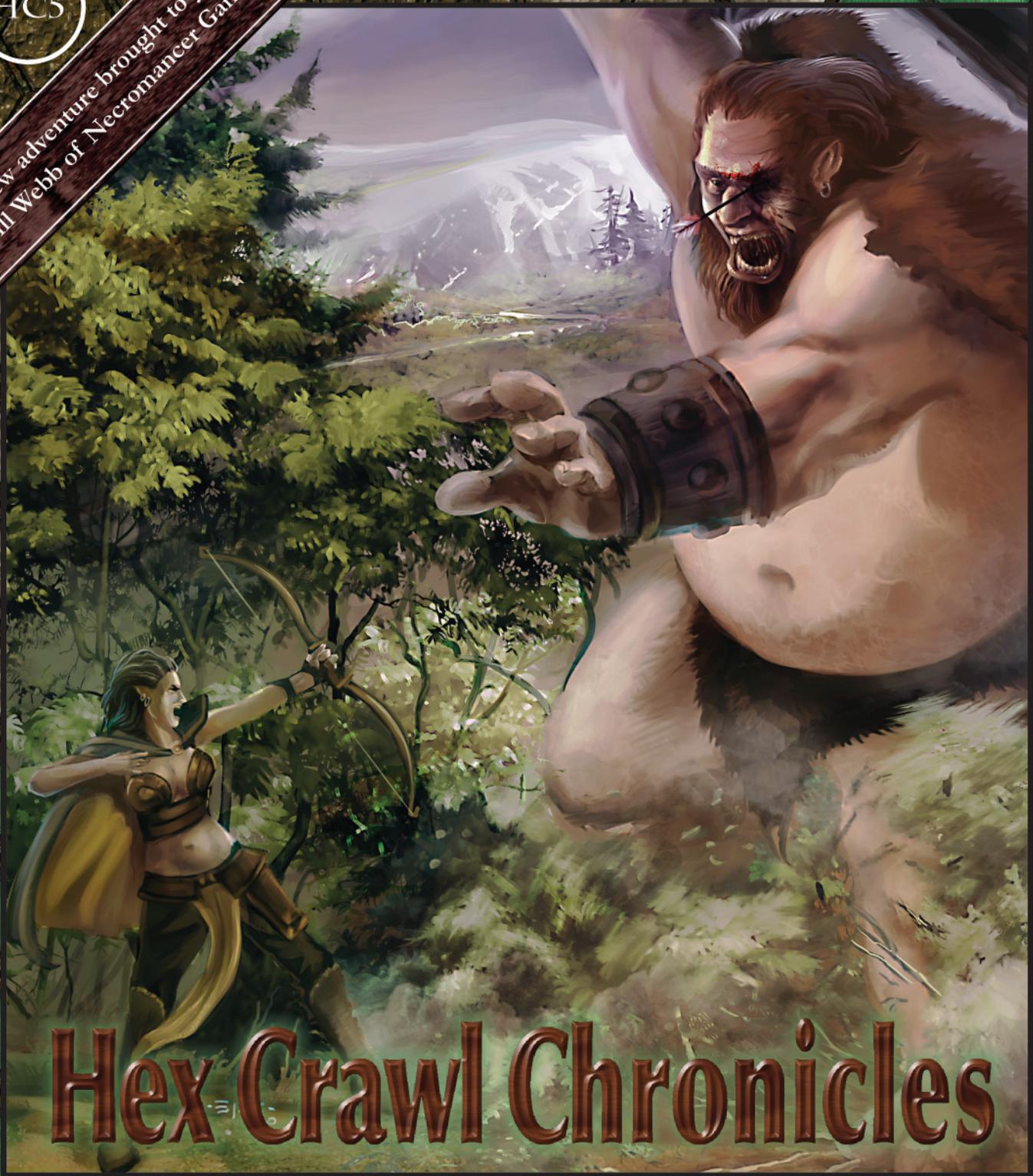


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Hex-Crawl Chronicles

— The Pirate Coast —

By John Stater

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PATHFINDER
ROLEPLAYING GAME COMPATIBLE

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**FROG
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**TOUGH
ADVENTURES
FOR TOUGH
PLAYERS**

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Hex Crawl Chronicles

— The Pirate Coast —

By John M. Stater

In ancient times the Pirate Coast was home to a great civilization of stone giants. The stone giants maintained a wide-reaching kingdom of towns and villages. Despite their great size and power they relied on slaves taken from the primitive human tribes of the coast. In time, the stone giants grew lazy and decadent. When humanoids poured into the coastal lands, they gradually destroyed the stone giant kingdom. The stone giants were more powerful than the humanoids, but the humanoids were more numerous and they outbred the giants. Worse yet, the stone giants found themselves plagued by slave revolts. The humans of the coast founded their own kingdom on the island to the east. The humans came to be known as Bucranians for the bull skulls they used as standards. More than a century ago, the roving pirates of the White Island discovered the wealth of the Bucranians and began raiding their villages and towns. When the White Islands sank, many settled along the Pirate Coast and started making deeper and deeper raids into Bucrania, burning villages and carting away slaves from the old and lethargic kingdom.

The Pirate Coast consists of vast woodlands of walnut, hickory, sweetgum trees, poplars, red oaks and loblolly pines. Beneath the mighty trees there are creepers, wild grapes and raspberries, goldenrods, wild roses, dropworts and saffras. The coastal lowlands gradually rise into wooded hills and then the Aderumdoc Mountains, which divide the Pirate Coast from the Empire of the Northmen beyond.

These lands are sparsely inhabited, the stone giants having long ago retreating into the earth and the humanoids devastating themselves with constant, useless feuds. The dwarves of the mountains and the elves of the hills linger, but they no longer thrive. The Bucranians are a spent race, having grown as decadent as their former masters and met their match in the invading Sea Lords. Adventurers can probe deep into this wilderness in search of ancient secrets and almost virgin territory to settle.

The Pirate Coast 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.

Pirates

The Pirate Coast's nickname originated just about a century ago, when the Albians, or Sea Lords, moved in after escaping the sinking of their homeland in the east. The merchants who moved up the coast between the Spice Islands of the mechanical pashas and the frost giant kingdoms of Ultima Thule soon found themselves preyed upon by the galleys of the Sea Lords.

In the present era there are three great pirate fleets along the coast, each commanded by an infamous captain. All of the Sea Lords operate in swift galleasses with 40 oars worked by 200 rowers and three sails. Ships usually carry a company of heavy crossbowmen and a single, several large ballistae used as grapnels and a large cannon in the prow beneath the lion figurehead common to the Sea Lords.

The three great captains of the coast are:

Wilderness Random Monster Encounters

Roll	Mountains	Swamps	Hills & Woodlands	Sea
1	Black Bear (1d4)	Boggart (1d8)	Black Bear (1d4)	Giant Eagle (1d3)
2	Dwarf (2d10+20)	Ghoul (1d6)	Elf (1d12+20)	Giant Octopus (1)
3	Giant eagle (1d6)	Giant Dragonflies (2d6)	Giant Owl (1d4)	Harpies (1d6+4)
4	Goblin (3d10+30)	Goblin (3d10+30)	Goblin (3d10+30)	Merchant Ship
5	Hill giant (1d4)	Green Hag (1)	Hobgoblin (3d8+30)	Mermaids (1d6+3; follow ship for 1d4 days)
6	Hobgoblin (3d8+30)	Orc (3d6+40)	Orc (3d6+40)	Orcawere (1d3; see Hex 2329)
7	Ogre (2d4)	Shambling Mound (1)	Patrol (2d10+20)	Pirate Ship (see below)
8	Orc (3d6+40)	Stirges (2d4)	Treant (1d3)	Sharks (1d6+10; follow ship for 1d4 days)
9	Patrol (2d10+20)	Viper (1, always surprise)	Werewolf (1d3)	Tritons (1d6+3)
10	Wolf (2d6+10)	Will o wisp (2d4)	Wolf (2d6+10)	Warrior Nymphs (1d6+6; see Hex 1518)

THE PIRATE COAST

Bonny Prince Andus: Andus is not really a prince, but he is the black sheep of a noble family. Andus commands a fleet of four vessels and 270 pirates. Andus has silvery-blond hair (a curled wig) and striking, violet eyes. He has bronzed skin with a melancholy streak. A gourmand, he is slowly becoming too large to fit through the doorways on his ships, and often camps on the deck of his flagship, *Black Plunder*, on a velvet couch, attended by four halflings in baggy, velvet trousers and striped shirts. Andus' other boats are the *Vile Falsehood*, the *Full-Throated Scream* and the *Sea Lord's Pride*. His four under-captains are cold-hearted **Eitian**, honest **Garic**, selfish anti-cleric **Ivoma** and straightforward **Osson**. Andus is based in Slakethirst [**Hex 1624**].

BONNY PRINCE ANDUS XP 52,200

CR 15

Male human fighter 15
NE Medium humanoid (human)
Init -1; **Senses** Perception +9

AC 19, touch 9, flat-footed 19 (+8 armor, -1 Dex, +2 shield)
hp 175 (15d10+60 plus 15)
Fort +13, **Ref** +4, **Will** +5; +4 vs. Fear
Defensive Abilities Bravery +4

Speed 20 ft. (30 ft. base)
Melee +2 *mighty cleaving longsword* +26/+21/+16 (1d8+13/17-20) or unarmed strike +20 (1d3+5)
Special Attacks weapon training (heavy blades +4, light blades +3, natural +2, bows +1)

Str 17, **Dex** 9, **Con** 18, **Int** 16, **Wis** 10, **Cha** 16
Base Atk +15; **CMB** +18 (+20 to trip); **CMD** 27 (29 vs. trip)
Feats Combat Expertise, Critical Focus, Diehard, Endurance, Furious Focus, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Improved Critical, Improved Trip, Improved Unarmed Strike, Improved Vital Strike, Leadership, Penetrating Strike, Power Attack, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword)
Skills Acrobatics +4, Appraise +11, Diplomacy +11, Intimidate +14, Knowledge (local) +13, Knowledge (nature) +8, Perception +9, Profession (sailor) +12, Sense Motive +9, Survival +9, Swim +15
Languages Common, goblin, undercommon
SQ armor training 4
Combat Gear +2 *chainmail*, +1 *spell resistance (15) buckler*, +2 *mighty cleaving longsword*, +2 *dagger*

EITIAN XP 19,200

CR 12

Male human duelist 6, fighter 6
NE Medium humanoid (human)
Init +9; **Senses** Perception +13

AC 21, touch 18, flat-footed 13 (+3 armor, +4 canny defense, +3 Dex, +1 dodge)
hp 102 (6d10+6d10+36 plus 12)
Fort +10, **Ref** +10, **Will** +6; +2 vs. fear
Defensive Abilities bravery +2, canny defense, enhanced mobility, grace, improved reaction (+2), parry

Speed 30 ft
Melee +2 *rapier* +20/+15/+10 (1d6+9/15-20) or *mwk dagger* +18/+13/+8 (1d4+4/19-20)
Special Attacks acrobatic charge, precise strike (+6), riposte, weapon training (light blades +1)

Str 18, **Dex** 16, **Con** 16, **Int** 18, **Wis** 14, **Cha** 12
Base Atk +12; **CMB** +16 (+18 to disarm); **CMD** 29 (31 vs. disarm)
Feats Combat Reflexes⁵, Dodge, Improved Critical (rapier),

Improved Disarm, Improved Initiative, Mobility, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier)
Skills Acrobatics +16, Bluff +12, Escape Artist +16, Intimidate +14, Perception +13, Perform (dance) +10, Profession (sailor) +10, Sense Motive +15, Sleight of Hand +13, Stealth +13, Swim +17
SQ Armor training 1
Combat Gear +3 *bracers of armor*, +2 *rapier*, *masterwork dagger*

GARIC XP 3,200

CR 7

Male human fighter 7
LN Medium humanoid (human)
Init +2; **Senses** Perception +4

AC 19, touch 12, flat-footed 17 (+7 armor, +2 Dex)
hp 69 (7d10+14 plus 7)
Fort +7, **Ref** +4, **Will** +3; +2 vs. fear

Speed 20 ft. (30 ft. base)
Melee +1 *shortsword* +13/+8 (1d6+7/19-20) or *mwk dagger* +13/+8 (1d4+6/19-20)
Special Attacks weapon training (light blades +1)

Str 16, **Dex** 15, **Con** 15, **Int** 13, **Wis** 12, **Cha** 10
Base Atk +7; **CMB** +10; **CMD** 22
Feats Double Slice, Quick Draw, Two-Weapon Defense, Two-Weapon Fighting, Vital Strike, Weapon Focus (dagger), Weapon Focus (shortsword), Weapon Specialization (dagger), Weapon Specialization (shortsword)
Skills Bluff +3, Intimidate +3, Knowledge (local) +4, Perception +4, Profession (sailor) +7, Sense Motive +4, Stealth +3, Swim +7
Languages Common
SQ armor training 2
Combat Gear +1 *chainmail*, +1 *shortsword*, *masterwork dagger*

IVOMA THE DARK XP 76,800

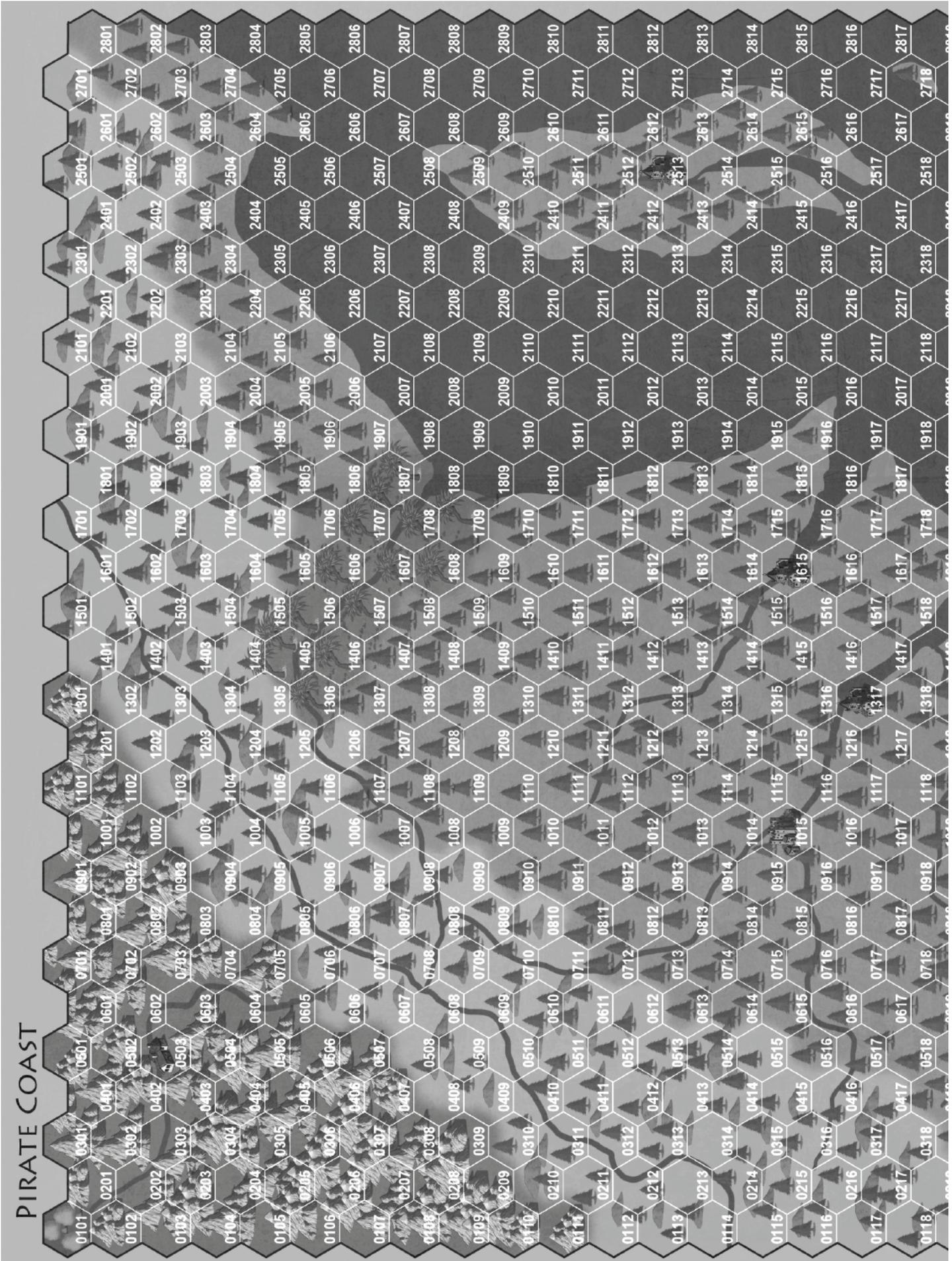
CR 16

Female human cleric 16
NE Medium humanoid (human)
Init -1; **Senses** Perception +8

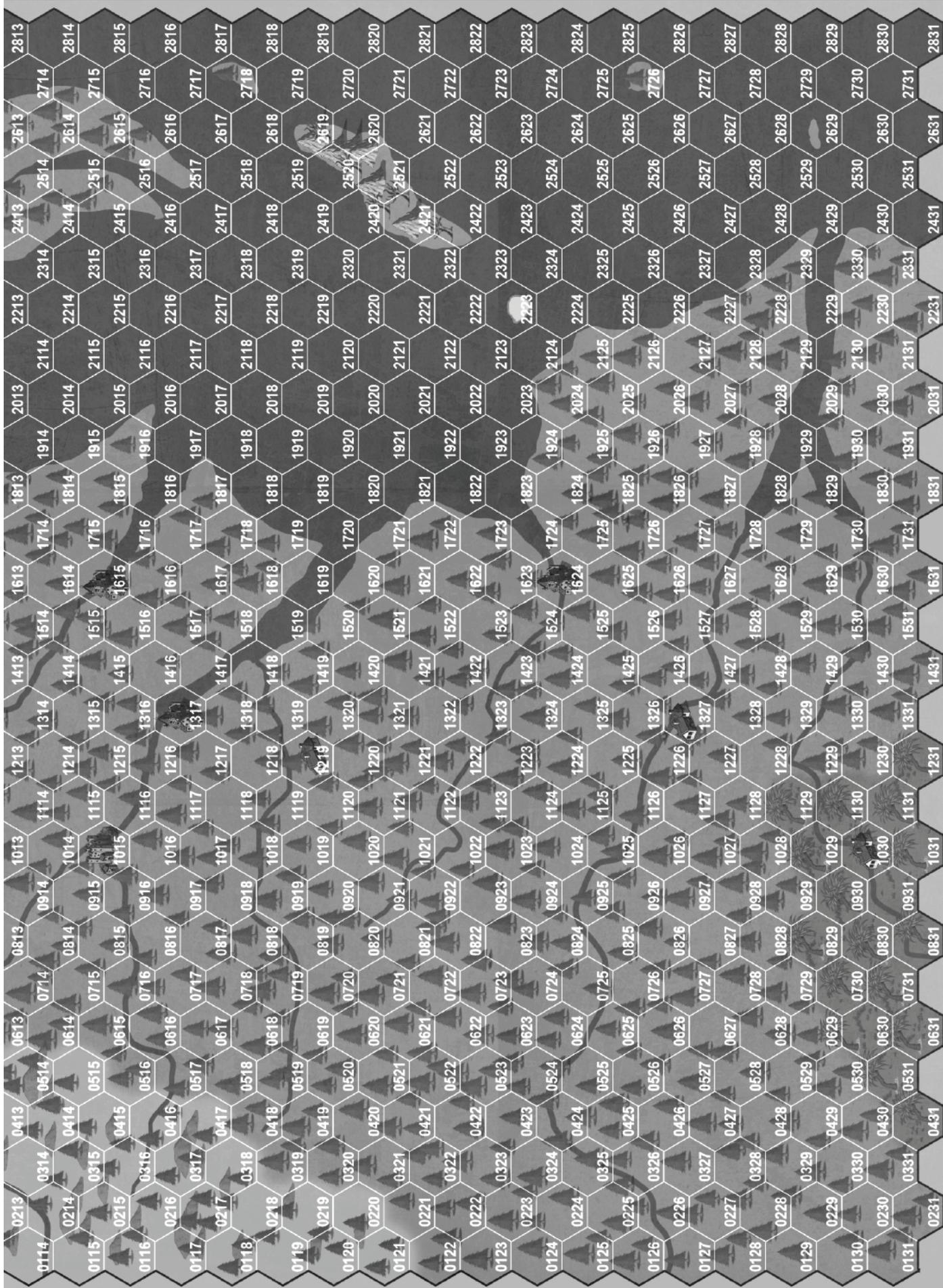
AC 19, touch 9, flat-footed 19 (+8 armor, -1 Dex, +2 shield)
hp 154 (16d8+64)
Fort +14, **Ref** +4, **Will** +15
Resist cold 20

Speed 20 ft. (30 ft. base)
Melee +2 *unholy light mace* +14/+9/+4 (1d6+1) or touch +11 (by spell)
Ranged touch +11 (by spell)
Special Attacks channel negative energy (8d6, DC 23, 6/day), icicle (1d6+8 cold, 8/day), scythe of evil (8 rounds, 3/day), touch of evil (8 rounds, 8/day)
Divine Spells Prepared (CL 16th)
8th—*create greater undead*, *horrid wilting* (DC 23)⁵, *summon monster VIII*
7th—*blasphemy* (DC 22)⁵, *control weather*, *greater scrying*, *summon monster VII*
6th—*antilife shell*, *blade barrier* (DC 21), *cone of cold* (DC 21)⁵, *heal*
5th—*break enchantment*, *dispel good* (DC 20)⁵, *greater command* (DC 20), *insect plague*, *slay living* (DC 20), *summon monster V*
4th—*aura of doom* (DC 19), *blessing of fervor*, *fleshworm infestation* (DC 19), *freedom of movement*, *summon*

HEX CRAWL CHRONICLES



THE PIRATE COAST



HEX CRAWL CHRONICLES

monster IV, unholy blight (DC 19)^B
3rd—animate dead, blood biography, bestow curse (DC 18), invisibility purge, summon monster III, water breathing^B,
2nd—augury, cure moderate wounds, desecrate, fog cloud^B, hold person (DC 17), silence
1st—bane (DC 16), command (DC 16), deathwatch, entropic shield, protection from good, shield of faith, obscuring mist^B,
0—bleed (DC 15), detect magic, read magic, virtue
Domains Evil, Water

Str 8, Dex 8, Con 18, Int 13, Wis 20, Cha 16
Base Atk +12; CMB +13; CMD 22

Feats Augment Summoning, Bouncing Spell, Enlarge Spell, Improved Channel, Selective Channel, Selective Spell, Sickening Spell, Spell Focus (conjuration), Weapon Focus (light mace)

Skills Diplomacy +9, Heal +10, Knowledge (arcana) +6, Knowledge (planes) +6, Knowledge (religion) +6, Perception +8, Profession (sailor) +13, Sense Motive +11, Spellcraft +7, Swim -2

Languages Common

Combat Gear +2 chainmail of light fortification, +1 buckler of undead controlling, +2 unholy light mace

OSSON
XP 4,800

CR 8

Male human fighter 7
N Medium humanoid (human)
Init +2; **Senses** Perception +6

AC 21, touch 11, flat-footed 20 (+7 armor, +2 Dex, +2 shield)
hp 88 (7d10+21 plus 7)
Fort +8, **Ref** +4, **Will** +4; +2 vs. fear

Speed 20 ft. (30 ft. base)

Melee +1 humanbane shortsword +13/+8 (1d6+7 /19–20) or mwk dagger +12/+7 (1d4+3/19–20)

Ranged mwk dagger +11/+6 (1d4+3/19–20)

Special Attacks weapon training (light blades +1)

Str 17, Dex 14, Con 16, Int 13, Wis 14, Cha 12

Base Atk +7; CMB +10; CMD 22

Feats Cleave, Furious Focus, Great Cleave, Power Attack, Quick Draw, Step Up, Vital Strike, Weapon Focus (shortsword), Weapon Specialization (shortsword)

Skills Bluff +5, Intimidate +5, Knowledge (local) +5, Perception +6, Profession (sailor) +9, Sense Motive +6, Swim +5

Languages Common

SQ armor training 2

Combat Gear +1 chainmail, +1 buckler, +1 humanbane shortsword, masterwork dagger

Randar the Red: Based in the town of Hofn [Hex 2513], Randar is a greedy man, thin and powerfully muscled, with coarse, red hair and amber eyes. Once a dock worker, he climbed the ladder of piracy with grit and determination. He commands two galleasses (the *Murder Most Foul* and the *Bloody Finger*), each with a crew of 90 pirates. Randar commands the *Bloody Finger* assisted by his first mate, **Stran**. Stran is a delicate man with a skill at arms completely belied by his dandy appearance. He is a taciturn, spiteful man who seems destined to betray his captain one day. His second ship, *Murder Most Foul*, is commanded by an elf fighter/magic-user called **Leafwyn**.

RANDAR THE RED
XP 25,600

CR 13

Male human fighter 13
CE Medium humanoid (human)
Init +1; **Senses** Perception +10

AC 19, touch 11, flat-footed 18 (+5 armor, +1 Dex, +3 shield)

hp 121 (13d10 plus 13)

Fort +8, **Ref** +5, **Will** +4; +3 vs. Fear
Defensive Abilities Bravery +3

Speed 30 ft.

Melee +2 longsword +23/+18/+13 (1d8+12/17–20) or mwk dagger +19/+14/+9 (1d4+5/19–20)

Special Attacks weapon training (heavy blades +3, light blades +2, natural +1)

Str 17, Dex 13, Con 11, Int 12, Wis 10, Cha 15

Base Atk +13; CMB +16 (+20 to disarm); CMD 27 (31 vs. disarm)

Feats Bleeding Critical, Combat Expertise, Critical Focus, Endurance, Greater Disarm, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Improved Disarm, Improved Vital Strike, Leadership, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Intimidate +10, Knowledge (local) +8, Perception +10, Profession (sailor) +16, Survival +7, Swim +16

Languages Common

SQ armor training 3

Combat Gear +3 leather armor, +2 buckler, +2 longsword, masterwork cold iron dagger

STRAN
XP 12,800

CR 11

Male human fighter 11
CE Medium humanoid (human)
Init +4; **Senses** Perception +8

AC 21, touch 14, flat-footed 17 (+3 armor, +4 Dex, +1 dodge, +4 shield)

hp 88 (11d10 plus 11)

Fort +7, **Ref** +7, **Will** +3; +3 vs. Fear

Defensive Abilities Bravery +3

Speed 30 ft.

Melee +3 shortsword +22/+17/+12 (1d6+8/17–20) or mwk cold iron dagger +18/+13/+8 (1d4+1/19–20)

Special Attacks weapon training (light blades +2, unarmed +1)

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

Base Atk +11; CMB +12 (+14 to disarm); CMD 26 (28 vs. disarm)

Feats Bleeding Critical, Combat Expertise, Combat Reflex, Critical Focus, Dodge, Greater Weapon Focus (shortsword), Improved Critical, Improved Disarm, Staggering Critical, Vital Strike, Weapon Finesse, Weapon Focus (shortsword), Weapon Specialization (shortsword)

Skills Acrobatics +12, Intimidate +10, Knowledge (local) +10, Perception +8, Profession (sailor) +11, Survival +8, Swim +12

Languages Common

SQ armor training 3

Combat Gear +1 leather armor, +3 buckler, +3 shortsword, masterwork cold iron dagger

LEAFWYN
XP 9,600

CR 10

Male elf magus 10
CN Medium humanoid (elf)
Init +4; **Senses** low-light vision; Perception +5

AC 14, touch 14, flat-footed 10 (+4 Dex)

hp 57 (10d8 plus 10)

Fort +7, **Ref** +7, **Will** +7; +2 vs. enchantment

Immune sleep

Speed 30 ft.

THE PIRATE COAST

Melee mwk shortsword +13/+8 (1d6+1/19–20) or mwk dagger +13/+8 (1d4+1/19–20) or touch +11 (by spell)
Ranged touch +11 (by spell)

Special Attacks spellstrike

Magus Spells Prepared (CL 10th; concentration +16)

4th—*dimension door*

3rd—*displacement*, *fireball* (DC 16), *vampiric touch*, *water breathing*

2nd—*acid arrow*, *cat's grace*, *glitterdust*, *invisibility*, *spider climb*

1st—*magic missile* x2, *ray of enfeeblement* (DC 14), *shield*, *shocking grasp* (DC 14), *true strike*

0—*dancing lights*, *detect magic*, *flare*, *mage hand*, *read magic*

Str 13, **Dex** 19, **Con** 11, **Int** 16, **Wis** 11, **Cha** 11

Base Atk +7; **CMB** +8; **CMD** 22

Feats Combat Casting, Point Blank Shot, Precise Shot, Weapon Finesse, Weapon Focus (shortsword), Weapon Specialization (shortsword)

Skills Diplomacy +5, Fly +12, Knowledge (arcana) +11, Knowledge (local) +8, Perception +5, Profession (sailor) +8, Sense Motive +5, Spellcraft +11, Stealth +9, Swim +6

Languages Common, elven, goblin, orc, sylvan

SQ Arcane pool (8, +3 weapon), fighter training, improved spell combat, knowledge pool, magus arcana (empowered magic, spell shield, wand wielder), spell recall

Combat Gear Masterwork shortsword, masterwork dagger, spellbook

Ydence Longshanks: Ydence Longshanks is a fragile looking woman with tanned skin, a heart-shaped face and wide lips, wavy auburn hair and bright, lively green eyes. Longshanks and her wild and woolly crew is based in Amistie [Hex 1615], and fortunately brings in more wealth than they inflict in property damage. Ydence is a pleasant enough woman for a pirate, but one must always beware, as she is ruthless when a person stands in her way.

Ydence commands 200 pirates on three galleasses, *Albia's Roar*, *Ready Damnation* and *Black Manta*, her flagship. Her lieutenant **Kerik** commands the *Ready Damnation* and her paramour, a lazy rapsallion from the Spice Islands named **Zaibhir**, commands the *Albia's Roar*.

YDENCE LONGSHANKS

CR 13

XP 25,600

Female human rogue 13

N Medium humanoid (human)

Init +4; **Senses** Perception +17

AC 19, touch 14, flat-footed 14 (+4 armor, +4 Dex, +1 dodge)

hp 85 (13d8 plus 13)

Fort +4, **Ref** +12, **Will** +5

Defensive Abilities evasion, improved uncanny dodge, rogue talent (another day), trap sense +4

Speed 30 ft.

Melee +1 *humanbane shortsword* +18/+13/+8 (1d6+1 plus 2d6 vs. humans/18–20) and +1 *wounding hand axe* +16 (1d6+1 plus 1 bleed /x3)

Ranged +1 *wounding hand axe* +18 (1d6+1 plus 1 bleed /x3)

Special Attacks rogue talent (combat trick, finesse rogue, opportunist), sneak attack +7d6

Str 11, **Dex** 18, **Con** 11, **Int** 15, **Wis** 12, **Cha** 17

Base Atk +13; **CMB** +16; **CMD** 29

Feats Combat Expertise, Disengaging Feint, Dodge, Greater Feint, Improved Disarm, Improved Feint, Leadership, Two-Weapon Fighting^B, Weapon Finesse^B, Weapon Focus (shortsword)

Skills Acrobatics +20, Appraise +15, Bluff +16, Climb +8, Disable Device +8, Escape Artist +20, Knowledge (local) +15,

Knowledge (nature) +6, Perception +17, Profession (sailor) +14, Sense Motive +17, Sleight of Hand +20, Stealth +20, Swim +13

Languages Common, orc, goblin

SQ rogue talent (black market connections, rope master), trapfinding

Combat Gear +2 *leather armor*, +1 *humanbane shortsword*, +1 *wounding hand axe*

KERIK

CR 11

XP 12,800

Male human fighter 11

N Medium humanoid (human)

Init +5; **Senses** Perception +7

AC 20, touch 16, flat-footed 14 (+3 armor, +5 Dex, +1 dodge, +1 shield)

hp 88 (11d10+11 plus 11)

Fort +8, **Ref** +8, **Will** +3; +3 vs. Fear

Defensive Abilities Bravery +3

Speed 30 ft.

Melee +1 *shortsword* +19/+14/+9 (1d6+5/19–20) and mwk dagger +18/+13/+8 (1d4+5/19–20)

Special Attacks weapon training (light blades +2, unarmed +1)

Str 14, **Dex** 20, **Con** 12, **Int** 13, **Wis** 10, **Cha** 14

Base Atk +11; **CMB** +13; **CMD** 24

Feats Dodge, Double Slice, Greater Two-Weapon Fighting, Greater Weapon Focus (shortsword), Improved Sidestep, Improved Two-Weapon Fighting, Sidestep, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (dagger), Weapon Focus (shortsword), Weapon Specialization (shortsword)

Skills Intimidate +12, Knowledge (local) +8, Perception +7, Profession (sailor) +10, Survival +8, Swim +12

Languages Common

Combat Gear +1 *leather armor*, masterwork buckler, +1 *shortsword*, masterwork dagger

ZAIBHIR

CR 10

XP 9,600

Male human wizard 10 enchanter

CN medium humanoid (human)

Init +0; **Senses** Perception +9

AC 10, touch 10, flat-footed 10

hp 43 (10d6 plus 10)

Fort +3, **Ref** +3, **Will** +8

Speed 30 ft.

Melee +2 *dagger* +6 (1d4+1/19–20) or touch +4 (by spell)

Ranged +2 *darts* +7 (1d4+1) or touch +5 (by spell)

Wizard Spells Prepared (CL 10th; concentration +14)

5th—*break enchantment*, *dominate person* (DC 20), *prying eyes*

4th—*beast shape II*, *charm monster* (DC 19), *control summoned creature* (DC 19), *dimension door*

3rd—*deep slumber* (DC 18), *dispel magic*, *reckless infatuation* (DC18), *suggestion* (DC 18) x2

2nd—*daze monster* (DC 17), *invisibility*, *levitate*, *protection from arrows*, *unnatural lust* (DC 17)

1st—*alter winds* (DC 14), *charm person* (DC 16) x2, *magic missile* x2, *sleep* (DC 16)

0—*detect magic*, *light*, *mage hand*, *read magic*

Arcane School enchantment; **Opposition Schools** necromancy, illusion

Str 9, **Dex** 10, **Con** 11, **Int** 17, **Wis** 12, **Cha** 16

Base Atk +5; **CMB** +4; **CMD** 14

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Feats Combat Casting, Craft Wand, Extend Spell, Greater Spell Focus (enchantment), Skill Focus (bluff), Spell Focus (enchantment)

Skills Bluff +16, Fly +11, Knowledge (arcana) +14, Knowledge (local) +12, Perception +9, Profession (sailor) +12, Spellcraft +14, Swim +7

Languages Common, elf, goblin, orc

Combat Gear +2 dagger, 4 +2 darts, spellbook

Sea Lords

The Sea Lords, or Albians, came from across the Briny Sea to escape the sinking of their homeland, the White Islands. Most of the Sea Lords that escaped this cataclysm were men, the crews of ships. The early settlers suffered a distinct lack of women, giving rise to the taking of slaves among female humanoids of the Pirate Coast. For this reason, there are still a good many Sea Lords with goblin, orc or (if they are lucky) elf blood flowing through their veins.

The average Sea Lord has pale skin (or deeply tanned skin for the crews of their lion-prowed galleys), blond to auburn hair and eyes ranging from blue to gray. Men and women tend to be exceptionally tall, with a pleasant, rough demeanor. Sea Lords always have a tale to tell, and in taverns they tell these tales to the accompaniment of fiddles, mouth harps and percussion provided by stamping feet and by clanging walking sticks and cudgels on whatever surface is handy. Sea Lords dress in leather tricorne hats, padded doublets and baggy pants tucked into tasseled buskins. Sea Ladies wear long dresses covered by shawls and pile their braided hair atop their heads, holding it with wooden pins. Noble Sea Lords and Ladies wear necklaces of bronzed leaves from their old domains in the White Islands.

The Sea Lords worship Albia, the White Goddess who created them and kept them until the betrayal of her father, the Briny Sea. Albia is a goddess of perfection and purity, the gleam in her father's eye until he consumed her in a fit of pique. Her followers worship her as a distant ideal and, in truth, out of tradition more than anything else. Where some religions produce holy water, the priests of Albia produce holy powders. The first were taken from the chalk cliffs of the White Islands, but modern powders, kept in vials of glass or silver, are drawn from chalk outcroppings on the Pirate Coast.

Last Men

The so-called "Last Men" are a population of men and women who consider themselves the last true humans left in Namera. All other peoples are infected with chaos and thus "sub-men" in the eyes of the Last Men. The Last Men have olive skin and blond hair. They are emotionless, bland people, their lives ordered by their master, The Golden God, and by an ingrained herd mentality. The Last Men deal in fabrics, growing cotton and mulberry trees. Their factories contain mechanical looms controlled by a *difference engine* kept in a great, black citadel in their city-state, located to the south of the Pirate Coast. The *difference engine* speaks to the Last Men through an automaton, the Golden God. Dealing as they do in fabrics, the Last Men dress in heaps and layers of clothing, all of expensive and luxurious fabrics like damask silk and velour. True xenophobes, they fear corruption by others, but still send out traders in longships to trade fabrics for food and other items. Soldiers of the Last Men carry pole arms and heavy crossbows.

Bucranians

The Bucranians of the great island Bucrania are handsome folk, with chiseled physiques and deep olive skin. Their hair and eyes are as black as night. Bucrania is ruled by a hereditary king, called the Bull King. This man wears long, scarlet robes embroidered with silver and gold thread and a conical helm of brass fitted with the horns of a minotaur. Noble

Bucranians dress in tunics of expensive fabric, most purchased from the Last Men, and square cloaks. They wear leather sandals on their feet and phetas of silk on their heads. Commoners dress as nobles, only with less expensive fabrics. Bucranian warriors wear ring mail armor and carry short swords, spears and scarlet, oblong shields embossed with black bulls.

In Bucrania, all women are wards of the king and live in one of his many palaces until they are wed to a man. The most valued men of the kingdom are athletes, and athletic games are frequent and hotly contested. Champions are adopted by the king and become princes of Bucrania. They are gathered into fraternal trios, and in these trios they battle minotaurs in the arena for the honor of their father and the favor of his "daughters".

Humanoids

The humanoids of the coast include goblins, orcs and hobgoblins. The goblins of the coast are naked savages, wearing nothing but loincloths and hide armor and carrying shields and clubs. They have wolfish muzzles with jutting fangs, beady eyes, long arms ending in clawed hands, stubby legs and long feet with prehensile toes.

The hobgoblins look like large goblins, with brightly colored skin and black hair. They dwell in hill forts composed of conical mud huts and dozens of bronze standards marking the different families. More civilized than the goblins, they wear checked cloaks over leather and chain armor and tend to carry large weapons like greatswords, battle axes and pole arms. The hobgoblins are metal workers, slave traders and herdsmen.

The orcs of the coast are cannibals and never to be trusted. They look like ashen-skinned, hunched men with squinty, yellow eyes, oversized canine teeth, swollen faces, pug noses and bald heads decorated with piercings. Orcs have large hands and bandy legs. They are swineherders and workers in bronze. Orc warriors paint their faces white and wear chainmail armor. They carry wide shields and arm themselves with axes and crossbows.

Elves

The elves of the Pirate Coast dwell in the wooded hills. They maintain hill forts like the hobgoblins, living in long houses. The elves are horsemen, raising herds of brilliant white horses. The elves veil their forts in illusions (*hallucinatory terrain*) to keep visitors away. Men and women wile away their days on great hunts through the woods, for the elves have exceedingly slow metabolisms and can support rather large populations on the slimmest rations. Elf warriors wear ornate armor and minimal clothing.

Dwarves

The dwarves have lived in the Aderumdoc Mountains since the time of the stone giants, digging their mines and halls and keeping away from the troubles of the surface. For generation after generation they have toiled beneath the earth, making war with the subterranean humanoids, occasionally leaving their halls to trade with stone giants and now humans. The dwarves are small and round, with grey skin that becomes covered by moss as they grow older and slower. The dwarves of the Aderumdocs are a patient, deliberate folk.

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	One would be wise to treat their horse with kindness (Hex 0213)	11	A wondrous secret lies behind a golden plate (Hex 0131)
2	Avoid the black brew of the goblins (Hex 0223)	12	Stone giants are deathly afraid of dogs
3	No good ever came from visiting Helltown in the Aderumdocs (Hex 0503)	13	Avoid the bearded stranger of the woods – his wink will steal your soul (Hex 0610)
4	A tribe of wealthy kobolds dwells in a cave lined with mother of pearl (Hex 1006)	14	Stories tell of a hawk-nosed god in the swamp whose drum raises the dead (Hex 0721)
5	Dudoga, the master of Fort Naomith, collects plants and pays well for specimens (Hex 1015)	15	Almar’s women in Rogues’ Harbor are glamered hags (Hex 1030)
6	Vaurock is up to no good (Hex 1219)	16	A satyr’s etchings hold hidden magics (Hex 1415)
7	The Grey Vision wants to conquer the coast (Hex 1812)	17	Giant lynxes would be worthless if not for their pelts (Hex 1901)
8	The Pirate Coast is cursed – you can’t even trust the sandbars (Hex 1922)	18	Acenn has a treasure hidden beneath the floor of her great hall (Hex 2106)
9	Mermaids claim a giant diamond rests at the bottom of the bay (Hex 2120)	19	They say the location of Blue Belly’s treasure is marked by a light on the coast
10	A black candle is proof against an ill wind (Hex 2125)	20	Beneath the emotionless exterior of a Last Man beats a heart of pure gold (Hex 2331)

Encounter Key

0108.

The floor of this valley is a chain of shallow lakes linked by channels of sandy, sluggish streams. The lakes are heated geo-thermally, and this has made the valley steamy and verdant. In ages past, great creatures akin to reptiles lived in the valley until they were hunted to extinction by the ancient elves – many an old elven sword has a pommel wrapped in leather cured from their skin and ancient elf lodges often have their strange, massive heads mounted on the walls.

While these massive beasts no longer roam the valley, their **spirits** do, and are encountered here on a roll of 1-2 on 1d6 (1-4 on 1d6 during a full moon). Use the following table to determine what kind of animal is encountered.

1-3	Ankylosaurus
4	Brachiosaurus
5-6	Stegosaurus
7-8	Triceratops
9-10	Tyrannosaurus

ANKYLOSAURUS GHOST

XP 4,800

N Huge undead (incorporeal)

Init +0; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +22

AC 9, touch 9, flat-footed 9 (+1 deflection, –2 size)

hp 55 (10d8+10)

Fort +10; **Ref** +7; **Will** +4

Defensive Abilities channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits

Speed fly 30 ft. (perfect)

Melee corrupting tail touch +6 (8d6, Fort DC 16 half), draining tail touch +5 (1d4 Dex damage)

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

Str —, **Dex** 10, **Con** —, **Int** 2, **Wis** 13, **Cha** 12

CR 8

Base Atk +7; **CMB** +9; **CMD** 19

Feats Great Fortitude, Weapon Focus (tail)

Skills Fly +4, Perception +22, Stealth +0; **Racial Modifiers** +8 Perception, +8 Stealth

BRACHIOSAURUS GHOST

XP 9,600

N Gargantuan undead (incorporeal)

Init +0; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +36

AC 8, touch 8, flat-footed 8 (+2 deflection, –4 size)

hp 117 (18d8+36)

Fort +13; **Ref** +11; **Will** +9

Defensive Abilities channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits

Speed fly 30 ft. (perfect)

Melee corrupting tail touch +10 (12d6, Fort DC 21 half), draining tail touch +10 (1d4 Dex damage)

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

Special Attack corrupting gaze (30 ft., 2d10 damage plus 1d4 Cha damage, Fort DC 21 partial), frightful roar (Will DC 21)

Str —, **Dex** 10, **Con** —, **Int** 2, **Wis** 13, **Cha** 14

Base Atk +13; **CMB** +17; **CMD** 27

Feats Great Fortitude, Iron Will, Skill Focus (Perception), Weapon Focus (tail)

Skills Fly +2, Perception +36, Stealth –4; **Racial Modifiers** +8 Perception, +8 Stealth

STEGOSAURUS GHOST

XP 6,500

N Huge undead (incorporeal)

Init +6; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** +24

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

hp 78 (12d8+24)

Fort +12; **Ref** +10; **Will** +5

Defensive Abilities channel resistance +4, incorporeal,

CR 12

CR 9

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rejuvenation; **Immune** undead traits

Speed fly 30 ft. (perfect)

Melee corrupting tail touch +10 (9d6, Fort DC 18 half), draining tail touch +9 (1d4 Dex damage)

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

Special Attack frightful roar (Will DC 18)

Str —, **Dex** 14, **Con** —, **Int** 2, **Wis** 13, **Cha** 14

Base Atk +9; **CMB** +11; **CMD** 23

Feats Great Fortitude, Improved Initiative, Weapon Focus (tail)

Skills Fly +6, Perception +24, Stealth +2; **Racial Modifiers** +8 Perception, +8 Stealth

TRICERATOPS GHOST

CR 10

XP 9,600

N Huge undead (incorporeal)

Init -1; **Senses** darkvision 60 ft., low-light vision, scent;

Perception +32

AC 7, touch 7, flat-footed 7 (-1 Dex, -2 size)

hp 63 (14d8)

Fort +11; **Ref** +8; **Will** +5

Defensive Abilities channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits

Speed fly 30 ft. (perfect)

Melee corrupting gore touch +8 (10d6, Fort DC 17 half), draining gore touch +8 (1d4 Dex damage)

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

Special Attack frightful roar (Will DC 17)

Str —, **Dex** 9, **Con** —, **Int** 2, **Wis** 12, **Cha** 11

Base Atk +10; **CMB** +12; **CMD** 21

Feats Great Fortitude, Run, Skill Focus (Perception), Weapon Focus (touch)

Skills Fly +3, Perception +32, Stealth -1; **Racial Modifiers** +8 Perception, +8 Stealth

TYRANNOSAURUS GHOST

CR 11

XP 12,800

N Gargantuan animal

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

Perception +37

AC 9, touch 9, flat-footed 8 (+1 Dex, +2 deflection, -4 size)

hp 117 (18d8+36)

Fort +13; **Ref** +12; **Will** +10

Defensive Abilities channel resistance +4, incorporeal, rejuvenation; **Immune** undead traits

Speed fly 30 ft. (perfect)

Melee corrupting bite touch +10 (11d6, Fort DC 21 half), draining bite touch +10 (1d4 Dex damage)

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

Special Attack frightful roar (Will DC 21)

Str —, **Dex** 13, **Con** —, **Int** 2, **Wis** 15, **Cha** 14

Base Atk +13; **CMB** +17; **CMD** 28

Feats Diehard, Endurance, Improved Initiative, Iron Will, Run, Skill Focus (Perception)

Skills Fly +3, Perception +37, Stealth -3; **Racial Modifiers** +8 Perception, +8 Stealth

One of the shallow lakes is an illusion, hiding an ivory palace of the ancient elves – one that has been abandoned and forgotten for centuries. The palace is composed of eighty-one cells, each with a vaulted ceiling and connected to four adjacent vaults via a short (5 ft. long) passage. These passages are blocked by *walls of force*, each one a shimmering curtain of

one of five colors – cerise, ultramarine, gamboge, myrtle and heliotrope.

The palace has four entrances; each of these entrance cells has only three curtains of force blocking further access to the palace. One of these entrance cells contains a colored tetrahedron of metal, the exact color being determined randomly (see below). In the middle of each cell there is a tripod stand which fits this tetrahedron. By placing the tetrahedron in the base and tapping it with something metallic, the corresponding colored curtain of force disappears for 1 minute. The colors of the curtains in each cell should be determined randomly with a d10 (1-2 = cerise, 3-4 = ultramarine; 5-6 = gamboge; 7-8 = myrtle; 9-10 = heliotrope), and the color of the tetrahedron changes (using the same random table) when it is brought into a new cell. This makes moving through the strange palace quite a chore, and potentially dangerous as there is a slight chance one will enter a cell and be unable to exit due to the color of the tetrahedron.

Each time a cell is entered, there is a 1 in 1d6 chance of a random monster (CL 3) appearing in the cell. These monsters are given the same random colors as the rooms and tetrahedron, and the color of the creature makes it vulnerable to a single form of attack: Cerise = cold, Ultramarine = fire; Gamboge = silver; Myrtle = steel and Heliotrope = wood. All of these beasts can be harmed by force attacks. Their bodies disappear after one leaves their cell.

The center cells of the palace are combined into a single large chamber. In the middle of this chamber there is an elf-hewn idol of a four-faced, eight-armed and eight-legged goddess. Each pair of hands holds a golden plate hidden by a pelt of sable. The plates face the curtains of colored force, and these colors determine what secrets are etched on the plates. The plate facing a cerise curtain is attuned to fighters (and other warrior sub-types). The plate facing an ultramarine curtain is attuned to clerics (divine spellcasters). The plate facing a myrtle curtain is attuned to rogues (and assassins, bards and monks) and the plate facing a gamboge curtain is attuned to wizards (arcane spellcasters, alchemists, and the like). A plate facing a heliotrope curtain is replaced by a portal into the void, per a *sphere of annihilation*.

Looking upon a plate not attuned to their class forces a character to make a DC 20 Fortitude save or go blind. Looking upon the proper plate grants a wizard a new spell of their highest spell level, a cleric or druid access to a magic-user spell that can be associated with their deity, a fighter-type a +1 bonus to wield a random weapon and a rogue-type a +5 circumstance bonus to use one of their skills. This bonus can only be obtained once.

OI2I.

Amidst a barren heath there is a **wondrous, shimmering sword** lying atop a stone table. The heath is fluttered over by thousands of red butterflies. Folk who enter the heath are attacked by these **swarms** (see below), which have the power to turn them into zombies. The sword is protected by these **zombies**, of which there are currently twelve. Those invaders of the heath that cannot be controlled by the butterflies are instead captured by the zombies, who throw them into an abandoned silver mine. The mine is nothing more than a hole in the ground and a couple miles of passages that are now inhabited by **green slimes**. The sword is a relic of chaos, the finger of a primordial demon severed by an angel's sword and given the form of a shimmering blade of rainbow hued steel on the material plane. The sword is a +3 *lawful outsiderbane longsword* and capable of unleashing a blast of rainbow-colored energy in a radius of 30 ft. once per week. All caught in this energy must make a successful DC 20 Fortitude save or have their ability scores randomly changed about – i.e. a wise man might become strong, a foolish man sickly.

RED BUTTERFLY SWARM

CR 4

XP 1,200

N Diminutive vermin (swarm)

Init +1; **Senses** darkvision 60 ft.; **Perception** +9

AC 15, touch 15, flat-footed 14; (+1 Dex, +4 size)

hp 31 (7d8)

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

Defensive Abilities swarm traits; **Immune** weapon damage

Speed 5 ft., fly 40 ft. (good)

THE PIRATE COAST

Melee swarm (1d3 Con damage, Fort DC 12)
Space 10 ft.; **Reach** 0 ft.
Special Attacks create zombie, distraction (DC 13)

Str 1, **Dex** 13, **Con** 10, **Int** —, **Wis** 12, **Cha** 9
Base Atk +5; **CMB** —; **CMD** —
Skills Fly +11, Perception +9; **Racial Modifiers** +8 Perception
SQ swarm traits, vermin traits

Create Zombie (Su)

A creature slain by a red butterfly swarm rises as a zombie in 1d4 rounds.

Energy Drain (Su)

A red butterfly swarm doesn't make standard melee attacks. Instead, any creature whose space it occupies at the end of its move must succeed on a DC 12 Fortitude save or take 1d3 points of Constitution damage. The save DC is Charisma-based.

MINDLESS ZOMBIES

CR 1/2

XP 200

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

GREEN SLIME

CR 4

XP 1,200

This dungeon peril is a dangerous variety of normal slime. Green slime devours flesh and organic materials on contact and is even capable of dissolving metal. Bright green, wet, and sticky, it clings to walls, floors, and ceilings in patches, reproducing as it consumes organic matter. It drops from walls and ceilings when it detects movement (and possible food) below.

A single 5-foot square of green slime deals 1d6 points of Constitution damage per round while it devours flesh. On the first round of contact, the slime can be scraped off a creature (destroying the scraping device), but after that it must be frozen, burned, or cut away (dealing damage to the victim as well). Anything that deals cold or fire damage, sunlight, or a *remove disease* spell destroys a patch of green slime. Against wood or metal, green slime deals 2d6 points of damage per round, ignoring metal's hardness but not that of wood. It does not harm stone.

OIZI.

A **golden plate** has been affixed to a hillside here. It is partially obscured by trees and rose vines. The plate, which measures about 3 ft. in diameter, contains, in extreme miniature, a blueprint of the cosmos. The plate cannot easily be removed from the hillside. The act requires one to cast *dispel magic* (CL 16th), cast *transmute rock to mud* and then make a successful DC 30 Strength check to pry it away. This reveals a *gate* that steams and smokes and allows a female pit fiend called **Naronca** to crawl into the Material Plane, intent on retrieving her plate. The plate is valued at 12,750 gp and grants a +10 insight bonus to any kind of navigational or directional skill checks.

NARONCA, THE PIT FIEND

CR 20

XP 307, 200

hp 366, (see the *Pathfinder Roleplaying Game Bestiary*, "Devil, Pit Fiend")

OZIO.

A covey of **annis** dwell here on a highland meadow where stands a toppled tower of the stone giants. All that remains of the tower is the ground floor, the walls of which stands anywhere from 10 to 15 ft. in height and measure 60 ft. in diameter. The light of their fire casts weird shadows on the meadow at night and thick mists cover the area around the ruined tower. The hags leave their dwelling at night in the form of wolves and owls, visiting the local humanoid tribes to cow their leaders

into submission. The hags seek a dark champion they can use as a puppet to unite the humanoids and drive the Sea Lords from the Pirate Coast. The hags keep their treasure in a leather sack made from the head of a storm giant, the neck being sewn up and the bag accessed through the unfortunate creature's mouth. The treasure consists of 9 steel coins (each one forces a spirit to leave a body or an extraplanar creature to leave the material plane if it is pressed into their forehead, DC 25 Will save resists), a lapis lazuli (worth 200 gp), a steel bracelet studded with carnelians (worth 300 gp), a three gilt short swords (worth 200 gp each).

ANNIS HAGS (3)

CR 6

XP 2,400

hp 63, (see the *Pathfinder Roleplaying Game Bonus Bestiary*, "Hag, Annis")

OZIZ.

The valleys here are thick with herds of horses – magnificent animals with chestnut coats and reddish-black manes. The valley is filled with rolling, undulating plains covered with grass and crossed by a multitude of rushing streams. The valley also contains a crude stone shrine to the **Lord of Horses**. The Lord often visits the valley, running with his children and luxuriating in the sweet grasses. There is a 1 in 20 chance he will be present in the valley when adventurers enter it, taking the form of a magnificent white stallion with a golden mane or the shape of a handsome man with a long face, porcelain skin and golden hair and wearing simple clothes and carrying an ancient staff of hickory. **Centaurs** often come down from the mountains to worship at the shrine, painting their faces with blue handprints. There is a 1 in 8 chance they will be present at the shrine when visited by adventurers.

HORSE LORD

CR 15

XP 51,200

N Large outsider (native, shapechanger)

Init +4; **Senses** darkvision 100 ft., *detect evil*, *detect good*; **Perception** +26

AC 29, touch 17, flat-footed 24 (+4 Dex, +1 dodge, +12 natural, +3 insight, –1 size)

hp 210 (20d10+100)

Fort +13; **Ref** +16; **Will** +15

Defensive Abilities equine passivism, immortality; **DR** 20/magic and cold iron; **Immune** mind-affecting effects, psionics; **SR** 26

Speed 120 ft.

Melee 2 hooves +28 (1d8+9 plus 1d8 sonic), bite +28 (1d6+9)

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

Special Attacks thunderous hooves, trample (1d8+13 plus 1d8 sonic, DC 29)

Spell-like Abilities (CL 20th)

Constant—*detect evil*, *detect good*, *speak with animals* (equines only)

At will—*blur*, *hypnotism* (DC 16), *improved invisibility*

5/day—*air walk*, *dimension door*, *haste* (self only)

3/day—*daze monster* (DC 17, 30 ft. radius, sonic)

2/day—*ethereal jaunt*, *summon equines* (100%, 1d6+4

warhorses or 1d4+4 centaurs, all with maximum hit points)

1/day—*astral projection*, *greater teleport* (self plus 50 pounds of objects only)

Str 28, **Dex** 18, **Con** 20, **Int** 19, **Wis** 17, **Cha** 20

Base Atk +20; **CMB** +28 (+30 bull rush or overrun); **CMD** 43 (47 vs. trip)

Feats Awesome Blow, Dodge, Great Fortitude, Improved Bull Rush, Improved Overrun, Intimidating Prowess, Mobility, Power Attack, Run, Spring Attack

Skills Bluff +28, Diplomacy +28, Intimidate +37, Knowledge (nature) +27, Knowledge (planes) +27, Perception +26, Sense Motive +26, Stealth +23, Survival +26, Swim +29

Languages Celestial, Common, Sylvan, Terran; special

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communication; telepathy 100 ft.

SQ change shape (human and horse, *polymorph*)

Change Shape (Su)

The Horse Lord can assume the shape of a human as a standard action. In human form, the Horse Lord cannot use his natural weapons, Awesome Blow feat, or thunderous hooves or trample special attacks but can wield weapons and wear armor. Unlike the normal change shape ability, the Horse Lord retains his movement modes (and speeds) in human form.

Equine Passivism (Ex)

No equines (including dire versions of normal equines), centaurs, dragon horses, nightmares, pegasi, unicorns, or equine were-creatures (such as assweres) willingly attack the Horse Lord. They can be forced to do so through magical means however.

Immortality (Su)

The Horse Lord is effectively immortal and nearly impossible to slay. When slain, the Horse Lord's soul reforms on the Astral Plane. Within 9 days, it inhabits another horse on the Material Plane and the Horse Lord reforms. No form of magic (such as magic that would contain or trap his soul) prevents this. To permanently kill the Horse Lord, one must destroy every equine in existence (so his soul has no creature to inhabit).

HORSE LORD (HUMAN FORM)

CR 15

XP 51,200

N Medium outsider (native, shapechanger)

Init +4; **Senses** darkvision 100 ft., *detect evil*, *detect good*;

Perception +26

AC 29, touch 19, flat-footed 23 (+5 Dex, +1 dodge, +10 natural, +3 insight)

hp 170 (20d10+60)

Fort +11; **Ref** +17; **Will** +15

Defensive Abilities equine passivism, immortality; **DR** 20/magic and cold iron; **Immune** mind-affecting effects, psionics; **SR** 26

Speed 120 ft.

Melee quarterstaff +25/+20/+15/+10 (1d6+7)

Spell-like Abilities (CL 20th):

Constant—*detect evil*, *detect good*, *speak with animals* (equines only)

At will—*blur*, *hypnotism* (DC 16), *improved invisibility*

5/day—*air walk*, *dimension door*, *haste* (self only)

3/day—*daze monster* (DC 17, 30 ft. radius, sonic)

2/day—*ethereal jaunt*, *summon equines* (100%, 1d6+4 warhorses or 1d4+4 centaurs, all with maximum hit points)

1/day—*astral projection*, *greater teleport* (self plus 50 pounds of objects only)

Str 20, **Dex** 20, **Con** 16, **Int** 19, **Wis** 17, **Cha** 20

Base Atk +20; **CMB** +25 (+27 bull rush or overrun); **CMD** 41

Feats [Awesome Blow], Dodge, Great Fortitude, Improved Bull Rush, Improved Overrun, Intimidating Prowess, Mobility, Power Attack, Run, Spring Attack

Skills Bluff +28, Diplomacy +28, Intimidate +33, Knowledge (nature) +27, Knowledge (planes) +27, Perception +26, Sense Motive +26, Stealth +28, Survival +26, Swim +25

Languages Celestial, Common, Sylvan, Terran; special communication; telepathy 100 ft.

SQ change shape (human and horse, *polymorph*)

CENTAURS

CR 3

XP 800

hp 33, (see the *Pathfinder Roleplaying Game Bestiary*, "Centaur")

O2I5.

The ground gives way to a deep depression here with sheer, cracked walls. The pit was a surface gold mine worked by dwarves long ago, until they released a strange creature from the stone and fled the site. The creature is a **golden cloud** about 20 ft. in diameter whose touch coats a person in gold. Three of the dwarves lie here in this state, dead and coated in a layer about a quarter of an inch thick (and worth 3,000 gp each). The dwarves' angry spirits dwell within the gold shells as **oblivion wraiths**.

GOLD CLOUD

CR 5

XP 1,600

NE Huge outsider (earth, native)

Init +3; **Senses** darkvision 60 ft.; **Perception** +12

AC 18, touch 11, flat-footed 15 (+3 Dex, +7 natural, -2 size)

hp 68 (8d10+16 plus 8)

Fort +6; **Ref** +9; **Will** +7

DR 5/magic; **Immune** cold, fire

Speed fly 60 ft. (perfect)

Melee touch +9 (gold coating)

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

Special Attacks gold coating (Ref DC 16)

Str 10, **Dex** 16, **Con** 15, **Int** 3, **Wis** 12, **Cha** 13

Base Atk +8; **CMB** +6; **CMD** 19 (can't be bull-rushed or tripped)

Feats Great Fortitude, Toughness, Weapon Finesse (touch), Weapon Focus (touch)

Skills Bluff +12, Perception +12, Stealth +6

Gold Coating (Su)

A creature touched by a gold cloud must succeed on a Reflex save or be coated in a layer of solid gold. Treat this attack as a *flesh to stone* spell, except that it can affect any solid creature or object. A creature coated in gold is immobile and incapable of taking any action, including breathing (see the *Pathfinder Core Rulebook*, "Environment", Suffocation). Another character can spend a full-round action to chip away the gold around a trapped creature's mouth to allow it to breathe. Removing all of the gold from a creature's body takes time; 1d6 minutes if the creature is Tiny or smaller, 2d6 minutes if it is Small, 4d6 minutes if it is Medium, 6d6 minutes if it is Large, and so on. The value of gold removed from a gold-coated creature or object depends on its size and the amount of time it's been in contact with the gold cloud. A typical amount is 2d10 gp per size category above Diminutive (so a Medium creature would be coated in 6d10 gp worth of gold).

OBLIVION WRAITHS (3)

CR 5

XP 1,600

hp 57, (see the *Pathfinder Roleplaying Game Bestiary*,

"Wraith", with the following changes: add **Melee** incorporeal touch +6 (1d6 negative energy plus 1d6 Con drain), **Special Attack** create spawn, disintegrating touch (2d6 acid damage to objects),

Disintegrating Touch (Ex) The touch of an oblivion wraith deals 2d6 acid damage to objects as a sunder attack that does not provoke an attack of opportunity. It has no effect on organic matter (such as leather or wood) or gold. When making an attack, an oblivion wraith can choose to attack an opponent's armor or weapon instead of attacking the opponent.)

O2I8.

A **large goblin tribe**, the Gibbous Moon, dwells here in a sprawling village. The village houses 500 goblins in furry hide tents. Besides raiding and working as mercenaries for ne'er-do-wells, the goblins make a living

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as miners, pulling spinels out of the wasteland of limestone hills and steam vents that serves as their homeland. The goblins of the Gibbous Moon are ruled by **Thorx**, a large goblin with pale blue skin. Thorx is worshipped as a living god by his people. He is attended by **three female witch doctors**. The goblins are known for their disdain of strong emotions and their love of a black brew [**Hex 0223**] that puts them into sour, fatalistic moods.

THORX, GOBLIN CHIEFTAIN

CR 7

XP 3,200

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 96 (9d10+27)

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

Speed 30 ft.

Melee shortsword +15/+10 (1d4+3/17–20)

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

Languages Goblin

Combat Gear masterwork shortsword, studded leather armor, heavy wooden shield

FEMALE WITCH DOCTORS (3)

CR 6

Female goblin adept 7

NE Small humanoid (goblin)

XP 2,400

Init +0; **Senses** darkvision 60 ft.; Perception +2

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

hp 21 (7d6+2)

Fort +1, **Ref** +2, **Will** +12

Speed 30 ft.

Melee touch +5 (by spell)

Ranged touch +5 (by spell)

Adept Spells Prepared (CL 7th)

2nd—*bull's strength*, *cure moderate wounds*, *invisibility*

1st—*bless*, *cause fear* (DC 14), *protection from good*, *sleep* (DC 14)

0—*detect magic*, *guidance*, *stabilize*, *touch of fatigue* (DC 13)

Str 11, **Dex** 10, **Con** 8, **Int** 8, **Wis** 19, **Cha** 8

Base Atk +4; **CMB** +3; **CMD** 13

Feats Combat Casting, Dodge, Eschew Materials, Mobility, Skill Focus (knowledge), Skill Focus (perception)

Skills Appraise +2, Heal +10, Knowledge (religion) +5, Perception +7 Ride +4, Stealth +8; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Goblin

GOBLINS CR 1/3

XP 135

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

O223.

A **glistening black monument** rises from a sloped plain of dead grasses and stones and massive salt outcroppings with vaguely humanoid shapes. Sangria-colored liquid oozes from the monument, forming uneven pools. The outcroppings are all that remains of a stone giant army and they can

be communicated with using *speaking with dead*. They can tell the tale of a powerful demon, the bane of the stone giant kingdom, who was finally brought to heel here and destroyed by an army of stone giants. From its corpse came a surge of dark energy that turned the stone giants to salt; and from the demon's corpse the monument erupted. The liquid is not poisonous. In fact, it refreshes and strengthens, but causes one to become wanton and cruel. Goblins in the surrounding woodlands bottle it and sell it as fortified wine called black brew.

O228.

There is a gully here with a sluggish stream that flows from the hills into a **tunnel** embedded with crystals in the walls. The tunnel is a portal to other worlds, the destination being controlled by piping different tunes on a flute. A small college of bards knows the secret tunes. They wander throughout the countryside, but maintain a guild house of sorts in Slakethirst [**Hex 1624**] and charge a pretty penny to those who wish to use the tunnel. If adventurers look closely at these crystals they can see the reflections of people, some of them looking back knowingly.

O301.

The land here becomes gray and rocky. In its midst there is a kidney-shaped lake of placid water. The lake is dotted with a few small islands inhabited by brilliant chestnut and blue starlings. The lake supports a variety of aquatic life, as well as a lonely cambion called **Nonndus**. Nonndus is a tall, handsome man with red, scaly skin, golden eyes and small horns. He dwells on the lake, moving from island to island on a small barge, living off the fish he catches and starling eggs, avoiding civilization for fear that it will bring out his demonic urges. He keeps a treasure of 2,120 sp, 1,410 gp and a scroll containing two spells, *teleport* and *wall of ice*.

NONNDUS THE CAMBION

CR 6

XP 2,400

CE Medium outsider (chaotic, demon, evil, extraplanar)

Init +2; **Senses** darkvision 60 ft.; **Perception** +18

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 68 (8d10+24)

Fort +9, **Ref** +8, **Will** +7

DR 10/cold iron or good; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 17

Speed 30 ft.

Melee longsword +12/+7 (1d8+4/19–20) or 2 claws +12 (1d6+4)

Spell-Like Abilities (CL 8th)

At will—*detect magic*, *detect thoughts* (DC 14), *fear* (DC 16), *levitate*, *polymorph* (self only)

Str 18, **Dex** 15, **Con** 17, **Int** 16, **Wis** 16, **Cha** 14

Base Atk +8; **CMB** +12; **CMD** 24

Feats Blind-Fight, Cleave, Iron Will, Power Attack

Skills Bluff +13, Diplomacy +13, Escape Artist +13, Intimidate +13, Knowledge (planes) +14, Perception +18, Sense Motive +14, Stealth +13, Survival +14; **Racial Modifiers** +4 Perception

Languages Abyssal, Common; telepathy 100 ft.

Gear longsword

O304.

The **Stone-Bones dwarf tribe** dwells here in a stone fastness with an ornate door of hickory bound in interlocking iron and bronze bands. The fastness is a doughty little fortress of cyclopean granite blocks surrounded by wooded ridges; the dwarves dwell beneath the fastness in cozy burrows hung with elaborate quilts that not only tell the story of their clans, but are also woven with protective runes, giving each burrow the benefit of a *protection from evil* spell. The fastness is defended by a brotherhood of warrior-priests, worshipers of "Their Mother's Bones", their term for the stone and rock of the world and their mother goddess. The dwarf priests maintain the local weather conditions and protect

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their tribe from the savage humanoids of the lowlands. The priests are commanded by **Zwellaun**, a gnarly old dwarf with an “evil eye” (actually a lost eye that has been replaced by a 50 gp opal) and droopy gray whiskers that match the gray of his skin. Like most dwarves of the Pirate Coast, he cultivates a fine sheen of moss on his body, giving him the appearance of aged gray-green stone and aiding him in hiding both in the woodlands atop the Aderumdoc Mountains and the tunnels that run beneath those mountains.

The Stone-Bones tribe makes a living felling timber and selling it down river. They are expert woodworkers and, like most dwarves, skilled in metalworking and stonecutting as well. They are severely lawful in their attitudes, despising frivolous pursuits like gambling and conducting every aspect of their lives with solemn ritual. The dwarves wear heavy woolens of muted browns and greens, with knee-length trousers and leather tunics over chemise. They wear leather gloves and kerchiefs over their heads.

ZWELLAUN STONE-BONES

CR 13

XP 25,600

Male dwarf cleric 5, fighter 8

LN Medium humanoid (dwarf)

Init +0; **Senses** darkvision 120 ft.; Perception +9

AC 25, touch 10, flat-footed 25 (+11 armor, +1 natural, +3 shield)

hp 165 (5d8+8d10+65 plus 13)

Fort +15, **Ref** +3, **Will** +10; +2 v. Fear

Defensive Abilities Bravery +2, defensive training, hardy

Speed 20 ft.

Melee +2 warhammer +18/+13/+8 (1d8+8 /x3)

Ranged touch +11 (by spell)

Special Attacks channel energy (DC 15, 3d6, 6/day),

hatred, weapon training 1 (hammers +1)

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

Domains Law, Weather

Str 18, **Dex** 10, **Con** 20, **Int** 13, **Wis** 18, **Cha** 16

Base Atk +11; **CMB** +15; **CMD** 25

Feats Critical Focus, Deepsight, Diehard, Endurance,

Improved Critical, Ironhide, Greater Weapon Focus

(warhammer), Leadership, Steel Soul, Vital Strike, Weapon

Focus (warhammer), Weapon Specialization (warhammer)

Skills Heal +12, Knowledge (nature) +9, Knowledge (local)

+6, Perception +9, Profession (woodsman) +13, Sense Motive +9, Spellcraft +9

Languages Common, dwarf, undercommon

SQ Armor training 2, stonecunning

Combat Gear +2 full plate, +1 heavy steel shield, +2

warhammer; **Other Gear** holy symbol

DWARVEN PRIESTS

CR 6

XP 2,400

Male dwarf cleric 3, fighter 3

LN Medium humanoid (dwarf)

Init +0; **Senses** darkvision 120 ft.; Perception +5

AC 22, touch 10, flat-footed 22 (+9 armor, +3 shield)

hp 63 (3d8+3d10+24 plus 6)

Fort +10, **Ref** +2, **Will** +7; +1 vs. Fear

Defensive Abilities Bravery +1, defensive training, hardy

Speed 20 ft.

Melee mwk warhammer +10 (1d8+3/x3)

Ranged touch +5 (by spell)

Special Attacks channel energy (DC 12, 2d6, 2/day), hatred

Divine Spells Prepared (4/3+1/2+1; DC 13+ spell level)

Domains Law, Weather

Str 16, **Dex** 10, **Con** 18, **Int** 10, **Wis** 16, **Cha** 8

Base Atk +5; **CMB** +8; **CMD** 18

Feats Deepsight, Diehard, Endurance, Vital Strike, Weapon Focus (warhammer)

Skills Heal +8, Knowledge (dungeoneering) +5, Knowledge (local) +2, Perception +5, Profession (woodsman) +3, Sense Motive +5, Spellcraft +5

Languages Common, dwarf, undercommon

Combat Gear Full plate, +1 heavy steel shield, masterwork warhammer; **Other Gear** holy symbol

0306.

Those entering this otherwise pleasant valley hear a **terrible noise** like the shrieking of a thousand harpies. The noise issues forth from a great engine crafted by the dwarves in the image of a shovel tusker (a prehistoric relative of the elephant) with drowsy eyes. The engine is about 20 ft. long and 14 ft. tall, with four wide legs with claws that dig into the ground and an extended jaw that digs into the earth. The soil and ore falls into the interior of the machine where it is sorted by a **team of dwarves**, their leader **Orrack** operating the machine. That which is rejected is dumped from the machine's neck to the ground below. The dwarves have cleared about 3 acres of land and discovered about 15 pounds of gold ore.

DWARF ENGINEERS (8)

CR 2

XP 600

Male dwarf expert 2, warrior 1

CN Medium humanoid (crimson dwarf)

Init +0; **Senses** darkvision 60 ft.; Perception +2

AC 21, touch 10, flat-footed 21 (+9 armor, +2 shield)

hp 32 (2d8+1d10+9 plus 3)

Fort +5, **Ref** +0, **Will** +5

Defensive Abilities defensive training, hardy

Speed 15 ft.

Melee dwarven waraxe +5 (1d10+2/x3)

Str 15, **Dex** 10, **Con** 17, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +2; **CMB** +5; **CMD** 15 (19 vs. bull rush or trip)

Feats Power Attack, Weapon Focus (dwarven waraxe)

Skills Knowledge (engineering) +8, Knowledge (local) +8, Perception +8

Languages Common, dwarf

Combat Gear full plate armor, heavy steel shield, dwarven waraxe; **Other Gear** engineering tools

CLOVIS

CR 9

XP 6,400

Male crimson dwarf expert 8, warrior 2

CN Medium humanoid (crimson dwarf)

Init -2; **Senses** darkvision 60 ft.; Perception +14

AC 9, touch 8, flat-footed 9 (-2 Dex, +1 natural)

hp 75 (8d8+2d10+10 plus 10)

Fort +8, **Ref** +1, **Will** +7

Defensive Abilities defensive training, hardy

Speed 15 ft.

Melee unarmed strike +9/+4 (1d3+1)

Str 13, **Dex** 7, **Con** 13, **Int** 14, **Wis** 18, **Cha** 10

Base Atk +8; **CMB** +11; **CMD** 19 (23 vs. bull rush or trip)

Feats Diehard, Endurance, Improved Unarmed Strike,

Toughness, Weapon Focus (dwarven waraxe)

Skills Knowledge (engineering) +18, Knowledge (local) +18, Perception +14

Languages Common, dwarf

Other Gear engineering tools

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0309.

The tall granite cliffs here are a mere illusion, hiding a great manse of the **stone giants**. Once the masters of the coast and possessed of an advanced civilization, the stone giants have been reduced to a primitive state, though they retain some of their old power. The clan that lives in the caves that riddle these cliffs number 24 adults, seven gangly children, **three cave bears** and three **elders** called **Cam**, **Muth** and **Oroc**. The interior of the caves is decorated with cave paintings and carvings that harken back to the glorious civilization of the stone giants. Hidden in the caves are about 1,000 gp worth of pelts and hides, eight large clay vessels containing hard cider (60 gallons, 500 lb in each, worth 2 sp/gallon), a large crate containing jugs of molasses (10 jugs, 3 lb each, worth 30 gp each), 4 gp/1,270 sp, 11,630 gp and 500 pp, most of it in triple-sized discs stamped with images of vines and beetles – the coinage of the ancient stone giants.

CAVE BEARS (3) XP 1,200

hp 42, (see the *Pathfinder Roleplaying Game Bestiary*, "Bear, Grizzly")

CR 4

STONE GIANT ADULTS (24) XP 4,800

hp 78, (see the *Pathfinder Roleplaying Game Bestiary*, "Giant, Stone")

CR 8

STONE GIANT CHILDREN (7) XP 4,800

hp 48, (see the *Pathfinder Roleplaying Game Bestiary*, "Giant, Stone")

CR 8

STONE GIANT ELDERS (3) XP 38,400

Male stone giant sorcerer 6
N Large humanoid (giant)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +15

CR 14

AC 22, touch 11, flat-footed 20 (+2 Dex, +11 natural, –1 size)

hp 146 (12d8+6d6+72)

Fort +14, **Ref** +8, **Will** +12

Defensive Abilities improved rock catching

Speed 40 ft.

Melee greatclub +20/+15 (2d8+12) or 2 slams +20 (1d8+8)

Ranged rock +14/+9 (1d8+12)

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

Special Attacks rock throwing (180 ft.), tremor (+10, 7/day)

Spell-Like Abilities (CL 10th; concentration +14)

1/day—*stone shape*, *stone tell*, *transmute rock to mud* or *transmute mud to rock* (DC 17)

Sorcerer Spells Known

3rd (3/day)—*dispel magic*, *protection from energy*^B

2nd (5/day)—*bull's strength*, *levitate*, *scorching ray*^B

1st (6/day)—*burning hands* (DC 15)^B, *mage armor*, *ray of*

enfeeblement (DC 15), *shield*, *true strike*

0 (at will)—*acid splash* (DC 14), *detect poison*, *mage hand*, *mending*, *message*, *open/close*, *resistance*

Bloodline Deep Earth

Str 27, **Dex** 15, **Con** 19, **Int** 10, **Wis** 12, **Cha** 18

Base Atk +12; **CMB** +20; **CMD** 32

Feats Combat Casting, Empower Spell, Iron Will, Martial Weapon Proficiency (greatclub), Point Blank Shot, Power Attack, Precise Shot, Quick Draw, Sorcerous Bloodstrike

Skills Climb +12, Intimidate +15, Knowledge (dungeoneering) +6, Perception +15, Stealth +4 (+12 in rocky terrain); **Racial Modifiers** +8 Stealth in rocky terrain

Languages Common, Giant

SQ bloodline arcana, stonecunning

0411.

A lodge of **three giant beavers** has created a lake here behind a massive dam. The lake now covers a small hamlet of woodsmen who have had to retreat to Fort Naomith [**Hex 1015**]. The hamlet had a stone church with a cellar that contained a large, round crystal that apparently held the preserved eye of the demi-goddess Thian the Night, a queen among night hags long ago defeated in combat by the paladin Caoline. The orb has been stolen by **sprites** and is now held in their cave lair in the hills. The crystal acts as a *crystal ball* capable of possessing its user (DC 20 Will save negates).

GIANT BEAVERS (3) CR 1 XP 400

N Large animal

Init +0; **Senses** low-light vision; **Perception** +8

AC 11, touch 9, flat-footed 11 (+2 natural, –1 size)

hp 26 (4d8+8)

Fort +6; **Ref** +6; **Will** +2

Speed 30 ft., swim 30 ft.

Melee bite +4 (1d8+2), tail slap –1 (1d8+1)

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

Str 15, **Dex** 11, **Con** 14, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +6; **CMD** 16 (20 vs. trip)

Feats Athletic, Lightning Reflexes

Skills Climb +4, Perception +8, Swim +12

SPRITE CR 1

XP 400

N(G) Small fey

Init +4; **Senses** low-light vision; **Perception** +7

AC 16, touch 16, flat-footed 11 (+4 Dex, +1 dodge, +1 size)

hp 4 (1d6+1)

Fort +1; **Ref** +6; **Will** +5

DR 5/cold iron

Speed 30 ft., fly 50 ft. (good)

Melee short sword +5 (1d4-1/19-20)

Ranged shortbow +5 (1d4/x3 plus poison)

Spell-like Abilities (CL 8th)

At will—*detect evil* (range 150 ft.), *detect good* (range 150 ft.), *invisibility* (self only)

Str 8, **Dex** 18, **Con** 12, **Int** 12, **Wis** 16, **Cha** 16

Base Atk +0; **CMB** +8; **CMD** 13

Feats Dodge, Weapon Finesse^B

Skills Bluff +7, Craft (any one) +5, Fly +13, Knowledge (local or nature) +5, Perception +7, Perform (any one) +7, Sense Motive +7, Stealth +9

Languages Common, Elven, Sylvan; speak with animals

SQ immortal, poison use

Gear short sword, shortbow, 20 poisoned arrows (sprite poison)

Immortal (Ex)

Sprites are one of the few races that are truly immortal, never aging. They cannot die from natural causes. They still need to eat, sleep, and breathe, and can be killed normally.

Poison Use (Ex)

A sprite is never at risk of poisoning itself when handling poison. They use sprite poison on their arrows.

Speak with Animals (Su)

Sprites can communicate with animals as the spell of the same name. This innate supernatural ability is always active and cannot be negated or dispelled.

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O424.

The orcs of the **Bleeding Eye tribe** dwell on this floodplain, digging their lairs into rocky promontories. In all, there are three orc villages in the hex, each housing **1d4 x 100 orcs**. Two of the villages are commanded by **subchiefs** while the third is commanded by the great chief **Vilax**, a canny old orc with a magical battleaxe. The orcs keep **giant, vicious wolves** as guard animals and for their hunts. They are expert metal workers, wearing scale armor and chainmail and carrying all manner of spears, axes and pole arms.

VILAX

XP 3,200

Male barbarian 2, fighter 6
CE Medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft.; 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 *plantbane battleaxe* +18/+13 (1d8+10/x3)

Special Attacks rage power (superstition +2), weapon training (axes +1)

Str 22, **Dex** 12, **Con** 22, **Int** 8, **Wis** 10, **Cha** 9

Base Atk +8; **CMB** +14; **CMD** 25

Feats Greater Sunder, Greater Weapon Focus (battleaxe), Improved Sunder, Intimidating Prowess, Power Attack, Toughness, Weapon Focus (battleaxe), Weapon Specialization (battleaxe)

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 *plantbane battleaxe*, *potion of cure moderate wounds*, *potion of bull's strength*

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

ORC SUB-CHIEF

XP 800

Male orc warrior 4
N Medium humanoid (orc)

Init +2; **Senses** darkvision 60 ft.; Perception -2

AC 18, touch 12, flat-footed 16 (+5 armor, +2 Dex, +1 dodge)

hp 30 (4d10)

Fort +4, **Ref** +3, **Will** -1

Defensive Abilities ferocity

Weaknesses light sensitivity

Speed 20 ft. (30 ft. base)

Melee spear +7 (1d8+3/x3) or halberd +7 (1d10+4/x3)

Ranged spear +7 (1d8+3/x3)

Str 17, **Dex** 14, **Con** 11, **Int** 6, **Wis** 6, **Cha** 5

Base Atk +4; **CMB** +7; **CMD** 19

Feats Cleave, Dodge, Power Attack

Skills Climb +7, Intimidate +3

Languages Orc

Combat Gear Scale armor, spear, halberd

ORCS

XP 135

hp 11, (See the *Pathfinder Roleplaying Game Bestiary*, "Orc")

WORGs (4)

XP 400

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

CR 2

O426.

A small monastery of dark gray stone is inhabited by men known as the **Bald Friars**. The friars worship a leather-bound tome that purportedly contains a conversation between an angel and demon on the nature of the cosmos. The friars are staunchly neutral. They got their nickname by shaving their bodies of all hair, including eyebrows. They dye their bodies in vegetable dyes based upon their "level of enlightenment" within their religious community and wear leather armor under their black, hooded robes. The monastery contains a courtyard that is a natural cranberry bog decorated with weathered wooden totems bearing angel and demon shapes sticking out of the water, as well as wooden posts that allow one to traverse the bog without getting wet. Beneath the monastery there are catacombs that provide access to a subterranean river from which **kobold slaves** extract platinum ore. The abbot is a man named **Thost** whose skin is dyed aubergine.

THOST

XP 19,200

Male human cleric 12
N Medium humanoid (human)

Init +0; **Senses** Perception +12

AC 23, touch 10, flat-footed 23 (+10 armor, +3 shield)

hp 96 (12d8+24 plus 12)

Fort +10, **Ref** +4, **Will** +13

Speed 20 ft. (30 ft. base)

Melee +2 *heavy mace* +13/+9 (1d8+4)

Special Attacks blast rune (1d6+6, 12 rounds, 8/day), spell rune

Spell-Like Abilities (CL 12th, 12 rounds/day)

At Will—*clairvoyance/clairaudience*

Divine Spells Prepared (CL 12th)

6th—*antilife shell*, *find the path*^D, *heal*

5th—*break enchantment*, *greater command* (DC 22), *commune*, *true seeing*^D

4th—*discern lies* (DC 21), *divination*^D, *lesser planar ally*, *sending*, *spell immunity*

3rd—*blood biography* (DC 20), *detect thoughts*^D, *dispel magic*, *locate object*, *protection from energy*, *speak with dead*

2nd—*augury*, *detect thoughts*^D, *enthrall* (DC 19)^D, *hold person* (DC 19), *zone of truth* (DC 19)

1st—*bless*, *comprehend languages* x3, *erase*^D, *protection from evil*, *sanctuary* (DC 16)

0—*detect magic*, *guidance*, *read magic*, *resistance*

Domains Knowledge, Rune

Str 14, **Dex** 10, **Con** 14, **Int** 14, **Wis** 20, **Cha** 15

Base Atk +9; **CMB** +11; **CMD** 21

Feats Alertness, Cleave, Great Cleave, Improved Vital Strike, Leadership, Power Attack, Skill Focus (Knowledge [religion]), Vital Strike

Skills Diplomacy +11, Heal +13, Knowledge (arcana) +11, Knowledge (history) +11, Knowledge (religion) +15, Knowledge (religion) +12, Perception +12, Sense Motive +15, Spellcraft +12

Languages Celestial, common

SQ lore keeper (touch +11, +32 to Knowledge check)

Combat Gear +1 *full plate*, +1 *heavy steel shield*, +2 *heavy mace*, masterwork throwing hammer; **Other Gear** holy symbol

KOBOLD SLAVES

XP 135

hp 3, (see the *Pathfinder Roleplaying Game Bestiary*, "Goblin")

CR 1/3

CR 1/3

THE PIRATE COAST

0503.

A pass through the Aderumdoc Mountains here holds a **weird town** – a holdover from the days before the Sea Lords came to the Pirate Coast and the land was still occupied by small bands of exiles from the south. Nicknamed “Helltown” by the Sea Lords, they avoid it, for it is a wicked place.

Helltown is occupied by about **50 southmen** and their servants and slaves, which increase the total population to 300. The town stands astride a swift stream of white water that tumbles into the lowlands below. It consists of numerous buildings constructed from dark gray stone. The buildings are square and uninspired and many have black poles at the corners hung with multi-colored streamers. These buildings are divided by wide boulevards clad in reddish tile. The intersections contain fire pits tended by slaves and kept burning all day and night with weird oils and wood gathered from the highlands and bodies of spent slaves and prisoners. The land around Helltown is planted with hedges of blackberries, fields of mandragora root and gardens of ritual herbs. These gardens are tended by slaves taken from the surrounding country and overseen by **hobgoblins** armed with staves and daggers.

Some of the buildings are taller than others and occupied by the olive skinned people who dominated the coast after the fall of the stone giants. These towers consist of a subterranean slave pit/dungeon, a work chamber, a room for summoning demons, a library and laboratory and, at the top, the living quarters of the tower’s owner, invariably a wizard of some power. These wizards have servants that include goblins in black waistcoats and powdered wigs, imps, homunculi and men and women in ornate chains. Each of these wizards has a unique patron demon from whom they draw their power, and they are locked in unending machinations against one another.

A deep depression in the middle of the town is filled with spongy, black ground and surrounded by a number of obsidian pylons carved with demonic faces. Speaking the correct words causes these faces to spew forth gases that alter emotions, cause hallucinations and madness.

SOUTHMEN WARRIORS

CR 2

XP 600

Male human warrior 3
LN Medium humanoid (human)
Init +1; **Senses** Perception +1

AC 14, touch 11, flat-footed 13 (+2 armor, +1 Dex, +1 shield)
hp 25 (3d10+6 plus 3)
Fort +4, **Ref** +2, **Will** +0

Speed 30 ft.

Melee spear +4 (1d6+1/x3) or dagger +2 (1d4+1/19–20)
Ranged shortbow +5 (1d6/x3)

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

Base Atk +3; **CMB** +4; **CMD** 15

Feats Toughness, Weapon Focus (shortbow), Weapon Focus (spear)

Skills Handle Animal +5, Intimidate +5, Ride +7

Languages Common

Gear Spear, leather armor, light wooden shield, short bow, 20 arrows, long knife (treat as dagger); **Other Gear** woolen tunic, trousers, leather sandals

HOBGOBLINS

CR 1/2

XP 200

hp 5, (see the *Pathfinder Roleplaying Game Bestiary*, “Hobgoblin”)

0507.

There is a **large structure** here, a mound first constructed by the ancient stone giants and then fortified with stone by the dwarves, who used it as a temple. The dwarves constructed a shaft about 100 ft. deep to hold their cubical idol of Mother Rock at the bottom. This idol still exists, but the mound is now used by a **college of druids**, who have sealed the holy shaft

with a bronze grate. The druids are stocky men and women with olive skin and platinum blond hair. They wear white robes over leather armor and carry long, curved swords. The druids resent the arrival of the Sea Lords and hate the damage the humanoid tribes do the woods. In revenge, they are growing a crop of **mandragoras** that they intend to turn into ogre-sized brutes. With these creatures they will drive the humanoids and Sea Lords from the region.

MANDRAGORAS

CR 4

XP 1,200

hp 37, (see the *Pathfinder Roleplaying Game Bestiary II*, “Mandragora”)

0514.

A **lodge of sod and stone** rests upon a hill surrounded by beeches that buzz with hornets. A small chimney in the lodge releases a thin wisp of smoke. The lodge is the dwelling of **three deer women**, sisters as ancient as the Pirate Coast who keep its lore and sing its tales. They are willing to share their stories with those who have stories to give in return. Their only treasure is a collection of ten large spears of white oak with heads of silver.

DEER WOMEN (3)

CR 4

XP 1,200

CN Medium fey

Init +2; **Senses** low-light vision; Perception +18

AC 18, touch 13, flat-footed 15 (+2 Dex, +1 dodge, +5 natural)

hp 44 (8d6+16)

Fort +4, **Ref** +8, **Will** +8

DR 5/cold iron

Speed 40 ft.

Melee dagger +6 (1d4+2/19–20), horns +1 (1d6+1)

Spell-Like Abilities (CL 8th)

At will—*charm person* (DC 15), *dancing lights*, *ghost sound* (DC 14), *sleep* (DC 15), *suggestion* (DC 17)

1/day—*irresistible dance* (DC 22), *summon nature's ally III*

Str 14, **Dex** 15, **Con** 15, **Int** 12, **Wis** 14, **Cha** 19

Base Atk +4; **CMB** +6; **CMD** 18

Base Atk +4; **CMB** +6; **CMD** 18

Feats Dodge, Mobility,

Skill Focus (Perception),

Weapon Finesse

Skills Bluff +15, Diplomacy

+15, Disguise +9, Intimidate

+9, Knowledge (local) +12,

Knowledge (nature) +10,

Perception +18, Stealth +17,

Survival +7; **Racial Modifiers** +4

Perception, +4 Stealth

Languages Common, Sylvan

0519.

On a headland jutting into a placid river there is a **small structure of white stones** – an artful pile more than an actual structure. Inside the structure there dwells a pitiable creature, a massive **white worm** with the eyes of an elf. The worm



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cannot speak, but it understands all languages and can imbue any person with any arcane spell, provided they bring it a pound of grave dirt from a freshly buried maiden.

O522.

There is a **ceremonial mound** here dedicated to the gods from beyond the stars. The mound is 30 ft. tall, 40 ft. wide and 90 ft. long. Atop the mound there is traced out the form of what appears to be a salamander outlined in chalk and white stones. Any use of arcane spells atop the mound causes the entire object to shift into the ethereal plane, dropping anyone on the mound 60 ft. into a freezing subterranean lake. The fall is surprisingly slow, as though the molecules of earth only hesitantly leave the material plane. The fall inflicts only 2d6 points of damage.

The shores of this lake, which is about 500 ft. in diameter, is populated by **weird men and women** with pallid skin and matted hair decorated with phosphorescent fungus picked from the cave walls. The people are emotionless and almost zombie-like, and live off of the electric eels and small shellfish in the shallow waters. All of these people are gods-touched, invoking the names of their alien gods to powerful effect, and risking (5% chance) being consumed by the alien energies each time they do so.

Alien God Invoked	Effect
Aulabotepha	<i>Confusion</i> , for Aulabotepha is the god of falsehood who takes the form of a white ant with human eyes
Gnothor	<i>Animate dead</i> , for Gnothor is the god of death who takes the form of a hairless rodent with lemon-yellow skin and eyes of deepest blue
Iskehot	<i>Baleful curse</i> , for Iskehot is the terrible god of fate who takes the form of a black cat-thing wreathed in moaning souls
Krlh	<i>Shield</i> , for Krlh is the goddess of war, who takes the form of a pseudo-female with six arms, eight legs and twelve heads with serpent tongues and obsidian alicorns jutting from their skulls
M'harsao	<i>Lightning bolt</i> , for M'harsao is the god of eels who takes the form of a monstrous eel
Yudegostho	<i>Lower water</i> , for Yudegostho is the god of the lake who takes the form of a great octopus with tentacles tipped with human faces that contort and scream

WEIRD MEN AND WOMEN

CR 1/3

XP 135

Male and female human commoner 1

N Medium humanoid (human)

Init -1; **Senses** Perception +3

AC 10, touch 9, flat-footed 10 (+1 armor, -1 Dex)

hp 4 (1d6+1)

Fort +1, **Ref** -1, **Will** +1

Speed 30 ft.

Melee unarmed strike +2 (1d3+1)

Spell-like Abilities

1/day=invocation (see table)

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

Base Atk +0; **CMB** +2; **CMD** 11

Feats Endurance, Skill Focus (profession)

Skills Knowledge (history) +1, Perception +3, Profession (any one) +6

Languages Common

O529.

An **ancient abandoned prison** stands here, dominating the landscape. The prison was constructed by the stone giants, and thus sized for giants. It is constructed of gray stone and has a single entrance blocked by two thick portcullises of steel. The prison consists of a tall, round building of four stories (20 ft. tall each) lined with cages. There is a central guard tower in the middle of this larger tower and the floor of the large tower is actually a treadmill, meant to work the energy out of prisoners. The prison is now roamed by a few random jellies and giant rats. The only sentient inhabitant is the spectre of a stone giant murderer named **Verc**. Turning the treadmill requires 36 people, twelve horses or six oxen. It does nothing useful.

VERC THE SPECTRE

CR 7

XP 3,200

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

O601.

The Aderumdoc Mountains here are home to a heavily fortified monastery of uneven copper-colored stones. The monastery is constructed atop a mountain and can only be reached by climbing sheer, 100 ft. cliffs. Few ever make it to the summit. The monastery has no doors and open windows, allowing the elements free access to all but the innermost sanctum of the temple, where sits the abbot, **Zumba the Prime**, in quiet meditation. The brothers of the monastery call themselves **Zarathustrans**, and believe they have moved beyond humanity. They are emotionless and logical, spending their days in drug-induced meditation and the purging themselves of the fumes of the black lotus through exercise and martial training.

The monks number 10 postulants and three brothers. The abbot, Zumba, is a gaunt man with a high forehead and shaved head. The monks keep a treasure of 2,000 sp, 1,885 gp and three gemstones – obsidian (200 gp) and two smoky quartz (10 gp).

ZUMBA THE PRIME

CR 17

XP 102,400

Male human monk 17 (monk of the sacred mountain)

N Medium humanoid (human)

Init +3; **Senses** Perception +32

AC 28, touch 27, flat-footed 25 (+3 Dex, +4 monk, +1 natural, +2 insight, +8 Wisdom)

hp 172 (17d8+34 plus 34)

Fort +12, **Ref** +13, **Will** +18; +2 vs. enchantment

Defensive Abilities adamantine monk, bastion stance, diamond body, diamond soul, iron limb defense, iron monk, still mind, fimeless body; **DR** 3/-; **Immune** disease, poison; **SR** 27

Speed 80 ft.

Melee unarmed strike +16/+11/+6 (2d8+3/19-20) or flurry of blows +19/+19/+14/+14/+9/+9/+4 (2d8+3/19-20)

Special Attacks quivering palm (DC 26)

Str 16, **Dex** 16, **Con** 15, **Int** 13, **Wis** 26, **Cha** 14

Base Atk +12; **CMB** +20 (+24 to grapple); **CMD** 42 (44 vs. grapple)

Feats Alertness, Chokehold, Combat Reflexes^B, Dodge^B, Greater Grapple, Improved Critical^B, Improved Grapple, Improved Unarmed Strike^B, Mobility^B, Pinning Knockout, Power Attack, Skill Focus (sense motive), Spring Attack^B, Snake Style, Stunning Fist^B, Toughness^B, Vital Strike, Weapon Focus (unarmed strike)

Skills Acrobatics +19, Climb +17, Diplomacy +2, Escape Artist +19, Knowledge (history) +17, Knowledge (religion) +17, Perception +32, Sense Motive +40, Stealth +23

Languages Common (does not speak)

SQ abundant step, ki pool (16 points, adamantine), vow of

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silence, wholeness of body (17 hit points)
Other Gear brass medallion worth 155 gp

ZARATHRUSTRAN BROTHER

XP 1,200

Male human monk 4
 N Medium human (human)
Init +1; **Senses** Perception +9

AC 15, touch 15, flat-footed 14 (+1 Dex, +1 monk, +3 Wisdom)

hp 22 (4d8 plus 4)

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

Defensive Abilities evasion, slow fall (20 ft.), still mind

Speed 40 ft.

Melee unarmed strike +5 (1d8+1) or flurry of blows +4/+4 (1d8+1)

Str 12, **Dex** 13, **Con** 11, **Int** 10, **Wis** 16, **Cha** 10

Base Atk +3; **CMB** +5; **CMD** 20

Feats Combat Reflexes, Dodge^B, Improved Unarmed Strike^B, Mobility, Stunning Fist^B, Weapon Focus (unarmed strike)

Skills Acrobatics +7, Diplomacy +2, Escape Artist +7, Knowledge (local) +3, Knowledge (religion) +6, Perception +9, Sense Motive +9

Languages Common

ZARATHRUSTRAN POSTULENT

XP 1,200

Male human monk 1
 N Medium human (human)
Init +1; **Senses** Perception +2

AC 15, touch 15, flat-footed 14 (+1 Dex, +1 monk, +2 Wisdom)

hp 6 (1d8 plus 1)

Fort +2, **Ref** +3, **Will** +4

Speed 30 ft.

Melee unarmed strike +1 (1d6+1) or flurry of blows +0/+0 (1d6+1)

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

Base Atk +0; **CMB** +1; **CMD** 14

Feats Combat Reflexes, Improved Unarmed Strike^B, Stunning Fist^B, Weapon Focus (unarmed strike)

Skills Acrobatics +5, Escape Artist +5, Knowledge (religion) +3, Perception +2, Sense Motive +6

Languages Common

o60j.

There is an **old trail** here, the soil pounded into stone by the action of dwarf mallets, feet and their iron-shod ponies over the centuries. The trail is often quite narrow, and every few miles there is a tree with a secret entrance (DC 20 Perception check to notice) into a root cellar holding long, purple tubers that taste of cinnamon, casks of pale ale and mead and various supplies like rope, leather sacks and torches.

The trail finally pierces a narrow gap in the Aderumdoc Mountains. The cliffs to either side of the trail stand 40 ft. tall, and are in fact watch towers hollowed out by the dwarves and pierced with arrow slits so cleverly hidden as to be almost invisible to non-dwarves. The watch towers are usually manned by **1d6+4 dwarves** each armed with crossbows, hand axes and long spears. The watch towers can only be entered from tunnels that run beneath the trail, tunnels that lead to the dwarf fortress-butte of **Zimony** located to the west of the area depicted on the enclosed map.

DWARF WARRIORS

XP 1,600

Male dwarf warrior 6

CR 4

CN Medium humanoid (dwarf)
Init +1; **Senses** darkvision 60 ft.; Perception +5

AC 19, touch 10, flat-footed 19 (+9 armor)

hp 72 (6d10+24 plus 12)

Fort +9, **Ref** +3, **Will** +1

Defensive Abilities defensive training, hardy, mental confusion

Speed 15 ft.

Melee longsword +9/+4 (1d8+4/x3) or handaxe +9/+4 (1d6+3/x3)

Melee heavy crossbow +7 (1d10/19–20)

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 Point Blank Shot, Power Attack, Toughness

Skills Knowledge (dungeoneering) +6, Perception +5

Languages Common, dwarf

Combat Gear Full plate armor, hand axe, longsword, heavy crossbow, 20 bolts

o610.

These wooded hills are haunted by a **strange man**, maybe a spirit of the woods, who appears as an aged man, long and lank with a wondrous beard and mustache of silver and chestnut and buck teeth through which he whistles a merry tune. The man wears a slouch hat of burlled ivory felt and a gray suit of clothes – cloak, trousers and buttoned tunic. Wandering monster encounters in this hex are always with this man, who seems to act towards a goal that is incomprehensible to others. He is usually friendly to helpless strangers, but randomly guides them back towards civilization or deeper into the mysterious woods. He is an expert riddler and a stern task master who can, with a month of intensive training, put a person onto the path of the druid or ranger with ease (i.e. can train people to be 1st level rangers or druids and bestows them a +10% bonus to earned experience points for one level). He also knows everything there is to know about the wooded hills (locations, personalities, etc.), but shares his knowledge only with folk he has taken a liking to.

BEARDED STRANGER

XP 76,800

Male human oracle 16
 N Medium humanoid (human)
Init +1; **Senses** Perception +11

CR 16

AC 16, touch 16, flat-footed 10 (+6 Cha)

hp 130 (16d8+64 plus 16)

Fort +9, **Ref** +6, **Will** +17

Speed 30 ft.

Melee +5 *quarterstaff* +18/+13/+8 (1d6+6) or touch +13 (by spell)

Ranged touch +13 (by spell)

Oracle Spells Prepared (CL 16th; concentration +22)

8th (3/day)—*animal shapes*^B, *create demiplane*

7th (5/day)—*control weather*, *creeping doom* (DC 22)^B,

greater restoration

6th (7/day)—*banishment* (DC 21), *heal*, *stone tell*^B, *summon monster VI*

5th (7/day)—*atonement*, *awaken*^B, *break enchantment*,

greater forbid action (DC 20), *spell resistance*

4th (7/day)—*air walk*, *divination*, *grove of respite*^B, *rest*

eternal, *terrible remorse* (DC 19)

3rd (7/day)—*bestow curse* (DC 18), *create food and water*,

nap stack, *speak with plants*^B, *zone of truth* (DC 18)

2nd (8/day)—*augury*, *barkskin*^B, *calm emotions* (DC 17),

eagle's splendor, *share language*, *web shelter*

1st (8/day)—*ant haul*, *charm animal* (DC 16)^B, *entropic*

shield, *forbid action* (DC 16), *sanctify corpse*, *shield of faith*

0 (at will)—*bleed* (DC 15), *detect magic*, *detect poison*,

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guidance, light, read magic, resistance, stabilize, virtue
Mystery Nature

Str 12, Dex 12, Con 18, Int 10, Wis 18, Cha 22

Base Atk +12; CMB +13; CMD 24

Feats Alertness, Bouncing Spell, Combat Casting, Divine Interference, Iron Will, Greater Spell Penetration, Skill Focus (knowledge [nature]), Spell Penetration, Uncanny Concentration

Skills Climb +11, Diplomacy +16, Heal +14, Knowledge (arcana) +10, Knowledge (nature) +13, Knowledge (planes) +10, Knowledge (religion) +10, Perception +11, Sense Motive +14, Spellcraft +10, Survival +14

Languages Aklo, common, sylvan (spoken in combat), speak any language

SQ oracle's curse (tongues), revelation (friend to the animals, natural divination 5/day, nature's whispers, spirit of nature, undo artifice 6/day)

Combat Gear +5 quarterstaff

O63I.

Nin are furry humanoid about 4 ft. in height with sleek, dark brown fur. Their heads resemble those of seals or otters, but they have four beady, black eyes. Nins are extremely fast, and each round can make two attacks and take two moves. Nin warriors rarely wear armor. They carry long daggers and slings. A **band of 30** of the creatures dwells here in woven huts sitting crane style on posts driven into the mud.

The nin are famous as thieves and shysters, but are well regarded for the mystic beers they brew from the bark of swamp trees. The band is led by an aged female called **Pith**, who wears a patchwork cloak of brilliant blue hues and carries a crooked walking stick.

NIN

CR 1

XP 400

N Small monstrous humanoid

Init +9; **Senses** darkvision 60 ft.; **Perception** +6

AC 17, touch 17, flat-footed 11 (+5 Dex, +1 dodge, +1 size)

hp 7 (1d10+2)

Fort +2; **Ref** +8; **Will** +4

Speed 60 ft.

Melee dagger +3/+3 (1d3/19–20), bite +3/+3 (1d4)

Ranged sling +8/+8 (1d3)

Spell-like Abilities (CL 1st):

Continuous—*haste* (self only, stat block reflects the benefits of this ability)

Str 11, Dex 20, Con 14, Int 11, Wis 14, Cha 13

Base Atk +1; **CMB** +0; **CMD** 15

Feats Improved Initiative

Skills Bluff +2, Craft (alchemy) +4, Intimidate +5, Perception +6, Stealth +9

Languages Nin, undercommon

Combat Gear small dagger, small sling, 20 sling stones, 1d4 bottles of nin beer

Nin Beer (Ex)

Nin beer comes in two varieties: curative and precognitive. Nin do not sell their beer, but may give a bottle or two to an ally. A bottle of curative nin beer cure 1d4 hit points of damage. A bottle of precognitive nin beer allows the imbiber to reroll any single d20 roll within the next 24 hours. Multiple bottles of precognitive nin beer consumed within the same 24-hour period do not stack with one another. Each type of nin beer requires a DC 20 Craft (alchemy) check and 8 hours of work to create.



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0711.

A **snoot of ten orcs** with pointed helms, cleaver-like axes and crossbows is operating here as highwaymen, relieving passing merchants of their valuables and then sending them along (except for the few who were chosen to be dinner). The orcs have amassed a small treasure consisting of a brass compass, 3,400 cp and a bill of sale that guarantees the delivery of 2,000 gp worth of topaz from the dwarves of the Granite Teeth tribe [**Hex 0801**].

ORC HIGHWAYMEN (10)

XP 800

Male orc warrior 5

CE Medium humanoid (orc)

Init +4; **Senses** darkvision 60 ft. ; Perception -1

Weakness light sensitivity

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

hp 44 (5d10+5)

Fort +5, **Ref** +1, **Will** +0

Defensive Abilities ferocity

Speed 30 ft.

Melee battleaxe +10 (1d8+4/x3)

Ranged heavy crossbow +5 (1d10/19-20)

Str 18, **Dex** 11, **Con** 12, **Int** 7, **Wis** 8, **Cha** 6

Base Atk +5; **CMB** +9; **CMD** 19

Feats Improved Initiative, Power Attack, Weapon Focus (battleaxe)

Skills Intimidate +6

Languages Common, Orc

SQ weapon familiarity

Combat Gear studded leather armor, falchion, 3 javelins

0715.

Fat Sanan is a fur trader living in a small trading post in the woods. The post consists of a blockhouse surrounded by a wooden stockade with walls about 15 ft. tall. The stockade encompasses about one acre of land. Sanan is an ex-pirate and a working smuggler, as well as a card cheat and a back stabber. He is married to **Avena**, an elf woman with a crooked smile. As pretty as she is, in that elusive, almost unnerving elf way, Avena is as untrustworthy as any creature that has ever lived. Fat Sanan has two locked chests containing about 500 gp worth of pelts and furs and a store full of ordinary supplies. His most prized possession is buried in the yard underneath a barrel of rainwater. This is an oddly shaped **stone** that was chipped from the first human temple in the world. It is kept in a small clay jar filled with salt and sealed with straw and wax. In the hands of a cleric, the stone increases their caster level by three.

FAT SANAN

XP 9,600

Male human rogue 10

CE Medium humanoid (human)

Init +3; **Senses** Perception +11

AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)

hp 57 (10d8 plus 10)

Fort +3, **Ref** +10, **Will** +3; +3 vs. Fear

Defensive Abilities another day, evasion, improved uncanny dodge, unflinching

Speed 30 ft.

Melee +1 short sword +12/+7 (1d6+2/19-20) or +1 dagger +11/+5 (1d4+2/19-20)

Ranged +1 short bow +11/+6 (1d6+1/x3) or +1 dagger +11/+5 (1d4+2/19-20)

Special Attacks sneak attack +5d6, rogue talent (finesse rogue), rogue talent (weapon training)

Str 13, **Dex** 16, **Con** 11, **Int** 12, **Wis** 11, **Cha** 13

Base Atk +7; **CMB** +8; **CMD** 21

Feats Extra Rogue Talent, Nimble Moves, Persuasive, Point Blank Shot, Precise Shot, Sea Legs^B, Skill Focus (diplomacy), Weapon Finesse^B, Weapon Focus (short sword)^B

Skills Acrobatics +12, Bluff +14, Climb +10, Diplomacy +17, Disable Device +14, Escape Artist +14, Intimidate +12, Knowledge (local) +12, Perception +11, Profession (sailor) +11, Sense Motive +11, Sleight of Hand +14, Stealth +14

SQ black market connections, deft palm, swinging reposition

Combat Gear Leather armor, +1 short sword,

2 +1 daggers, +1 short bow, 10 arrows;

Other Gear masterwork thieves tools

AVENA

XP 2,400

Female elf rogue 6

CE Medium humanoid (elf)

Init +8; **Senses** Perception +7

AC 15, touch 13, flat-footed 12 (+2 armor, +4 Dex)

hp 37 (6d8 plus 6)

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

Defensive Abilities evasion, uncanny dodge, trap sense +1;

Immune sleep

Speed 30 ft.

Melee shortsword +8/+3 (1d6/19-20) or dagger +7/+2 (1d4/19-20)

Ranged dart +7 (1d4)

Special Attacks sneak attack +3d6, rogue talent (finesse rogue), rogue talent (weapon training)

Str 10, **Dex** 18, **Con** 10, **Int** 10, **Wis** 10, **Cha** 18

Base Atk +3; **CMB** +3; **CMD** 17

Feats Improved Initiative, Point Blank Shot, Precise Shot, Weapon Finesse^B, Weapon Focus (short sword)^B

Skills Acrobatics +11, Bluff +12, Disable Device +11, Escape Artist +11, Knowledge (local) +7, Perception +7, Sense Motive +7, Sleight of Hand +11, Stealth +11

Combat Gear Leather armor, short sword, dagger, 5 darts;

Other Gear thieves' tools

0721.

On a windswept plain there stands a statue of a hawk-nosed man with a sneering mouth. The statue is carved from basalt and looks unfinished. It has been painted in places with red and white paint, and around the base there are dried gibbets of meat and humanoid organs left as offerings. The statue has four drums at his feet, carved from the stone but having skins of dragonhide and thus playable as actual drums. The drums contain the **Four Terrible Winds of the Black God** – ancient spirits that can be released only by playing the four drums in unison for four days and nights. This requires four successive DC 15 Constitution checks at cumulative daily penalties of -2 (i.e. -2 on the first day, -4 the second, etc.)

The drumming attracts the local humanoids, which flock to the statue to watch the spirits be unleashed. Bands of **goblins** (1d30+30), **orcs** (1d20+25) and **hobgoblins** (1d20+15) all come to the ritual, taking 1d4 days each to make it there.

Once released, the spirits emerge from the drums, which tear open. Each spirit looks like an animal and rushes from the drum like a wind. The **Wolf Wind** streaks south, blighting crops and withering trees. The **Buzzard Wind** streaks to the east, rousing the people to war. The **Rat Wind** streaks north, stirring men and women to kill their neighbors and making murderers of them. The final wind is the **White Rabbit Wind**, who streaks to the west and carries with it joy, hope and prosperity.

Each spirit travels many miles and then roosts in a single hex. The effects of the winds persist until all four of the spirits are chained in iron and carried back to the statue and sealed in their drums with dragon hides prepared by a druid of at least 9th level. If destroyed, a spirit simply reappears one week later.

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TERRIBLE WINDS OF THE BLACK GOD (4)

hp 95, (see the *Pathfinder Roleplaying Game Bestiary*, “Elemental, Air, Huge” with the following changes:

WOLF WIND

XP 6,400

Add ‘Chaotic’ to its subtypes.

Defensive Abilities air mastery; **DR** 5/—; **Immune** cold, elemental traits, fire; **SR** 20

Melee 2 slams +17 (2d6+6 plus bane)

Special Attacks bane (+2d6 damage to lawful creatures), breath weapon (30 ft. cone, 4d6 cold damage, Ref DC 19 for half, useable every round), whirlwind (DC 21)

CR 9

BUZZARD WIND

XP 4,800

Add ‘Chaotic’ to its subtypes.

Defensive Abilities air mastery; **DR** 5/—; **Immune** cold, elemental traits, fire; **SR** 17

Melee 2 slams +17 (2d6+6 plus bane)

Special Attacks bane (+2d6 damage to lawful creatures), whirlwind (DC 21)

CR 8

RAT WIND

XP 6,400

Add ‘Chaotic’ to its subtypes.

Defensive Abilities air mastery; **DR** 5/—; **Immune** cold, elemental traits, fire; **SR** 14

Melee 2 slams +17 (2d6+6 plus bane plus disease)

Special Attacks bane (+2d6 damage to lawful creatures), disease (mummy rot), whirlwind (DC 21)

Mummy Rot (Su) Curse and disease—slam; save Fort DC 19 for half; onset 1 minute; frequency 1/day; effect 1d6 Con and 1d6 Cha; cure —. Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed on a DC 20 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised without a *resurrection* or greater magic. The save DC is Constitution-based.

CR 9

WHITE RABBIT WIND

XP 3,200

Add ‘Lawful’ to its subtypes.

Defensive Abilities air mastery; **DR** 5/—; **Immune** cold, elemental traits, fire; **SR** 14

Melee 2 slams +17 (2d6+6 plus bane)

Special Attacks bane (+2d6 damage to chaotic creatures), whirlwind (DC 21)

CR 8

0727.

In a clearing there is a **wide oak stump**. Sitting on the stump there is a smallish Albian with a creased face and lank auburn hair. The **man** is eating an apple and smoking a plain, wooden pipe. He is intently studying a large, leather-bound book in which he has drawn, in colored inks, the human anatomy. While the man scratches his head, a **female elf** in the garb of a woodsman and with a terrible bite wound on her side winces in pain on the ground beneath his feet. Her wound is bandaged, and as she moans in pain the man clicks his tongue and tells her to be patient, for the differences in human and elf anatomy could prove fatal if he does not take care.

INBER

XP 3,200

N male human expert 8

hp 32 (8d8–8)

CR 7

Str 11, **Dex** 15, **Con** 9, **Int** 18, **Wis** 16, **Cha** 11

Skills Bluff +12, Craft (alchemy) +16, Heal +18, Knowledge (history) +16, Knowledge (local) +16, Knowledge (nature) +16, Knowledge (religion) +16, Sense Motive +15

Gear Masterwork medical tools (+2 to heal), bandages, medical notebook

THRISTA

XP 12,800

Female elf magus 11

CG Medium humanoid (elf)

Init +5; **Senses** low-light vision; Perception +6

CR 11

AC 15, touch 15, flat-footed 10 (+5 Dex)

hp 67, currently 4 (1d8 plus 11)

Fort +7, **Ref** +8, **Will** +7; +2 vs. Enchantment

Immune sleep

Speed 30 ft.

Melee +1 *elven curve blade* +13/+8 (1d10+2/18–20) and +1 *hand axe* +12/+7 (1d6+1/x3)

Ranged +2 *longbow* +16/+11 (1d8+2/x3)

Special Attacks spell combat, spellstrike

Magus Spells Prepared (CL 11th; concentration +13)

4th—*beast shape II*, *dimension door*, *stoneskin*

3rd—*beast shape I*, *haste*, *major image*, *slow*, *water breathing*

2nd—*acid arrow* (DC 16), *cat's grace*, *invisibility x2*, *spider climb*

1st—*burning hands* (DC 15), *expeditious retreat*, *jump*, *magic missile*, *shield*, *true strike*

0—*dancing lights*, *detect magic*, *light*, *open/close*, *read magic*

Str 12, **Dex** 21, **Con** 11, **Int** 18, **Wis** 11, **Cha** 12

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

Feats Improved Two-Weapon Fighting, Point Blank Shot, Precise Shot, Two-Weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (elven curve blade), Weapon Focus (longbow)

Skills Climb +10, Intimidate +10, Knowledge (arcana) +13, Knowledge (geography) +10, Knowledge (nature) +10, Perception +6, Sense Motive +6, Spellcraft +13, Stealth +11, Survival +6, Swim +10

Languages Common, elven, goblin, orc, sylvan

SQ Arcane pool (9 points), magus arcana (arcane accuracy, hasted assault, silent magic), improved spell recall

Combat Gear +1 *elven curve blade*, +1 *hand axe*, +2 *longbow*, leather clothing

0730.

An **ancient dome** first constructed by the stone giants stands near a stream on a swampy lowland. The dome was an arena of sorts of the stone giants, where gladiatorial combat was conducted between rivals in love and between athletes and cave bears. The dome can be entered via two gates – one on the south and one on the north of the structure. The gates are barred by portcullises (and *arcane locked*, CL 16th). These gates open onto tunnels that lead to the arena floor and also branch off into a tunnel that runs the perimeter. This perimeter tunnel allows access to the bleachers via staircases and to the tunnels underneath the arena that are now flooded.

The arena is now inhabited by a crooked old lich called **Humlakil the Horrid**, a member of the ancient stocky race that once dwelled in the highlands in caves far from the stone giants. Humlakil is skeletal, but has a droopy gray mustache and a cracked skull. He keeps a pack of **mountain lions** as guardians, allowing them to hunt in the hex but summoning them back each night to patrol the arena. The flooded tunnels contain a secret chamber wherein is hidden the lich's phylactery, a large diamond worth 7,500 gp.

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The lich's treasure consists of 1,100 gp, a whalebone quill (100 gp), an alabaster statuette of a pretty maid preparing for a bath (50 gp), a tarnished golden lamp (10 gp), a heavy copper torc intended for a stone giant (30 gp), a white pine short bow and a grimoire with a cover of dark aqua-colored leather. The lich keeps it stacked in a dozen small caches in the walls, each one trapped with a scything blade designed to take off a person's hand. Those who suffer more than 25 points of damage lose the use of their hand for 1d4 hours.

Humladil's grimoire contains the following spells: 1st - *Charm person*, *magic missile*, *read languages*, *shield*; 2nd - *Darkness*, *invisibility*, *knock*, *strength*; 3rd - *Dispel magic*, *haste*, *hold person*, *monster summoning I*, *slow*; 4th - *Confusion*, *dimension door*, *polymorph self*; 5th - *Cloudkill*, *feeblemind*, *teleport*, *wall of stone*; 6th - *Monster summoning VI*.

WALL SCYTHE TRAP

CR 4

XP 1,200

Type mechanical; Perception DC 20; Disable Device DC 20

Trigger location; Reset automatic reset

Effect Atk +20 melee (scythe; 2d4+6/18–20×4)

HUMLADIL THE HORRID

CR 18

XP 153,600

Male human lich loremaster 9, wizard 7 diviner NE Medium undead (augmented humanoid) **Init** +5; **Senses** darkvision 60 ft.; Perception +24 **Aura** fear (60-ft. radius, DC 21)

AC 18, touch 13, flat-footed 16 (+2 Dex, +1 dodge, +5 natural)

hp 116 (7d6+9d6+48 plus 16)

Fort +10, **Ref** +9, **Will** +13

Defensive Abilities channel resistance +4, forewarned, loremaster secret (+1 dodge bonus to AC, +2 to Fortitude saves, +2 to Reflex saves); **DR** 15/bludgeoning and magic; **Immune** cold, electricity, undead traits

Speed 30 ft.

Melee touch +7 (1d8+8 plus paralyzing touch)

Ranged touch +9 (by spell)

Special Attacks paralyzing touch (DC 21)

Spells Prepared (CL 16th; concentration +27)

8th—*discern location*^B, *greater prying eyes*, *temporal stasis* (DC 25)

7th—*greater arcane sight*^B, *greater scrying*, *greater teleport*, *vision*

6th—*analyze dweomer*^B, *greater dispel magic*, *legend lore*, *true seeing*, *unwilling shield* (DC 23)

5th—*baleful polymorph* (DC 22), *contact other plane*^B, *overland flight*, *telekinesis*, *wall of force*

4th—*dimensional anchor*, *greater invisibility*, *locate creature*^B, *resilient sphere* (DC 21), *stoneskin*

3rd—*blood biography* (DC 20)^B, *dispel magic* x2, *hold person* (DC 20), *secret page*, *slow* x2 (DC 20)

2nd—*detect thoughts* (DC 19)^B, *detect thoughts* x2 (DC 19), *locate object* x3

1st—*identify*^B, *mage armor*, *magic missile* x2, *protection from good*, *shield*, *true strike* x2

0—*detect magic*, *detect poison*, *read magic*

Arcane School divination **Opposition Schools** illusion, transmutation

Str 10, **Dex** 14, **Con** —, **Int** 25, **Wis** 16, **Cha** 16

Base Atk +7; **CMB** +7; **CMD** 19

Feats Combat Casting, Craft Staff^B, Craft Wondrous Item^B, Extend Spell^B, Greater Spell Penetration, Minor Spell Expertise, Persistent Spell, Scribe Scroll^B, Selective Spell, Skill Focus (knowledge [history]), Skill Focus (profession), Spell Penetration, Toughness^B

Skills Appraise +20, Craft (bookbinding) +20, Fly +15,

Intimidate +16, Knowledge (arcana) +30, Knowledge (geography) +30, Knowledge (history) +33, Knowledge (local) +30, Knowledge (planes) +30, Knowledge (all others) +9, Linguistics +20, Perception +24, Profession (scribe) +16, Sense Motive +24, Spellcraft +21, Stealth +14; **Racial Modifiers** +8 Perception, +8 Sense Motive, +8 Stealth **Languages** Abyssal, Aklo, Aquan, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Ignan, Infernal, Orc, Undercommon; permanent *comprehend languages* and *tongues*

SQ diviner's fortune (+3, 8/day), greater lore, lore, scrying adept

MOUNTAIN LIONS (2)

CR 2

XP 600

hp 21, (see the *Pathfinder Roleplaying Game Bestiary*, "Cat, Leopard")

o8oi.

This hex is the range of a sycorex (a prehistoric flying lizard just slightly smaller than a black dragon) the local dwarves call **Andlat**. The beast perches atop the tall, fang-like mountains of granite that rise in this hex, their lower slopes being covered with scrub oak, dandelions, bloodroot and jack-in-the-pulpit. The **dwarves** of the mountains dwell in deep caves in clans of 1d6 x 5 individuals. The dwarves of the Granite Teeth tribe are known to be extremely clannish and wary of outsiders. They are often called "bluddwergs" by other dwarves because of their almost uniformly red clothing, dyed in the sap of the bloodroot. The dwarves hunt the small mammals and birds in the area, dig up grubs and roots and mine their caves for topaz, which they trade via the subterranean trade routes to other dwarves for supplies. They brew dandelion wine, dandelion coffee and root beer, all of which find a ready market among the other dwarves of the mountains and the Sea Lords of the coast. The women of the dwarf clans are well versed in natural magic and the art of medicinal herbs, having the ability to cast spells as druids 1-3. Encounters in this hex are always with either the sycorex (75%) or the dwarves (25%). When out in the open, the dwarves are armed with axes or picks and carry short bows. Their arrows are dipped in bloodroot sap and cause burning pain (-1 to AC and to hit) unless a victim makes a DC 15 Fortitude save.

ANDLAT THE SYCOREX

CR 6

XP 2,400

N Large magical beast

Init +3; **Senses** blindsight 120 ft.; **Perception** +12

AC 22, touch 13, flat-footed 18 (+3 Dex, +1 dodge, +9 natural, -1 size)

hp 45 (6d10+12)

Fort +7; **Ref** +8; **Will** +4

Immune gaze attacks, visual effects and illusions, sight-based attacks, sonic

Weaknesses blind

Speed 30 ft., fly 80 ft. (average)

Melee bite +8 (1d8+3), 2 claws +8 (1d6+3)

Ranged sonic lance +8 ranged touch (4d6 sonic)

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

Special Attacks explosion

Str 16, **Dex** 16, **Con** 14, **Int** 7, **Wis** 15, **Cha** 11

Base Atk +6; **CMB** +10; **CMD** 28 (28 vs. trip)

Feats Dodge, Flyby Attack, Skill Focus (Perception)

Skills Fly +7, Perception +12; **Racial Modifiers** +4 Perception

Languages Draconic

Blind (Ex)

A sycorex sees and senses exclusively through its blindsight ability, which is based on sound and movement—beyond 60 feet, it is considered blind. A deaf sycorex is effectively blinded as well except against adjacent foes—its weak

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eyesight functions enough for it to attack targets this close, although in such cases these creatures still gain the benefit of concealment (20% miss chance) because of the creature's poor vision. It is invulnerable to all sight-based effects and attacks, including gaze attacks.

Explosion (Ex)

As a standard action, a sycorex can fire its sonic lance at the ground, a large rock, a stone wall, or a similar nonmagical object within 30 feet to create an explosion. This attack deals 1d6 points of piercing damage to all within 5 feet of the effect's center.

Sonic Lance (Ex)

Once per round, a sycorex can focus sonic energy in a 60-foot ray that deals 4d6 sonic damage to one target.

BLUDDWERG DWARVES XP 600

CR 2

Male dwarf warrior 3
CN Medium humanoid (dwarf)
Init +0; **Senses** darkvision 60 ft.; Perception +2

AC 15, touch 10, flat-footed 15 (+5 armor)
hp 32 (3d10+9 plus 3)
Fort +6, **Ref** +1, **Will** +0
Defensive Abilities defensive training, hardy

Speed 15 ft.
Melee battleaxe +6 (1d8+2/x3) or heavy pick +6 (1d6+3/x4)
Ranged shortbow +3 (1d6/x3)

Str 15, **Dex** 10, **Con** 17, **Int** 10, **Wis** 8, **Cha** 8
Base Atk +3; **CMB** +5; **CMD** 15 (19 vs. bull rush or trip)
Feats Power Attack, Weapon Focus (battleaxe or heavy pick)
Skills Knowledge (local) +3, Perception +2
Languages Common, dwarf
Combat Gear Scale armor, battle axe or heavy pick, shortbow, 15 arrows

o8o4.

These grassy highlands are now only inhabited by vicious **rock weasels** (encountered in groups of 1d3 on a roll of 1-3 on 1d6) and the prairie **cockatrice** (encountered alone on a roll of 1 on 1d6). The rock weasels, immune to the cockatrice's bite, prey on the creatures, keeping their population relatively low. About 20 years ago the villagers who grazed sturdy goats on the grass had to flee when petroleum began bubbling up to the surface and forming slicks in the low areas of the hex. A few ruined villages dot the hex – collections of a few toppled huts and wooden pens for the livestock.

GIANT ROCK WEASELS XP 1,200

CR 4

hp 38, (see the *Pathfinder Roleplaying Game Bestiary*, "Wolverine, Dire" with the following changes: add **Immune** petrification)

COCKATRICE XP 800

CR 3

hp 19, (see the *Pathfinder Roleplaying Game Bestiary*, "Cockatrice")

o8o8.

At the crossroads of two well-worn trails there is an **old roadhouse** built of red bricks. The inn measures two stories tall, with thick windows of yellowish glass and a front door painted a cheery blue. The inn is surrounded by shaggy clumps of lavender and there are beehives behind the building buzzing with activity (and frequently drawing the attention of the local **werebears** – there is 1 in 12 chance per visit that the hives are under attack).

The roadhouse is owned by **Adwen**, a lovely woman with a reputation

for her hospitality and her skill in medicine. Adwen has a **staff of five** living in the roadhouse with her, all ex-warriors that have retired to the roadhouse. Their mistress is a **foxwere** that has the warriors under her control. While she is not especially sinister, she has sent her men into the wilderness to play the role of highwaymen when she takes a shine to something owned by one of her guests. Otherwise, she plays the perfect hostess – engaging, charming and keeping an excellent table. In her cellar she has casks of ale, mead and cider, all manner of dried herbs, sides of venison taken by her warriors in the woods.

In a pretty, locked cabinet she keeps vials and jars of honey infused with medicinal properties. When drizzled on bread and consumed, the honey can cure up to 1d4 points of damage or has a 35% chance to remove normal diseases and a 15% chance to remove mummy rot. When mixed with water and applied to the eyes, it has a 65% chance to remove blindness. Adwen happily sells her preparations at the price of 50 gp per jar. She keeps 1d4+1 jars in her cabinet. She has a treasure of 400 sp and 165 gp.

ADWEN THE FOXWERE XP 600

CR 2

LE Small/Medium magical beast (shapechanger)
Init +3; **Senses** darkvision 60 ft., low-light vision, scent;
Perception +14

AC 17, touch 14, flat-footed 14 (+3 Dex, +3 natural, +1 size) as fox; 16, touch 13, flat-footed 13 (+3 Dex, +3 natural) as hybrid; 15, touch 13, flat-footed 12 (+3 Dex, +1 natural) in human
hp 13 (3d8)
Fort +3; **Ref** +6; **Will** +2
DR 5/cold iron

Speed 40 ft. as fox, 30 ft. as hybrid or human
Melee bite +6 (1d4) as fox; short sword +5 (1d6/19–20) and bite +0 (1d4) as hybrid; short sword +5 (1d6/19–20) as human
Special Attacks charming gaze

Str 10, **Dex** 17, **Con** 10, **Int** 12, **Wis** 12, **Cha** 14
Base Atk +2; **CMB** +1 as fox, +2 as hybrid or human; **CMD** 14 (18 vs trip) as fox, 15 as hybrid or human
Feats Skill Focus (Perception), Weapon Finesse
Skills Perception +14, Stealth +17 (+13 as hybrid or human), Survival +7 (+11 tracking by scent); **Racial Modifiers** +4 Perception, +4 Stealth, +4 Survival when tracking by scent
Languages Common
SQ alternate form

Charming Gaze (Su)

Any creature within 30 feet that meets the creature's gaze must succeed on a DC 13 Will save or be affected as by a *charm monster* spell (caster level 3rd). The save DC is Charisma-based.

ROADHOUSE WARRIORS (5) XP 600

CR 2

N male human warrior 3
AC 16, touch 11, flat-footed 15 (+4 armor, +1 Dex, +1 shield)
hp 20 (3d10+3)
Fort +3; **Ref** +6; **Will** +2
Melee longsword +5 (1d8+2/19–20) or dagger +5 (1d4+2/19–20)
Ranged sling +4 (1d4)
Str 14, **Dex** 13, **Con** 12, **Int** 8, **Wis** 12, **Cha** 10
Base Atk +3; **CMB** +5; **CMD** 16
Combat Gear hide armor, light wooden shield, longsword, dagger, sling, 20 bullets

WEREBEAR XP 1,200

CR 4

hp 34, (see the *Pathfinder Roleplaying Game Bestiary II*, "Lycanthrope, Werebear")

THE PIRATE COAST

0812.

A pack of seven **worgs** has made a lair for itself in a cave beneath a large oak tree. The worgs are mercenaries, sometimes working with the local goblins to raid and plunder. The worgs hunt in this hex and the hexes surrounding it. In this hex, encounters with them occur on a roll of 1-4 on 1d6. In the surrounding hexes, encounters occur normally.

WORGs (7)

XP 400

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

CR 2

0818.

The river here is crossed by a **stone bridge** with a wooden canopy. The entrances on either end are carved with images of squirrels, acorns and owls, and sprigs of mistletoe hang over the entrances. The banks of the river are overhung with moody, swaying trees and the listless river seems to claw at its banks and hiss at the approach of people. The bridge is rarely crossed, for it is haunted by the **phantom** of a child with cruel eyes and wrapped in a long cloak.

The child was called **Infre**, and was the issue of a sorcerer of questionable sanity and a demon. After poisoning several playmates, Infre was chased to the river and killed by an arrow in the back from a local hunter. Infre's body shriveled unnaturally and his bones were placed within the stonework of the bridge, then under construction. His presence as a phantom has made the bridge unusable to most folk in the area, though some of the braver traders attempt crossings when there is a great deal of money at stake.

PHANTOM

XP 800

hp —, (see **Frog God Games** the *Tome of Horrors Complete*, "Hazard, Phantom")

CR 3

0823.

These woodlands are haunted by creatures that look like tall, beautiful human beings wearing shaggy clothing made from pine boughs and carrying long-handled axes. The creatures change size to match their surroundings – thus extremely tall around very tall trees and very small in grassy meadows. The creatures, who call themselves the **gallwaggu**, are mischievous and often vengeful if they feel themselves mistreated. They don't appear to have lairs, simply sleeping where they take a fancy and dining on whatever creatures cross their paths, animal, human or otherwise.

GALWAGGU

XP 1,200

CN Medium humanoid (galwaggu)

Init +2; Senses low-light vision; Perception +10

CR 4

AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex)

hp 60 (8d8+24)

Fort +9; Ref +4; Will +4

Speed 30 ft.

Melee greataxe +11/+6 (1d12+7/x3)

Spell-like Abilities (CL 8th):

At Will—*enlarge person* (self only), *reduce person* (self only)

3/day—*mass reduce person* (DC 15)

Str 20, Dex 15, Con 16, Int 12, Wis 14, Cha 13

Base Atk +6; CMB +11; CMD 23

Feats Cleave, Endurance, Power Attack, Skill Focus (survival)

Skills Climb +16, Perception +10, Survival +16

Languages Galwaggu, Sylvan

Combat Gear greataxe, pine bough armor (as leather)

1002.

There is a village of leather tents here, located atop a craggy hill covered with hemlock. The village is inhabited by fifty **shaggy men** and their fifteen wives and thirty children. The women of the tribe are hairless and terribly thin. They wrap themselves in buckskin robes and huddle by the camp fire, whispering chants to curse their enemies. The men are rambunctious and crude, wielding clubs and stone axes. Their prey, human or animal, is skinned, the meat cut away and the fat rendered into bits of tallow that the men then chew upon during the day as a modern person might chew gum.

SHAGGY MEN*

XP 400

Male human barbarian 1

CN Medium humanoid (human)

Init +1; Senses Perception +8

CR 1

AC 9, touch 9, flat-footed 9 (+1 Dex, -2 rage)

hp 14 (1d12+4 plus 1)

Fort +6, Ref +1, Will +4

Speed 30 ft. (base 40 ft.)

Melee stone axe +5 (1d8+4/x3) or club +5 (1d6+4)

Str 19, Dex 13, Con 18, Int 10, Wis 14, Cha 8

Base Atk +1; CMB +5; CMD 16

Feats Diehard, Endurance

Skills Climb +5, Handle Animal +3, Knowledge (nature) +4,

Perception +8, Survival +6

Languages Common

SQ fast movement, rage (8 rounds/day)

Gear stone axe or club

*Base Statistics When not raging, the tribesman's stats are

AC 11, touch 11, flat-footed 10; hp 12; Fort +4, Will +2; Melee

stone axe +3 (1d8+2/x3) or club +3 (1d6+2); Str 15, Con 14;

CMB +3; CMD 14; Climb +3

1006.

Mother of pearl coats the interior of a **winding cave** that spirals downward into the ground. The spiral tunnel has many small branches burrowed into its sides. These burrows were dug by kobolds – many different broods that hate one another and compete for the meager supply of tourmalines in the granite and schist.

At the bottom of the spiral there is a large, empty throne room where once sat **Florius the Kobold King** before he angered those spirits that lurk beyond the veil. Florius is now a great mass of wriggling flesh that shifts and mutates before one's eyes. **Five handmaidens** surround the thing that was Florius. They wear green robes and alternately fan the creature with palm fronds and whip it with leather straps. The whipping is concentrated on pustules that appear on the skin. As these pustules burst, **thoqqua** fall onto the floor and rush to the walls, burrowing into and cocooning themselves – a month later, they emerge as **fire phantoms**. Three of these fire phantoms now guard the room and their father.

The throne room has four exits, each a broad staircase leading to a large cavern that howls with angry winds. Hidden in the ceiling of each passageway is a stone chest that can be lowered by pushing up on the "tile" it appears to be and then releasing four steel catches. Each of these chests contains 3d6 x 1,000 sp, 1d8 x 100 gp. The one in the passageway leading to [A] also holds a brass belt set with olivines (worth 210 gp).

FLORIUS THE KOBOLD KING

XP 3,200

hp 90, (see the *Pathfinder Roleplaying Game Bestiary II*,

"Chaos Beast")

CR 7

KOBOLD HANDMAIDENS (5)

XP 135

hp 4, (see the *Pathfinder Roleplaying Game Bestiary*, "Kobold")

CR 1/3

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THOQUUA

XP 600

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

FIRE PHANTOM

XP 1,600

CE Medium undead (extraplanar, fire)

Init +6; **Senses** darkvision 60ft.; **Perception** +7

AC 16, touch 10, flat-footed 14 (+2 Dex, +6 natural, -2 rage)

hp 38 (7d8 plus 7)

Fort +2; **Ref** +4; **Will** +6

Defensive Abilities channel resistance +4, undead traits;

Immune fire

Vulnerabilities cold

Speed 30 ft.

Melee 2 slams +10 (1d4+4 plus 1d6 fire)

Ranged Touch fire blast +5 (2d6 fire)

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

Special Attacks heat, fire blast, immolation, rage

Str 19, **Dex** 14, **Con** —, **Int** 5, **Wis** 12, **Cha** 14

Base Atk +5; **CMB** +9; **CMD** 21

Feats Alertness, Improved Initiative, Toughness, Weapon Focus (slam)

Skills Intimidate +9, Perception +7

Languages —

SQ add all special qualities here, listed alphabetically.

Fire (Ex)

A fire phantom's fists are swathed in elemental fire. Any melee hit deals fire damage. Creatures attacking a fire phantom unarmed or with natural weapons take fire damage each time their attacks hit.

Fire Blast (Su)

Once every 1d4 rounds, as a standard action, a fire phantom can hurl a small globe of elemental fire to a range of 30 feet (no range increment). By making a successful ranged touch attack, it deals 2d6 points of fire damage. A creature hit must make a successful DC 15 Reflex save to avoid catching on fire. The save DC is Charisma-based.

Immolation (Su)

Normally used as a last resort, a fire phantom can detonate itself in an inferno of elemental fire that deals 6d6 points of fire damage to all creatures within a 10-foot radius. A successful DC 15 Reflex save halves the damage. The save DC is Charisma-based. This instantly kills the fire phantom if it fails a DC 20 Will save. Even if the fire phantom survives, its flames are extinguished for 1 minute. During this time the fire phantom cannot use its fire blast ability and cannot deal fire damage with its slam attack. It retains the fire subtype. After 1 minute, its fires relight and it may deal fire damage normally and use its fire blast ability. If the fire phantom survives the immolation it may not use it again for one day.

Rage (Ex)

A fire phantom is in a constant state of agony from the elemental fire that consumes its body. Therefore, it is always in a berserk rage and gains Str +4 and -2 AC (both already included in the statistics block above). The fire phantom cannot end this rage voluntarily and it cannot be suppressed or negated.

A — **A band of adventurers** are backed into a corner by **two stone leopards**. A third leopard lies on the ground, shattered into three large parts that still wriggle and kick. The party consists of three adventurers, the barbaric warrior **Ingald**, the elf **Thorva** and **Osborn** the halfling. Their wizard has been torn in two and their **cleric** is lying in a pool of gore, barely clinging to life.

CR 2

INGALD

XP 6,400

Male human fighter 9

N Medium humanoid (human)

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

CR 5

AC 17, touch 12, flat-footed 15 (+5 armor, +2 Dex)

hp 77; currently 7 (9d10+9 plus 9)

Fort +73, **Ref** +5, **Will** +3 (+2 vs. Fear)

Defensive Abilities Bravery +2

Speed 20 ft. (30 ft. base)

Melee battle axe +11/+6 (1d8+6/x3) and hand axe +11/+6 (1d6+6/x3) or dagger +11/+6 (1d4/19-20)

Ranged javelin +11 (1d6+2)

Special Attacks weapon training 2 (axes+2, light blades +1)

Str 14, **Dex** 15, **Con** 13, **Int** 10, **Wis** 10, **Cha** 10

Base Atk +9; **CMB** +11; **CMD** 23

Feats Dodge, Greater Weapon Focus (battleaxe), Greater Weapon Focus (hand axe), Lunge, Mobility, Step-Up, Two-Weapon Fighting, Weapon Focus (battleaxe), Weapon Focus (hand axe), Weapon Specialization (battleaxe), Weapon Focus (hand axe)

Skills Handle Animal +12, Perception +9, Ride +11

Languages Common

SQ Armor training 2

Combat Gear Chainmail, battle axe, hand axe, dagger, 5 javelins; **Other Gear** 205 gp.

THORVA

XP 9,600

Female elf magus 10

CN Medium humanoid (elf)

Init +4; **Senses** low-light vision; Perception +5

AC 15, touch 15, flat-footed 10 (+4 Dex, +1 dodge)

hp 57; currently 4 (10d8 plus 10)

Fort +7, **Ref** +7, **Will** +7; +2 vs. enchantment

Immune sleep

Speed 30 ft.

Melee mwk longsword +10/+5 (1d8+3/19-20) or mwk dagger +9/+4 (1d4+1/19-20) or touch +11 (by spell)

Ranged longbow +11/+6 (1d8/x3) or touch +11 (by spell)

Special Attacks spellstrike

Magus Spells Prepared (CL 10th; concentration +16)

4th—*dimension door*

3rd—*displacement*, *fireball* (DC 16) x2, *vampiric touch*

2nd—*acid arrow* x2, *cat's grace*, *invisibility*, *spider climb*

1st—*magic missile*, *ray of enfeeblement* (DC 14), *shield*, *true strike* x3

0—*dancing lights*, *detect magic*, *flare*, *mage hand*, *read magic*

Str 12, **Dex** 18, **Con** 10, **Int** 16, **Wis** 11, **Cha** 14

Base Atk +7; **CMB** +8; **CMD** 22

Feats Combat Casting, Dodge, Point Blank Shot, Precise Shot, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Diplomacy +5, Fly +15, Knowledge (arcana) +14, Knowledge (local) +1, Perception +5, Sense Motive +5, Spellcraft +14, Stealth +9

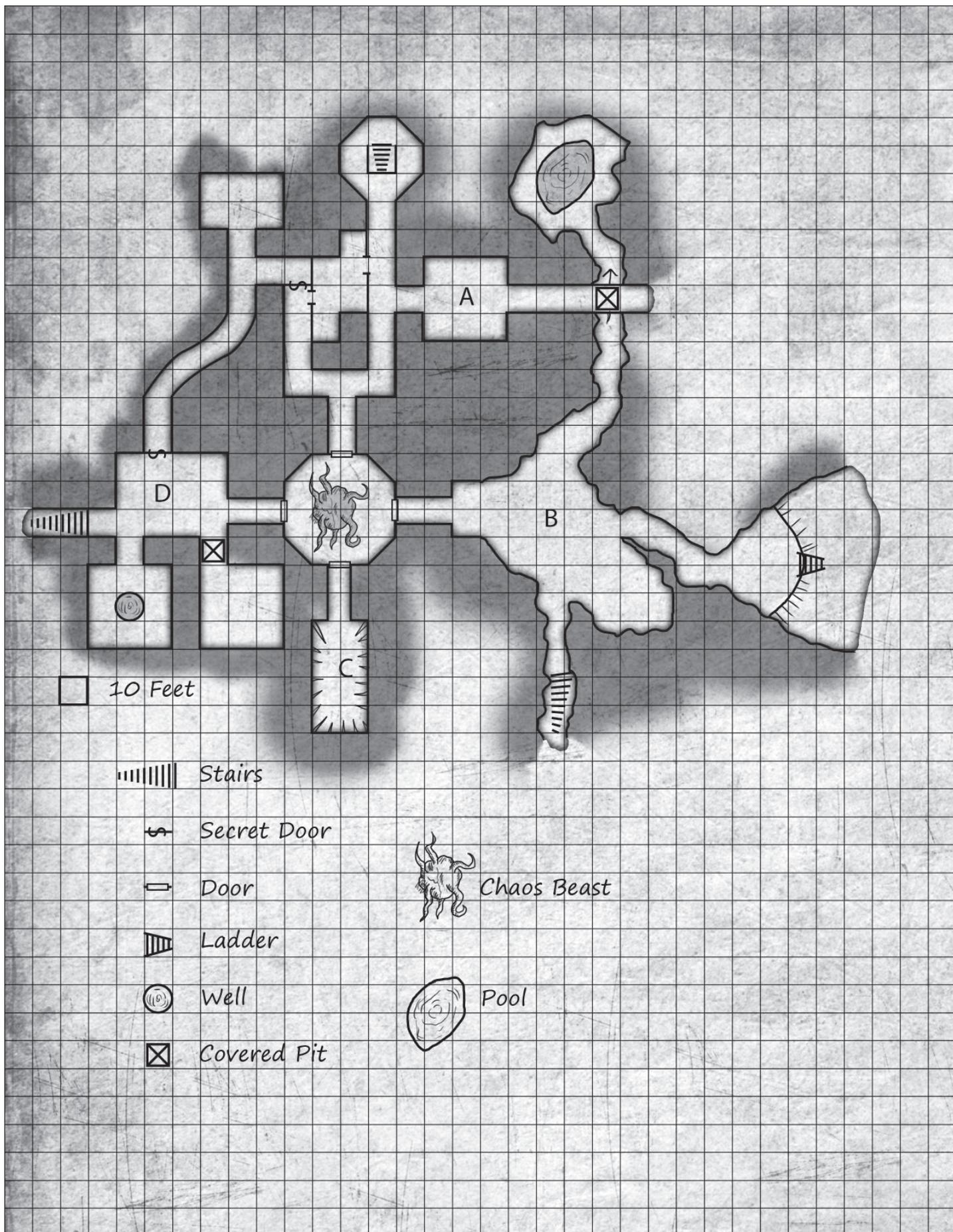
Languages Common, elven, goblin, orc, sylvan

SQ Arcane pool (8, +3 weapon), fighter training, improved spell combat, knowledge pool, magus arcana (empowered magic, spell shield, wand wielder), spell recall

Combat Gear Masterwork longsword, masterwork dagger, longbow, 30 arrows; **Other Gear** spellbook, 154 gp, 50 sp, 9 4 cp

CR 10

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HEX CRAWL CHRONICLES

OSBORN

XP 3,200

Male halfling fighter 7
CN Small humanoid (goblin)
Init +3; **Senses** Perception +5

AC 16, touch 14, flat-footed 13 (+2 armor, +3 Dex, +1 size)
hp 57; currently 2 (7d10+7)
Fort +7, **Ref** +6, **Will** +3; +4 vs. Fear
Defensive Abilities Bravery +2

Speed 20 ft.

Melee +1 *light mace* +12/+7 (1d4+3/x3)

Ranged +1 *sling* +12/+7 (1d3+3/x3)

Special Attacks weapon training 1 (hammers +1)

Str 14, **Dex** 16, **Con** 13, **Int** 10, **Wis** 10, **Cha** 12

Base Atk +7; **CMB** +8; **CMD** 21

Feats Dodge, Mobility, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (light mace), Weapon Focus (sling), Weapon Specialization (sling)

Skills Acrobatics +5, Climb +4, Handle Animal +7, Knowledge (geography) +3, Perception +5, Ride +8, Stealth +10

Languages Common, halfling

SQ Armor training 2

Combat Gear Leather armor, +1 *light mace*, +1 *sling*, 20 stones, *potion of healing*; **Other Gear** 165 gp

BADLY-WOUNDED CLERIC

XP 2,400

Male human cleric 6
CE Medium humanoid (human)
Init +0; **Perception** +7

AC 15, touch 10, flat-footed 15 (+5 armor)
hp 57; currently 0 (6d8+24 plus 6)
Fort +11, **Ref** +2, **Will** +7

Speed 30 ft.

Melee +1 *warhammer* +7/+2 (1d8+4/x3) or touch +7 (by spell)

Ranged touch +4 (by spell)

Special Attacks bleeding touch (1d6 bleed, 3 rounds, 5/day), bristles (DC 17), channel negative energy (3d6, DC 15, 5/day), destructive smite (+3 damage, 5/day)

Divine Spells Prepared (CL 6th; 4/4+1/4+1/2+1; DC 12+ spell level)

Str 16, **Dex** 10, **Con** 18, **Int** 10, **Wis** 14, **Cha** 14

Base Atk +4; **CMB** +7; **CMD** 17

Feats Alertness, Great Fortitude, Power Attack

Skills Knowledge (arcana) +6, Knowledge (religion) +6, Perception +7, Sense Motive +10, Spellcraft +6, Survival +5

Languages Common

Combat Gear +1 *chain shirt*, +1 *warhammer*, 2 *potions of cure serious wounds*; **Other Gear** silver holy symbol (25 gp)

STONE LEOPARDS (2)

XP 1,200

N Medium construct
Init +4; **Senses** darkvision 60 ft., low-light vision, scent;
Perception +5

AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural)
hp 36 (3d10+20)
Fort +1; **Ref** +5; **Will** +2
DR 5/bludgeoning; **Immune** construct traits

Speed 30 ft., climb 20 ft.

Melee bite +7 (1d6+3 plus grab), 2 claws +7 (1d3+3)

CR 7 **Special Attacks** pounce, rake (2 claws +7, 1d3+3)

Str 16, **Dex** 19, **Con** —, **Int** 2, **Wis** 13, **Cha** 6

Base Atk +3; **CMB** +6 (+10 grapple); **CMD** 20 (24 vs. trip)

Feats Skill Focus (Stealth), Weapon Finesse

Skills Acrobatics +4, Climb +3, Perception +2, Stealth +9 (+13 in undergrowth); **Racial Modifiers** +4 on Stealth in undergrowth

B – This cavern serves as the lair of **eleven zoraks**, brutish beetle men with coal black carapaces and burning red eyes. Each zorak has four arms, two with large, human hands and the other two with scythe-like blades. The creatures sit around a pit of burning coals. They make a living waylaying adventurers heading into the depths and have collected 5,195 sp, two pearls (worth 35 gp each) and four casks of olive oil (100 lb each, worth 150 gp each) in treasure. They seek curious round **lodestones** scattered throughout the dungeon that, when brought together, form a **metallic creature** that moves and behaves like an ooze. This creature dwells in the bottom of the coal pit.

ZORAKS (11)

CR 3

XP 800

N Medium monstrous humanoid

Init +2; **Senses** darkvision 60 ft.; **Perception** +6

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)

hp 26 (4d10+4)

Fort +2; **Ref** +6; **Will** +5

Immune fire

Speed 30 ft.

Melee 2 claws +6 (1d4+2), or scythe-claw +7 (1d6+2 plus disarm)

Special Attacks disarm

Str 15, **Dex** 14, **Con** 13, **Int** 7, **Wis** 12, **Cha** 11

Base Atk +4; **CMB** +6; **CMD** 18

Feats Skill Focus (Stealth), Weapon Focus (scythe-claw)

Skills Climb +7, Intimidate +5, Perception +6, Stealth +10

Languages Undercommon

Disarm (Ex)

A zorak who hits with its scythe-claw attack can choose to disarm its opponent as a swift action without provoking an attack of opportunity.

LODESTONE OOZE

CR 6

XP 2,400

N Large ooze (earth)

Init –3; **Senses** blindsight 60 ft.; **Perception** –5

Aura magnetic field (20 ft., DC 15 Str to resist)

AC 14, touch 6, flat-footed 14 (–3 Dex, +8 natural, –1 size)

hp 75 (10d8+30)

Fort +6; **Ref** +0; **Will** –2

Immune ooze traits

Weakness +4 to be hit with iron or steel missile weapons

Speed 30 ft.

Melee 2 slams +11 (1d8+5)

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

Special Attacks engulf

Str 20, **Dex** 5, **Con** 16, **Int** —, **Wis** 1, **Cha** 1

Base Atk +7; **CMB** +13; **CMD** 21 (can't be tripped)

SQ magnetic

Engulf (Ex)

A lodestone ooze can simply engulf Large or smaller creatures in its path as a standard action. It cannot make

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a slam attack during a round in which it engulfs. The lodestone ooze merely has to move over the opponents, affecting as many as it can cover. Opponents can make attacks of opportunity against the ooze, but if they do so they are not entitled to a saving throw. Those who do not attempt attacks of opportunity can attempt a DC 20 Reflex save to avoid being engulfed—on a success, they are pushed back or aside (opponent's choice) as the ooze moves forward. Engulfed creatures automatically take 2d6 bludgeoning damage per round, gain the pinned condition, are in danger of suffocating, and are trapped within its body until they are no longer pinned. The save DC is Strength-based.

Magnetic (Ex)

An iron or steel weapon that strikes a lodestone ooze is stuck fast unless the wielder succeeds on a DC 20 Reflex save. A successful DC 15 Strength check is needed to pry off a stuck weapon. The save DC is Strength-based.

Magnetic Field (Ex)

Iron or steel weapons within 20 feet of a lodestone ooze are drawn to the creature by its powerful magnetic field. Anyone armed with such a weapon must succeed on a DC 15 Strength check each round it remains within 20 of a lodestone ooze. On a failed check, his weapon flies from his hand and is stuck to the ooze. Weapons in a locked gauntlet are not affected. Because of the strength of this magnetic field, missile weapons with iron or steel tips have a +4 bonus to hit a lodestone ooze.

C – The walls of this chamber are riddled with **tubes** that appear to be composed of living, pink tissue. These wriggling tubes appear in bunches, and stick about 6 inches to one foot out of the walls, but they can extend up to 15 ft., attacking with a +5 to hit. Any creature hit by one of the tubes begins to be *cloned* in a deeper chamber. The clone is fully formed in 6 rounds if the link is not broken before then, gaining a sixth of the original's abilities and levels each round. After 6 rounds, the *clone* is fully formed and the original must make a DC 15 Fortitude save or have their soul and being transferred into it, their own body being inhabited by a demonic spirit. The tubes can be severed with 6 points of slashing damage, but any other tube attached can continue the cloning process. The room contains twenty of the tubes. The clones are, of course, born naked and weaponless, making ones transference into a clone a dangerous prospect.

D – This chamber is coated with super-slick **grease** that drizzles from the ceiling. Anyone walking in the room must pass a DC 15 Dexterity or DC 15 Acrobatics check each round to avoid falling for 1 point of damage and potentially sliding through the room in a random direction. The grease is impossible to wash off, but it does wear off in one week. Until then, it attracts wandering monsters, which appear on a roll of 1-2 on 1d6 made each hour.

IOIO.

There is a **large, pyramidal structure** of limestone constructed here, now partially obscured by tall pines. The pyramid is taller than it is wide and was constructed by the ancient stone giants as a granary. The large doors of the pyramid are constructed of stone and blend with the walls of the pyramid and would be difficult to find if there wasn't a ramp leading up to it. Inside the pyramid, which has not been visited for some time, there is about five tons of grain, much of it fermented and some of it infested with ergot fungi. The stone giants ferment the grain on purpose, and they find ergot fungi a pleasant and mild hallucinogen, unlike the humans, for whom it is a much more powerful drug. Those eating the grain must make a successful DC 15 Fortitude save each day or be struck with *insanity* (as the spell).

Opening the stone door (requires a DC 22 Strength check) causes the grain to rush out, potentially knocking people for a loop (DC 15 Reflex save or suffer 2d6 damage). As the grain pours out, there is a 1 in 6 chance per round of 1d4 **brain rats** pouring out as well. They won't be happy about their little treasure trove being tampered with.

BRAIN RAT

CR 1/2

XP 200

N Tiny magical beast (psionic)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent;

Perception +9

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

hp 5 (1d10)

Fort +2; **Ref** +4; **Will** +2

Speed 20 ft., climb 20 ft.

Melee bite +5 (1d3–4)

Space 2–1/2 ft.; **Reach** 0 ft.

Psi-like Abilities (ML 2nd):

At will—*detect psionics*, *mind trap* (ML 7th, 3 rounds*)

3/day—*mind thrust* (DC 11), *psionic daze* (DC 11)

Str 2, **Dex** 15, **Con** 10, **Int** 14, **Wis** 14, **Cha** 12

Base Atk +1; **CMB** +1; **CMD** 7 (11 vs. trip)

Feats Skill Focus (Perception), Weapon Finesse^B

Skills Climb +14, Perception +9, Stealth +14, Swim +6; **Racial**

Modifiers Brain rats use their Dexterity modifier for Climb checks.

Languages Common (cannot speak); species empathy

If you do not use psionics in your campaign, replace the brain rat's psionic powers with these spell-like abilities:

Spell-like Abilities (CL 2nd):

At will—*detect thoughts* (DC 13)

3/day—*burning hands* (DC 12), *daze* (DC 11)

IOIS.

Fort Naomith was established here at the fork in Devil's River to guard against incursions into the more populated coast, and to act as a leaping board for colonizing the interior by the Sea Lords. The fort is small and composed of a wooden stockade with four timber towers and a central barracks. The towers are usually guarded, and scaffolding against the wall allows the **archers** within to lay down a field of fire against potential invaders. Just outside the walls there is a longhouse made of logs and sealed with moss and dried mud; a combination tavern and trading post popular with the troops and with adventurers heading into the interior. The surrounding countryside is populated by a few bands of prospectors and miners, for the land is rich in iron and silver. Ancient kobold mines already dot the area, and many are still inhabited by the vile little creatures. The fort is commanded by **Dudoga**, a scholarly warrior interested in botany appointed to his position by the lord mayor of Amistie [**Hex 1615**]. Dudoga is a portly man, analytical and self-effacing, with long, thick, blond hair and gray eyes. He commands twenty longbowmen.

LONGBOWMEN (20)

CR 4

XP 1,200

N male human fighter 4

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

hp 20 (4d10 plus 4)

Fort +4, **Ref** +5, **Will** +1

Melee longsword +5 (1d8+1/19–20)

Ranged mwk longbow +10 (1d8/x3)

Str 13, **Dex** 18, **Con** 10, **Int** 13, **Wis** 11, **Cha** 12

Base Atk +4; **CMB** +5; **CMD** 19

Combat Gear Chainmail, masterwork longbow, 20 arrows, longsword

DUDOGA

CR 5

XP 1,600

Male human expert 4, warrior 3

HEX CRAWL CHRONICLES

N Medium humanoid (human)
Init +1; **Senses** Perception +1

AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)
hp 59 (4d8+3d10+7 plus 14)
Fort +5, **Ref** +3, **Will** +6

Speed 30 ft.
Melee shortsword +8 (1d6+3/19–20)

Str 13, **Dex** 13, **Con** 12, **Int** 16, **Wis** 12, **Cha** 10
Base Atk +6; **CMB** +7; **CMD** 18
Feats Leadership, Skill Focus (craft), Toughness, Weapon Focus (shortsword), Weapon Focus (shortsword)
Skills Bluff +9, Craft (alchemy) +16, Diplomacy +9, Intimidate +9, Knowledge (nobility) +12, Knowledge (local) +13, Knowledge (nature) +13, Linguistics +13, Perception +1, Survival +10
Languages Common
Combat Gear leather armor, shortsword; **Other Gear** woolen tunic, trousers, leather sandals

IO25.

An **angry river** flows through this hex, interrupted with smooth, red stones and caressed by black willows. Angry is not just a descriptive term for the river rapids, but a fact, for the river is possessed by angry spirits of woodland creatures and fey killed without the killer asking for forgiveness. Anyone drinking from the river must pass a DC 20 Fortitude save or become angry and vengeful themselves for an entire day (GMs discretion as to the nature of the anger and vengeance). If that drinker has killed an animal or fey in the woodland without asking its forgiveness, the water burns their throat as a deadly poison.

IO30.

Nestled among the crooked trees and shallow pools of the swamp is the smuggler's paradise, **Rogues' Harbor**. Rogues' Harbor is constructed around a deep pool that connects to the sea via a maze of deep channels that can be sailed by shallow draft boats like galleys. The necessary charts are made available to pirates of thoroughly suspect character who come across with a sizable donation to agents stationed in the major settlements of the region. The charts must be memorized over the course of one night and are then destroyed.

The village is populated by about **50 permanent residents**, but the arrival of one or more crews can double the population. The settlement consists of a couple dozen timber buildings camouflaged with hanging moss and creeping vines. Among the population are rope-makers, coopers, a full service smithy, five taverns, two carpenters and an alchemist, Almar, who was forced to the quiet village in the middle of the night under hot pursuit by the local authorities from the nearby town of Slakethirst.

Almar, quite naturally, lives a bit apart from the others, but his concoctions and elixirs are highly valued by the pirates. Even more valued are his vat-grown women, beauties all with only minor flaws that are usually hidden when physical or ignored when mental. **Almar's women**, as they are called, can be found lounging on his portico, dipping their toes in the water and cooling themselves with feathered fans when not negotiating a deal with an amorous visitor.

There is no particular law in Rogues' Harbor, but entrance into the place assumes agreement to a binding truce made before an altar of Alamia, the sea demoness, who representative priestess, **Wolda**, is not to be trifled with.

ALMAR XP 9,600

Male human alchemist 10
NE Medium humanoid (human)
Init +2; **Senses** Perception +15

AC 15, touch 12, flat-footed 13 (+3 armor, +2 Dex)
hp 67 (10d8 plus 10)

Fort +7, **Ref** +9, **Will** +4
Defensive Abilities poison use; **Immune** poison

Speed 30 ft.
Melee mwk quarterstaff +7 (1d6–1)
Ranged bomb +10/+5 (5d6+4)
Special Attacks bomb (5d6+4, DC 19, 14/day)
Alchemist Extracts Prepared (6/5/4/1; DC 14 + extract level)

Str 8, **Dex** 14, **Con** 10, **Int** 19, **Wis** 12, **Cha** 11
Base Atk +7; **CMB** +6; **CMD** 18
Feats Brew Potion^B, Master Alchemist, Point Blank Shot, Precise Shot, Quick Draw, Skill Focus (craft), Throw Anything^B, Weapon Focus (bomb)
Skills Craft (alchemy) +22, Disable Device +15, Heal +14, Knowledge (arcana) +17, Knowledge (nature) +17, Perception +14, Sleight of Hand +15, Spellcraft +17, Survival +14, Use Magic Device +13
Languages Common, elf, uncommon
SQ Alchemy, discovery (combine extracts, concentrate poison, *dispelling* bomb, extend potion, fast bombs), mutagen, swift alchemy, swift poisoning

ALMAR'S WOMEN

CR 1/3

XP 135

Female vat-grown commoner 1
N Medium humanoid (vat-grown human)
Init –1; **Senses** Perception +3

AC 10, touch 9, flat-footed 10 (+1 armor, –1 Dex)
hp 4 (1d6+1)
Fort +1, **Ref** +1, **Will** –1

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

Str 9, **Dex** 13, **Con** 12, **Int** 10, **Wis** 8, **Cha** 18
Base Atk +0; **CMB** +2; **CMD** 11
Feats Endurance, Skill Focus (profession)
Skills Knowledge (history) +1, Perception +3, Profession (consort) +6
Languages Common

WOLDA

CR 12

XP 19,200

Female human cleric 12
NE Medium humanoid (human)
Init +1; **Senses** Perception +11

AC 22, touch 11, flat-footed 21 (+8 armor, +1 Dex, +3 shield)
hp 86 (12d8+24 plus 12)
Fort +10, **Ref** +5, **Will** +12
Resist cold 20

Speed 20 ft. (30 ft. base)
Melee +4 *light mace* +17/+12 (1d6+7) or touch +12 (by spell)
Ranged touch +10 (by spell)
Special Attacks channel negative energy (6d6, DC 18, 3/day), icicle (1d6+6, 3/day), touch of evil (6 rounds, 3/day), scythe of evil (6 rounds, 3/day)
Divine Spells Prepared (CL 12th)
6th—*antilife shell*, *cone of cold* (DC 21)^B, *create undead*
5th—*break enchantment*, *dispel good*^B, *insect plague*, *unhallow*
4th—*inflict critical wounds* (DC 18) x3, *poison* (DC 18), *unholy blight* (DC 18)^B
3rd—*deeper darkness*, *invisibility purge*, *prayer*, *speak with dead*, *water breathing*
2nd—*align weapon*^B, *cure serious wounds*, *death knell* (DC 16) x4

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1st—*command* (DC 15) x3, *deathwatch*, *divine favor*, *protection from good*^B
 0—*bleed* (DC 15), *detect magic*, *read magic*, *stabilize*
Domains Evil, Water

Str 16, **Dex** 12, **Con** 14, **Int** 10, **Wis** 18, **Cha** 10

Base Atk +9; **CMB** +12; **CMD** 23

Feats Enlarge Spell, Improved Channel, Selective Channel, Selective Spell, Sickening Spell, Vital Strike, Weapon Focus (light mace)

Skills Diplomacy +7, Heal +11, Knowledge (arcana) +9, Knowledge (planes) +7, Knowledge (religion) +9, Perception +11, Sense Motive +11, Spellcraft +7

Languages Common

Combat Gear +2 *chainmail*, +1 *light steel shield*, +4 *light mace*, +2 *sling*, 20 bullets; **Other Gear** holy symbol

III4.

The trees in his hex contain a number of dreys (i.e. squirrel nests) belonging to **giant killer squirrels**. Each drey is a large conglomeration of sticks and twigs set high in the trees. The squirrels have a dim, cunning intelligence, and they are capable of coordinating their attacks, communicating with bits of shiny glass and metal high in the treetops. There is a 4 in 6 chance of being attacked while moving through the hex. Attacks are by scurries of 3d6 x 3 squirrels, and each nest holds 1d6 squirrels and their treasure.

KILLER SQUIRREL

CR 1/4

XP 100

N Tiny magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +1

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)

hp 4 (1d10–1)

Fort +1; **Ref** +4; **Will** +1

Speed 30 ft., climb 30 ft.

Melee 2 claws +5 (1d2–4), bite +5 (1d3–4)

Space 2-1/2 ft.; **Reach** 0 ft.

Str 3, **Dex** 15, **Con** 8, **Int** 3, **Wis** 12, **Cha** 7

Base Atk +1; **CMB** +1; **CMD** 7 (11 vs. trip)

Feats Weapon Finesse

Skills Climb +14, Perception +1, Stealth +14; **Racial Modifiers** +4 Stealth

III7.

At a crossroads here there are **four breaking wheels** set up at each corner of the crossroads. The breaking wheels hold four dead bodies that are quite talkative if one gives them a draught of wine. The bodies can answer questions about the area (i.e. provide rumors).

II22.

Lilian of the Golden Locks, a delicate woman of noble mein and black moods dwells here in a compact fortress of reddish granite in a wooded valley that points to the sea. The valley is thick with sheep and has a cluster of small stone hovels around the walls. The courtyard of the castle is maze-like in its construction, and the donjon is equally confusing. The whole is neglected and overgrown with moss. A number of magical herbs spring up in the courtyard maze under the full moon – wolfsbane among them.

Lilian has known much death in her life. A knight cruel and puissant, she rode down many enemies when still she lived in the White Isles. She is a beautiful woman, with long hair, green eyes and marble skin. She often wears gowns of indigo silk with a surcote of green damask silk while holding court in her little castle. Lilian now lives as a bitter exile, turned away by her noble family in the White Isles when she fell in love with an elf. The two fled to the Pirate Coast and constructed their fortress, but

soon the elf grew tired of her and went on his merry way, leaving her to pine away in a strange land, a gaggle of peasants for her company.

LILIAN OF THE GOLDEN LOCKS

CR 8

XP 4,800

Female human antipaladin 8

CE Medium humanoid (human)

Init +4; **Senses** Perception +3

Aura evil, cowardice, despair (10 ft.)

AC 23, touch 12, flat-footed 22 (+11 armor, +1 Dex, +1 deflection)

hp 87 (8d10+32 plus 8)

Fort +10, **Ref** +3, **Will** +7

Defensive Abilities plague bringer

Speed 20 ft. (30 ft. base)

Melee +1 *humanbane battleaxe* +13/+8 (1d8+3 plus 2d6 vs. humans/x3)

Special Attacks channel negative energy (4d6, DC 18, 7/day), cruelty (diseased, shaken), fiendish boon, smite good (3/day, +4 to hit, +8 damage), touch of corruption (8/day, 4d6 damage)

Anti-Paladin Spells Prepared (2/2; DC 14 + spell level)

Spell-Like Abilities

At will—*detect good*

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

Base Atk +8; **CMB** +10; **CMD** 21

Feats Cleave, Power Attack, Vital Strike, Weapon Focus (battleaxe)

Skills Bluff +9, Diplomacy +6, Intimidate +9, Knowledge (local) +2, Knowledge (religion) +5, Perception +3, Sense Motive +6, Stealth +9

Languages Abyssal, common

Combat Gear +2 *blackened full plate armor*, +1 *humanbane battleaxe*, +1 *ring of protection*

II24.

A hunting party of **twenty goblins** has set out three barrels of ripe strawberries as bait for a **giant slug**. The goblins are hiding behind clumps of vegetation. They wear leather armor and carry shortswords, short bows, and small sacks of salt that can be thrown as grenades. When characters enter the area, roll 1d6

Roll	Action
1	Goblins remain hidden – they may be stupid enough to hunt giant slugs, but not adventurers
2-3	The goblins are tired of waiting – they ambush the adventurers, surprising on a roll of 1-2 on 1d6
4-5	A giant slug is silently slinking towards the strawberries – it is about 50 yards away
6	The goblins are engaged in combat with the slug, which has already lost half its hit points

The goblins hail from the village in [Hex 0218].

GOBLINS (20)

CR 1/3

XP 135

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

GIANT SLUG

CR 8

XP 4,800

hp 102, (see the *Pathfinder Roleplaying Game Bestiary*, "Slug, Giant")

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I2I9.

A small black castle stands beside a lazy stream atop a small promontory of smooth, black rock. Stairs have been cut into the rock and lead to a door of thick hepatizon bearing a crest of an axe head. The surrounding countryside is morose, but fertile, and hosts a farming village of picturesque peasants of the Sea Lord race. The women of the village are Rubinesque and lovely, with lips like candied apples and long hair worn in braids. The men are sleepy-eyed and quiet, with luxurious mustaches and stubby, stout pipes that send curls of smoke around their heads. The men of the village keep goats and sheep and farm potatoes, gourds, barley and wheat. They brew dark, bitter beers and distill powerful vodka, and seem to sample their wares more than they export them.

The folk of the village are notoriously closed mouthed about the lord of the land, a reclusive philosopher named **Vaurok**. Vaurok is a tall man with sparse, black hair and skin made pallid by long absences from the light of the sun. Tall and noble, Vaurok has intense eyes that suggest a deep passion that overwhelms his common sense. In one of the three towers of his castle he has a wizard's laboratory and a small library. Stairs from the laboratory lead down to his great hall, and a secret door on the stairs gives access to a second set of stairs that lead into the dungeons, where he keeps prisoner his most recent creation, a **flesh golem** he has nicknamed Stram, after his maternal uncle and mentor. Vaurok almost regrets making the golem, and has almost decided to destroy it. His servants are unaware of the monster, but can feel the anxiety of their master and know it has something to do with the laboratory.

VAUROCK

CR 12

XP 19,200

Male human wizard 12
N Medium humanoid (human)
Init +0; Senses Perception +9

AC 10, touch 10, flat-footed 10
hp 57 (12d6 plus 12)
Fort +4, Ref +4, Will +11

Speed 30 ft.

Melee +2 silver dagger +8/+3 (1d4+2/19–20) or touch +6 (by spell)

Ranged touch +6 (by spell) or dart +6/+1 (1d4)

Special Attacks hand of the apprentice (+6, 8/day)

Wizard Spells Prepared (4/6/5/5/4/3/2; DC 15 + spell level)

Arcane School universalist

Str 10, Dex 10, Con 11, Int 20, Wis 16, Cha 12

Base Atk +6; CMB +6; CMD 16

Feats Craft Construct^B, Craft Wondrous Item, Empower Spell, Extend Spell, Scribe Scroll^B, Selective Spell, Skill Focus (knowledge [arcana]), Spell Penetration, Still Spell

Skills Appraise +11, Bluff +7, Craft (alchemy) +14, Diplomacy +7, Knowledge (arcana) +17, Knowledge (dungeoneering) +14, Knowledge (geography) +14, Knowledge (history) +14, Knowledge (local) +14, Knowledge (nature) +14, Knowledge (nobility) +14, Knowledge (planes) +14, Linguistics +14, Perception +9, Sense Motive +9, Spellcraft +14

Languages Common, draconic, dwarf, elf, goblin

SQ arcane bond (+2 silver dagger), metamagic mastery (3/day)

Combat Gear staff of divination (7 charges), +2 silver dagger, 10 darts; Other Gear spellbook

FLESH GOLEM

CR 7

XP 3,200

hp 105, (see the *Pathfinder Roleplaying Game Bestiary*, "Golem, Flesh")

I23I.

Tall, black cypresses cover this hex of swampland. The shallow water hides rich deposits of gold-bearing quartz as well as **spiny dragonfish** and a lost army of skeletal stone giants. Encounters occur on a roll of 1-3 on

1d6, with 75% of those encounters being with dragonfish and the others with the **twelve giant skeletons** that are still clad in their ceremonial bronze armor and wield massive bronze studded clubs. The quartz makes itself apparent in large, natural pylons that hide among the trees. Travelers have a 1 in 30 chance of discovering such a pylon, which contains about 3 tons of quartz and maybe 100 pounds of gold.

GIANT SKELETONS (12)

CR 4

XP 1,200

NE Huge undead

Init +6; Senses darkvision 60 ft.; Perception +0

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural)
hp 56 (9d8)

Fort +3, Ref +5, Will +6

DR 5/bludgeoning; Immune cold, undead traits

Speed 40 ft.

Melee greatclub +11 (1d10+10) or 2 claws +11 (1d8+7)

Space 15 ft.; Reach 15 ft.

Str 25, Dex 15, Con —, Int —, Wis 10, Cha 10

Base Atk +6; CMB +15; CMD 27

Feats Improved Initiative^B

Combat Gear bronze breastplate, bronze greatclub

DRAGONFISH

CR 1

XP 400

N Small animal (aquatic)

Init +2; Senses darkvision 60 ft., low-light vision, scent;
Perception +7

AC 16, touch 13, flat-footed 14 (+2 Dex, +3 natural, +1 size)
hp 9 (2d8)

Fort +3; Ref +5; Will +0

Defensive Abilities camouflage, spines

Speed swim 20 ft.

Melee bite +2 (1d4)

Special Attacks poison

Str 10, Dex 15, Con 11, Int 2, Wis 11, Cha 4

Base Atk +1; CMB +0; CMD 12 (can't be tripped)

Feats Skill Focus (Perception)

Skills Perception +7, Stealth +10, Swim +10

Spines (Ex)

A creature that steps on a dragonfish or strikes it with an unarmed strike or a natural weapon takes 1d4 points of piercing damage from the fish's dorsal barbs and is subjected to its poison. Melee weapons do not endanger a user in this way. A charging or running creature must immediately stop if it steps on a dragonfish. A creature that takes more than 2 points of damage from a dragonfish's barb has its speed reduced by half because its foot is wounded. This movement penalty lasts until the barb is removed, requiring a DC 15 Heal check at least 1 point of magical healing. A failure on the Heal check to remove a dragonfish spine results in 1d4 additional points of damage.

Dragonfish Poison (Ex)

Spine—injury, save Fort DC 11, frequency 1/round for 6 rounds, effect 1d2 Constitution, cure 1 save

Camouflage (Ex)

It takes a successful DC 20 Perception check to recognize a motionless dragonfish for what it really is.

I30I.

An **old mine** of rose quartz – long since played out and abandoned – burrows deep into a craggy hillside here. The mine consists of diagonal passages and spiral ramps leading from one level to another. The three

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levels present are about 30 ft. apart, the lowest level extending only about 30 ft. and then ending in bare stone – at this point, the miners gave up on finding more quartz. This dead end is actually a door hidden by a thick weave of *illusion*. The door is made of stone encased in a cage of wrought iron and hung with a dozen unholy symbols forged from black iron.

Behind this door there are three chambers, set one after the other and each lower than the last. The first chamber is wide and long and decorated with the trappings of a sailing ship – an uncommon thing in this world, where most vessels are galleys. The roof is shored up by thick ribs of oak and barrels and casks sealed with wax, empty, are scattered about the room along with coils of oiled rope and tattered and faded pennons of unknown countries from across the sea. At the end of this room there is a portal edged in cinnabar that gives off a weird hum as living creatures draw near. Should a person attempt to step through the portal, an awesome gust of wind arises, forcing them and everyone else to make an DC 15 Balance check or be thrown back into the room. The wind dies back down as quickly as it arose, but it rises again whenever one attempts to step through the portal. Moreover, it awakens the two **rope golems** that guard the room.

ROPE GOLEMS (2)

CR 5

XP 1,600

N Medium construct

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

AC 17, touch 10, flat-footed 17 (+7 natural)

hp 53 (6d10+20)

Fort +2; **Ref** +2; **Will** +2

DR 5/adamantine and slashing; **Immune** construct traits, magic

Weaknesses vulnerability to fire

Speed 30 ft.

Melee 2 slams +9 (2d6+3 plus grab)

Special Attacks strangulation (1d8+3)

Str 17, **Dex** 10, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +6; **CMB** +9 (+13 grapple); **CMD** 19

Strangulation (Ex)

A rope golem deals 1d8+3 points of damage with a successful grapple check. Because the rope golem seizes the opponent by the neck, a strangled foe cannot speak or cast spells with verbal components.

Immunity to Magic (Ex)

A rope golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A *disintegrate* spell affects it normally. A *rope trick* or *animate rope* spell deals 1d6 points of damage to the rope golem per three levels of the spell caster (e.g., a 6th-level sorcerer deals 2d6 points of damage to a rope golem if it casts *rope trick* or *animate rope*). A *mending* spell heals the rope golem of 2d6 points of damage. Fire-based effects and spells affect it as described in its fire vulnerability above.

The next chamber, should one manage to make it there, is much smaller than the last. This room is decorated as an alchemist's laboratory. It contains a workbench running down the middle covered with alembics, crucibles, beakers, vials and other alchemical sundries. One corner holds a metal box – an oven that holds a captive **hearth elemental** that provides heat without smoke. The south wall is given over to shelves hung from bronze chains. These shelves hold dried animal specimens, jars of dried and preserved herbs, leaves, berries and fruit, bat wings in oil, goose eggs in brine, glass marbles and prisms, bits of lead and other metals and wooden boxes holding vials of mercury and antimony. A large safe with a complex lock (DC 30 Disable Device bypasses) holds alchemical products such as barium glowstones, quicklime, pitchblende, natron, lunar caustic, saltpeter, copperas and butter of antimony. All in all, it is an impressive hoard of goodies for any alchemist.

HEARTHFIRE ELEMENTAL

CR 1

XP 400

hp 14, (see the *Pathfinder Roleplaying Game Bestiary*, "Elemental, Fire, Small")

The north, east and west walls are decorated with a **fresco** of three rainbow-hued serpents with knowing eyes and ready fangs. They seem to wriggle and shift out of the corner of one's eye, and are in fact *illusory* guardians – permanent *phantasmal killers* etched into the wall with enchanted pigments. Any attempt to molest the goods in the laboratory cause them to "attack" and forcing folks in the room to pass a DC 17 Will save, then a DC 17 Fortitude save. If they fail, they are struck dead. If they succeed, they take a mere 3d6 points of damage. These illusory paintings hide a wooden door on the west wall.

Behind the wooden door there is a staircase that descends about 10 ft. into a long hall. The hall is undecorated – just bare rock with six pillars running down the center and a throne carved from the living rock. The throne is surrounded by several piles of books and scrolls. This pile of literature contain numerous esoteric tomes that should aid wizards in researching and creating spells, as well as two complete spell books, a *manual* of rope golem construction (requires a mirror to read properly) and a journal containing maps of the coast that seem wildly inaccurate, referring to settlements that do not exist.

Spellbook I: 1st –hold portal, magic missile, protection from evil, shield; 2nd –detect thoughts, invisibility, stinking cloud; 3rd –clairaudienceclairvoyance, dispel magic, fly, haste, lightning bolt, protection from energy;

Spellbook II: 4th –hallucinatory terrain, ice storm, wall of ice; 5th –break enchantment, cloudkill, magic jar, passwall; 6th –geas/quest, move earth, repulsion; 7th –phase door.

Sitting atop this throne is a haggard bag of bones, a skeletal figure ensconced in a cloth-of-gold robe (worth 120 gp) and a sleeveless robe of crimson damask silk (worth 60 gp). The skeleton's teeth are exceptionally worn and its fingers are decorated with gold and silver rings (worth 300 gp). The skeleton is motionless for many minutes when adventurers enter the room for many minutes before finally sitting tall and asking in a lisping voice in an ancient tongue, "Why do you seek out my domicile? What fools are these to disturb my thoughts?"

The lich calls itself **Cumont** and is fairly open to negotiation and conversation, although there remains a 1% chance per turn spent in its presence that it grows bored with the conversation and seeks to destroy its visitors out of sheer maleficence.

CUMONT

CR 16

XP 76,800

Male human lich wizard 15 illusionist

NE Medium undead (augmented human)

Init +1; **Senses** darkvision 60 ft.; Perception +19

Aura fear (60 ft. radius, DC 20)

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

hp 103 (15d6+45 plus 15)

Fort +8, **Ref** +6, **Will** +10

Defensive Abilities channel resistance +4, invisibility field (15 rounds/day), rejuvenation; **DR** 15/bludgeoning and magic; **Immune** cold, electricity, undead traits

Speed 30 ft.

Melee touch +9 (by spell) or touch +9 (1d8+7 plus paralyzing touch)

Ranged touch +8 (by spell)

Special Attacks blinding ray (8/day), paralyzing touch (DC 20)

Wizard Spells Prepared (CL 15th; 4/6+1/5+1/5+1/5+1/5+1/3+1/2+1/1+1; DC 15 + spell level)

Arcane School illusion **Opposition Schools** conjuration, evocation

Str 14, **Dex** 12, **Con** —, **Int** 20, **Wis** 12, **Cha** 16

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Base Atk +7; **CMB** +9; **CMD** 20

Feats, Empower Spell, Extend Spell, Greater Spell Focus (illusion)^B, Greater Spell Penetration, Lingering Spell, Persistent Spell, Quicken Spell, Scribe Scroll^B, Selective Spell, Spell Focus (illusion)^B, Spell Penetration^B, Still Spell, Widen Spell

Skills Bluff +13, Diplomacy +10, Intimidate +13, Knowledge (arcana) +18, Knowledge (geography) +15, Knowledge (history) +15, Knowledge (local) +15, Knowledge (nature) +15, Knowledge (planes) +15, Linguistics +14, Perception +19, Profession (gambler) +11, Sense Motive +20, Spellcraft +15, Stealth +12; **Racial Modifiers** +8 Perception, Sense Motive, Stealth

Languages Aklo, common, draconic, elf, goblin, infernal
SQ arcane bond (*none current*), extended illusions (7 rounds)

Cumont's phylactery is a reliquary of black metal with reddish glass that looks like a lantern. It hangs in the tavern of Rogues' Harbor [Hex 1030].

I306.

The swamp here contains a **moot** of the local **treants**. The moot is nothing more than an old, mossy boulder that serves as a marker for the treants. The treants resemble sweetgum trees and willows, and their personalities are as damp as their homeland. The moot, when in session, attracts 1d4+6 treants. There is a 3% chance of a moot being in session when travelers are passing through. Otherwise, encounters with the treants in this hex occur on a roll of 1-2 on 1d6.

TREANTS

XP 4,800

hp 124, (See the *Pathfinder Roleplaying Game Bestiary*, "Treant")

CR 8

I309.

A flock of **giant bald eagles** lives in the tree tops here. The eagles guard an ancient relic of the past, a magical +2 *light steel shield of energy resistance 20* that protects its holder from fire, lightning and cold. The shield is a round disc shaped from adamant and bearing a smiling face in silver.

GIANT BALD EAGLES

XP 800

hp 30, (see the *Pathfinder Roleplaying Game Bestiary*, "Eagle, Giant")

CR 3

I313.

A **sprawling farm** here supports a large brick manor that has been converted by a sisterhood of nuns into a school for wayward girls. The manor is protected by the **seven nuns**, all clerics and sages, who also teach the girls in the seven liberal arts – arithmetic, geometry, astronomy, music theory, grammar, logic and rhetoric. The girls help on the farm as best they can in their shackles (they are wayward, after all, and discipline is paramount). The farm grows barley and rye and keeps **seven sentient dairy cows**, all capable of speech and employed to lecture the girls on moral dilemmas. The cows are the unfortunate victims of a notorious wizard who once plagued the coast, and whose bones now bleach in the sun.

The manor retains the fine decoration of its first lord, Carr, a pirate who donated the manor to assuage his guilty conscience. The nuns have turned one chamber into a library of basic texts and another into a sanctuary with an idol of Albia carved from marble.

One of the maidens interred, a flighty girl named **Amri**, has a beau named **Virs**. Virs is a pirate mate of some note, having sailed with Red Kris, and he is currently lurking on the margins of the farm, taking stock of the place and planning a daring rescue.

NUNS (6)

XP 1,200

N female human cleric 2, expert 3

AC 17, touch 10, flat-footed 17 (+6 armor, +1 shield)

hp 21 (2d8 + 3d8 plus 5)

Fort +4, **Ref** +1, **Will** +9

Melee light mace +2 (1d6+1)

Ranged touch +1 (by spell)

Divine Spells Prepared (4/3+1; DC 13 + spell level)

Domains Charm, Law

Str 13, **Dex** 10, **Con** 11, **Int** 15, **Wis** 16, **Cha** 11

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

Combat Gear Chainmail, light steel shield, light mace; **Other Gear** holy symbol.

CR 4

SENTIENT COWS (7)

XP 600

hp 18, (see the *Pathfinder Roleplaying Game Bestiary*, "Auroch")

CR 2

AMRI

XP 135

Female human commoner 1

CN Medium humanoid (human)

Init –1; **Senses** Perception +3

CR 1/3

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

hp 4 (1d6+1)

Fort +1, **Ref** +1, **Will** –1

Speed 30 ft.

Melee unarmed strike –1 (1d3-1)

Str 8, **Dex** 13, **Con** 12, **Int** 10, **Wis** 8, **Cha** 11

Base Atk +0; **CMB** +2; **CMD** 11

Feats Endurance, Skill Focus (profession)

Skills Perception +3, Profession (mikmaid) +6, Sleight of Hand +2

Languages Common

VIRS

XP 400

Male human warrior 2

N Medium humanoid (human)

Init +2; **Senses** Perception –1

CR 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 shortsword +4 (1d6+1/x3)

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

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

Feats Dodge, Weapon Finesse

Skills Climb +5, Intimidate +3, Stealth +7, Swim +5

Languages Common

Combat Gear leather armor, shortsword

I327.

The village of **Cours** is ripe for rebellion. With the death of its beloved Baron Willem and the ascension of his obnoxious son, **Kord**, taxes have been raised and new restrictions have been placed on the peasants. Kord relies on his company of men-at-arms to keep the peace. The village is set on a green plateau on which are grown wheat and hemp and raise dairy cows, producing a fine cheese. In the Veiled Queen Tavern, peasants whisper over their posset and pass hastily scrawled messages to travelers in green. The travelers are rangers from beyond the plateau who oppose Kord and would see him replaced in favor of their leader (and his cousin), a ranger named **Cala**.

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CALA

XP 3,200

N Female 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

KORD

XP 2,400

LN male human aristocrat 3, fighter 4

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

hp 45 (3d8+4d10)

Fort +5, **Ref** +3, **Will** +6

Melee battle axe +9/+4 (1d6+2)

Ranged longbow +8 (1d8/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 Masterwork full plate, heavy steel shield, masterwork battle axe, masterwork longbow, 20 arrows

I4II.

Artor is a sinister wood carver dwelling in a log cabin here. A bitter man who never had a friend in the world (and never earned one), Artor long ago came into the possession of a magic set of chisels. The chisels were the result of a trade with a mysterious man of dark features and pleasant demeanor. Any **statue** the man carves in the image of another animates with a strange semblance of life. The animated statue then begins tracking his double, unerringly. Although the statue moves slowly, it is tireless. As it grows closer to its quarry, it drains the life and memories from the person, slowly taking on the appearance of a human being as its new levels outnumber its original hit dice. When it is ten miles away, it drains its first level. Each additional mile closer, it drains another level. It cannot drain the person's last level until it has killed them in single combat.

ARTOR

XP 6,400

CE male human expert 10

hp 60

Feats Master Craftsman (woodcarving), Skill Focus (craft [carpentry]), Skill Focus (craft [woodcarving]), Skill Focus (perception)

Skills Craft (carpentry) +20, Craft (woodcarving) +20, Knowledge (engineering) +12, Perception +13

WOODEN DOPPELGANGER

XP 800

NE Medium construct (evil)

Init –2; **Senses** darkvision 60 ft., locate double, low-light vision; **Perception** +0

Aura energy drain (10 miles)

AC 15, touch 8, flat-footed 15 (–2 Dex, +7 natural)

hp 36 (3d10+20)

Fort +1; **Ref** –1; **Will** +1

Defensive Abilities channel resistance +4; **DR** 5/—; **Immune** construct traits; **SR** 14

Weakness vulnerable to positive energy

Speed 30 ft.

Melee 2 slams +8 (1d6+5)

CR 7 **Special Attacks** energy drain (1 level/mile, no save)

Str 20, **Dex** 7, **Con** —, **Int** —, **Wis** 11, **Cha** 11

Base Atk +3; **CMB** +8; **CMD** 16

Skills Perception +0 (+30 against its double); **Racial Modifiers** +30 Perception against its double

Energy Drain (Su)

As it grows closer to its quarry, a wooden doppelganger drains the life and memories from its double. When it is ten miles away, it deals 1 level of energy drain and gains 5 hp. Each additional mile closer, it deals another level of energy drain and gains another 5 hp. It cannot drain its double's last level until it has killed him in single combat.

CR 6 **Locate Double (Su)**

A wooden doppelganger can unerringly locate its double across any distance as long as they are both on the same plane of existence. It has a +20 bonus on any Perception check when looking for its double.

Vulnerable to Positive Energy (Ex)

Positive energy (such as a *cure* spell) damages a wooden doppelganger. Likewise, a character using the channel positive energy class ability can damage a wooden doppelganger as if it were an undead.

NOTE: Other sizes and shapes of wooden doppelgangers are certainly possible. The stat block above assumes the form is based on a Medium humanoid.

I4I5.

A gang of **1d6+6 satyrs** frolics in the woods here. They are lustful and chaotic, and during the day they hide in a long, shallow cave, feeding on snails and drinking dandelion wine from clay jugs. Hidden in a crevice is a collection of suggestive etchings worth 20 gp.

SATYRS

XP 1,200

hp 45, (see the *Pathfinder Roleplaying Game Bestiary*, "Satyr")

CR 4

I4I8.

The silk pavilion of **Hakar Pasha**, a traveler from the spice-bearing islands of the south, has been erected here. The pasha is a mechanical man, as are all the aristocrats of the Spice Islands, constructed by the original rulers to serve as factotums and impartial magistrates and eventually imprisoning the whole of the nobility due to their unerring sense of justice. Hakar Pasha has two comrades, an old salt called **Yeer** and a hairy berserk from the western lands called **Gund**. The three boon companions seek to challenge Vaurock [**Hex 1219**] for a bauble now in his possession that belongs to the Court of the Mechanical King.

Hakar Pasha is rather round automaton, embossed with decorative palms and stars and wearing a tall hat of silk that acts as a *bag of holding* and a bristling mustachio of brass wires. Yeer is short and squat, with a scarred face and a velvet eye patch. His mouth is always decorated with a long, clay pipe. Gund is a hairy man wearing a cloak of bearskin and carrying a spear and bolo.

HAKAR PASHA

XP 1,200

N Medium construct

Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** +8

CR 4

AC 18, touch 10, flat-footed 18 (+8 natural)

hp 53 (6d10+20)

Fort +2; **Ref** +4; **Will** +4

Immune construct traits, fire

Speed 40 ft.

Melee heavy mace +11/+6 (1d8+4)

Str 18, **Dex** 11, **Con** —, **Int** 20, **Wis** 14, **Cha** 17

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Base Atk +6; **CMB** +10; **CMD** 20

Feats Lightning Reflexes, Skill Focus (Knowledge [local]), Skill Focus (Sense Motive)

Skills Diplomacy +9, Knowledge (geography) +11, Knowledge (history) +11, Knowledge (local) +14, Perception +8, Profession (magistrate) +8, Sense Motive +11

Combat Gear masterwork heavy mace, bag of holding (type I)

YEER

XP 2,400

Male human rogue 6

CN Medium humanoid (human)

Init +3; **Senses** Perception +9

CR 6

AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)

hp 40 (6d8 plus 6)

Fort +2, **Ref** +8, **Will** +2; +2 vs. Fear

Defensive Abilities another day, evasion, uncanny dodge, unflinching

Speed 30 ft.

Melee +1 rapier +9/+4 (1d6+2/18–20) or dagger +7/+2 (1d4+1/19–20)

Ranged dagger +7/+2 (1d4+1/19–20)

Special Attacks sneak attack +3d6, rogue talent (finesse rogue), rogue talent (weapon training)

Str 12, **Dex** 17, **Con** 11, **Int** 12, **Wis** 11, **Cha** 10

Base Atk +4; **CMB** +5; **CMD** 18

Feats Nimble Moves, Point Blank Shot, Precise Shot, Sea Legs^B, Skill Focus (profession), Weapon Finesse^B, Weapon Focus (rapier)^B

Skills Acrobatics +11, Bluff +8, Climb +10, Escape Artist +11, Intimidate +8, Knowledge (local) +9, Perception +9, Profession (sailor) +12, Sense Motive +9, Sleight of Hand +11, Stealth +11
SQ rogue talent (stand up), swinging reposition

Combat Gear Leather armor, +1 rapier, 2 daggers; **Other Gear** thieves tools

GUND

XP 2,400

Male human barbarian 6

CN Medium humanoid (human)

Init +1; **Senses** Perception +11

CR 6

AC 13, touch 9, flat-footed 12 (+4 armor, +1 Dex, –2 rage)

hp 64 (6d12+24 plus 6)

Fort +9, **Ref** +3, **Will** +6

Defensive Abilities improved uncanny dodge, rage power (guarded stance +2), trap sense +2

Speed 30 ft. (base 40 ft.)

Melee battleaxe +10/+5 (1d8+4/x3)

Special Attacks rage power (powerful blow +1), rage power (surprise accuracy)

Str 17, **Dex** 13, **Con** 18, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +6; **CMB** +9; **CMD** 20

Feats Diehard, Endurance, Power Attack, Weapon Focus (battleaxe)

Skills Climb +12, Handle Animal +8, Knowledge (nature) +9, Perception +11, Survival +11

Languages Common

SQ fast movement, rage (18 rounds/day)

Gear Hide armor, battleaxe

***Base Statistics** When not raging, the berserker's stats are **AC** 15, touch 11, flat-footed 14; **hp** 52; **Fort** +7, **Will** +4; **Melee** battleaxe +8/+3 (1d8+3/x3); **Str** 13, **Con** 14; **CMB** +7; **CMD** 18; Climb +10

I422.

Missionaries of Almerla, the White Goddess, have established a hospice here to minister to the sick. They provide succor to poor and distressed travelers and healing to people poor enough that they cannot afford clerical ministrations in the towns and villages. The hospice is a building of gray stone, two stories tall and surrounded by medicinal gardens themselves surrounded by a low, stone wall. The hospice quarters **20 low-level clerics** under a knight commander named **Gall**. Gall is a kind man, humble and self-effacing, with long hair and black eyes.

KNIGHT COMMANDER GALL

XP 25,600

Male human cleric 13

LG Medium humanoid (human)

Init +6; **Senses** Perception +8

CR 13

AC 24, touch 11, flat-footed 23 (+10 armor, +1 Dex, +3 shield)

hp 108 (13d8+26 plus 13)

Fort +10, **Ref** +6, **Will** +12

Speed 20 ft. (30 ft. base)

Melee +2 returning warhammer +15/+10 (1d8+5/x3)

Ranged +2 returning warhammer +14 (1d8+5/x3)

Special Attacks channel energy (7d6, DC18, 5/day)

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

Domains Good, Healing

Str 16, **Dex** 14, **Con** 15, **Int** 11, **Wis** 18, **Cha** 14

Base Atk +9; **CMB** +12; **CMD** 24

Feats Cleave, Critical Focus, Improved Initiative, Leadership, Power Attack, Selective Channel, Vital Strike, Weapon Focus (warhammer)

Skills Diplomacy +11, Heal +16, Intimidate +6, Knowledge (local) +8, Knowledge (religion) +8, Perception +8

Languages Common

Combat Gear +1 full plate, +1 heavy steel shield, +2 returning warhammer; **Other Gear** holy symbol

ACOLYTE (3)

XP 800

LG male human cleric 3

AC 17, touch 10, flat-footed 17 (+6 armor, +1 shield)

hp 20 (3d8+3 plus 3)

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

Melee heavy mace +4 (1d8+2)

Ranged touch +1 (by spell)

Divine Spells Prepared (4/3+1/2+1; DC 13 + spell level)

Domains Good, Healing

Str 14, **Dex** 10, **Con** 12, **Int** 11, **Wis** 17, **Cha** 11

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

Combat Gear Masterwork chainmail, heavy steel shield, heavy mace; **Other Gear** holy symbol, copper bracelet (85 gp).

CR 3

ACOLYTE (7)

XP 600

LG male human cleric 2

AC 17, touch 10, flat-footed 17 (+6 armor, +1 shield)

hp 10 (2d8 plus 2)

Fort +3, **Ref** +0, **Will** +6

Melee light mace +2 (1d6+1)

Ranged touch +1 (by spell)

Divine Spells Prepared (4/3+1; DC 13 + spell level)

Domains Good, Healing

Str 13, **Dex** 11, **Con** 11, **Int** 11, **Wis** 16, **Cha** 14

Base Atk +1; **CMB** +2; **CMD** 12

Combat Gear Chainmail, light steel shield, light mace; **Other Gear** holy symbol, masterwork healer's kit.

CR 2

THE PIRATE COAST

ACOLYTE (10)

XP 400

LN male human cleric 1

AC 17, touch 10, flat-footed 17 (+6 armor, +1 shield)

hp 6 (1d8 plus 1)

Fort +2, Ref +0, Will +5

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

Ranged touch +0 (by spell)

Divine Spells Prepared (3/2+1; DC 13 + spell level)

Domains Good, Healing

Str 12, Dex 10, Con 10, Int 10, Wis 16, Cha 11

Base Atk +0; CMB +1; CMD 10

Combat Gear Chainmail, light steel shield, light mace; Other Gear holy symbol, healer's kit.

I424.

Next to a stream there is a **large boulder** with a hand imprinted in it. A person with a similarly sized hand (30% chance for human female or any elf, 10% chance for human male) can place it in the print and cause the boulder to invert and become a portal into a subterranean faerie land. This land of ghost-lit caverns is beautiful but dangerous. It is ruled by faerie princes and queens who compete for pointless titles and honors, jousts on elven steeds, sprites, satyrs, stately nymphs who serve as emissaries to the courts, beautiful, tall elves in mail coats and helms with long swords and daggers and hooded priestesses with animal faces. The faerie land extends for hundreds of miles underground. The boulder entrance is protected by a **mihstu** bound by faerie magic.

MIHSTU

XP 4,800

hp 78, (see the *Pathfinder Roleplaying Game Bestiary II*, "Mihstu")

I502.

The **300 elves** of the Two Hawks tribe make their lair here on a broad meadow of sweet grasses and bluebells. The meadow is bisected by a rushing river and surrounded by black walnuts and hickories. The elves live in pavilions of sheep skin dyed in bright colors stretched over hickory frames. Before each pavilion there is planted a hickory staff topped by a bronze emblem, the armorial of the family that owns the pavilion.

The elves of the Two Hawks tribe stand about 5 ft. in height and have the ears of foxes. Their skin is russet in hue and their hair ranges from platinum blond to raven black. They wear woolen kilts of green and yellow and in time of war supplement this costume with long coats of shimmering mail, oval wooden shields painted with their family's emblem, and wide, round helms tied under their chins with strips of leather branded with glyphs of prayer.

The elves have no chieftains. Instead, they use the "big man" system of rule in which an elf proposes a course of action (let us hunt upon the eastern ridge or let us make war on the goblins today) and whoever agrees with them follows along. The Two Hawks elves value family ties, humor and gossip above all things, and pride themselves in the spells handed down within each family. They provide for themselves by hunting in the woodlands and fishing in the rivers and are especially skilled at weaving and crafting jewelry from silver and gold.

The fiercest elves in the tribe are three siblings, **Hjalmanan**, **Derbelinus** and **Sezabeth**. All three are mighty warriors and wizards and the tribe heeds their counsel above almost all others. Hjalmanan is brash and bold and given to weaving colorful stories to the delight of his tribesmen. Derbelinus is more grave and stable than his brother. Sezabeth is the swiftest and brightest of the three, and it is she who most often leads the elves in battle against their foes.

The Two Hawks tribe keeps a treasure of 1,600 sp, 1,480 gp

HJALMANAN, DERELINUS, AND SEZABETH

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)

CR 2

hp 57 (1d10+5d6+4d10 plus 10)

Fort +5, Ref +5, Will +5; +2vs. Enchantment

Immune sleep

Speed 30 ft.

Melee mwk battleaxe +10/+5 (1d8+1/x3) or hand axe +8/+3 (1d6+1/x3)

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 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[®], Scribe Scroll[®], Weapon Focus (battleaxe), Weapon Focus (longbow)

Skills Diplomacy +7, Fly +11, Intimidate +10, 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 (battleaxe)

Combat Gear Elven chainmail, masterwork battleaxe, hand axe, masterwork longbow, 20 arrows

I507.

Three exotic **nymphs**, heleionomai to be precise, dwell in a shallow pool here surrounded by cypress trees. The pool can confer the *protection from evil* power for 1 week on any who bath in it. The nymphs, **Sabria**, **Melega** and **Hersuine**, have dark brown skin and hair the color of moonlight on a quivering pool. They are quite lovely, but flighty and temperamental, setting their "pet", a **giant snapping turtle**, on those who approach the pool without bearing the torch of Olchies, the stone giant god of petty vengeances [Hex 1708].

HELEIONOMAI NYMPHS (3)

CR 7

XP 3,200

hp 105, (see the *Pathfinder Roleplaying Game Bestiary*, "Nymph")

GIANT SNAPPING TURTLE

CR 10

XP 9,600

N Gargantuan animal (aquatic)

Init +2; Senses low-light vision, scent; Perception +20

AC 20, touch 4, flat-footed 20 (-2 Dex, +16 natural, -4 size)

hp 150 (12d8+84 plus 12)

Fort +15, Ref +6, Will +7

Speed 10 ft., swim 20 ft.

Melee bite +16 (2d10+16/19-20 plus grab)

Space 20 ft.; Reach 15 ft.

Special Attacks swallow whole (2d8+11 acid damage, AC 18, 15 hp)

Str 33, Dex 6, Con 25, Int 2, Wis 13, Cha 6

Base Atk +9; CMB +24 (+28 grapple); CMD 32 (36 vs. trip)

Feats Endurance, Improved Critical (bite), Improved Initiative, Iron Will, Skill Focus (Perception), Toughness

Skills Perception +20, Swim +24

SQ amphibious

I510.

Folk tromping through the woods in this hex may come across a **wide, well-beaten trail**. There is a 2 in 6 chance that they will see the creatures that made the trail, a **herd of sixteen mastodons**, seven of which carry on their backs holy men in deep meditation. The holy men are aged and wrinkled, with golden-brown skin and burnished, coppery hair sticking out from under black, cylindrical caps. The men wear loose, white robes.

HEX CRAWL CHRONICLES

They are **druids** who are never parted from their mastodon mount – bathing with them, meditating with them and sleeping on their backs. The men wear white robes and carry cudgels, leather pouches in which they store holly, mistletoe, acorns and other ritual items of the druids and silver coronets that they use to communicate with their mounts. Mastodon and druid share a close bond, and are willing to fight to the death to defend one another.

MASTODONS (16)

XP 6,400

hp 95, (see the *Pathfinder Roleplaying Game Bestiary*, "Elephant, Mastodon")

MASTODON DRUIDS (16)

XP 4,800

N male human druid 8

AC 21, touch 10, flat-footed 21 (+9 armor, +2 shield)

hp 55 (8d8 plus 8)

Fort +6, Ref +2, Will +9

Melee heavy club +8/+3 (1d6+2)

Ranged touch +6 (by spell)

Divine Spells Prepared (4/5/4/4/2; DC 13 + spell level)

Str 14, Dex 10, Con 11, Int 12, Wis 17, Cha 12

Base Atk +6; CMB +8; CMD 18

Combat Gear heavy club; Other Gear holy symbol, pouch with various herbs

IS18.

The coast here is harassed by a sisterhood of **warrior nymphs**, beautiful women with skin the color of sea foam, flowing golden locks and byrnies of shells. The nymphs wield long serrated spears, coming up from their kelp gardens in the shallows to raid the surrounding farms and passing ships for goods they cannot produce under the sea. There are fifty nymphs in the sisterhood, each one as beautiful and proud as the rest.

WARRIOR NYMPHS (50)

XP 3,200

CG Medium fey

Init +5; Senses low-light vision; Perception +14

Aura blinding beauty (30 ft., DC 21)

AC 23, touch 23, flat-footed 17 (+7 deflection, +5 Dex, +1 dodge)

hp 60 (8d6+32)

Fort +13, Ref +18, Will +16

DR 10/cold iron

Speed 30 ft., swim 20 ft.

Melee mwk spear +5 (1d8/x3)

Special Attacks stunning glance

Spell-Like Abilities (CL 8th)

1/day—*dimension door*

Spells Prepared (CL 7th)

4th—*summon nature's ally IV*

3rd—*call lightning* (DC 16), *cure moderate wounds*, *water breathing*

2nd—*barkskin*, *flame blade*, *resist energy*, *tree shape*

1st—*charm animal* (DC 14), *endure elements*, *entangle* (DC 14), *obscuring mist*, *produce flame*

0—*detect magic*, *guidance*, *light*, *stabilize*

Str 10, Dex 21, Con 18, Int 16, Wis 17, Cha 25

Base Atk +4; CMB +9; CMD 27

Feats Agile Maneuvers, Combat Casting, Dodge, Weapon Focus (spear)

Skills Diplomacy +18, Escape Artist +16, Handle Animal +15, Heal +11, Knowledge (nature) +14, Perception +14, Sense Motive +14, Stealth +16, Swim +19

Languages Common, Sylvan

SQ inspiration, unearthly grace, wild empathy +21

I6II.

A **little goddess** sits here in a marble shrine with a dramatic, conical roof supported on three marble pillars. Great bunches of lavender grow around the shrine and hum with the activity of bumblebees. One might easily mistake the little goddess for an idol, for her skin is like brass and her eyes like olivines. She is a short, curvaceous woman who the local humanoids know as **Trise**, the goddess of fortune and hard work. In this form she wears golden coin armor.

Trise is happy to give advice in exchange for a precious gift and an hour of fervent prayers, and she might cast a spells under the same conditions. If attacked, she transforms into a strange creature, about 8 ft. long and shaped like a four-legged bee clad in marble-like chitin, with shadowy wings that give off an icy breeze. Clerics who swear themselves to her worship receive a coin plucked from her armor as a holy symbol. Clerics must return at the full moon (at least once every three moons) to pay a tithe and fast for three days while meditating at her feet or they lose their spellcasting ability and must undertake a quest in her name.

AVATAR OF TRISE, GODDESS OF FORTUNE

CR 14

XP 38,400

Female lyrakien bard 15

CG Tiny outsider (azata, chaotic, extraplanar, good)

Init +7; Senses darkvision 60 ft., detect evil, detect magic, low-light vision; Perception +21

AC 28, touch 16, flat-footed 24 (+12 armor, +3 Dex, +1 dodge, +2 size)

hp 120 (3d10+6 plus 15d8+30)

Fort +8; Ref +15; Will +17; +4 bonus on saving throws made against bardic performance, sonic, and language-dependent effects

Defensive Abilities rejuvenation; DR 5/evil; Immune electricity, petrification; Resist cold 10, fire 10; SR 23

Speed 30 ft., fly 80 ft. (perfect)

Melee slam +13 (1d2–3)

Space 2-1/2 ft.; Reach 0 ft.

Special Attacks bardic performance 25 rounds/day (countersong, dirge of doom, distraction, fascinate, frightening tune, inspire competence +5, inspire courage +3, inspire greatness, inspire heroics, soothing performance, suggestion), starlight blast

Spell-Like Abilities (CL 3rd)

Constant—*detect evil*, *detect magic*, *freedom of movement*

At will—*dancing lights*, *daze* (DC 15), *summon instrument*, *ventriloquism* (DC 16)

1/day—*cure light wounds*, *lesser confusion* (DC 16), *silent image* (DC 16)

1/week—*commune* (6 questions, CL 12th)

Bard Spells Known (CL 15th; concentration +19)

5th (4/day)—*greater dispel magic*, *mass suggestion* (DC 24), *unwilling shield* (DC 22), *vengeful outrage* (DC 24)

4th (5/day)—*break enchantment*, *cure critical wounds*, *dominate person* (DC23), *locate creature* (DC 21)

3rd (7/day)—*control summoned creature* (DC 20), *exquisite accompaniment*, *charm monster* (DC22), *crushing despair* (DC 22), see *invisibility*

2nd (7/day)—*animal messenger*, *enter image*, *calm emotions* (DC 21), *delay poison*, *mirror image*, *misdirection*

1st (7/day)—*charm person* (DC 20), *disguise self*, *hideous laughter* (DC 20), *indentify*, *saving finale*, *timely inspiration*

0 (at will)—*ghost sound* (DC 19), *light*, *mage hand*, *message*, *open/close*, *resistance*

Str 5, Dex 17, Con 14, Int 20, Wis 21, Cha 24

Base Atk +14; CMB +15; CMD 22

Feats Combat Casting, Destructive Dispel, Dodge, Extend Spell, Flanking Foil, Greater Spell Focus (enchantment), Improved Initiative, Natural Spell, Spell Focus (enchantment),

THE PIRATE COAST

Spellsong, Widen Spell

Skills Acrobatics +19, Bluff +23, Diplomacy +23, Fly +31, Knowledge (history) +28, Knowledge (planes) +28, Knowledge (religion) +28, Perception +21, Perform (dance) +24, Perform (oratory) +24, Perform (sing) +24, Sense Motive +21, Spellcraft +21, Stealth +27

Languages Celestial, Draconic, Infernal; truespeech

SQ bardic knowledge (+7), jack-of-all-trades, lore master, traveler's friend, versatile performance (dance, oratory, sing, wind), wild shape 6/day (bee creature, vermin shape II)

Combat Gear golden coin armor

Change Shape (Su)

The Avatar of Trise can transform into a giant, a strange creature, about 8 ft. long and shaped like a four-legged bee clad in marble-like chitin, with shadowy wings that give off an icy breeze. This ability functions like the druid's wild shape class ability, using the *vermin shape II* spell based on the giant wasp. The effect lasts for 1 hour per HD, or until she changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity.

The Avatar of Trise loses her ability to speak while in animal form because she is limited to the sounds that a normal, untrained animal can make, but she can communicate normally with other animals of the same general grouping as her new form.

Each form expends one daily use of this ability, regardless of the form taken.

Rejuvenation (Su)

It's impossible to destroy the Avatar of Trise through simple combat: the "destroyed" spirit restores itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. She is the living avatar of a goddess and thus is effectively immortal.

Starlight Blast (Su)

As a standard action once every 1d4 rounds, a lyrakien can tap into the divine power of Elysium, unleashing a blast of holy starlight in a 5-foot burst. All creatures in this area take 1d4 points of holy damage, plus 1 point for each step their alignment deviates from chaotic good. For example, a chaotic neutral or neutral good creature would take 1d4+1 points of damage, a neutral creature would take 1d4+2 points of damage, and a lawful evil creature would take 1d4+4 points of damage. A DC 21 Reflex save negates this damage. Chaotic good creatures are unaffected by this ability. The save DC is Constitution-based.

Traveler's Friend (Su)

The performances and company of a lyrakien ease the burden of travel. Once per day, a creature may spend a minute listening to a lyrakien's performance—doing so removes the effects of exhaustion and fatigue from the listener.

1613.

There is an **old, abandoned mill** located on a creek here. The stones of the mill are weathered and the area is overgrown, suggesting has been empty for at least a decade. Sitting on a felled tree rubbing his feet is a curious man in a long, black cap, Victorian cape, tweed waistcoat and breeches and leather hiking boots. The man, who will introduce himself as **Mortimer**, carries an oak walking stick with a silver head and a leather pouch.

If asked his business, Mortimer will explain that he is a traveler a long way from home who needs desperately to gain access to the mill, but is barred by a rather unpleasant "fellow" inside. Mortimer is, of course, a plane hopping wizard from another of the myriad Earths. He came to this world to locate a rather important artifact that had long ago been stolen away and hidden. He believes it is located in the mill, but it is now guarded by a powerful entity called a **vril-ya**, a demon in angel's

guise as it were.

The relic in question is a magical *+1 evil outsiderbane spear* that can be used as a *staff of command*. It is hidden in the mill as the pole on which turn the millstones. Mortimer knows he is not powerful enough to challenge the vril-ya, and seeks aid in defeating it.

VRIL-YA

CR 7

XP 3,200

N Large outsider (native)

Init +2; **Senses** darkvision 60 ft.; **Perception** +16

AC 21, touch 12, flat-footed 18 (+2 Dex, +1 dodge, +9 natural, -1 size)

hp 95 (10d10+40)

Fort +7; **Ref** +9; **Will** +11

Immune acid, disease, poison; **Resist** cold 10, electricity 10, fire 10

Speed 40 ft.

Melee 2 claws +12 (1d6+3)

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

Special Attacks psychic blast (30 ft. cone, 3d6, Will DC 21 half, useable every round)

Spell-like Abilities (CL 10th)

At will—*baleful polymorph* (DC 19), *clairaudience/*

clairvoyance, *cure light wounds*, *inflict light wounds* (DC 15)

1/day—*finger of death* (DC 21)

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

Base Atk +10; **CMB** +14; **CMD** 27

Feats Ability Focus (psychic blast), Combat Casting, Dodge, Mobility

Skills Acrobatics +14, Bluff +16, Intimidate +16, Knowledge (history) +15, Knowledge (religion) +15, Knowledge (planes) +15, Perception +16, Sense Motive +16, Stealth +10

Languages Abyssal, Celestial, Draconic, Infernal; telepathy 1 mile

MORTIMER

CR 10

XP 9,600

Male human wizard 10

CG Medium humanoid (human)

Init +0; **Senses** Perception +9

AC 10, touch 10, flat-footed 10

hp 37 (10d6 plus 10)

Fort +3, **Ref** +3, **Will** +8

Speed 30 ft.

Melee silver dagger +5 (1d4/19–20)

Ranged touch +5 (by spell) or dart +5 (1d4)

Special Attacks hand of the apprentice (+9, 7/day)

Wizard Spells Prepared (4/6/6/6/5/5; DC 14 + spell level)

Arcane School universalist

Str 10, **Dex** 10, **Con** 11, **Int** 19, **Wis** 13, **Cha** 16

Base Atk +5; **CMB** +5; **CMD** 15

Feats Craft Wondrous Item^B, Empower Spell, Extend Spell, Lingering Spell^B, Persistent Spell, Quicken Spell, Scribe Scroll^B, Selective Spell, Skill Focus (knowledge [the planes]), Spell Focus (transmutation)^B

Skills Diplomacy +11, Knowledge (arcana) +16, Knowledge (local) +16, Knowledge (planes) +19, Linguistics +16, Perception +9, Sense Motive +10, Spellcraft +16

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

SQ arcane bond (silver dagger), metamagic mastery (2/day)

Combat Gear silver dagger, 3 darts; **Other Gear** walking cudgel, travelling spellbook

HEX CRAWL CHRONICLES

I615.

The town of **Amistie** lies here, nestled on a harbor created by the intersection of the Green River and a lively stream. Amistie is not as large as Hofn. It still fits, snugly, into a wooden palisade with three gates – called the Fruit Gate that opens to the broader valley where grains and vegetables are grown, the Fish Gate, through which are carried the fruits of the river and ocean, and the West Gate, through which pass explorers, trappers and adventurers headed into the hinterland.

Amistie is known for its rugged stone churches (it has three, despite its small size), its well-stocked apothecaries (the finest on the coast) and the many intrigues between its nobility. Amistie has more families of noble descent than the other Sea Lord towns on the coast, and they have seen fit to organize themselves as the Council of Primacy, electing from their own number a Lord Mayor. Each noble family maintains a bodyguard that doubles as the town's army in times of trial. Policing is carried out by hired agents. Shopkeepers and artisans employ guards to keep their property safe, and thieftakers (often rogues themselves) to capture wrong-doers. Despite this somewhat haphazard approach to public safety, Amistie has a fairly normal level of crime and the citizens are known for their down-to-earth friendliness. Wealth in Amistie comes from the pirate fleet of Ydence Longshanks and from the fine horses raised on the plantations that fill the quiet valley.

The current Lord Mayor is **Heald Perch**, a swaggering peacock with a minor talent at magic. Heald comes from a long line of noble blood but looks something like a gravedigger, having a buzzard-like face and pasty skin. He is the tallest man in Amistie (which is saying something given the height of most Sea Lords), with grey eyes and lank, black hair. His chief rival is one **Thela Kenth**, a spendthrift master goldsmith who excels at public oratory and who has paid off the lower class to support her campaign to break the power of the nobility. The nobles hate her, of course, and the artisans and merchants regard her with fear. Thela does not lack for enemies. She can usually be found “holding court” in the Blue House, a tavern near the docks.

HEALD PERCH XP 3,200

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 dagger +4 (1d4+1/19–20)
Ranged dart +3 (1d4+1/19–20) or 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 Scroll[®], 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 (dagger)
Combat Gear dagger, 10 darts

THELA KENTH XP 600

NE female human expert 3
hp 14
Skills Appraise +7, Bluff +10, Craft (goldsmith) +8, Diplomacy +10
Str 10, **Dex** 12, **Con** 11, **Int** 15, **Wis** 14, **Cha** 18

CR 7

CR 2

I620.

The seaside plays host to the largest Albian temple in Namera. The **building** is about the size of a cathedral, and heavily fortified. Within the temple there is a great hall in the shape of a cross, the center of which holds a 50 ft. tall idol of Albia. The goddess appears as a tall woman wearing long robes, her hair piled on her head and clasped with a tiara. She holds a long, oval shield in her left hand and a sword in her right hand drags behind her. The goddess has no eyes, but does have a massive carbuncle (20,000 gp) set in her forehead.

The remainder of the cathedral is taken up by what are, in essence, four towers, each a fortress in and of itself. The cross-shaped great hall lies between these fortresses. The towers have crenellated tops patrolled by crossbowmen in mail and white tunics and pyramidal roofs that rise 30 ft. and are clad in green copper. The great hall between them has an arched roof clad in stained glass, the glass bathing the floor of the hall and the idol in a kaleidoscope of colors.

Each tower hosts a brotherhood of knights – the northern host, the southern host, the eastern host and the western host. Each host consists of a company of men-at-arms in plate mail and carrying shield, heavy mace and throwing hammer. Each host is commanded by a high priest – **Aeton** of the north, **Sigur** of the south, **Haeln** of the east and **Fadis** of the south. These four men, all brothers, were raised in the Albian church and are the grandsons of Mael the Holy, a cleric that worked his entire life to construct this magnificent temple. The youngest of them is now 60 years old.

Despite their holy vows, the brothers are quarrelsome and often petty in their behavior to one another. The three youngest resent Sigur, who keeps the remains of their ancestors in a crypt beneath his fortress, allowing none to enter and pay their respects in fear of thievery (he says). The crypt of the ancestors holds a tapestry depicting Albia standing astride a red dragon. The golden tiara on Albia's head in the tapestry is woven of golden thread. If that thread is removed from the tapestry and placed in a pile at the foot of her idol, it transforms into a crown that confers the powers of a +6 *belt of giant strength*. The four brothers are unaware of this crown's existence.

AETON XP 38,400

Male human cleric 14
LN Medium humanoid (human)
Aura law
Init +0; **Senses** Perception +14

AC 23, touch 10, flat-footed 23 (+10 armor, +3 shield)
hp 117 (14d8+28 plus 14)
Fort +11, **Ref** +4, **Will** +16

Speed 20 ft. (30 ft. base)
Melee +1 *holy warhammer* +15/+10 (1d8+4/x3) or touch +13 (by spell)
Ranged touch +10 (by spell)
Special Attacks channel negative energy (7d6, DC 19, 5/day)
Divine Spells Prepared (CL 14th; 4/6+1/5+1/5+1/5+1/3+1/3+1/2+1; DC 15 + spell level)

Str 16, **Dex** 10, **Con** 14, **Int** 12, **Wis** 20, **Cha** 14
Base Atk +10; **CMB** +13; **CMD** 23
Feats Alertness, Brew Potion, Cleave, Iron Will, Power Attack, Scribe Scroll, Skill Focus (knowledge [religion]), Weapon Focus (warhammer)
Skills Diplomacy +12, Heal +15, Knowledge (arcana) +11, Knowledge (religion) +14, Knowledge (the planes) +11, Perception +14, Sense Motive +17, Spellcraft +11
Languages Celestial, Common
Combat Gear +1 *full plate*, +1 *heavy steel shield*, +1 *holy warhammer*, *wand of searing light* (CL 6th, 40 charges), 3 *potions of cure moderate wounds*, *divine scroll* (CL 12th; *air walk*, *heal*, *mass cure moderate wounds*, *stoneskin*); **Other Gear** silver holy symbol (25 gp)

CR 14

THE PIRATE COAST

FADIS

XP 51,200

Male human cleric 15
LN Medium humanoid (human)

Aura law

Init +0; **Senses** Perception +14

AC 23, touch 10, flat-footed 23 (+10 armor, +3 shield)

hp 120 (15d8+30 plus 15)

Fort +11, **Ref** +5, **Will** +16

Speed 20 ft. (30 ft. base)

Melee +1 *holy heavy mace* +16/+11/+6 (1d8+4) or touch +14 (by spell)

Ranged touch +11 (by spell)

Special Attacks channel negative energy (8d6, DC 18, 4/day)

Divine Spells Prepared (CL 15th; 4/6+1/5+1/5+1/5+1/4+1/3+1/2+1/1+1; DC 15 + spell level)

Str 17, **Dex** 11, **Con** 15, **Int** 10, **Wis** 21, **Cha** 12

Base Atk +11; **CMB** +14; **CMD** 24

Feats Alertness, Cleave, Craft Wand, Craft Wondrous Item, Iron Will, Power Attack, Scribe Scroll, Skill Focus (knowledge [religion]), Weapon Focus (heavy mace)

Skills Diplomacy +10, Heal +14, Knowledge (arcana) +9, Knowledge (religion) +12, Perception +14, Sense Motive +17, Spellcraft +9

Languages Celestial, Common

Combat Gear +1 *full plate*, +1 *heavy steel shield*, +1 *holy heavy mace*, *wand of protection from evil* (CL 8th, 20 charges), 2 *potions of cure moderate wounds*; **Other Gear** golden holy symbol (125 gp)

HAELN

XP 19,200

Male human cleric 12
LN Medium humanoid (human)

Aura law

Init +2; **Senses** Perception +13

AC 24, touch 11, flat-footed 23 (+10 armor, +1 Dex, +3 shield)

hp 100 (12d8+12 plus 12)

Fort +9, **Ref** +6, **Will** +15

Speed 20 ft. (30 ft. base)

Melee +1 *light mace* +15/+10 (1d6+3) or touch +11 (by spell)

Ranged +1 *returning warhammer* +15 (1d8+3/x3) or touch +11 (by spell)

Special Attacks channel negative energy (6d6, DC 18, 5/day)

Divine Spells Prepared (CL 12th; 4/6+1/5+1/5+1/4+1/3+1/2+1; DC 15 + spell level)

Str 15, **Dex** 14, **Con** 13, **Int** 12, **Wis** 20, **Cha** 14

Base Atk +9; **CMB** +11; **CMD** 23

Feats Iron Will, Point Blank Shot, Power Attack, Precise Shot, Scribe Scroll, Skill Focus (knowledge [religion]), Weapon Focus (light mace)

Skills Diplomacy +13, Heal +16, Knowledge (religion) +15, Perception +13, Sense Motive +16, Spellcraft +12

Languages Celestial, Common

Combat Gear +1 *full plate*, +1 *heavy steel shield*, +1 *light mace*, +1 *returning warhammer*; **Other Gear** silver holy symbol (25 gp)

SIGUR

XP 76,800

Male human cleric 16
LN Medium humanoid (human)

CR 15 **Aura** law

Init +0; **Senses** Perception +15

AC 26, touch 10, flat-footed 22 (+11 armor, +5 shield)

hp 154 (16d8+48 plus 16)

Fort +13, **Ref** +5, **Will** +18

Speed 20 ft. (30 ft. base)

Melee +4 *axiomatic light mace* +19/+14/+9 (1d6+6) or touch +14 (by spell)

Ranged touch +12 (by spell)

Special Attacks channel negative energy (8d6, DC 22, 7/day)

Divine Spells Prepared (CL 16th; 4/6+1/6+1/5+1/5+1/4+1/4+1/3+1/2+1; DC 16 + spell level)

Str 15, **Dex** 10, **Con** 16, **Int** 12, **Wis** 22, **Cha** 18

Base Atk +12; **CMB** +14; **CMD** 24

Feats Alertness, Cleave, Improved Iron Will, Iron Will, Power Attack, Skill Focus (diplomacy), Skill Focus (knowledge [religion]), Skill Focus (knowledge [the planes]), Weapon Focus (light mace)

Skills Diplomacy +14, Heal +15, Knowledge (arcana) +10, Knowledge (religion) +14, Knowledge (the planes) +14, Perception +15, Sense Motive +18, Spellcraft +11

Languages Celestial, Common

Combat Gear +2 *full plate*, +3 *heavy steel shield*, +4 *axiomatic light mace*, *wand of cure moderate wounds* (CL 10th, 15 charges), 2 *potions of cure moderate wounds*, *divine scroll* (CL 10th; *heal*, *mass cure moderate wounds*);

Other Gear platinum holy symbol (2,500 gp)

I624.

Slakethirst is a bustling town of rowdies known for its fighting pits and numerous lodges of rangers, brave men and women who patrol the wilderness in defense of human civilization. The town has walls of stone and wood, with a maze-like interior. The fields around Slakethirst are grown with lavender, woad, madder, ting and flax. These fields support the town's textile and dye industries. The town has wider streets than Amistie or Hofin, with brightly painted buildings and chains hung with lanterns spanning the streets. Slakethirst is the home port of Bonny Prince Andus' pirate fleet.

The town is ruled by an elected council of aldermen who elect a speaker. The current speaker is **Frede Mondo**, a lecherous dyer with deep ties to the city's rampant criminal element. He has turned the speaker's manor into a meeting place for thieves, grifters and ladies of ill repute, nicknamed by him the League of Pilferers.

Opposing Frede is a retired soldier and friend of the people, **Salum Kayne**. Salum is a heavy-set man with a rugged, scarred face and a bushy beard. He is a compassionate man who made his money as a fur trader after retiring as the town's under marshal many years ago. He is known for his lavish parties and for his generosity to the poor.

FREDE MONDO

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

CR 12

CR 16

CR 7

HEX CRAWL CHRONICLES

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, dagger; **Other Gear** mirror, 27 gp

SALUM KAYNE

CR 11

XP 12,800

Male human fighter 11
NG Medium humanoid (human)
Init +1; **Senses** Perception +9

AC 18, touch 11, flat-footed 17 (+7 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 spear +16/+11/+6 (1d8+8/x3) or mwk handaxe +15/+10 (1d6+3/x3)

Ranged light crossbow +13 (1d8/19–20)

Special Attacks weapon training (spear +2, crossbows +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 (spear), Improved Disarm, Improved Vital Strike, Leadership, Point Blank Shot, Vital Strike, Weapon Focus (spear), Weapon Specialization (spear)

Skills Intimidate +10, Knowledge (local) +10, Perception +9, Ride +7, Survival +12

Languages Common

Combat Gear +1 chainmail, +1 light steel shield, +1 spear, masterwork handaxe, light crossbow, 15 bolts; **Other Gear** malachite (worth 900 gp)

I626.

A sun-drenched hillside here is covered with a sprawling **village** of small buildings covered in white plaster and tiny lanes and stairs paved in flavescent limestone. The village could house over 100 people, but has only one inhabitant, an old Sea Lord named **Crazy Jack**. Crazy Jack claims to have been everything from a highwayman to a pirate to the king of a southern island. He is bald as a coot, with burned, leathery skin and a missing right arm. His clothes are simple and tattered, but he has a gleaming silver sword hanging from his belt. Jack moves about in the village, sleeping where he pleases. He has a store of rum hidden in a cellar, and otherwise survives by trapping small animals and birds. His most prized possession is a glass eye that he calls Alia, and to which he has a habit of speaking. If visitors are decent to Jack, Jack is decent to them, but if threatened he does not hesitate to kill.

CRAZY JACK

CR 16

XP 76,800

Male human fighter 16
NE Medium humanoid (human)
Init +3; **Senses** Perception +15

AC 23, touch 17, flat-footed 20 (+6 armor, +4 deflection, +3 Dex)

hp 184 (16d10+48 plus 16)

Fort +13, **Ref** +8, **Will** +4; +4 vs. Fear

Defensive Abilities Bravery +4

Speed 30 ft.

Melee +2 brilliant energy shortsword +26/+21/+16/+11 (1d6+12/17–20)

Melee +2 light crossbow of speed +23 (1d4+3/19–20) (one shot per round, due to only 1 arm)

Special Attacks weapon training (light blades +3, crossbows +2, natural +1)

Str 16, **Dex** 17, **Con** 16, **Int** 15, **Wis** 8, **Cha** 16

Base Atk +16; **CMB** +19; **CMD** 32

Feats Bleeding Critical, Combat Expertise, Critical Focus, Endurance, Greater Disarm, Greater Penetrating Strike, Greater Weapon Focus (short sword), Greater Weapon Specialization (short sword), Improved Critical, Improved Disarm, Improved Sunder, Improved Vital Strike, Leadership, Penetrating Strike, Staggering Critical, Vital Strike, Weapon Focus (short sword), Weapon Specialization (short sword)

Skills Intimidate +22, Knowledge (local) +19, Perception +15, Survival +15, Swim +22

Languages Common

SQ armor training 4

Combat Gear +4 leather armor of moderate fortification, +2 brilliant energy shortsword, +2 light crossbow of speed, 10 +3 bolts, ring of protection +4; **Other Gear** bronze icon of Albia (worth 1,000 gp)

I705.

There is a **primordial fire pit** dug into a hollow here. The fire pit holds the first fire tendered by mortals in the universe, a brilliant white flame as pure as the phlogiston. The grove of the ancient fire is surrounded by tall, straight trees with black bark and reddish leaves the size of silver dollars that seem to drift to the ground day and night, every day of the year, carpeting the forest floor. The divine fire is guarded by **large crows** covered in brilliant, rainbow plumage. These canny birds are as intelligent as any human (maybe more so) and they do not permit anyone within 20 ft. of the divine fire save druids and lawful clerics of 9th level and higher. The fire cannot be quenched by water – attempts to do so breed 1d3+3 **steam elementals** that immediately leap to the defense of their mother.

The fire can be used to light torches, producing a normal flame. Bodies thrown into the fire (dead or alive) are quickly consumed and then re-emerge from the surrounding trees per the *reincarnation* spell.

RAINBOW CROW

CR 5

XP 1,600

NG Large magical beast

Init +3; **Senses** darkvision 60 ft., *detect evil*, low-light vision; **Perception** +11

AC 19, touch 13, flat-footed 15 (+3 Dex, +1 dodge, +6 natural, –1 size)

hp 60 (8d10+16)

Fort +8; **Ref** +9; **Will** +6

DR 5/magic; **Immune** acid, cold, fire; **SR** 16

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

Melee 2 claws +10 (1d6+3 plus bane), bite +10 (1d8+3 plus bane)

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

Special Attacks bane (+2d6 damage to chaotic creatures)

Spell-like Abilities (CL 8th):

Continuous—*detect evil*

3/day—*protection from evil* (DC 13)

Str 16, **Dex** 16, **Con** 15, **Int** 3, **Wis** 18, **Cha** 14

Base Atk +8; **CMB** +12; **CMD** 26

Feats Dodge, Flyby Attack, Hover, Power Attack

Skills Fly +12, Perception +11

Languages Celestial (understand only), Sylvan (understand only)

THE PIRATE COAST

LARGE STEAM ELEMENTAL

XP 1,600

hp 75, (see the *Pathfinder Roleplaying Game Bestiary*, "Elemental, Air, Large" with the following changes: add the following to the whirlwind ability, "A creature caught in a steam elemental's whirlwind are subjected to extreme heat (see **Heat Dangers** in the *Pathfinder Core Rulebook*). It must succeed on the Fortitude save every round it remains in the whirlwind rather than every 10 minutes. This ability is also effective in removing the wrinkles from the capture creatures' clothing.")

I708.

At a point where three streams join the Green River there is a 12 ft. tall **idol of Olchies**, an ancient deity of the stone giants who governed petty revenge and witty retorts. Olchies looks like a stone giant with a head that resembles a chameleon. He wears the leather harness and loinclout common to the stone giants and holds a shield in one hand and a bronze torch in the other. One can remove the torch from the statue's grasp by climbing up on his shoulder and confessing in his ear the last petty revenge they took upon a friend or loved one. The admission is immediately transmitted in indelible ink to the back of the target of that petty revenge, written in the harsh runes of the stone giants. The torch is 4 ft. long and very heavy (12 lbs.). The torch gives off a vibrant green glow when removed from the statue and has the following powers while in the swamp: 1) The holder is guided via a green beam to whatever object or person in the swamp sought; 2) The person is not harmed, annoyed or molested by the animals of the swamp, including vermin; and 3) As soon as the holder has found what they sought, the torch disappears, reappearing in the hand of the idol of Olchies. If the torch is not carried into the swamp, it disappears in one hour and returns to the idol.

I718.

A **fortress monastery** of Albia, the White Goddess of the Sea Lords, has been erected here overlooking the sea. The monastery is made of white stone with doors of thick white oak. The monastery has four peaked towers with walls that sweep from one tower to another like rolling waves. Inside the monastery live **nine priests** in crisp white robes and leather sandals. These men defend the fishermen of the coast (as best they can) against monsters, bandits and pirates. They have a small sloop-of-war anchored in their walled harbor and maintain a garrison of **twenty longbowmen** adept at fighting on land and sea. The longbowmen of the monastery wear white tunics and hoods over their chainmail. The abbot is **Bruth**, a wise old soldier with light brown hair and sea green eyes. Heavysset, with a flat face, Bruth is straightforward and brusque with non-believers and ruthless with the wicked. The monastery holds the last surviving copy of the *Book of Twelve Dooms*, an ancient work of the priests of Albia that predicts twelve successive dooms that will befall mankind, the last being the end of the world. The sinking of the White Islands was the sixth doom.

The fortress treasury contains 1,150 gp, a store of 100 vellum scrolls, a set of brass vambraces (worth 50 gp) and four rainbow crow feathers (worth 25 gp each).

ACOLYTE (6)

XP 600

N male human cleric 2

AC 17, touch 10, flat-footed 17 (+6 armor, +1 shield)

hp 10 (2d8 plus 2)

Fort +3, **Ref** +0, **Will** +6

Melee light mace +2 (1d6+1)

Ranged touch +1 (by spell)

Divine Spells Prepared (4/3+1; DC 13 + spell level)

Domains Travel, Water

Str 13, **Dex** 10, **Con** 11, **Int** 11, **Wis** 16, **Cha** 11

Base Atk +1; **CMB** +2; **CMD** 12

Combat Gear Chainmail, light steel shield, light mace; **Other Gear** holy symbol.

CR 5 PRIESTS (3)

XP 2,400

Male human cleric 6

N Medium humanoid (human)

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

AC 20, touch 10, flat-footed 20 (+8 armor, +2 shield)

hp 48 (6d8+12 plus 6)

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

Resist cold 10

Speed 20 ft. (30 ft. base)

Melee heavy mace +6 (1d8+1)

Ranged touch +4 (by spell)

Special Attacks channel positive energy (4/day, 3d6, DC 14), icicle (1d6+3, 6/day)

Divine Spells Prepared (CL 6th)

3rd—*bestow curse* (DC 15), *locate object*, *meld into stone*, *water breathing*^P

2nd—*bear's endurance*, *hold person* (DC 15), *locate object*^P, *spiritual weapon*, *status*

1st—*command* (DC 13), *entropic shield*, *magic weapon*, *obscuring mist* (DC 13)^P, *shield of faith*

0—*light*, *mending*, *read magic*, *virtue*

Domains Travel, Water

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

Base Atk +4; **CMB** +5; **CMD** 15 (19 vs. bull rush or trip)

Feats Extra Channel, Improved Channel, Weapon Focus (heavy mace)

Skills Diplomacy +4, Heal +8, Knowledge (religion) +5, Perception +5, Spellcraft +2, Swim -4

Languages Common

SQ agile feet (6/day)

Combat Gear Half-plate armor, heavy steel shield, heavy mace; **Other Gear** holy symbol

CR 3 LONGBOWMEN (20)

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

CR 16 BRUTH

XP 76,800

Male human cleric 16

LN Medium humanoid (human)

Aura law

Init +1; **Senses** Perception +14

CR 2

AC 27, touch 11, flat-footed 22 (+12 armor, +1 Dex, +4 shield)

hp 160 (16d8+48 plus 16)

Fort +13, **Ref** +6, **Will** +17

Speed 20 ft. (30 ft. base)

Melee +4 *axiomatic light mace* +20/+15/+10 (1d6+7) or touch +15 (by spell)

Ranged touch +13 (by spell)

Special Attacks channel negative energy (8d6, DC 22, 5/day)

Divine Spells Prepared (CL 16th; 4/6+1/6+1/5+1/5+1/4+1/4+1/3+1/2+1; DC 16 + spell level)

Str 17, **Dex** 12, **Con** 17, **Int** 12, **Wis** 20, **Cha** 14

HEX CRAWL CHRONICLES

Base Atk +12; **CMB** +15; **CMD** 26

Feats Cleave, Improved Channel, Improved Sunder, Iron Will, Mighty Cleave, Power Attack, Selective Channel, Skill Focus (Knowledge [religion]), Weapon Focus (light mace)

Skills Diplomacy +14, Heal +17, Knowledge (religion) +19, Perception +14, Sense Motive +17, Spellcraft +13

Languages Common

Combat Gear +3 full plate, +2 heavy steel shield, +4 light mace, 2 potions of cure moderate wounds; **Other Gear** silver holy symbol (25 gp)

I723.

Peric is a slender man with fine, white hair and coal-black eyes that smolder when one catches him unawares. A lord in his own right, he dwells in a concentric castle of gray stone that sits near the sea. The castle has a fortified harbor and Peric owns a lion ship and crews it with **hobgoblins** in full helms and thick cloaks (to hide their identities). A hamlet of **200 goblins** dwells within the castle walls.

The castle is surrounded by wondrous orchards and gardens. Water is drawn from a large well at the foot of the castle mound. A magical stone is sunk deep within this well, and this stone not only charges the well water (one drink in six acts as a random magic potion), but also increases the caster level of all the folk in the immediate vicinity. Those who cannot cast spells gain the ability to cast a single arcane spell within the castle walls (as a sorcerer of appropriate level).

Peric pines away for his lover from the sea. The strange woman bore him twins with porcelain skin and large, blue-grey eyes – a boy and a girl who rarely speak and who give most folks the creeps by their mere presence. To find their mother, who disappeared six years ago, Peric has hired **Crathe**, a wizened old crone who seems to appear and disappear as she likes. When present, she dwells in the dungeons beneath the castle, working on her spells and, rumor has it, consorting with demons.

Peric's treasure consists of 1,460 gp, a collection of sixteen silver cups (worth 10 gp each), a banded agate worth 400 gp and seven head of oxen with dark blue coats (worth 30 gp each).

PERIC

XP 12,800

Male human fighter 11

LE Medium humanoid (human)

Init +1; **Senses** Perception +9

AC 20, touch 11, flat-footed 19 (+7 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 +3 longsword +21/+16/+11 (1d8+10/19–20) or mwk cold iron dagger +14/+9/+4 (1d4+3/19–20)

Ranged mwk light crossbow +14/+9/+4 (1d8/19–20)

Special Attacks weapon training (heavy blades +2, crossbows +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, Point Blank Shot, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Intimidate +10, Knowledge (local) +10, Perception +9, Survival +12, Swim +7

Languages Common, goblin

Combat Gear +1 chainmail, masterwork heavy steel shield, +3 longsword, masterwork cold iron dagger, masterwork light crossbow, 20 bolts

CR 11

HOBGOBLIN CREW

XP 200

hp 9, (see the *Pathfinder Roleplaying Game Bestiary*, "Hobgoblin")

CR 1/2

GOBLINS (200)

XP 135

hp 5, (see the *Pathfinder Roleplaying Game Bestiary*, "Goblin")

CR 1/3

CRATHE

XP 12,800

NE Fe male human wizard 11

AC 10, touch 10, flat-footed 10

Fort +2, **Ref** +3, **Will** +8

hp 42 (11d6-11 plus 11)

Melee unarmed strike +9/+4 (1d8+2)

Ranged ranged touch +7 (by spell)

Wizard Spells Prepared (4/5/5/5/4/2/1; DC 13 + spell level)

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

Base Atk +5; **CMB** +4; **CMD** 14

Skills Knowledge (arcana) +17, Knowledge (nobility) +17, Knowledge (the Planes) +16, Spellcraft +17

CR 11

I729.

A band of **eight traveling dancers** from the south has made their way to this spot on their journey north. The dancers are tall and lithe, almost gaunt, with muscular legs and otherwise somewhat androgynous bodies. They have wavy hair of dark blonde, hazel eyes and tan skin. The women of the band, numbering five, paint their faces with broad, white bands from forehead to chin. All of them decorate themselves with brightly colored glass beads and strips of coeurl hide taken from the southern jungles they call home. The dancers are acrobatic and quick, and in battle they are almost unsurpassed. They seek a prophesied spiritual leader and oracle that happens to resemble one of the party members.

SOUTHERN DANCERS (8)

XP 1,200

Male human monk 4

LN Medium human (human)

Init +1; **Senses** Perception +9

CR 4

AC 15, touch 15, flat-footed 14 (+1 Dex, +1 monk, +3 Wisdom)

hp 22 (4d8 plus 4)

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

Defensive Abilities evasion, slow fall (20 ft.), still mind

Speed 40 ft.

Melee unarmed strike +5 (1d8+1) or flurry of blows +4/+4 (1d8+1)

Str 12, **Dex** 13, **Con** 11, **Int** 10, **Wis** 16, **Cha** 14

Base Atk +3; **CMB** +5; **CMD** 20

Feats Combat Reflexes, Dodge^B, Improved Unarmed Strike^B, Mobility, Stunning Fist^B, Weapon Focus (unarmed strike)

Skills Acrobatics +7, Escape Artist +7, Knowledge (local) +3, Knowledge (religion) +6, Perception +9, Perform (dance) +5, Sense Motive +9

Languages Common

I812.

A **compact castle** of granite blocks with walls painted in murals depicting the surrounding countryside – a camouflage that actually makes it as difficult for travelers to notice the castle as it is to notice a secret door (DC 30 Perception check). The castle overlooks a sparkling bay thronged by small caves that are home to holy hermits, men dedicated to spiritual perfection through want and protected by the owner of the castle, the wizard known as the **Grey Vision**.

THE PIRATE COAST

The Gray Vision, Marvis to his friends, is a slight man who dresses as a commoner, tending the castle grounds and scrubbing the murals to keep them clean. As a commoner, Marvis wears crimson breeches and a loose doublet of beige cloth, soiled from hard labor, and soft boots. In his guise as the Grey Vision, Marvis wears heeled boots, a wig of auburn ringlets (heavily perfumed), and silk and lace finery of warm, cinereous tones and jewelry of Jovian silver. Despite his simple disguise and seemingly benevolent attitude to the monks of Albia, the Gray Vision intends to extend his dominion over all other magicians of the coast, destroying any who come close to achieving his level of expertise.

The Grey Vision's treasure includes 955 gp in a heavy, locked trunk, a light mace gilded with white gold (worth 65 gp), a veil of hepatizon chain (worth 15 gp) and 10 pounds of cashews stored in a terracotta jar in his pantry (worth 20 gp per pound).

GREY VISION XP 76,800

CR 16

Male human wizard 16
NE Medium humanoid (human)
Init +1; **Senses** Perception +10

AC 11, touch 11, flat-footed 10 (+1 Dex)
hp 66 (16d6 plus 16)
Fort +5, **Ref** +6, **Will** +12

Speed 30 ft.
Melee +3 *cold iron dagger* +11/+6 (1d4+3/19–20)
Ranged ranged touch +9 (by spell)
Wizard Spells Prepared (4/4/4/4/4/4/3/3/2; DC 16 + spell level)

Str 10, **Dex** 13, **Con** 11, **Int** 22, **Wis** 14, **Cha** 6
Base Atk +8; **CMB** +9; **CMD** 21
Feats Bouncing Spell, Craft Wand, Extend Spell, Greater Spell Focus (transmutation), Persistent Spell, Point Blank Shot, Quicken Spell, Scribe Scroll[®], Selective Spell, Spell Focus (transmutation), Spell Focus (transmutation), Weapon Focus (ray)
Skills Craft (alchemy) +17, Craft (carpentry) +17, Knowledge (arcana) +17, Knowledge (local) +17, Knowledge (nature) +17, Linguistics +17, Perception +10, Spellcraft +17 (+19)
Languages Abyssal, common, dwarven, elven, infernal, giant, gnomish, goblin, sylvan
Combat Gear +3 *cold iron dagger*; **Other Gear** spellbook

I8I4.

Remains of an old stone giant quarry lies near the shore. The walls of the quarry tower overhead 100 to 150 ft. high, and portions are filled with up to 10 ft. of water. An ancient **aboleth scholar** (known as *oktomon* in this area), as wicked as he is wise, dwells in these waters, engraving his knowledge on the stone floor of the quarry. He keeps a treasure of 1,200 gp, a pair of dangly gold earrings set with orc fangs (worth 100 gp), the bones of an elven war chief dipped in purple wax (the head is stuffed with hops and holds a sphere of alabaster containing a treasure map) in a tarnished bronze box.

ABOLETH (OKTOMON) SCHOLAR XP 6,400

CR 9

Male aboleth expert 5
LE Huge aberration (aquatic)
Init +5; **Senses** darkvision 60 ft.; Perception +14
Aura mucus cloud (5 feet)

AC 20, touch 9, flat-footed 19; (+1 Dex, +11 natural, –2 size)
hp 144 (8d8+5d8+78)
Fort +9, **Ref** +6, **Will** +15

Speed 10 ft., swim 60 ft.
Melee 4 tentacles +13 (1d6+5 plus slime)
Space 15 ft.; **Reach** 15 ft.

Spell-Like Abilities (CL 16th)

At will—*hypnotic pattern* (DC 15), *illusory wall* (DC 17), *mirage arcana* (DC 18), *persistent image* (DC 18), *programmed image* (DC 19), *project image* (DC 20), *veil* (DC 19)
3/day—*dominate monster* (DC 22)

Str 20, **Dex** 12, **Con** 22, **Int** 15, **Wis** 17, **Cha** 17

Base Atk +3; **CMB** +16; **CMD** 27 (can't be tripped)

Feats Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (knowledge [geography]), Skill Focus (knowledge [history]), Skill Focus (knowledge [local]), Weapon Focus (tentacle)

Skills Bluff +15, Intimidate +14, Knowledge (geography) +21, Knowledge (history) +21, Knowledge (local) +21, Perception +14, Spellcraft +18, Swim +24; **Racial Modifiers** +8 Swim
Languages Aboleth, Aklo, Aquan, Undercommon

I90I.

The northern portion of this hex is the range of a **giant lynx**. Like all of its mystic kind, it can cast divinations for those who earn its trust, and it can produce garnets by urinating in small holes that it digs in its territory. These garnets are especially valued by wizards and alchemists for experiments and researches into divination. The giant lynx dwells beneath a rocky ledge in the deepest portion of the woodlands. It has at least 20 garnets buried in its territory, and might be convinced to lead people to these gems.

GIANT MYSTIC LYNX XP 600

CR 2

N Medium magical beast
Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +7

AC 14, touch 10, flat-footed 14 (+4 Dex)
hp 13 (2d10+2)
Fort +4; **Ref** +7; **Will** +3

Speed 40 ft.
Melee 2 claws +6 (1d4+2 plus grab), bite +6 (1d6+2)
Special Attacks pounce, rake (2 claws, +6, 1d4+2)
Spell-like Abilities (CL 10th):
1/day—*commune*, *detect invisibility*, *locate object*

Str 14, **Dex** 18, **Con** 13, **Int** 12, **Wis** 16, **Cha** 13
Base Atk +2; **CMB** +4 (+8 grapple); **CMD** 18 (22 vs. trip)
Feats Weapon Finesse

Skills Acrobatics +8, Climb +6, Knowledge (nature) +7 (+15 own forest), Perception +7, Stealth +8 (+12 in forests); **Racial Modifiers** +4 Knowledge (nature), +4 Stealth in forests
Languages Sylvan
SQ forest lore (+8 to Knowledge [nature] checks regarding its own forest)

I903.

A long rift in the landscape is home to the holding of a **large hobgoblin tribe**, the Withered Hand by name. The walls of the rift are 40 ft. tall and riddled with the mines and long burrows of the hobgoblins. The hobgoblins organize themselves into warrior bands, each led by a chieftain who answers to the warlord **Zriek Long-Shanks**. The rift floor supports a forest of mighty oaks from which the hobgoblins draw wood for their weapons and homes. They use the surrounding woods for fuel for their smelters, which are located in a deep pit beneath the rift, venting through a clever series of chimneys to the outside world.

The hobgoblins dig cobalt, iron, sulfur and arsenic from their mines and make use of all of it. Their weapons are made of an alloy of iron and cobalt and they dip their arrows in powdered arsenic (kept in the bottom of the quivers). Their burrows are located above the mines and are decorated with tile murals of great battles and cruel victories. The entrances to the burrows are guarded by **large, shaggy mastiffs** that attack as wolves.

HEX CRAWL CHRONICLES

The hobgoblins dress in woolens of purple and yellow plaid, with baggy shirts and leather bracers on their arms. They are never without their short bows and swords, but in battle dress in scale armor and carry axes and war hammers. They value puissance at arms and poetry, and recite long sagas in gravelly voices to the accompaniment of iron chimes. Their shields are decorated with twelve pointed stars.

ZRIEK LONG-SHANKS

CR 6

XP 2,400

Male hobgoblin warrior 9

NE Medium humanoid (goblin)

Init +8; **Senses** darkvision 60 ft.; Perception +3

AC 20, touch 15, flat-footed 15 (+3 armor, +4 Dex, +1 dodge, +2 shield)

hp 76 (9d10+27)

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

Speed 30 ft.

Melee shortsword +14/+9 (1d6+3/17–20)

Ranged short bow +13/+8 (1d6/×3)

Str 16, **Dex** 18, **Con** 16, **Int** 10, **Wis** 12, **Cha** 10

Base Atk +9; **CMB** +12; **CMD** 26

Feats Dodge, Improved Critical (shortsword), Improved Initiative, Weapon Finesse, Weapon Focus (shortsword)

Skills Intimidate +7, Perception +5, Stealth +12, Swim +10;

Racial Modifiers +4 Stealth

Languages Common, goblin

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

MASTIFF HOUNDS

CR 1

XP 400

hp 10, (see the *Pathfinder Roleplaying Game Bestiary*, “Wolf”)

I922.

A mile-long sandbar lies in wait in the hex, lurking beneath the waves to entrap passing ships. The sandbar is alive and sentient. Ships that are entrapped are then attacked by six sandlings, extensions of the sandbar. If all of the sandlings are destroyed, the sandbar sinks back beneath the waves, apparently defeated, though in fact nothing short of magically turning it to stone will destroy the monstrosity.

SANGLINGS (6)

CR 2

XP 600

N Large outsider (earth, elemental, extraplanar)

Init +1; **Senses** darkvision 60 ft., tremorsense; **Perception** +10

AC 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, –1 size)

hp 26 (4d10+4)

Fort +5; **Ref** +2; **Will** +4

DR 5/bludgeoning; **Immune** elemental traits

Weaknesses vulnerability to water

Speed 30 ft., burrow 20 ft.

Melee bite +6 (1d8+4)

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

Str 17, **Dex** 13, **Con** 13, **Int** 4, **Wis** 11, **Cha** 11

Base Atk +4; **CMB** +8; **CMD** 19 (can't be tripped)

Feats Power Attack, Skill Focus (Perception)

Skills Perception +10

Vulnerability to Water (Ex)

For every 2 gallons of water that hit a sandling, it is slowed (as the *slow* spell) for 1 round (no save).

I924.

Old Neefe is a man of great and mysterious talents. Once a reaver of the coast, he has retired to a small red castle nestled on a gentle rise that overlooks the grand sweep of the sea. Neefe now works as a bounty hunter. In his castle he keeps a kennel for his hunting hounds, an aerie for his falcons and a shrine of white marble and gold dedicated to Albia. Underneath a slab in this shrine he hides his sea chest, full of loot and the clothes and weapons he once used as a pirate.

Neefe is a fine-boned man with gray eyes, close-cropped hair of dark brown kissed with silver. He has a heavy, plain face heavily scarred from a life of battle. Devious and flirtatious, he usually wears a burgundy cotton waistcoat and short, black trousers with tall boots. He has a treasure of 2,500 sp, 1,200 gp, eight porcelain vases depicting gruesome executions (worth 75 gp each) and a silver great helm (worth 100 gp).

Under the protection of Neefe's holding there is a **village of dwarves**, outcasts from the south with light brown skin, curly red to reddish-brown hair and steel grey eyes. These dwarves keep smallish blue cattle from whose milk they produce many excellent cheeses. One dwarf, an elder male named **Edwen**, is skilled as an apothecary. With a month's notice and the proper ingredients, he can brew a healing draught (*potion of cure serious wounds*) or make an ointment that *removes blindness*.

OLD NEEFE

CR 15

XP 51,200

Male half-orc aristocrat 7, assassin 8, rogue 2

CE Medium humanoid (half-orc)

Init +4; **Senses** darkvision 60 ft.; Perception +15

AC 22, touch 16, flat-footed 17 (+6 armor, +4 Dex, +1 deflection, +1 natural)

hp 98 (7d8+8d8+2d8+17 plus 17)

Fort +6, **Ref** +13, **Will** +10; +4 vs. poison

Defensive Abilities evasion, orc ferocity, hide in plain sight, improved uncanny dodge, poison use

Speed 30 ft.

Melee *Death's Touch* +19/+14/+9 (1d4+4 plus poison/19–20)

Ranged 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 +24, Knowledge (local) +13, Linguistics +11, Perception +15, Sense Motive +12, Sleight of Hand +30 (+38 for hidden weapons), Stealth +13

Languages Common, orc

SQ hidden weapons, orc blood

Gear +2 *glamered mithril shirt*, +1 *amulet of natural armor*, +1 *ring of protection*, *Death's Touch* (+3 *dagger of venom*, Fort save DC 20), 3 masterwork darts, 3 doses purple worm poison, 3 doses drow poison; **Other Gear** disguise kit

EDWEN THE APOTHECARY

CR 9

XP 6,400

LN male dwarf expert 10

hp 80

Feats Master Craftsman (alchemist), Skill Focus (heal)

Skills Craft (alchemist) +20, Heal +18, Knowledge (nature) +12

THE PIRATE COAST

At will—*clairaudience/clairvoyance*

1931.

The hilltop here has been cleared of timber and now plays host to five tall windmills. The windmills are built of wood and owned by a brotherhood of lustful wind priests. The priests line their windmill's blades with nets strung with carnelians and coated with honey. These strange nets are designed to capture passing sylphs, who are attracted by the sound of Aeolian wind harps. Once captured, they are bound in dainty iron chains and kept in luxurious captivity, the priests pleading with them daily for a kiss or kind word, reciting passionate poetry and offering every treasure they can lay their hands on. The sylphs are, of course, adamant in their refusals, and wish only to be freed. In their quest for treasures rare and wondrous, the priests are not above luring adventurers into their windmills and then killing them.

WIND PRIESTS

XP 4,800

N male human druid 8

AC 10, touch 10, flat-footed 10

hp 50 (8d8 plus 8)

Fort +6, Ref +2, Will +9

Melee touch +6 (by spell)

Ranged touch +6 (by spell)

Spell-Like Abilities

At will—beast shape III (avian form only)

Divine Spells Prepared (4/5/4/4/2; DC 13 + spell level)

Str 10, Dex 10, Con 11, Int 10, Wis 17, Cha 13

Base Atk +6; CMB +6; CMD 16

CR 8

SYLPHS

XP 200

hp 13 (*Pathfinder Roleplaying Game Bestiary II*, "Sylph")

CR 1/2

2016.

A crumbling old lighthouse stands on the coast here. A lambent, golden glow drifts from the top of the beacon tower beneath a dome of thick, cloudy glass. The beacon tower has a locked iron door. Patches of otherworldly slime coat the white stones of the tower. Behind the iron door there is a spiral stair leading up to a living chamber of a scholarly young mage named Airn. Airn has a cot, a few bits of clothing hanging on pegs and a desk atop which there is an ornate box of ebony and brass covered with a myriad of dials and knobs. Each night, he can be found hunched over that machine communicating with a scholar from a far world via a golden beam that strikes the glass dome of the beacon tower. Over the past few nights, something else has been attracted by that beam – creatures that look like a large, black sea stars with oily, rubbery skin on their backs and yellowish, spiky skin underneath, with faces that consist of a single, glossy black eye and a slit mouth from which they can protrude a bony feeding tube. These creatures slink up from the sea at night and climb up the tower, looking for a way inside. Airn has recently become aware of them and he is terrified. His friend from afar, a man called Am-Or, claims he can send down a golden beam that will transport Airn to safety, but he worries. On the night of a visit from the adventurers, the star things will attack the tower in force, with no fewer than 30 of the creatures doing their best to eat through the door.

STAR-THING

XP 600

NE Small aberration (aquatic)

Init +2; Senses darkvision 60 ft.; Perception +7

AC 16, touch 13, flat-footed 14 (+2 Dex, +3 natural, +1 size)

hp 16 (3d8+3)

Fort +2; Ref +3; Will +4

Immune cold, mind-affecting effects; SR 13

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

Melee slam +6 (1d4 plus attach plus 1d4 acid)

Special Attacks acid (1d4 acid), attach

Spell-like Abilities (CL 3rd):

CR 2

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

Base Atk +2; CMB +1 (+9 grapple when attached); CMD 13 (can't be tripped)

Feats Weapon Finesse, Weapon Focus (slam)

Skills Climb +14, Perception +7, Swim +14

Languages telepathy 100 ft.

Attach (Ex)

When a star thing hits with a slam attack, its barbed legs latch onto the target, anchoring it in place. An attached star thing is effectively grappling its prey. The star thing loses its Dexterity bonus to AC and has an AC of 14, but holds on with great tenacity and inserts its proboscis into the grappled target's flesh. A star thing has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached star thing can be struck with a weapon or grappled itself—if its prey manages to win a grapple check or Escape Artist check against it, the star thing is removed. An attached star thing deals 1d4 acid damage per round to its prey.

2026.

A valiant young lady of the ancient, noble blood of the Sea Lords lives here in a massive castle of dull, brown stone constructed long before the arrival of the sea lords. The castle is constructed on the shores of a shallow lake that sometimes bubbles with foul gasses that emerge from the muck. The lady, Acenn, rules over a sparsely populated domain rich in horses. Aside from many small, stone cottages and gardens of currants, cabbages, maize and vile borage, the manorial village boasts a seedy tavern called the Finger-In-Eye. The tavern serves corn beer and golden mushroom soup and is an excellent place to meet the kind of ne'er-do-wells one might hire to venture into a dungeon. Her treasure is kept in a locked chest (with a poison gas trap) and contains 1,020 gp, a wooden box of balm (heals 1 hp if applied at night, 20 uses) and four large topaz (worth 100 gp each). She has a broom of flying next to her bed.

POISON GAS TRAP

XP 1,200

Type mechanical; Perception DC 15; Disable Device DC 20

CR 4

Trigger touch; Reset repair

Effect poison gas (Ungol Dust: inhaled; save Fort DC 15; frequency 1/round for 4 rounds; initial effect 1 Cha drain; secondary effect 1d2 Cha damage; cure 1 save); never miss

ACENN

XP 12,800

Female human fighter 11

LN Medium humanoid (human)

Init +1; Senses Perception +9

CR 11

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 handaxe +17/+12/+7 (1d4+6/x3) or mwk dagger +15/+10/+5 (1d4+3/19-20)

Ranged +1 longbow +18/+13/+8 (1d8+3/x3)

Special Attacks weapon training (axes +2, bows +1)

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

Base Atk +11; CMB +14; CMD 25

Feats Bleeding Critical, Critical Focus, Endurance, Greater Weapon Focus (longbow), Improved Vital Strike, Leadership, Mounted Combat, Point Blank Shot, Precise Shot, Rapid

HEX CRAWL CHRONICLES

Shot, Vital Strike, Weapon Focus (longbow), Weapon Specialization (longbow)
Skills Intimidate +10, Knowledge (local) +10, Perception +9, Ride +7, Survival +12
Languages Common
Combat Gear +1 full plate, masterwork heavy steel shield, +1 handaxe, masterwork cold iron dagger, +1 longbow, 20 arrows; **Other Gear** copper bracelets set with hematites (worth 40 gp each)

2I06.

A **flooded sea cave** here sends random bursts of coruscating light out onto the waves. This light is just barely noticeable in the daytime (DC 20 Perception check to notice), but is very apparent at night. The cave entrance is ringed by jagged stones and there is no other way in (besides magic) than repelling down the cliff face above and then dropping into the waist-high (and often surging) water. About 20 ft. into the cave there is drier land and small entrance into much deeper caves. It is apparent that pirates have used this place in the past – there are old supplies here like masts and sail cloth and slimy ropes as well as the flotsam and jetsam one associates with pirates like cutlasses and leather hats. The weird lights come from the deeper caverns, and exploring them carries a small chance of being blinded (DC 10 Fortitude save to avoid). The light erupts on a roll of 1 on 1d6.

Most of the sea caves here are empty save for random vermin. At the very end of the cave complex there is a large, irregular cavern that houses a deep well. The stone around the well has been turned to glass of every color in the rainbow (and a few that are not). The light erupts from this well. Surrounding it, worshipping it, are a dozen **slime babies** – creatures that look like large, stocky, bloated infants covered in a viscous slime of crimson mixed with emerald green. These bizarre creatures scream with glee when people enter, and welcome them to their dance around the well. After a few rounds, they will attempt to push their guests to their deaths down the well.

SLIME BABIES (12)

CR 2

XP 600

NE Small aberration

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

AC 16, touch 15, flat-footed 12 (+3 Dex, +1 dodge, +1 natural, +1 size)

hp 18 (4d8)

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

Defensive Abilities slimy skin (+8 to Escape Artist and CMB vs. grapple); **Immune** acid; **Resist** cold 5, fire 5

Speed 30 ft.

Melee 2 slams +4 (1d6)

Special Attacks sliding attack

Str 10, **Dex** 17, **Con** 11, **Int** 7, **Wis** 12, **Cha** 9

Base Atk +3; **CMB** +2; **CMD** 16 (24 vs. grapple)

Feats Dodge, Mobility, Spring Attack^B

Skills Acrobatics +7, Escape Artist +15, Perception +7, Stealth +12; **Racial Modifiers** +8 Escape Artist

Languages Aklo, Common

Sliding Attack (Ex)

A slime baby receives Spring Attack as a bonus feat, even if it lacks the prerequisites.

2I20.

The sea floor here is actually a giant impact crater – as is the land surrounding the sea. The water in the crater is cold and dark. In the middle of the crater there is the glint of a **massive diamond**, as large as a man's skull and worth easily 20,000 gp. The diamond is partially buried in the silt and, in fact, is in the grasp of the demon **Esmarun**, who fell to earth a dozen millennia ago. Taking his diamond will make him terribly cross.

Esmarun was once a powerful demon, but a severe underestimation in the power of a human wizard was his undoing. He is now a vrock demon with

a bat-like head, a fungal ruff around his neck that makes him look like an Elizabethan gentleman, a bony, skeletal face with eyes like limpid pools of disdain, a trumpet nose and a huge, fanged mouth. It has long, feathered arms ending in clawed hands and stout legs ending in clawed feet. Esmarun has gray skin that drips with foul ichor that stinks of urine. His wings are bat-like.

ESMARUN THE VROCK

CR 9

XP 6,400

hp 130, (see the *Pathfinder Roleplaying Game Bestiary*, "Demon, Vrock")

2I25.

An **invisible castle** rests here, overlooking the pounding surf. The castle is situated among the jagged rocks of the coast, and might only be discerned by a sea bird crashing into it unawares, or by the off shape of the waves. The architects of the invisible castle are unknown, but the interior (which is visible) is filled with sweeping arches and smooth, unadorned stonework. Cords of crimson and gold hang in all the archways and the floor is composed of speckled pebbles. Most of the rooms are empty save for black candle stubs, bits of broken weapons and splintered shields and conical fur caps matted with blood.

The castle has a single domed tower in its center, reachable by a narrow stair protected by an elder air elemental called **Reserach**. Reserach knows not to attack any who holds a lit black candle. At the top of the stairs there is a small chamber covered by the aforementioned dome, which is clear as glass but as sturdy as adamant. On the floor of the chamber there is a strange device of polished (and now tarnished) brass. The device is conical, with a loop on the point. If the device is polished and held against a point on the glass dome for two minutes, a beam of focused sunlight bursts from the dome in the direction indicated. This beam does 10d6 points of damage to anything it hits and causes even green foliage to burst into flame after three minutes of exposure.

RESEARCH, ELDER AIR ELEMENTAL

CR 11

XP 12,800

hp 165, (see the *Pathfinder Roleplaying Game Bestiary*, "Elemental, Air")

220I.

A rust-red creek flows from a cave in a hillside to an old crater. The crater has an island in the middle that is always covered in snow and ice. The island is about 3/4 of a mile long and 1/2 a mile wide and forms a ridge, with the heights about 80 ft. above the level of the red water that fills the crater. The water is about 40 ft. deep at its deepest.

A sage named **Damanar** (he calls himself "the Prophet") dwells on the island as a hermit. Exploring the island many years ago, he discovered a strange metal pyramid set in a hollow. The pyramid is actually composed of four smaller pyramids. Three pyramids, colored red, blue and yellow, form the base, while a white pyramid is stacked on top of them. The metal of the pyramids is impervious to acid and fire, and when struck with lightning it sucks the heat from the surrounding air at an even faster rate than it already does, causing damage equal to the lightning bolt to all creatures within 60 ft. of the pyramid. Damanar claims that the pyramids, the "conclave" as he calls them, speak to him in his mind, and have opened his eyes to the universe.

DAMANAR THE PROPHET

CR 5

LN male human expert 6

Spell-like Abilities

1/day–*prismatic sphere* (DC 24), *prismatic spray* (DC 22), *prismatic wall* (DC 23), *rainbow pattern* (DC 19)

Skills Knowledge (any 6) +11

hp 62

220J.

The woods here are rife with **decapus** – terrestrial squids that swing from branch to branch in the fashion of monkeys. The decapus are simple hunters. They are encountered on a roll of 1-3 on 1d6 in groups of 1d4+3. Each day spent in this hex carries with it a 1 in 6 chance of a powerful rumbling that

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shakes the branches of trees. This rumbling is caused by a **large machine** buried beneath the soil. The machine is complex beyond the reckoning of most folk – perhaps very high-level wizards or alchemists with the Knowledge (engineering) skill could suss out the workings – and the machine is in poor condition. It is powered by a geothermal vent and was designed as a power unit for other machinery that has long since disappeared.

DECAPUS

CR 3

XP 800

CE Medium aberration

Init +1; **Senses** darkvision 60 ft.; **Perception** +9

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

hp 26 (4d8+8)

Fort +3, **Ref** +2, **Will** +4

Speed 10 ft., climb 30 ft.

Melee 9 tentacles +6 (1d4+2 plus grab)

Space 5 ft.; **Reach** 5 ft. (10 ft. with tentacles)

Special Attacks constrict (1d4+2)

Spell-like ability (CL 5th)

At will—*minor image* (DC 13)

Str 14, **Dex** 13, **Con** 15, **Int** 10, **Wis** 11, **Cha** 12

Base Atk +3; **CMB** +5 (+9 to grapple); **CMD** 16 (32 vs. trip)

Feats Alertness, Weapon Focus (tentacle)

Skills Climb +15, Perception +9, Sense Motive +4, Stealth +8, Survival +7

Languages Decapus

SQ brachiation, sound imitation

Brachiation (Ex)

A decapus can move through trees at its base climb speed (30 feet per round) by using its tentacles to swing from tree to tree. Trees used by the decapus in this manner can be no further than 10 feet apart.

Sound Imitation (Ex)

A decapus can mimic any creature it has previously encountered with near total accuracy, though it cannot mimic humanoid speech longer than two or three words at a time. A DC 13 Will save detects the ruse. The save DC is Charisma-based.

2223.

There is a **small island** here of sandy beaches and golden grasses on rolling hills. Those who step on the island soon forget who they are, where they are and why they are. The second a foot touches the land its owner must make a successful DC 15 Will save or be struck with amnesia. Each hour spent on the island requires a new save for those unaffected at a cumulative -1 penalty. A person well prepared who recites their name and parentage over and over gains a +5 circumstance bonus to the save.

At the island's center there is a golden bowl on a tripod. The bowl is guarded by a **golden boar** of immense proportions and terrible temper. The bowl contains a portion of ichor, the very lifeblood of the gods. The mere touch of the ichor inflicts 9d6 points of damage on a person. Tasting it causes a person to burst into flames from the inside out, killing them and reducing them to ash in less than a minute (DC 40 Fortitude save negates).

GOLDEN BOAR

CR 5

XP 1,600

N Large magical beast

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

Perception +12

AC 15, touch 9, flat-footed 15 (+6 natural, -1 size)

hp 47 (5d10+15 plus 5)

Fort +7; **Ref** +4; **Will** +2

Defensive Abilities ferocity; **DR** 5/magic; **Immune** cold, fire

Speed 40 ft.

Melee gore +10 (2d6+9)

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

Str 23, **Dex** 10, **Con** 17, **Int** 2, **Wis** 13, **Cha** 8

Base Atk +5; **CMB** +12; **CMD** 22 (26 vs. trip)

Feats Improved Initiative, Skill Focus (Perception), Toughness

Skills Perception +12

2226.

Tall cliffs along the coast are covered in the **writings** of the stone giants. These writings tell the history and mythology of the stone giant kingdom. The cliffs are a good source of ancient legends, but they are weathered and readers have only a 1% chance per hour of study of uncovering useful information.

2314.

This coast is littered with clumps of **dozing bunyips**. Jagged rocks rise from the pounding surf, and between them there are glass-domed houses. Inside these houses there are stone pillars that descend into the sea. Atop each pillar there is a pot of earth holding an **orchid**. One can only get into one of these greenhouses by swimming 15 ft. under the water surface and then up into the structure, which is steamy and terribly warm. By climbing up the 6 ft. pillar, one can catch the scent of a golden orchid, which heals all wounds and cures all diseases. Attempting to pilfer an orchid or damaging one brings down the wrath of the gods in the form of a **movanic deva** with furious eyes, hawk-like wings and wielding a fiery greatsword.

BUNYIPS

CR 4

XP 1,200

hp 42 (**Frog God Games** *The Tome of Horrors Complete*, "Bunyip")

MOVANIC DEVA

CR 10

XP 9,600

hp 146, (see the *Pathfinder Roleplaying Game Bestiary II*, "Angel, Movanic Deva")

2329.

A **circle of white stones**, crudely carved and heavily weathered stands on a promontory overlooking the sea. On the nights of the full moon, it is visited by a pod of **five orcaweres**. The orcas were once stone giants who deigned worship the gods of chaos. Their transgressions brought upon them this curse – that save under the light of a full moon they should be banished from the cold, solid earth of their birth into the primordial abyss of the sea. At the full moon, the poor souls assume stone giant shape and crawl up out of the sea to plea for their souls at the old stone circle. Years of the curse have driven them nearly to madness, and they tend to behave violently toward intruders in the circle. When the moon is not full, there is a 3 in 6 chance that they will be hunting off the coast in whale form.

WERE-ORCA STONE GIANT (HUMANOID FORM)

CR 9

XP 6,400

CN Large humanoid (giant, shapechanger)

Init +2; **Senses** darkvision 60 ft., low-light vision, scent;

Perception +13

AC 22, touch 11, flat-footed 20 (+2 Dex, +11 natural, -1 size)

hp 102 (12d8+48)

Fort +12; **Ref** +6; **Will** +8

Defensive Abilities improved rock catching

Speed 40 ft.

Melee greatclub +16/+11 (2d8+12) or 2 slams +16 (1d8+8)

Ranged rock +11/+6 (1d8+12)

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

Special Attacks rock throwing (180 ft.)

Str 27, **Dex** 15, **Con** 19, **Int** 10, **Wis** 14, **Cha** 8

HEX CRAWL CHRONICLES

Base Atk +9; **CMB** +18; **CMD** 30

Feats Iron Will, Martial Weapon Proficiency (greatclub), Point-Blank Shot, Power Attack, Precise Shot, Quick Draw
Skills Climb +12, Intimidate +11, Perception +13, Stealth +4 (+12 in rocky terrain); **Racial Modifiers** +8 Stealth in rocky terrain

Languages Common, Giant

SQ change shape (human, hybrid, and orca; *polymorph*), lycanthropic empathy (dolphins and orcas)

Improved Rock Catching (Ex)

A stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock with rock catching. This ability otherwise works like the rock catching ability.

WERE-ORCA STONE GIANT (HYBRID FORM)

CR 9

XP 6,400

CN Huge humanoid (giant, shapechanger)

Init +2; **Senses** blindsight 120 ft., darkvision 60 ft., low-light vision, scent; **Perception** +13

AC 18, touch 10, flat-footed 16 (+2 Dex, +8 natural, -2 size)

hp 114 (12d8+60)

Fort +13; **Ref** +6; **Will** +8

Defensive Abilities improved rock catching; **DR** 5/silver

Speed 40 ft.

Melee greatclub +16/+11 (2d8+13) or 2 slams +16 (1d8+9) or bite +11 (2d6+9)

Ranged rock +10/+5 (1d8+13)

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

Special Attacks rock throwing (180 ft.)

Str 29, **Dex** 15, **Con** 21, **Int** 10, **Wis** 14, **Cha** 8

Base Atk +9; **CMB** +19; **CMD** 31

Feats Iron Will, Martial Weapon Proficiency (greatclub), Point-Blank Shot, Power Attack, Precise Shot, Quick Draw
Skills Climb +13, Intimidate +11, Perception +13, Stealth +0 (+8 in rocky terrain); **Racial Modifiers** +8 Stealth in rocky terrain

Languages Common, Giant

SQ change shape (human, hybrid, and orca; *polymorph*), hold breath, lycanthropic empathy (dolphins and orcas)

Hold Breath (Ex)

A were-orca can hold its breath for a number of minutes equal to 6 times its Constitution score before it risks drowning.

Improved Rock Catching (Ex)

A stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock with rock catching. This ability otherwise works like the rock catching ability.

2331.

The **strange men** of the Last Kingdom, located to the south of the included map, have an outpost here. The outpost is a square fortress with 40 ft. tall walls that are 10 to 15 ft. thick. The interior walls are lined with block houses, simple and Spartan, composed of glossy black bricks. These block houses are four stories tall and Spartan in their furnishings, save for the richly decorated wall hangings.

In the middle of the fortresses courtyard there is a round tower 60 ft. tall, in which the commandant, **Iolt**, dwells. Iolt is brave and, like many of the Last Men, suspicious and xenophobic. She has olive skin and blonde hair cropped in a page boy cut. Iolt's sergeant is **Shad**, an aggressive man with no sense of humor. Iolt communicates with her liege via a large crystal (worth 100 gp) set in a matrix of gold wires secured to the walls. The crystals give off a strange hum in various tones that Iolt can interpret.

The fortress houses **forty men-at-arms**.

COMMANDANT IOLT

CR 11

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 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 longsword +16/+11/+6 (1d8+5/19-20) or mwk dagger +15/+10/+5 (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** 14

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 +13, Knowledge (local) +10, Perception +9, Ride +7, Survival +12

Languages Common

Combat Gear +1 full plate, masterwork heavy steel shield, +1 longsword, masterwork cold iron dagger

SERGEANT SHAD

CR 3

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) or lance +5 (1d8+2/x3)

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, long sword, lance, light crossbow, 20 bolts, light warhorse

LAST KINGDOM MEN-AT-ARMS (20)

CR 2

XP 600

CN male human warrior 3

AC 16, touch 11, flat-footed 15 (+5 armor, +1 Dex)

hp 20 (3d10+3)

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

Melee shortsword +5 (1d6+2/19-20)

Ranged heavy crossbow +4 (1d10/19-20)

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

Base Atk +3; **CMB** +5; **CMD** 16

Combat Gear Scale armor, shortsword, heavy crossbow, 20 bolts.

THE PIRATE COAST

LAST KINGDOM MEN-AT-ARMS (20)

XP 600

CN male human warrior 3

AC 18, touch 11, flat-footed 17 (+6 armor, +1 Dex, +1 shield)

hp 25 (3d10+3)

Fort +4, Ref +2, Will +1

Melee longsword +5 (1d6+2/19–20)

Str 15, Dex 13, Con 13, Int 8, Wis 11, Cha 10

Base Atk +3; CMB +5; CMD 16

Combat Gear Chainmail armor, light steel shield, longsword.

2424.

Gaen, the Triton Prince of the Coast dwells here in a great mount of reddish-black basalt with towers and spiraling battlements carved into the exterior and a maze-like interior guarded by domesticated **moray eels**. The tunnels lead to caverns richly appointed in precious metals and statuary. One particularly large cavern that is entered from above holds a great marble statue of a sea demon – a terrible beast that is an unwholesome mélange of whale, jellyfish and goat. A large spear juts from the creature's chest, and it grasps it with its tentacle arms, as though it was frozen in stone while trying to dislodge the weapon.

Gaen is a voluminous triton with a great shock of white hair, a long beard decorated with purple-shelled mollusks, ice blue eyes that can practically freeze a man in his path with a hard stare and powerful arms that hold two barbed shafts that look to have once been attached to harpoons. In battle, he wears a coat of shagreen scales ornamented with bronze bolts and gold trim and a bronze helm in the ancient Greek style with a crest of urchin spines. Gaen commands a rich tribute in precious metals and stones from the ships that ply the coast.

The prince has a royal guard of **10 triton warriors**. He rules a population of **200 merfolk**. Their holdings are rich in capricorns (goat-fish), the merfolk weaving their wool into magical shawls that protect one from the cold (resist cold 10 while worn).

GIANT MORAY EELS

XP 1,600

hp 57, (see the *Pathfinder Roleplaying Game Bestiary*, "Eel, Giant Moray")

MERFOLK (200)

XP 135

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

TRITON WARRIORS (10)

XP 600

hp 25, (see the *Pathfinder Roleplaying Game Bestiary II*, "Triton")

PRINCE GAEN

XP 51,200

Male triton fighter 2, wizard 5, eldritch knight 3

NG Large outsider (native, water)

Init +2; Senses low-light vision; Perception +12

AC 22, touch 13, flat-footed 19 (+9 armor, +2 Dex, +1 dodge)

hp 157 (8d10+2d10+5d6+3d10+36 plus 13)

Fort +14, Ref +6, Will +14; +1 vs. enchantment

Defensive Abilities bravery +1

Speed 5 ft., 40 ft. swim

Melee +2 *harpoon shaft* +20/+15/+10 (1d8+8/x3) and +1 *animalbane harpoon shaft* +19 (1d8+5/x3)

Ranged touch +17 (by spell)

Spell-Like Abilities (CL 12th)

1/day—*summon nature's ally II* (Small water elemental or 1d3 dolphins only)

Wizard Spells Prepared (CL 8th)

4th—*bestow curse* (DC 22), *locate creature*

3rd—*dispel magic* x2, *slow* (DC 15), *spectral hand*,

CR 2 *suggestion* (DC 15)

2nd—*detect thoughts* (DC 14), *invisibility*, *mirror image*, *resist energy*

1st—*magic missile* x2, *protection from evil*, *shield*, *true strike*

0—*detect magic*, *mage hand*, *read magic*, *resistance*

Str 18, Dex 15, Con 15, Int 14, Wis 16, Cha 18

Base Atk +15; CMB +20; CMD 32

Feats Dodge, Exotic Weapon Proficiency (harpoon),

Improvised Weapon Mastery, Intimidating Prowess,

Leadership, Mobility, Scribe Scroll^B, Silent Spell, Skill focus

(swim), Spring Attack, Throw Anything, Two-Weapon

Fighting, Weapon Focus (harpoon), Weapon Specialization

(harpoon)

Skills Diplomacy +18, Handle Animal +16, Intimidate

+16, Knowledge (arcana) +14, Knowledge (local) +14,

Knowledge (nature) +14, Perception +12, Sense Motive +12,

Spellcraft +14, Survival +15, Swim +25

Languages Aquan, celestial, common, elven

SQ arcane bond (+2 *harpoon shaft*), diverse training

Combat Gear +4 *scale armor*, +2 *harpoon shaft*, +1

animalbane harpoon shaft, *potion of cure critical wounds*

2507.

This hex contains an **island** of mist-shrouded swamps and rocky coasts. The coasts are inhabited by numerous **cyclops**. These giants are encountered in groups of 1d3 on rolls of 1-2 on 1d6. In the swampy interior of the island, tall hills poke up from the mists, some of them large enough to support small villages. These villages are inhabited by sisterhoods of **1d20+30 amazons**. The amazons are tall and handsome women, with strong noses and gray eyes. They wear blood red silks and glass bangles on their wrists and ankles.

A large plateau in the center of the island holds a natural depression that serves as a stadium for competitions decreed by the patron goddess of the island, Weonau. Weonau is the wild goddess of evil who appears as an athletic maiden with a bony crest atop her head and running down her back, beady eyes of alabaster white and black, scaled skin. She carries two throwing knives, nicknamed Lust and Anger. Her idol is placed in the middle of the stadium and stands 20 ft. tall. The stadium stands above two interlocking arches that cover a fire pit.

Once each year, the seven best warriors of each amazon village meet to fight in this stadium for the honor of bearing the sacred black flame of the goddess. The current holder of the flame walks into the fire pit beneath the idol of the goddess, where she is consumed by the black flames. Once this has occurred, the amazons fight (rarely to the death) to determine the island's champion. This champion then walks (or crawls) into the fire pit where she absorbs the flame. The holder of the black flame becomes the embodiment of necromantic power. The current champion of the amazons is **Brighda**.

CYCLOPS

XP 1,600

hp 67, (see the *Pathfinder Roleplaying Game Bestiary*, "Cyclops")

CR 5

BRIGHDA

XP 6,400

Female human cleric 10

CE Medium humanoid (human)

Init +6; Perception +7

CR 9

AC 19, touch 12, flat-footed 17 (+7 armor, +2 Dex)

hp 78 (10d8+20 plus 10)

Fort +9, Ref +5, Will +12

Speed 20 ft. (30 ft. base)

Melee +2 *flanged heavy mace* +11/+6 (1d8+4) or touch +9 (energy drain)

Special Attacks channel negative energy 5/day (DC 17, 5d6), energy drain (1 level, DC 17), scythe of evil (5 rounds,

HEX CRAWL CHRONICLES

1/day)

Divine Spells Prepared (CL 10th)

5th—*slay living*^D (DC 18), *spell resistance*, *true seeing*

4th—*cure critical wounds*, *death ward*, *freedom of movement*, *unholy blight*^D (DC 17)

3rd—*animate dead*^D, *bestow curse* (DC 16), *deeper darkness*, *dispel magic*, *prayer*

2nd—*aid*, *bull's strength*, *death knell*^D, *hold person* (DC 15) (2), *silence*

1st—*bane*, *command* (DC 14), *cure light wounds* (2), *divine favor*, *protection from good*^D

0 (at will)—*cure minor wounds*, *detect magic*, *light*, *resistance*

Domains Death, Evil

Str 14, **Dex** 14, **Con** 15, **Int** 11, **Wis** 16, **Cha** 15

Base Atk +7; **CMB** +9; **CMD** 22

Feats Blind-Fight, Combat Casting, Improved Initiative, Improved Sunder, Iron Will^B, Power Attack

Skills Heal +7, Knowledge (arcana) +4, Knowledge (history) +5, Knowledge (planes) +5, Knowledge (religion) +, Perception +7, Spellcraft +13

Languages Common

SQ aura, death's embrace

Combat Gear +1 chainmail, +2 flanged heavy mace; **Other**

Gear unholy symbol

25II.

A trio of nymphs dance here in a peaceful meadow, caressing the stones with their feet and pleasing the earth with their gentle grace. The nymphs dance for approximately one hour at dawn and again at dusk. Those who witness the dance may be struck blind, but they also have their wounds healed and their diseases cured. The rest of the day is spent at rest and play. While the nymphs are not entirely defenseless, ten giant beetles lurk just beneath the ground, ready to attack when needed.

NYMPHS (3)

XP 3,200

hp 95, (see the *Pathfinder Roleplaying Game Bestiary*, "Nymph")

CR 7

GIANT BURROWING STAG BEETLES (10)

XP 1,200

hp 38, (see the *Pathfinder Roleplaying Game Bestiary*, "Beetle, Giant": with the following changes: add Speed burrow 20 ft.)

CR 4

25I3.

Hofn is a Sea Lord town surrounded by a stone wall with a large, wooden gate. The town was founded about a century ago, when the Sea Lords first reached the shores of the Pirate Coast. Hofn was the first of the Sea Lord towns to prosper and the first to build a stone wall in place of its original wooden palisade. The layout inside Hofn is a chaotic jumble of narrow lanes and winding stairs ascending the sides of the river valley. It is primarily known for its society of alchemists, the Chimeric Brothers, its fine, cobbled streets (laid down overnight by a wonder worker who promised to return in 100 years to claim his price, the town's children – that was about 100 years ago) and its breweries and distilleries, not to mention the taverns that distribute their wondrous wares. The town's guardsmen are virtually a law unto themselves, each constable attaining his position by paying a fee to the lord mayor and then doing their best to recoup the fee via a competitive protection racket. This overbearing law enforcement keeps crime low (or at least shifts crime into the official sphere), but makes navigating the streets of Hofn tricky for visitors.

In all, Hofn is a friendly town. It makes its living on trade, both from riches delivered by the pirate fleet of Randar the Red, and from explorers looting the interior of the country. The town is surrounded by farms and orchards of cherry and apple trees. The buildings in the town are a mixture of wattle-and-daub and wooden sideboard construction, all with shuttered windows painted with mystic

glyphs meant to keep away the spirits that haunt the tortured coast.

Hofn is governed by Arles Conger, a wealthy priest of Albia whose fiery sermons and manly defense of the city against a recent onslaught of ghouls, made him the people's favorite as lord mayor. Arles detests chaos and demands order – for now, this is playing well with the people, though the innately chaotic Sea Lords will almost certainly rebel sooner or later. His chief rival is Shawna Brethad, scion of a noble house who finds the common folk irritating and Arles particularly so. Shawna has many influential friends among the seedier folk of Hofn. She is usually to be found weaving her webs from the Three Knuckles roadhouse by the town's west gate. Adventurers may find themselves in conflict with Galie Thien, an ally of Shawna and a noble woman in her own right. Galie is a flamboyant woman who is deadly quick with a blade.

HOFN GUARDSMAN

CR 3

XP 800

Male human fighter 3

NE 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, long sword, light crossbow, 20 bolts; **Other Gear** masterwork shackles

ARLES CONGER

CR 9

XP 6,400

Male human cleric 10

NG Medium humanoid (human)

Init +4; **Perception** +3

Aura protective aura (30 ft.)

AC 19, touch 15, flat-footed 15 (+4 armor, +4 Dex, +1 dodge)

hp 88 (10d8+30 plus 10)

Fort +14, **Ref** +11, **Will** +16

Defensive Abilities protective aura (10 rounds/day), rebuke death (1d4+5, 6/day), resistant touch (6/day)

Speed 20 ft.

Melee +1 heavy mace +10/+5 (1d8+3)

Special Attacks channel positive energy 4/day (DC 16, 5d6)

Divine Spells Prepared (CL 10th)

5th—*greater command* (DC 18), *righteous might*, *spell resistance*^D

4th—*air walk*, *cure critical wounds*^D, *discern lies* (DC 17), *holy smite* (DC 17)

3rd—*dispel magic* x3, *meld into stone*, *protection from energy*^D

2nd—*bull's strength*, (DC 15), *cure moderate wounds*^D, *hold person* (DC 15) x2, *shatter*, *spiritual weapon*

1st—*bless*, *command* (DC 14), *detect undead*, *magic weapon*, *obscuring mist*, *protection from evil*^D

0 (at will)—*create water*, *detect magic*, *light*, *read magic*

Domains Healing, Protection

Str 14, **Dex** 18, **Con** 16, **Int** 11, **Wis** 16, **Cha** 12

THE PIRATE COAST

Base Atk +7; **CMB** +11; **CMD** 24

Feats Agile Maneuvers, Blind-Fight[®], Combat Casting, Dodge, Iron Will, Selective Channeling

Skills Heal +11, Knowledge (arcana) +4, Knowledge (planes) +7, Knowledge (religion) +13, Spellcraft +13 **Languages** Common

SQ aura, healer's blessing

Combat Gear +2 *leather armor*, +1 *heavy mace*, *potions of cure serious wounds* x2; **Other Gear** holy symbol, brass chain (55 gp).

GALIE THIEN

CR 14

XP 38,400

Female human assassin 6, rogue 8

CE Medium humanoid (human)

Init +9; **Senses** Perception +17

AC 22, touch 16, flat-footed 16 (+6 armor, +5 Dex, +1 dodge)

hp 83 (6d8+8d8 plus 14)

Fort +4, **Ref** +14, **Will** +4; +3 vs. poison

Defensive Abilities improved evasion, improved uncanny dodge, poison use, quiet death, rogue talent (trap spotter), trap sense +4, true death (DC 21)

Speed 30 ft.

Melee *sword of subtlety* +15/+10 (1d6+1/19–20) and +2 *admantine dagger* +15/+10 (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 death attack (DC 18), sneak attack +7d6, rogue talent (finesse rogue), rogue talent (weapon training)

Str 11, **Dex** 21, **Con** 11, **Int** 15, **Wis** 11, **Cha** 17

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), Two-Weapon Fighting, Weapon Finesse[®], Weapon Focus (shortsword)[®]

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 hidden weapons, trapfinding

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

252I.

This volcanic island is covered with ridges of basalt, the valleys home to twisted and stunted black oaks. **Two competing cults**, that of the sister goddesses Esdis of the Sun and Zabeth of the Forge, are forced to live in an uneasy peace, the island being divided between them. The eastern half of the island contains the great temple of Zabeth and a number of old iron mines that still produce an uncommonly pure ore. The western half of the island is given over to the sun goddess and her temple in the midst of a great fishing village.

Zabeth appears as a voluptuous old woman with thickly muscled arms, large red eyes, golden skin and wearing a jack-of-plates and a thick leather apron. Tales tell of her often taking the shape of a red fox, and images of red foxes decorate her temples and many of the houses on the island. Esdis is a short, angular woman with solar spikes emanating from her head, orange eyes and vermillion skin. She wears a cloth-of-gold robe and carries two discs.

The people of the forge have the golden skin and muscled bodies of their goddess, while the people of the sun have the vermillion skin and angular features of their goddess. Each temple holds a magical fountain, the drinking of which changes one's appearance into that of the people of the forge or sun, and unless they make a successful DC 15 Will save orients their mind to the zealous worship of the same goddess.

2602.

There is a **small tower** here near a sparkling stream. The banks of the stream support sycamores and daffodils. The tower made of concrete (or to most folk a smooth, gray stone) and sealed with a small, metal door. The tower is 16 ft. tall and about 8 ft. in diameter. The interior consists of a single room that is furnished with a cramped collection of wooden furniture, all highly ornamented, including a large bear rug, the head of which has both human and bear characteristics. The tower is the home of **Porkill**, a perspicacious little gnome. Porkill is a sailor and fisherman by trade, keeping a little coracle down by the stream. He waits in his tower for the return of his love, Reida, who journeyed across the Aderumdoc Mountains to visit her uncle.

PORKILL

CR 1/3

XP 135

Male gnome expert 1

N Small humanoid (gnome)

AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size)

hp 4 (1d8+1)

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

Melee unarmed strike +2 (1d3+1)

Str 12, **Dex** 14, **Con** 12, **Int** 10, **Wis** 8, **Cha** 11

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

Feats Endurance, Skill Focus (profession)

Skills Perception +3, Profession (sailor) +6

2604.

A sheltered harbor here is the mustering point of a **grand fleet of pirates** – the combined fleets of Randar the Red, Ydence Longshanks and Bonny Prince Andus. Their lion-prowed galleys are drawn up on the beaches and a number of temporary lean-tos and tents have been erected, and there is a larger permanent log house as well. The long house is now housing the war council of the assembled captains. The fleet is gathering here for an invasion of Bucrania. They have already made some forays into the sea, returning with much treasure and a few captives, including **Llenda**, the lady-in-waiting of Princess Katlithimeina. Llenda has convinced them that she is her mistress, and has made promises to Andus that he could share her throne if only he will kill her cruel father.

LLENDA THE HANDMAIDEN

CR 4

XP 1,200

Female human aristocrat 2, expert 5

N Medium humanoid (human)

Init –1; **Senses** Perception +3

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

hp 4 (1d6+1)

Fort +0, **Ref** –1, **Will** +11

Speed 30 ft.

Melee unarmed strike +2 (1d3–2)

Str 7, **Dex** 14, **Con** 8, **Int** 14, **Wis** 15, **Cha** 15

Base Atk +4; **CMB** +2; **CMD** 14

Feats Endurance, Iron Will, Skill Focus (diplomacy), Skill Focus (profession), Skill Focus (sense motive)

Skills Diplomacy +15, Knowledge (history) +12, Perception +12, Profession (handmaiden) +15, Sense Motive +15

Languages Common

2612.

An ordinary cave set among the pines looks down on the coast. **Giant sea slugs** rise from the ocean and crawl up to this cave, entering it and traveling into its depths when they know they are about to die. What becomes of these creatures in the depths is unknown, but no corpses are ever found. Encounters with the slugs near or inside the cave occur on a

HEX CRAWL CHRONICLES



Init +2; **Senses** low-light vision; **Perception** +9

AC 18, touch 12, flat-footed 26 (+2 Dex, +6 natural)

hp 13 (3d6+3)

Fort +2, **Ref** +5, **Will** +4

DR 5/cold iron

Speed 30 ft.

Melee 2 slams +3 (1d4+1)

Special Attacks heat metal

Str 12, **Dex** 15, **Con** 12, **Int** 4, **Wis** 13, **Cha** 8

Base Atk +1; **CMB** +2; **CMD** 14

Feats Skill Focus (Perception), Weapon Finesse

Skills Perception +9, Stealth +8, Survival +4

Languages Forlarren, Sylvan

Heat Metal (Su)

Once per day, by making a melee touch attack, a forlarren can *heat metal* (as the spell, CL 6th, DC 12 Will save). Once the affected metal reaches the searing stage (after 3 rounds), it remains at that stage until the forlarren is killed, moves more than 100 feet from the target, or dismisses the effect (as a free action). Once the effect has been dismissed, the metal slowly returns to its normal temperature (just as in the spell). The save DC is Constitution-based.

2718.

This **wide island** is heavily creased with green valleys and buff-colored, rocky bluffs. The valleys are planted with crops of sugar beets, huckleberries and wheat. The village holds a bizarre city-state of stone buildings like small shell keeps. Each of these towers has a fire pit in the courtyard and is inhabited by a strange creature called **vindlu**. The vindlu look like lithe lions covered with silvery scales. Their paws resemble human hands and though they often choose to walk on all fours, they are capable of sitting on their haunches and working with their fore-hands.

The vindlu's island is currently under the domination of an army from the Last Kingdom to the south. The **Last Men** are overbearing and paranoid, and both despised and tolerated by the vindlu. The vindlu number about 450 and the men-at-arms of the Last Kingdom about 200, including crossbowmen, swordsmen and swift cavalry.

The tallest and largest building on the island is a tower-shaped temple dedicated to a deity the vindlu call the Ancient Sun. The interior of the temple is clad in yellow tiles, the floor taken up with a pit of burning oil and multiple balconies for worshipers to roar their love of the **great idol** – a giant automaton with golden skin that glows hotter as the roars grow louder. When the vindlu have finally had enough of the xenophobic Last Men, they will release their clockwork god upon them.

IDOL OF THE ANCIENT SUN

CR 14

XP 38,400

N Huge construct

Init –1; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

AC 32, touch 7, flat-footed 32 (–1 Dex, +25 natural, –2 size)

hp 144 (19d10+40)

Fort +6; **Ref** +5; **Will** +6

DR 15/adamantine; **Immune** construct traits, fire, magic, rust; **Resist** cold 20

Speed 20 ft.

Melee 2 slams +32 (4d8+15 plus 2d6 fire plus grab)

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

Special Attacks breath weapon (90 ft. cone, 20d6 fire, Reflex DC 19 half, every 2d4 rounds), flaming interior, heat

Str 41, **Dex** 9, **Con** —, **Int** —, **Wis** 11, **Cha** 1

Base Atk +19; **CMB** +36 (+40 grapple); **CMD** 45

Flaming Interior (Ex)

roll of 1-2 on 1d6.

GIANT SEA SLUG

CR 8

XP 4,800

hp 122, (see the *Pathfinder Roleplaying Game Bestiary*, "Slug, Giant", with the following changes: add Speed swim 20 ft.)

2629.

There is a **smallish island** here. The island has a thin, acidic soil that supports a few small cherry trees. The shores of the island are cliffs and have been carved into battlements and unevenly spaced towers. These battlements are haunted by warrior **shades**, sailors who lost their lives in the dangerous straits and found their souls bound to the island. There is one entrance through these battlements – a stone stair that ends in a quay with moorings for up to five boats. At each new moon, a coven of **five forlarren**, the children of the nymph Wilfrun and the archdevil Samon, meet here to pay respects to their mother and to spit on the image of their father, which is carved into a small pillar of basalt at the island's center. The only other inhabitants of the island are **venomous serpents**. Each hour on the island carries a 1 in 6 chance of encountering 1d3 vipers.

SHADES

CR 3

XP 800

hp 19, (see the *Pathfinder Roleplaying Game Bestiary*, "Shadow")

VENOMOUS SERPENTS

XP 400

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

FORLARREN (5)

CR 2

XP 600

N(E) Medium fey

THE PIRATE COAST

The Idol can try to shove a grabbed opponent up to two sizes smaller than itself into its interior by making a successful grapple check. An opponent thrown into the Idol's interior is trapped as a metal grating closes over the opening in the same round. A trapped creature automatically takes 2d6 points of fire damage each round. Escaping the Idol's interior requires a successful Strength check (DC 32) to bend the bars. Alternately a trapped creature can escape by dealing at least 45 points of damage to the bars (AC 22). Note, the Idol's damage reduction applies to all attacks against the bars.

The Idol's interior can hold 2 Medium, 8 Small, or 16 Tiny or smaller creatures.

Heat (Ex)

The Idol of the Ancient Sun's entire form is extremely hot. Any slam attack deals fire damage. Creatures attacking the Idol unarmed or with natural weapons take this same fire damage each time one of their attacks hits.

Immunity to Magic (Ex)

The Idol of the Ancient Sun is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature as noted below.

A magical attack that bypasses its cold resistance slows the Idol (as the slow spell) for 3 rounds, with no saving throw.

A magical attack that deals fire damage breaks any slow effect on the Idol and heals 1 point of damage for each 2 points of damage the attack would otherwise deal. If the amount of damage would cause the Idol to exceed its full normal hit points, it gains any excess as temporary hit points.

VINDLU

XP 600

CN Medium humanoid (vindlu)

Init +2; **Senses** darkvision 60 ft., scent; **Perception** +5

AC 13, touch 12, flat-footed 11 (+2 Dex, +1 natural)

hp 11 (2d8+2)

Fort +1; **Ref** +5; **Will** +1

Speed 40 ft., climb 20 ft.

Melee 2 claws +3 (1d4+1 plus grab)

Special Attacks pounce, rake (2 claws +3, 1d3+1)

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

Base Atk +1; **CMB** +2 (+6 grappling); **CMD** 14

Feats Weapon Finesse

Skills Acrobatics +6, Climb +13, Perception +5, Stealth +6

Languages Common, Vindlu

LAST MEN (200)

XP 600

CN male human warrior 3

AC 18, touch 11, flat-footed 17 (+6 armor, +1 Dex, +1 shield)

hp 20 (3d10+3)

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

Melee lance +5 (1d8+2/x3) or longsword +5 (1d8+2/19–20)

Ranged light crossbow +4 (1d8/19–20)

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

Base Atk +3; **CMB** +5; **CMD** 16

Combat Gear Chainmail armor, light wooden shield, lance or longsword or light crossbow, 20 bolts.

2726.

The **island** here is covered by thick woodlands crossed by dark, winding rivers that taste of wine. In the center of the island there is an ancient, crumbling city-state with wooden walls 60 ft. tall and large gates clad in bronze scales. The city-state is long abandoned, its treasures mostly plundered. The olive-skinned people of the island now live like wolves, wearing only wolf-pelt tunics and arming themselves with spears and slings. They return at each quarter moon to the city to pay homage to their ancient, jealous god. His idol takes the form of a great, iron gorgon crusted with sulfur. Trap doors hidden in the crumbling temple lead into ancient tunnels and pits, some of which hold ancient reliquary objects and caches of gems, and others doors into deeper caverns inhabited by twisted creatures of the underworld called the “**worms that walk**”, creatures that are writhing conglomerations of pallid worms beneath tattered brown cloaks.

WORMS THAT WALK

CR 9

XP 6,400

Male and female human worm that walks sorcerer 7
NE Medium vermin (augmented human)

Init +4; **Senses** blindsight 30 ft., darkvision 60 ft.; **Perception** +15

AC 16, touch 16, flat-footed 11 (+4 Dex, +1 dodge, +1 insight)

hp 78 (7d8+28 plus 14); fast healing 9

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

Defensive Abilities worm that walks traits; **DR** 15/–; **Immune** disease, paralysis, poison, sleep

Speed 30 ft.

Melee touch +3 (by spell) or slam +3 (1d4 plus grab)

Ranged touch +7 (by spell)

Space 5 ft.; **Reach** 5 ft. (10 ft. with melee touch attack)

Special Attacks acidic ray (1d6+3, 7/day), disincorporate, grab (Large), squirming embrace

Sorcerer Spells Known (CL 7th; DC 14 + spell level)

3rd(4/day)–2 spells plus *tongues*

2nd(7/day)–3 spells plus see *invisibility*

1st(7/day)–5 spells plus *enlarge person*

0(at will)–7 spells

Bloodline Aberrant

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

Base Atk +3; **CMB** +3 (+15 to grapple); **CMD** 21

Feats Craft Wand, Diehard[®], Dodge, Eschew Materials[®], Point Blank Shot, Precise Shot, Toughness

Skills Bluff +11, Intimidate +11, Knowledge (arcana) +8,

Knowledge (dungeoneering) +8, Perception +15, Sense

Motive +9, Spellcraft +8, Stealth +12; **Racial Modifiers** +8

Perception, Sense Motive and Stealth

Languages Aklo, common

SQ bloodline arcana (aberrant)

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