Hex-Crawl Chronicles

The Shattered Empire



A new edventure brought to you by

By John Stater

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Hex Crawl Chronicles

— The Shattered Empire — By John M. Stater

For millennia the men of the north were pitted against one another in ceaseless battle, one city-state against another. In due time, the men of **Yal-Garok** gained the upper hand, dominating the minor city-states through arranged marriages and then striking at its greatest rivals militarily and forcing them to sue for peace. The rise of Yal-Garok ushered in the Age of Peace, allowing the clever, hard-working Northmen to focus their energies on building rather than destroying one another. Most of the country was brought under cultivation. Towns and cities flourished. Colonies were established in the eastern mountains, western prairie and, unsuccessfully, the icy woodlands of the far north.

The Age of Peace ended last winter, when **Emperor Brodred** passed into the Land of the Black Water, leaving his three daughters to squabble over the crown. And squabble they did. In short order, the youngest of the princesses, **Petal**, had her armies razing the city-state of the **Princess Peahen** and besieging the city-state of the **Princess Pearl**. Success on the battlefield, however, was not enough. To gain the throne, Petal needed to obtain the imperial regalia of her father – the scepter, orb and crown of the Empire. Naturally, her sisters also sought these items, sending agents throughout the land to seek them out.

This then, is the Shattered Empire, a land of marching armies, desperate refugees, highwaymen and bandits and encroaching humanoids from across the White River. A band of adventures might come into this land as seekers after lost treasures, common bandits or even mercenary captains seeking to join the winning side in the civil war.

The Shattered Empire is a hex-crawl, referring to the hex-shaped units that divide the map. Just as dungeon adventures take place on a gridded map, wilderness adventures can be conducted on a hex map, allowing players the freedom to decide where their characters roam and giving them the thrill of discovering the many places and people that have been placed on the map. This map represents a large area filled with numerous places to discover and explore, and can be used as a campaign area in its own right, or dropped into an existing campaign. Referees can place adventures they have purchased or devised on their own into empty hexes on the map.

Adventures in the Wilderness

The hexes on this map are 6 miles wide from one side to the other. In open country, adventurers should be able to see from one side of the hex to another. In wooded hexes, vision is much more restricted. Random encounters with monsters should be diced for each day and each night, with encounters occurring on the roll of 1-2 on 1d6. The exact monster (or monsters) encountered depends on the terrain through which the adventurers are traveling. Unlike dungeons, in which the monsters on the upper levels are usually less powerful than the monsters on deeper levels, wilderness encounters are quite variable in their challenge, and low level characters face death every time they step out of the confines of civilization. Well-traveled adventurers will discover, however, that settled lands are not as dangerous as the rugged wilderness.

The Imperial Regalia

The *Imperial Regalia* are the three ancient artifacts of the Northmen and their empire. Each of the objects was forged by one of the three great cities of the Empire and blessed by that city's priests. The first to bear these objects was **Beroldern**, King of Yal-Garok and founder of the Empire.

The *Orb of Yal-Kirith* is made of brownish marble and covered in a mesh of gold wire decorated liberally with citrines and rubies. When placed in a vessel of water, the orb turns that water into a scrying pool (treat as a *crystal ball*). When requesting a vision from the pool, an observer must roll 1d20 and compare it to their character's wisdom score. If the roll is higher than the adventurer's Wisdom, the pool shows the person what they want to be true rather than what is actually true. The *Orb* is hidden in the tower in **Hex 0418**.

Roll	Farmland	Highlands	Swamp	Wooded Hills
1	Ankheg (1d4)	Bandits (1d6 x8)	Catoblepas (1)	Black Bear (1d6 x4)
2	Bandits (1d6 x4)	Black Bear (1d6)	Carrion Fly (1)	Bugbears (1d6 x8)
3	Black Bear (1d6)	Bugbears (2d6)	Halfling (1d10 x10)	Centaurs (1d6 x4)
4	Giant Ant (2d6)	Centaur (1d4)	Goblins (1d10 x10)	Goblins (1d10 x20)
5	Giant Toad (1)	Goblins (1d6 x10)	Grey Ooze (1d6)	Hobgoblins (1d6 x30)
6	Goblins (1d6 x8)	Hill Giant (1)	Shambling Mound (1)	Men-At-Arms (1d6 x30)
7	Men-At-Arms (1d6 x4)	Men-At-Arms (1d6 x8)	Skeletons (1d8 x10)	Orcs (1d6 x30)
8	Ogre (1)	Ogres (1d6)	Stirge (1d8 x10)	Owlbear (2d6)
9	Wolves (2d6)	Wolves (1d6 x4)	Wight (1d6)	Wolves (1d6 x6)
10	Zombies (2d6)	Zombies (1d6 x4)	Zombies (1d6 x8)	Zombies (1d8 x10)

The Scepter of Yal-Zanath is a gold rod four feet long topped by a

Note: For large bodies of humanoid troops, feel free to organize them into squadrons and companies using the army composition suggestions below.

platinum bear rampant with amethyst eyes. The length of the rod is studded with amethyst intaglios of past emperors and empresses. The scepter allows its wielder to use the following spells, each three times per day: *hold person, fear* and *cure light wounds* CL 12th). The scepter can also be wielded as a +2 *light mace.* The *Scepter* is hidden in the nature temple in **Hex 3503**.

The *Crown of Yal-Garok* is a band of gold adorned with silver spikes tipped with sapphire orbs. The wearer of the crown can command the obedience and fealty of creatures within 120 ft. Creatures totaling 300 Hit Dice can be ruled, but intelligent creatures are entitled to a DC 20 Will save to negate the effect. Ruled creatures obey the wielder as if she were their absolute sovereign. The crown can be used for 500 minutes per month or it crumbles to dust. This duration need not be continuous. The crown is in the possession of the angel Tzaqiel in **Hex 3822**.

The Princesses Imperial

The Emperor Brodred was not only a fortunate man, but a fecund one. His empress **Gurdolena** gave him five surviving children, two sons and three daughters. His two sons, **Brene** and **Beorwin**, left the comfort of the Empire to adventure in the mysterious west. After they crossed the western border of the Empire they passed from the knowledge of men and some folk still pray for their return.

The three daughters of Brodred and Gurdolena are called Petal, Peahen and Pearl. Pearl was the eldest. Born holy, she grew up to sup with demons. Her blazon is a purple six-pointed star on a field of gold. Peahen was born plain and grew to be beautiful. The darling of the seven cities, her blazon is a peacock on a field of green. The youngest daughter was Petal, who was born pretty and grew up to be shrewd. Ignored by her sisters, it is said she had foreknowledge of her father's death. Certainly she moved the most swiftly to usurp his power and launch the elements of his army that were loyal to her against her sisters. Petal's emblem is a pink rose on a field of white.

The Armies

The armies of the Shattered Empire hex crawl are defined as being made up of squadrons of 10 warriors or companies of 20 warriors. Horsemen are organized into squadrons and foot soldiers into companies. Each squadron is made up of nine men-at-arms under the command of a sergeant-at-arms, while each company consists of 17 men-at-arms under the command of a captain and two sergeants-at-arms. Humanoid armies are organized using the same basic system, save their captains are called chieftains and their sergeants are sub-chiefs.

The precise elements of an army can be generated using the following tables:

Mounted Soldiers

Goblins are always mounted on wolves and **orcs** on giant boars. Among the savage humanoids, only **hobgoblins** have tamed the horse and even then rely on light, swift horses rather than heavy destriers.

Roll	Northmen	Hobgoblins
1	Hussars	Hussars
2	Hobelars	Hussars
3	Cataphracts	Hobelars
4	Knights	Hobelars

Hobelars are light horsemen who sometimes dismount before battle. Hobelars wear leather armor and carry longsword and lance. **Hussars** are mounted archers capable of firing their bows from horseback at a full gallop. Hussars wear leather armor and carry shortbows and longswords.

Cataphracts are heavy horsemen wearing chainmail hauberks and carrying light steel shields, lances and longswords.

Knights are the heaviest horsemen, usually drawn from the nobility. Knights wear plate armor and carry heavy shields, lances and longswords.

GOBLIN WORG RIDER XP 800

Male goblin warrior 3 NE Small humanoid (goblinoid) Init +3; Senses darkvision 60 ft.; Perception –1

AC 16, touch 14, flat-footed 13 (+2 armor, +3 Dex, +1 size) hp 23 (3d10+3) Fort +4, Ref +4, Will +0

Speed 30 ft. **Melee** shortsword +8 (1d4/19–20) **Ranged** short bow +7 (1d4/×3)

Str 11, Dex 16, Con 12, Int 10, Wis 9, Cha 6 Base Atk +3; CMB +2; CMD 15 Feats Mounted Combat, Weapon Finesse, Weapon Focus (shortsword) Skills Handle Animal +6, Ride +8, Stealth +13, Swim +4; Racial Modifiers +4 Ride, +4 Stealth Languages Goblin Combat Gear leather armor, shortsword, shortbow, 15 arrows WORG XP 400

hp 26, (see the Pathfinder Roleplaying Game Bestiary, "Worg")

ORC BOAR RIDER

XP 800 Male orc warrior 5 NE Medium humanoid (orc) Init +0; Senses darkvision 60 ft.; Perception +1

AC 12, touch 10, flat-footed 12 (+2 armor) hp 33 (5d10+5) Fort +5, Ref +1, Will +1 Defensive Abilities ferocity Weaknesses light sensitivity

Speed 30 ft. **Melee** spear +9 (1d8+3/x3) **Ranged** javelin +7 (1d6+3)

Str 17, Dex 11, Con 12, Int 6, Wis 10, Cha 9 Base Atk +5; CMB +8; CMD 18 Feats Mounted Combat, Skill Focus (ride), Weapon Focus (spear) Skills Intimidate +4, Perception +1, Ride +8 Languages Orc Combat Gear leather armor, spear, 5 javelins

DIRE BOAR XP 1.200

CR 4

CR 3

CR 2

hp 42, (see the Pathfinder Roleplaying Game Bestiary, "Boar, Dire")

HOBGOBLIN CAVALRY XP 600 Male hobgoblin fighter 3 CR 2



CR1

CR1

CR1

N Medium humanoid (goblinoid) Init +2; Senses Perception +0

AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex) **hp** 26 (3d10+3) Fort +4, Ref +3, Will +1; +1 vs. fear Defensive Abilities bravery +1

Speed 30 ft.

Melee longsword +6 (1d8+2//19-20) or lance +6 (1d8+2/x3) Ranged shortbow +5 (1d6/x3)

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

Base Atk +3: CMB +5: CMD 17

Feats Mounted Archery, Mounted Combat, Point Blank Shot, Skill Focus (ride)

Skills Handle Animal +4, Intimidate +4, Ride +10, Stealth +6; Racial Modifiers +4 Stealth

Languages Common, hobgoblin

SQ Armor training 1

Combat Gear leather armor, longsword, shortbow, 20 arrows, lance

LIGHT HORSE

XP 400

hp 16, (see the Pathfinder Roleplaying Game Bestiary, "Horse, Light")

HOBELARS

XP 400

Male human warrior 2 N Medium humanoid (human) AC 12, touch 10, flat-footed 12 (+2 armor) **hp** 11 (2d10) Melee longsword +4 (1d8+2/19-20) or lance +4 (1d8+2/x3) Str 15, Dex 11, Con 13, Int 10, Wis 10, Cha 9 Base Atk +2; CMB +4; CMD 14 Combat Gear leather armor, longsword, lance

HUSSARS XP 400

Male human warrior 2 AC 15, touch 12, flat-footed 13 (+2 armor, +2 Dex, +1 dodge) **hp** 11 (2d10) Melee longsword +3 (1d8+1/19-20) **Ranged** shortbow +4 (1d6/x3)Str 13, Dex 15, Con 11, Int 10, Wis 9, Cha 10 Base Atk +2; CMB +3; CMD 15 **Combat Gear** leather armor, longsword, shortbow, 20 arrows

CATAPHRACTS

CR 3 XP 800 Male human warrior 4 **AC** 18, touch 11, flat-footed 17 (+6 armor, +1 Dex, +1 shield) **hp** 30 (4d10) Melee longsword +8 (1d8+3/19-20) or lance +7 (1d8+3/x3) Str 16, Dex 12, Con 11, Int 10, Wis 8, Cha 9 Base Atk +4; CMB +7; CMD 18 Combat Gear chainmail, light steel shield, longsword, lance

KNIGHTS

XP 4,800 LN male human fighter 8 AC 21, touch 11, flat-footed 20 (+9 armor, +1 Dex, +1 shield) hp 80 (8d10+16 plus 8) Melee longsword +14/+9 (1d8+7/19-20) or spear +11/+6 (1d8+3/19-20)Ranged spear +9/+4 (1d8+3/19-20) Str 16, Dex 13, Con 14, Int 10, Wis 12, Cha 16 Base Atk +8; CMB +11; CMD 22

Combat Gear Full plate, light steel shield, longsword, lance

Foot Soldiers

Roll	Northmen	Goblins	Orcs	Hobgoblins
1	Militia	Archers	Archers	Archers
2-3	Archers	Archers	Archers	Light Foot
4-5	Light Foot	Light Foot	Light Foot	Light Foot
6	Longbowmen	Light Foot	Light Foot	Longbowmen
7	Heavy Foot	Heavy Foot	Heavy Foot	Heavy Foot
8	Special	Special	Special	Special

Militia consists of peasants rather than men-at-arms. A militia company numbers 40 men, each carrying light wooden shield, spear and possibly (50% chance) slings.

Light Footmen wear scale armor and carry shield, spear and short sword.

Heavy Footmen wear chainmail and carry polearm and short sword.

Archers wear leather armor and carry short bow, 20 arrows and hand axe.

Longbowmen wear scale armor and carry long bow, 20 arrows and short sword

Special troops might include **pikemen**, war mammoths with handlers, berserkers armed with battle axes or scouts. Scout companies are composed of 10 troops wearing leather armor and armed with daggers and short bows.

MILLITIA

XP 200 Male and female human warrior 1 AC 12, touch 11, flat-footed 11 (+1 Dex, +1 shield) **hp** 6 (1d10) Melee spear +2 (1d6+1/x3) Ranged sling +2 (1d4) Str 13, Dex 12, Con 11, Int 7, Wis 8, Cha 9 Base Atk +1; CMB +2; CMD 13 Combat Gear light wooden shield, spear, sling, 10 stones

LIGHT FOOTMEN

CR 3

CR 3

CR1

XP 800 Male and female human fighter 3 AC 17, touch 12, flat-footed 15 (+5 armor, +2 Dex) hp 22 (3d10+3 plus 3) Melee longsword +4 (1d8+2/19-20) or spear +5 (1d8+2/x3) **Ranged** spear +6 (1d8+2/x3) Str 13, Dex 15, Con 12, Int 10, Wis 10, Cha 10 Base Atk +3; CMB +4; CMD 16 Combat Gear Scale mail, light steel shield, shortsword, spear

HEAVY FOOTMEN

XP 800 Male human fighter 3 AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex) hp 26 (3d10+3 plus 3) **Melee** shortsword +6 (1d6+3/19-20) or glaive +6 (1d10+4/x3) or guisarme +6 (2d4+4/x3) or ranseur +6 (2d4+3/x3) Str 16, Dex 13, Con 13, Int 11, Wis 11, Cha 9 Base Atk +3; CMB +6; CMD 17 Combat Gear Chain mail, shortsword, glaive or guisarme or ranseur

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ARCHERS

XP 800 Male human fighter 3 AC 15, touch 12, flat-footed 13 (+2 armor, +3 Dex) hp 20 (3d10+3 plus 3) Melee handaxe +4 (1d6+1/x3) Ranged shortbow +7 (1d8/x3) Str 12, Dex 16, Con 12, Int 11, Wis 10, Cha 8 Base Atk +3; CMB +4; CMD 17 Combat Gear Leather armor, hand axe, shortbow, 20 arrows

LONGBOWMEN

CR 3

CR 2

CR 10

CR 2

XP 800 Male human fighter 3 AC 18, touch 13, flat-footed 15 (+5 armor, +3 Dex) hp 23 (3d10 plus 3) Melee shortsword +4 (1d6+1/19-20) Ranged longbow +7 (1d8/x3) Str 12, Dex 16, Con 11, Int 10, Wis 10, Cha 10 Base Atk +3; CMB +5; CMD 16 Combat Gear Scale mail, shortsword, longbow, 20 arrows

PIKEMEN

XP 600 NE male human fighter 2 AC 12, touch 10, flat-footed 12 (+2 armor) hp 17 (2d10+4 plus 2) Fort +5, Ref +0, Will +0 Melee longspear +5 (1d8+3/x3) or shortsword +4 (1d6+2/19-20) Str 14, Dex 10, Con 14, Int 10, Wis 10, Cha 11 Base Atk +2; CMB +4; CMD 14 Combat Gear Leather armor, longspear, shortsword

WAR MAMMOTH

XP 9,600 N Huge animal (advanced mammoth) Init +3; Senses low-light vision, scent; Perception +24

AC 25, touch 11, flat-footed 22 (+3 Dex, +14 natural, -2 size) hp 182 (14d8+98) Fort +16, Ref +12, Will +9

Speed 40 ft. **Melee** gore +23 (2d8+14), slam +22 (2d6+14) **Space** 15 ft.; **Reach** 15 ft. **Special Attacks** trample (2d8+21, DC 31)

Str 38, Dex 16, Con 25, Int 6, Wis 17, Cha 11

Base Atk +10; CMB +26, CMD 39 (43 vs. trip) Feats Endurance, Improved Bull Rush, Improved Iron Will, Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (gore) Skills Perception +20

WAR MAMMOTH HANDLER

XP 600 Male human expert 2, warrior 1 AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex) hp 16 (2d8+1d10 plus 3) Melee spear +4 (1d8+2/x3) Ranged javelins +3 (1d6) Str 14, Dex 13, Con 11, Int 7, Wis 8, Cha 14 Base Atk +2; CMB +4; CMD 15 Skills Handle Animal +11, Perception +5 Combat Gear leather armor, spear, 3 javelins

BERSERKERS

XP 400 Male human barbarian 1 CR 3 CN Medium humanoid (human) Init +1; Senses Perception +8

> AC 13, touch 9, flat-footed 12 (+4 armor, +1 Dex, -2 rage) hp 14 (1d12+4 plus 1) Fort +6, Ref +1, Will +4

Speed 30 ft. (base 40 ft.) **Melee** battleaxe +4 (1d8+4/x3)

Str 17, Dex 13, Con 18, Int 10, Wis 14, Cha 8 Base Atk +1; CMB +4; CMD 15 Feats Diehard, Endurance Skills Climb +4, Handle Animal +3, Knowledge (nature) +4, Perception +8, Survival +6 Languages Common SQ fast movement, rage (8 rounds/day) Gear Hide armor, battleaxe

*Base Statistics When not raging, the berserker's stats are AC 15, touch 11, flat-footed 14; hp 12; Fort +4, Will +2; Melee battleaxe +2 (1d8+4/x3); Str 13, Con 14; CMB +3; CMD 14; Climb +1

SCOUT CR 1 XP 200 Male human expert 1, warrior 1 AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex) hp 16 (1d8+1d10+2 plus 2) Melee dagger +2 (1d4+1/19-20) Ranged shortbow +2 (1d6/x3) Str 13, Dex 13, Con 13, Int 10, Wis 12, Cha 9 Base Atk +1; CMB +2; CMD 13 Feats Endurance, Skill Focus (stealth) Skills Climb +6, Knowledge (local) +4, Perception +6, Stealth +8, Survival +6 Combat Gear leather armor, dagger, shortbow, 10 arrows 10

Armies in the Field

At the start of any campaign in the Shattered Empire, there are three armies in the field, those of Petal, Pearl and Peahen.

The army of Petal is currently engaged in the siege of Yal-Kirith [Hex 3411], and thus encamped around that city. Petal's army consists of 10 squadrons of horse and 15 companies of foot, as well as siege engineers and their war engines.

Upon hearing the news of her father's death, the Princess Peahen split her army into three legions and sent them to secure the lesser city-states of Xom-Cahar [Hex 0208], Xom-Yeric [Hex 0803] and Xom-Iforn [Hex 1607]. Leaving only a small garrison to defend Yal-Zanath [Hex 1007], that city-state was swiftly taken and razed to the ground by the army of Petal. The three legions of Peahen's army remain in the field. The Legion I consists of 2 squadrons of horse and 3 companies of foot and is headquartered at Xom-Yeric awaiting its mistress. Legion II consists of 2 squadrons of horse and 4 companies of foot and begins the campaign at Xom-Cahar. Legion II will begin moving towards Xom-Yeric, managing to cover one hex on a roll of 1-2 on 1d6 made each round. Legion III is headquartered at Xom-Iforn and consists of 1 squadron of horse and 2 companies of foot.

Princess Pearl was slow to act upon learning of her father's demise. A libertine, she found herself otherwise engaged and unable to issue orders. The remains of her army remain inside Yal-Kirith. It consists of 3 squadrons of horse and 4 companies of foot.

The Northmen

The lands of the Empire are dominated almost entirely by the **Northmen**, a hearty breed of men with ebony or chocolate skin and wavy

9

hair of brown or black, often worn long. Northmen are usually stout and often plump. While most Northmen wear tunics and leggings of wool, the nobility replace the tunic with a long robe of rich grogram with jeweled leather thongs wrapped around their forearms and torques of precious metal around their necks. Northmen favor axes and curved knives and usually wear chainmail in battle. The Northmen believe in monarchy and a great universal hierarchy with their emperor at the top, the nobility below and the commoners arrayed at the bottom. For most Northmen, this works and it is comfortable and coloring outside the lines is neither welcomed nor approved.



0208.

The walled market town of **Xom-Cahar** is home to 5,000 men and women, mostly involved in the mining of silver and quarrying of granite from the surrounding hills, and the production of pike-armed mercenaries valued throughout the Empire. The town is situated in a deep valley of drooping pines, abandoned flooded quarries and cave bears with goldenbrown fur. The town is dominated by the ebon towers of the castle of **Gwisaba**, enchantress and Duchess of Xom-Cahar. Gwisaba has a vast library of scrolls and dusty, leather-bound tomes that, it is said, contain all the knowledge in the world and beyond. One of these tomes, locked and bound in iron, contains a dimensional pocket in which Gwisaba keeps her treasure of 5,660 gp and 1,500 sp.

GWISABA THE ENCHANTRESS

Gwisaba is a delicate woman with light brown skin and luxurious hair worn to her ankles and thickly braided. XP 76,800

N female human wizard 16 (enchanter) AC 11, touch 11, flat-footed 10 (+1 Dex) hp 70 (16d6 plus 16) Fort +5, Ref +4, Will +12 Melee touch +7 (by spell) Ranged touch +7 (by spell) Wizard Spells Prepared (4/6+1/5+1/5+1/5+1/5+1/3+1/3+1/2+ 1; DC 15 + spell level) Arcane School enchantment; Opposition Schools evocation, illusion Str 9, Dex 13, Con 11, Int 20, Wis 15, Cha 17 Base Atk +8; CMB +7; CMD 18 Gear Robes, silver earrings (200 gp value)

PIKEMEN XP 600

N male human fighter 2 AC 12, touch 10, flat-footed 12 (+2 armor) hp 17 (2d10+4 plus 2) Fort +5, Ref +0, Will +0 Melee longspear +5 (1d8+3/x3) Str 14, Dex 10, Con 14, Int 10, Wis 10, Cha 11 Base Atk +2; CMB +4; CMD 14 Combat Gear Leather armor, longspear, shortsword

0214.

Seven white apes are feasting on corpses in a rocky clearing. One of the corpses, an elderly man, is carrying a bar of silver. The silver bar is actually hollow (a PC might notice that it is too light on a DC 20 Perception check) and contains a small piece of paper on which is scrawled "Seek ye the golden pillar across the river".

WHITE APES (7) XP 800

hp 30, (see the Pathfinder Roleplaying Game Bestiary, "Ape, Dire")

0222.

CR 16

Passing through this hex, you may come across a **small cabin** in the woods. The cabin consists of a single room, dingy and cluttered, with walls decorated with the most appalling bits of taxidermy you have ever seen. The cabin is home to **Telyn**, a broad-shouldered old woman with skin the color of mahogany, silver hair worn in a beaded net and a careworn face. Telyn is both a cat lady (she owns at least fifteen animals of every variety one could imagine) and a genuine prophetess, touched by the goddess of the underworld, Waith. Her small painted terracotta idol of Waith appears as giant hawk with the head of a matron, hair oiled and curled into ringlets, eyes chalk white, a silver chain set with a ruby worn around her forehead. The goddess' presence can be felt in the cabin by clerics as an oppressive melancholy. It was Waith that Telyn prayed to

Rumors

When adventurers are seeking information or rumors in a settlement or from the lord of a castle, you can roll a random rumor from the table below. Each rumor is either True ("T") or False ("F") and the hex number associated with the rumor is given in brackets.

Roll	True Rumors	Roll	False Rumors
1	The emperor was undone by murder most foul!	11	A caravan of men from the Sea Lordies to the east are bringing Prince Beorwin back to claim the throne. [Hex 3819]
2	Princess Petal is not to be trusted.	12	The Temple of Four Goddesses, if you can find it, holds treasures beyond your wildest imagination. [Hex 3503]
3	The Seven Sleepers await the crack of Hell! [Hex 1510]	13	Striking steel and flint wards away bulettes. [Hex 3104]
4	There is a wishing well somewhere in the wilderness. [Hex 0303]	14	There is a chamber of horrors beneath the temple of Almerla in Valley of Tulips. [Hex 2410]
5	The Thunder god's lover dwells near the White River. [Hex 0822]	15	The imperial regalia are held in the vaults of the temple of Telos, the lord of war. [Hex 1811]
6	Farin of Xom-Iforn is the Empire's greatest swordsmith. [Hex 1607]	16	The dwellers 'neath the hills are ever the friends of men. [Hex 1103]
7	Beware the impaled god and touch not the instrument of his destruction. [Hex 2202]	17	It was a one-eyed man that killed the Emperor. [Hex 0512]
8	Candle may be the only man alive that can save the Empire from complete ruin. [Hex 2802]	18	Princess Pearl is the only princess you can trust.
9	Vheeley and Vorsey are in need of heroes! [Hex 3416]	19	Princess Peahen is the rightful empress.
10	The elven eagle riders would see the Empire fall.[Hex 3520]	20	The emperor had a secret heir in his palace.

10

CR 2

when as a maiden her heart was broken by the rascal Iulfun [Hex 0620]. Waith took pity on the girl and took away her heart, turning her into a crone and removing her ability to ever love or feel the pain of a lost love again. In the black hollow of her breast, Telyn now holds a divine spark that Waith plucked from her own breast, and it is this spark that gives her the ability to deliver prophecies. To pay for one of her prophecies, one must deliver to Telyn a cat of a breed she does not yet own.

TELYN XP 600

CR 2

XP 600 N Female human commoner 4 hp 9 (4d6–4) Skills Knowledge (history) +5, Knowledge (local) +3, Knowledge (nature) +3, Sense Motive +5

Telyn's Prophecy

How does Telyn's prophecy work in the game? A player may suggest what they would like to have happen to their character, while the GM suggests a specific problem that may befall them in the process of fulfilling that wish. Anytime either possibility comes into play, a +2 bonus it added to a dice roll (or penalty subtracted from a dice roll) that could make it come true. The "prophecy" must be specific and must be relatively near term. Thus, a player may suggest that their character will slay Princess Petal, while the GM suggests that they may be killed by poison in the process. The player then receives a +2 bonus on attacks against Princess Petal and a -2 penalty on Fortitude saves vs. poison while trying to accomplish their goal.

0303.

Amidst the **shattered remains of a castle** is a large courtyard paved with golden-orange quartz. In the middle of the courtyard is a narrow well built of the same stone and decorated with friezes of stars, moons and the sun. A copper bucket attached to a long chain allows one to draw water from the well. By throwing a single copper piece into the well, one gains the ability to cast a *wish* within the next 24 hours. To cast a *wish*, they must preface it with the words "By the Sun, Moon and stars, I wish …". Each hour that passes until the person makes the wish imposes a cumulative -1 penalty to all rolls that character makes – i.e. saves, attack rolls, damage, etc. Once the wish is cast or the 24 hours is up, the accumulated penalty vanishes.

0405.

A narrow pass in the highlands has been trapped by a clan of **10 atomies**. The atomies hide in small caves in the sides of the pass, the cave mouths hidden behind bits of loose foliage. The **traps** are spiked planks bent back so that when one trips a wire they spring out, inflicting damage and causing one to go lame.

ATOMIES (10) XP 400
CN Tiny fey
Init +7; Senses low-light vision; Perception +7

AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size) hp 10 (3d6) Fort +1; Ref +6; Will +4 DR 5/cold iron; SR 12

Speed 40 ft., fly 60 ft. (good) Melee short sword +6 (1d3-3) Ranged light crossbow +6 (1d4) Space 2-1/2 ft.; Reach 0 ft. Spell-like Abilities (CL 3rd): 3/day—blink, entangle (DC 13), invisibility (self only), pass without trace, speak with animals

Str 5, Dex 17, Con 11, Int 12, Wis 13, Cha 14 Base Atk +1; CMB +2; CMD 9 Feats Improved Initiative, Weapon Finesse Skills Acrobatics +9, Bluff +8, Craft (any) +7, Escape Artist +9, Fly +11, Knowledge (nature) +7, Perception +7, Perform (dance) +8, Stealth +11 (+15 in forests); Racial Modifiers +4 Stealth in forests Languages Common, Sylvan

SPIKED PLANKS

XP 400

Type mechanical; Perception DC 20; Disable Device DC 20 Trigger touch; Reset none

Effect Atk +15 touch (spike; 1d6+1 plus lameness/×3) Special: DC 15 Reflex save to avoid 1/2 movement for 1d4 days.

0418.

A band of desperate brigands sought to use an **old stone tower** here as their base of operations for raiding the countryside, but instead have found themselves trapped in a place of horror. The tower stands atop a deep shaft, a well that contains an evil presence. The presence warps one's sense of reality and the surviving bandits are now mad men who think themselves princes in a palace of delights. The interior of the place is filthy and the men are slowly starving as they sup on imaginary banquets and quench their thirst with imaginary wine.

A — The inner courtyard of the tower is paved with reddish bricks and contains a well that exudes a strange, sickly sweet smell. The aforementioned well is 100 ft. deep and grants access to a series of roughly cut chambers shored up with timbers. A thin layer of water on the floor in these chambers has slowly rotted the timbers, making walking through the cramped tunnels (5 ft. high, 4 ft. wide) dangerous. For each round of fighting in the tunnels, there is a 10% chance of a cave-in (DC 20 Reflex save or be buried and suffer 3d6 damage plus 1d6 damage per round until freed). Apparently, when the well went dry, the owners of the keep decided to dig deeper and found something they were unprepared to handle. For the tunnels and chambers beneath the tower keep show signs of ancient, crumbling ophidian masonry, distinctly the work of the serpent men (DC 20 Knowledge [engineering] check or DC 25 Perception check with stonecunning).

A1 — As one enters this room, the water on the floor begins to rise slowly and bubble and froth. Vapors in the shape of humanoids appear on the surface and swirl around the intruders. This show – for it is a mere show – is due to a minor haunting by the spirit of a wizard that died here many years ago. The spirit cannot harm anyone.

A2 — The floor of this chamber is sunken four feet below the entrance and the ceiling rises 15 ft. above the floor. Three colossal cobras have been carved from stone and now hang precariously over the earthen floor. Any disturbance in the room carries the possibility (as above) of a cave-in, but will also topple the statues, causing an additional 3d6 points of damage. A **clutch of darkmantles** lives on the ceiling above.

DARKMANTLES (11) XP 400

hp 16, (see the Pathfinder Roleplaying Game Bestiary, "Darkmantle")

A3 - A slight cave-in has left three people buried under about 3 ft. of earth. Two of the bodies wear chain shirts (the leather straps have rotted away) and carry shortswords and warhammers. The third appears to have been an academic or wizard of some sort, judging by his robes. He carries a silver flask filled with holy water and three silver spikes, as well as a hammer. A swarm of flesh-eating beetles has infested the soil.

FLESH EATING BEETLES XP 1,600

CR 5

CR 1

CR1

hp 57, (see the Pathfinder Roleplaying Game Bestiary, "Army ant swarm")

11



A4 — This room has an undulating floor and ceiling. The southern wall appears to have caved in, for it now consists of packed earth at a 45 degree angle. Embedded in this earth is what appears to be the skeleton of a large mermaid, with extremely long and pointed finger bones and a curious crest atop its head. These demonic remains are the source of the madness in the tower above, and any in its presence must make a DC 20 Will save each round or be struck by a *confusion* effect for that round (CL 16th). Once a person has failed three such saves, they are struck permanently insane. The only way to destroy the corpse is to drive a silver stake into the skull and anoint the bones with holy water. Hidden within the skull (DC 25 Perception check to notice) is the famed *Orb of Yal-Kirith*. Any attempt to seize the Orb results in the summoning of a **guardian daemon** in the form of a giant bat-thing surrounded by a greenish aura of greasy smoke.

GUARDIAN DAEMON

CR 6

XP 2,400 N(E) Large outsider (extraplanar) Init +1; Senses darkvision 120 ft.; Perception +13

AC 21, touch 10, flat-footed 20 (+1 Dex, +11 natural, -1 size) hp 68 (8d10+24)

Fort +5; Ref +7; Will +8

DR 10/cold iron or silver; **Immune** acid, *hold*, mind-affecting effects, poison, polymorph, sleep; **Resist** cold 10, electricity 10, fire 10

Weaknesses limited domain

Speed 30 ft.

Melee bite +11 (2d6+4), 2 claws +11 (1d6+4)

Space 10 ft.; Reach 10 ft.

Special Attacks breath weapon (30 ft. cone, DC 17, 5d6 fire, useable every 1d4 rounds)

Str 18, Dex 12, Con 16, Int 12, Wis 14, Cha 14 Base Atk +8; CMB +13; CMD 24

Feats Blind-Fight, Improved Natural Attack (bite), Power Attack, Vital Strike

Skills Bluff +13, Diplomacy +9, Intimidate +13, Knowledge (arcana) +8, Knowledge (planes) +12, Perception +13, Sense Motive +13, Stealth +4, Survival +9

Languages Abyssal, Common, Daemonic, Infernal; telepathy 100 ft.

Limited Domain (Ex)

The realm of a guardian daemon encompasses only the area it is summoned to guard; a room, chamber, or treasure. The area can be no larger than 100 feet + 10 feet per caster level of the one who summoned it. The guardian daemon can wander freely in its area, but cannot move beyond the precincts of the designated area.

 \mathbf{B} — These stables are now empty, save for the bloated corpse of a man wearing chainmail. The man's skull has been crushed by a heavy weight and rats have been nibbling on him. Two giant rats hide in the mouldering hay.

GIANT RATS (2) XP 135

Palaplaving Camp Postian, "D

hp 5, (see the Pathfinder Roleplaying Game Bestiary, "Rat, Dire")

C — This antechamber is empty save for **three clay jugs**, each stopped with a cork. Two of the jugs contain the same mold as now dwells in the solarium [**Area I**]. The third is an *eversmoking bottle*. The stairs here lead up to **level 2**. The door has been jammed from the inside with two iron spikes.

D — This guardroom is inhabited by **three madmen** in chainmail and tattered tunics. They are staring intently at a chalk statue of a tall, thin, graceful woman with gills on her neck and a wide, rectangular hat

balanced on her head. Any speaking by the adventurers is greeted with a chorus of hushes and them saying, in unison, "Quiet, brother, she is about to speak!" In fact, she is not.

MADMEN (3)

XP 800 Male human warrior 3 N Medium humanoid (human) Init +1; Senses Perception +2

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex) hp 22 (3d10+3 plus 3) Fort +4, Ref +2, Will +3 Immune mind-affecting spells

Speed 20 ft. (30 ft. base) Melee unarmed strike +5 (1d3+2)

Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10 Base Atk +3; CMB +5; CMD 16 Feats Improved Unarmed Strike, Iron Will, Weapon Focus (longsword) Skills Climb +3, Diplomacy +1, Handle Animal +6, Perception +2, Ride +1 Languages Common Combat Gear Chain mail; Other Gear tunic

E — This kitchen is home to a **cleaver wielding man** naked save for a basket worn in the manner of a crown. He is tormented by a number of **giant rats** that he addresses as though they are rebellious servants. At the sight of newcomers, he will command they subdue the pests and then attend to his dressing. Soiled and bloodied robes are scattered about the kitchen, along with rolls as hard as rocks and vegetables and meat in various states of decay. A side of rotten beef hangs in one corner, lousy with **rot grubs**. The stairs here have been **trapped** with a tripwire that sends a suit of full plate armor filled with stones crashing down the stairs.

CLEAVER-WEILDING MADMAN

CR 3

CR 1/3

CR 3

Male human warrior 3 N Medium humanoid (human) Init +1; Senses Perception +2

AC 11, touch 11, flat-footed 10 (+1 Dex) hp 20 (3d10+3 plus 3) Fort +4, Ref +2, Will +3 Immune mind-affecting spells

Speed 20 ft. (30 ft. base) Melee filthy cleaver +5 (1d4+2 plus disease)

Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10 Base Atk +3; CMB +5; CMD 16 Feats Improved Unarmed Strike, Iron Will, Weapon Focus (longsword) Skills Climb +6, Diplomacy +1, Handle Animal +6, Perception +2, Ride +4 Languages Common Combat Gear filthy cleaver; Other Gear basket

FILTH FEVER

Type disease, injury; Save Fortitude DC 12 Onset 1d3 days; Frequency 1/day Effect 1d3 Dex damage and 1d3 Con damage; Cure 2 consecutive saves

DIRE RATS (2)

XP 135

hp 5, (see the Pathfinder Roleplaying Game Bestiary, "Rat, Dire")

13

CR 1/3

ROT GRUBS

Type infestation; Save Fortitude DC 17 Onset immediate; Frequency 1/round Effect 1d2 Con damage per grub, (see the Pathfinder Roleplaying Game Gamemastery Guide, "Advanced Topics, Hazard, Rot Grub")

STONE-FILLED ARMOR TRAP XP 800

CR 2

Type mechanical; Perception DC 20; Disable Device DC 20 Trigger location; Reset manual

Effect Atk +15 melee (stone-filled armor; 3d6); multiple targets (all targets in a 10-ft. square)

F— This water closet is terribly foul smelling, due to it having been stopped up with the corpse of a bandit. The effluence within has spawned several immature otyughs that look like slugs with several small tentacles. The creatures aren't dangerous and in fact the sheath of slime around their bodies can be used to cure any disease (treat as three potions of remove disease).

G — This room was used as an officer's mess. The table now serves to hold the corpse of a former sub-chief of the bandits, who is secured to it with heavy ropes. The mutilation of his body and the sated looks on the bloody faces of the five bandits in the room tell a grisly tale.

HOMICIDAL BANDITS (5) XP 800

CR 3

Male human fighter 3 N Medium humanoid (human) Init +1; Senses Perception +2

AC 18, touch 11, flat-footed 17 (+6 armor, +1 Dex, +1 shield) hp 22 (3d10+3 plus 3) Fort +4, Ref +2, Will +1 (+1 vs. Fear) Defensive Abilities Bravery +1

Speed 20 ft. (30 ft. base) Melee longsword +6 (1d8+2/19-20) Ranged light crossbow +4 (1d8/19-20)

Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10

Base Atk +3; CMB +5; CMD 16 Feats Mounted Archery, Mounted Combat, Ride-By Attack, Trample, Weapon Focus (longsword) Skills Climb +3, Diplomacy +1, Handle Animal +6, Perception +2, Ride +1 Languages Common SQ Armor training 1 Combat Gear Chain mail, light steel shield, long sword, light crossbow, 20 bolts

H — This large hall was used as the mess for the common soldiery of the tower. The tables and chairs have been splintered. Ten crazed bandits now appear to be sleeping here under soiled blankets, but in truth have had a good portion of their strength drained by a pack of four shadow rats that inhabits the room. A leather sack beneath the rubble holds 400 gp and a silver dagger in a sheath decorated with gold embroidery (worth 80 gp).

MADMEN (10) XP 800

CR 3

Male human warrior 3 N Medium humanoid (human) Init +1; Senses Perception +2

AC 18, touch 11, flat-footed 17 (+6 armor, +1 Dex, +1 shield) hp 22 (3d10+3 plus 3) Fort +4, Ref +2, Will +1 Immune mind-affecting spells

Speed 20 ft. (30 ft. base)

Melee longsword +1 (1d8-3/19-20)

Str 4, Dex 13, Con 13, Int 10, Wis 10, Cha 10 Base Atk +3; CMB +1; CMD 12 Feats Mounted Archery, Mounted Combat, Ride-By Attack, Trample, Weapon Focus (longsword) Skills Climb +3, Diplomacy +1, Handle Animal +6, Perception +2, Ride +1 Languages Common SQ Armor training 1

Combat Gear Chain mail, light steel shield, long sword

SHADOW RATS (4)

CR 1/2

XP 200 N Tiny undead Init +2; Senses darkvision 60 ft., scent; Perception +8

AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size) hp 3 (1d8+1)

Fort +1; Ref +2; Will +3

Defensive Abilities incorporeal form, shadow blend; Immune undead traits

Speed 40 ft., climb 15 ft. Melee bite +4 (1d3-2 plus 1d2 Strength damage plus disease)

Space 2–1/2 ft.; Reach 0 ft.

Str 6, Dex 15, Con —, Int 2, Wis 12, Cha 12 Base Atk +0; CMB +0; CMD 8 (12 vs. trip) Feats Skill Focus (Perception), Weapon Finesse^B Skills Acrobatics +2 (+6 jump), Climb +10, Perception +8, Stealth +14; Racial Modifiers +4 Stealth. Shadow rats use their Dexterity modifier for Climb checks.

FILTH FEVER

Type disease, injury; Save Fortitude DC 12 Onset 1d3 days; Frequency 1/day Effect 1d3 Dex damage and 1d3 Con damage; Cure 2

consecutive saves

Incorporeal Form (Su)

A shadow rat can, as a standard action, assume an incorporeal form for up to 1 hour per day. In this form, the shadow rat loses its natural AC bonus but gains a +2 deflection bonus to AC. While in this form, the shadow rat is AC 16 (+2 deflection, +2 Dex, +2 size), touch 15, flat-footed 13. The shadow rat can still attack corporeal opponents while in its incorporeal form, but its attack only inflicts Strength damage and cannot cause physical damage. The shadow rat gains the incorporeal subtype while using this ability.

Shadow Blend (Ex)

A shadow rat can disappear into the shadows as a move action, gaining total concealment in all levels of illumination save bright light.

Strength Damage (Su)

A shadow rat deals Strength damage to living foes it bites. A creature reduced to 0 Strength cannot move but does not die—at least, not until the shadow rat's physical damage takes its toll.

I — The solarium is inhabited by a **reddish-black mold** with a psychic hive mind that allows it to act as a single organism, induce hallucinations and lure people to come sit on the floor, backs against the wall, that they might be consumed by the mold. Three bloated corpses are in such a position already and in an advanced state of decay. The mad men describe these corpses as the "sleeping maidens" they are sworn to protect. One of the corpses holds a bone map case that is empty save for a small cat's-eye marble that, if placed on the floor, rolls directly towards the most valuable treasure within 100 ft.

Reddish-Black Mold XP 600

Reddish-black mold lives in what appears to be a colony of molds, but is, in fact a hive mind that acts as one organism. It is capable of inducing hallucinations [As Hypnotic Pattern (DC 12 Will save negates)] and mesmering people to sit calmly while they are consumed by the mold [As Suggestion (DC 12 Will save negates)].

Reddish-black mold feeds by dissolving its victims with an acid excretion that deals 1d6 points of damage per round. Reddishblack mold can be destroyed by fire. If the colony isn't completely destroyed, it will regenerate itself over a period of 20 days.

0512.

A band of 250 starving refugees from farms surrounding Yal-Zanath is scavenging in these hills. They are under the protection of three clerics, Father Udach One-Eye, Sister Cwall and Brother Bjarn. The clerics are desperate to keep the people fed, which is difficult since the farmers are unskilled at living in the wilderness. There is a 1 in 6 chance that adventurers become entangled in one of the refugees' crude snares (1d4 damage) while moving through this hex. One of the refugees is a sage named Malarine who served in the citadel of Princess Peahen.

FATHER UDACH

XP 19,200

CR 12

CR 6

CR4

LN male human cleric 10 AC 18, touch 9, flat-footed 18 (+8 armor, +1 shield, -1 Dex) hp 74 (10d8+10 plus 10)

Fort +7, Ref +2, Will +10

Melee light mace +9 (1d6) or touch +9 (by spell)

Ranaed touch +8 (by spell)

Divine Spells Prepared (4/5+1/5+1/5+1/4+1/3+1/2+1; DC 14 + 1/3+1/2+1)spell level)

Domains Fire, Sun

Str 10, Dex 9, Con 12, Int 12, Wis 18, Cha 15 Base Atk +9; CMB +9; CMD 18

Combat Gear Masterwork full plate, masterwork light steel shield, light mace, helm decorated with peacock feathers (worth 10 gp); Other Gear holy symbol of Vephus in the form of a gold mask worn over the face

SISTER CWALL

XP 2,400

LN female human cleric 6 AC 19, touch 10, flat-footed 19 (+8 armor, +1 shield) hp 34 (6d8 plus 6) Fort +5, Ref +2, Will +8 Melee light mace +4 (1d6) or touch +4 (by spell) Ranged throwing hammer + (1d4) or touch +4 (by spell) Divine Spells Prepared (4/4+1/4+1/3+1; DC 13 + spell level) **Domains** Fire, Sun Str 10, Dex 11, Con 10, Int 12, Wis 16, Cha 14 Base Atk +4; CMB +4; CMD 14

Combat Gear Full plate armor, light steel shield, light mace, throwing hammer; Other Gear holy symbol of Vephus

BROTHER BJARN XP 2,400

LN male human cleric 4 AC 17, touch 10, flat-footed 17 (+6 armor, +1 shield) hp 27 (4d8 plus 4) Fort +4, Ref +1, Will +7 Melee light mace +3 (1d6) or touch +3 (by spell) Ranged sling +3 (1d4) or touch +3 (by spell) Divine Spells Prepared (4/4+1/3+1; DC 13 + spell level) **Domains** Fire, Sun Str 12, Dex 10, Con 10, Int 10, Wis 16, Cha 12 Base Atk +3; CMB +4; CMD 14 Combat Gear Chainmail armor, light steel shield, warhammer, sling, 15 bullets; Other Gear holy symbol of Vephus

CR 2 MALARINE XP 3,200

N male human expert 8

hp 32 (8d8-8)

Skills Diplomacy +11, Knowledge (engineering) +13, Knowledge (history) +15, Knowledge (local) +11, Knowledge (nature) +10, Knowledge (nobility) +15, Knowledge (religion) +11, Sense Motive +10

0523.

A deep, dank pit (30 ft. deep) has been bored into the ground here. The pit is covered by loose branches (DC 15 Perception check to notice) and a tendriculos lies at its bottom. Lodged within the tendriculos is a brass bust of the Emperor Brodred (worth 6,000 gp).

hp 76, (see the Pathfinder Rolepalying Game Bestiary II, "Tendriculous")

0614.

An onion-shaped hot air balloon has been anchored via a chain to a wooden post driven into the top of a hill. The balloon is one of a fleet of six now commanded by Princess Petal. Deployed a week ago, the poor observers have been stuck in the balloon ever since a gang of twenty zombies became attracted to the object and congregated on the hill. The balloon is colored bright blue, with a gilded gondola in the shape of a falcon hanging beneath it. It holds six men, four men-at-arms and two cartographers equipped with spy glasses and maps of the surrounding area. As battles have moved armies hither and yon, this balloon has been forgotten and no help is on its way. The balloon is not really intended for navigation of the air currents. Such movements are always quite random (without the aid of magic) and carry a 1 in 6 chance of the balloon coming apart each day.

MEN-AT-ARMS (4) XP 400

CR 1

Male human warrior 2 N Medium humanoid (human) Init +2; Senses Perception -1

AC 15, touch 12, flat-footed 13 (+2 armor, +2 Dex, +1 dodge) hp 11 (2d10) Fort +3, Ref +2, Will -1

Speed 30 ft. Melee spear +3 (1d6+1/x3)

Ranged sling +4 (1d4)

Str 13, Dex 14, Con 11, Int 10, Wis 8, Cha 9

Base Atk +2; CMB +3; CMD 15 Feats Dodge, Point Blank Shot Skills Climb +5, Handle Animal +3, Intimidate +3, Ride +6, Stealth +7 Languages Common Combat Gear leather armor, spear, sling, 10 stones

CARTOGRAPHERS (2)

CR 2

CR 1/2

XP 600 N male human expert 3 Skills Knowledge (geography) +8, Knowledge (local) +8, Knowledge (perception) +11 **hp** 15

ZOMBIES (8)

XP 200

15

hp 13, (see the Pathfinder Roleplaying Game Bestiary, "Zombie")

CR 6

TENDRICULOUS

XP 2,400

0620.

As one pokes their way through a thick wood, they come upon a most extraordinary fortress; a sprawling castle of opaque green glass with flying buttresses and domed towers. From the top of the highest tower to the lower walls, there are fountains of sparkling water pouring like waterfalls and forming a large lake. The lake is ringed by sycamores and hawthorns and coursed by dozens of gentle white boats, long and graceful, from which brownskinned dwarves fling nets and pull in large, golden fish. The dwarves once ventured out from the green castle to work platinum mines in the surrounding woods, mines hidden beneath large oaks and guarded by brown bears. Now, they and their master, the archmage **Iulfun**, while away the time feasting on fish and exotic fruits and vegetables grown in the glass towers and drinking the sparkling ethereal waters that condense on the domes each night as the castle's spires scrape against the Ethereal Plane. Iulfun and his followers, twenty dwarves and their wives and children, are convinced that the war now ravaging the Empire is a sign of the foretold end of the world. Iulfun has many wonders lurking in his castle (not to mention a few dangers) as well as a vault of magic mirrors in which he hides a treasure of 1,690 gp and seven miniature oxen with jeweled horns. The oxen are worth 150 gp each.

IULFUN

CR 20

XP 307,200 Male human wizard 20 CG Medium humanoid (human) Init +0; Senses Perception +9

AC 10, touch 10, flat-footed 10 hp 57 (20d6 plus 20) Fort +6, Ref +6, Will +15

Speed 30 ft.

Melee quarterstaff +10/+5 (1d6) or silver dagger +10/+5 (1d4/19–20)

Ranged touch +10 (by spell) or dart +10/+5 (1d4) Special Attacks hand of the apprentice (+7, 10/day) Wizard Spells Prepared (4/6/6/6/5/5/5/5/5/5; DC 17 + spell level)

Arcane School universalist

Str 10, Dex 10, Con 11, Int 25, Wis 16, Cha 16 Base Atk +10; CMB +10; CMD 20

Feats Craft Wondrous Item⁸, Empower Spell, Extend Spell, Greater Iron Will, Greater Spell Penetration, Iron Will⁸, Lingering Spell⁸, Persistent Spell, Quicken Spell, Scribe Scroll⁸, Selective Spell, Skill Focus (knowledge [arcana]), Spell Focus (transmutation) ⁸, Spell Penetration, Still Spell, Widen Spell **Skills** Appraise +11, Bluff +6, Craft (alchemy) +20, Craft (carpentry) +15, Diplomacy +6, Heal +13, Intimidate +6, Knowledge (arcana) +33, Knowledge (dungeoneering) +20, Knowledge (engineering) +20, Knowledge (geography) +15, Knowledge (history) +25,Knowledge (local) +20, Knowledge (nature) +15, Knowledge (nobility) +15,Knowledge (planes) +15, Knowledge (religion) +10, Linguistics +15, Perception +9, Profession (gardener) +26, Sense Motive +18, Spellcraft +25, Use Magic Device +11

Languages Common, draconic, dwarf, elf, goblin; permanent tongues spell

SQ arcane bond (headband), metamagic mastery (6/day) Combat Gear quarterstaff, silver dagger, 3 darts; Other Gear luxurious robes (5,000 gp value), white headband emblazoned with eldritch glyphs in gold thread (worth 100 gp)

0707.

A tent city of **500 war refugees** has been set up on a broad meadow with a bubbling brook now fouled by human waste. The local wildlife is slowly being driven away and the people are becoming desperate for food. Adventurers are likely to be mobbed by men and women looking for food and weapons. Among the refugees is a curly-haired gentleman with a broad smile and pleasant mien. **Lorbes** by name, he was a merchant of Yal-Zanath

[Hex 1007] who fled with only the shirt on his back. He has become the de facto leader of the mob and is now doing his best to divert their attention from their hopeless situation by turning the people against one another. Three bodies, partially charred, hang from a tall sycamore tree in the meadow's center (the tree is also slightly charred) – Lorbes accused them of hording acorns. Lorbes now has the refugees building a shrine to Vilmarra, the goddess of vengeance, in a bid to petition her for divine assistance. He has set himself up as the high priest and is on the hunt looking for a suitable sacrifice.

LORBES

NE male human expert 3

hp 14

Skills Appraise +7, Bluff +7, Diplomacy +7, Knowledge (local) +6, Linguistics +6

Str 10, Dex 12, Con 11, Int 15, Wis 14, Cha 18

0711.

A road house here as escaped destruction in the raging war – at least so far. The house is constructed of stone, with walls 3 ft. thick and a tiled roof. An 8 ft. tall wall surrounds a courtyard inhabited by a dozen swine. There is a well of sweet water in the courtyard and a stone stable containing seven horses. The road house is owned by **Murvyn**, a despicable old warrior who now hosts about twenty wealthy refugees (each has 1d6 x 25 gp left in their purse) doing their best to pass the war in the relative safety of this roadhouse. Murvyn employs three serving wenches, a halfling cook who dreams of traveling south and a bitter old dwarf who works in the stables. An iron grate in the floor of the great hearth hides a trapdoor to a secret cellar (DC 20 Perception check to notice). The cellar abuts the roadhouse's wine cellar and contains three rooms dug from the earth and clad in red brick. These rooms now house the Princess Peahen and three of her swordsmen. All four are resting here before continuing south. The halfling cook has discovered their presence, but has kept his silence with promises that they will take him along, provided he raids the pantry first. The princess plans to leave two days after the adventurer's arrive (as luck would have it).

PRINCESS PEAHEN

XP 51,200

Female human aristocrat 7, fighter 10 N Medium humanoid (human) Init +8; Senses Perception +12

AC 25, touch 15, flat-footed 20 (+7 armor, +4 Dex, +1 dodge, +3 shield) hp 127 (7d8+10d10+10 plus 17) Fort +10, Ref +9, Will +8 (+3 vs. Fear) Defensive Abilities Bravery +3

Speed 20 ft. (30 ft. base) Melee +1 longsword +19/+14/+9 (1d8+7/19-20) and dagger +17/+12 (1d4+6 /19-20) Ranged dagger +21 (1d4+5 /19-20) Special Attacks rend (1d10+3), weapon training 2 (heavy blades +2, light blades +1)

Str 14, Dex 18, Con 13, Int 11, Wis 11, Cha 17 Base Atk +15; CMB +17; CMD 32

Feats Dodge, Double Slice, Improved Initiative, Improved Two-Weapon Fighting, Leadership, Lunge, Mobility, Skill Focus (diplomacy), Step Up, Two-Weapon Defense, Two-Weapon Fighting, Two-Weapon Rend, Weapon Focus (dagger), Weapon Focus (longsword), Weapon Specialization (dagger), Weapon Specialization (longsword) Skills Bluff +15, Diplomacy +18, Knowledge (local) +12, Perception +12, Ride +12, Sense Motive +12, Survival +12 Languages Common

SQ armor training 2

Combat Gear +1 chainmail armor, +2 buckler, +1 long sword, silver dagger; **Other Gear** fox-lined cloak held with a

CR 2

hematite pin (worth 125 gp)

ELITE SWORDSMEN (3) XP 2,400

LN male human fighter 6 AC 20, touch 12, flat-footed 19 (+9 armor, +2 Dex) hp 60 (6d10+12 plus 6) Fort +7, Ref +4, Will +2 Melee longsword +11/+6 (1d8+6/19-20) Ranged light crossbow +8 (1d8/19-20) Str 16, Dex 14, Con 14, Int 10, Wis 10, Cha 11 Base Atk +6; CMB +9; CMD 21 Combat Gear Full plate, longsword, light crossbow, 20 bolts

MURVYN

CR 3

THE SHATTERED EMPIRE

CR 6

XP 800 Male human fighter 3 N Medium humanoid (human) Init +1; Senses Perception +2

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex) hp 27 (3d10+3 plus 3) Fort +4, Ref +2, Will +1 (+1 vs. Fear) Defensive Abilities Bravery +1

Speed 20 ft. (30 ft. base) Melee longsword +6 (1d8+2/19-20) Ranged light crossbow +4 (1d8/19–20)

Str 15, Dex 12, Con 12, Int 11, Wis 10, Cha 6

Base Atk +3; CMB +5; CMD 16 Feats Mounted Archery, Mounted Combat, Ride-By Attack,

Trample, Weapon Focus (longsword)

Skills Climb +2, Diplomacy +1, Handle Animal +6, Perception +2, Ride +1

Languages Common

SQ Armor training 1

Combat Gear Chain mail, long sword, light crossbow, 20 bolts

0716.

There is a town here that fell to a siege by the forces of Princess Petal many weeks ago. The town's walls have been breached next to the gatehouse, which was burned badly, though most of the town remains intact. While most of the town's population was carried into slavery by Petal's army, the soldiery was summarily executed, their bodies tossed into the wide moat that surrounds the town and buried with a thin layer of dirt and gravel. In many places the rotting bodies are exposed, or have been exposed by the action of ghouls and other carrion creatures. Thousands of ravens line the walls and rats are thick around the moat. A pack of ghouls has burrowed in from below and is so sated with carrion that, sitting atop the walls singing at night, they will almost certainly ignore intruders. The town was once known for its factories that rendered beets down into sugary syrup. The town's citadel shows signs of terrible damage and burning and what remains of the furniture has been turned over and splintered in what appears to be an act of looting. In fact, the soldiers were searching for clues to the whereabouts of the imperial regalia so desired by Princess Petal. A band of seven soldiers and the citadel's **bailiff** have found their way into a hiding place behind a secret door in the donjon. They are running low on food, but fear the ghouls too much to leave their hiding place yet.

SOLDIERS

CR 1

XP 400 Male human fighter 1 N Medium humanoid (human) Init +1; Senses Perception +1

AC 16, touch 11, flat-footed 15 (+2 armor, +1 Dex, +1 shield) **hp** 7 (1d10+1 plus 1) Fort +3, Ref +1, Will +0 (+1 vs. Fear)

Defensive Abilities Bravery 1

Speed 20 ft. (30 ft. base) Melee longsword +4 (1d8+2/19-20) Ranged light crossbow +2 (1d8/19–20)

Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10 Base Atk +1; CMB +3; CMD 14 Feats Mounted Archery, Mounted Combat, Weapon Focus (longsword) Skills Handle Animal +4, Perception +1, Ride +2 Languages Common Combat Gear Leather armor, light steel shield, long sword, light crossbow, 5 bolts

BALIFF

XP 800 Male human fighter 3 N Medium humanoid (human) **Init** +1; **Senses** Perception +2

AC 18, touch 11, flat-footed 17 (+6 armor, +1 Dex, +1 shield) hp 22 (3d10+3 plus 3) Fort +4, Ref +2, Will +1 (+1 vs. Fear) Defensive Abilities Bravery +1

Speed 20 ft. (30 ft. base) Melee longsword +6 (1d8+2/19-20) Ranged light crossbow +4 (1d8/19–20)

Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10 Base Atk +3; CMB +5; CMD 16 Feats Mounted Archery, Mounted Combat, Ride-By Attack, Trample, Weapon Focus (longsword) Skills Climb +0, Diplomacy +1, Handle Animal +6, Perception +2, Ride +1 Languages Common SQ Armor training 1 Combat Gear Chain mail, light steel shield, longsword

0718.

As the adventurers enter a clearing, they discover a pack of 8 wolves. Three of them are feasting on a human body, while the others look intently into the branches of a tree where three small children are hiding, apparently placed there by their deceased father. The children are Ossior (male, age 12), Angwen (female, age 9) and Brellyr (female, age 6). Ossior carries a hand axe and a dagger, but I too afraid to fight with them. His father has a full waterskin and a backpack containing sleeping rolls, a week of iron rations and a letter written in a flowing script from the wizard Iulfun [Hex 0620] imploring his brother Gwirig to come stay in his tower until the end of the world.

CHILDREN (3) XP 135 Male and female human commoner 1 AC 9, touch 9, flat-footed 9 (-1 Dex) hp 3 (1d6) Fort +1, Ref -1, Will -1 Speed 30 ft. Melee unarmed strike +0 (1d3-1)

Str 8, Dex 9, Con 11, Int 10, Wis 8, Cha 13 Base Atk +0; CMB +2; CMD 11 Feats Endurance, Run Skills Knowledge (local) +1, Perception +3

WOLVES (8) XP 400

hp 13, (see the Pathfinder Roleplaying Game Bestiary, "Wolves")

17

CR 1

0803.

Xom-Yeric is a small town of 2,500 people. It is carved from the granite of the hills that flank the Shining River. Xom-Yeric is known for its highly trained city guard, mineral baths surrounded by lush gardens of magnolias, anemones and tethered monkeys with pink faces and long fur the color of toasted acorns, dwarven jewelers from the mystic south and an ancient castle of gray stone set on a rocky island in the midst of the river. The island is connected to the rest of the town via a stone causeway composed of three earth elementals bound by ancient magic. Xom-Yeric is governed by Caranth, a minor sorcerer and servant of Princess Pearl. Caranth is a pitiable toady, wracked by selfdoubt and given to wild bursts of energy and "genius" that ultimately come to nothing. He has very dark, brown eyes, wispy black hair rapidly turning gray and a deceptively athletic build (he favors long swims in the morning and bouts of fencing that his instructors usually let him win). Almerla, the goddess of healing, is the patron deity of Xom-Yeric and has a large temple and hospice in the town. The town's treasure consists of 1,680 sp, 2,580 gp and a malachite dagger worth 400 gp hidden inside an enchanted terracotta lion that belches forth the treasure when one tickles its chin with a feather.

CARANTH XP 3,200

CR 7

Male human wizard 7 LE Medium humanoid (human) Init +0; Senses Perception +8

AC 10, touch 10, flat-footed 10 hp 37 (7d6 plus 7) Fort +2, Ref +2, Will +7

Speed 30 ft.

Melee +1 quarterstaff +5 (1d6+2) or silver dagger +4 (1d4+1/19–20) Ranged touch +2 (by spell) Special Attacks hand of the apprentice (6/day) Wizard Spells Prepared (4/5/4/3/1; DC 13+ spell level) Arcane School universalist

Str 12, Dex 10, Con 11, Int 17, Wis 14, Cha 10 Base Atk +3; CMB +4; CMD 14

Feats Brew Potion, Point Blank Shot, Scribe Scroll⁸, Spell Penetration, Weapon Focus (ray), Widen Spell Skills Fly +9, Knowledge (arcana) +12, Knowledge (local) +12, Knowledge (planes) +12, Perception +8, Sense Motive +8, Spellcraft +12

Languages Aklo, common, elven

SQ Arcane bond (staff)

Combat Gear +1 quarterstaff (bedecked with eagle feathers and a nugget of silver, worth 20 gp), silver dagger

0809.

The hills here are haunted by **four highwaymen**. The highwaymen are garbed in black leather armor and they cover their faces with black kerchiefs that obscure the top of their faces. They carry light crossbows and longswords and are mounted on black chargers. The leader of the highwaymen is **Intinus**, a belligerent man with a golden voice and angelic face who was once a herald in the employ of Princess Peahen. The highwaymen have a lair 2 miles to the east in a forest cave. They've protected the cave with a **lasso snare trap**. They have amassed a treasure of 960 sp, 290 gp and two enameled terracotta cups (worth 160 gp each) hidden beneath a loose rock in the cave. The cups were taken from Peahen's palace. One of them still has dried traces of **dark reaver poison** in it which remains deadly if liquid is put into the cup and then drank.

HIGHWAYMEN (4) CR 1 XP 200 Male human rogue 1/warrior 1 CN Medium humanoid (human) Init +2; Senses Perception +1

hp 14 (1d8+1d10+2 plus 2) **Fort** +3, **Ref** +5, **Will** +1

Speed 30 ft.

Melee longsword +4 (1d8+2/19-20) Ranged light crossbow +3 (1d8/x3) Special Attacks sneak attack +1d6

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

Base Atk +1; CMB +3; CMD 15 Feats Catch Off-Guard, Weapon Focus (longsword) Skills Bluff +4, Intimidate +4, Knowledge (local) +4, Ride +7, Stealth +7 Languages Common SQ trapfinding +1 Gear Black leather armor, longsword, light crossbow, 10 bolts

CR2

CR1

INTINUS

XP 600

Male human rogue 1/warrior 3 CN Medium humanoid (human) Init +2; Senses Perception +1

AC 17, touch 12, flat-footed 15 (+4 armor, +2 Dex, +1 shield) hp 27 (1d8+3d10+4 plus 3) Fort +4, Ref +5, Will +2

Speed 30 ft.

Melee longsword +5 (1d8+2/19–20) Special Attacks sneak attack +1d6

Str 14, Dex 15, Con 13, Int 10, Wis 12, Cha 16 Base Atk +3; CMB +5; CMD 17 Feats Catch Off-Guard, Skill Focus (Intimidate), Weapon Focus (longsword) Skills Bluff +10, Intimidate +8, Knowledge (local) +7, Sense Motive +7, Stealth +9, Swim +6 Languages Common SQ trapfinding +1 Gear Chain shirt, light steel shield, longsword

LASSO SNARE TRAP XP 400

XP 400 As soon as the trip line is triggered, a snare whips around the target's leg and yanks them upwards. The snare suspends the victim upside down 20 ft. off the ground. A caught PC can escape this snare on their own by making a DC 22 Strength or Escape Artist check, or automatically if they have a slashing weapon with which he can cut the snare line (although this action results in a 20 foot fall).

Type mechanical; Perception DC 20; Disable Device DC 15 Trigger touch; Reset manual

Effects CMB +10 (vs. target's CMD; target gains grappled condition and is yanked 20 feet into the air

0822.

The woods here are dominated by a 150 ft. tall white oak with a diameter of 120 ft. Most days, a nymph can be found sitting in the high boughs of the oak, combing her satin tresses with a comb of serpentine. The nymph has nut-brown skin, golden eyes and her hair is 8 ft. long. She is called **Mayblossom**, but discovering her identity is exceptionally difficult for she speaks little and answers most communication with no more than a haughty laugh. Mayblossom has reason to be haughty, for she has recently caught the eye of **Clarn**, an aspect of the god of thunder and storms. In fact, there is a 1 in 20 chance that Clarn is visiting the nymph. Clarn appears as a stocky man with bronzed skin and wild, auburn hair. He wears nothing but an iron crown and a bearskin cloak. He rides through the heavens on a sinuous dragon called **Isota**. Isolta has brilliant white scales and a forked blue tongue. When Clarn is not in residence, he leaves behind **three 20 ft. long lightning weirds** with white scales to protect her.



Mayblossom dwells "inside" the tree in an extra-dimensional manse. The manse consists of sixteen rooms, all clad in bronzewood panels and floors with arched ceilings and exposed rafters. The furnishings are plush and ornate. One cannot enter the manse without the help of Mayblossom, who must hold their hand as she passes into the tree. Her only treasure is a +1 quarterstaff carved from oak and inlaid with dozens of crystal butterflies.

MAYBLOSSOM THE NYMPH XP 3,200

hp 52 or 80, (see the Pathfinder Roleplaying Game Bestiary, "Nymph")

CLARN, ASPECT OF THE GOD OF THUNDER CR 16 XP 76,800

Male human druid 16 N Medium humanoid (human) Init +2; Senses low-light vision, true seeing; Perception +18

AC 28, touch 12, flat-footed 26 (+12 armor, +2 Dex, +4 natural) hp 172 (16d8+64 plus 16) Fort +14, Ref +7, Will +16 Defensive Abilities resist nature's lure, timeless body; DR 15/cold iron; Immune cold, electrical, fire, death attacks, necromantic spells, poison

Speed 30 ft.

 Melee unarmed strike +16/+11 (1d6+4)

 Ranged touch +14 (by spell)

 Spell-Like Abilities (CL 20th)

 Constant-true seeing

 At Will-alter self (a thousand faces ability)

 3/day-lightning bolt

 Druid Spells Prepared (CL 16th; 4/6/6/5/5/5/4/4; DC 16 + spell level)

Domain weather

Str 18, Dex 14, Con 18, Int 16, Wis 22, Cha 20 Base Atk +12; CMB +16; CMD 28 Feats Alertness, Catch Off-Guard, Cleave, Endurance, Diehard, Improved Unarmed Strike, Natural Spell, Power Attack, Vital Strike

Skills Diplomacy +14, Intimidate +14, Knowledge (history) +12, Knowledge (local) +12, Knowledge (nature) +15, Knowledge (religion) +12, Perception +18, Ride +14, Sense Motive +12, Survival +18, Swim +16

Languages Common; permanent tongues

SQ nature bond (weather domain), nature sense, trackless step,wild empathy (+21), wild shape (7/day, beast shape III, elemental body IV, plant shape III), woodland stride **Other Gear** Clarn's crown, bearskin cloak (equal to +3 full plate armor with no max. Dex adj. or armor check penalty)

ISOTA, THE WHITE WYRM XP 51,200

hp 283, (see the Pathfinder Roleplaying Game Bestiary, "Dragon, White, Ancient")

LIGHTNING WEIRDS (3) XP 4.800

CR 8

CR 15

CE Large outsider (air, electricity, elemental, extraplanar) Init +9; Senses darkvision 60 ft.; Perception +18

AC 20, touch 15, flat-footed 14 (+5 Dex, +1 dodge, +5 natural, -1 size) hp 75 (10d10+20) Fort +5; Ref +12; Will +8 DR 10/bludgeoning; Immune electricity, elemental traits

Speed 50 ft.

CR7

Melee bite +15 (1d8+4 plus 1d8 electricity plus grab) Space 10 ft.; Reach 5 ft. Special Attacks control elemental, electricity

Str 17, Dex 21, Con 15, Int 10, Wis 12, Cha 14 Base Atk +10; CMB +14 (+18 grapple); CMD 30 (can't be tripped) Feats Alertness, Dodge, Improved Initiative, Weapon Finesse,

Weapon Focus (bite) **Skills** Bluff +15, Intimidate +15, Knowledge (planes) +13, Perception +18, Sense Motive +18, Stealth +14 **Languages** Auran, Common, Weirdling **SQ** electricity pool, reform, transparent

Control Elemental (Ex)

Lightning weirds can attempt to command any outsider with the "Electricity," "Elemental," or "Air" subtype that is within 50 feet. The Will save to avoid control has a DC of 20. The save DC is Charisma-based and includes a +4 racial bonus.

This effect is similar to the *dominate monster* spell. The elemental receives a Will save to avoid being commanded. If the save succeeds, that elemental is immune to the control elemental ability of that lightning weird for one day. If the save fails, the elemental falls under the control of the lightning weird and obeys it to the best of its ability until either it or the lightning weird dies. There is no limit to the number of HD of elementals a lightning weird can control using this ability. The range is unlimited though both the lightning weird and the elemental must be on the same plane of existence; otherwise, the lightning weird loses control of the elemental. Lightning weirds cannot control other lightning weirds using this ability.

Electricity (Ex)

Lightning weirds are living creatures of elemental lightning; any successful melee hit deals electricity damage.

Creatures attacking a lightning weird unarmed or with natural weapons are subject to electricity damage. Lightning Pool

A lightning weird's pool is a crackling, dancing, arcing, ball of electricity. Creatures touching the pool take 2d8 points of electricity damage per round of contact. Creatures wearing metal armor must make a successful Fortitude save (DC 16) each round they are in contact with the pool or be stunned for that round. Creatures immune to electricity are unaffected by the lightning weird's pool and take no damage. The save DC is Constitution-based.

Reform (Ex)

When reduced to 0 hit points or less, a lightning weird collapses back into its pool. Four rounds later, it reforms at full strength minus any damage taken from earth- or firebased attacks and effects (including attacks by earth or fire elemental creatures).

Transparency (Ex)

A lightning weird is effectively invisible in its lightning pool until it attacks.

0912.

A wide meadow is littered with **three stone pyres**, apparently the last resting place of a trio of knights who died fighting the forces of Princess Petal. Each of the knights possessed a sword, now snapped in two, that lies on his pyre. Those who would investigate the pyres will discover to their chagrin that the **lords' spirits** are still quite active and manifest as a storm of fire. The swords can be reforged into +1 *longswords* that force their owners to seek battle at every opportunity (DC 20 Will save to resist), but only a forge kindled with fire taken from the aforementioned storm of fire.

MEDIUM FIRE ELEMENTALS (3) XP 800

hp 30, (see the Pathfinder Roleplaying Game Bestiary, "Elemental, Fire")

IOOI.

A weird **stone promontory** here resembles two titanic humanoids locked in combat, hands upon one another's shoulders as though wrestling. In fact, they are the corporeal forms of two earth spirits that were summoned and then dispatched long ago during a duel between two wizards. These stony "corpses" are now riddled with holes created by a dozen **thoqqua** (4 are encountered on a roll of 1 on 1d6 made each hour spent investigating the bodies). Located in the chest cavity of each elemental, if one can get to it, is what appears to be a ruby-red geode worth 500 gp each and useful in powerful elemental magic, including the creation of a stone golem.

THOQQUA (4) XP 600

hp 26, (see the Pathfinder Roleplaying Game Bestiary II, "Thogqua")

1007.

In the center of many miles of razed and empty land there stands the rotting corpse of the once great city of **Yal-Zanath**. It is surrounded by the abandoned earthworks and camps of the besieging army that destroyed it. The walls of the city, which stand 40 ft. tall and are up to 20 ft. thick, have been breached in two different places now clogged with corpses in various states of decay. The gatehouse towers have been burned to a smoldering ruin and much of the city has shared the same fate. All of the city's temples have been looted and desecrated, their priests crushed beneath their own toppled idols.

Yal-Zanath was the seat of Princess Peahen's power. Her castle has been left practically untouched, but the invading army did not leave a garrison. Almost all of the city-state's populace and wealth was carried away – anyone with the Track ability sees the tracks left behind by thousands of civilians and hundreds of oxcarts loaded with plunder. All that remains to walk the city's streets, covered as they are with ash and rubble, are **stray**

dogs eating the unburied dead, **desperate orphans** and packs of hunting **ghouls** (1 in 6 chance of an encounter each hour with 1d4+1 ghouls).

The citadel still holds Yal-Zanath's grand vizier, a haggard looking man called **Admund**, and a garrison of **thirty archers**. While the mad Admund lords it over "his domain" in the name of the missing Princess Peahen, his men spend the day raiding the citadels' vast wine cellars. They fear the ghouls and never leave the walls of the citadel. The dungeons beneath the citadel still hold dozens of starving prisoners.

STRAY DOGS

XP 135 hp 4, (See the Pathfinder Roleplaying Game Bestiary, "Dog")

ORPHANS

CR 1/8

CR1

CR 10

CR 3

CR 8

CR 1/3

XP 50 N male and female human commoner 1 hp 3 (1d6)

GHOUL

XP 400

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

ADMUND

CR 3

CR 2

XP 9,600 CN male human wizard 10 AC 10, touch 10, flat-footed 10 hp 43 (10d6 plus 10) Fort +3, Ref +3, Will +8 Melee touch +4 (by spell) Ranged touch +5 (by spell) Wizard Spells Prepared (4/5/5/4/3/2; DC13 + spell level) Str 9, Dex 10, Con 11, Int 16, Wis 12, Cha 12 Base Atk +5; CMB +4; CMD 14

LONGBOWMEN (30)

XP 800 N male human warrior 3 AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex) hp 28 (3d10+6 plus 3) Melee spear +4 (1d8+1/19–20) Ranged longbow +6 (1d8/x3) Str 13, Dex 15, Con 14, Int 10, Wis 10, Cha 11 Base Atk +3; CMB +4; CMD 16 Combat Gear Leather armor, spear, longbow, 15 arrows

IOIO.

Xom-Devyn is a modest town surrounded by fields of golden grain swaying in the wind. The town is known for its potters, who glaze their lovely pots and vases with a polychromatic glaze that has hypnotic qualities (DC 15 Will save or *hypnotized* until the target takes 2 points of damage). Such pots are favored by those of strong wills, decorating their homes with them to capture the weak-willed and unwary. The town has towering walls of golden-brown marble, a tremendous gatehouse and a stout citadel ruled by Nipharna, a thin, dimwitted countess with dazzling green eyes. Niphana is an animal lover and has banned hunting within her domain. Only butchers that hold a special charter from the Countess are permitted to kill animals for their meat, making meat especially expensive in Xom-Devyn. Nipharna is vain in the extreme, always appearing in rich robes and bedecked with jewels. Her handmaids are the most beautiful women of her city and her servants are all enslaved halflings from the far west, renowned for their golden hair and skin. She dresses them in velvet robes and jeweled collars, sandals and gloves, and she treats them as much like living works of art as servants.

NIPHARNA XP 4.800

Female human aristocrat 10 AC 14, touch 14, flat-footed 10 (+1 Dex) hp 45 (10d8+10) Fort +6, Ref +6, Will +7

Melee touch +9/+4 (1d3)

Str 10, Dex 13, Con 12, Int 15, Wis 10, Cha 16

Skills Bluff +16, Diplomacy +13, Intimidate +16, Perception +13 Thieves throughout the Empire tell stories, only half-believed, of the fabulous treasure vaults beneath the citadel of Xom-Devyn. More than a few thieves have sought out these vaults, falling prey to the guardsmen of Xom-Devyn or the trained cougars that are given free run of the citadel after dark.

IIO3.

A cave mouth set in the ground in this hex leads to a great cavern. During the day, for a few hours, sunlight filters in through the hole, falling upon a bronze trapdoor that reflects the light. The trapdoor is set atop the tower of a ruined castle located inside the cave. The cavern is 80 ft. in height and 300 ft. in diameter. The subterranean gatehouse is a piece of monolithic architecture, carved into the western wall of the cavern where a tunnel leaves the cavern and descends into the underworld. The other walls of the cavern are terraced and hold hundreds of bits of pottery and a few complete terracotta vessels filled with the bones of dead Carudaa. The Carudaa once lived in this subterranean fortress, guarding the cavern, which they used as a communal burial ground, from incursions from deeper within the earth. The gatehouse is now abandoned, save for a small band of goblins dwelling beneath the trapdoor. The goblins tend growths of chunky, white fungus and hunt rats in the great cavern and avoid the remainder of the gatehouse. The goblins have reddish skins covered by a translucent slime, like that of a snail, and large eyes.

The tunnel that leads from the cavern is barred by a rusty portcullis that can no longer be raised. The archway is mirrored. The mirrors emit a soft, white light inside of which there is a strange woman held in suspended animation. The goblins fear the woman and avoid this area. The woman, Agnes, is a centaur that stands about 6 ft, tall and wears chainmail barding and a chainmail shirt and carries a light steel shield and battle axe.

Beyond the portcullis are the caverns of a band of fifteen trolls, hermits that attempt to kill one another on sight except during the one day "mating season" that occurs during the dead of winter. The trolls have pallid skin, long, clawed fingers and toes, slit yellow eyes, no noses, gaping, toothy mouths and stringy, gray-green hair. It is said that beyond the troll caves there is an abandoned subterranean city of the Carudaa.

BRONZE TRAPDOOR 1 in. thick; Hardness 8; hit points 27

RUSTY PORTCULLIS 2 in iron bars; Hardness 5; hit points 55

GOBLINS (12) CR 1/3 XP 135 **hp** 6, (see the Pathfinder Roleplaying Game Bestiary, "Goblin") TROLL (15) CR 5 XP 1,600 **hp** 67, (see the Pathfinder Roleplaying Game Bestiary,

"Troll")

AGNES XP 9,600 Female centaur warrior 5 N Large monstrous humanoid Init +6; Senses darkvision 60 ft.; Perception +9

AC 21, touch 12, flat-footed 20 (+6 armor, +2 Dex, +1 natural, +3 shield, -1 size) **hp** 90 (4d10+5d10+36) Fort +10, Ref +7, Will +7

Speed 50 ft.; 35 ft. in armor Melee battleaxe +13/+8 (1d8+3/x3) and 2 hooves +13 (1d6+1) or lance +13 (1d8+4/x3)**Ranged** light crossbow $+5(1d8+2/\times3)$ Space 10 ft., Reach 5 ft.

Str 17, Dex 14, Con 18, Int 11, Wis 14, Cha 16

Base Atk +9; CMB +13; CMD 25 (29 vs. trip) Feats Endurance, Improved Initiative, Run, Weapon Focus (battleaxe), Weapon Focus (lance) Skills Diplomacy +9, Intimidate +10, Knowledge (nature) +6, Perception +9, Survival +11 Languages Common, Elven, Sylvan **SQ** undersized weapons

Combat Gear Masterwork chainmail barding, +1 heavy steel shield, +1 battleaxe, +1 lance, light crossbow, 20 bolts

Undersized Weapons (Ex)

Although a centaur is Large, its upper torso is the same size as that of a Medium humanoid. As a result, they wield weapons as if they were one size category smaller than their actual size (Medium for most centaurs).

II09.

Three creepy gentlemen swathed in black robes and carrying silver hatchets are making their way across a battlefield strewn with corpses. The men carry sacks laden with their pickings and jars and vials hang from their belts filled with fluids and other bits and pieces. The men are, of course, necromancers – unsavory little nits of only minor ability that are plotting to make a patchwork man, one of them having come into possession of a partial manual while looting the tent of a soldier-magician in a burning camp. The men are called Conch, Nellon and Odoar, identifiable by the yellow canary always on the shoulder of Conch, the smell of beets that lingers about Nellon and Odoar's twisted left foot. All three are avowed cowards and possessed of an enviable gift of gab. Their silver tongues have extricated from many more scrapes than has their magic.

CONCH

XP 1,600 N male human wizard 5 (transmuter) AC 10, touch 10, flat-footed 10 hp 25 (5d6+5 plus 5) Fort +2, Ref +1, Will +4 Melee quarterstaff +3 (1d6+1) or dagger +3 (1d4+1/19-20) or touch +3 (by spell) Ranged dart +2 (1d4) or touch +2 (by spell) Wizard Spells Prepared (4/4+1/3+1/2+1; DC 13 + spell level) Arcane School transmutation; Opposition Schools enchantment, illusion Str 12, Dex 11, Con 12, Int 17, Wis 11, Cha 15 Base Atk +2; CMB +3; CMD 13 Combat Gear Ebony quarterstaff, dagger, three darts; Other Gear spellbook, crushed velvet robes (soiled and tattered, worth 10 gp)

NELLON

CR 10

CR 5 XP 1,600 N male human wizard 5 (necromancer) AC 10, touch 10, flat-footed 10 hp 22 (5d6+5 plus 5) Fort +1, Ref +1, Will +4 Melee dagger +2 (1d4/19-20) or touch +2 (by spell) Ranged dart +2 (1d4) or touch +2 (by spell) Wizard Spells Prepared (4/4+1/3+1/2+1; DC 13 + spell level)Arcane School necromancy; Opposition Schools evocation, illusion Str 10, Dex 11, Con 11, Int 17, Wis 11, Cha 13 Base Atk +2; CMB +2; CMD 12 Combat Gear dagger, three darts; Other Gear spellbook, wide straw hat, large hoop earring (gold-plated, worth 5

gp), linen robe with sable collar (worth 10 gp)

ODOAR XP 1,600

N male human wizard 5 (conjurer) AC 10, touch 10, flat-footed 10 hp 25 (5d6+5 plus 5)

CR 5

CR 5

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

Melee dagger +2 (1d4/19-20) or touch +2 (by spell)

Ranged dagger +3 (1d4/19-20) or dart +3 (1d4) or touch +3 (by spell)

Wizard Spells Prepared (4/4+1/3+1/2+1; DC 14 + spell level) **Arcane School** conjuration; **Opposition Schools** divination, transmutation

Str 11, Dex 12, Con 12, Int 18, Wis 12, Cha 12 Base Atk +2; CMB +2; CMD 13

Combat Gear 2 daggers, three darts; **Other Gear** spellbook, padded doublet embroidered with silver spiders, leggings, high leather boots

1118.

Where there is strife, death and human desperation, you will find demons. One enterprising hezrou called **Saetullulios** has arrived in the guise of a trader to further the interests of chaos. He has taken the guise of Etheke, a rotund woman with ochre skin and shoulder-length, wavy brown hair. Etheke is accompanied by her two "sons", **dretch** demons in disguise. The children are unusually quiet and sullen and answer to the names Affyn and Robar. She and the boys travel in a gypsy wagon pulled by a slobbering ox (a *polymorphed* **gorgon**). The wagon is painted in bright colors. The sides contain shelves holding bottles of every color and shape imaginable behind locked iron gates.

The wagon has a rear door (*arcane locked*, CL 12th) that leads into what appears to be an endless corridor of amethyst light. As one walks down the corridor, they lose a point of constitution with each step. At 0 constitution, they die and their soul is sucked into the walls of the amethyst corridor, and thus into the possession of the hezrou. Lost constitution returns if one departs the corridor at the rate of 1 point per hour.

The bottles contain random *potions* that Saetullulios sells for ridiculously low prices. The potions work as advertised, but they contain damned spirits that attempt, over the course of several days, to possess the imbiber. Each day, the person must pass a DC 15 Will save or gain 1d6 "possession points". When these possession points are greater than the person's Wisdom score, they have been possessed by a demonic spirit.

SAETULLULIOS /ETHEKE XP 12,800

hp 165, (see the Pathfinder Roleplaying Game Bestiary, "Demon, Hezrou")

DRETCH (2)

XP 600

hp 19 or 26, (see the Pathfinder Roleplaying Game Bestiary, "Demon, Dretch")

GORGON

XP 3,200

hp 85 or 126, (see the Pathfinder Roleplaying Game Bestiary, "Gorgon")

1211.

There is a steep gully clogged with creeping vegetation in this hex. Large copper pipes poke out of the sides of the gully, disgorging water into the gully and providing a home for **killer frogs**. A single stone bridge, heavily weathered, spans the gully. A small stone cottage is constructed in the middle of the bridge. The stone cottage is the home of **Fridebria**, a pleasant wise woman known for her pet wolf **Grius**, her excellent dumplings and her skill with potions. The potions are baked into the dumplings – one eats the potions instead of drinking them – and she is quite willing to trade a potion for a service or interesting bauble (but never something as vulgar as money). She adores killer frog legs, so a frog hunt it usually a sure avenue to getting a potion.

KILLER FROGS CR 1 XP 400

hp 15, (see the Pathfinder Roleplaying Game Bestiary, "Frog, Giant")

FRIDEBRIA XP 600

Female human alchemist 2 N Medium humanoid (human) Init +2; Senses Perception +5

AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex) hp 13 (2d8 plus 2) Fort +3, Ref +5, Will +1; +2 vs. poison Defensive Abilities poison use

Speed 30 ft.

Melee touch +0 (1d6–1) Ranged bomb +3 (1d6+2) Special Attacks bomb (1d6+2, DC 13, 4/day) Alchemist Extracts Prepared (3; DC 12 + extract level)

Str 8, Dex 14, Con 10, Int 15, Wis 12, Cha 11 Base Atk +1; CMB +0; CMD 12 Feats Brew Potion⁸, Point Blank Shot, Skill Focus (craft [alchemy]), Throw Anything⁸ Skills Craft (alchemy) +12, Craft (cooking) +6, Disable Device +6, Heal +6, Knowledge (arcana) +6, Knowledge (nature) +6, Perception +5, Sleight of Hand +6, Spellcraft +6, Survival +4 Languages Common, draconic, elf

SQ Alchemy, discovery (extend potion), mutagen

GRIUS THE WOLF

XP 400

hp 13, (see the Pathfinder Roleplaying Game Bestiary, "Wolf")

I223.

CR 11

CR 2

CR8

Far to the south of the White River, in a mountainous land of many rivers, a tribe of **aquatic elves** has forged a great kingdom. The kingdom consists of several large lakes created when an ancient people (perhaps the ophidians) dammed many rivers. The elves, who call themselves the Tevala, have expanded this kingdom with more and larger dams. They collect tribute from the folk who dwell on the shores of their lakes, and while they are haughty and arrogant, they are competent rulers.

Hearing of the trouble to the north, one ambitious prince by the name of **Jlun** has assembled an army of elves and tributary men who establish a foothold in the forested hill country. This army consists of ten squadrons of aquatic elves (five squadrons of heavy infantry, three squadrons of crossbowmen and two crews guiding giant snails. In addition, there are four squadrons of human skirmishers and two squadrons of human scouts led by the ranger **Aglan**. The lake men (as they are called) have ochre skin and curly black hair.

The aquatic elves wear coats of silvery scales (treat as chainmail), onion-domed helms of ground and polished river glass (filled with water and connected via copper tubing to brass water tanks on their backs). The heavy infantry are armed with tridents while the crossbowmen carry light crossbows and shortswords. The human skirmishers carry javelins, short swords and light wooden shields and the scouts wear leather armor and carry longbows and shortswords.

Should the aquatic army reach the White River it will lay siege to Yal-Garok and possibly change the course of the war of succession.

XP 9,600 Male elf fighter 1, wizard 5, eldritch knight 4 CG Medium humanoid (elf) Init +3; Senses low-light vision; Perception +5

AC 14, touch 14, flat-footed 10 (+3 Dex, +1 dodge) hp 57 (1d10+5d6+4d10 plus 10) Fort +5, Ref +5, Will +5; +2vs. Enchantment Immune sleep

Speed 30 ft., swim 30 ft.

22

Melee mwk trident +9/+4 (1d8+1) Ranged mwk light crossbow +12/+5 (1d8/x3) Special Attacks hand of the apprentice (+10 to hit, 6/day) Wizard Spells Prepared (4/5/5/4/3/1; DC 13+ spell level)

Str 12, Dex 17, Con 11, Int 16, Wis 11, Cha 15 Base Atk +7: CMB +8: CMD 21

Feats Dodge, Mobility, Point Blank Shot, Precise Shot^B, Scribe Scroll^B, Weapon Focus (trident), Weapon Focus (light crossbow)

Skills Diplomacy +7, Fly +11, Intimidate +10, Knowledge (arcana) +11, Knowledge (local) +11, Knowledge (planes) +11, Perception +5, Sense Motive +8, Spellcraft +11, Swim +16

Languages Aquaan, common, elven, goblin SQ Arcane bond (elven curve blade) Combat Gear Masterwork trident, masterwork light crossbow, 20 bolts

AGLAN

CR 7

N male human ranger 7 AC 20, touch 14, flat-footed 16 (+6 armor, +4 Dex) hp 50 (7d10 plus 7) Fort +5, Ref +9, Will +2 Melee longsword +8/+3 (1d8+1/19-20) Ranged mwk longbow +12/+7 (1d8/x3) Ranger Spells Prepared (1; DC 10 + spell level) Str 13, Dex 18, Con 10, Int 13, Wis 11, Cha 12

Base Atk +7; CMB +8; CMD 22

Combat Gear Elven chainmail, masterwork longbow, 20 arrows, longsword

1305.

Herennyn, a vanquished general and his war weary soldiers have sought shelter here in a grove of oaks. The general once served the Princess Peahen. His army made a brave assault on the forces of Petal as they besieged the city of Yal-Zarnath, but they were betrayed and found themselves trapped in a pincer movement. Only the general and his personal guard, **a squadron** of knights and their servants, escaped. They have set up a camp here, erecting what pavilions they had and putting their servants to the task of digging a defensive ditch and erecting a small fence. The **seventeen servants** are all trained as men-at-arms, six of them being archers. The soldiers are running short on supplies and their servants are seriously considering falling on their masters one night and stealing away into the highlands.

HERENNYNCR 11XP 12,800Male human fighter 11LN Medium humanoid (human)Init +1; Senses Perception +9

AC 23, touch 11, flat-footed 22 (+10 armor, +1 Dex, +2 shield) hp 108 (11d10+33 plus 11) Fort +10, Ref +4, Will +3; +3 vs. Fear Defensive Abilities Bravery +3

Speed 20 ft. (30 ft. base) **Melee** +1 battleaxe +16/+11/+6 (1d8+5/x3) or mwk dagger +15/+10/+5 (1d4+3/19-20) **Special Attacks** weapon training (axes +2, light blades +1)

Str 16, Dex 13, Con 16, Int 13, Wis 10, Cha 16 Base Atk +11; CMB +14; CMD 25

Feats Bleeding Critical, Combat Expertise, Critical Focus, Endurance, Greater Disarm, Greater Weapon Focus (battleaxe), Improved Disarm, Improved Vital Strike, Leadership, Mounted Combat, Vital Strike, Weapon Focus (battleaxe), Weapon Specialization (battleaxe) Skills Intimidate +14, Knowledge (local) +10, Perception +9, Ride +7, Survival +12

Languages Common

Combat Gear +1 full plate, masterwork heavy steel shield, +1 battleaxe, masterwork dagger; **Other Gear** ivory trinkets entwined in beard (worth 20 gp)

SERVENTS (11) XP 800

CR 5

CR 3

Male human warrior 7 LN humanoid (human) Init +2; Senses Perception +10

AC 18, touch 12, flat-footed 16 (+4 armor, +2 Dex, +2 shield) hp 53 or 84 (7d10+14) Fort +7, Ref +4, Will +2

Speed 30 ft **Melee** mwk longsword +12/+7 (1d8+3/19–20)

Str 17, Dex 14, Con 14, Int 10, Wis 10, Cha 10 Base Atk +7; CMB +10; CMD 22

Feats Cleave, Combat Reflexes, Improved Initiative, Skill Focus (perception), Weapon Focus (longsword) Skills Handle Animal +10, Intimidate +10, Perception +10 Combat Gear Chain shirt, light steel shield, masterwork longsword, heavy crossbow, 10 bolts

LONGBOWMEN (6)

XP 800 N male human fighter 3 AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex) hp 28 (3d10+6 plus 3) Melee spear +4 (1d8+1/19–20) Ranged longbow +7 (1d8/x3) Str 13, Dex 15, Con 14, Int 10, Wis 10, Cha 11 Base Atk +3; CMB +4; CMD 16 Combat Gear Leather armor, spear, longbow, 15 arrows

1315.

A chasm cuts through the hills here, forming a crude highway between Yal-Garok [Hex 2016] and the ruined town in [Hex 0716]. Some sections of the highway are paved, but much of it is washed out, pitted and a completely misery to travel. More importantly, the highway is haunted. A cave tomb near the middle of the chasm's length holds the body of Saint Sirth of the Wagging Finger, an infamous moralist who saw chaos and entropy everywhere he looked. In his fitful rest, he has become a **covey of shadows** that play against the walls of the chasm in the daytime. As people walk through the chasm, the shadows reach into their minds and put on shadow plays that reveal their innermost thoughts, especially what they truly think of their companions – sometimes exaggerated a bit for effect. Merchants that use the chasm have become used to these shadow plays and make sure to hock a nice wad of spit on the bronze plaque that marks the tomb of Saint Sirth.

I4I7.

A small, stone shrine is situated here atop a wooded hill. The shrine is made of white limestone and was once faced with white marble that has mostly crumbled away. The exterior of the shrine is choked with five assassin vines. There are shallow puddles of oily water on the floor of the shrine, helping to obscure (DC 20 Perception check to notice) a secret compartment in the floor containing a gold icon of Almerla, the healing goddess. The icon is worth 100 gp.

ASSASSIN VINES (5) XP 800

CR 3

hp 19, (see the Pathfinder Roleplaying Game Bestiary, "Assassin Vine")

1502.

An army has camped here under the command of Wesdas, a wild eved, pale-skinned druidess from the mountainous country to the north. Identifiable by her height (she is quite tall) and her horned helm (the horns are made of leather, the helm of bronze), she was forced to tangle with a number of wandering undead in her wooded valley and decided to strike south to discover the source of the abominations. She is accompanied by the ranger lord **Dumnert** and his stalwart followers, two companies of longbowmen. The men are terribly loyal to their lord, but they fear the undead and would prefer to return to their homes in the north and hole up in their houses rather than drag their women and children into the heart of the fighting.

WESDAS XP 19,200

CR 12

N female human druid 12 AC 14, touch 11, flat-footed 13 (+2 armor, +1 Dex, +1 shield) hp 107 (12d8+24 plus 12) Fort +10, Ref +5, Will +14 Melee spear +10/+5 (1d8+1/x3) Ranged sling +10/+5 (1d4+1) or touch +13 (by spell) Divine Spells Prepared (4/6/6/5/4/4/2; DC 16 + spell level) Str 13, Dex 13, Con 15, Int 10, Wis 22, Cha 15 Base Atk +9; CMB +10; CMD 21 Other Gear Leather armor (in the form of bands wound

around her limbs and torso over a white tunic), light wooden shield, spear, sling, 10 bullets; Other Gear mistletoe.

DUMNERT XP 38,400

Male elf ranger 14 CN Medium humanoid (elf) Init +3; Senses low-light vision; Perception +22

AC 16, touch 14, flat-footed 12 (+2 armor, +3 Dex, +1 dodge) hp 137 (14d10+28 plus 14) Fort +11, Ref +12, Will +7; +2 vs. Enchantment Defensive Abilities evasion; Immune sleep

Speed 30 ft.

Melee longsword +14/+9/+4 (1d8+1/19-20) and dagger +16/+11/+6 (1d4+1/19-20) or longsword +16/+11/+6 (1d8+1/19-20)

Ranged longbow +17 (1d8/x3) or touch +17 (by spell) Special Attacks favored enemy (animal +6, goblinoid +4, giant +2), hunter's bond (companions), quarry Ranger Spells Prepared (4/3/2/2; DC 13+ spell level)

Str 13, Dex 17, Con 14, Int 16, Wis 16, Cha 8 Base Atk +14; CMB +15; CMD 29

Feats Endurance⁸, Dodge, Far Shot, Greater Two-Weapon Fighting^B, Improved Two-Weapon Fighting^B, Point Blank Shot, Precise Shot, Two-Weapon Fighting⁸, Two-Weapon Rend⁸, Weapon Finesse, Weapon Focus (dagger), Weapon Focus (longsword)

Skills Acrobatics +15, Climb +16, Handle Animal +14, Intimidate +14, Knowledge (geography) +18, Knowledge (nature) +18, Perception +22, Ride +18, Stealth +20, Survival +19, Swim +16

Languages Common

SQ camouflage, favored terrain (plains +6, mountains +4, forest +2), swift tracker, track, woodland stride

Combat Gear Leather armor (quilted hauberk with steel studs), light steel shield emblazoned with green dragon, longbow, 30 arrows, dagger, longsword; Other Gear silver ring worth 60 gp.

1510.

At the top of a rugged hill ringed with trees with blood red bark there

is a vertical shaft 15 ft. deep that leads into a 20 ft. diameter cavern. The cavern is occupied by seven men of Herculean dimensions in ornate full plate armor and armed with holy swords. The Seven Sleepers, as they are called, snooze under the guard of a massive black mastiff with a leather collar from which hangs a gold medal embossed with the face of a horned god. The sleepers can be awakened only by the sounding of the great bell atop the temple of Vephus the sun god in Yal-Garok. Legend says they will awaken when the Crack of Hell opens wide and vomits demons over the face of the earth.

THE SEVEN SLEEPERS XP 19,200

Male human paladin 12 LG Medium humanoid (augmented human) Init +1; Senses; Perception +15 Aura (10 ft.; good, courage +4, resolve +4, justice

AC 23, touch 11, flat-footed 23 (+10 armor, +1 Dex, +3 shield) hp 136 (12d10+24 plus 12) Fort +16, Ref +11, Will +17 Defensive Abilities lay on hands (12/day, 6d6 damage), mercy (cursed, diseased, fatigued, shaken); DR 5/evil; Immune disease, fear; SR 20

Speed 20 ft. (30 ft. base) Melee holy avenger longsword +20/+15/+10 (1d8+7 plus 2d6 vs. evil/19-20) Ranged touch +13 (by spell)

Special Attacks channel energy (6d6, DC 22, 9/day), smite evil (4/day, +6 to hit, +12 damage vs. evil)

Spell-like Abilities

At will-detect evil Paladin Spells Prepared (4/4/2; DC 16 + spell level)

Str 20, Dex 12, Con 14, Int 16, Wis 16, Cha 22 Base Atk +12; CMB +15; CMD 26

Feats Cleave, Extra Lay on Hands, Furious Focus, Improved Vital Strike, Power Attack, Selective Channeling, Vital Strike, Weapon Focus (longsword) Skills Diplomacy +19, Handle Animal +19, Heal +16, Knowledge (local) +13, Knowledge (religion) +16, Knowledge (planes) +13, Perception +15, Ride +6, Sense Motive +16 Languages Celestial, common SQ divine bond (weapon +3)

Combat Gear +1 full plate of heavy fortification, +1 heavy steel shield, holy avenger longsword

BLACK MASTIFF XP 200

CR 1/2

hp 16, (see the Pathfinder Roleplaying Game Bestiary, "Dog, Riding")

1513.

A strange cavern pierces a hillside here. The cavern entrance is 25 ft. tall and 13 ft. wide and sealed with what appears to be wax several feet thick. The wax is yellow-white in color and, at night, glows as though bright lights are lit inside the cavern. The waxy substance comes from a hive of subterranean bees – drones of Veluu, the goddess of destruction. The drones are as large as pit bulls and look like wingless bees with stretched, humanoid faces and empty eyes that, when opened, emit a piercing shriek. The bees live deep in the cavern. Their honey is collected by the priests of Veluu, who occupy the nearer portions of the caverns. The main cavern holds their glory, the War Wheel of Veluu. The wheel is activated by the sacrifice of seven virtuous warriors. Six such warriors have already been captured and are held in the caverns.

The priests of Veluu are twenty men and women who dress in sable coats and wear leather skullcaps. They wear armor of metal scales (treat as chainmail) under their coats. Their high priestess, Sabrank, is a ponderous woman with a deceptively friendly face. She replaces the

CR 12

leather skullcap of the acolytes with a steel helm and wears plate armor beneath her sable robes.

Once the Wheel of Veluu is activated, it will be released from the cavern to smash everything in its path, the priests following in its path to dedicate its victims to the glory of Veluu. Animated with a dim sentience, the device is truly terrible to behold.

SABRANK XP 12,800

CR 11

LE Female human cleric 9, fighter 2 AC 21, touch 9, flat-footed 21 (+10 armor, -1 Dex, +2 shield) hp 73 (9d8+2d10+11 plus 11) Fort +9, Ref +2, Will +10 Melee +1 unholy heavy mace +13/+8 (1d8+4) Ranged touch +7 (by spell) Divine Spells Prepared (4/5+1/5+1/4+1/3+1/1+1; DC 14 + spell level) Domains Death, Destruction Str 16, Dex 8, Con 13, Int 10, Wis 18, Cha 17 Base Atk +8; CMB +11; CMD 2 Combat Gear +1 black plate armor, spiked heavy steel shield +1 unboly heavy mace: Other Gear unboly symbol of

shield, +1 unholy heavy mace; **Other Gear** unholy symbol of Veluu (silver skull with human blood sealed inside).

PRIESTS AND PRIESTESSES (20) XP 800

CR 3 16

XP 800 LE male and female human cleric 3 AC 16, touch 10, flat-footed 16 (+6 armor) hp 17 (3d8 plus 3) Fort +3, Ref +1, Will +6 Melee touch +2 (by spell) Ranged touch +2 (by spell) Divine Spells Prepared (4/3+1/2+1; DC 13 + spell level) Domains Death, Destruction Str 10, Dex 10, Con 10, Int 12, Wis 16, Cha 12 Base Atk +2; CMB +2; CMD 12

New Magic Item

WAR WHEEL OF VELUU

Aura strong evocation and transmutation; CL 16th Slot —; Price 70,000 gp; Weight 3,500 lbs. Description

The War Wheel is an engine of destruction built in the goddess Veluu's image, and serves as both a supernatural engine of war and an idol. The wheel is made of steel and is 16 ft. in diameter and 6 ft. wide. The goddess' face forms each of the wheel's hubs and her arms its spokes. The wheel may expel cones of fire and poisonous gas in a 30 ft. radius, producing deadly effects and generating terror wherever it goes.

The war wheel has the following powers: it may shoot gouts of flame forward and backwards, as well as straight up in the air, as scorching rays (up to 5 rays per round, no more than one in each direction, +15 ranged touch); it may created a defensive, poisonous cloud (equal to a *cloudkill* effect, 30 ft. radius, 5 ft. safe zone directly around the wheel, 2/day); and 1/ day the wheel may call lightning (at CL 16th).

The war wheel has the following physical characteristics:

hp 150; hardness 10; Spd 20 ft.,; AC 20 (-1 size, +11 natural)

Construction Requirements

Craft Wondrous Item, animate objects, creator must have 8 ranks in Knowledge (engineering); **Cost** 35,000 gp

1520.

A small village of woodsmen in this hex is engulfed in flames. The homes are built of timber and stone and surrounded by a deep moat and palisade (now burned to the ground). **Ten malevolent mephits** were unleashed on the village by a passing squadron of magic-users loyal to Princess Petal. The little demons have engulfed half the village and the surviving villagers (**25 men, 60 women and 80 children**) are hurriedly fighting the flames by passing buckets from the village's three wells. The village's largest building was its tavern, which is now completely aflame. Three of the poor souls that were trapped inside have already risen as **spectres**. They still stand at the bar drowning their sorrows in flaming punch.

FIRE MEPHITS (10) XP 800

hp 19, (see the Pathfinder Roleplaying Game Bestiary,

"Mephit, Fire")

SPECTRES (3) XP 3,200

hp 52 or 80, (see the Pathfinder Roleplaying Game Bestiary, "Spectre")

1607.

This wide valley of fields and orchards is the location of Xom-Iforn, a large walled town famed as a center of learning and as the home of Farin, a master armorer known for his exquisite swords. The town is located in the middle of a lake populated by silvery fresh water eels and a delicious breed of giant crawdads both favored and feared throughout the Empire. The town's walls are gray and hoary and covered in vines of velvety gray flowers. The town is governed by a mayor elected by a council of guilds, making it the most progressive and dynamic settlement in the Empire. The guilds are dominated by the Brothers of the Hammer, the smiths' guild, with Farin serving as the power behind the lord mayor, Melot, a pompous windbag with more chins than sense. The town hall is typical for large buildings in the Empire – sloped walls, a flat roof ringed by iron spikes – but attached to it is a great bell tower in shape of the drunken god Galofin, Lord of Misrule. Galofin in the town's patron deity and his priests, garbed in gauzy, pastel robes sewn with silver bells, can be seen dancing day and night through the streets of the city singing ancient songs and collecting coins in their wide wicker baskets. The high priest of Galofin is Jacene, a troubled woman with a face that would be pretty if not marred by a crooked smile and wild eyes.

FARIN THE ANVIL

XP 6,400 LN male human expert 10 hp 80 Feats Master Craftsman (weapons), Skill Focus (craft [weapons]), Skill Focus (perception) Skills Craft (weapons) +20, Knowledge (engineering) +12, Perception +13

MELOT

XP 600

Male human aristocrat 5 N Medium humanoid (human) Init +1 Senses Perception +9

AC 11, touch 11, flat-footed 10 (+1 Dex) hp 17 (5d6) Fort +1, Ref +2, Will +5

Speed 30 ft Melee unarmed strike +2 (1d3-1)

Str 9, Dex 12, Con 10, Int 12, Wis 12, Cha 19 Base Atk +3, CMB +2, CMD 13 Feats Skill Focus (Diplomacy) Skills Appraise +9, Intimidate +12, Diplomacy +15, CR 2

CR 9

CR 3

Knowledge (nobility) +9, Perception +9 Languages Common

JACENE XP 9.600

Male human cleric 10 AC 10, touch 10, flat-footed 10 hp 57 (10d8 plus 10) Fort +7, Ref +3, Will +10 Melee flail +7 (1d8) Ranged touch +7 (by spell) Divine Spells Prepared (4/5+1/5+1/4+1/3+1/2+1; DC 13 + spell level)

Domains Chaos, Trickery Str 10, Dex 10, Con 10, Int 13, Wis 16, Cha 18 Base Atk +7; CMB +7; CMD 17

Combat Gear light flail; Other Gear holy symbol in the form of a silver bell cast in the visage of Galofin hanging from her silken cap

1622.

Under a great pile of stones riddled with narrow tunnels there dwells an ancient wyrm called Mazhin of the Dappled Dome. Mazhin is a brilliant dragon, thoroughly wicked and contemptible, with a long body like a salamander and six thin, bowed legs like those of a centipede. Its skin is mottled silver and titian and its eyes are large and as bright as flame. Mazhin has a taste for sentient creatures and the ensuing war has awakened him, for the smell of blood and fear taint the air. His lair lies in a little valley of amber trees and sparkling ponds speckled with transparent lilies and equally transparent frogs with poisonous hides. When adventurers enter this hex, there is a 3 in 6 chance that Mazhin will pick up their scent and investigate them. If not, it means he has gone further afield and is likely bringing back a captive, for he only devours his prey while sunning himself atop his pile of stones. His horde consists of 720 sp in a chest formed from a storm giant's skull (glazed electric blue and trapped with a fireball trap), 10,120 gp, a casket filled with 20 pounds of salt (worth 5 gp/lb), a small silver box containing 3 lb of chili powder from the far south (worth 300 gp/lb) and a brass icon of Murchuter (worth 400 gp).

MAZHIN OF THE DAPPLED DOME XP 38,400

hp 217, (see the Pathfinder Roleplaying Game Bestiary, "Dragon, Red, Adult")

FIREBALL TRAP XP 1,600

Type magic; Perception DC 28; Disable Device DC 28 **Trigger** proximity (alarm); **Reset** none

Effect spell effect (fireball, 6d6 fire damage, DC 14 Reflex save for half damage); multiple targets (all targets in a 20-ft.radius burst)

1717.

Many of the villages of the Empire held charters of self-rule from the emperor. One such village, Priel by name, made the foolish decision to hire a band of mercenaries to bolster their company of militia. The mercenaries' captain, Hered, was a cruel looking fellow, with peaked eyebrows and a jutting jaw and under-bite. The man turned out to be a hobgoblin, with a company of his brothers in tow. Approaching the city in thick cloaks, the two companies of hobgoblins entered the village and soon took control. A day later, the men of the village attempted to eject them and were destroyed, their houses reduced to rubble and ashes, their women and children either clapped in irons or sacrificed to appease the warlike goddess of the hobgoblins, Calasa. The hobgoblins are now finishing plundering the village's meager treasures and stores and will soon head into the monster-infested hills south of the included map to sell their slaves and prepare for another campaign into the shattered empire. Of the original company of mercenaries, sixteen hobgoblins survive. The villagers once raised maize and apples and gathered wild thyme (which

they used to flavor a fine gin) and the bark of the white willows in the hills surrounding the village, turning it into medicine.

CR 10 **CAPTAIN HERED**

(1d3+4)

XP 2.400 Male hobgoblin warrior 9

NE Small humanoid (goblin) Init +6; Senses darkvision 60 ft.; Perception +3

AC 18, touch 12, flat-footed 16 (+6 armor, +2 Dex) hp 96 (9d10+27) Fort +9, Ref +5, Will +4

Speed 20 ft. (30 ft. in armor) Melee mwk longsword +15/+10 (1d8+4/17-20) or whip +9

Str 18, Dex 15, Con 16, Int 10, Wis 12, Cha 8 Base Atk +9; CMB +13; CMD 25

Feats Cleave, Improved Critical (longsword), Improved Initiative, Power Attack, Weapon Focus (longsword) Skills Bluff +5, Perception +7, Stealth +12; Racial Modifiers +4 Stealth

Languages Common, goblin

Combat Gear Masterwork chainmail armor, masterwork longsword, whip

HOBGOBLINS (16)

XP 200

hp 11, (see the Pathfinder Roleplaying Game Bestiary, "Hobgoblin")

1719.

CR 14

CR 5

An injured man is hiding in the underbrush here. The man escaped from the hobgoblins that conquered Priel [Hex 1717] and six white apes are now hunting him. Random encounters in this hex are with the white apes. If the adventurers discover the man, there is a 10% chance each hour that the six white apes converge on them and attack. The man is a Northman with a severely injured leg (he has 1 hit point left and will die from infection in 1d6 days if not healed). A smith, he escaped a few days ago, leaving behind his wife and teen-aged son but swearing to come back for them. The black sheep of a family that produced generations of loremasters, he knows of the Seven Sleepers [Hex 1510] and will share this knowledge with folk who free his family.

WHITE APES (6) XP 800

hp 30, (see the Pathfinder Roleplaying Game Bestiary, "Ape, Dire")

1802.

In the middle of this murky hex is a thick copse of swamp-apple trees. The trees have glossy, chocolate-brown bark, slim golden leaves and limbs that droop under the weight of their fruit. The apples are about the size of a large plum and look shriveled, with a brownish-tan skin and light pink flesh. Despite their unsavory appearance, they are delicious and a pound of the fruit is as good as a week of normal rations. The trees are inhabited by spindly monkeys with golden fur and violet faces. The monkeys are very aggressive in defending their trees and once per day are capable of growing to several times their normal size, becoming, in effect, the equivalent of white apes. Each tree is home to 1d6 of the odd primates.

VIOLET-FACED MONKEY XP 100

N Tiny animal

Init +2; Senses low-light vision; Perception +5

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size) hp 5 (1d10)

CR 1/2

CR 3

CR 1/4

Fort +2, Ref +4, Will +1

Speed 30 ft., climb 30 ft. **Melee** bite +5 melee (1d3-4) **Space** 2-1/2 ft.; **Reach** 0 ft.

Str 3, Dex 15, Con 10, Int 2, Wis 12, Cha 5 Base Atk +1; CMB +1; CMD 7 Feats Weapon Finesse Skills Acrobatics +10, Climb +10, Perception +5; Racial Modifiers +8 Acrobatics SQ transform (1/day, to white ape [Area 0214])

1811.

The drums of the war god Telos sound day and night in this fortresstemple situated beside a great lake stocked with giant bronze dragon bass. The temple is constructed of milky brown stone quarried in the surrounding hills. It is surrounded by an extensive orchard of thorny pear trees (the priests gather the pears and turn them into cider), the trees being sacred to Telos. The temple consists of an inner sanctum that contains the idol of Telos. The inner sanctum is surrounded by dormitories for the priests and visiting squires and other rooms common to a temple. Beyond the dormitories there are four large courts, unpaved and connected by arched gates with steel portcullises. Each court is fronted by a stone gatehouse, 30 ft. tall with battlements and a gate of thick oak bound by steel. In each courtyard the walls are covered in friezes of the war god. The court of archers depicts him as an archer battling an army. The equine court depicts him as a horseman fighting a dragon. The court of swords depicts him as a swordsman surrounded by demons. The court of wrestlers depicts him as a wrestler battling three trolls. In all cases, Telos is depicted as a muscular man with bronzed skin, purple eyes and chestnut hair and beard worn in long ringlets. He is always depicted nude and carrying various weapons.

The priests of the temple are all retired fighting-men, some serving as lay brothers, others becoming clerics. The temple normally houses forty priests, aged 35 to 50 and all former fighting-men. All but five of the priests, the eldest priests, are now away at war, tending to the armies of Petal, Pearl and Peahen. These men and women take turns sounding the drums of war. They are accompanied by the high priestess of the temple, **Xultenthe** of the Auburn Locks. She remains behind to gather information on the campaigns as they unfold, the news brought by trained falcons.

The temple has a library of military literature and fighting manuals, of which they are justly proud. The temple's treasure consists of 2,650 sp, 2,690 gp and a rose quartz worth 2 gp and a bronze icon of Telos (worth 45 gp, dented where it was used to bludgeon a dragon to death). The treasure is kept in a hidden chamber and guarded by three separate poison gas traps – one causes sleep, the other erases one's memory and the other instant death.

XULTENTHE OF THE AUBURN LOCKS XP 76,800

Female human cleric 16 N Medium humanoid (human) Init +1; Senses Perception +16

AC 25, touch 11, flat-footed 24 (+10 armor, +1 Dex, +4 shield) hp 160 (16d8+64 plus 16) Fort +17, Ref +9, Will +18

Defensive Abilities aura of protection (30 ft., 16 rounds, +2, resist 10), protection domain (+3 resistance), resistant touch (8/day)

Speed 20 ft. (30 ft. base) Melee +2 brilliant energy warhammer +15/+10/+5 (1d8+4/x3) or touch +14 (by spell) Ranged touch +13 (by spell) Special Attacks battle rage (+8 damage, 8/day), channel positive energy (8d6, DC 20, 5/day), weapon maser (16 rounds) Divine Spells Prepared (CL 16th; 4/6/5/5/5/5/3//3/2; DC 15 + spell level) **Domains** Protection, War

Str 15, Dex 12, Con 18, Int 12, Wis 21, Cha 15 Base Atk +12; CMB +14; CMD 25 Feats Critical Focus, Enlarge Spell, Improved Channel, Improved Vital Strike, Leadership, Selective Channel, Selective Spell, Vital Strike, Weapon Focus (warhammer) Skills Diplomacy +14, Heal +16, Knowledge (arcana) +11, Knowledge (planes) +11, Knowledge (religion) +18, Perception +16, Sense Motive +16, Spellcraft +9 Languages Common

Combat Gear +4 chainmail of moderate fortification, +3 light steel shield, +2 brilliant energy warhammer; **Other Gear** holy symbol in the form of a cracked obsidian sphere on a chain and a brass torque worth 175 gp.

WARRIOR-PRIESTS

XP 1,600

THE SHATTERED EMPIRE

N male and female cleric 3, fighter 2 AC 18, touch 11, flat-footed 17 (+6 armor, +1 Dex, +1 shield) hp 42 (3d8+2d10+5 plus 5) Fort +8, Ref +3, Will +6 Melee warhammer +6 (1d8+1/x3) Divine Spells Prepared (4/3+1/2+1; DC 12 + spell level) Domains Protection, War Str 13, Dex 12, Con 12, Int 10, Wis 15, Cha 12 Base Atk +4; CMB +5; CMD 16 Combat Gear Chainmail, light steel shield, warhammer

SLEEP GAS TRAP

XP 2,400

Type mechanical; Perception DC 25; Disable Device DC 25 Trigger proximity; Reset no reset Effect poison cloud (affects all creatures in room; Fort DC 15; sleep 1 round/2d4 hours)

MEMORY GAS TRAP XP 2.400

CR 6

CR 6

CR4

CR 6

CR 5

Type mechanical; Perception DC 25; Disable Device DC 25 Trigger proximity; Reset no reset

Effect poison cloud (affects all creatures in room; Fort DC 15; memory loss 1 minute/1 day)

DEATH GAS TRAP XP 2,400

Type mechanical; Perception DC 25; Disable Device DC 25 Trigger proximity; Reset no reset

Effect poison cloud (affects all creatures in room; Burnt othur fumes; Fort DC 18; 1 Con/1d3 Con)

1815.

CR 16

Among the various monopolies held by the imperial government, one of the most lucrative is that of almonds. None but the imperial authorities may grow almonds and only a very few well-connected traders are permitted to purchase them from the government and export them south and east. This hex holds the **largest almond orchard** in the empire. The orchard is surrounded by a twenty ft. tall wall of mortared stone with battlements and a patrol of archers. A **flight of five harpies** has now taken up residence in the middle of the orchard. Having *charmed* and then devoured the guards, they now roost in the trees tending their blood red eggs.

HARPIES (5)

XP 1,200

hp 38, (see the Pathfinder Roleplaying Game Bestiary, "Harpy")

1820.

Three will-o-the-wisps lurk in the forest here, bobbing about the ancient ruins of a stone cottage. The cottage was once home to a cunning man named Gavos and the ruins are now overgrown with medicinal and mystic herbs. Should one take the time to clear the ruins, they may find a trapdoor (DC 20 Perception check to notice) that leads into the man's cellar, where sleeps a beautiful maiden, perhaps 13 years old, sunk in a golden vat (worth 1,000 gp) filled with airy water. An ominous, shadowy force is poised over the vat, ready to strike any who would free the girl, an incomplete *clone* of Gavos' dead wife. The shadowy force is Gavos, now **a spectre**.

WILL- O'-WISPS (3) XP 3,200

CR 7

hp 52 or 80, (see the Pathfinder Roleplaying Game Bestiary, "Will-o'-wisp")

GAVOS THE SPECTRE

CR 7

15

XP 3,200

hp 52 or 80, (see the Pathfinder Roleplaying Game Bestiary, "Spectre")

2013.

On a broad meadow ringed by willows and stone monuments to past emperors and empresses, there stands the **Hill of Kings**. The hill, despite being spoken of in hushed tones of reverence and awe by most Northmen, is only 30 ft. tall with a diameter that averages 60 ft. Atop the hill there is a granite platform, just large enough for a person to stand on, that is called the Crowning Stone for obvious reasons. It is here that a prince or princess ascends the hill bearing the Imperial Regalia and has the imperial key bestowed upon them by the High Priest of Talaunus, the God of Civilization.

The former Emperor Brodred did not trust his daughters and for this reason he mourned deeply the passing of his twin sons beyond the bounds of the empire and the knowledge of men. It is for this reason that he had the Imperial Regalia hidden beyond their reach in the possession of his guardian deva Tzaqiel [Hex 3822].

The hill is now surrounded by a dozen pavilions of imperial purple. These pavilions house the **imperial guard**, three squadrons of imperial knights and 6 companies of men-at-arms led by **Cunovard**, Constable of the Empire and confidant of Emperor Brodred. The men guard the hill and the stone, their faces blackened with ashes in mourning.

CUNOVARD	CR
XP 51,200	
Male human paladin 15	
LG Medium humanoid (human)	
Init +1; Senses Perception +13	
Aura (10 ft.; good, courage +4, resolve +4, justice, faith	

AC 23, touch 11, flat-footed 23 (+10 armor, +1 Dex, +3 shield) hp 147 (15d10+30 plus 15) Fort +16, Ref +11, Will +18 Defensive Abilities lay on hands (12/day, 7d6 damage), mercy (blinded, cursed, diseased, fatigued, shaken); Immune disease

Speed 20 ft. (30 ft. base) Melee +4 holy battleaxe +23/+18/+13 (1d8+7 plus 2d6 vs. evil/x3) or +3 dagger +21/+16/+11 (1d4+3/19-20) Ranged touch +16 (by spell) Special Attacks channel energy (8d6, DC 22, 8/day), smite evil (5/day, +5 to hit, +15 damage vs. evil) Spell-like Abilities At will-detect evil Paladin Spells Prepared (5/3/3/2; DC 15 + spell level)

Str 17, Dex 12, Con 14, Int 16, Wis 16, Cha 20 Base Atk +15; CMB +18; CMD 29 Feats Cleave, Extra Lay on Hands, Furious Focus, Greater Vital Strike, Improved Vital Strike, Power Attack, Selective Channeling, Vital Strike, Weapon Focus (battleaxe) Skills Diplomacy +18, Handle Animal +18, Heal +10, Knowledge (local) +10, Knowledge (nobility) +16, Knowledge (religion) +10, Knowledge (planes) +10, Perception +13, Ride +16, Sense Motive +16 Languages Celestial, common SQ divine bond (celestial warhorse) Combat Gear +1 full plate of moderate fortification, +1 ghost

touch heavy steel shield, +4 holy battleaxe, +3 dagger; Other Gear belt buckle inlaid with sard (worth 500 gp)

2016.

Yal-Garok is the enormous center of the Empire, a prosperous city-state of 100,000 men and women, girded by colossal walls of blue-green stone and imposing towers patrolled not only by the best trained and equipped warriors in the Empire. It is in most respects a typical city-state of the Northmen, just on a larger scale. It is a walled and contains a myriad of buildings and towers, all with sloping outer walls and flat roofs ringed by iron spikes meant to discourage the invasion of the home by evil spirits. In fact, these spikes are a serious business in Yal-Garok and other Northmen towns, for they are manufactured by the different temples and sold to a superstitious public. Some of the spikes are enchanted with a *magic* circle against evil effect, but such spikes are expensive and rarely used even by the aristocracy. Yal-Garok contains the imperial palace, a castle of 200 rooms and 100 ft. tall towers of the same blue-green stone as the city walls. The city-state also has four smaller citadels, each commanded by a castellan of the noble blood appointed by the reigning emperor and under the control of the Constable of the Empire, the supreme military commander. The current constable, Cunovard has left the city in protest of the war of succession, joining the imperial guard at the Hill of Kings [Hex 2013].

The streets of Yal-Garok are thronged with cautious merchants, spies, prostitutes of every shape and size, vendors of questionable viands, slinking guttersnipes, tricky charlatans, soldiers on leave, guardsmen on the take and endless processions of imperial nobles consisting of palanquins carried by teams of brawny servants and veiled by gauzy curtains. One can find nearly anything for sale in Yal-Garok, if not from a shop or street vendor then from the extensive "black market" that does business in the city-state's alleys and cellars. The city-state is especially known for its pastries, malmsey (a sweet, fortified wine), the beauty of its women, its towering temples (all the gods and goddesses of the Northmen are represented), especially the imposing pyramid of the sun god Vephus, and its manufacture of cloth-of-silver.

Yal-Garok is currently under the rule of **Princess Petal**, youngest daughter of the deceased Emperor Brodred. It was on her orders that one of the emperor's handmaids poisoned him with wild almonds. Within minutes of his untimely death, she and her personal guard had already moved to secure her power by seizing the Imperial Regalia, discovering to her shock and dismay that they were no longer in the imperial treasury. The princess' **personal guard** is composed of a squadron of amazons from the far south with skin like black marble and eyes of the purest blue. The amazons wear black, lacquered plate armor emblazoned with the pink rose of Princess Petal and daggers.

PRINCESS PETAL XP 51.200

CR 15

Female human aristocrat 7, assassin 8, rogue 2 CE Medium humanoid (human) Init +4; Senses Perception +15

AC 31, touch 18, flat-footed 27 (+9 armor, +4 Dex, +4 deflection, +4 natural) hp 98 (7d8+5d8+2d8+17 plus 17) Fort +6, Ref +13, Will +10; +4 vs. poison Defensive Abilities evasion, hide in plain sight, improved uncanny dodge, poison use

Speed 30 ft.

Melee Petal's Touch +20/+15/+10 (1d4+5 plus poison/19–20) or mwk dagger +17/+12/+7 (1d4+1 plus poison/19–20) or touch +16 (ring of spell storing)

Ranged mwk dagger +17/+12 (1d4+1 plus poison/19–20) or dart +17/+12/+7 (1d4+1 plus poison)

Special Attacks death attack (DC 22), quiet death, rogue talent (finesse rogue), sneak attack +5d6, true death (DC 23)

Str 12, Dex 18, Con 13, Int 15, Wis 16, Cha 18 Base Atk +12; CMB +16; CMD 30

Feats Ability Focus (death attack), Agile Maneuvers, Combat Expertise, Dastardly Finish, Greater Iron Will, Iron Will, Skill Focus (craft), Skill Focus (perception), Skill Focus (sleight of hand), Throw Anything, Weapon Finesse^B **Skills** Acrobatics +13, Bluff +22, Craft (poisonmaking) +26, Diplomacy +22, Disguise +13, Escape Artist +13, Intimidate +22, Knowledge (local) +13, Linguistics +11, Perception

+15, Sense Motive +12, Sleight of Hand +30 (+38 for hidden weapons), Stealth +13

Languages Abyssal, common, infernal

SQ hidden weapons

Gear +5 glamered mithril shirt, +4 necklace of natural armor, +4 ring of protection, ring of spell storing (poison, Fort save DC 18), Petal's Touch (+4 dagger of venom, Fort save DC 20), 2 masterwork daggers, 3 masterwork darts, 6 doses purple worm poison, 3 doses tears of death, 3 doses dragon bile, 4 doses dark reaver powder; **Other Gear** royal gown (15,000 gp value), assorted jewelry (30,000 gp value)

AMAZON GUARD XP 800

Feale human warrior 4 N Medium humanoid (human) Init +2; Senses Perception –1

AC 21, touch 13, flat-footed 19 (+9 armor, +2 Dex, +1 dodge) hp 30 (4d10) Fort +4 Pof +3 Will +2

Fort +4, Ref +3, Will +2

Speed 20 ft. (30 ft. base) **Melee** dagger +4 (1d4+2/19–20) and dagger +4 (1d4+2/19– 20)

Ranged dagger +6 (1d4+2/19-20)

Str 14, Dex 15, Con 11, Int 10, Wis 13, Cha 14 Base Atk +4; CMB +6; CMD 18 Feats Dodge, Double Slice, Two-Weapon Fighting Skills Climb +7, Handle Animal +4, Intimidate +4, Ride +7, Stealth +8

Languages Common

Combat Gear Black lacquered plate armor, 4 daggers

2019.

Tall, black elms in this hex are home to a flock of **1d10+10 harpies**. The harpies look like a combination of carrion crow and white-skinned maiden and encounters with 1d4+4 of them occur on a roll of 1-3 on 1d6. Their lair lies at the center of the hex, which is strewn with bones, scraps of armor and abandoned weapons. There is a total of 1,200 gp worth of jewelry hidden in their foul nests.

HARPIES XP 1,200

hp 38, (see the Pathfinder Roleplaying Game Bestiary, "Harpy")

2115.

Xom-Laoth is called the Black City of the East. Its name is derived from its walls, which are composed of black glass (an *illusion* – they are actually granite) while the towering castle in the middle of town is clad in white

marble (not an illusion). The **Baroness Catheryl** rules Xom-Laoth with cunning and cruelty. Townsmen soon learn that it pays to be the baroness' friend lest they disappear in the night. The Baroness accomplishes this vanishing act with the help of a series of underground tunnels and a colony of **goblins** dwelling beneath the town that are absolutely cowed by the baroness. The baroness appears as a petite, almost fragile woman with ebony skin and a face that is loveliness incarnate. Her eyes are black and deep and her hair cascades down her shoulders like a silvery waterfall. It should be mentioned that the baroness is actually a succubus *summoned* and (partially) controlled by Princess Pearl.

BARONESS CATHERYL, SUCCUBUS

XP 3,200

hp 95, (see the Pathfinder Roleplaying Game Bestiary, "Demon, Succubus")

GOBLINS

XP 135

hp 6, (see the Pathfinder Roleplaying Game Bestiary, "Goblin")

2122.

CR 3

You come across a line of **prisoners** in this hex, men, women and children, chained together and being lead to the White River by **hobgoblin warriors**. They will fetch a good price as slaves on the other side of the river, for the gnolls of the wooded mountains are lazy and will not sully themselves with labor when they can force another to work in their place. There are 50 prisoners, most in poor shape, and a company of hobgoblin warriors led by **Budaur**. Budaur wears a wreath of red carnations around his neck and a jeweled leather harness worth 400 gp. His sword is forged of the finest Xabian steel and bears the image of razorback hogs on the hilt and an impressive piece of glass (worthless) in the pommel. A ferret on a long silver chain is never far from the dandy hobgoblin, who despite his appearance is a fine warrior and a master tactician.

HOBGOBLINS (20) XP 200

CR 1/2

CR 5

CR7

CR 1/3

hp 11, (see the Pathfinder Roleplaying Game Bestiary, "Hobgoblin")

BUDAUR

XP 800 Male hobgoblin warrior 7 LE Medium humanoid (hobgoblin) Init +3; Senses darkvision 60 ft; Perception +7

AC 18, touch 12, flat-footed 16 (+4 armor, +2 Dex, +2 shield) hp 84 (7d10+21) Fort +8, Ref +5, Will +2

Speed 30 ft

Melee mwk longsword +12/+7 (1d8+3/19-20)

Str 17, Dex 16, Con 16, Int 11, Wis 10, Cha 8 Base Atk +7; CMB +10; CMD 23 Feats Cleave, Combat Reflexes, Improved Initiative, Power Attack, Weapon Focus (longsword) Skills Handle Animal +10, Intimidate +10, Perception +7, Stealth +1; Racial Modifiers +4 Stealth Combat Gear Masterwork longsword, chain shirt, light steel shield; Other Gear flower wreath, jeweled leather harness (400 gp value)

2202.

A shrine of green marble has been constructed in a grove of black willows. The shrine is about 12 ft. tall and the interior measures 10 ft. x 10 ft. The ceiling is a crossed vault, the floor paved with volcanic glass and on a dais in the middle of the room there is a bronze sculpture of a muscular man that has been stabbed through the back with a long sword. The man

is balanced on one arm, his other reaching out as though for help. The sculpture has two amethysts for eyes (worth 300 gp each). The long sword in the idol's back can be removed; it is a -1 cursed longsword that also imposes a -2 penalty on all Will saves against demonic influence. When removed, the idol seems to melt into a bronze blob that then scurries after the intruders, intent on killing them.

BRONZE BLOB CR4 XP 1,200 N Large ooze Init -5; Senses blindsight 60 ft.; Perception -5

AC 14, touch 4, flat-footed 14 (-5 Dex, +10 natural, -1 size) hp 68 (8d8+32)

Fort +6; Ref -3; Will -3

Defensive Abilities ooze traits; DR 5/--; Immune bludgeoning damage

Speed 50 ft. Melee slam +7 (1d6+3 plus 2d6 acid plus grab) Space 10 ft.; Reach 5 ft. Special Attacks constrict (1d6+3 plus 2d6 acid), corrosion

Str 14, Dex 1, Con 18, Int —, Wis 1, Cha 1 Base Atk +6; CMB +9 (+13 grapple); CMD 12 (can't be tripped)

SQ create black pudding, ooze traits

Acid (Ex)

A bronze blob secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Each time a creature suffers damage from a bronze blob's acid, its clothing and armor take the same amount of damage from the acid. A DC 18 Reflex save prevents damage to clothing and armor. A metal or wooden weapon that strikes a bronze blob takes 2d6 acid damage unless the weapon's wielder succeeds on a DC 18 Reflex save. If a bronze blob remains in contact with a wooden or metal object for 1 full round, it inflicts 18 points of acid damage (no save) to the object. The save DCs are Constitution-based.

Corrosion (Ex)

An opponent that is being constricted by a bronze blob suffers a -4 penalty on Reflex saves made to resist acid damage applying to clothing and armor.

Create Black Pudding (Ex)

A living creature killed by a bronze blob transforms into a black pudding 3 hours after its death. The new black pudding is the same size as the creature that was killed. A bless or other such divine magic cast on the body negates this transformation.

2205.

On a fertile plain as yet untouched by war there rise the walls of Xom-**Coric.** a town of 2.500 souls that now houses a mere 1.600 people, all women, children and old men. The rest of the men of Xom-Coric were pressed into service as soldiers of Princess Peahen and now languish in the slave pits of Princess Petal. The women and old men have had to take up arms against the goblin raids that have been occurring nightly since the warriors of the town were taken away.

2208.

Five hundred steps has been carved into the side of a gorge in this hex. Trickles of water run down either side of the stairs, streaking the black basalt with smears of green and rust red algae. At the bottom of the steps is Dancing Demon Gorge, named for the hundreds of basalt statues of dancing demons that stand amidst the maelstrom of white water rushing down the center of the chasm. The water ranges from 3 to 8 ft. deep. The gorge is six miles long (i.e. it fits neatly in the hex) and the stairs

are located near the southern entrance to the gorge. About one mile north of the entrance there is a tall statue of a particularly beautiful demoness holding a wand of ruby-colored crystal. Should one be foolish enough to reach for the wand, it disappears from the hand and appear in the hand of another at least 20 ft. away.

The wand is a wand of shadow conjuration (27 charges, CL 11th), and it will continue to vanish and reappear as long as one attempts to seize it using physical means. Worse yet, should someone fall in the rapids and perish (they suffer 1d8 points of damage each round from bludgeoning and must hold their breath to avoid drowning), their spirit rises from the white water and is drawn into the nearest demon statue, animating it as though it were a gargoyle.

CR4

CR 7

GARGOYLE

XP 1,200

hp 38, (see the Pathfinder Roleplaying Game Bestiary, "Gargoyle")

2314.

A smoking crater is all that is left of a town once under the sway of Princess Petal. It looks as though some titanic force reached down from the sky and lifted the entire town away, leaving only the crater and the moat (now more of a shelf) that surrounded it, along with some cast off timber and masonry and a field of corpses. While most of the corpses look to have died from arrow shot or spear, about 10% of them (and a majority near the moat/crater) show no signs of violence, are without their hair, have chins coated with blood and faces twisted into masks of horror. The crater is now inhabited by a beast summoned from planes unknown by Princess Pearl. The creature is a chlorine elemental. It looks more or less like a slower moving greenish-yellow air elemental and lurks close to the ground waiting for victims.

HUGE CHLORINE ELEMENTAL XP 3.200

N Huge outsider (air, elemental, extraplanar) Init +13; Senses darkvision 60 ft.; Perception +13 Aura chlorine fumes (5 ft., DC 21)

AC 22, touch 18, flat-footed 12 (+9 Dex, +1 dodge, +4 natural, -2 size) hp 95 (10d10+40) Fort +11, Ref +16, Will +5 Defensive Abilities air mastery; DR 5/—; Immune elemental traits

Speed fly 50 ft. (perfect) Melee 2 slams +17 (2d6+6 plus 2d6 acid) Space 15 ft.; Reach 15 ft. Special Attacks chlorine whirlwind (DC 21)

Str 22, Dex 29, Con 18, Int 6, Wis 11, Cha 11 Base Atk +10; CMB +18; CMD 38 Feats Combat Reflexes, Dodge, Flyby Attack, Improved Initiative^B, Iron Will, Mobility, Weapon Finesse^B Skills Acrobatics +18, Escape Artist +18, Fly +23, Knowledge (planes) +7, Perception +13, Stealth +9

Chlorine Fumes (Ex)

A chlorine elemental is surrounded by a thick chlorine fog, which acts like a permanent cloudkill spell with a radius of 5 ft. The save DC is Strength-based.

Chlorine Whirlwind (Ex)

This ability is identical to that of an air elemental, with the added effect of a cloudkill spell each round for as long as a creature remains in the whirlwind. The save DC is to avoid being caught in the whirlwind as well as to resist the cloudkill effect.

CR 5

CR7

2319.

The burned out remains of a roadhouse stands on the highway here. The roadhouse consisted of a two-story stone and wood structure with a walled courtyard (10 ft. tall walls) and iron gate. The wooden portions of the house have been burned, but the stone walls and iron gate remain and the gate is locked. Inside the burned out structure one might hear loud voices. Following the voices leads to a trapdoor, which leads into wine cellar now occupied by seven swordsmen. The swordsmen have deserted their respective armies and found their way to this place. They now drink the dead innkeeper's wine and live off the food in his pantry, along with some hunting and trapping. All seven refuse to go back to war. Three of the men are deserters from the army of Princess Pearl and bear her blazonry of a white roundel on a black field. Three of the men betrayed Princess Petal and wear tunics bearing her pink rose. The final man deserted from Princess Peahen's artillery, as evidenced by his tools. He is an older man, with white hair and a heavy mustache. The deserter of Peahen, Ivarach by name, is actually a spy seeking information about the location of the imperial regalia. He knows 1d3 rumors.

IRON GATE 2 in. thick; Hardness 10; hit points 200.

SWORDSMEN (7)

XP 1,600 Male human warrior 7 CE humanoid (human) Init +2; Senses Perception +7

AC 18, touch 12, flat-footed 16 (+4 armor, +2 Dex, +2 shield) hp 53 or 84 (7d10+14) Fort +7, Ref +4, Will +2

Speed 30 ft **Melee** mwk longsword +10/+5 (1d8+3/19–20) and dagger +9 (1d4+1/19–20)

Str 17, Dex 15, Con 14, Int 10, Wis 10, Cha 10 Base Atk +7; CMB +10; CMD 22

Feats Cleave, Combat Reflexes, Improved Initiative, Two-Weapon Fighting, Weapon Focus (longsword) Skills Handle Animal +10, Intimidate +10, Perception +7 Combat Gear Chain shirt, light steel shield, masterwork longsword, dagger

IVARACH THE SPY XP 3,200

Male human assassin 2, rogue 5 CE Medium humanoid (human) Init +7; Senses Perception +9

AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex) hp 47 (2d8+5d8 plus 7) Fort +2, Ref +8, Will +2; +1 vs. poison Defensive Abilities evasion, improved uncanny dodge, poison use, trap sense +1

Speed 30 ft.

Melee rapier +9 (1d6+2 plus poison/18–20) Ranged dagger +9 (1d4+1 plus poison/19–20) Special Attacks death attack (DC 15), sneak attack +3d6, rogue talent (finesse rogue), rogue talent (weapon training)

Str 14, Dex 16, Con 11, Int 13, Wis 11, Cha 8 Base Atk +5; CMB +7; CMD 20

Feats Ability Focus (death attack), Improved Initiative, Point Blank Shot, Precise Shot, Weapon Finesse^B, Weapon Focus (shortsword), Weapon Focus (dagger)^B

Skills Acrobatics +12, Bluff +8, Climb +9, Disable Device +10, Escape Artist +10, Intimidate +8, Knowledge (local) +10, Perception +9, Sense Motive +9, Sleight of Hand +12, Stealth +12

Languages Common

Combat Gear leather armor, rapier, 3 daggers, 3 doses wyvern poison; **Other Gear** masterwork engineer's tools

2407.

A rugged valley of grassy hills and shale and chert deposits lies in this hex, running east to west and crossed by a deep, lazy stream. The valley has a large village of miners set somewhat in the middle, the homes and businesses (blacksmith, three taverns, a foundry and a guild of caravan guards and bearers). The miners work several dozen iron mines burrowed into the surrounding hills, their presence marked by the resulting slag heaps. The miners and their wives lived here in relative peace, digging in the earth and raising sheep, sorghum, flax and delicious blackberries. Recently, they have received some unwelcome visitors, **soldiers of Princess Petal**, who have for all intents and purposes enslaved the people, putting them to work for a set price and shipping the iron back to Yal-Garok, the capital of the shattered empire to make weapons.

The soldiers have constructed a large, wooden fort in the center of the valley, overlooking the village. It has four 30 ft. tall towers and 24 ft. tall walls. Atop the hills that surround the ridge, the soldiers have constructed five observation platforms – 12 ft. tall towers manned by 1d4+3 archers. The archers have bull's-eye lanterns that they use to signal the fort, which houses one company of men-at-arms and a squadron of horsemen of the famed Black Eagle Company, recognizable by their full black breeches, slit coats of mail, tall helms with black horsehair crests and round shields emblazoned with an eagle black on a field white. The commander of the Black Eagles, Pantiger the Kestrel, enjoys the sway he holds over the miners immensely and has become little more than a petty tyrant. Any intruders that enter the valley are seized as spies and put to work on a chain gang excavating a defensive moat around the fort. In order to keep the miners honest and diligent, the sixty women and children of the village have been seized and brought into the fort, living now in dormitories, the women being used to cook and clean for the soldiers.

PANTIGER THE KESTREL XP 25,600

CE male human fighter 13 AC 23, touch 10, flat-footed 23 (+10 armor, +3 shield) hp 120 (13d10+26 plus 13) Fort +10, Ref +4, Will +5 Melee +1 battlaxe +22/+17/+12 (1d8+11/19-20) or lance +18 (1d8+6/19-20) Str 16, Dex 10, Con 14, Int 10, Wis 12, Cha 10 Base Atk +13; CMB +16; CMD 26 Combat Gear +1 full plate, +1 heavy steel shield, +1 battlaxe, lance.

CR 13

2410.

The valley that spreads out before you is crossed by two winding rivulets. Nestled in between those water courses are a patchwork of fields and dozens of pleasant hamlets. The farmers of the valley, called the Valley of Tulips, are as cunning as any and with the help of local scoundrel and libertine, **Danucca**, have held the forces of the princesses at bay – pledging their loyalty and produce to all three.

The largest building in the valley is the pyramidal temple of Almerla, the Goddess of Healing. The pyramid is surrounded by a grove of ancient hemlocks and the steps are planted with rows of tulips. Inside the temple there is an inner sanctum containing the goddess' idol, an inhumanly tall woman with an hourglass build, unclothed with porcelain skin and purple eyes, with an alligator curled around her feet. A dozen brass braziers hang from the ceiling on brass chains, burning a pleasant, narcotic substance that causes calm and sleep. The right eye of the alligator can be depressed, causing the idol to rotate to one side and revealing stairs into the deeper recesses of the temple.

Below the inner sanctum is a foyer containing a large basin of rose quartz filled with holy water. Low benches surround it, allowing priests to kneel and cleanse themselves. Clean robes of white edged with purple vines and flowers hang on pegs on the surrounding walls, which are made of white marble. One peg, turned counter-clockwise (DC 20 Perception

check to notice, DC 22 Disable Device check to activate), opens a panel and leads into a series of living chambers and devotionary rooms that are brightly lit and hold turtle doves in pretty wooden cages. At the very bottom of the sub-temple there is a circular room, twenty feet in diameter and clad in serpentine. The mummified remains of **nine lizardmen** with long, crocodilian snouts line the walls of the chamber. They wear shrouds composed of lacquered black bronze scales and morning stars with long, nail-like spikes have been fitted to their hands. These spikes have been tipped with a sleeping poison – even a scratch sends one into a deep slumber of fitful dreams. These beings are the holy guardians of the temple, and can be called to action by any one of the priests by blowing on a pipes carved from the tusks of mastodons. These small pipes are worn around the neck on leather thongs.

Hidden in the depths of the temple is a treasure of 250 pp, 3,650 gp, a limestone idol of Almerla (worth 65 gp) and a large orange glass vessel filled with 10 pounds of mercury (worth 8 gp per pound).

REPTILLIAN MUMMIES (9) XP 1,600

CR 5

LE Medium undead Init +0; Senses darkvision 60 ft.; Perception +16 Aura despair (30 ft., paralyzed for 1d4 rounds, Will DC 16 negates)

AC 20, touch 10, flat-footed 20 (+10 natural) hp 60 (8d8+24) Fort +4, Ref +2, Will +7 DR 5/—; Immune undead traits Weaknesses vulnerable to fire

Speed 20 ft., 30 ft. swim **Melee** spiked morningstar +13 (1d8+6 plus poison) or slam

+12 (1d8+9 plus mummy rot) (1d8+6 plus poison) of

Str 22, Dex 12, Con —, Int 6, Wis 13, Cha 15 Base Atk +6; CMB +13; CMD 23 Feats Power Attack, Toughness, Skill Focus (Perception), Weapon Focus (morningstar) Skills Perception +16, Stealth +9, Swim +19 Languages Draconic

MUMMY SLEEP POISON

Type poison, injury; Save Fortitude DC 15 Frequency 1/minute for 4 minutes Initial Effect unconsciousness for 1 minute; Secondary Effect unconsciousness for 2d4 hours; Cure 2 saves

The high priestess of the temple is **Xaathwen**, a pudgy woman with wild hair and large hoop earrings of gold in her ears. She has gray-green eyes and a long, distinguished nose and carries a magic carpenter's hammer wherever she goes. While she does not entirely approve of the methods the farmers have used to keep the war from their valley, she is glad for it and will do nothing to spoil it.

XAATHWEN CR 12 XP 19,200

LN female human cleric 12 AC 17, touch 9, flat-footed 17 (+6 armor, -1 Dex, +2 shield) hp 84 (12d8+12 plus 12) Fort +9, Ref +3, Will +12 Melee carpenter's hammer +10/+5 (1d4+1) Ranged touch +8 (by spell) Divine Spells Prepared (4/5+1/5+1/5+1/4+1/3+1/2+1; DC 14 + spell level) Domains Healing, Protection Str 10, Dex 9, Con 12, Int 12, Wis 18, Cha 15 Base Atk +9; CMB +9; CMD 18 Combat Gear +1 silver scale armor, +1 light steel shield, carpenter's hammer; Other Gear holy symbol

New Magic Item

CARPENTER'S HAMMER

Aura minor necromancy; CL 12th Slot none; Price 15,301 gp; Weight 2 lbs.

Description

This weapon functions as a +1 undeadbane light hammer with the following additional abilities; when a silver nail is driven into a corpse with the hammer, the corpse cannot be reanimated into an undead creature; if the hammer is used to drive a stake into a vampire's chest, it is considered a move-equivalent action, and the vampire is permanently destroyed by the stake; and should the wielder of the hammer drives a specially-prepared silver spike into the ground, they may prepare a magic circle against evil (CL 12th).

Construction Requirements

Craft Magic Arms and Armor, magic circle against evil; **Cost** 7,801gp

2412.

Xom-Velyn is a large town of unruly peasants growing fields of watercress in large ponds and keeping herds of goats. The town is a trading center ruled by a generous count called **Rild**. The town was the site of a historic battle between the founding emperor, Beroldern, and a red dragon. The defeat of the red dragon is one of the founding myths of the Empire, and it has made Xom-Velyn something of a pilgrimage site for the Northmen. A shrine of translucent yellow glass has been erected over the site of the dragon's slaying, the shrine resting in a field of poppies said to have been stained red by the dragon's blood. Each year, Count Rild holds a grand harvest festival that draws farmers, tradesmen, entertainers and thieves from across the Empire. Games of skill, jousting foremost among them, are held and honors are awarded. The town's treasury contains 180 gp, 460 sp and three platinum ingots hidden in the floor, painted to look like bricks. The ingots weigh 2 pounds each and are worth 100 gp each.

CR 6

COUNT RILD XP 2,400

LN male human aristocrat 3, fighter 4 AC 11 or 21, touch 11, flat-footed 11 or 20 (+8 armor, +1 Dex, +2 shield) hp 45 (3d8+4d10) Fort +5, Ref +3, Will +6 Melee +2 battleaxe +12/+7 (1d8+7/x3) Skills Diplomacy +14, Knowledge (local) +12, Knowledge (nobility) +12 Str 14, Dex 12, Con 11, Int 15, Wis 14, Cha 18 Base Atk +6; CMB +8; CMD 19 Combat Gear Full plate armor, heavy steel shield, +2 battleaxe (only worn during wartime)

2417.

Atop a hill bathed in sunlight (unless it is raining, in which case it is bathed in water) there are the ruins of a **temple**. Like most temples of the Northmen, it consists of a structure trapezoidal in profile – a flat-topped pyramid, so to speak, about 20 ft. tall with wide stairs inlaid with precious stone on the north face. Atop the platform there is a veritable forest of columns spaced about 5 ft. apart and covering the entire space except for a 10 ft. x 10 ft. space in the center of the platform where the idol is kept. The pillars are usually 10 to 15 ft. tall and covered with a stone roof. The centermost pillars are twice as high and support a monolithic dome of some precious metal over a skeleton of iron and stone.

This particular ruin has lost its roof, the remains of which lie crumpled

at the bottom of the hill as though a giant wind lifted it off and threw it. The dome and idol are nowhere to be seen and but a single column still rises from the platform, which is accessed via an opal stair (worth 5,000 gp if removed but to do so raises the ire of Sitric, the god of fire, to whom this temple was dedicated). The surviving column is fluted and clad in brass and bears images of fire nymphs in cloisonné. If one climbs to the top of the column, they discover a small niche filled with a transparent alien ooze that looks very much like water. If this creature is ingested, it causes wild hallucinations that have a cumulative 1% chance per hour of actually materializing in the real world (i.e. pink elephants might actually appear, forcing the GM to roll a crazy encounter!). The GM should have the ingesting player recite a stream of consciousness of what he thinks he sees, with the GM then secretly rolling d% to check if his hallucinations become reality about once per game hour. Each hour, the imbiber can attempt a DC 20 Fortitude save to expel the alien ooze from his stomach by vomiting, at which point it slinks back to its "lair".

ALIEN OOZE XP 100	CR 1/4
N Tiny ooze	
Init –5; Senses blindsight 60 ft.; Perception –5	

AC 7, touch 7, flat-footed 7 (-5 Dex, +2 size)

hp 7 (1d8+3) Fort +3; Ref -5; Will -5

Defensive Abilities all defensive abilities except the following, listed alphabetically; **DR** 5/bludgeoning; **Immune** acid, cold, electricity, fire, ooze traits

Speed 20 ft. Space 2 1/2 ft.; Reach 0 ft. Melee touch -2 (hallucinogenic touch) Special Attacks hallucinogenic touch (Will DC 13)

Str 3, Dex 1, Con 16, Int —, Wis 1, Cha 1 Base Atk +0; CMB –6; CMD 0 SQ ooze traits, watery

Hallucenogenic Touch (Su)

The touch of an alien ooze causes bizarre hallucinations in living creatures. A creature touched by an alien ooze must succeed on a Will save or be confused for 1d4 rounds. If the alien ooze is ingested, the creature is confused for as long as the ooze remains inside the creature's body. A creature confused by an alien ooze's hallucinogenic touch has a 1% chance (cumulative per hour, if the ooze was ingested) of being able to cast shadow conjuration once using the victim's HD as the caster level. The chance to be able to use this spell resets to 1% after it is cast. The results of the shadow conjuration spell are random, and are determined by the GM. The save DC is Constitution-based.

Watery (Ex)

An alien ooze looks exactly like water when it isn't moving of its own accord. Only a successful DC 20 Knowledge (dungeoneering), Knowledge (nature), or Survival check reveals that it is not water. If a creature drinks an alien ooze, it remains in the victim's body for 1d3 days. The victim can choose vomit the ooze out if he becomes aware of its presence. A cure disease spell cast on a victim that has ingested an alien ooze kills the ooze inside.

2502.

This hex and the ones to the east and west are home to **dozens of catoblepas** and the weird **swamp halflings** that make their living off of them. The halflings milk the beasts, making a sour cheese that is not only favored as a spread by the Northmen but also provides proof against petrification effects (+5 circumstance bonus on Fortitude saves for 1 day after eating the cheese). The halflings perform this feat by wearing leather helms that cover their eyes, relying on their trained noses and wondrous memories to find the beasts and draw out their milk. The halflings dwell

in large, glass bubbles the color of golden honey that were discovered by them lodged in the moist ground. The bubbles were once used by the ancient serpent men to hatch their young, and are capable of housing 8 to 10 halflings comfortably.

HALFLING DAIRYMEN XP 600

CN male halfling warrior 1, rogue 1 AC 16, touch 14, flat-footed 13 (+2 armor, +3 Dex, +1 size) hp 15 (1d10+1d8+2 plus 2) Fort +3, Ref +5, Will +0 Melee spear +3 (1d6+1/x3) Ranged sling +5 (1d2) Str 12, Dex 16, Con 13, Int 10, Wis 10, Cha 11 Base Atk +1; CMB +1; CMD 14 Combat Gear Leather armor, spear, sling, 15 bullets

CATOBLEPAS

XP 19,200

hp 160, (see the Pathfinder Roleplaying Game Bestiary, "Catoblepas")

2505.

This smoking valley is home to a massive seam of coal that has been worked for ages, supplying the cities of the Northmen with fuel for their ovens and forges. One branch of the seam has caught fire, making the ground uncomfortably hot and attracting **three immature fire elementals** and a gang of **five smoke mephits**. The mephits drove the miners out of the valley while two armies, in service to Princess Pearl and Princess Peahen, encamped on either side of the valley intending to seize it. Scouts from the two armies have had a few skirmishes, but otherwise relations have been fairly cordial, with opposing officers meeting often for dinners and the men competing in a few rough and tumble games of harpastum, the national game of the Northmen. Each army is composed of 3 squadrons of horse and 4 companies of foot and commanded by a captain. The army of Pearl is commanded by **Gizur**, while the army of Peahen is commanded by his cousin **Colcot**.

GENERAL GIZUR

CR 13

XP 25,600 Male human fighter 13 LE Medium humanoid (human) Init +1; Senses Perception +8

AC 22, touch 11, flat-footed 21 (+11 armor, +1 Dex) hp 120 (13d10+26 plus 13) Fort +10, Ref +5, Will +5; +3 vs. Fear Defensive Abilities Bravery +3

Speed 20 ft. (30 ft. base) **Melee** +2 longsword +22/+17/+12 (1d8+12/19–20) or dagger +17/+12/+7 (1d4+1/19–20) **Special Attacks** weapon training 3 (heavy blades +3, light blades +2, thrown +1)

Str 15, Dex 13, Con 14, Int 15, Wis 12, Cha 14 Base Atk +13; CMB +15; CMD 26

Feats Bleeding Critical, Cleave, Critical Focus, Dazzling Display, Deadly Stroke, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Improved Sunder, Improved Vital Strike, Penetrating Strike, Power Attack, Shatter Defenses, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword) Skills Craft (weapons) +12, Intimidate +15, Knowledge (local) +14, Perception +8, Ride +12, Survival +14, Swim +14 Languages Common

SQ armor training 3

Combat Gear +2 full plate, +2 longsword, dagger; **Other Gear** jasper ring (85 gp value)

CR 2

GENERAL COLCOT XP 25,600

Male human fighter 13 LE Medium humanoid (human) Init +3; Senses Perception +8

AC 24, touch 13, flat-footed 21 (+11 armor, +3 Dex) hp 115 (13d10+26 plus 13) Fort +10, Ref +7, Will +5; +3 vs. Fear Defensive Abilities Bravery +3

Speed 20 ft. (30 ft. base) **Melee** +1 greatsword +22/+17/+12 (2d6+12/19–20) or mwk dagger +19/+14/+9 (1d4+5/19–20) **Special Attacks** weapon training 3 (heavy blades +3, light blades +2, thrown +1)

Str 16, Dex 11, Con 15, Int 14, Wis 12, Cha 15 Base Atk +13; CMB +16; CMD 26

Feats Cleave, Combat Expertise, Critical Focus, Dazzling Display, Deadly Stroke, Greater Weapon Focus (greatsword), Greater Weapon Specialization (greatsword), Improved Disarm, Improved Vital Strike, Penetrating Strike, Power Attack, Shatter Defenses, Vital Strike, Weapon Focus (greatsword), Weapon Specialization (greatsword) Skills Craft (weapons) +12, Intimidate +15, Knowledge (local) +14, Perception +8, Ride +11, Survival +14, Swim +15 Languages Common

SQ armor training 3

Combat Gear +2 *full plate, +1 greatsword,* masterwork dagger; **Other Gear** jasper ring (85 gp value)

SMALL FIRE ELEMENTALS (3) XP 400

hp 12, (see the Pathfinder Roleplaying Game Bestiary, "Elemental, Fire")

SMOKE MEPHITS (5)

CR 3

CR 1

XP 800 hp 19, (see the Pathfinder Roleplaying Game Bestiary, "Mephit, Smoke")

2522.

A caravan of dwarves is stuck here in the mire. The dwarves have traveled from their stronghold in the mountains to the southeast to sell arms and armor to the Northmen. The dwarves number eighteen warrior-smiths and thirty dwarf warriors armed with axes, mail, shield and crossbows. The dwarves travel in three large, odd conveyances that look like miniature arks standing on four elephantine legs. Gangplanks are used to mount and dismount the arks, each of which holds living quarters for the warrior-smiths (the common warriors sleep on deck), a supply closet and a small forge. The thane of the dwarves is Camril, a red-haired, black-eyed female with a muscular build and thin, sharp nose. Her consort is Hruairn, a more delicate dwarf woman with a square jaw and coarse, curly black hair and blue eyes. While Camril leads the smiths and warriors, Hruairn handles the business. As mentioned above, one of the arks has become stuck in a mire, and the dwarves are having a terrible time dislodging it. To make matters worse, two young green **dragons** have discovered the caravan and pick off its warriors nightly. Three men lie dead, their remains now rotting in the woods, the dwarves too frightened of the dragons to risk retrieving them. Camril is in a foul temper and has taken to calming herself with drink.

CAMRIL CR 5 XP 1,600 Female dwarf warrior 6 LN Medium humanoid (dwarf) Init +1; Senses darkvision 60 ft.; Perception +5

CR 13

hp 32 (6d10+24 plus 12) Fort +9, Ref +3, Will +1 Defensive Abilities defensive training, hardy

Speed 15 ft.

Melee mwk warhammer +11/+6 (1d8+3/x3) Melee light hammer +7 (1d4+3)

Str 16, Dex 12, Con 18, Int 10, Wis 8, Cha 10 Base Atk +6; CMB +9; CMD 20 (24 vs. bull rush or trip) Feats Power Attack, Toughness, Weapon Focus (warhammer) Skills Knowledge (local) +6, Perception +5 Languages Common, dwarf Combat Gear Masterwork full plate armor, heavy steel shield, masterwork warhammer, 3 light hammers

HRUAIRN XP 1.600

Female dwarf rogue 5, warrior 1 CN Medium humanoid (dwarf) Init +3; Senses darkvision 60 ft.; Perception +8

AC 16, touch 14, flat-footed 12 (+2 armor, +3 Dex, +1 dodge) hp 52 (5d8 +1d10+24 plus 6) Fort +7, Ref +7, Will +0 Defensive Abilities defensive training, hardy

Speed 20 ft.

Melee mwk hand axe +8 (1d6/x3) or dagger +6 (1d4//19–20) and dagger +6 (1d4//19–20)

Str 11, Dex 16, Con 18, Int 10, Wis 8, Cha 10 Base Atk +4; CMB +4; CMD 17

Feats Dodge, Mobility, Two-Weapon Fighting, Weapon Finesse⁸, Weapon Focus (dagger)⁸ Skills Acrobatics +12, Appraise +9, Climb +9, Disable Device

+12, Knowledge (dungeoneering) +9, Perception +8, Sleight of Hand +12, Sleight of Hand +12

Languages Common, dwarf

Combat Gear Masterwork leather armor, masterwork hand axe, 2 daggers; **Other Gear** masterwork thieves' tools

YOUNG GREEN DRAGONS (2) XP 4,800

CR 8

CR 5

hp 87, (See the Pathfinder Roleplaying Game Bestiary, "Dragon, Green, Young")

2615.

A monastery of gray bricks, its walls shattered and stinking of brimstone, sits atop a gently sloping hill. The monastery contains a dozen chambers, including dormitories, a kitchen and a chapel, all in ruins. There is also a hall of wonders (all smashed) that contained a plethora of implements of civilization and learning. The hall contains a defaced idol of Talaunus, the god of civilization, that has been toppled and covered in dung that gives off an acrid odor that burns the eyes. **Nine quasits** remain in the temple, torturing its **six surviving priests** in a cellar once used to hold foodstuffs and wine. The priests have been chained to the walls and they are routinely whipped.

The imps and the demon they serve were admitted to the temple by a wandering friar who chanced to meet Etheke [Hex 1118] the potion seller. The friar was consumed by the demon he brought into the temple. The demon, **Shaalinsh** by name (but not his true name, of course), descended into a grotto beneath the cellar and now reigns there over a court of **twelve cultists** drawn from the hills. The cultists have proclaimed him a god and bring him sacrifices in the form of fellow refugees that they capture in the wilderness. The grotto houses a mineral spring, the walls of which are covered in red "pustules" that burst randomly (1 in 4 chance per round), spewing a sticky, acidic substance into the grotto. Anyone in the grotto during an explosion of goo must pass a DC 15 Reflex save or be

CR 2

CR2

CR 12

CR 3

struck for 1d4 points of acid damage, plus one point of damage per round thereafter until washed away. A person that suffers more than 10 points of this acid damage must make a DC 15 Fortitude save or suffer frightening hallucinations (treat as confusion).

QUASITS (12) XP 600

hp 19 or 26, (see the Pathfinder Roleplaying Game Bestiary, "Demon, Quasit")

SURVIVING ACOLYTES (6) XP 600

N male human cleric 2 AC 10, touch 10, flat-footed 11 hp 1 (2d8 plus 2) Fort +3, Ref +0, Will +6 Melee unarmed strike +2 (1d3+1) Ranged touch +1 (by spell) **Divine Spells Prepared** (4/3+1; DC 13 + spell level) Domains Law, Nobility Str 13, Dex 10, Con 11, Int 11, Wis 16, Cha 11 Base Atk +1; CMB +2; CMD 12

SHAALINSH XP 38,400

hp 204, (see the Pathfinder Roleplaying Game Bestiary, "Demon, Nalfeshnee")

CADOR, HIGH PRIEST OF SHAALINSH XP 19,200

CE female human cleric 12 AC 9, touch 9, flat-footed 9 (-1 Dex) hp 84 (12d8+12 plus 12) Fort +9, Ref +3, Will +12 Melee touch +9 (by spell) Ranged touch +8 (by spell) Divine Spells Prepared (4/5+1/5+1/5+1/4+1/3+1/2+1; DC 14 + spell level) Domains Death, Evil Str 10, Dex 9, Con 12, Int 12, Wis 18, Cha 15 Base Atk +9; CMB +9; CMD 18

CULTISTS (11) XP 800

NE male and female human cleric 3 AC 10, touch 10, flat-footed 10 hp 20 (3d8+6 plus 3) Fort +5, Ref +1, Will +6 Melee quarterstaff +3 (1d6+1) Ranged touch +2 (by spell) Divine Spells Prepared (CL 3rd; 4/4/2; DC 13 + spell level) Skills Diplomacy +7, Knowledge (local) +2, Knowledge (religion) +8, Profession (embalmer) +8 Str 12, Dex 10, Con 14, Int 10, Wis 16, Cha 14 Base Atk +2; CMB +3; CMD 13

2708.

A band of hapless soldiers, survivors of a terrible battle that happened over a week ago, are desperately trying to defend an old fortified tower atop a craggy hill. They stumbled upon the tower one morning and decided to set up camp, allowing their horses some rest and their wounded time to heal. That night their sentries were attacked by a pack of **30 zombies** raised by the inhabitants of the craggy hill. The zombies have kept the soldiers under siege for over a week, and their supplies are almost run out. The tower has a roof cistern that was filled by a recent rain, giving the men enough water to last two more days. The tower is three stories tall, with four-foot-thick walls and a sturdy iron door. The second and third stories have six arrow slits around the circumference of the tower, but the soldiers have found their bows almost useless against the zombies.

The aforementioned inhabitants of the hill are the aboriginal people of

the country, elves with thin necks, pot bellies, long arms and legs, black skin and brilliant red hair. The elves have large eyes and long noses. They wear loincloths and leather bandoleers, being unaffected by the cold, and wield clubs and axes of polished wood and stone. The elves, who call themselves the Carudaa, raise crops of edible fungus and burrowing mammals beneath the ground, their halls lit by ghostly lights. The object of the Carudaa's veneration is a great turtle carved from a massive moss agate. They call this turtle Vuems and believe him guardian of the earth and creator of the Carudaa, he having scratched them from the rocks with his divine claws.

STURDY IRON DOOR 1 in. thick; Hardness 8; hp 30

SOLDIERS (8) XP 800

Male human warrior 4 N Medium humanoid (human) Init +1; Senses Perception -1

AC 18, touch 12, flat-footed 16 (+6 armor, +1 Dex, +1 dodge) hp 30 (4d10) Fort +4, Ref +2, Will +0

CR 14 Speed 30 ft.

Melee short sword +7 (1d6+1/19-20) Ranged shortbow +5 (1d6/x3)

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

Base Atk +4; CMB +6; CMD 18 Feats Dodge, Point Blank Shot, Weapon Focus (short sword) Skills Climb +7, Handle Animal +4, Intimidate +4, Ride +6, Stealth +7 Languages Common Combat Gear Chain mail, light steel shield, short sword, short bow

ZOMBIES (30)

CR 1/2

CR 1

CR 3

XP 200 **hp** 13, (see the Pathfinder Roleplaying Game Bestiary, "Zombie")

CARUDAA ELVES

XP 400

Male elf warrior 2 N Medium humanoid (elf) Init +2; Senses low-light vision; Perception +1

AC 15, touch 12, flat-footed 13 (+2 armor, +2 Dex, +1 dodge) hp 11 (2d10) Fort +3, Ref +2, Will -1; +2 vs. Enchantment Immune sleep

Speed 30 ft. Melee spear +3 (1d6+1/x3) Ranged shortbow +4 (1d4)

Str 13, Dex 14, Con 11, Int 10, Wis 8, Cha 9 Base Atk +2; CMB +3; CMD 15 Feats Dodge, Point Blank Shot Skills Climb +5, Handle Animal +3, Intimidate +3, Perception +1, Ride +6, Stealth +7 Languages Common Combat Gear leather armor, spear, shortbow, 10 arrows



2723.

An army of **carrion orcs** is on the march here. The orcs number 10 companies of foot and 4 mounted squadrons and are led by a hulking male with a lazy eye named **Kaz the Impaler of Giants**. The orcs have been hired by the Princess Petal, and one of her heralds, a scurrilous rogue named **Rofnar**, is riding with them. They are bound for Yal-Garok, but are undisciplined enough that forays into nearby settlements to plunder are likely.

KAZ THE IMPALER CR 7 XP 3,200

Male barbarian 2, fighter 6 CE Medium humanoid (orc) Init +1; Senses darkvision 60 ft., low-light vision; Perception +5

AC 16, touch 9, flat-footed 15 (+7 armor, +1 Dex, -2 rage) hp 102 (2d12+6d10+42 plus 16) Fort +14, Ref +3, Will +2; +2 vs. fear Defensive Abilities bravery +2, ferocity, uncanny dodge Weaknesses light sensitivity

Speed 40 ft. **Melee** +1 giantbane spear +18/+13(1d8+10/x3) **Special Attacks** rage power (superstition +2), weapon training (spears +1)

Str 22, Dex 12, Con 22, Int 8, Wis 10, Cha 6 Base Atk +8; CMB +14; CMD 25

Feats Greater Weapon Focus (spear), Greater Vital Strike, Intimidating Prowess, Power Attack, Toughness, Vital Strike, Weapon Focus (spear), Weapon Specialization (spear) Skills Acrobatics +6, Climb +10, Intimidate +9, Knowledge (nature) +3, Perception +5, Survival +5, Swim +11 Languages Orc

SQ armor training 1, fast movement, rage (10 rounds/day)

Combat Gear +1 breastplate, +1 giantbane spear, potion of cure moderate wounds, potion of bull's strength

* When not raging, Grubrut's stats are: AC 18, touch 11, flat-footed 17; hp 96; Fort +12 Melee +1 giantbane spear +16/+11 (1d8+8/x3) Str 18, Con 18; CMB +12; Skills Climb +8, Swim +9

CR 6

RAFNAR XP 3,200

Male human assassin 2, rogue 5 CE Medium humanoid (human) Init +7; Senses Perception +9

AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex) hp 27 (2d8+5d8 plus 7) Fort +2, Ref +8, Will +2; +1 vs. poison Defensive Abilities evasion, improved uncanny dodge, trap sense +1

Speed 30 ft.

Melee shortsword +9 (1d6+1/19–20) **Ranged** shortbow +9 (1d6/x3) **Special Attacks** death attack (DC 15), sneak attack +3d6, rogue talent (finesse rogue), rogue talent (weapon training)

Str 13, Dex 16, Con 11, Int 12, Wis 11, Cha 8 Base Atk +5; CMB +7; CMD 20

Feats Ability Focus (death attack), Improved Initiative, Point Blank Shot, Precise Shot, Weapon Finesse^B, Weapon Focus Skills Acrobatics +12, Bluff +8, Climb +9, Disable Device +10, Escape Artist +10, Intimidate +8, Knowledge (local) +10, Perception +9, Sense Motive +9, Sleight of Hand +12, Stealth +12 Combat Gear Leather armor, short sword, short bow, 15 arrows
2802.

A dolmen encrusted with sea salt stands in the middle of a rolling meadow occupied by dozens of wild goats. The goats wear copper bells that force creatures who hear them to pass a saving throw or flee the meadow. The dolmen is a portal that can be activated by passing through while whistling. Should one do this, they find themselves on an island in the midst of a vast, salty sea (actually, an intersection of the elemental planes of air and water).

The floating island is about one mile in diameter and is home to a spacious castle of multi-colored glass. The castle consists of a collection of geodesic domes, one sitting atop another forming a strange, lumpy pile. Each pane of glass on each dome is a different color, presenting a garish spectacle. The castle has no discernable entrance, but in fact can be entered through any of the panes of glass (which are as hard as steel) by a person holding a precious stone of the same general color (i.e. the holder of a ruby can walk through a red panel).

The castle is owned by an arch-wizard called Candle, a traveler through dimensions who recently took a sidewise step into a parallel world and stayed too long enjoying its exotic charms. When he reappeared in his own world, it was to discover the terrible war raging around him - a war he intends to remain out of. Candle is tall and thin, with a hollowcheeked face, gray hair and gray eyes ringed by red (he suffers from terrible allergies). Although gentle in manner, he is fairly cold with others, forgetting names and taking an interest in people only so long as they are useful to him.

Candle keeps many wonders in his castle, including a large collection of glass unicorns (each filled with the blood of a mythic creature and having the powers of a random potion), an astral orrery constructed of precious stones and metals that moves on its own accord (each orb can be used as a crystal ball to see events on the planet it represents), visitors from many alternate planes and dimensions (the most recent being a green-skinned jungle amazon named Gundra), an enviable number of meads and wines and a 1956 Ford Fairlane in need of a tune-up. Candle's servants are a clan of 60 gnomes.

Candle keeps a treasure of 18,440 sp, 1,900 gp and a beryl necklace worth 7,000 gp in an adamant vault protected by an arcane lock as well as three mundane locks, each trapped with a poisoned needle.

CANDLE THE TRAVELER	CR 16
XP 76,800	
N male human wizard 16 (conjurer)	
AC 10, touch 10, flat-footed 10	
hp 70 (16d6 plus 16)	
Fort +5, Ref +5, Will +12 Maloo +2 silver dagger +10 (1d/+2/19, 20) or touch +1	7 (by
Melee +3 silver dagger +10 (1d4+2/19–20) or touch + spell)	/ (Dy
Ranged +1 humanbane darts +11 (1d4) or touch +8 (by
spell)	
Wizard Spells Prepared (4/6+1/5+1/5+1/5+1/5+1/3+1/ 1; DC 15 + spell level)	3+1/2+
Arcane School conjuration; Opposition Schools evoc	ation,
tranmutation	
Str 9, Dex 14, Con 11, Int 21, Wis 15, Cha 17	
Base Atk +8; CMB +7; CMD 17	
Combat Gear Staff topped with bronze spheres (staf	
divination), +3 silver dagger, 3 +1 humanbane darts; Gear spellbook,	Other
Gedi spelibook,	
GNOME COMMONERS	CR 1/3
XP 135	
Male and female gnome commoner 1	
N Small humanoid (gnome)	
AC 10, touch 9, flat-footed 10 (+1 armor, -1 Dex)	
hp 4 (1d6+1)	
Fort +1, Ref +1, Will -1 Molec upgrmed strike +2 (1d3+1)	
Melee unarmed strike +2 (1d3+1) Str 12, Dex 12, Con 12, Int 10, Wis 8, Cha 11	
Base Atk +0; CMB +2; CMD 11	

Languages Common, gnome

2805.

The infamous scrutator of Princess Pearl, one Julion Pok, is on the hunt for the Imperial Regalia that will secure his princess' claim to the imperial throne. Julion is an ugly man with a face like a pinched ferret and gangly limbs that hint at a non-human heritage. His comrades, drawn from the retinue of his fiendish mistress, include the inscrutable Doctor Guthaire, a demonologist with one eye replaced by a yellowish opal, Rhuneda, a haughty young priest of Murchuter and the warrior twins Calla and Gunn.

JULION POK

XP 38,400

CR 14

Male human rogue 14 CE Medium humanoid (human) Init +9; Senses Perception +17

AC 22, touch 16, flat-footed 16 (+6 armor, +5 Dex, +1 dodge) hp 83 (14d8 plus 14)

Fort +4, Ref +14, Will +4

Defensive Abilities defensive roll, improved evasion, improved uncanny dodge, rogue talent (trap spotter), trap sense +4

Speed 30 ft.

Melee sword of subtlety +17/+12 (1d6+1/19-20) or +2 admantine dagger +17/+12 (1d4+2/19-20) Ranged +2 admantine dagger +17 (1d4+2/19-20) or +2 light crossbow of speed +17 (1d8+2/x3) Special Attacks sneak attack +7d6, rogue talent (finesse rogue), rogue talent (weapon training)

Str 11, Dex 21, Con 11, Int 15, Wis 11, Cha 7 Base Atk +10; CMB +10; CMD 25 Feats Catch Off-Guard, Deadly Aim, Improved Initiative, Mobility, Point Blank Shot, Precise Shot, Skill Focus (knowledge [dungeoneering]), Skill Focus (perception), Weapon Finesse^B, Weapon Focus (shortsword)^B Skills Acrobatics +22, Appraise +19, Bluff +15, Climb +17, Diplomacy +15, Disable Device +22, Escape Artist +22, Knowledge (dungeoneering) +22, Knowledge (local) +19, Linguistics +19, Perception +17, Sense Motive +17, Stealth +22, Use Magic Device +15 SQ rogue talent (quick disable), skill mastery (acrobatics, climb, disable device, stealth, use magic device), trapfinding

Combat Gear +4 glamered leather armor, sword of subtlety, light crossbow of speed, 30 bolts, +2 admantine dagger; Other Gear masterwork thieves' tools

DOCTOR GUTHAIRE XP 19.200

CR 12

Male human wizard 12 (conjurer) NE Medium humanoid (human) Init +0; Senses Perception +12

AC 15, touch 12, flat-footed 13 (+3 armor, +2 deflection) hp 43 (12d6 plus 12) Fort +4, Ref +4, Will +11

Speed 30 ft.

Melee touch +5 (by spell) Ranged touch +5 (by spell) Special Attacks acid dart (1d6+6, 9/day) Wizard Spells Prepared (4/6+1/6+1/5+1/4+1/4+1/3+1; DC 16 + spell level)

Str 9, Dex 10, Con 11, Int 22, Wis 16, Cha 8 Base Atk +6; CMB +5; CMD 15 Feats Augment Summoning, Arcane Blast, Bouncing Spell, Extend Spell, Scribe Scroll[®], Selective Spell, Spell Focus

37

(conjuration), Superior Summoning

Skills Fly +15, Intimidate +11, Knowledge (arcana) +21, Knowledge (history) +21, Knowledge (local) +21, Knowledge (the planes) +21, Linguistics +21, Perception +12, Spellcraft +21

Languages Abyssal, aklo, common, ignan, infernal, terran SQ arcane bond (rod of lesser quicken), dimensional steps (360 ft./day), summoner's charm (+6 rounds),

Combat Gear +3 bracers of armor, +2 ring of protection, wand of dimensional anchor, wand of charm monster, rod of lesser quicken; **Other Gear** robes, spellbook

RHUNEDA XP 12,800

CR 11

Male human cleric 9, fighter 2 NE Medium humanoid (human) Init +1; Senses Perception +8

AC 23, touch 11, flat-footed 22 (+10 armor, +1 Dex, +2 shield) hp 73 (9d8+2d10+11 plus 11) Fort +10, Ref +4, Will +10; +1 vs. Fear Defensive Abilities Bravery +1

Speed 20 ft. (30 ft. base) Melee +1 unholy light mace +13/+8 (1d6+4) Ranged touch +8 (by spell) Special Attacks channel negative energy (5d6, DC 17, 6/ day) Divine Spells Prepared (4/5+1/5+1/4+1/3+1/1+1; DC 14 + spell level)

Domains Evil, Law

Str 16, Dex 13, Con 13, Int 10, Wis 18, Cha 17 Base Atk +8; CMB +11; CMD 22

Feats Channel Smite, Command Undead, Iron Will, Selective Channel, Shield Focus, Skill focus (knowledge [religion]), Weapon Focus (light mace)

Skills Diplomacy +11, Heal +12, Intimidate +10, Knowledge (local) +5, Knowledge (religion) +11, Perception +8, Sense Motive +11

Languages Common

Combat Gear +1 black full plate armor, masterwork light steel shield, +1 unholy light mace; **Other Gear** unholy symbol

CALLA XP 12.800

Female human fighter 11 NE Medium humanoid (human) Init +3; Senses Perception +9

AC 23, touch 11, flat-footed 22 (+7 armor, +3 Dex, +1 shield) hp 108 (11d10+33 plus 11) Fort +10, Ref +6, Will +3; +3 vs. Fear Defensive Abilities Bravery +3

Speed 20 ft. (30 ft. base) **Melee** Mwk handaxe +14/+9/+4 (1d6+2/x3) **Ranged** +1 longbow +19/+14/+9 (1d8+5/19–20 x3) **Special Attacks** weapon training (bows +2, axes +1)

Str 13, Dex 17, Con 16, Int 13, Wis 10, Cha 8 Base Atk +11; CMB +14; CMD 25

Feats Bleeding Critical, Combat Expertise, Critical Focus, Endurance, Greater Weapon Focus (longbow), Improved Critical (longbow), Leadership, Manyshot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow), Weapon Specialization (longbow) **Skills** Intimidate +10, Knowledge (local) +10, Perception +9,

Ride +7, Survival +12 Languages Common **Combat Gear** +1 chainmail, masterwork buckler, +1 longbow, 30 arrows, masterwork handaxe

GUNN

XP 12,800 Male human fighter 11 NE Medium humanoid (human) Init +1; Senses Perception +9

AC 18, touch 11, flat-footed 17 (+7 armor, +1 Dex) hp 108 (11d10+33 plus 11) Fort +10, Ref +4, Will +3; +3 vs. Fear Defensive Abilities Bravery +3

Speed 20 ft. (30 ft. base) Melee +1 battleaxe +16/+11/+6 (1d8+5/x3) Melee mwk throwing dagger +12 (1d4+3/19–20) Special Attacks weapon training (heavy blades +2, light blades +1)

Str 16, Dex 13, Con 16, Int 13, Wis 10, Cha 8 Base Atk +11; CMB +14; CMD 25

Feats Bleeding Critical, Combat Expertise, Critical Focus, Endurance, Greater Disarm, Greater Weapon Focus (battleaxe), Improved Disarm, Improved Sunder, Improved Vital Strike, Leadership, Vital Strike, Weapon Focus (battleaxe), Weapon Specialization (battleaxe) Skills Intimidate +10, Knowledge (local) +10, Perception +9, Ride +7, Survival +12 Languages Common Combat Gear +1 chainmail, +1 battleaxe, 4 masterwork throwing daggers

2812.

CR 11

A squadron of cataphracts led by **Sergeant Ottana**, a striking woman with hair turned white from a scrape with a wight many years ago, is camped in this hex. Ottana is slender and well-muscled, with a heavy, plain face. She and her men-at-arms became separated from a column of Petal's army and are now working their way across the countryside completely lost, their scout having succumbed to the bite of a poisonous snake. Ottana is in a foul temper due to harassing attacks by goblins at night and rapidly dwindling supplies. She has an abiding hatred of her Princess due to a very public demotion from her captaincy over the palace guard, and would dearly like to get even.

SERGEANT OTTANA XP 12.800
Female human fighter 11
LN Medium humanoid (human)
Init +1; Senses Perception +9

AC 23, touch 11, flat-footed 22 (+10 armor, +1 Dex, +2 shield) hp 128 (11d10+33 plus 11) Fort +11, Ref +5, Will +4; +3 vs. Fear Defensive Abilities Bravery +3

Speed 20 ft. (30 ft. base) **Melee** +1 longsword +17/+12/+7 (1d8+5/19–20) or mwk handaxe +16/+11/+6 (1d6+3/x3) **Special Attacks** weapon training (heavy blades +2, axes +1)

Str 16, Dex 13, Con 16, Int 13, Wis 10, Cha 8 Base Atk +11; CMB +14; CMD 25

Feats Bleeding Critical, Combat Expertise, Critical Focus, Endurance, Greater Disarm, Greater Weapon Focus (longsword), Improved Disarm, Improved Vital Strike, Leadership, Mounted Combat, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword) Skills Intimidate +11, Knowledge (local) +11, Perception +10, Ride +8, Survival +13

CR 11

CR 11

Languages Common

Combat Gear +1 full plate, masterwork heavy steel shield, +1 longsword, masterwork hand axe; **Other Gear** pale green ioun stone

2819.

As adventurers pick their way through a woodland path, they are presented with a **wall of shadow**. The wall is pitch black, intangible and cold to the touch. It runs from one side of the path to the other and stands about 12 ft. tall. Should one attempt to walk around the wall, they discover that it follows them. Likewise, it increases in height if one attempts to go over it. As the wall grows and passes over vegetation, that vegetation is left dead – drained of vitality and stark white. Animal life that walks through the wall will find it to be 10 ft. thick. Each round spent in contact with the wall drains one level (DC 20 Fortitude save to regain that level after 1 hour) and inflicts 6d6 points of cold damage (no save). The wall can be stretched up to 200 ft. long and high.

The wall is a projection of an alien artifact, a probe of sorts, shaped vaguely like a 2 ft. thick, 6 ft. long spear and made of a pearly metal. The shadowy wall is a defensive screen projected by the object, which is half buried in the earth. The object was sent by a magic-using creature from a parallel dimension to gather information. That being has found no way to send living matter through the veil between its dimension and that of this setting, which seems to vibrate at an unheard of frequency of 12.7 on the Yaldok-Gimdorf Scale. The object is, in essence, a sentient magical item. It is capable of floating a few feet off the ground and collecting and storing sensory data. It can communicate with a high-pitched, tinny voice that it projects into people's heads using their native tongue. The object lies about 50 ft. beyond its defensive screen and can communicate with people beyond the screen if they make an attempt at first contact. If freed from its predicament, it happily joins a party of adventurers, offering its wit and wisdom at inopportune moments, projecting its screen if personally threatened (and only if personally threatened) and otherwise performing as few useful functions for the adventurers as possible. After one week, the object dematerializes and returns to its own dimension.

ALIEN PROBE

XP 2,400

CR 4

N Medium construct (extraplanar) Init +3; Senses darkvision 60 ft., low-light vision; Perception +10

AC 23, touch 13, flat-footed 20 (+3 Dex, +10 natural) hp 52 (5d10 plus 20 plus 5) Fort +1; Ref +4; Will +3 DR 10/adamantine; Immune construct traits; SR 20

Speed fly 30 ft. (perfect) Special Attacks defensive wall (6d6 cold, energy drain 1 level DC 20) Spell-like Abilities (CL 5th): 3/day—magic missile

Str 10, Dex 16, Con —, Int 16, Wis 14, Cha 12 Base Atk +5; CMB +5; CMD 18 Feats Skill Focus (Perception), Toughness Skills Bluff +6, Diplomacy +6, Knowledge (planes) +8, Perception +10, Sense Motive +7 Languages truespeech

Defensive Wall (Su)

At will, the alien probe can erect a shadowy defensive wall to a range of 50 ft. The wall is incorporeal, but is 10 ft. thick and can cover an area 200 ft. wide and 200 ft. tall. A living creature passing through this wall takes 1d6 cold damage and suffers 1 level of energy drain per round they remain within the wall. The alien probe does not gain bonus hit points if a victim suffers energy drain. A creature who suffers energy drain from the alien probe's defensive wall can make a Fortitude save after 1 hour to recover the lost level. The save DC is Charisma-based.

Truespeech (Su)

The alien probe can speak with any creature that has a language, as though using a *tongues* spell (caster level equal to probe's Hit Dice). This ability is always active.

3014.

An army of Princess Petal is camped in this hex awaiting orders. The army numbers 3 squadrons of hobelars and 3 companies of militia armed with slings. The camp is surrounded by a shallow ditch and a fence of sharpened stakes and consists of dozens of white pavilions centered around the pavilion of the army's commander, **Count Rence**, a gentleman warrior of the old nobility sitting on orders to join the siege of Yal-Kirith. Tall and effete, Count Rence despises Petal and is secretly using his scouts to scour the countryside for news of the Imperial Regalia, which he would use for his own enthronement.

CR 6

CR8

CR7

COUNT RENCE XP 2,400

LN male human aristocrat 3, fighter 4 AC 20, touch 11, flat-footed 19 (+9 armor, +1 Dex) hp 45 (3d8+4d10) Fort +5, Ref +3, Will +6 Melee +1 battleaxe +11/+6 (1d8+6/x3) or dagger +8/+3 (1d4+2/19-20) Skills Diplomacy +14, Knowledge (local) +12, Knowledge (nobility) +12 Str 14, Dex 12, Con 11, Int 15, Wis 14, Cha 18 Base Atk +6; CMB +8; CMD 19 Combat Gear +1 full plate armor, +1 battleaxe, dagger; Other Gear brass stud worn in his nose (worth 4 gp), tiger's eye on his helm worth 65 gp

3022.

In a lighter part of the woods, dominated by elm and birch, there is a very unique garden. The garden consists of natural shrubs, herbs and flowers – anemones, bell flowers, buckeye, columbine, foxgloves, hemlock, mayapples, sarsaparilla and wild strawberry, among other things – beautifully arranged with stone monuments and dozens of human and humanoid skeletons. The skeletons are held together with wire and posed in many whimsical shapes. The architects and keepers of the garden are a circle of **five treants** of various shapes and sizes. The treants bear no particular ill will toward humanoids, but regard them as pests that they would rather not have in their garden.

TREANTS (5) XP 4.800

hp 120, (see the Pathfinder Roleplaying Game Bestiary, "Treant")

3104.

This vast field looks as though it has been tilled by giants. In fact, it is a breeding ground for **bulettes**, also known as land sharks. The creatures burrow through the loose soil every spring, the males making intricate patterns around the females (male bulettes outnumber the females 4 to 1 usually), sparring when their patterns intersect. After the spring mating, the creatures head into the hills. Hunters from the area then converge on the burrows looking for shed scales and dead bulettes, though fights to the death are extremely rare. Creatures from deeper in the earth also come, looking to prey on the hunters.

BULLETTE

XP 3,200

hp 52 or 80, (see the Pathfinder Roleplaying Game Bestiary, "Bulette")

3116.

A rocky mound in this hex is covered by creeping vines that bear putrid yellow flowers and a sort of black moss that is oily to the touch. A large boulder at the base of the hill is actually a secret door that swings easily when pushed from within. A tribe of **100 morlocks** dwells within the

mound, emerging at night to hunt in the woods. They have recently found themselves in possession of no fewer than 20 human captives – refugees that lost their way. The morlocks are led by a bulbous-headed mutant called **Famiak**, a creature with lank, slobbering jowls, upward jutting tusks, saucer eyes that radiate waves of psychic static and tremendous psychic powers. Famiak has long desired the Princess Pearl, and his soldiers roam the land looking for captives that might further his ends.

MORLOCKS (100) XP 600

CR 2

hp 22, (see the Pathfinder Roleplaying Game Bestiary, "Morlock")

FAMIAK THE PSYHIC MORLOCK XP 1,600

CR 5

Male morlock warrior 5 CE Medium monstrous humanoid Init +8; Senses darkvision 120 ft., scent; Perception +3

AC 15, touch 14, flat-footed 11 (+4 Dex, +1 natural) hp 60 (3d10+6 plus 5d10+10) Fort +7; Ref +10; Will +7 Immune disease, poison Weaknesses light blindness

Speed 40 ft., climb 30 ft. Melee club +10 (1d6+2), bite +5 (1d4+1) Special Attacks leap attack, psychic gaze, sneak attack +1d6, swarming

Str 14, Dex 19, Con 15, Int 5, Wis 16, Cha 14 Base Atk +8: CMB +10: CMD 24

Feats Ability Focus (psychic blast), Improved Initiative, Lightning Reflexes, Power Attack Skills Acrobatics +13, Climb +22, Intimidate +10, Stealth +8

(+12 in caverns); **Racial Modifiers** +4 Stealth in caverns, +8 Acrobatics, +16 Climb

Languages Undercommon; telepathy 50 ft. SQ expert climber

Expert Climber (Ex)

Famiak can cling to cave walls and even ceilings as long as the surface has hand- and footholds. In effect, Famiak is treated as constantly being under a nonmagical version of the spell spider climb, save that he cannot cling to smooth surfaces. This ability doubles the normal +8 racial bonus to Climb checks normally afforded creatures with a climb speed to a +16 racial bonus.

Leap Attack (Ex)

As a standard action, Famiak may make a single attack during a jump. It can make this attack at any point along the course of the leap—the start, the end, or while in midair. While jumping, Famiak does not provoke attacks of opportunity for leaving a threatened square.

Psychic Gaze (Su)

Famiak has large, saucer-like eyes that radiate waves of psychic static. A living creature that meets Famiak's gaze must succeed on a DC 19 Will save or suffer 1d6 points of Intelligence damage. The save DC is Charisma-based, and includes a +2 bonus from the Ability Focus feat.

Swarming (Ex)

As a morlock, Famiak dwells and fights in cramped quarters every day of his life, and as such is quite adept at swarming foes. Up to two morlocks can share the same square at the same time. If two morlocks in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.

3206.

In a basalt cliff face marked by patches of black cardamom, a crack has formed. The crack runs from about 10 ft. below the top of the cliffs to the valley floor. Day and night, thin, yellowish smoke seeps from the crack, making the valley floor smell of sulfur. Nobody dwells in the valley, so nobody has yet discovered the crack – nor is it likely they would ever guess at its significance. Each day the fighting between the princesses continues, the crack widens just a tiny bit, until one day it shall burst open to allow the **Acheronian warriors** waiting behind it to pour into the world from the dark gulfs of space where now they dwell on iron satellites orbiting some far flung gas giant. The Acheronians appear as demonic men and women, with smooth peacock green skin, wide amaranthine eyes, bat-like faces with elegant fangs and graceful four-fingered hands and feet. The warriors wear hauberks of polished gorgon hide and tall, spiral helms and they carry a wide assortment of weapons forged from volcanic glass.

CR 2

CR 13

ACHERONIAN

XP 600

NE Medium humanoid (acheronian, extraplanar) Init +1; Senses low-light vision; Perception +3

AC 16, touch 11, flat-footed 15 (+4 armor, +1 Dex, +1 shield) hp 16 (2d8+4 plus 3) Fort +5; Ref +1; Will +1; +2 morale bonus on Will saves while raging Immune fire, poison

Speed 20 ft. (30 ft. out of armor) Melee longsword +3 (1d8+2/19-20) Ranged javelin +2 (1d6+2) Special Attacks death rage

Str 15, Dex 13, Con 14, Int 10, Wis 12, Cha 10 Base Atk +1; CMB +3; CMD 14 Feats Toughness Skills Intimidate +2, Perception +3 Languages Abyssal, Acheronian, Aklo, Infernal Combat Gear buckler, hide armor, long sword

Death Rage (Ex)

An Acheronian reduced to fewer than half his hit points flies into a rage. He gains the rage ability (but not the rage powers or any other class abilities) of a barbarian with levels equal this HD. While in rage, an Acheronian gains a +4 morale bonus to his Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, he takes a -2 penalty to Armor Class. The increase to Constitution grants the Acheronian 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

A typical Acheronian of 2 HD can rage for 8 rounds per day, and has the following abilities while raging: AC 14, 20 hp, +3 Will save, Melee longsword +5 (1d8+4/19-20), Ranged javelin +2 (1d6+4), Str 19, Con 18, CMB +5, CMD 16.

3208.

A gang of **twenty flesh-eating zombies** is beating the grasses of an overgrown field looking for an amulet dropped by their necromancer master, **Vensterap the Veinous** (you don't want to see him in short pants). Venestrap is currently lounging on his palanquin overseeing the operation, a cup of mead in one hand and a black lace fan in the other.

VENSTERAP XP 25,600

N male human wizard 13 (necromancy)

CR 1/2

AC 12, touch 12, flat-footed 10 (+2 Dex) hp 50 (13d6 plus 13) Fort +4, Ref +6, Will +10 Melee dagger +6 (1d4/19-20) Ranged touch +8 (by spell) Arcane Spells Prepared (CL 13th; 4/6+1/5+1/5+1/5+1/4+1/2+1/1+1; DC 15 + spell level) Str 10, Dex 14, Con 10, Int 20, Wis 14, Cha 7 Base Atk +6; CMB +6; CMD 18 Combet Comp dagager, bumpen skull skullager: Other Co

Combat Gear dagger, human skull skullcap; **Other Gear** silver chain earrings (worth 15 gp each), black fan, spellbook

ZOMBIES (20)

XP 200

hp 13, (see the Pathfinder Roleplaying Game Bestiary, "Zombie")

3210.

There is a **recent battlefield** located here in a hollow divided by a rushing spring and hemmed in by chalk embankments and tangled shrubs and trees. The battle was really more of a skirmish, and an ambush at that. A dozen bodies lie in and about the stream pierced by black-fletched flint arrows favored by the local goblins. Among the dead is a wizard wearing a sleeveless robe of burgundy over a beige tunic and a floppy hat of black velvet. He grips in one hand a glass *wand of ice storm* (CL 13th) with but a single charge remaining. The surrounding foliage is kissed with frost and the stream is still half iced over from the battle. Any goblin corpses that might have been here were removed by their mates, who are still lurking in the wood. A company of these **goblins** are encountered in this hex on a roll of 1-4 on 1d6.

GOBLINS (11) CR 1/3 XP 135

hp 6, (see the Pathfinder Roleplaying Game Bestiary, "Goblin")

3219.

Three male owlbears have made a lair for themselves in the barn of an abandoned farmstead located near the river. The farmers once raised cattle (driven into the wild, a few of them survive in the surrounding meadows and woodlands) and grew barley, rye and gherkins. The farmhouse was boarded up, but the owlbears have already burst in and consumed most of the stores in the place. They were unable to get into the cellar (it is accessed via a trapdoor) and it still holds two barrels of grain and a bushel of pickles. The owlbears resemble a cross between barn owls and black bears and are small for their species. They are excellent climbers, and might (2 in 6 chance) be found in the barn's loft.

OWLBEARS (3) XP 1.200

CR4

hp 28, (see the Pathfinder Roleplaying Game Bestiary, "Owlbear")

3313.

For century upon century the Northmen ruled their empire, working their fields and feeling as though they were the masters of the world. It cannot be stressed enough how deeply the war of succession has affected their sense of self, causing some Northmen to question their gods and others to cleave more tightly to them. Over one hundred pilgrims have now gathered in the smoldering fields of a town consumed by flame and toppled by engines of war. They have been drawn here by the exhortation of **Sesnantus**, a haggard old prophet of the ruined town of **Xom-Malonar**, once the jewel of the eastern empire, grown prosperous from trade with the Sea Lords that dwell across the green Aderumdoc Mountains.

Here, in the ruins of Xom-Malonar, Sesnantus proclaims the end of the world, when the great gods will extinguish the stars unless they are propitiated with the blood of willing sacrifices. Daily, five men and five women climb the top of the blackened walls of Xom-Malonar and leap

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to their deaths. Their blood is then drained into silver vessels that are paraded around the ruins three times while Sesnantus chants in tongues, until the vessels are finally marched into the center of town and their contents are poured into a deep well that Sesnantus calls the Womb of Dagor, the goddess of subterranean waters.

Of late, willing sacrifices have been harder to find, as pilgrims have set up their camp and began to re-establish Xom-Malonar and establish ties. Sesnantus has begun to drug his victims, relying on a **corps of zealots** to capture those out after dark. One hopes a band of hapless adventurers would not be so rudely treated.

Sesnantus has buried a small wooden chest containing 40 sp, 1,175 gp a spinal worth 2,000 gp and a porcelain candlestick worth 300 gp. The box is not terribly secure, and a poisonous **fox snake** has crawled into the box and made a little lair for itself.

SESNANTUS

XP 9,600

CE male human cleric 10 AC 19, touch 10, flat-footed 19 (+8 armor, +1 shield) hp 57 (10d8 plus 10) Fort +7, Ref +3, Will +10 Melee light mace +7 (1d6) Ranged touch +7 (by spell) Divine Spells Prepared (4/5+1/5+1/4+1/3+1/2+1; DC 13 + spell level) Domains Chaos, Travel Str 10, Dex 10, Con 10, Int 13, Wis 16, Cha 8 Base Atk +7; CMB +7; CMD 17 Combat Gear Full plate armor, light steel shield, light mace; Other Gear holy symbol

ZEALOT PRIESTS XP 800

CE male and female human cleric 3 AC 10, touch 10, flat-footed 10 hp 20 (3d8+6 plus 3) Fort +5, Ref +1, Will +6 Melee quarterstaff +3 (1d6+1) Ranged touch +2 (by spell) Divine Spells Prepared (4/3+1/2+1; DC 13 + spell level) Domains Chaos, Travel Skills Diplomacy +7, Knowledge (local) +2, Knowledge (religion) +8, Profession (embalmer) +8 Str 12, Dex 10, Con 14, Int 10, Wis 16, Cha 14 Base Atk +2; CMB +3; CMD 13

SNAKE, VENOMOUS

XP 400

hp 13, (see the Pathfinder Roleplaying Game Bestiary, "Snake, Venomous")

34II.

The city-state of **Yal-Kirith** is besieged by the grand army of Princess Petal. Daily they hurl bolts and stones against its sturdy walls. Yal-Kirith is the city-state of **Princess Pearl**, and her banner still flies over its crumbling battlements. The tiles of porphyry and malachite that once clad the city-state's gate have been battered away by the assaulting army, revealing the pitted yellowish limestone underneath.

Yal-Kirith is situated in a land of rolling hills and thick copses of oak. A grand river flows near the city and once supported a lively traffic in barges and a steady shipbuilding industry. Those facilities have now been burned to the ground, their remains hiding sappers of Princess Petal, who are digging a tunnel that they will divert the river waters into to undermine Yal-Kirith's whitewashed walls.

The population of Yal-Kirith now numbers 14,000 people defended by the remains of Pearl's army. Starvation and disease have set in, but the proud princess refuses to give into her hated sister. Her army is commanded by **General Vodach**, an old warrior with a shard of silver dagger embedded in his temple (to remove it would mean certain death). Each night, her personal guard scours the city for virgins of age, imprisoning them in the

CR 3

CR 10

CR 2

dungeon that their mistress might seal a pact with a demonic power to deliver her city from its troubles. The city priests have been shut out of the citadel and they have received disturbing omens from the gods. One priest in particular, Mithyn, has taken to hiding young girls in the catacombs beneath his temple, which is dedicated to Waith, the goddess of death, in fear that the soldiers of Pearl seek them for ill ends.

The army encamped around Yal-Kirith ranges over the territory night and day seizing crops and livestock and seeking out potential attackers. Encounters with patrols of 2d6+6 men-at-arms occur on a roll of 1-3 on 1d6. These men are little better than brigands, and will not hesitate to attack a force they consider weaker than themselves. The besieging army is commanded by General Laira, a raven-haired woman who still bears the kiss of youth on her 40-year old face.

Princess Pearl's treasury holds 470 pp, 8,970 gp, 1,675 sp and a soapstone icon of Gorz'zt, her demonic patron.

GENERAL LAIRA CR 15 XP 12,800 Fmale human fighter 15

LE Medium humanoid (human) Init +1; Senses Perception +9

AC 25, touch 11, flat-footed 24 (+10 armor, +1 Dex, +4 shield) hp 135 (15d10+30 plus 15) Fort +11, Ref +6, Will +7; +4 vs. Fear **Defensive Abilities** Bravery +4

Speed 20 ft. (30 ft. base) Melee +2 spear +25/+20+15 (1d8+12/19-20 x3) or +3 handaxe +23/+18+13 (1d6+8/x3) Ranged +3 handaxe +20 (1d6+8/x3) **Special Attacks** weapon training (spears +3, axes +2, thrown +1)

Str 16, Dex 13, Con 14, Int 13, Wis 15, Cha 13 Base Atk +15; CMB +18; CMD 29

Feats Cleave, Combat Expertise, Critical Focus, Greater Shield Focus, Greater Weapon Focus (spear), Greater Weapon Specialization (spear), Improved Critical, Improved Disarm, Improved Shield Bash, Improved Vital Strike, Leadership, Penetrating Strike, Power Attack, Shield Focus, Vital Strike, Weapon Focus (spear), Weapon Specialization (spear)

Skills Diplomacy +9, Intimidate +10, Knowledge (local) +9, Perception +10, Ride +12, Sense Motive +11, Survival +10 Languages Common

SQ Armor training 4

Combat Gear +1 full plate of moderate fortification, +2 heavy steel shield, +2 spear, +3 handaxe

GENERAL VODACH

CR 13

XP 25,600 Male human fighter 13 LE Medium humanoid (human) Init +3; Senses Perception +8

AC 24, touch 13, flat-footed 21 (+11 armor, +3 Dex) hp 125 (13d10+26 plus 13) Fort +10, Ref +7, Will +5; +3 vs. Fear Defensive Abilities Bravery +3

Speed 20 ft. (30 ft. base) Melee +2 greatsword +23/+18/+13 (2d6+13/19-20) or mwk dagger +19/+14/+9 (1d4+5/19-20) Special Attacks weapon training 3 (heavy blades +3, light blades +2, thrown +1)

Str 16, Dex 17, Con 14, Int 15, Wis 12, Cha 12 Base Atk +13; CMB +16; CMD 29 Feats Cleave, Combat Expertise, Critical Focus, Dazzling Display, Deadly Stroke, Greater Weapon Focus (greatsword), Greater Weapon Specialization (greatsword) , Improved Disarm, Improved Vital Strike, Penetrating Strike, Power Attack, Shatter Defenses, Vital Strike, Weapon Focus (greatsword), Weapon Specialization (greatsword) Skills Craft (weapons) +12, Intimidate +14, Knowledge (local) +14, Perception +8, Ride +14, Survival +14, Swim +15 Languages Common

SQ armor training 3

Combat Gear +2 full plate, +2 greatsword, masterwork dagger; Other Gear jasper ring (85 gp value)

PRINCESS PEARL

XP 19,200 Female human wizard 12 (manipulator) CE Medium humanoid (human) **Init** +4; **Senses** Perception +13

AC 17, touch 17, flat-footed 13 (+4 Dex, +3 deflection) hp 65 (12d6+12 plus 12) Fort +5, Ref +8, Will +11

Speed 30 ft.

Melee +3 evil outsiderbane dagger +9/+4 (1d4+3 plus 2d6 vs. evil outsiders/19-20) or touch +6 (by spell) Ranged touch +10 (by spell)

Special Attacks beguiling touch (DC 21, 6 rounds, 8/day), shape emotions (30 ft. aura, 12 rounds/day) Wizard Spells Prepared (4/6+1/5+1/5+1/4+1/4+1/2+1; DC 15

+ spell level)

Arcane School Manipulator; Opposition Schools evocation, necromancy

Str 10, Dex 18, Con 12, Int 20, Wis 16, Cha 18 Base Atk +6; CMB +6; CMD 21

Feats Bouncing Spell[®], Focused Spell, Greater Spell Focus (enchantment), Greater Spell Penetration, Scribe Scroll⁸, Selective Spell, Silent Spell, Skill focus (use magic device), Spell Focus (enchantment)^B, Spell Penetration Skills Diplomacy +12, Fly +16, Knowledge (arcana) +20, Knowledge (local) +16, Knowledge (planes) +16, Knowledge (religion) +20, Linguistics +16, Perception +13, Sense Motive +11, Spellcraft +16 (+18 to identify magic items), Use Magic Device +14

Languages Celestial, common, elven, goblin, orc, sylvan SQ arcane bond (rod), enchanting smile (+4)

Combat Gear +3 ring of protection, rod of rulership, wavybladed dagger inlaid with silver and set with a jet intaglio of a handsome horned devil (+3 evil outsiderbane dagger); Other Gear velvet robes, spellbook

MEN-AT-ARMS

CR 1

CR 12

XP 400 Male human fighter 1 NE Medium humanoid (human) Init +1; Senses Perception +1

AC 16, touch 11, flat-footed 15 (+4 armor, +1 Dex, +1 shield) **hp** 7 (1d10+1 plus 1) Fort +3, Ref +1, Will +0 (+1 vs. Fear) Defensive Abilities Bravery 1

Speed 20 ft. (30 ft. base) Melee longsword +4 (1d8+2/19-20)

Str 14, Dex 13, Con 13, Int 10, Wis 10, Cha 10 Base Atk +1; CMB +3; CMD 14 Feats Endurance, Mounted Combat, Weapon Focus (longsword) Skills Handle Animal +4, Perception +1, Ride +2

Languages Common

Combat Gear Chain shirt, light steel shield, long sword, light crossbow, 20 bolts

3405.

A tribe of big goblins occupies a hill fort here. The fort is composed of cyclopean stones – parts of an ancient ruin – atop a rocky bluff. The stones and the cliffs stand a total of 30 ft. tall. The hill fort can be entered via a narrow set of stone stairs **trapped** with falling rocks. The interior of the ruin is now occupied by a dozen tents made of animal skins. The tribe consists of **15 companies of goblin foot** and **3 squadrons of mounted goblins**, along with their 180 females and 200 young. The ruins still have a crooked tower that is always manned by **three guards** armed with short bows. The chieftain, **Krod**, dwells in the tower with his "harem", a trio of ambitious **female orcs** named Bara, Gab and Raxa. The orc females fight as goblins, but they are far craftier. The goblins have warty, blue skins and lank bits of black hair that sprout in random spots all over their bodies. The goblins have a treasure of 220 pp, 4,400 gp and 4,120 sp stored in terracotta pots.

FALLING ROCKS TRAP XP 1.600

Type mechanical; Perception DC 20; Disable Device DC 20 Trigger location; Reset manual

Effect Atk +10 melee (falling rocks; 2d6); multiple targets (all targets in a 10 ft. square)

GOBLINS

XP 135

hp 6, (see the Pathfinder Roleplaying Game Bestiary, "Goblin")

KROD THE GOBLIN CHIEF XP 2,400

Male goblin warrior 9 NE Small humanoid (goblin) Init +8; Senses darkvision 60 ft.; Perception +3

AC 21, touch 16, flat-footed 15 (+3 armor, +4 Dex, +1 dodge, +2 shield, +1 size) hp 76 or 117 (9d10+27) Fort +9, Ref +7, Will +3

Speed 30 ft. **Melee** shortsword +15/+10 (1d4+3/17-20) **Ranged** short bow +13/+8 (1d4/×3)

Str 16, Dex 18, Con 16, Int 10, Wis 12, Cha 10 Base Atk +9; CMB +11; CMD 25

Feats Dodge, Improved Critical (shortsword), Improved Initiative, Weapon Finesse, Weapon Focus (shortsword) Skills Perception +3, Ride +20, Stealth +17, Swim +8; Racial Modifiers +4 Ride, +4 Stealth

Combat Gear studded leather armor, heavy wooden shield, masterwork shortsword, shortbow, 15 arrows

3416.

Two villages, veritable piles of stone huts and narrow lanes, are divided by the river here. The villages, called **Vheeley** and **Vorsey**, are a fine pair, with the men of Vheeley keeping excellent sheep and the men of Vorsey turning their wool into cloth and sending it downriver to be dyed and turned into clothing. Unfortunately, the industry of Vorsey is the more lucrative and the disparity in wealth between the two villages has long been a source of tension. This tension was only heightened when two rival armies (each consisting of two companies and one squadron), one of Princess Pearl, the other of Princess Petal, moved into the two villages. The river is now the front line on a small, cold war between the villages, egged on by the soldiers who are happy to allow the villagers to fight by proxy. Each day, two men come out to the center of the bridge and duel, the loser being tossed into the river to be fished out by the undertakers of the village, misters **Galaw** and **Jaspasek**, and prepared for a proper burial. The soldiers and villagers line the banks and sit on the slate roofs, drinking and hollering and rooting their side on. Minstrels work the crowds, singing madrigals and collecting coins and rumors.

Recently, the situation has become tenser by the disappearance of maidens in Vorsey and young men in Vheeley. Naturally, each side blames the other and the accusations threaten to become an all-out battle. The actual culprit is a **hydradaemon**, once imprisoned beneath the bridge and recently freed by the life force that has ebbed into the water as one man after another was tossed into the river to die.

UNDERTAKERS (2)

CR 2

CR8

CR 5

XP 600 N male human expert 3 hp 14

Skills Craft (carpentry) +7, Diplomacy +7, Knowledge (local) +6, Knowledge (religion) +6

HYDRODAEMON XP 4,800

hp 95, (see the Pathfinder Roleplaying Game Bestiary II, "Daemon, Hydrodaemon")

3503.

CR 2

CR 1/3

CR 6

A small gap in the granite promontories that mark this hex allows one to enter a secluded valley. The gap is just wide enough to permit a line of people and horses and the trees and brush are so thick and unyielding that it might take a full day to finally purchase entrance to the valley. The promontories range from 150 to 300 ft. in height and have steep, shear sides – climbing is certainly possible, but no easier than forcing one's way through the foliage.

The floor of the valley is concave, with a shallow lake at the center. One must travel about one half mile to reach the lake. A strange **fortress** stands at the center of the lake. The fortress consists of a stepped pyramid about 40 ft. tall with an 80 ft. tall tower rising from the top of the pyramid. Each of the tower's four sides bears the sculpted image of a goddess. The winter goddess Thelti, ivory skinned with sapphire windows for eyes, looks to the north, the summer goddess Mirio, round and fecund with eyes of amber glass and areolas of rose-colored glass, looking out over the lake to the south, the spring goddess Bresa, wild and rangy with delicate fangs in her open mouth and eyes of orange glass, looks to the east and the matronly autumn goddess Scathno, with severe eyes of russet and robes of brown, gazes to the west.

Large stone platforms lead to the pyramid/fortress from the shore. Each platform is 8 ft. in diameter and spaced about 8 ft. from the next platform in line. They rise anywhere between one to four feet above the surface of the placid lake. The waters of the lake must not be touched or disturbed, for to do so awakens the spirits of the lake. Each turn, the spirits will do one of the following things to dissuade intruders ...

- 1. Lower a stone platform into the lake to a depth of 20 ft.
- 2. Cause a stone platform to rise from the lake to a height of 60 ft.
- 3. Cause a platform to erupt in green flames (2d6 damage per round).
- 4. Rise from the lake in the form of 1d3 water elementals (8 HD).

If the sanctity of the waters is maintained, one can walk across the platforms to the pyramid without challenge. The tower can only be entered via a secret door located 35 ft. above on the upper thigh of the summer goddess. This door leads into a tunnel 40 ft. long that ends in **chamber A**.

LARGE WATER ELEMENTAL XP 1,600

hp 66, (see the Pathfinder Roleplaying Game Bestiary, "Elemental, Water")

A — This circular chamber is occupied by the temple's first line of defense, **five acolytes** and their leader, **Dubgal**. All six are garbed in long, straight robes checked black and white. A leather collar studded with

Languages Goblin



CR 13

small opals (worth 10 gp total) rings each druid's neck and secures a black leather hood that covers the face. The druids wear leather armor under their robes and each wields two curved short swords.

ACOLYTES (5) CR 5 XP 1,600

N male human druid 5 AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex) hp 17 (3d8+3 plus 3) Fort +5, Ref +2, Will +7 Melee scimitar +3 (1d6+1/18–20) and scimitar +3 (1d6/18–20) Ranged touch +4 (by spell) Divine Spells Prepared (4/4/3/2; DC 13 + spell level) Str 13, Dex 13, Con 13, Int 10, Wis 16, Cha 10 Base Atk +3; CMB +4; CMD 15 Other Gear leather armor, 2 scimitars; Other Gear holy symbol (leather collar)

DUBGAL

XP 25,600

N male human druid 13 AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex) hp 67 (13d8+26 plus 13) Fort +10, Ref +4, Will +13 Melee scimitar +8/+3 (1d6+1/18–20) and scimitar +8 (1d6/18– 20) Ranged touch +10 (by spell) Divine Spells Prepared (CL13th; 4/6/6/5/5/4/3/2; DC 16 + spell level) Str 13, Dex 13, Con 15, Int 10, Wis 20, Cha 15 Base Atk +9; CMB +10; CMD 21 Other Gear Leather armor, 2 scimitars; Other Gear holy symbol (the leather collar), brass key that opens the trapdoor in [G] below.

In the center of the room there is a spiral stair leading down. Four heavy chains spaced evenly around the room run from the floor to the ceiling, where they are held by large metal claws. If released from the ceiling, the spiral stair corkscrews upward to allow access through a circular panel in the ceiling.

 \mathbf{B} — Beyond the ceiling panel in \mathbf{A} there is a ladder embedded in a marble wall. The ladder climbs 15 ft. to a portal that leads into a circular passage clad in wooden panels. The passage is balanced upon what can only be described as giant ball bearings beneath it, and thus as one walks "down" the passage, it moves with them in the manner of a treadmill, the wood being separated from the stone and thus closing the entrance portal until one has caused the passage to move 360 degrees. The moving passage is so lightly balanced that only a DC 25 Perception check notices the trickery outright.

At four points in the passage there are arches adorned with twelve highly polished and faceted glass hemispheres. Light falling on these hemispheres creates a **strange prismatic creature** that first appears almost like a pane of stained glass blocking the passage. These creatures cannot move more than 5 feet away from their arch. Their touch causes searing damage depending on the intensity of the light creating them.

Should one reach the portal on the other side of the circular passage, they find another ladder leading up 10 ft. to a trapdoor.

PRISMATIC CREATURES CR 2 XP 600 N Medium construct Init +0; Senses darkvision 60 ft., low-light vision; Perception +0

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural) hp 36 (3d10+20) Fort +1; Ref +1; Will +1 DR 10/metal weapons; Immune construct traits Melee slam +5 (1d6 plus burn) Special Attacks burn (1d4, 1d6, or 1d8, DC 11), searing touch

Str 15, Dex 10, Con —, Int —, Wis 11, Cha 12 Base Atk +3; CMB +5; CMD 15

Searing Touch (Su)

A prismatic creature's body generates heat from light that hits its glass-like hemispheres. Anything that touches the prismatic creature, or anything it touches, takes fire damage in addition to its slam damage. The burn damage is 1d4 for candles, 1d6 for torches and 1d8 for lanterns and *light* spells. Any flammable object that touches a prismatic creature, including wooden weapons, must succeed on a DC 11 Reflex save or take damage equal to the burn damage.

C — All of these temples have the same basic layout. The far wall is the interior of the sculpted goddess faces of the temple, the windows the sculpture's eyes. The eye-windows are located atop a low dais, which also holds a sacrificial altar of stone engraved with blood channels that direct liquid into a hole in the center of the altar surface. The ceilings of the temples are vaulted and 20 ft. high.

C1 — This temple of Thelti the winter goddess is clad in white marble with sapphire-colored windows. The floors, walls and ceiling are clad in ice, icicles having formed on the ceiling above. A 2 ft. thick pillar of stone in the center of the chamber seems to be the source of the intense cold, and chained to it is a **large winter wolf**. Combat in the winter temple is complicated by the ice on the floor and the icicles on the ceiling. Each round in which a person (but not the winter wolf) attacks and/or moves more than 5 ft. they must make a successful DC 15 Acrobatics check or fall prone and suffer 1d3 points of damage. This falling damage cannot reduce a character's hit points below 1. Whenever the winter wolf moves or attacks, the strain against the pillar causes some of the icicles on the ceiling to fall. Everyone in the room (including the winter wolf) is attacked by icicles at +10 to hit that deal 1d4 points of damage.

WINTER WOLF

XP 1,600

hp 67, (see the Pathfinder Roleplaying Game Bestiary, "Worg, Winter Wolf")

C2 — The temple of Bresa the spring goddess is clad in green marble and thick with long, slim vines hanging from the vaulted ceiling. The vines are **assassin vines** and there are six of them in all. Resting atop the altar (and ignored by the vines) is a **unicorn**. Hiding in small burrows carved into the walls is a clan of **twelve grigs** sworn to protect the unicorn and temple. The grigs avoid flying, for this brings them within range of the strangle vines. The unicorn ignores intruders unless attacked.

ASSASSIN VINES (6) XP 800

hp 30, (see the Pathfinder Roleplaying Game Bestiary, "Assassin Vine")

GRIGS (12)

XP 400

hp 5, (see the Pathfinder Roleplaying Game Bestiary II, "Grig")

UNICORN XP 800

hp 36, (see the Pathfinder Roleplaying Game Bestiary, "Unicorn")

C3 — The temple of Mirio the summer goddess is clad in red tiles and hung with a number of round lenses of polished glass from bronze chains. Furnaces behind the walls keep the room quite warm. The dais at the back of the temple is home to an immature, though no less regal,

45

CR 3

CR1

CR 3

dragonne. The lenses are enchanted to gather light brought into the room and emit it back at their source as a searing beam that deals damage as follows: 1d6 to the holder of a candle once every three rounds, 3d6 to the holder of a torch once every two rounds or 5d6 to the holder of a lantern or *light* spell every round. The lenses are attached to the walls and there is only a 5% chance of them retaining their enchantment if removed.

IMMATURE DRAGONNE XP 2,400

CR 6

N Medium magical beast Init +8; Senses darkvision 60 ft., low-light vision, scent; Perception +12

AC 20, touch 14, flat-footed 16 (+4 Dex, +6 natural) hp 58 (9d10+9) Fort +7; Ref +10; Will +4

Speed 40 ft., fly 30 ft. (poor) **Melee** bite +11 (1d8+4), 2 claws +11 (1d6+4) **Special Attacks** pounce, roar

Str 15, Dex 19, Con 13, Int 6, Wis 12, Cha 12

Base Atk +9; CMB +11; CMD 25 (+29 vs. trip)
Feats Blind-Fight, Combat Reflexes, Flyby Attack, Improved Initiative, Power Attack
Skills Fly +9, Perception +12; Racial Modifiers +4 Perception

Languages Draconic

Roar (Su)

A young dragonne can unleash a devastating roar every 1d4 rounds as a standard action. All creatures except dragonnes within 120 ft. must succeed on a DC 15 Fortitude save or become fatigued. Those within 30 ft. who fail their saves are also deafened for 2d4 rounds. This is a sonic effect. The save DC is Constitution-based.

C4 — The temple of Scathro the autumn goddess is clad in oiled wood the color of burnt umber. The smell of the oil is intoxicating and anyone spending more than 3 rounds in the room must make a DC 15 Will save each subsequent round or suffer a -2 penalty to hit, save and to their Armor Class. Curled up on the dais is a **giant serpent**, thirty feet long and two to three feet thick.

GIANT SERPENT CR 10 XP 9,600

hp 126, (see the Pathfinder Roleplaying Game Bestiary II, "Snake, Giant Anaconda")

 \mathbf{D} — The trapdoor to this chamber is located in the ceiling of the chamber between the temples. In truth, it does not exist until a ritual is performed, at which point the masonry simple disappears for 24 hours, allowing one to climb up (the ceiling is 10 ft. high) into the secret chamber. The ritual involves killing the guardian animals in each temple and placing their bleeding corpses on each respective altar. When all four animals have been killed and their blood drank by the altars, the ritual is complete and the "trapdoor" disappears, leaving a 4 ft. square hole in the ceiling.

The chamber above is clad in swirling, multi-colored marble that almost has a dizzying effect on viewers. In the center of the room there is a marble couch atop which relaxes the **sculpted idol** of a young demi-god, called **Benthic** by the druids of the temple. If he has not been summoned in **chamber F** below, Benthic appears here as a young, handsome man with a lithe, muscular physique. Benthic has the face of an angel, but merciless eyes and a single crooked horn jutting from the left side of his forehead. The idol is alive, inhabited by the spirit of the demi-god, who is child of the four goddesses. In his right hand he bears the famed *Scepter of Yal-Zanath*, one of the Imperial Regalia. The idol is sustained by the life force of the prisoners in the **dungeon G** below. For each of those prisoners rescued (see below), the living idol loses one Hit Dice.

IDOL OF BENTHIC XP 2,400

XP 2,400

N Medium construct

Init +1; **Senses** darkvision 60 ft., low-light vision; **Perception** +13

AC 21, touch 11, flat-footed 20 (+10 armor, +1 Dex) hp 75 (10d10+20)

Fort +3; Ref +4; Will +6

Defensive Abilities defense from nature; **DR** 10/magic; **Immune** acid, cold, construct traits, electricity, fire, sonic; **SR** 16

Weakness life force

Speed 30 ft.

Melee 2 slams +15 (1d8+10) Druid Spells (CL 8th) 4th—dispel magic, flame strike (DC 17), ice storm (DC 17)

3rd—call lightning (DC 16), meld into stone, poison (DC 16), wind wall 2nd—barkskin, bull's strength, chill metal (DC 15), flaming

2nd—barkskin, bull's strength, chill metal (DC 15), tlaming sphere (DC 15)

1st—entangle (DC 14), magic fang, magic stone, produce flame, obscuring mist

0 (at will)—flare (DC 13), guidance, light, resistance

Str 30, Dex 12, Con —, Int 16, Wis 16, Cha 16 Base Atk +10; CMB +20; CMD 31

Feats Cleave, Combat Casting, Combat Expertise, Power Attack, Step Up

Skills Intimidate +13 , Knowledge (nature) +13, Knowledge (planes) +13, Knowledge (religion) +13, Perception +13 Languages Aklo, Common, Sylvan

Defense from Nature (Ex)

Creatures of the animal or plan type will not attack the Idol of Benthic.

Life Force (Su)

The Idol of Benthic draws power from the prisoners in its dungeon. The Idol of Benthic takes 1 level of energy drain per prisoner released from captivity

E — This long passage is cramped. The walls are covered with deep bas-reliefs of arms and legs that grasp at intruders. Each round, a person is attacked by 1d4 hands. The hands attack as 2 HD creatures (+2 to hit) and if they hit they hold the person and crush their limbs for 1d4 points of damage per round. The hands have an Armor Class of 14 and are only broken if they sustain at least 7 points of damage from a single hit with a metal weapon.

 \mathbf{F} — This summoning chamber is clad in basalt that is carved into bestial, grimacing faces. Some of the faces have open mouths, from which pours sulfurous water that collects in a "moat" in the center of the room surrounding a raised platform. The platform is embossed with seals and glyphs that a DC 20 Knowledge (arcana) check can tell are used for summoning a chthonic spirit. A large opal is set in the center of the platform and it is used by the demi-god in **D** above to collect energy from the prisoners in the dungeon **G**. Scattered around the chamber there are three jeweled brass braziers that emit an odorless red smoke. Each brazier is worth 50 gp. Tampering with the opal on the platform summons the **chthonic form of Benthic** (see **D** above). In this form, Benthic looks like a scaly gorilla with the head of a boar, leonine claws on hands and feet and a tail tipped with three serpentine heads like those of a hydra. As above, Benthic is sustained by the life force of the prisoners in the **dungeon G**. For each of those prisoners rescued (see below), he loses one Hit Dice.

CR 6

CHTHONIC BENTHIC XP 2,400

NE Large magical beast Init +2; Senses darkvision 60 ft., low-light vision; Perception +13

AC 21, touch 12, flat-footed 19 (+2 Dex, +10 natural, -1 size) hp 105 (10d10+50)

Fort +12; Ref +9; Will +6

Defensive Abilities defense from elemetnals; DR 5/magic; Immune acid, cold, electricity, fire, sonic; SR 16 Weakness life force

Speed 50 ft.

Melee 2 claws +16 (1d6+7), gore +16 (1d8+7), 3 tail bites +16 (1d4+7)

Space 10 ft.; Reach 10 ft.

Cleric Spells (CL 8th)

4th—inflict critical wounds (DC 17), unholy blight (DC 17. X2) 3rd—contagion (DC 16), inflict serious wounds (DC 16), meld into stone, wind wall

2nd—bear's endurance, bull's strength, hold person (DC 15, x2)

1st—divine favor, doom (DC 14), magic stone, obscuring mist, silence (DC 14)

0 (at will)—guidance, light, resistance, virtue

Str 25, Dex 14, Con 20, Int 16, Wis 16, Cha 16

Base Atk +10; CMB +18; CMD 30 Feats Cleave, Combat Casting, Combat Expertise, Power Attack, Step Up Skills Intimidate +13, Knowledge (nature) +13, Knowledge (planes) +13, Knowledge (religion) +13, Perception +13 Languages Aklo, Common, Sylvan

Defense from Nature (Ex)

Creatures with the elemental subtype will not attack chthonic Benthic.

Life Force (Su)

The chthonic Benthic draws power from the prisoners in its dungeon. Chthonic Benthic takes 1 level of energy drain per prisoner released from captivity

G — This octagonal dungeon houses **six prisoners** under the guard of four acolytes **(as above)**. Five of the prisoners have had their eyes removed and replaced by opals. These three men and two women look drawn, their skin ashen, as though their life is ebbing away. In fact, their life energy is flowing into the demi-god Benthic (see **D** and **F** above). If the opals are removed, Benthic is starved of power and the prisoners begin to heal, being completely restored in 4 weeks time. Each of the druids carries a brass key that opens one of the cells in this room. The trapdoor in this room blends in with the floor and is thus a **secret door** (DC 20 Perception check to notice). It can only be released by inserting Dubgal's key (see **A** above) into a small hole in the northern wall (DC 30 Perception check to find).

H — A ladder leads down to the floor of this 15 ft. tall chamber. The walls, ceiling and floor of the chamber are completely black. The room is filled with colored motes of light that swirl about the room. Should a mote come into contact with a person's head (make a DC 15 Reflex save each round to avoid this) it implants a memory in the person's head and steals away another, which becomes a different mote flying about the room. There are hundreds of motes, so the chance of a stolen memory being implanted in another adventurer (or re-implanted in the same adventurer) is only 1 in 300. Roll 1d6 to determine this new memory: 1 = Important information about the temple; 2-3 = A rumor about this region; 4-6 = A random piece of



information made up by the Referee (4-6 on 1d6). The forgotten memory is as follows:

Roll	Memory Lost
1	One level's worth of training, including spells learned since that level was gained
2-4	Event from the past year
5-9	Event from the past week
10-14	Event from the past day
15-17	Name and identity of one comrade
18-19	Own family
20	Own name

3520.

The entirety of this wood is claimed by a clan of wood elves. The elves dwell in a luxurious tower that, to the eyes of mortals, blends seamlessly with the surrounding oaks (though the local treants and dryads think it's an eye sore and mock the elves relentlessly for their lack of taste and refinement). The top of the 5 story tower is an aerie where dwell six giant bald eagles, who deign to serve as mounts for the elves. The elves are defenders of liberty who have long been disgusted by the behavior of the Northmen and their empire. Several dozen refugees have been admitted into the elven wood (though not near the tower) and supported by the elven hunters. The tower houses 80 elven men and women and their seven spoiled children. Aemma and her elite squadron of eagle riders wear elven mail and carry spears, short swords and short bows. The other four companies of elves are practiced with longbow and longsword and wear leather armor.

AEMMA

CR 10

XP 9,600 Male and female elf fighter 1, wizard 5, eldritch knight 4 CG Medium humanoid (elf) Init +3; Senses low-light vision; Perception +5

AC 20, touch 14, flat-footed 17 (+6 armor, +3 Dex, +1 dodge) hp 57 (1d10+5d6+4d10 plus 10) Fort +5, Ref +5, Will +5; +2vs. Enchantment Immune sleep

Speed 30 ft.

Melee mwk elven curve blade +9/+4 (1d10+1/18-20) **Ranged** mwk longbow +12/+5 (1d8/x3) **Special Attacks** hand of the apprentice (+10 to hit, 6/day) Wizard Spells Prepared (4/5/5/4/3/1; DC 13+ spell level)

Str 13, Dex 16, Con 11, Int 17, Wis 11, Cha 17 Base Atk +7; CMB +8; CMD 21

Feats Dodge, Mobility, Point Blank Shot, Precise Shot^B, Scribe Scroll^B, Weapon Focus (elven curve blade), Weapon Focus (longbow)

Skills Diplomacy +9, Fly +11, Intimidate +12, Knowledge (arcana) +11, Knowledge (local) +11, Knowledge (planes) +11, Perception +5, Sense Motive +8, Stealth +8, Spellcraft +11

Languages Common, elven, goblin, orc, sylvan **SQ** Arcane bond (elven curve blade)

Combat Gear Elven chainmail, masterwork elven curve blade, masterwork longbow, 20 arrows

GIANT BALD EAGLES (6) CR 3 XP 800

hp 26, (see the Pathfinder Roleplaying Game Bestiary, "Eagle, Giant")

3610.

The northern market town of **Xom-Krombak** lies at the end of a highway paved with crushed granite. The highway leads into the mountainous peninsula north of the provided map, where dwell the Black Thinkers in their valley of crimson grasses and clay towers. The town has walls of ivory stone with sweeping battlements and tall, thin towers with burnished domes of green copper. Within the walls dwell 1,200 industrious men and women, who work the precious platinum pulled from the surrounding river stones. Xom-Krombak has no temples and no priests; giving the slightest utterance of a prayer or plea to the divine is cause for interment in one of the town's deep, black pits of correction. The pits are placed throughout the town and are in fact bricked sinkholes that lead into a maze of limestone caverns, all of which lead eventually to the prison of the red dragon Neach, whose breath stokes the fires of the town's great foundry (for it is said that only the breath of dragons is hot enough to melt platinum).

The foundry is a conical brick building that belches smoke day and night. Dwarves invited from their strongholds in the Adurumdoc Mountains swarm about the building like bees in a hive, processing their platinum and forming it into ingots for shipment to the chartered platinum smiths of the town. So important is the foundry, that it is completely surrounded by Xom-Krombak's citadel, itself a massive shell keep six stories tall. The keep has ivory walls that mimic the walls of the town, with sloped inner roofs of amber glass and magnificent hanging gardens worked by dozens of halfling slaves imported from the far west. The lord of the town and citadel is Sir Brothian, a knight with a bland, square face. For all his puissance at arms, Brothian is a naïve fool, more comfortable with soldiers and military campaigns than with women, especially his lady wife, the fair Isorwes. Isorwes is presently enjoying his absence fighting in the service of the Princess Pearl, having taken several young lovers in a bid to consolidate her power over the remaining men-at-arms.

The town treasury contains 2,780 gp, a copper dish worth 950 gp and a bronze brazier worth 165 gp.

SIR BROTHIAN XP 25,600 Male human fighter 13 N Medium humanoid (human) Init +3; Senses Perception +8

AC 27, touch 13, flat-footed 24 (+11 armor, +3 Dex, +3 shield) hp 132 (13d10+26 plus 13) Fort +10, Ref +7, Will +5; +3 vs. Fear **Defensive Abilities** Bravery +3

Speed 20 ft. (30 ft. base)

Melee +3 battleaxe +24/+19/+14 (1d8+13/19-20 x3) or mwk dagger +19/+14/+9 (1d4+5/19-20) Ranged mwk dagger +18/+13/+8 (1d4+4/19-20) Special Attacks weapon training 3 (heavy blades +3, light blades +2, thrown +1)

Str 17, Dex 16, Con 14, Int 15, Wis 12, Cha 10 Base Atk +13; CMB +16; CMD 29

Feats Cleave, Combat Expertise, Critical Focus, Dazzling Display, Deadly Stroke, Greater Weapon Focus (battleaxe), Greater Weapon Specialization (battleaxe), Improved Critical, Improved Vital Strike, Penetrating Strike, Power Attack, Shatter Defenses, Vital Strike, Weapon Focus (battleaxe), Weapon Specialization (battleaxe) Skills Bluff +10, Intimidate +14, Knowledge (local) +14, Perception +8, Ride +14, Survival +14, Swim +15 Languages Common

SQ armor training 3 **Combat Gear** +2 full plate, +3 battleaxe, masterwork

dagger; Other Gear silver inlaid great helm worth 3,000 gp

NEACH, THE RED DRAGON XP 6.400

CR 9

CR 13

hp 125, (see the Pathfinder Roleplaying Game Bestiary, "Dragon, Red" NOTE: CR reduced due to confinment)

CR 2

CR 2

3613.

A band of **20 brigands**, deserters from an army of Princess Peahen, have set up a camp here in a copse of white oaks. They have constructed sleeping platforms in the trees and buried their loot (70 cp, 600 sp, 200 gp and a moonstone worth 135 gp) in three separate locations in the copse. Bow armed guards are always on the lookout day and night for intruders and they do not wait to ask for one's identity or loyalty before they attack, for the brigands know to announce themselves with the hoot of a night owl before approaching the camp. There are 30 bandits in all, wearing leather armor and carrying light crossbows, spears and daggers. Their leader is a charismatic sergeant-at-arms called **Bogsby**, a gruff blowhard who, truth be told, is little more than a fat poser using his men to avoid making an honest living. He fancies himself the captain of a free company and he is willing to sell his soldiers' services to adventurers, though once treasure comes into the picture it is a guarantee the "mercenaries" will turn on their employers.

BOGSBY XP 600

NE male human warrior 3 AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex) hp 20 (3d10+6) Fort +5, Ref +2, Will +2 Melee longsword +4 (1d8+1/19–20) Str 12, Dex 13, Con 14, Int 11, Wis 12, Cha 16 Base Atk +3; CMB +4; CMD 15 Combat Gear Leather armor, longsword

BRIGANDS (30)

XP 600

N male human warrior 3 AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex) hp 20 (3d10+3) Melee spear +5 (1d8+2/x3) or dagger +5 (1d4+2/19-20) Ranged light crossbow +4 (1d8/x3) Str 14, Dex 13, Con 12, Int 8, Wis 12, Cha 10 Base Atk +3; CMB +5; CMD 16 Combat Gear leather armor spear dagger light crossb

Combat Gear leather armor, spear, dagger, light crossbow, 15 bolts

3707.

Twelve ogre mercenaries are making their way into the thick of the human war in search of plunder and/or employment. The creatures bear giant axes and spears and, in one case, a small cannon (+5 ranged touch, 6d6 damage, can be fired once every 4 rounds). The ogres possess 640 sp and 1,800 gp in treasure, as well as a generous supply of fresh venison (treat as 7 days of normal rations).

OGRES (12) XP 800

hp 30, (see the Pathfinder Roleplaying Game Bestiary, "Ogre")

3717.

An **odd automaton** is cutting a path through the woodlands here. The *war engine* appears to be a crystal globe balanced upon four spindly metal legs. Rising from the top of the sphere is a metal pole to which are attached three chains tipped by rather large metal spheres. The spheres rotate about the pole, destroying everything in their path. Inside the sphere there is a **terrified youth** whose clothing suggests that he is an apprentice wizard. The young man is unaware that the machine is driven by emotion and in his desperation to free himself has caused the machine to go berserk. The machine is the creation of the wizard Vlick, arms-master of Princess Pearl and recently lost to an assassin's bolt while preparing to march to war in his creation. The sphere of force can be dispelled (CL 18th), but cannot be harmed in any other way.

THE WAR MACHINE

Aura strong evocation and transmutation; CL 20th

Slot —; Price 150,000 gp; Weight 5,500 lbs. Description

At first glance, the war machine looks like a giant, metaland-glass spider. The 5 ft. central sphere (a globular wall of force, CL 20th) houses the controller (cramped conditions, but decent for sitting), and the chassis and legs fill out the machine's 10 ft. diameter bulk. The controller must will the sphere to lower so they may enter the machine, then an attuning ritual is performed, involving the touching of panels and flipping of arcane switches. Once safely encased in the machine, the controller has a powerful weapon of destruction. Rising from the center of the machine is a pole wielding 3 large flail-heads with a 20 ft. reach. The war machine feeds of the emotions of its controller, sensing changes in direction and attacking according to the will of the driver. The war machine senses its surroundings and grants the controller 120 ft. darkvision and triple low-light vision while encased in the sphere.

Should the current controller of the war machine perish, a new controller can take over by sitting in the sphere (which opens upon the death of a controller), and making a successful DC 30 Knowledge (engineering) check.

When active, the war machine has the following characteristics:

hp 250; hardness 15; Spd 30 ft.; AC 23 (-1 size, +14 natural); Attack 8 mini-cannons +10 touch (2d6+4/x3) or mortar +15 touch (4d6+8/x4) or 3 large flail heads +15 (3d6+6 plus the target must make a DC 20 Fortitude save or be *disintegrated* on the spot).

Construction Requirements

Craft Wondrous Item, animate objects, wall of force, creator must have 15 ranks in Knowledge (engineering); **Cost** 75,000 gp

CR1

KIRAN THE FIRGHTENED YOUTH XP 400

N male human wizard 1 AC 11, touch 11, flat-footed 10 (+1 Dex) hp 5 (1d6 plus 1) Fort +0, Ref +1, Will +4 Melee unarmed strike -1 (1d3-1) Ranged touch +1 (by spell) Arcane Spells Prepared (CL 1st; 3/4; DC 12 + spell level) Str 8, Dex 12, Con 10, Int 15, Wis 14, Cha 11 Base Atk +0; CMB -1; CMD 10

3811.

CR 3

A tapestry has been rolled up and stuffed in a hollow oak tree here. The tapestry depicts Bresa, the wild spring goddess of the Northmen, plucking a silver harp while surrounded by a pack of baying wolves. Under a full moon, one can reach into the tapestry and pull out the harp. The harp can be used to *summon* a pack of 1d3+4 wolves when played under a waxing moon at night.

3819.

A caravan from the eastern shore, the land of the Sea Lords, has wound its way through the steep valleys of the Aderumdoc Mountains, ostensibly to trade with the Northmen, but really to scout for a large army gathering on the other side of the mountains. The caravan consists of ten traders and three squadrons of men-at-arms, one of mounted crossbowmen and two of light cavalry. The men of the Sea Lords are exceptionally tall, with high-bridged noses, pale skin, hair that ranges from blonde to auburn in color and close set eyes of blue or gray. They wear leather tricorner hats, padded doublets and baggy pants tucked into tasseled buskins. Each of the traders is really a **sergeant-at-arms** of a hobelar squadron and leads a warhorse loaded with bundles of tobacco and exotic spices from the coast (each horse carries 300 gp worth of each). The assemblage is commanded by **Captain Vilbran**, a kindly man in a yellow jack-of-plates with three cockatoo feathers stuck into his hat. The traders are interested in any news

49

CR 5

of the war of succession that they can gather.

CAPTAIN VILBRAN XP 800

Male human warrior 7 CG humanoid (human) Init +2; Senses Perception +7

AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex) hp 53 (7d10+14) Fort +7, Ref +4, Will +2

Speed 30 ft

Melee longsword +11/+6 (1d8+3/19–20) **Ranged** light crossbow +9 (1d8/x3) or throwing axe +9 (1d6+3)

Str 17, Dex 14, Con 14, Int 10, Wis 10, Cha 10 Base Atk +7; CMB +10; CMD 22 Feats Combat Reflexes, Improved Initiative, Point Blank Shot, Precise Shot, Weapon Focus (longsword) Skills Handle Animal +10, Intimidate +10, Perception +7 Combat Gear leather armor, longsword, throwing axe, light crossbow, 20 bolts; Other Gear 22 sp

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3822.

A 30 ft. tall marble pillar surmounted by a golden statue (worth 10,000 gp, but weighs 750 lb) of the recently deceased Emperor Brodred has been placed here by unknown hands. Hidden by tall oaks, it has not yet been discovered by others. The pillar sits upon a marble platform 6 ft. in diameter and about 2 ft. tall. At the bottom of the pillar, the platform forms a small basin. Should a person fill this small basin with holy water (it takes one gallon) while placing his hands on the pillar and praying to a lawful deity, the surrounding countryside fades away and is replaced with a vast starscape, the stars actually being countless devas orbiting the pillar at a great distance. In due time, one deva approaches the pillar and platform. This deva is called **Tzaqiel** and was assigned to protect the Emperor Brodred by the celestial bureaucracy. Tzaqiel is aware that the emperor was poisoned by the hand of the Princess Petal and will charge the person who entered this pocket dimension with a quest to see her brought to justice. Tzagiel is in possession of the Crown of Yal-Garok, but will only hand it over to a person who can defeat him in combat.

TZAQIEL, MOVANIC DEVA XP 9,600

hp 146, (see the Pathfinder Roleplaying Game Bestiary II, "Angel, Movanic Deva")

CR 10

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