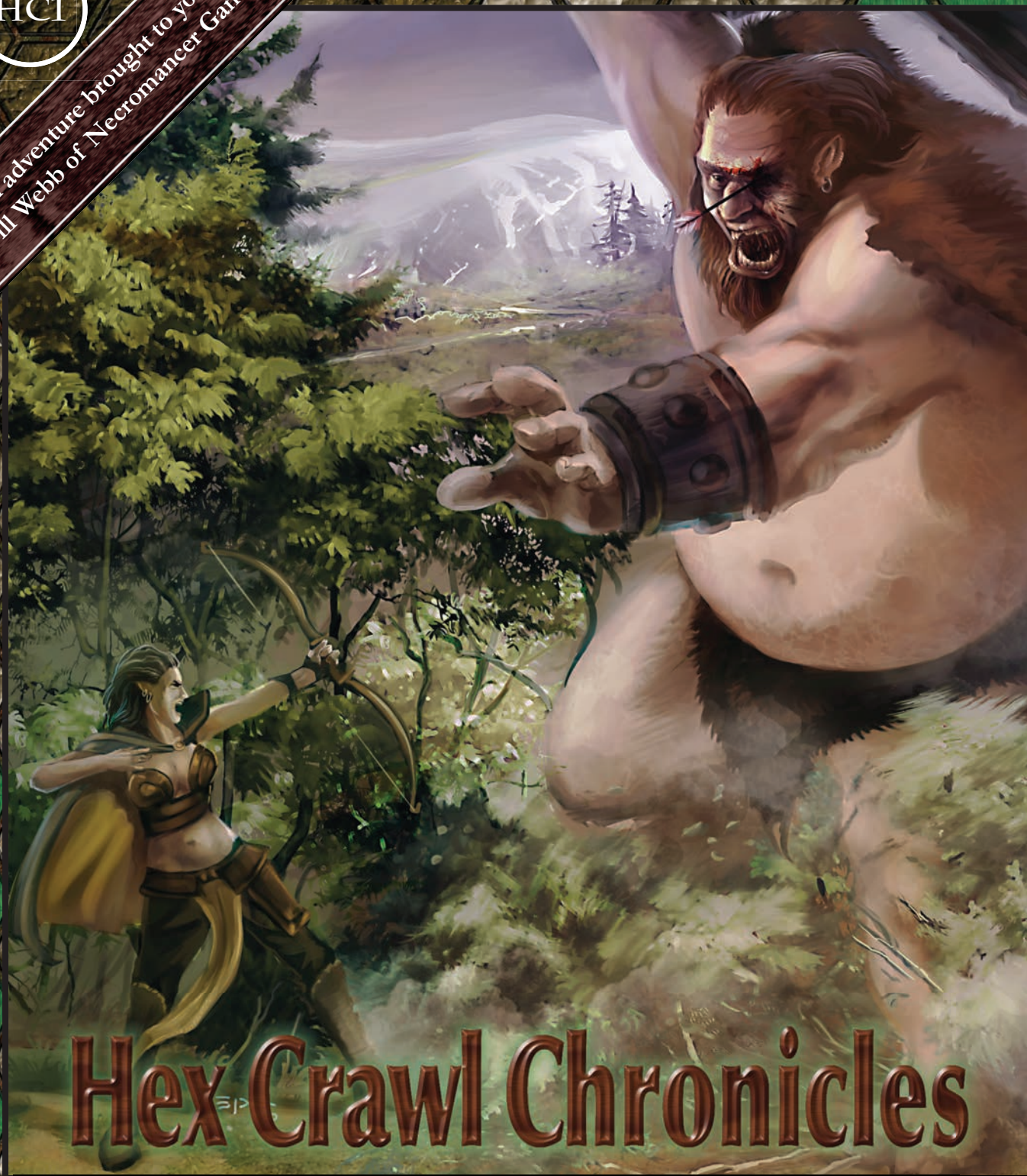


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— Valley of the Hawks —

By John Stater



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Credits

Author

John Stater

Developers

Bill Webb

Producer

Bill Webb of Necromancer Games

Editor

Bill Webb of Necromancer Games

Layout and Production

Charles A. Wright

Rules Conversion

Skeeter Green, Erica Balsley

Front Cover Art

MKUltra Studios

Interior Art

Rowena Aitken

Cartography

Rick Sardinha

Playtesters

Frog God Games Staff

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Hex Crawl Chronicles

— Valley of the Hawks —

By John Stater

The Valley of Hawks is a wooded river valley that cuts across a verdant prairie. It is named for the giant specimen of hawks that hunt along its banks and, during the Spring, blacken its skies. Three key rivers flow through the Valley of the Hawks, including the White River, the lesser Black River, and the Great River, which connects the Valley of the Hawks with the great trade centers of the northern lake country and the powerful cities of the southern coast.

In the days of myth and legend, the Valley of the Hawks was inhabited by a race of giants who carved their likenesses in stone and hunted monstrous creatures using the giant hawks as their ardent companions and helpers. In the shadow of the giants dwelled the trouting elves and their erstwhile goblin enemies, fighting and feasting and making sport of life. The coming of the golden men from the west sent the proud elves and vicious goblins into hiding, for they commanded powerful magics and built a grand city of metal and crystal. But the reach of the golden men exceeded their grasp, and within a few generations their city had fallen and sent its children into the valley as orphans, and the elves and goblins worked their vengeance on them until only a few bands of the golden men, as wild and savage as the beasts, still roam the Valley.

In recent times, two new groups of men have come to claim the Valley. The dusky-skinned miners from the northern lake country have ventured down the Great River to work the iron and coal deposits, while the dashing folk from the southern coast have ventured up the Great River to trade for furs and skins and fell the remaining forests of the Valley. The northmen arrived first, but their mines are almost worked out and their society has grown uninspired, and they have withdrawn from the White River in the face of the more aggressive southmen.

And so our adventurers arrive in the Valley of the Hawks seeking fame and fortune. Perhaps they come from northern lands or southern lands or perhaps they were born in the Valley and seek to learn its secrets and use its wealth to found a new city in the manner of the long gone golden men, a city that shines and terrifies and engraves their names forever in the stories of elves and men.

Valley of the Hawks 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 farmland and the river are not as dangerous as the highlands, swamp and woodlands.

| Roll | Badlands | Grassland | Woodland |
|------|---------------------------|-----------------------------|--------------------|
| 1 | Bear, Cave (1d6) | Ankheg (1d4) | Ankheg (1d6) |
| 2 | Bugbear (3d6+6) | Bison (2d6+6) | Boar, Wild (1d6) |
| 3 | Giant, Hill (1d6) | Blink Dog (1d6) | Bugbear (2d6) |
| 4 | Goblin (2d6+20) | Bulette (1d3) | Dryad (1d6) |
| 5 | Gorgon (1d3) | Centaur (1d6) | Elf (2d6+6) |
| 6 | Harpy (2d6) | Goblin (2d6+10) | Goblin (2d6+10) |
| 7 | Hawk, Giant (1d8) | Hawk, Giant (1d6) | Hag, Green (1d3) |
| 8 | Human, Berserker (2d6+10) | Human, Merchant (see below) | Hawk, Giant (1d6) |
| 9 | Manticore (1d6) | Human, Patrol (see below) | Owlbear (1d6) |
| 10 | Owlbear (1d6) | Tiger, Sabre-Tooth (1d3) | Skunk, Giant (1d6) |
| 11 | Owlbear (2d6) | Wasp, Giant (1d4) | Stag, Giant (1d6) |
| 12 | Worg (2d6) | Wolf (2d6) | Wolf (2d6) |

Dwarves

A doughty band of dwarves have arrived recently in the Valley

VALLEY OF THE HAWKS

of the Hawks, conquering the upper levels of the Marble Domes (Hex 1616) and seeking bands of adventurers to help clear the lower galleries that they might mine the ancient tunnels for gems and precious metals. The dwarves are especially fond of smoke, and carry meerschaum pipes of great size and ornamentation as signs of their rank. Gifts of tobacco, especially blended pipe tobaccos, are a quick way to make friends among the dwarves (and enemies if the apportionment of the tobacco is not done just right). The dwarves rarely venture from their stronghold, preferring to allow human caravans to come to them with foodstuffs, tobacco and other items necessary for a comfortable life underground.

Elves

The native elves of the region are in the tradition of the trouping fairies – every elf a lord or lady in dazzling raiment of mauve, cyan and soft green, riding a fine horse and carrying ornate bows and long swords. They dwell in a hidden fort in Hex 0310, the fort being disguised by illusions and enchantments to look like a grassy knoll. The elves tend moontrees, whose leaves absorb moonlight that distills into the sap. Dead branches have a core of hardened sap which is melted down and alloyed with aluminum and tin to form elven mail. Their cloaks of elvenkind come from the silk of the faerie dragon, which lives in globes of spun silk that look like colored lanterns hanging from the trees. Their boots of elvenkind come from the hides of harts that are killed and slaughtered ritually to gain the blessing of the forest. The elves of the Valley are haughty and proud, but also terribly dashing and brave.

Men

As mentioned above, there are three societies of men in the Valley, none on terribly friendly terms with the others.

The **Golden Men** are descended from the ancients and now dwell in small hunter-gatherer bands in the woodlands or as brutal nomads on the prairie. They have golden-brown skin and blazing red hair. Warriors wear leather armor and carry stout clubs and leather slings, or metal weapons they have scavenged from their victims.

The **Northmen** have ebony or chocolate skin and wavy hair of brown or black, often worn long. Most are stout and plump, but a few villages mingled with the elves in elder times and are noted for their height and the electric sparkle in their eyes. The northmen are known for their baggy trousers and long tunics. They favor axes and curved knives and usually wear chainmail or full plate.

The **Southmen** have tan or olive skin and a great variety of hair and eye colors. They wear long, straight tunics and woolen leggings. Their shoes are leather and pointed, and they wear tall pointed hats with wide brims; both shoes and hats are decorated with buckles of brass or silver. The southmen carry long swords and daggers, and wear either ring armor or chainmail. Their leaders are skilled in swordsmanship and magic (treat them as elves), earning their followers the nickname of witchmen.

While most mercantile trade through this region is conducted via river, **caravans** move through the area regularly from the vast prairies to the south and west. Each caravan consist of **1d6 merchants**, and each merchant has either 2d6 llamas loaded with packs or 1d6 wagons pulled by oxen. You can determine what is being carried by a llama or wagon using the chart below, using your best judgment to determine quantity. There are two guards per llama or five guards per wagon. The **guards** are mounted on horses, wear leather armor and carry shields, long swords and light crossbows.

MERCHANT

XP 600

N male human expert 3

hp 14

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

GUARDSMEN

CR 1

XP 400

Male human fighter 1

N Medium humanoid (human)

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

AC 16, touch 11, flat-footed 15 (+2 armor, +1 Dex, +1 shield)

hp 7 (1d10+1 + 1)

Fort +3, **Ref** +1, **Will** +0 (+1 vs. Fear)

Defensive Abilities Bravery 1

Speed 20 ft. (30 ft. base)

Melee longsword +4 (1d8+2/19–20)

Ranged light crossbow +2 (1d8/19–20)

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

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

Feats Mounted Archery, Mounted Combat, Weapon Focus (longsword)

Skills Handle Animal +4, Perception +1, Ride +2

Languages Common

Combat Gear Leather armor, light steel shield, long sword, light crossbow, 20 bolts, light warhorse

Random Caravan Goods

| Roll | Goods |
|------|---------------------------------------------------------------------|
| 1 | Armor (1-2 = leather, 3-4 = shields, 5 = chainmail, 6 = full plate) |
| 2 | Drink (ale, beer, spiced wine, spirits) |
| 3 | Foodstuffs (dried meat, fruit, grain, vegetables) |
| 4 | Silver Ingots (each ingot weighs 5 pounds and is thus worth 50 sp) |
| 5 | Spices (pepper, salt, saffron) |
| 6 | Weapons |

Patrols are mostly from the town of Swiftwater. Each patrol contains 1d6+6 men-at-arms mounted on horses, wearing a chain shirt and carrying shield, lance, long sword and light crossbow. Each patrol is led by a sergeant wearing chainmail, but otherwise armed as his men.

MAN-AT-ARMS

CR 1

XP 400

Male human fighter 1

N Medium humanoid (human)

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

AC 16, touch 11, flat-footed 15 (+4 armor, +1 Dex, +1 shield)

hp 7 (1d10+1 + 1)

Fort +3, **Ref** +1, **Will** +0 (+1 vs. Fear)

Defensive Abilities Bravery 1

Speed 20 ft. (30 ft. base)

Melee longsword +4 (1d8+2/19–20) or lance +3 (1d8+2/x3)

Ranged light crossbow +2 (1d8/19–20)

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

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

Feats Mounted Archery, Mounted Combat, Weapon Focus

VALLEY OF THE HAWKS

(longsword)

Skills Handle Animal +4, Perception +1, Ride +2

Languages Common

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

SERGEANT-AT-ARMS

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)

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

Encounter Key

0108. A quick sparkling stream flows through a wooded valley here. Rising above the leafy canopy one can make out an enormous **tower keep** of black stone and many plumes of black smoke rising to the heavens. The keep is owned by the warlord **Agnach**, a gap-toothed old soldier given to deep melancholies. He rules over a small village of northmen, coal miners and swineherds who do some boar hunting on the side. The miners live in sturdy houses of wood and stone and burn coal to keep warm. Agnach has under his command **30 longbowmen**, **five sergeants**, **11 stout-hearted knights** famed through the region for their bravery and charity and the cleric **Morgis of the Deer-Eyes** and the magic-user **Gilma the White**. The knights have recently become restless, as they have seen their formerly honorable lord descend into irrationality and paranoia. Not two weeks ago, Agnach imprisoned his only daughter, **Bertilda** (who, though generous and gregarious, sadly resembles her father) in one tower of his stronghold, claiming that an army of shadows is haunting the woods and means to take her away. Each night, he sends his archers into the woods with lanterns to frighten away the shadows. The truth of his affliction lays in the sealed up torture chambers beneath the keep. Agnach took his stronghold from the magic-user known as The Forgotten One [Hex 1309], who he sent into bitter exile. The Forgotten One has concocted a strain of semi-intelligent rope-like fungus that has now colonized the torture chamber and releases spores that are slowly driving the inhabitants of the castle mad.

Treasure: 1,900 cp, 4,270 gp and a piece of amber worth 5 gp.

AGNACH

Curly red hair, brown eyes, golden-brown skin, pudgy with a pug-nosed face.

XP 25,600

CN male human fighter 13

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

hp 120 (13d10+26)

Fort +10, **Ref** +4, **Will** +5

Melee +1 spear +22/+17/+12 (1d8+11/19–20) or dagger +18/+13/+8 (1d4+6/19–20)

Ranged +1 spear +19/+14/+9 (1d8+11/19–20)

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.

CR 3

| Roll | Rumor | Roll | Rumor |
|------|---------------------------------------------------------------------------------------------|------|---------------------------------------------------------------------------------------------------|
| 1 | The men of Gregar worship a dark divinity (T) Hex 0125 | 11 | No good ever came from wading in a fountain or pool in the wilderness (T/F) |
| 2 | Beware the blue flames of Rhombus when plundering his tomb (T) Hex 0301 | 12 | Utter no sound on the prairie, for you may awaken it and bring ruin on us all (T) Hex 1602 |
| 3 | Those who sup with the elves may never return to the land of the living (F) Hex 0310 | 13 | A gorgon lives in a misty ravine in the badlands (T) Hex 1720 |
| 4 | Beware the maiden of the river’s edge (T) Hex 0504 | 14 | The very air of the Old city is poisonous (F) Hex 1906 |
| 5 | The Monks of the Mute Contemplation flee from loud noises (F) Hex 0605 | 15 | A lich plots red ruin beneath the Old City (T/F) Hex 1906 |
| 6 | The monuments of the ancients are tainted by dark magic (F) | 16 | Kelban is wise beyond wisdom (T) Hex 1918 |
| 7 | Awful things emerge from the woods at night (T) Hex 0711 | 17 | Lord Mayor Tasset is not to be trusted (T) Hex 2213 |
| 8 | The basalt lion means certain death (T) Hex 0803 | 18 | A wicked giant yet dwells in the badlands (T) Hex 2519 |
| 9 | Mushroom-men are harmless if offered beer (F) Hex 1007 | 19 | The white elves are servants of Death (T) Hex 2519 |
| 10 | The hospice of Almerla is a sanctuary from the elves (F) Hex 1414 | 20 | They say Lord Djak is hiring mercenaries for a great campaign (T) Hex 3210 |

VALLEY OF THE HAWKS



VALLEY OF THE HAWKS

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

Base Atk +13; CMB +16; CMD 26

Combat Gear +1 full plate, +1 heavy steel shield, +1 spear, dagger.

MORGIS OF THE DEER-EYES

CR 9

Willowy, light-skinned man with thinning chestnut hair and large eyes. He is abrupt and always on the move, and enjoys solving puzzles. Morgis is married to Gilma the White and has two children, Cruen and Justa. He worships Eosinn, the goddess of hunters.

XP 6,400

NG male human cleric 9

AC 21, touch 13, flat-footed 18 (+7 armor, +3 Dex, +1 shield)

hp 60 (9d8+9)

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

Melee +1 light mace +9 (1d6+2)

Ranged touch +9 (by spell)

Divine Spells Prepared (4/5+1/5+1/4+1/2+1/1+1; DC 13 + spell level)

Domains Animal, Travel

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

Base Atk +6; **CMB** +7; **CMD** 20

Combat Gear +1 chain mail, light steel shield, +1 light mace

GILMA THE WHITE

CR 10

Pudgy, ivory-skinned woman with shoulder-length, platinum hair. She has a keen interest in exotic plants (keeping a small greenhouse with orchids and a few deadly plant creatures near the village).

XP 9,600

NG female human wizard 10

AC 10, touch 10, flat-footed 10

hp 43 (10d6 +10)

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

Melee touch +4 (by spell)

Ranged touch +5 (by spell)

Wizard Spells Prepared (4/5/5/4/3/2; DC13 + spell level)

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

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

BERTILDA

XP 600

CG female human expert 3

hp 15

LONGBOWMEN (30)

XP 800

N male human fighter 3

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

hp 28 (3d10+6)

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

SERGEANTS (5)

XP 1,600

LN male human fighter 5

AC 16, touch 12, flat-footed 14 (+3 armor, +2 Dex, +1 shield)

hp 45 (5d10+10)

Melee spear +7 (1d8+2/19–20)

Ranged shortbow +9/+4 (1d8+2/x3)

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

Base Atk +5; **CMB** +7; **CMD** 19

Combat Gear Studded leather armor, buckler, spear, short bow, 15 arrows

KNIGHTS (11)

XP 4,800

LG male human fighter 8

AC 21, touch 11, flat-footed 20 (+9 armor, +1 Dex, +1 shield)

hp 80 (8d10+16)

Melee longsword +14/+9 (1d8+7/19–20) or spear +11/+6 (1d8+3/19–20)

Ranged spear +9/+4 (1d8+3/19–20)

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

Base Atk +8; **CMB** +11; **CMD** 22

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

0125. There is a palisaded village of northmen iron miners here, northmen living in thatched houses. The palisade is surrounded by a dry moat filled with shards of iron and globs of slag. The villagers have wide faces and wiry builds, arm themselves with picks and throwing axes and don chainmail and shields in times of trouble. Whether it is the effect of the strange water of their reservoir or their worship of Narulhaq (see below), the villagers are capable of generating *darkness* at will.

The village is ruled by **Big Berta**, an imposing woman miner who is officially the village mayor, but really the village bully. The miners get their water from a nearby reservoir (a former quarry), and the water has a weird, metallic taste. Overlooking the reservoir is a small, crooked tower that serves as the home of **Shatshan the Wise**, a sage and priest of a weird deity called Narulhaq. Narulhaq has the body of an old man and the head of a wasp, with blue eyes like sapphires and wearing a coat of human bones. Narulhaq's shrine is located beneath the tower in a small, circular chamber with a flooded floor. Here, Shatshan drowns sacrificial victims, adding their bones to the idol's coat. Shatshan is married to **Riatha**, a handsome lass from the village in **Hex 116**. Riatha's father was forced into agreeing to the marriage by Cloda, who gets shipments of blood from Shatshan once a month. Riatha is miserable, and is desperate to escape her strange, old husband.

Treasure: 170 gp, 1,000 sp, a hematite worth 700 gp and a terracotta brazier decorated with acanthus leaves worth 65 gp and kept in the shrine of Narulhaq.

BIG BERTA

CR 7

Berta is an imposing woman who is knowledgeable about horses and is never far from her pick.

XP 3,200

NE female human expert 5, fighter 3

AC 10, touch 10, flat-footed 10

hp 63 (5d8+3d10+16)

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

Melee heavy pick +9/+4 (1d6+3/x4)

Spell-Like Abilities

At will—*darkness* (in a 5 ft. radius)

Str 14, **Dex** 10, **Con** 15, **Int** 8, **Wis** 8, **Cha** 13

Base Atk +6; **CMB** +8; **CMD** 18

Combat Gear heavy pick; **Other Gear** orichalcum armband worth 115 gp

SHATSHAN THE WISE

CR 8

A cold-hearted villain, Shatshan pretends to be sociable and friendly. He has a fragile build, fair skin, brown eyes and grey hair, and a long, mournful face.

XP 4,800

CE male human cleric 3, wizard 3, mystic theurge 2

AC 10, touch 10, flat-footed 10

hp 39 (3d8+3d6+2d6–8)

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

Melee touch +3 (by spell)

Ranged touch +4 (by spell)

Spell-Like Abilities

At will—*darkness* (in a 5 ft. radius)

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

Divine Spells Prepared (4/4+1/3+1/1+1; DC 12 + spell level)

Domain Knowledge, Trickery

Str 8, **Dex** 11, **Con** 7, **Int** 17, **Wis** 15, **Cha** 16

VALLEY OF THE HAWKS

Base Atk +4; CMB +3; CMD 13

RIATHA

XP 600

NG female human commoner 3

hp 10

0202. A small village of thrifty **woodsmen** sits near the banks of the river amidst the rugged, wooded hills. The woodsmen topple oaks and send the timber down river on barges to Swiftwater. The village is composed of wattle & daub longhouses and is surrounded by a wooden palisade with a soggy moat and watch towers. The woodsmen are very tall and have thick, wavy auburn hair, blue-grey eyes and creamy brown skin. Their narrow faces, thin noses and large eyes mark them as kin to the elves, and their elf-blood allows them to live within the woods without harassment from the elves or most other fey. In times of war, the woodsmen are expert longbowmen and wear leather armor and carry short swords. The village is governed by **Illheard the Reeve**, appointed by the Lord Mayor of Swiftwater, to which the woodsmen pay a hated tribute. The village has a shrine to the healing goddess Almerla (**Hex 0411**) run by **Charl the Mild**.

Treasure: 1,900 cp, 2,600 sp, 1,420 gp (hidden in the shrine) and a turquoise worth 105 gp.

ILLHEARD THE REEVE

CR 1

She is a small woman with tan skin, a thin face, black hair and tan eyes. A perfumer by trade, she harvests fragrant river lilies to make scents that she sends back to Sweetwater with the timber shipments. She is passive and gracious by nature, and is the younger sister of Lord Mayor Tarset of Sweetwater.

XP 400

LN female human expert 2

hp 8 (2d8 +2)

Skills Craft (alchemy) +8, Profession (perfumer) +8

CHARL THE MILD

CR 11

Charl is an assassin posing as a priest. Charl appears sweet-natured and reserved, and has tan skin, blue-grey eyes, brown hair and a long, knowing face. He always keeps three daggers hidden on his person.

XP 12,800

Male human fighter 1, rogue 6, assassin 4

NE Medium humanoid (human)

Init +3; **Senses** Perception +13

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

hp 81 (1d10+6d8+4d8+11)

Fort +6, **Ref** +10, **Will** +5; +2 vs. Poison

Defensive Abilities evasion, improved uncanny dodge, trap sense +2

Speed 30 ft.

Melee Mwk dagger +13/+8 (1d4+1 + poison/19–20)

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

Special Attacks death attack (DC 19), poison use, rogue talent (finesse rogue), rogue talent (weapon training), sneak attack +5d6, true death (DC 19)

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

Base Atk +8; **CMB** +9; **CMD** 22

Feats Ability Focus (death attack), Improved Initiative, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Skill Focus (craft), Vital Strike, Weapon Finesse^B, Weapon Focus (dagger)^B

Skills Acrobatics +14, Bluff +13, Craft (alchemy) +15, Disguise +13, Escape Artist +14, Knowledge (local) +12, Knowledge (religion) +12, Perception +13, Sleight of Hand +14, Stealth +14, Use Magic Device +13

Languages Common

SQ hidden weapons, rogue talent (honeyed words [+10 to Bluff]), trapfinding

Combat Gear 3 masterwork daggers, poison (deathblade, 6 doses);

Other Gear cleric vestments, holy symbol

WOODSMEN

CR 2

XP 600

CG male and female human commoner 3

AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)

hp 13 (3d6+3)

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

Melee shortsword +2 (1d6+1/19–20)

Ranged longbow +4 (1d8/x3)

Str 13, **Dex** 14, **Con** 12, **Int** 8, **Wis** 12, **Cha** 11

Base Atk +1; **CMB** +2; **CMD** 14

Combat Gear Leather armor, shortswords, longbow, 15 arrows

0213. The arch-transmogrifier **Cloda** has established her tower in this hex. Cloda's tower is constructed of white marble and looks like two stacked cubes, each measuring about 40 ft. on each side, topped by a tall array of tubes and wires. It has no windows and no apparent door, although there is a **large secret door** on the north side. The tower's interior is a maze of passages, stairs (some leading nowhere) and small chambers. Near the pinnacle of the tower, Cloda keeps a library and beneath the tower a laboratory containing a large, silver oven. Cloda is the originator of owlbeats in the region (hers are a cross of black bears and great horned owls, and although smaller than the norm, are quicker and more clever) and has created several other crossbreeds in her mystic oven, which is powered by mercury, blood and distilled dreamstuff. Cloda collects dreamstuff using the weird array of wires atop the tower, the wires collecting the dreams of the surrounding villagers and dripping it into silver vials. The silvery dreamstuff is useful in magical research, but if consumed gives one terrible nightmares and may cause madness.

Cloda's tower is surrounded by a large village of vigorous, though foppish, southmen living in stone cottages. The village is constructed on terraces surrounding the tower and protected by stone wall and a small gatehouse. The village has an expert bowyer named **Sleig**. The villagers have heavy, iron doors on their homes and keep them bolted and barred at night, for the mistress allows her pets to roam freely (3 in 6 chance of encountering one at night in this hex).

Cloda is assisted by two apprentices, **Gilos** and **Carazzo**.

Treasure: 3,460 gp, 1,500 sp, tiger's eye gem worth 115 gp and three tiger skins worth 25 gp each.

CLODA THE TRANSMOGRIFIER

CR 16

She is short, fanatical about cleanliness, big-boned and pale-skinned, with golden brown hair kept in a bun. She loves books, and has a collection of elven love poetry. Wears workman's clothes and carries a silver dagger.

XP 76,800

N female human wizard 16 (transmuter)

AC 10, touch 10, flat-footed 10

hp 70 (16d6 + 16)

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

Melee touch +7 (by spell)

Ranged touch +8 (by spell)

Wizard Spells Prepared (4/6+1/5+1/5+1/5+1/5+1/3+1/3+1/2+1; DC 15 + spell level)

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

Str 9, **Dex** 14, **Con** 11, **Int** 21, **Wis** 15, **Cha** 13

Base Atk +8; **CMB** +7; **CMD** 17

GILOS

CR 5

He is straightforward and flirtatious, with fair skin, hazel eyes, black hair and a heavy, round face. He loves riddles and considers himself an expert.

XP 1,600

VALLEY OF THE HAWKS

N male human wizard 5 (transmuter)

AC 10, touch 10, flat-footed 10

hp 25 (5d6+5 + 5)

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

Melee touch +3 (by spell)

Ranged touch +2 (by spell)

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

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

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

Base Atk +2; **CMB** +3; **CMD** 13

CARAZZO THE CHAOTIC

CR 3

He is slight of frame, with a thin face, nearly black skin and hazel eyes. Carazzo is fanatical in his devotion to Mana-Yood-Sushai (Hex 0605) and a bit scatterbrained – he has been known to cast spells (randomly) he should not know. He is the son of a large family in Swiftwater.

XP 800

CN male human sorcerer 3

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

hp 12 (3d6 +3)

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

Melee touch +2 (by spell)

Ranged touch +2 (by spell)

Sorcerer Spells Known (5/3: DC 13 + spell level)

Bloodline arcane

Str 9, **Dex** 13, **Con** 9, **Int** 10, **Wis** 7, **Cha** 16

Base Atk +1; **CMB** +0; **CMD** 11

SLEIG

CR 4

XP 1,200

N male human expert 5

hp 30 (5d8 + 5)

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

Melee unarmed strike +4 (1d3+1)

Ranged mwk longbow +8 (1d8/x3)

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

Base Atk +3; **CMB** +4; **CMD** 17

Skills Craft (bowyer) +13

Gear Masterwork artisan's tools, masterwork longbow, 15 arrows

You can use the following weird cross-breeds as random encounters in this hex (roll 1d6):

1: Hyaven Looks like a hyena with the legs and wings of a large raven. See the *Pathfinder Roleplaying Games Bestiary*, “Hyena”, with the following changes: add **Speed** fly 30 ft. (average), add **Skills** Fly +2

2: Bulleopard Looks like a bull with the coloration, head and claws of a leopard. See the *Pathfinder Roleplaying Games Bestiary*, “Herd Animal, Auroch”, with the following changes: add **Melee** bite +7 (1d8+6 + grab), 2 claws +7 (1d4+6), add **Special Attacks** pounce, rake (2 claws +7, 1d4+6), add (+13 to grapple) to **CMB**

3: Owlbear See the *Pathfinder Roleplaying Games Bestiary*, “Owlbear”.

4: Gazasp Looks like a gazelle with the fangs and tail of an asp. See the *Pathfinder Roleplaying Games Bestiary*, “Horse, Pony”, with the following changes: add **Melee** gore +2 (1d3+1), bite +2 (1d3+1 + poison), add **Poison (Ex)** Bite—injury; save Fort DC 13; frequency 1/round for 6 rounds; effect 1d2 Con; cure 1 save.

5: Hedgegion Looks like a bulky lion covered in the spikes of a hedgehog with an overlong snout and large claws fit for digging. See the *Pathfinder Roleplaying Games Bestiary*, “Lion”, with the following changes: add **Defensive Abilities** spines (1d6), add **Spines (Ex)** A hedgegion is covered in sharp spines. A creature grappling a

hedgegion automatically takes 1d6 piercing damage each round the hold is maintained.

6: Eleparrot Looks like an elephant with the face and talons of a parrot and brightly colored feathers. See the *Pathfinder Roleplaying Games Bestiary*, “Elephant”, with the following changes: add **Melee** bite +16 (2d6+10), 2 claws +16 (1d8+10)

0221. A large granite hillock in this hex serves as the home of **Talldesa**, an oread. An oread is a dryad that merges with stone instead of wood. Talldesa can speak with the stones in this region, sending messages via stones to the wizards of the region and receiving messages back. She is also a good source of rumors. Her hillock is surrounded by dozens of warty toads that she refers to as her “chorus”. She can often be found lounging on her hillock listening to the croaking toads and the whispers of the stones.

TALLDESA

CR 3

XP 800

hp 27, See the *Pathfinder Roleplaying Game Bestiary*, “Dryad”)

0301. Here lies the **tomb** of Rhombus the Blessed, an ancient patriarch of Sclarad, the god of justice, who was interred here by his followers over 300 years ago. The tomb is a vault of stone covered by a man-made hill. A heavy stone blocks the entrance. Inside there is a sarcophagus made of iron and trapped with scything blades. Overlooking the sarcophagus is an iron idol of Sclarad. Sclarad looks like short, thin man with sapphire eyes (worth 100 gp), iron skin and dressed in aquamarine armor. The idol holds a +1 *man-catcher*. Piled around the tomb are a three suits of full plate, four coats of chainmail, a dozen shields and numerous other weapons, all of the finest quality but not magical. In a secret compartment of the sarcophagus there is 800 cp, 220 gp, a pearl worth 600 gp and an iron box holding 10 pounds of salt. The tomb is protected by **six lambent blue flames**.

SARCOPHAGUS SCYTHE TRAP

CR 4

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

Trigger location; **Reset** automatic reset

Effect Atk +20 melee (2d4+6/×4)

BLUE FLAMES OF SCLARAD (6)

CR 3

XP 800

NE Small aberration (incorporeal)

Init +4; **Senses** blindsense, darkvision 60 ft.; **Perception** +8

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

hp 19 (3d8+6)

Fort +3; **Ref** +5; **Will** +3

SR 13

Speed fly 60 ft. (perfect)

Melee incorporeal touch +7 (possession)

Special Attacks possession

Str —, **Dex** 18, **Con** 15, **Int** 11, **Wis** 14, **Cha** 17

Base Atk +2; **CMB** +5; **CMD** 16

Feats Ability Focus (possession), Dodge

Skills Fly +20, Knowledge (arcana) +6, Perception +8, Stealth +14

Environment Underground

Organization solitary or flare (2–6)

Treasure none

Possession (Su)

A blue flame of Sclarad that makes a successful incorporeal touch attack can attempt to gain possession of the target creature as a swift action. The target creature must succeed on a DC 16 Will save to resist. If possessed, the creature gains a +2 morale bonus to Strength and Constitution, a +1 morale bonus on Will saves, and a –2 penalty to

VALLEY OF THE HAWKS

AC for as long as it remains possessed. A creature possessed by a blue flame of Sclarad lacks the ability to tell friend from foe, and attacks any target within reach. The possessed creature can attempt a Will save each round on its turn as a swift action to force the blue flame out. The possessed creature is fatigued for a number of rounds equal to 2 times the number of rounds it was possessed. The save DC is Charisma-based and includes a +2 bonus from the Ability Focus feat.

0310. The elf lord **Cunobellis** has his keep here, disguised as a hillock covered in clover and daffodils and topped by a single, large oak. For those who can pierce the *illusion*, the stronghold looks like a round shell keep of white stone with a crenellated roof flying a dozen brightly-colored pennons. The gate into the keep is forged of bronze. The keep houses **60 elf men, women and children**. The courtyard is an open air great hall, protected by tarps of blue, crimson and vert and featuring a stately throne of white wood decorated with tiles of malachite. Lord Cunobellis rules beside his wife, **Lady Ysabel** and has five champions named **Aleach, Culiann, Faladh, Guoldis** and **Wibold**. The elves pass the time feasting and playing, or riding out into the woods to hunt or simply parade. They are servants of the Spring Court, and thus mostly gentle and benign, but they have little patience for men or dwarves just the same.

Treasure: 26,610 sp, 2,000 gp.

LORD CUNOBELIS

CR 17

Peach skin, grey eyes, auburn hair in braids. A hunter extraordinaire, it is almost all he talks about.

XP 102,400

Male elf ranger 7, wizard 5, eldritch knight 5

CG Medium humanoid (elf)

Init +9; **Senses** low-light vision; Perception +12

AC 24, touch 15, flat-footed 19 (+9 armor, +5 Dex)

hp 117 (7d10+5d6+5d10+17)

Fort +10, **Ref** +13, **Will** +11; +2 vs. Enchantment

Immune sleep

Speed 30 ft.

Melee +3 *elven curve blade* +20/+15/+10 (1d10+5/18–20)

Ranged *oathbow* +22/+17/+12 (1d8+4/19–20x3)

Special Attacks favored enemy (animals +4, goblinoids +2), hunter's bond (companions)

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

Ranger Spells Prepared (2/1; DC 13 + spell level)

Str 14, **Dex** 21, **Con** 12, **Int** 18, **Wis** 16, **Cha** 18

Base Atk +14; **CMB** +15; **CMD** 30

Feats Diehard, Dodge, Endurance^B, Improved Critical, Improved Initiative, Improved Precise Shot^B, Manyshot, Mobility, Point Blank Shot, Precise Shot, Rapid Shot^B, Scribe Scroll^B, Silent Spell^B, Shot on the Run, Weapon Focus (composite longbow), Weapon Focus (elven curve blade)^B

Skills Climb +11, Diplomacy +13, Handle Animal +13, Intimidate +13, Knowledge (arcana) +13, Knowledge (geography) +13, Knowledge (nature) +13, Perception +12, Sense Motive +12, Spellcraft +13, Stealth +14, Survival +12, Swim +11

Languages Abyssal, celestial, common, elven, goblin, orc, sylvan
SQ Arcane bond (*oathbow*), favored terrain (plains +2), track, wild empathy (+11), woodland stride

Combat Gear +4 *elven chain*, +3 *longsword*, *oathbow*, *efficient quiver*; 20 silver arrows, 40 arrows, *potion of healing*

LADY YSABEL

CR 12

XP 19,200

Female elf wizard 12 (manipulator)

CG Medium humanoid (elf)

Init +5; **Senses** low-light vision; Perception +13

AC 18, touch 18, flat-footed 13 (+5 Dex, +3 deflection)

hp 57 (12d6+ 12)

Fort +4, **Ref** +9, **Will** +11; +2 vs. Enchantment

Immune sleep

Speed 30 ft.

Melee touch +6 (by spell)

Ranged touch +11 (by spell)

Special Attacks beguiling touch (DC 21, 6 rounds, 8/day), Shape emotions (30 ft. aura, 12 rounds/day)

Wizard Spells Prepared (4/6+1/5+1/5+1/4+1/4+1/2+1; DC 15 + spell level)

Arcane School Manipulator; **Opposition Schools** evocation, necromancy

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

Base Atk +6; **CMB** +6; **CMD** 21

Feats Bouncing Spell^B, Focused Spell, Greater Spell Focus (enchantment), Greater Spell Penetration, Scribe Scroll^B, Selective Spell, Silent Spell, Spell Focus (enchantment)^B, Spell Penetration
Skills Diplomacy +12, Fly +16, Knowledge (arcana) +20, Knowledge (local) +16, Knowledge (planes) +16, Linguistics +16, Perception +13, Sense Motive +11, Spellcraft +16 (+18 to identify magic items), Use Magic Device +11

Languages Celestial, common, elven, goblin, orc, sylvan

SQ arcane bond (*rod*), enchanting smile (+4)

Combat Gear +3 *ring of protection*, *rod of rulership*

ELVEN CHAMPIONS (5)

CR 10

XP 9,600

Male and female elf fighter 1, wizard 5, eldritch knight 4

CG Medium humanoid (elf)

Init +3; **Senses** low-light vision; Perception +5

AC 20, touch 14, flat-footed 17 (+6 armor, +3 Dex, +1 dodge)

hp 57 (1d10+5d6+4d10+10)

Fort +5, **Ref** +5, **Will** +5; +2 vs. Enchantment

Immune sleep

Speed 30 ft.

Melee mwk elven curve blade +9/+4 (1d10+1/18–20)

Ranged mwk longbow +12/+5 (1d8/x3)

Special Attacks hand of the apprentice (+10 to hit, 6/day)

Wizard Spells Prepared (4/5/5/4/3/1; DC 13+ spell level)

Str 12, **Dex** 17, **Con** 11, **Int** 16, **Wis** 11, **Cha** 15

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

Feats Dodge, Mobility, Point Blank Shot, Precise Shot^B, Scribe Scroll^B, Weapon Focus (elven curve blade), 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 (elven curve blade)

Combat Gear Elven chainmail, masterwork elven curve blade, masterwork longbow, 20 arrows

0406. There is a tall, grey tower here in the woods. The interior is painted in a black and white checker pattern, like a chess board. An aranea called **Glom** lives in the tower and challenges visitors to games of chess using **zombie pieces**. Her wager is simple – a person's life against a pair of *slippers of spider climbing*. It's a poor wager, for the slippers wear out after a month. Glom has complete control over her zombies.

GLOM

CR 4

XP 1,200

N Medium magical beast (shapechanger)

Init +7; **Senses** darkvision 60 ft., low-light vision; Perception +9

AC 20, touch 13, flat-footed 17 (+4 armor, +3 Dex, +3 natural)

VALLEY OF THE HAWKS

hp 37 (5d10+10)

Fort +6, **Ref** +7, **Will** +4

DR 5/– vs. nonlethal damage; **Resist** cold 5

Speed 50 ft., climb 30 ft.

Melee bite +8 (1d6 + poison)

Special Attacks grave touch (2 rounds, shaken or frightened, 6/day), web (+8 ranged, DC 14, hp 5)

Sorcerer Spells Known (CL 5th)

2nd (5/day)—*command undead* (DC 15), *false life*, *invisibility*

1st (7/day)—*charm person* (DC 14), *chill touch* (DC 14), *mage armor*, *silent image* (DC 14), *sleep* (DC 14)

0 (at will)—*daze* (DC 13), *detect magic*, *ghost sound* (DC 13), *light*, *mage hand*, *resistance*

Bloodline Undead

Str 11, **Dex** 17, **Con** 14, **Int** 14, **Wis** 13, **Cha** 16

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

Feats Eschew Materials^B, Improved Initiative, Iron Will, Weapon Finesse

Skills Acrobatics +9 (+17 jump), Climb +11, Escape Artist +8, Knowledge (arcana) +7, Knowledge (religion) +8, Perception +9, Stealth +9; **Racial Modifiers** +2 Acrobatics, +8 Climb, +2 Perception

Languages Common, Sylvan

SQ change shape (humanoid; *alter self*)

Change Shape (Su)

An aranea can take the form of a Small or Medium humanoid or spider-humanoid hybrid. In humanoid form, an aranea cannot use its bite, web, or poison. In spider-humanoid hybrid form, an aranea looks like a humanoid with spidery fangs and spinnerets, with the latter typically located at the small of its back. The aranea retains its bite attack, webs, and poison in this form, and can wield weapons and wear armor. When in humanoid or hybrid form, an aranea's speed is 30 feet and it has no climb speed.

Poison (Ex)

Bite—*injury*; *save* Fort DC 14; *frequency* 1/round for 6 rounds; *effect* 1d3 Strength; *cure* 1 save.

ZOMBIES

CR 1/2

XP 200

hp 12, (see the *Pathfinder Roleplaying Game Bestiary*, “Zombie”)

0414. A tribe of **150 kill-bunnies** has dug its burrows in this hex. The kill-bunnies wear garish war paint on their white bodies and arm

themselves with cruel short swords, spears and throwing axes in combat. The tribe is commanded by **Thogantel**, who keeps a harem of ten does who are skilled as bards and capable of fascinating creatures with their dances. The kill-bunnies have been raiding pilgrim caravans heading for the Abbey of St. Almerla in **Hex 0411**. They know of Ishosausis in **Hex 0512** and will lead adventurers into its lair if given the chance.

Treasure: 1,400 cp, 7,100 sp, 1,860 gp, a bronze trencher worth 150 gp and a sard worth 500 gp.

KILL-BUNNY WARRIOR

CR 1/3

XP 135

Male kill-bunny warrior 1

CN Small humanoid (kill-bunny)

Init +1; **Perception** +2

AC 16, touch 12, flat-footed 15 (+3 armor, +1 Dex, +1 shield, +1 size)

hp 7 (1d10+1)

Fort +3; **Ref** +1; **Will** +0; +2 vs. Fear

Speed 20 ft.

Melee short sword +4 (1d4+1/19-20), or spear +3 (1d6+1/x3)

Ranged throwing axe +3 (1d4+1), or spear +3 (1d6+1/x3)

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

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

Feats Weapon Focus (short sword)

Skills Acrobatics +3 (+7 jumping), Intimidate +3; **Racial Modifiers** +4 Acrobatics (+8 when jumping), +2 Perception

Languages Common, Kill-Bunny

Combat Gear piecemeal armor (equivalent to studded leather), short sword, spear, 2 throwing axes, buckler

Environment plains

Organization solitary, sprint (2–5), burrow (5–30 + 1 chieftain and 1-10 doe bards)

Treasure standard + combat gear

KILL-BUNNY DOE

CR 1

XP 400

Female kill-bunny bard 2

CN Small humanoid (kill-bunny)

Init +2; **Perception** +9

AC 18, touch 13, flat-footed 15 (+3 armor, +2 Dex, +1 dodge, +1

Kill-Bunny

Kill-bunnies dwell in pastoral settings in large burrow complexes. They resemble 3-ft tall, bipedal rabbits with a murderous gleam in their eyes. Kill-bunnies wear whatever pieces of armor they have taken from victims, usually amounting to studded leather. About 30% carry wooden shields. Kill-bunnies wield short swords, spears and throwing axes in combat. Kill-bunny warrens are ruled by 3 HD chieftains, usually barbarians. Chieftains keep harems of females who are skilled as bards and capable of fascinating creatures with their dances. Some warrens include a shaman of “The Beast”, the savage deity of the kill-bunnies. The Beast is a deity of wanton slaughter, celebrated with blood sacrifice and quaint folk dances.

Kill-bunnies are defined by their class levels—they do not possess racial Hit Dice. Kill-bunny clerics worship “The Beast” and have access to the Animal, Destruction, Strength, and War domains. Kill-bunny females (also called does) generally take the bard class and use dance as their performance style. All kill-bunnies have the following racial traits.

- **+2 Dexterity, +2 Wisdom, –2 Intelligence:** Kill-bunnies are quick and wise, but their savagery hinders their intellect.

- **Small:** Kill-bunnies are Small creatures and gain a +1 size bonus to their AC, a +1 size bonus on attack rolls, a –1 penalty to their Combat Maneuver Bonus and Combat Maneuver Defense, and a +4 size bonus on Stealth checks.

- **Slow Speed:** Kill-bunnies have a base speed of 20 feet.

- **Fearless:** Kill-bunnies receive a +2 racial bonus on all saving throws against fear.

- **Keen Senses:** Kill-bunnies receive a +2 racial bonus on Perception skill checks.

- **Hop:** Kill-bunnies receive a +4 racial bonus on Acrobatics checks. The bonus increases to +8 when jumping.

- **Languages:** Kill-bunnies begin play speaking Common and Kill-bunny. Kill-bunnies with high Intelligence scores can choose from the following: Dwarven, Elven, Gnome, Sylvan, and Terran.

VALLEY OF THE HAWKS

shield, +1 size)

hp 14 (2d8+2)

Fort +0; **Ref** +5; **Will** +5; +2 vs. Fear

Defensive Abilities bardic performance (countersong, distraction), well-versed

Speed 20 ft.

Melee short sword +1 (1d4–1/19–20), or spear +1 (1d6–1/x3)

Ranged spear +4 (1d6–1/x3)

Special Attacks bardic performance (distraction, fascinate Will DC 13)

Bard Spells Known (CL 2nd):

1st (3/day)—*cause fear* (DC 13), *hypnotism* (DC 13), *sleep* (DC 13)
0 (at will)—*daze* (DC 12), *detect magic*, *message*, *prestidigitation*, *resistance*

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

Base Atk +1; **CMB** –1; **CMD** 12

Feats Combat Casting, Dodge

Skills Acrobatics +9 (+13 jumping), Intimidate +7, Knowledge (nature) +6, Perception +9, Perform (dance) +7, Sense Motive +7, Sleight of Hand +5, Spellcraft +6, Stealth +9; **Racial Modifiers** +4 Acrobatics (+8 when jumping), +2 Perception

Languages Common, Kill-Bunny, Sylvan

SQ bardic knowledge +1, bardic performance (inspire courage +1), versatile performance (dance)

Combat Gear piecemeal armor (equivalent to studded leather), short sword, spear, buckler

THOGANTEL, THE KILL-BUNNY CHIEFTAIN

CR 2

XP 600

Male kill-bunny barbarian 3

CN Small humanoid (kill-bunny)

Init +2; **Perception** +8

AC 17, touch 13, flat-footed 15 (+3 armor, +2 Dex, +1 shield, +1 size)

hp 31 (3d12+3)

Fort +5; **Ref** +3; **Will** +1; +2 vs. Fear

Defensive Abilities uncanny dodge

Speed 30 ft.

Melee short sword +7 (1d4+2/19–20), or spear +6 (1d6+3/x3)

Ranged throwing axe +6 (1d4+2), or spear +6 (1d6+2/x3)

Special Attacks rage (10 rounds/day), rage power (intimidating glare Will DC 11)

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

Base Atk +3; **CMB** +4; **CMD** 16

Feats Power Attack, Weapon Focus (short sword)

Skills Acrobatics +10 (+4 jumping), Intimidate +6, Knowledge (nature) +6, Perception +8; **Racial Modifiers** +4 Acrobatics (+8 when jumping), +2 Perception

Languages Common, Kill-Bunny

SQ fast movement, trap sense +1

Combat Gear piecemeal armor (equivalent to studded leather), short sword, spear, 2 throwing axes, buckler

0504. Over 200 years ago, a wise woman of the elves drowned in the river here, killed by a prince whose affections she spurned. Her spirit became a **rusalka**, a undead being that seeks vengeance on the living. Belena appears as a comely elf shrouded in fog and mist. Upon closer inspection, she looks like a cadaver with burning, green eyes, eyes that cast a Charm Person spell on the unwary. Those who are charmed by her eyes are led into the river to drown. The touch of the creature paralyzes. Women slain by the rusalka rise as new rusalka the next night under the control of their creator. Rusalkas are repulsed by holy symbols and absinth.

Treasure: At the bottom of the river, hidden under a large stone,

are 1,600 gp and a turquoise worth 200 gp.

RUSSALKA

CR 3

XP 800

CE Medium undead (aquatic)

Init +7; **Senses** darkvision 60 ft.; **Perception** +9

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)

hp 30 (4d8+12)

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

DR 5/magic; **Immune** undead traits

Speed 30 ft., swim 30 ft.

Melee 2 claws +5 (1d4+2 + paralysis)

Special Attacks create spawn, paralysis (1d4+1 rounds, Fort DC 15)

Spell-like Abilities (CL 4th):

At will—*charm person* (DC 15)

3/day—*fog cloud*

Str 14, **Dex** 16, **Con** —, **Int** 8, **Wis** 14, **Cha** 16

Base Atk +3; **CMB** +5; **CMD** 18

Feats Improved Initiative, Spell Focus (enchantment)

Skills Bluff +5, Diplomacy +4, Intimidate +7, Perception +9,

Stealth +10, Swim +10

Languages Common

Create Spawn (Su) A humanoid female slain by a russalka becomes a russalka in 24 hours. These spawn are less powerful than typical russalkas, and suffer a –2 penalty on all d20 rolls and checks, and receive –2 hp per HD. Spawn are under the command of the russalka that created them until its death, at which point they lose their spawn penalties and become free-willed russalkas. They do not possess any of the abilities they had in life.

0509. There is a grove of elven moontrees here tended by a druid called **Wulfwin** and guarded by a **dozen elven archers**.

WULFWIN

CR 16

XP 76,800

N male human druid 16

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

hp 150 (16d8+48 + 16)

Fort +8, **Ref** +3, **Will** +2

Melee unarmed strike +13/+8/+3 (1d3+1)

Ranged touch +13 (by spell)

Divine Spells Prepared (4/6/6/5/5/5/4/3/2; DC 16 + spell level)

Str 13, **Dex** 13, **Con** 15, **Int** 10, **Wis** 22, **Cha** 15

Base Atk +12; **CMB** +13; **CMD** 24

Other Gear leopard skin cape worth 50 gp, jasper worth 500 gp

ELVEN ARCHERS (12)

CR 7

XP 3,200

N male elf ranger 7

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

hp 50 (7d10 + 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

0524. An old, abandoned mine shaft is set in the side of a barren hillock. Rubble tumbles from the mine's opening to the stream that flows below. Climbing down the shaft, one can see a number of inferior rose quartzes jutting from the sides. At the bottom of the shaft, the mine turns into a series of low tunnels that eventually

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run into large, deep caverns, with better quality rose quartzes still embedded in the walls. The rose quartzes are all part of a **colony of crysmals**.

CRYSMALS (6)

CR 3

XP 800

hp 26, (see the *Pathfinder Roleplaying Game Bestiary II*, “Crysmal”)

0605. The **Palace of Mute Contemplation** overlooks the river here. The “palace” is really a monastery of greenish-grey granite composed of a square structure with four tall towers topped with golden domes. The lands around the monastery are studded with tall, iron poles topped by silver godheads that have had a permanent *silence* effect with a range of 300 yards cast upon them. These poles becomes more dense as one approaches the monastery, and the interior of the monastery has dozens of these heads hanging by chains from the ceiling with the same *silence* spell cast upon them. The monastery has an inner sanctum shielded by stone doors that are always barred with a stout oaken beam. The **monks**, known for being zealots and assassins, dwell beneath the temple in catacombs along with their revered dead. The monks worship Mana-Yood-Sushai, who they believe has dreamed all creation, and that awakening him will mean the end of everything. To this end, they are dedicated to stamping out all sound, starting with the Valley of the Hawks and eventually silencing the entire universe. Obviously, their grasp on reality is a bit weak, so one must take care when dealing with them. The **leader of the monks** has no known name (or he has never spoken it). He and his brothers dress in brown robes tied with rope. They permit no metal in their domain.

Treasure: 3 garnets worth 25 gp, 2 opals worth 50 gp, diamond worth 1,100 gp, blocks of cinnamon wrapped in wax paper (10 lb, worth 10 gp per pound), rare inks worth 350 gp (total)

THE ABBOT OF DEATH

CR 15

XP 51,200

Male human assassin 10, monk 5

LE Medium humanoid (human)

Init +3; **Senses** Perception +17

AC 17, touch 17, flat-footed 14 (+3 Dex, +1 monk, +3 Wis)

hp 127 (10d8+5d8+15 + 15)

Fort +8, **Ref** +12, **Will** +10; +5 vs. poison

Defensive Abilities evasion, hide in plain sight, improved uncanny dodge, poison use, purity of body, slow fall (20 ft.), still mind

Speed 40 ft.

Melee unarmed strike +14/+9 (1d8+2) or flurry of blows +14/+14/+9 (1d8+2)

Special Attacks angel of death, death attack (DC 22), quiet death, sneak attack +5d6, swift death, true death (DC 25)

Spell Like Abilities (CL 15th)

3/day—*silence*

Str 14, **Dex** 17, **Con** 13, **Int** 10, **Wis** 16, **Cha** 14

Base Atk +10; **CMB** +14; **CMD** 31

Feats Ability Focus (death attack), Agile Maneuvers, Combat Expertise, Combat Reflexes, Dodge^B, Extra Ki, Improved Unarmed Strike^B, Mobility, Skill Focus (perception), Stunning Fist^B, Weapon Finesse, Weapon Focus (unarmed strike)

Skills Acrobatics +14 (+19 to jump), Diplomacy +13, Escape Artist +14, Knowledge (local) +11, Knowledge (religion) +11, Perception +17, Sense Motive +14, Sleight of Hand +14, Stealth +14

Languages Aklo, common, infernal (does not speak)

SQ hidden weapons, high jump, ki pool (7 points)

Gear brown monk robes, club

BROTHERS OF DEATH (20)

CR 4

XP 1,200

Male human monk 4

LE Medium human (human)

Init +1; **Senses** Perception +9

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

hp 22 (4d8 + 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)

Spell Like Abilities (CL)

1/day—*silence*

Str 12, **Dex** 13, **Con** 11, **Int** 10, **Wis** 16, **Cha** 8

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, infernal (do not speak)

0615. An old circle of stone menhirs stands atop a gently sloping hill. The circle shows signs of a recent camp, with tracks leading off in a random direction. Clerics who camp in this stone circle have a 1% chance of seeing visions of the future in their dreams (as an *augury* spell).

0711. This hex contains a dungeon built by the ancient elves to house a slumbering entity of chaos. The dungeon consists of old tunnels excavated by purple worms. The entrance is barred by adamantine bars set into a circular gate. The gate is surrounded by bas-reliefs of sinuous mermaids and will only open when a hand signal is flashed by anyone with 5 ranks of Spellcraft. The proper hand signal can be found on the fountain in Hex 0914.

The upper level of the dungeon consists of wide tunnels and numerous small side passages. The tunnels are patrolled by an old **purple worm**, **grey oozes** and tick-like **kobolds** that feed off the worm and gather the valuable minerals excreted by it as it digs and re-digs the upper tunnels.

The inner portion of the dungeon is a dome of adamantine with circular entry ports guarded by **slug-like sphinxes** that ask geometric riddles. The inner halls are roamed by the **chaos beasts**, mutated humanoids and random emotions that look like colored clouds of energy. The heart of the complex is a well of chaos lined with primordium, an ur-metal which can be used to forge chaos weapons and wands that enhance spells in dangerous, unpredictable ways. The metal is unstable, and can unleash primal energies that mutate living beings or turn creatures into random objects or objects into random creatures. Within the well of chaos creatures that look like the fevered afterthoughts of a mad genius are born and often consumed within seconds. Some of these creatures escape to wander the halls of the dungeon.

PURPLE WORM

CR 12

XP 19,200

hp 200, (see the *Pathfinder Roleplaying Game Bestiary*, “Purple Worm”)

GREY OOZE

CR 4

XP 1,200

hp 50, (see the *Pathfinder Roleplaying Game Bestiary*, “Grey Ooze”)

KOBOLDS

CR 1/4

XP 100

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

SLUG-LIKE SPHINXES

CR 8

XP 4,800

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hp 95, (See the *Pathfinder Roleplaying Game Bestiary*, “Sphinx”, with the following changes: add **DR** 10/slashing or piercing; **Immune** acid; **Weaknesses** susceptible to salt, add **Melee** tongue +17 (2d8+6 + 2d6 acid), **Ranged** spit acid +12 (5d6 acid), remove **Melee** claws attack, remove **Special Attacks** pounce and rake, add **SQ** malleable, add the following:

Spit Acid (Ex) A slug-sphinx can spit acid at an opponent within 30 feet (no range increment). With a successful ranged touch attack, the target takes 5d6 points of acid damage (no save).

Malleable (Ex) A slug-sphinx’s body is very malleable, allowing it to fit into narrow areas with ease. A slug-sphinx takes no penalty to its speed or checks when squeezing in an area that is one size category smaller than its actual size (5 feet wide for most slug-sphinxes). A slug-sphinx can squeeze normally through an area two size categories smaller than its actual size (5 feet wide for most slug-sphinxes).

Susceptible to Salt (Ex) A handful of salt burns a slug-sphinx as if it were a flask of acid, causing 1d6 points of damage per use.

CHAOS BEAST

CR 7

XP 3,200

hp 85, (see the *Pathfinder Roleplaying Game Bestiary II*, “Chaos Beast”)

0721. There are natural hot springs in this hex that produce a mild healing effect (double natural healing for those who spend an hour a day bathing in them). The stones around the springs are crusted with salts of every color under the sun, and the grasses around the springs have a purple hue. Living in these tall grasses is a community of **salty little gnomes**. The gnomes look like miniature yard ornaments covered in salt crystals and wearing pointed white hats. They are dour little men, and resist intrusions into their territory unless bribed with gifts. The gnomes wield poisoned picks. There are 50 such gnomes dwelling around the spring.

SALTY GNOMES

CR 1/3

XP 135

Male and female gnome warrior 1

NE Small humanoid (gnome)

Init +1; **Senses** low-light vision; **Perception** +2

AC 14, touch 12, flat-footed 13 (+2 armor, +1 Dex, +1 size)

hp 6 (1d10+1)

Fort +3; **Ref** +2; **Will** +0; +2 vs. illusions

Speed 20 ft.

Melee light pick +3 (1d3/x4 + poison)

Spell-like Abilities (CL 1st):

1/day—*silent image* (DC 12)

Str 11, **Dex** 12, **Con** 12, **Int** 8, **Wis** 11, **Cha** 11

Base Atk +1; **CMB** +0; **CMD** 11

Feats Weapon Focus (light pick)

Skills Craft (any one) +1, Intimidate +4; **Racial Modifiers** +2 Craft, +2 Perception

Languages Common, Gnome

SQ +1 to DC of illusion spells

Combat Gear leather armor, light pick, 2 vials of greenblood oil poison

0803. **Ishosausis** is a bizarre entity that makes its home here in a scarp field marked with a few burnt boulders. The ground here is always smoky and a noxious haze fills the area (DC 10 Fortitude Save or sickened for the duration in the haze, +1d4 rounds) unless high winds blow it away. As one moves closer to the center of the field, they notice little pools of blood on the ground and an indistinct shape ahead. As the smoke clears a bit, they see the statue of a lion in basalt, with ruby eyes. The statue rests in a little pool of blood and holds a silver sword in its jaws. As the adventurers approach, they notice a woman walking towards them. The woman is beautiful,

but rather thin, with crimson skin and long, black hair. She looks sad, and is dressed in rags of grey and black. This woman asks the adventurers what they seek, and unless they answer “Wisdom” or something similar, she, Ishosausis, will take on her true form and attack. In her true form, Isoshausis, the spirit of violence, looks like an emaciated moose without antlers and drenched in blood. Her legs are twisted and bent, and her face writhes in spasms of agony. Upon closer scrutiny, you notice that her legs, which appear almost lifeless, are not touching the ground, and in fact this abortion of reason floats in mid-air.

ISHOSAUSIS

CR 11

XP 12,800

CE Large outsider (chaotic, evil, incorporeal, native, shapechanger)

Init +5; **Senses** darkvision 60 ft.; **Perception** +21

AC 15, touch 15, flat-footed 14 (+5 deflection, +1 Dex, –1 size)

hp 147 (14d10+70)

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

DR 5/good; **Immune** electricity, poison; **Resist** acid 10, cold 10, and fire 10; **SR** 11

Speed fly 50 ft. (perfect)

Melee incorporeal touch +14 (2d6/19–20 negative energy +1d4 Wis drain)

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

Special Attacks shrinking gaze (30 ft., Fort DC 22)

Str —, **Dex** 13, **Con** 20, **Int** 14, **Wis** 18, **Cha** 20

Base Atk +14; **CMB** +16; **CMD** 26

Feats Ability Focus (Wisdom Drain), Critical Focus, Dodge, Improved Critical (incorporeal touch), Improved Initiative, Mobility, Spring Attack

Skills Bluff +22, Fly +24, Intimidate +26, Knowledge (arcana) +19, Knowledge (planes) +19, Perception +21, Sense Motive +21, Stealth +14; **Racial Modifiers** +4 Intimidate

Languages Abyssal, Celestial, Common; telepathy

SQ change shape (humanoid, *alter self*)

Environment Any

Organization unique

Treasure standard

Shrinking Gaze (Su) A living creature who meets the gaze of Ishosausis must succeed on a DC 22 Will save or shrink to 1/2 its normal size for 1d4+1 rounds. An affected creature’s clothing and gear are not affected, but this effect is otherwise identical to a *reduce person* spell as cast by a 14th level sorcerer.

Wisdom Drain (Su) Creatures hit by Ishosausis’ touch attack must succeed on a DC 24 Fortitude save or take 1d4 points of Wisdom drain. On each successful attack, Ishosausis gains 5 temporary hit points. The save DC is Charisma-based.

0902. An **abbey** to Thallos, the god of love, has been built here in the woods on a granite cliff overlooking an idyllic meadow of tall, cool grasses and pale lavender wild flowers. The abbey is a structure of white marble and copper verdigris and looks like a mass of stumpy, round towers with tall, conical roofs. Set into the cliffs beneath the abbey are a dozen cave dwellings inhabited by **halfling shepherds**. The halflings keep tiny sheep on the meadow. The abbey is ruled by **Bragni**, a strapping, athletic centaur hedonist who welcomes visitors to indulge in wine, women and song. Women are provided by raids made by his **centaur** and halfling followers into surrounding villages, the captives being drugged and sometimes enchanted into becoming hierodules of Thallos. Bragni has developed a powerful desire for Illheard of Hex 0202, and is hatching a plan to kidnap her from the village. Thallos takes the form of a young man with a tall, angular build, hairless with seven red eyes, four wings and wearing a crown of glory.

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Treasure: 1,500 sp, 6,200 gp and a gold idol of Thallos worth 7,200 gp set with seven carnelian eyes worth 15 gp each.

BRAGNI, CENTAUR CLERIC

CR 16

XP 76,800

Male centaur cleric 13

N Large monstrous humanoid

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

AC 17, touch 11, flat-footed 16 (+2 Dex, +1 natural, +5 shield, -1 size)

hp 138 (4d10+13d8+34 +13)

Fort +11, **Ref** +10, **Will** +16

Speed 55 ft.

Melee +4 *heavy mace* +5 (1d8+2/19–20), 2 hooves +0 (1d6+1)

Space 10 ft., **Reach** 5 ft.

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 Charm, Trickery

Str 16, **Dex** 14, **Con** 15, **Int** 11, **Wis** 18, **Cha** 14

Base Atk +13; **CMB** +17; **CMD** 29 (33 vs. trip)

Feats Critical Focus, Fleet, Improved Bull Rush, Improved Initiative, Leadership, Power Attack, Run, Selective Channel, Trample^B, Weapon Focus (heavy mace)

Skills Diplomacy +11, Heal +17, Intimidate +6, Knowledge (nature) +4, Knowledge (religion) +8, Perception +7, Survival +9

Languages Common, Elven, Sylvan

SQ undersized weapons

Combat Gear +3 *heavy steel shield*, +4 *heavy mace*

CENTAURS (16)

CR 3

XP 800

hp 30, (see the *Pathfinder Roleplaying Game Bestiary*, “Centaur”)

HALFLING RAIDERS (30)

CR 2

XP 600

CN male halfling warrior 1, rogue 1

AC 16, touch 14, flat-footed 13 (+2 armor, +3 Dex, +1 size)

hp 15 (1d10+1d8+2)

Fort +3, **Ref** +5, **Will** +0

Melee spear +3 (1d6+1/x3)

Ranged sling +5 (1d2)

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

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

Combat Gear Leather armor, spear, sling, 15 bullets

0914. A moss-covered statue of **fountain** rests here in a dense copse of twisted oaks. The statue is a plaintive mermaid with a bit of silver inlay still evident on her scales. The statue’s nose and right arm have been chipped away, but her left arm and hand are still there, the hand in the mystic shape that opens the gate to the dungeon in Hex 0711.

1007. A band of **25 mushroom-men** live in this hex. The mushroom-men resemble dryad’s saddles, with wide, kidney-shaped flat heads with coloration reminiscent of a pheasant’s feathers. The mushroom-men are tree dwellers, living in the branches in nests of packed, dried mud and twigs. The mushroom-men use nets to capture interlopers, selling them to the Forgotten One [**Hex 1309**].

Treasure: 800 cp, 520 sp, 3,000 gp

MUSHROOM MAN (ADVANCED VEGEPYGMY)

CR 3

XP 600

N Small plant

Init +4; **Senses** darkvision 60 ft., low-light vision; **Perception** +9

AC 20, touch 15, flat-footed 16; (+4 Dex, +5 natural, +1 size)



hp 25 (3d8+9)

Fort +5; **Ref** +4; **Will** +2

Defensive Abilities spore rebirth; **DR** 5/slashing or bludgeoning; **Immune** electricity, plant traits

Speed 30 ft.

Melee 2 claws +5 (1d4+2)

Ranged net +7 (entanglement)

Str 15, **Dex** 18, **Con** 16, **Int** 12, **Wis** 15, **Cha** 15

Base Atk +2; **CMB** +3; **CMD** 17

Feats Skill Focus (Perception)

Skills Intimidate +3, Perception +11, Stealth +18 (+24 in vegetation), Survival +4; **Racial Modifiers** +4 Stealth (+12 in vegetation)

Languages Undercommon (cannot speak)

Combat Gear net

Environment any

Organization solitary, gang (2–6), or tribe (7–30 + 1 chieftain)

Treasure standard (net, other treasure)

Spore Rebirth (Ex)

When a mushroom-man dies, it releases 1d6 spores which rapidly grow into mushroom-men with one fewer hit dice than their parent. Mushroom-men with only 1 HD do not produce these spores.

1022. Rising from the rolling landscape are a cluster of marble domes carved from marble outcroppings. The domes have secret entrances into a deep set of copper mines now owned by a clan of **300 dwarves** and their 130 wives and 70 children. The dwarves are led by **King Verion** and his **Iron Circle**, a band of warrior-priests who enforce a spartan discipline on the dwarfs. The dwarves have

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wrested the upper mines from hobgoblins in league with hags, but the deeper mines still hold many dangers, and raids from bugbears are becoming ever more common. It is said that the deepest pit of the mine is home to a demon. King Verion is becoming hard pressed to protect his people, and the dwarves are becoming irritable from being pressed into a limited area.

KING VERION

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)

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, Strength

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 Diplomacy +11, Heal +12, Knowledge (dungeoneering) +9, Knowledge (local) +6, Perception +9, 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

IRON CIRCLE DWARVES

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)

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, Strength

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

Languages Common, dwarf, undercommon

Combat Gear Masterwork full plate, +1 *heavy steel shield*,

masterwork *warhammer*; **Other Gear** holy symbol

men, having dark, golden skin and wavy red hair. Skilled animal handlers, they keep a pride of **seven sabre-tooth tigers** as guard animals under the control of **seven chosen maidens**, who form a sort of priesthood under the tutelage of the priestess **Cimar**. The village is technically run by **Orloc**, its chief elder, an unassuming, good natured man. Recently, though, it came under the domination of a mercenary captain called **Xaviennon**, a tall man with a craggy face and cold eyes. Folk whisper that demon blood flows through his veins. Xaviennon commands **20 two-handed sword wielding horsemen** in chainmail byrnie, who are all that remains after a disastrous campaign against Cloda in **Hex 0213**.

CIMAR

CR 8

A fanatic, she expects her god, Janan god of alchemy, will deliver the village from the depredations of Xaviennon.

XP 4,800

N female human cleric 8

AC 10, touch 10, flat-footed 10

hp 50 (8d8 + 8)

Fort +6, **Ref** +2, **Will** +9

Melee touch +6 (by spell)

Ranged touch +6 (by spell)

Divine Spells Prepared (4/5+1/4+1/4+1/2+1; DC 13 + spell level)

Domains Animal, Weather

Str 10, **Dex** 10, **Con** 11, **Int** 10, **Wis** 17, **Cha** 13

Base Atk +6; **CMB** +6; **CMD** 16

XAVIENNON

CR 8

Stubborn and ruthless, keeps hunting falcons.

XP 4,800

Male fiendish human fighter 7

NE Medium outsider (augmented human, evil)

Init +2; **Senses** darkvision 60 ft.; Perception +12

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

hp 99 (7d10+35)

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

DR 5/good; **Resist** Cold 10, Fire 10; **SR** 14

Speed 20 ft. (30 ft. base)

Melee +1 *humanbane greatsword* +9/+4 (2d6+6 + 2d6+2 vs. humans/19–20)

Special Attacks smite good (1/day, +1 to hit, +7 damage vs. good)

Str 17, **Dex** 14, **Con** 21, **Int** 13, **Wis** 14, **Cha** 12

Base Atk +7; **CMB** +11 (+13 to sunder); **CMD** 24

Feats Cleave, Great Cleave, Improved Sunder, Power Attack, Quick Draw, Vital Strike, Weapon Focus (greatsword), Weapon Specialization (greatsword)

Skills Bluff +5, Intimidate +5, Knowledge (local) +5, Knowledge (planes) +5, Perception +6, Sense Motive +6, Stealth +6

Languages Aklo, common, infernal

Combat Gear +1 *full plate*, +1 *humanbane greatsword*

ORLOC

CR 2

XP 600

NG Male human commoner 3

hp 8

SABRE-TOOTH TIGERS (7)

CR 8

XP 4,800

hp 105, (see the *Pathfinder Roleplaying Game Bestiary*, “Tiger, Dire”)

TIGER MAIDENS (7)

CR 8

XP 4,800

N female human cleric 4

AC 10, touch 10, flat-footed 10

hp 25 (4d8+4)

Fort +4, **Ref** +1, **Will** +7

1119. The fishermen of this village are descendants of the ancient

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Melee spear +3 (by spell)
Ranged touch +3 (by spell)
Divine Spells Prepared (4/4+1/3+1 ;DC 13 + spell level)
Domains Animal, Weather
Str 10, **Dex** 10, **Con** 10, **Int** 10, **Wis** 16, **Cha** 17
Base Atk +3; **CMB** +3; **CMD** 13

XAVIENNON'S HORSEMEN (20)

CR 5

XP 1,600
 NE male human fighter 5
AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)
hp 40 (5d10+10)
Melee falchion +10 (2d4+7/18–20)
Str 16, **Dex** 13, **Con** 14, **Int** 10, **Wis** 10, **Cha** 7
Base Atk +5; **CMB** +8; **CMD** 19
Combat Gear Chain mail, falchion

1306. A small village of stone cottages surrounded by an earthen rampart here supports about **100 bison hunters**. The villagers are commanded by an infamous fighting-woman named **Shard**, recently dismissed from the army of Swiftwater. Besides their hunting, the villagers tend orchards of red, delicious apples along the banks of the Snail River. The villagers are short and gangly, with thick, red hair, blue-grey eyes and light skin with broad faces, flat noses and narrow eyes. The hunters are horsemen, armed with lances, shields and long daggers. Some horsemen carry slings as well.

Treasure: 380 sp, 880 gp stolen from the coffers of Swiftwater.

SHARD

CR 13

Light skin, black eyes, reddish-blond hair, heavyset and lustful.

XP 25,600

Female human fighter 13
 N Medium humanoid (human)
Init +3; **Senses** Perception +8

AC 24, touch 13, flat-footed 21 (+8 armor, +3 Dex, +3 shield)
hp 125 (13d10+26)
Fort +10, **Ref** +7, **Will** +5; +3 vs. Fear
Defensive Abilities Bravery +3

Speed 20 ft. (30 ft. base)
Melee *nine lives stealer* +23/+18/+13 (1d6+2 + 2d6 vs. humans/18–20)
Ranged *spined shield* +17 (1d10+1/19–20)
Special Attacks weapon training 3 (heavy blades +3, light blades +2, spears +1)

Str 16, **Dex** 17, **Con** 14, **Int** 15, **Wis** 12, **Cha** 12
Base Atk +13; **CMB** +16; **CMD** 29
Feats Cleave, Combat Expertise, Critical Focus, Dazzling Display, Deadly Stroke, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Improved Disarm, Improved Vital Strike, Penetrating Strike, Power Attack, Shatter Defenses, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword),
Skills Craft (weapons) +12, Intimidate +14, Knowledge (local) +14, Perception +8, Ride +14, Survival +14, Swim +15
Languages Common
SQ armor training 3
Combat Gear +2 chainmail, *spined shield*, *nine lives stealer*, masterwork lance

BISON HUNTERS (100)

CR 2

XP 600
 N male and female human warrior 3
AC 16, touch 11, flat-footed 15 (+4 armor, +1 Dex, +1 shield)
hp 20 (3d10+3)
Melee lance +5 (1d8+2/x3) 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, lance, dagger, sling

1309. In a smoldering clearing you find a dozen charred hovels surrounding what looks like a large, circular barn made of field stone. This was once a dairy, where **mechanical milkmaids** made delicious cheeses. The dairy was struck by two terrible misfortunes. The first was a fire that roared through the area many years ago. The second was that, unknown to the milkmaids, the cellar where they kept their wheels of sweet cheese harbored brown mold, which, in the presence of heat, spreads rapidly. The mold killed the human owners of the dairy and the milk cows (their frozen corpses remain to this day), but the automatons still go about their business, dragging any mammal they can find into the barn to be milked and freezing them in the process. The milkmaids are bell-shaped, made of bronze and move via wheels in their under-chassis. They have porcelain faces and are painted as though in traditional garb.

Treasure: 600 cp and 500 gp scattered around the hovels and barn.

MILKMAIDS

CR 2

XP 600

N Medium construct

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

AC 18, touch 11, flat-footed 17; (+7 armor, +1 Dex)
hp 31 (2d10+20)
Fort +1; **Ref** +2; **Will** +2
Immune construct traits

Speed 20 ft.
Melee slam +2 (1d6+1)

Str 11, **Dex** 12, **Con** —, **Int** 14, **Wis** 12, **Cha** 11
Base Atk +2; **CMB** +2; **CMD** 13
Feats Skill Focus (Craft [any one])
Skills Appraise +4, Craft (any two) +4, Perception +3

1414. An **ancient hospice** stands in the woods here, surrounded by overgrown medicinal gardens. The hospice looks run down and at first abandoned, but it is inhabited by a small band of monks. The building is constructed atop a grotto containing medicinal springs, the water being bottled and sold as a cure-all (30 gp for a bottle, no medicinal value at all). The hospice was dedicated to Almerla, the goddess of healing. Unfortunately, the hospice and its shrine were desecrated years ago when the entire population of priests was murdered by a band of assassins. The assassins took over running the place, selling the useless elixirs of spring water and using the fortified abbey as a base of operations for assassinations throughout the Valley of the Hawks. Tarset, Lord Mayor of Swiftwater uses them extensively to maintain his control over the city. The “abbot” is a man called **Lachris**, and he has under his command a **dozen assassins**. Almerla’s idol still rests in the abandoned chapel. She appears as an inhumanly tall woman with an hour-glass build, unclothed with china-white skin and purple eyes. An albino **crocodile** curls around the goddess’ feet.

Treasure: 3,700 gp and an aventurine worth 9,000 gp. The aventurine is held by the idol of Almerla, and has not been removed for fear of unleashing her fury.

LACHRIS

CR 11

XP 12,800

Male human assassin 5, rogue 8
 NE Medium humanoid (human)
Init +8; **Senses** Perception +16

AC 20, touch 15, flat-footed 15 (+4 armor, +4 Dex, +1 dodge, +1 shield)

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hp 82 (5d8+8d8 + 13)

Fort +4, **Ref** +13, **Will** +6; +2 vs. poison

Defensive Abilities evasion, improved uncanny dodge (17th level to sneak attack), trap sense +2

Speed 30 ft.

Melee *sword of subtlety* +16/+11 (1d6+2/18–20) or dagger +14/+9 (1d4+1 + poison/19–20)

Ranged dagger +14/+9 (1d4+1 + poison/19–20)

Special Attacks death attack (DC 20), sneak attack +7d6, rogue talent (bleeding attack), rogue talent (finesse rogue), rogue talent (sniper's eye), rogue talent (weapon training), true death (DC 20)

Str 15, **Dex** 18, **Con** 11, **Int** 16, **Wis** 14, **Cha** 18

Base Atk +9; **CMB** +12; **CMD** 26

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

Skills Acrobatics +18, Bluff +18, Craft (poison) +19, Diplomacy +18, Disable Device +18, Escape Artist +18, Intimidate +18, Knowledge (local) +17, Perception +16, Sense Motive +16, Sleight of Hand +18, Stealth +18

Languages Common, uncommon

SQ hidden weapons, poison use

Combat Gear +1 mithril shirt, masterwork light steel shield, *sword of subtlety*, 2 poisoned daggers (deathblade poison), 4 doses deathblade poison; **Other Gear** brass toe ring worth 10 gp.

ASSASSIN (12)

CR 7

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 +7)

Fort +2, **Ref** +8, **Will** +2; +1 vs. poison

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

Speed 30 ft.

Melee rapier +9 (1d6+2 + poison/18–20)

Ranged dagger +9 (1d4+1 + poison/19–20)

Special Attacks death attack (DC 15), sneak attack +3d6, rogue talent (finesse rogue), rogue talent (weapon training)

Str 14, **Dex** 16, **Con** 11, **Int** 13, **Wis** 11, **Cha** 8

Base Atk +5; **CMB** +7; **CMD** 20

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

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

Languages Common

SQ poison use

Combat Gear leather armor, rapier, 3 daggers, 3 doses wyvern poison

ALBINO CROCODILE

CR 2

XP 600

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

1418. In a low clearing in the forest, with somewhat swampy ground, there lies a weathered, grey **monolith** covered in thick vines hung with dazzling, golden grapes. The monolith has sunk into the ground slightly, and now points a bit to the northwest. If the vines are cleared, one will see carvings of dancing satyrs and dryads on the monolith. At the top of each side of the four-sided monolith there is a "green man" carving. If four people touch the faces simultaneously,

the ground shudders and a random event occurs.

| D6 | Event |
|-----|-----------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------|
| 1-3 | People are <i>teleported</i> 1d6+6 hexes away in a random direction (no save). |
| 4-5 | The monolith <i>summons</i> 2d6 hostile satyrs. |
| 6 | A secret compartment opens, revealing a gilded wreath. When worn on the head, it offers <i>protection from evil</i> (as the spell, as long as worn) and causes fey creatures to regard you as a friend (+10 bonus on Diplomacy checks.) |

1522. A **fountain** of water bubbles from a cliff faced carved in the image of a giant face. The water pools in a depression in the ground. Flesh dipped in the fountain withers into nothingness, but grows back one week later as living (i.e. moveable) ivory (DC 20 Fortitude save negates).

1602. During the age of the giants, massive creatures called **mound monsters** came down from the northern tundra, bringing with them frigid winds and turning the prairie into a tundra itself. The mound monsters look something like 50 ft. tall stegosaurus with the heads of elephants and long, shovel-like tusks. They have thick, rubbery black skin and spines the color of aged limestone. These mound monsters dug enormous trenches and hollows with their tusks, sifting the soil for their nutrients. The lakes of the northern lake country were mostly formed by these tremendous creatures. Only a few came as far south as the Valley of the Hawks, and were hunted by the ancient giants. When the air turned warmer, most of the mound monsters fled. A few, including one now dwelling in this hex, burrowed into the ground to hibernate until the northern ice spirits again extended their dominion over the Valley of the Hawks. Its existence is marked solely by a tall hill, which the local centaurs believe is a sacred mound. A **centaur band** led by the venerable **Ostan**, dwells around the base of the sacred mound and protects it from intruders. It is said that the shrill call of a silver flute will awaken the beast, but the flute in question has been lost for many centuries. The centaurs make wine from wild grapes that act as a half-powered *potion of cure light wounds* (curing 1d4 points of damage), but has a chance to cause madness if imbibed too often by non-fey (DC 16 Fortitude save negates madness).

CENTAURS (12)

CR 3

XP 800

hp 30, (see the *Pathfinder Roleplaying Game Bestiary*, "Centaur")

OSTAN THE ELDER

CR 3

XP 800

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

MOUND MONSTER

CR 15

XP 51,200

N Gargantuan magical beast (cold)

Init –3; **Senses** darkvision 60 ft., low-light vision; **Perception** +24

Aura cold (50 ft., fatigued, Fort DC 26 resists)

AC 29, touch 4, flat-footed 29 (–3 Dex, +25 natural, –3 size)

hp 230 (20d10+120)

Fort +18; **Ref** +9; **Will** +7

Immune cold; **Resist** electricity 10; **SR** 20

Speed 20 ft.

Melee 2 slams +25 (2d6+8), gore +25 (2d8+8), tail slap +20 (2d8+4)

Space 20 ft.; **Reach** 15 ft. (20 ft. with gore)

Special Attacks trample (2d6+12, DC 28)

Str 36, **Dex** 4, **Con** 22, **Int** 2, **Wis** 12, **Cha** 12

Base Atk +20; **CMB** +31; **CMD** 38 (42 trip)

Feats Awesome Blow, Cleave, Combat Reflexes, Die Hard, Endurance, Great Cleave, Improved Bull Rush, Improved Vital

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Strike, Power Attack, Vital Strike
Skills Perception +24

1608. Here lie the **Gardens of Mistress Rho**, lovely paths of crushed red stone bordered by tall rushes of brilliantly colored bulbs and tangled trees bearing large, golden pears. **Rho** is a ghost, a former chatelaine of the ancient city (Hex 1906) who dwelled here in a summer villa. She appears as a beautiful, mature woman with brilliant green eyes, a delicate build and a round face. She is chatty and urbane, but should she permit a young man to kiss her, he is subject to her *corrupting gaze* attack. After such an occurrence, Rho will shriek loudly and she and her lovely gardens will disappear.

RHO

XP 3,200

NE female human ghost aristocrat 7

hp 73, (see the *Pathfinder Roleplaying Game Bestiary*, “Ghost”)

1625. An old, run-down abbey of porcelain towers topped by brass cones is nestled beside the river here, amid a veritable garden of rushes, lilies and persimmon trees. The abbey is dedicated to Onorix, the goddess of wealth and governed by **Abbot Drute**. Drute commands **six acolytes** and a tribe of **60 lizardmen** who fish in the river and protect the abbey in return for silver jewelry (each one wears 10 gp worth of jewelry). The central tower of the abbey is the largest, and houses an imposing idol of Onorix, an athletic looking woman with golden hair, beady green eyes (beryls worth 100 gp each), porcelain skin (literally) and a crimson robe covered in interlocking gold circles. The idol carries a brass trumpet which, if blown, *summons* a minor demon to the abbots service. Drute covets the secrets of the elves and will pay handsomely for information or a prisoner to interrogate.

Treasure: Kept in a locked steel chest with a poison needle trap. 1,450 gp and a porcelain urn worth 800 gp containing 7 pounds of cardamon (worth 15 gp per pound).

DRUTE

CR 14

Greedy and witty, Drute has blue-grey eyes and black hair. He is fragile-looking, but really quite tough.

XP 38,400

LN male human cleric 8, rogue 6

AC 18, touch 10, flat-footed 18 (+7 armor, +1 shield)

hp 130 (8d8+6d8+42)

Fort +11, **Ref** +7, **Will** +12

Melee light mace +10/+5 (1d6)

Ranged touch +10 (by spell)

Divine Spells Prepared (4/5+1/4+1/3+1; DC 15 + spell level)

Domains Charm, Law

Str 11, **Dex** 11, **Con** 16, **Int** 14, **Wis** 20, **Cha** 12

Base Atk +10; **CMB** +10; **CMD** 20

Combat Gear *Scale of bronze coins* (treat as +2 *scale mail*), light steel shield, light mace; **Other Gear** holy symbol

ACOLYTE (6)

CR 2

XP 600

N male human cleric 2

AC 17, touch 10, flat-footed 17 (+6 armor, +1 shield)

hp 10 (2d8 + 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 Charm, Law

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.

LIZARDMEN (60)

CR 1

XP 400

hp 11, (see the *Pathfinder Roleplaying Game Bestiary*, “Lizardfolk”)

1712. A tribe of **200 goblins** lives in a dank set of partially flooded catacombs that belonged to a long-gone city of ancient men. The walls of the catacombs are smooth and white and have dozens of secret doors and tunnels and alcoves containing **trapped** bronze chests containing the ashes and bones of their dead. The water in the catacombs comes from an underground spring, and flows out into the Valley via a tiny cave. The goblins of the catacomb are expert archers. They are braved, but debauched warriors who dwell in extended family units, each led by a swaggering **chieftain** at odds with his fellows until a fat merchant or pesky adventurers approach the lair.

Treasure: 2,820 sp, 3,070 gp, an amber tortoise worth 200 gp, an olivine worth 800 gp and a large supply of hazelnuts taken from a passing caravan (200 lb, worth 5 sp per pound).

ELECTRICITY ARC TRAP

CR 4

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

Trigger touch; **Reset** none

Effect electricity arc (4d6 electricity damage, DC 20 Reflex save for half damage); multiple targets (all targets in a 30-ft. line)

GOBLINS (200)

CR 1/3

XP 135

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

GOBLIN CHIEFTAINS (14)

CR 2

XP 600

Male goblin fighter 2

CE Medium humanoid (goblinoid)

Init +7; **Senses** darkvision 60 ft.; **Perception** +1

AC 18, touch 14, flat-footed 15 (+4 armor, +3 Dex, +1 size)

hp 20 (2d10+2)

Fort +6, **Ref** +3, **Will** +0; +1 vs. Fear

Defensive Abilities Bravery +1

Speed 30 ft.

Melee mwk shortsword +5 (1d4+1/19–20) or mwk handaxe +3 (1d4+1/×3)

Ranged mwk handaxe +7 (1d4+1/×3)

Str 13, **Dex** 16, **Con** 12, **Int** 7, **Wis** 10, **Cha** 10

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

Feats Great Fortitude, Improved Initiative, Intimidating Prowess

Skills Intimidate +5, **Perception** +1

Languages Goblin

Gear Masterwork shortsword, masterwork handaxe, chain shirt

1720. As one enters the craggy uplands through this gorge, they might notice a great deal of rubble strewn about. Sharp eyes will see that the rubble is composed of many hundreds of stone statues. Continuing up the gorge, the ground becomes misty and the footing treacherous until one finally reaches the cave of the resident **gorgon**.

GORGON

CR 8

XP 4,800

hp 100, (see the *Pathfinder Roleplaying Game Bestiary*, “Gorgon”)

1816. A tribe of **22 bugbears** live high in these trees in nests of woven sticks. They are led by **Kronka**, a chief with a harem of 10 females. Kronka is assisted by **four sub-chiefs**. The bugbears wield pole arms and javelins and worship a being they call the Warrior Invincible (really an ornate set of full plate armor enchanted with a *magic mouth* that utters random invectives they believe are prophecies). The bugbears cultivate a breed of caterpillars that are poisonous to humans but cause them to go

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into wild hallucinations.

Treasure: 1,120 gp, porcelain candlestick worth 60 gp.

CHIEF KRONKA

CR 10

XP 9,600

Male bugbear ranger 7

CE Medium humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft., scent; Perception +1

AC 20, touch 13, flat-footed 17 (+4 armor, +3 Dex, +3 natural)

hp 109 (3d8+7d10+48)

Fort +10, **Ref** +11, **Will** +4

Speed 30 ft.

Melee heavy flail +13/+8 (1d10+6/19–20)

Ranged mwk composite longbow +14/+9 (1d8+4/×3)

Special Attacks favored enemy (elf +4, human +2), hunter's bond (companions)

Ranger Spells Prepared (2; DC 11 + spell level)

Str 18, **Dex** 17, **Con** 18, **Int** 8, **Wis** 12, **Cha** 9

Base Atk +9; **CMB** +13; **CMD** 26

Feats Dodge, Endurance^B, Manyshot^B, Mobility, Point Blank Shot, Precise Shot^B, Weapon Focus (longbow)

Skills Climb +13, Intimidate +10, Knowledge (geography) +8, Perception +10, Stealth +18, Survival +10; **Racial Bonus** +2 Intimidate, +4 Stealth

SQ favored terrain (forest +2), stalker, track, wild empathy (+6), woodland stride

Languages Common, Goblin

Combat Gear Masterwork chain shirt, heavy flail, masterwork composite longbow (+4 Strength), 20 arrows, *potion of cure moderate wounds*

SUB-CHIEFS (4)

CR 8

XP 4,800

CE male bugbear barbarian 2

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

hp 46 (3d8+2d12+16)

Fort +7, **Ref** +5, **Will** +1

Melee halberd +8 (1d10+4)

Ranged javelin +6 (1d6)

Str 16, **Dex** 14, **Con** 16, **Int** 6, **Wis** 10, **Cha** 7

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

Combat Gear hide armor, halberd, 3 javelins

BUGBEARS (22)

CR 2

XP 600

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

1906. This windswept hex is home to what the people of the Valley call the "**Bones of the Old City**". A city of the ancient, golden-skinned men once thrived here, but time and divine vengeance have wiped most of it away, leaving only the steel skeletons of towers and a few cracked domes. The great idol of Kishrdis, the goddess of mining, still stands in the city center, a 50 ft. tall obsidian statue of a short, muscular crone with slitted eyes and lank grey hair. The Old City has two features of interest.

The first, lying on the outskirts of the city, is the **College of Tyrie**, a fortified monastery of arts and sciences where young men and women are tutored by the **clerks of Alcumon**, the patron saint of educators and pedagogues. The blessing of Alcumon protects the monastery and holds the unwholesome creatures of the Old City at bay. Her idol depicts a thin woman with a bald head, blue skin and red eyes carrying a large bell on a chain. The College is governed by the **Abbess Yurch** and employs a **dozen priestesses**. Yurch is married to the Forgotten One, a bitter deal she made to keep her college in operation. Each fall, she and her priestesses must make a call on the Forgotten One to pay tribute in the form of their brightest young student. These students are experimented on by the Forgotten One, and usually freed to roam the city as mutants.

The monastery treasure is 2,400 cp, 280 gp, a limestone sculpture of a pegasus worth 125 gp and two pieces of rose quartz worth 95 gp each.

ABBESS YOURCH

CR 12

A fat woman, cautious and considerate, with golden skin and crimson hair.

XP 19,200

LN female human cleric 12

AC 9, touch 9, flat-footed 9 (–1 Dex)

hp 84 (12d8+12)

Fort +9, **Ref** +3, **Will** +12

Melee touch +9 (by spell)

Ranged touch +8 (by spell)

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

Domains Knowledge, Protection

Str 10, **Dex** 9, **Con** 12, **Int** 12, **Wis** 18, **Cha** 15

Base Atk +9; **CMB** +9; **CMD** 18

PRIESTESSES (12)

CR 3

XP 800

LN female human cleric 3

AC 10, touch 10, flat-footed 10

hp 17 (3d8+3)

Fort +3, **Ref** +1, **Will** +6

Melee touch +2 (by spell)

Ranged touch +2 (by spell)

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

Domains Knowledge, Protection

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

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

MUTATED STUDENTS

CR 5

XP 1,600

hp 63; regeneration 5, (see the *Pathfinder Roleplaying Game Bestiary*, "Troll")

The other feature of interest is the **undercity**, a radial network of tunnels and chambers filled with mutated beasts and humans on the outskirts and **intelligent giant rats** near the center. The rats follow the **Forgotten One**, a terrible necromancer forced to quit his old castle in **Hex 1309** who re-established himself here. His ultimate aim is to rule the Valley of the Hawks eternally as a lich. The Forgotten One's treasure includes 1,800 sp, 3,000 gp, 100 yards of radiant silk worth 10 gp per yard a clutch of 8 +1 *arrows* and large, flawed diamond worth 6,000 gp that he had hoped to use as a phylactery.

THE FORGOTTEN ONE

CR 20

The Forgotten One appears as a pleasant, plump man in simple working togs and wearing bifocals.

XP 307,200

Male human wizard 20 necromancer

CE Medium humanoid (human)

Init +0; **Senses** *lifesight* 40 ft.; Perception +9

AC 10, touch 10, flat-footed 10

hp 57 (20d6+20)

Fort +6, **Ref** +6, **Will** +15

Speed 30 ft.

Melee +3 *mithril dagger* +13/+8 (1d4+3/19–20)

Ranged touch +10 (by spell)

Special Attacks bolster undead (+5, 10 rounds, 10/day), channel negative energy (10/day, DC 21)

Wizard Spells Prepared (4/6+1/6+1/6+1/5+1/5+1/5+1/5+1/5+1/5+1; DC 17 + spell level)

Arcane School undead: **Opposition Schools** enchantment, conjuration

Str 10, **Dex** 10, **Con** 11, **Int** 25, **Wis** 16, **Cha** 12

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Base Atk +10; **CMB** +10; **CMD** 20

Feats Command Undead^B, Empower Spell, Extend Spell, Greater Iron Will, Greater Spell Focus (necromancy)^B, Greater Spell Penetration, Iron Will^B, Lingering Spell, Persistent Spell, Quicken Spell, Scribe Scroll^B, Selective Spell, Spell Focus (necromancy)^B, Spell Focus (transmutation)^B, Spell Penetration, Still Spell, Widen Spell

Skills Appraise +11, Bluff +6, Craft (alchemy) +20, Craft (carpentry) +15, Diplomacy +6, Heal +13, Intimidate +6, Knowledge (arcana) +30, Knowledge (dungeoneering) +20, Knowledge (engineering) +20, Knowledge (geography) +15, Knowledge (history) +25, Knowledge (local) +20, Knowledge (nature) +15, Knowledge (nobility) +15, Knowledge (planes) +15, Knowledge (religion) +10, Linguistics +15, Perception +9, Profession (surgeon) +26, Sense Motive +18, Spellcraft +25, Use Magic Device +11

Languages Abyssal, aklo, common, draconic, elf, goblin, infernal; permanent *tongues* spell

SQ arcane bond (+3 *mithril dagger*)

Combat Gear *wand of deep slumber* (CL 16th; 45 charges, DC 19), +3 *mithril dagger*

INTELLIGENT GIANT RATS

CR 1/2

XP 200, (see the *Pathfinder Roleplaying Game Bestiary*, “Rat, Dire”, except as noted below)

N Small animal

Init +3; **Senses** low-light vision, scent; Perception +4

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

hp 5 (1d8+1)

Fort +3, **Ref** +5, **Will** +1

Speed 40 ft., climb 20 ft., swim 20 ft.

Melee bite +1 (1d4 + disease)

Special Attacks disease

Str 10, **Dex** 17, **Con** 13, **Int** 12, **Wis** 13, **Cha** 4

Base Atk +0; **CMB** –1; **CMD** 12 (16 vs. trip)

Feats Skill Focus (Perception)

Skills Climb +11, Linguistics +4, Perception +4, Stealth +11, Swim +11; **Racial Modifiers** uses Dex to modify Climb and Swim

Languages Abyssal, aklo, common, infernal

Disease (Ex)

Filth fever: Bite—injury; *save* Fort DC 11; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

1908. In the middle of the prairie, amidst crumbling ruins of an ancient town of stone, is a **large pool** not unlike an olympic sized pool in form and construction. Bathing in the pool, the pure soul is made more pure – the person’s skin will take on a silvery glow for 1 week (per a *light* spell) and they will enjoy a +2 bonus to all saving throws. The wicked soul is made more wicked; their skin absorbs light, casting shadowy illumination even in the daytime (treat as a *darkness* spell) and they enjoy a +2 bonus to hit and damage. True neutrals are refreshed, and find themselves thereafter pestered by an invisible cherub and imp on their shoulders who battle noisily (to their target, silently to all others) for their soul until they finally declare for law or chaos.

1918. **Kelban** is a twisted stone giant shaman who dwells in a large cave complex with **three cave bears**. Inside his cave he keeps a horde of golden skulls worth 2,000 gp and a copper vat that births 1d4 small oozes each day. He can command the oozes, but they usually wander off after a couple days. At any given time, he has 1d4 random oozes under his command.

| Roll | Random Ooze |
|------|--------------------------------------------------------------------------------------------------------------------------------------------|
| 1 | BLACK PUDDING CR 7 XP 3,200 hp 105, (see the <i>Pathfinder Roleplaying Game Bestiary</i> , “Black Pudding”) |
| 2 | GELATINOUS CUBE CR 3 XP 800 hp 55, (see the <i>Pathfinder Roleplaying Game Bestiary</i> , “Gelatinous Cube”) |
| 3 | GREY OOZE CR 4 XP 1,200 hp 50, (see the <i>Pathfinder Roleplaying Game Bestiary</i> , “Grey Ooze”) |
| 4 | OCHRE JELLY CR 5 XP 1,600 hp 65, (see the <i>Pathfinder Roleplaying Game Bestiary</i> , “Ochre Jelly”) |

KELBAN THE ELDER STONE

CR 14

XP 38,400

Male stone giant sorcerer 6

N Large humanoid (giant)

Init +2; **Senses** darkvision 60 ft., low-light vision; Perception +12

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

hp 138 (12d8+6d8+72)

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

Defensive Abilities improved rock catching; **Resist** acid 10

Speed 40 ft., burrow 30 ft.

Melee greatclub +19/+14/+9 (2d8+12) or 2 slams +19 (1d8+8)

Ranged rock +14/+9/+4 (1d8+12) or touch +14 (by spell)

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

Special Attacks elemental ray (1d6+3, 7/day), rock throwing (180 ft.)

Sorcerer Spells Known (7/4/2/1; DC 14 + spell level)

3rd—*dispel magic*, *protection from energy*^B

2nd—*bull’s strength*, *levitate*, *scorching ray*^B

1st—*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*, *ending message*, *open/close*, *resistance*

Bloodline Elemental

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

Base Atk +12; **CMB** +21; **CMD** 33

Feats Iron Will, Martial Weapon Proficiency (greatclub), Point Blank Shot, Power Attack, Precise Shot, Quick Draw

Skills Climb +12, Intimidate +12, Knowledge (planes) +15, Perception +12, Stealth +4 (+12 in rocky terrain);

Racial Modifiers +8 Stealth in rocky terrain

Languages Common, Giant

SQ bloodline arcana (earth)

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.

VALLEY OF THE HAWKS

CAVE BEARS (3)

XP 3,200

hp 95, (see the *Pathfinder Roleplaying Game Bestiary*, “Bear, Dire”)

2019. A lonely mountain here is covered, almost entirely, but bas-relief sculptures of giant faces. Breaking up the sculptures is a **tall, abandoned keep** beneath an overhang. One can reach the keep by following a treacherous, narrow and often steep trail for the better part of a day. Upon reaching the keep, they will discover no contents other than some over-sized shields and spears and a clutch of **fifteen harpies** armed with morningstars.

HARPIES

XP 1,200

hp 38, (see the *Pathfinder Roleplaying Game Bestiary*, “Harpy”)

2022. In the midst of the ruins of a village on a plateau you discover a **bleached skeleton** wearing green, leather shoes. The shoes, once put on, cannot be removed unless their curse is broken. The shoes force the wearer to make a saving throw or begin dancing a jaunty jig for 1d6 hours, suffering 1d6 lost hit points per hour. At the end of the dance, another save must be made to avoid dancing another 1d6 hours, and so on. The body is surrounded by the shattered remains of musical instruments and wreaths of dried flowers. Feral dogs and cats stalk the empty streets of the village, and a shadowy presence (the **shadow** of the dead dancer) lurks in a bell tower.

SHADOW

XP 800

hp 19, (see the *Pathfinder Roleplaying Game Bestiary*, “Shadow”)

2121. Buried beneath a mountain with a twisted peak, at the bottom of a deep mine dug by the giants and now devoid of the rare earths for which they delved, lives the gold dragon **Iared** atop his pile of treasure. Iared ventures from his hiding place once a century to walk (as a man of the ancient race, though dressed not in animal skins but the finery of that bygone civilization) through the terraces and alleys of Swiftwater, enjoying the apple blossom festival and partaking in wild trysts with handsome maidens. At the height of the festival, he appears in the sky in his true form, and seizes said maiden to carry her to his cave as his boon companion for a decade or so until again he feels the siren call of slumber. Before he dozes, he gives his lady fair a large jewel and a silk pennant to proclaim his protection, and sends her back to her people to live out her days as the high priestess of his little shrine, wielding the powers of a 5th level adept.

Treasure: 2,270 sp, 3,430 gp, a marble idol of himself worth 1,750, silver medallion worth 90 gp, a collection of 100 peacock feathers, each feather worth 1 gp, and an amethyst worth 7,000 gp.

IARED THE ADULT GOLD DRAGON

XP 51,200

hp 225, (see the *Pathfinder Roleplaying Game Bestiary*, “Metallic Dragon, Gold”)

2206. A wild party of **thirty nomads** has made camp here in tents of stitched together beetle carapaces. The nomads have golden brown skin, reddish-brown hair that grows thick on their necks, shoulders, arms and back, and purple-blue eyes. They are short and gaunt, and have ugly faces and over-large teeth. The nomads herd giant aphids, milking them for their bitter secretions and fermenting this milk into a chunky beverage that turns them into wild hyenas. The nomads worship Albarni, the diabolical goddess of the moon, who appears as a voluptuous woman with the head of a dog wearing purple armor and carrying a silver disc. A wooden idol of the goddess is carried about by the nomads in a wagon pulled by human slaves. In battle, the wagon’s tarp is pulled back to reveal the goddess, sending her followers into a frenzy.

CR 7

Treasure: 2,500 sp, 900 gp, tiger’s eye worth 75 gp.

NOMADS (30)

XP 600

hp 19, (see the *Pathfinder Roleplaying Game Bestiary*, “Lycanthrope, Werewolf”)

2213. The town **Swiftwater** tumbles down a series of hills to the banks of the river. Swiftwater is the largest settlement in the region, beginning as a trading post of the southmen and grew quickly on the timber trade. The town is constructed on wide terraces that run parallel to the river, each terraced being connected to the others via wide stairs, ramps and pulleys. The citadel occupies a middle position in the town. It is a three-story tower keep constructed of grey stone and flying the arms of the city-state from every parapet. The town is surrounded by a tall wall of grey stone set with many towers and a massive gate flanked by statues of giants carved from green malachite. The town’s buildings are mostly constructed of red brick with sloping roofs of beaten copper or slate. The town has no temples and no high priest, but rather a hundred or so competing shrines wherein all the gods of the region are represented by argumentative priests who put on displays of their power and wealth to herd the townsfolk into their shrines to make offerings every time a tragedy occurs. Swiftwater is a bustling center of commerce, its people making a living on the mercenary trade, timber, livestock and the drinking and smoking establishments that line the riverfront.

Swiftwater has **three companies of men-at-arms**, each of 100 pikemen as its primary defense, along with crossbow-armed town guards and a squadron of 20 chainmail-clad horsemen. The army is under the command of **Cunobar**, an envoy of the southern city-states.

Swiftwater is governed by **Lord Mayor Tarsset**, a shrewd politician who unwillingly serves his masters in the city-states of the south. Tarsset wishes to concentrate his power over the Valley of the Hawks and grow his city on river tolls between the northern lake country and southern coast. With enough wealth and warriors, he can declare himself a palatine noble and rule the Valley of the Hawks as a prince. Tarsset’s sisters act as his reeves in some of the surrounding villages, and he is advised by **Blaith**, a scholarly man who served Tarsset’s father and tutored Tarsset as a youth. Swiftwater also boast the services of **Thonfur**, a dwarven master armorer.

LORD MAYOR TARSET

CR 13

Target is a small man with tan skin and auburn hair. He is recently widowed, his wife dying after a brief illness (poison is suspected), and keeps a fine flock of falcons for hunting.

XP 25,600

N male human aristocrat 6, ranger 8

hp 77

CAPTAIN CUNOBAR

CR 11

Although he appears to be rather thick, his darting blue-grey eyes suggest an active mind. Usually crabby.

XP 12,800

Male 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 + 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** 8

VALLEY OF THE HAWKS

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 +10, 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

BLAITH

CR 7

A small, hunched man with pale skin and a round face with a pug nose. His glasses are always drooping and greasy. Innocent and talkative.

XP 3,200

N male human expert 8

hp 32 (8d8–8)

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

THONFUR THE ANVIL

CR 9

Brown skin, short, curly black hair and a beard of black ringlets, steel grey eyes, he is honest and flirtatious.

XP 6,400

LN male dwarf expert 10

hp 80

Feats Master Craftsman (armor), Master Craftsman (weapons), Skill Focus (craft [armor]), Skill Focus (craft [weapons]), Skill Focus (perception)

Skills Craft (armor) +20, Craft (weapons) +20, Knowledge (engineering) +12, Perception +13

Owl-Folk

Owl-folk are a race of avian humanoids that resemble medium-sized great horned owls, and are often sought out for their great wisdom. Though they occasionally choose to live near other races and their cities, owl-folk society is closed and guarded from outsiders, and they rarely allow others to see their inner workings. Owl-folk often band together in small conclaves away from their main cities, and these groups offer advice and counsel to groups of other races.

Owl-Folk are defined by their class levels—they do not possess racial Hit Dice. All owl-folk have the following racial traits.

–2 **Constitution**, +4 **Wisdom**: Owl-folk are physically frail but very wise.

Senses: Owl-folk have low-light vision.

Flight: Owl-folk have a fly speed of 20 ft. with average maneuverability. Fly is always a class skill for an owl-folk. An owl-folk cannot wield weapons or hold anything in its hands while flying. An owl-folk cannot fly while wearing medium or heavier armor, any shield, or while carrying more than a light load.

Silent Flight: Owl-folk gain a +4 racial bonus on Stealth checks while flying.

Natural Weapon: Owl-folk possess a claw natural attack that inflicts 1d3 points of damage on a hit. This is a primary attack, or a secondary attack if the owl-folk wields a manufactured weapon.

Languages: Owl-folk begin play speaking Common and their own dialect of Owlish. Owl-folk with high Intelligence scores can choose any language as a bonus language.

2216. A tribe of **30 owl-folk** dwell in the trees here, wielding mancatchers and darts. They prey on travelers, selling them to unscrupulous slavers from Swiftwater.

OWL-FOLK

CR 1/2

XP 200

Male and female owl-folk warrior 2

N Medium humanoid (owl-folk)

Init +1; **Senses** low-light vision; **Perception** +3

AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)

hp 11 (2d10 + 2)

Fort +3; **Ref** +1; **Will** +1

Speed 30 ft., fly 20 ft. (average)

Melee spear +3 (1d8/x3) or mancatcher +2 (grapple)

Ranged dart +3 (1d4)

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

Base Atk +2; **CMB** +2; **CMD** 13

Feats Weapon Focus (spear)

Skills Fly +6, Perception +3, Stealth +1 (+5 flying); **Racial**

Modifiers +4 Stealth while flying

Languages Common, Owlish

Combat Gear leather armor, spear, mancatcher, 5 darts

2308. Amidst a field of brown and stunted grass that seems to writhe about independent of the breeze one might (DC 23 Perception check) notice the gleam of gunmetal. The dark metal belongs to a **crashed ship** from beyond the world we know, a ship that brought with it the cursed **vampires** who now stalk the valley. Several hours of digging reveals a hatch (DC 20 Disable Device check to figure out how to open it). The hatch leads into area 1 below.

SPACE VAMPIRES

CR 11

XP 12,800

Male and female human vampire warrior 10

CE Medium undead (augmented humanoid)

Init +8; **Senses** darkvision 60 ft.; **Perception** +19

AC 25, touch 15, flat-footed 20 (+4 armor, +4 Dex, +1 dodge, +6 natural)

hp 82 (10d8+30 + 10); fast healing 5

Fort +12, **Ref** +11, **Will** +10

Defensive Abilities channel resistance +4; **DR** 10/magic and silver;

Immune undead traits; **Resist** cold 10, electricity 10

Weaknesses vampire weaknesses

Speed 30 ft.

Melee +1/+1 *shocking quarterstaff* +13/+13/+8/+8 (1d6+4/1d6+2 + 1d6 electricity) or slam +13/+8 (1d4+4 + energy drain) or +1 *shocking club* +14/+9 (1d6+4 + 1d6 electricity)

Special Attacks blood drain, children of the night, create spawn, dominate (DC 18), energy drain (2 levels, DC 18)

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

Base Atk +10; **CMB** +13; **CMD** 28

Feats Alertness^B, Combat Reflexes^B, Dodge^B, Improved Initiative^B, Improved Iron Will, Improved Two-Weapon Fighting, Iron Will, Lightning Reflexes^B, Toughness^B, Two-Weapon Fighting, Vital Strike, Weapon Focus (quarterstaff)

Skills Acrobatics +7, Bluff +14, Climb +9, Diplomacy +6, Disable Device +5, Escape Artist +7, Intimidate +9, Knowledge (engineering) +5, Knowledge (history) +5, Knowledge (planes) +5, Linguistics +5, Perception +19, Sense Motive +19, Stealth +18, Survival +6, Use Magic Device +6; **Racial Modifiers** +8 Bluff, +8 Perception, +8 Sense Motive, +8 Stealth

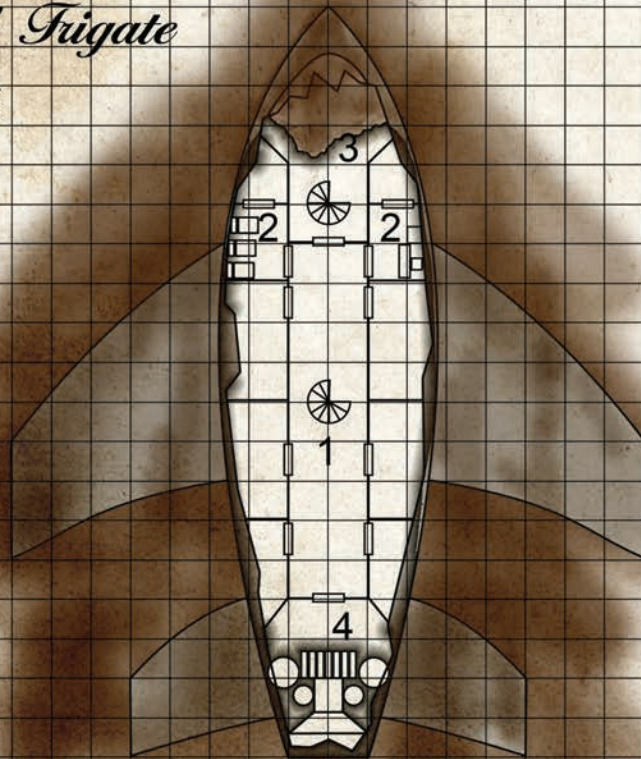
Languages Abyssal, Common, Draconic

SQ change shape (dire bat or wolf, *beast shape II*), gaseous form, shadowless, spider climb

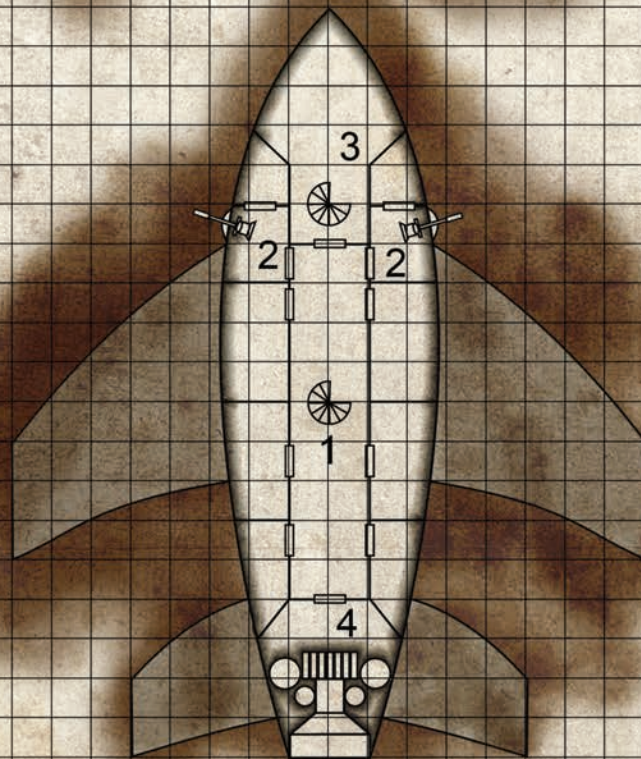
The Wrecked Frigate

1 square = 5 ft.

Upper Deck



Lower Deck



VALLEY OF THE HAWKS

Combat Gear +4 bracers of armor, +2 cloak of protection*, +1/+1 shocking quarterstaff, +1 shocking club; **Other Gear** glove of storing, handy haversack

Blood Drain (Su)

A vampire can suck blood from a grappled opponent; if the vampire establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The vampire heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

Change Shape (Su)

A vampire can use change shape to assume the form of a dire bat or wolf, as *beast shape II*.

Children of the Night (Su)

Once per day, a vampire can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or 2d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Create Spawn (Su)

A vampire can create spawn out of those it slays with blood drain or energy drain, provided that the slain creature is of the same creature type as the vampire's base creature type. The victim rises from death as a vampire in 1d4 days. This vampire is under the command of the vampire that created it, and remains enslaved until its master's destruction. A vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit become free-willed undead. A vampire may free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Dominate (Su)

A vampire can crush a humanoid opponent's will as a standard action. Anyone the vampire targets must succeed on a Will save or fall instantly under the vampire's influence, as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet. At the GM's discretion, some vampires might be able to affect different creature types with this power.

Energy Drain (Su)

A creature hit by a vampire's slam (or other natural weapon) gains two negative levels. This ability only triggers once per round, regardless of the number of attacks a vampire makes.

Gaseous Form (Su)

As a standard action, a vampire can assume *gaseous form* at will (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Shadowless (Ex)

A vampire casts no shadows and shows no reflection in a mirror.

Spider Climb (Ex)

A vampire can climb sheer surfaces as though under the effects of a *spider climb* spell.

1 — This long hallway is empty save for several steel doors that resist opening.

2 — On the upper deck, these rooms are either simple cabins or storage closets. Rooms hold a sleeping bubble and weird, greyish mirror. Storage chambers might hold suits of a lightweight silvery material, bulb-shaped helmets of glass or whatever else the GM deems appropriate. On the lower deck, these chambers contain large weapons that look like cylindrical masses of glass tubes and wires on pedestals. The "cannon" mesh with the wall and while are completely inoperable contain large chunks of crystal worth about 30 gp each. The lower deck is haunted by **three wraiths**.

WRAITHS (3)

XP 1,600

hp 47, (see the *Pathfinder Roleplaying Game Bestiary*, "Wraith")

CR 5

3 — This is the cockpit. It once had a rounded glass canopy, but that has been shattered. The room is now mostly full of soil, though one can make out a circular staircase leading to the lower deck.

4 — This was the engine room. In the center of the room there is something reminiscent of a crystalline accordion in shape that is so bright it dazzles the eyes. A crystalline tube leads from the accordion to the back of the room. If shattered, the "accordion" will release a **radiation elemental** into the chamber.

LARGE RADIATION ELEMENTAL

CR 5

XP 1,600

hp 57, (See the *Pathfinder Roleplaying Games Bestiary*, "Fire Elemental, Large", with the following changes: add **Melee** 2 slams +12 [1d8+2 + 2 Con damage], remove **Special Attacks** Burn, remove **Weaknesses**)

2324. Atop a particularly misty, cloudy peak the cloud giant **Rhoth** has built his fastness, looking down on the surrounding lands as his rightful domain and cursing the petty elves and men for denying him its lordship. Rhoth's household includes his **three daughters** and a **dozen human slaves**, as well as a squadron of **twenty flying monkeys** who serve as his footsoldiers. Rhoth has the look of a great khan in his silks and satins. He has long claws and jutting tusks and eyes as white as ice. Two of Rhoth's daughters, Emryn and Thred, are as cruel and malicious as their father, while the third and youngest daughter, Otmink, is beautiful and kind, and thus despised by her family.

Treasure: 1500 sp, 3000 gp, a garnet worth 450 gp set in a bronze back scratcher (giant-sized) and a serpentine idol worth 95 gp used as a door stop.

ROTH

CR 11

XP 12,800

hp 218, (see the *Pathfinder Roleplaying Game Bestiary*, "Giant, Cloud")

EMRYN, THRED, and OTMINK

CR 11

XP 12,800

hp 138, (see the *Pathfinder Roleplaying Game Bestiary*, "Giant, Cloud")

HUMAN SLAVES (12)

CR 1/2

XP 200

N male and female human commoner 1

hp 4

FLYING MONKEYS (20)

CR 1/4

XP 100

N Tiny magical beast

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +5

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

hp 5 (1d10)

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

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

Melee bite +5 (1d3–4)

Space 2-1/2 ft.; **Reach** 0 ft.

Str 3, **Dex** 15, **Con** 10, **Int** 2, **Wis** 12, **Cha** 5

Base Atk +1; **CMB** +1; **CMD** 7

Feats Weapon Finesse

Skills Acrobatics +10, Climb +10, Fly +10, Perception +5; **Racial Modifiers** +8 Acrobatics

Environment warm forests and mountains

Organization solitary, pair, squad (3–9), or flight (10–40)

Treasure none

VALLEY OF THE HAWKS

2421. There are a number of **tall, conical spires** here topped by large, balancing stones. If the stones are removed, thousands of **mechanical locusts** will pour from the spires and descend on the Valley of the Hawks, making it a wasteland unless stopped.

MECHANICAL LOCUSTS

Treat the mechanical locusts as a triple-strength *insect plague* spell (18 swarms), with the following changes: cannot be dispelled, the swarms are mobile (all swarms must stay connected), immunity to any form of mind-control, cold and fire resistance 20, and electricity vulnerability.

2519. The **elves of the Winter Court** have their stronghold here in a hollow of tangled willows that always seems to be cold and damp. The rotting logs of the hollow support all manner of slime molds and toadstools. Under its glamor, the elf stronghold appears to be a hillock of barren, grey stone. Without illusion, it isn't much better, being a shell keep of large, clumsy grey stones covered in lichens and brown vines. The stronghold is ruled by **King Cainn** and **Queen Wocca** and their morbid son **Prince Udegion**. **Twenty pale, gaunt elves** live in this place, practicing with their black-feathered arrows and slim swords. Their closeness to the Winter Court has given them the unusual powers and a kennel of **shadowy hounds** to command. The meager grasses around the stronghold are grazed by seven shaggy oxen.

Treasure: 9,660 gp, *bag of devouring*.

KING CAINN, LORD OF THE WINTER COURT CR 13 XP 25,600

Male elf ranger 13

CE Medium humanoid (elf)

Init +10; **Senses** low-light vision; Perception +21

AC 24, touch 16, flat-footed 18 (+8 armor, +6 Dex)

hp 104 (13d10–13 + 13)

Fort +7, **Ref** +14, **Will** +7; +2 vs. Enchantment

Defensive Abilities camouflage, evasion; **Immune** sleep

Speed 30 ft.

Melee +2 *elven curve blade* +17/+12/+7 (1d10+3/18–20)

Ranged +2 *longbow* +21/+16/+11 (1d8+2/x3) or touch +19 (by spell)

Special Attacks energy drain (1 level, DC 18), favored enemy (elves +6, humans +4, dwarf +2), hunter's bond (companions), quarry

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

Str 13, **Dex** 22, **Con** 9, **Int** 14, **Wis** 16, **Cha** 14

Base Atk +13; **CMB** +14; **CMD** 30

Feats Elven Accuracy, Endurance^B, Improved Critical, Improved Precise Shot^B, Point Blank Shot, Precise Shot, Rapid Shot^B, Shot on the Run^B, Vital Strike, Weapon Focus (elven curve blade), Weapon Focus (longbow)

Skills Diplomacy +13, Handle Animal +16, Intimidate +16, Knowledge (local) +13, Knowledge (nature) +16, Perception +21, Sense Motive +18, Stealth +22, Survival +17

Languages Abyssal, aklo, common, elf, sylvan

SQ favored terrain (plains +6, forest +4, mountains +2), swift tracker, track, wild empathy (+15), woodland stride

Combat Gear +2 *elven curve blade*, +2 *longbow*, 20 cold-iron arrows, +2 *elven chain*; **Other Gear** brass torque worth 800 gp

QUEEN WOCCA, LADY OF THE WINTER COURT CR 11

XP 12,800

Female elf eldritch knight 4, fighter 1, witch 6

CE Medium humanoid (elf)

Init +3; **Senses** low-light vision; Perception +14

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

hp 62 (4d10+1d10+6d6+11)

Fort +5, **Ref** +6, **Will** +9; +2 vs. Enchantment

Immune sleep

Speed 30 ft.

Melee +2 *rapier* +15/+10 (1d6+2/18–20)

Ranged touch +11 (by spell) or ray +12 (by spell)

Special Attacks energy drain (1 level, DC 19), hex (DC 18, charm, evil eye, healing, slumber)

Witch Spells Prepared (4/6/5/4/3/2; DC 15 + spell level)

Patron Plague

Str 10, **Dex** 17, **Con** 9, **Int** 20, **Wis** 16, **Cha** 18

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

Feats Bouncing Spell, Greater Spell Focus (enchantment), Persistent Spell, Spell Focus (enchantment), Weapon Finesse, Weapon Focus (rapier)^B, Weapon Focus (ray)

Skills Bluff +13, Diplomacy +13, Fly +15, Knowledge (arcana) +19, Knowledge (local) +17, Knowledge (planes) +17, Perception +14, Sense Motive +12, Spellcraft +19, Use Magic Device +18

Languages Abyssal, common, sylvan

SQ witch's familiar

Combat Gear +3 *cloak of protection*, +2 *rapier*, +2 *ring of protection*

PRINCE UDEGION, SCION OF THE WINTER COURT CR 8 XP 4,800

Male elf antipaladin 8

CE Medium humanoid (elf)

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

Aura evil, cowardice, despair (10 ft.)

AC 25, touch 11, flat-footed 24 (+13 armor, +1 Dex, +1 deflection)

hp 67 (8d10 + 8)

Fort +10, **Ref** +10, **Will** +9; +2 vs. Enchantment

Defensive Abilities plague bringer

Speed 20 ft. (30 ft. base)

Melee +1 *humanbane elven curve blade* +13/+8 (1d10+3 + 2d6+2 vs. humans/18–20) or claw +12/+7 (1d10+3 + *contagion* [DC 14])

Ranged +1 *longbow* +13/+8 (1d8+1/x3) or touch +12 (by spell)

Special Attacks channel negative energy (4d6, DC 18, 7/day), cruelty (diseased, shaken), energy drain (1 level, DC 18), fiendish boon, smite good (3/day, +4 to hit, +8 damage), touch of corruption (8/day, 4d6 damage)

Paladin Spells Prepared (2/1; DC 12 + spell level)

Spell-Like Abilities

At will—*detect good*

Str 17, **Dex** 18, **Con** 11, **Int** 10, **Wis** 12, **Cha** 18

Base Atk +8; **CMB** +11; **CMD** 25

Feats Cleave, Power Attack, Vital Strike, Weapon Focus (elven curve blade)

Skills Bluff +9, Diplomacy +6, Intimidate +9, Knowledge (local) +2, Knowledge (religion) +5, Perception +5, Sense Motive +6, Stealth +9

Languages Abyssal, common

SQ

Combat Gear *Demon armor*, +1 *humanbane elven curve blade*, +1 *longbow*, 20 cold-iron arrows, +1 *ring of protection*

WINTER COURT ELVES (20)

CR 4

XP 1,200

CE male and female fighter 1, sorcerer 3

AC 19, touch 13, flat-footed 16 (+6 armor, +3 Dex)

hp 22 (1d10+3d8–4 + 4)

Fort +2, **Ref** +4, **Will** +4; +2 vs. Enchantment

Melee elven curve blade +6 (1d10+1/18–20)

Ranged shortbow +5 (1d6/x3)

Special Attacks energy drain (1 level, DC 14)

VALLEY OF THE HAWKS

Str 12, Dex 16, Con 8, Int 13, Wis 13, Cha 15
Base Atk +2; CMB +3; CMD 15 (17 vs. sunder)
Combat Gear Elven chainmail, shortbow, 20 arrows, elven curve blade

SHADOW MASTIFFS

CR 5

XP 1,600 (see the *Pathfinder Roleplaying Game Bonus Bestiary*, "Shadow Mastiff")

NE Medium outsider (evil, extraplanar)

Init +6; **Senses** darkvision 60 ft., scent; **Perception** +10

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

hp 51 (6d10+18)

Fort +8, **Ref** +7, **Will** +5

Defensive Abilities shadow blend

Speed 50 ft.

Melee bite +10 (1d6+6 + trip)

Special Attacks bay

Str 19, Dex 15, Con 17, Int 4, Wis 12, Cha 13

Base Atk +6; **CMB** +10; **CMD** 22

Feats Improved Initiative, Iron Will, Power Attack

Skills Perception +10, Stealth +11, Survival +10

Languages Common (cannot speak)

Bay (Su)

When a shadow mastiff howls or barks, all creatures except evil outsiders within a 300-foot spread must succeed on a DC 16 Will save or become panicked for 2d4 rounds. This is a sonic, mind-affecting fear effect. A creature that successfully saves cannot be affected by the same mastiff's bay for 24 hours. The save DC is Charisma-based and includes a +2 racial bonus.

Shadow Blend (Su)

In any condition of illumination other than full daylight, a shadow mastiff disappears into the shadows, giving it total concealment. Artificial illumination, even a light or continual flame spell, does not negate this ability. A *daylight* spell, however, does. A shadow mastiff can suspend or resume this ability as a free action.

2704. An old, grey horse wanders this area, grazing on the grasses and accompanied by **twenty zombies** in leather harnesses and carrying barbed spears. The zombies were under the command of the necromancer Bethnay, whose body is still dragged by the horse after a fall cracked open her skull. The zombies accompany their mute master, waiting for new orders. The remains of Bethnay still hold a treasure map in one boot.

ZOMBIES (20)

CR 1/2

XP 200

hp 12, (see the *Pathfinder Roleplaying Game Bestiary*, "Zombie")

2711. The noble paladin **Sir Effington** maintains a castle in this hex on the edge of the forest. He runs his castle as a hospice and way station for caravans heading to and from Swiftwater, and his soldiers patrol the plains looking for monsters to slay and unfortunates to save. Of course, Effington's men are not as noble as he, and sometimes expect something in return for their services. The castle is constructed of dull, brown stone, which **Chauncy** has tried to brighten up with multi-colored pennons and shields. **Sir Effington's soldiers** are heavy footmen who wear chainmail and carry pole arms (glaives). They are mostly impressed peasants and are known for their love of drink (and Effington runs a dry fief). **Sir Effington's elite soldiers** are his Paen Company, eight fast riding hussars armed with bolas and hooked swords and riding swift horses. While they are merciful to their defeated foes, they are as strict about discipline as their lord (and he's positively obsessive about it). Effington's fief houses over 300 safe but mildly annoyed peasants who work the nut orchards and keep ponds of scarlet carp. The village is orderly and composed of very clean cottages divided by straight gravel lanes.

The village is home to a semi-retired thief named **Ambel** and has a church overseen by **Flisar the Fist**. Effington also employs **Gwelda of the Golden Eye**, a mystic mage skilled in alchemy. Sir Effington is in the process of gathering adventurers for an expedition into the dungeon in 0304.

Treasure: 7,500 gp and a golden holy symbol worth 600 gp hanging in the castle's chapel.

SIR EFFINGTON THE BOLD

CR 18

Fine-boned, very dark skin, silky black hair. Effington is stubborn and obsessive, and stands only 3' 6" tall due to a past encounter with The Forgotten One (Hex 1309).

XP 153,600

Male human paladin 18

LG Small humanoid (augmented human)

Init +1; **Senses**; **Perception** +13

Aura (10 ft.; good, courage +4, resolve +4, justice, faith, righteousness)

AC 23, touch 11, flat-footed 23 (+10 armor, +1 Dex, +3 shield)

hp 167 (18d10+36 + 18)

Fort +13, **Ref** +7, **Will** +14

Defensive Abilities lay on hands (17/day, 9d6 damage), mercy (blinded, cursed, diseased, fatigued, poisoned, shaken); **DR** 5/evil; **Immune** disease; **SR** 23

Speed 15 ft. (20 ft. base)

Melee *holy avenger longsword* +25/+20/+15/+10 (1d6+5 + 2d6 vs. evil/19–20) or +3 *disrupting heavy mace* +22/+17/+12/+7 (1d6+3 + disruption)

Ranged touch +20 (by spell)

Special Attacks channel energy (9d6, DC 25, 9/day), smite evil (6/day, +6 to hit, +18 damage vs. evil)

Spell-like Abilities

At will—*detect evil*

Paladin Spells Prepared (5/4/3/2; DC 16 + spell level)

Str 10, Dex 12, Con 14, Int 16, Wis 16, Cha 22

Base Atk +18; **CMB** +17; **CMD** 28

Feats Cleave, Extra Lay on Hands, Furious Focus, Greater Vital Strike, Improved Vital Strike, Power Attack, Quick Draw, Selective Channeling, Vital Strike, Weapon Focus (longsword)

Skills Diplomacy +19, Handle Animal +19, Heal +16, Knowledge (local) +13, Knowledge (nobility) +16, Knowledge (religion) +16, Knowledge (planes) +13, Perception +13, Ride +16, Sense Motive +16

Languages Celestial, common

SQ divine bond (celestial warhorse)

Combat Gear +1 mithril full plate of speed, +1 reflecting heavy steel shield, holy avenger longsword, +3 disrupting heavy mace

CHAUNCY

CR 2

XP 600

LG male human warrior 3

AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)

hp 20 (3d10+6)

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

Melee longsword +4 (1d8+1/19–20)

Str 12, Dex 13, Con 14, Int 11, Wis 12, Cha 13

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

Combat Gear Leather armor, longsword

HEAVY FOOTMEN

CR 1/2

XP 200

N male human warrior 1

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

hp 8 (1d10+1)

Fort +4, **Ref** +1, **Will** +0

Melee halberd +5 (1d10+4/x3)

VALLEY OF THE HAWKS

Str 16, Dex 13, Con 14, Int 10, Wis 10, Cha 7
Base Atk +1; CMB +4; CMD 15
Combat Gear Chain mail, halberd

KNIGHTS OF EFFINGTON (8)

XP 4,800

LN male human fighter 8

AC 17, touch 13, flat-footed 14 (+4 armor, +3 Dex)

hp 80 (8d10+8 + 8)

Fort +7, Ref +5, Will +3

Melee mwk scimitar +11/+6 (1d6+2/18–20)

Ranged bola +12/+7 (1d4)

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

Base Atk +8; CMB +11; CMD 22

Combat Gear Masterwork chain shirt, masterwork scimitar, 3 bolas; **Other Gear** light warhorse

FLISAR, THE FIST OF MERCHUTER

CR 11

Flisar has chocolate skin, a heart-shaped face, long, gray hair and amber eyes. He is aggressive and out-going, and known for his mean right hook.

XP 12,800

LG male human cleric 9, fighter 2

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

hp 73 (9d8+2d10+11 + 11)

Fort +8, Ref +4, Will +2

Melee unarmed strike +12/+7 (1d3+3)

Ranged touch +8 (by spell)

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

Domains Law, Good

Str 16, Dex 13, Con 13, Int 10, Wis 18, Cha 17

Base Atk +8; CMB +11; CMD 22

GWELDA OF THE GOLDEN EYE

CR 9

Passive and charming, she records her spells on pottery. Has shoulder-length, wavy blond hair; a plain face with many laugh lines and a sparkling voice. Gwelda loves children and pines away for Sir Effington, who seems oblivious to her dreams of holy matrimony.

XP 6,400

LN female human alchemist 6, wizard 3

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

hp 48 (6d6+3d6 + 9)

Fort +6, Ref +7, Will +7

Melee touch +4 (by spell)

Ranged touch +6 (by spell) or bomb +6 (3d6)

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

Alchemist Extracts Prepared (5/4; DC 13 + spell level)

Str 9, Dex 12, Con 10, Int 16, Wis 14, Cha 15

Base Atk +5; CMB +4; CMD 15

AMBEL THE THIEF

CR 10

Ambel has dark brown skin, hazel eyes and a wiry build. He is a bit of a tavern philosopher; and newly married to an olive-skinned woman named Valda. Valda is not great beauty, but she owns a nice cottage and a pond full of fat carp.

XP 9,600

N male human fighter 6, rogue 4

AC 19, touch 12, flat-footed 17 (+6 armor, +2 Dex, +1 shield)

hp 67 (6d10+4d8+10 + 10)

Fort +7, Ref +9, Will +5

Melee shortsword +15/+10 (1d6+3/19–20)

Ranged throwing axe +12 (1d6+1)

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

Base Atk +9; CMB +10; CMD 23

Combat Gear Masterwork chain mail, light steel shield, throwing axe, short sword

2717. This hex holds the remnants of a natural earth bridge that once spanned the river. What remains appear to be popular with the

giant hawks of the region, for the congregate here night and day and do their best to dissuade visitors. On the bottom of the river, directly beneath the center of the now long-gone span, is a globe of chalcidony that empowers its possessor to control the giant hawks (as a *charm monster* spell, DC 19 Will save negates, CL 20th).

GIANT HAWKS

CR 3

XP 800

hp 26, (see the *Pathfinder Roleplaying Game Bestiary*, “Eagle, Giant”)

2806. This large village of northmen spear fishers is ruled by a coterie of **vampire spawn** under the command of the countess **Jordelia**. Jordelia has resided in the village since she and her people first came to the Valley of the Hawks, and after centuries has left her mark upon the place. Once a simple village of wattle & daub huts, it is not composed entirely of stone pavilions that block the sun. Set upon a steep hill, the village proceeds in terraced steps, seemingly being dozens of little buildings stacked upon one another in an untidy pile. The people tolerate the vampires, for what else is there to do; they mostly leave them to their own devices, feeding on people in turns and taking care not to spread their malady. In return, they protect the village. The village militia consists of **10 vampire spawn** and perhaps **20 giant bats**, as well as **three undead ogres** encased in plate armor and wielding great mauls. The human spokesman is called **Brences**, a merchant with bright, amber eyes and a ready wit. The vampires in **Hex 2407** were exiled from here after a power struggle.

Treasure: 12,800 gp, sapphire worth 3,200 gp, sunstone worth 1,550 gp hidden in the home of Brences under a loose floor tile.

COUNTESS JORDELIA

CR 11

Fair skin, grey eyes, long, auburn hair in ringlets.

XP 12,800

Female human vampire aristocrat 12

CE Medium undead (augmented humanoid)

Init +7; Senses darkvision 60 ft.; Perception +25

AC 22, touch 16, flat-footed 18 (+2 deflection, +3 Dex, +1 dodge, +6 natural)

hp 140 (12d8+60 + 12); fast healing 5

Fort +9, Ref +9, Will +12

Defensive Abilities channel resistance +4; **DR** 10/magic and silver;

Immune undead traits; **Resist** cold 10, electricity 10

Weaknesses vampire weaknesses

Speed 30 ft.

Melee slam +12/+7 (1d4+4 + energy drain)

Special Attacks blood drain, children of the night, create spawn, dominate (DC 21), energy drain (2 levels, DC 21)

Str 16, Dex 16, Con —, Int 16, Wis 18, Cha 20

Base Atk +9; CMB +12; CMD 26

Feats Alertness^B, Bloody Assault, Catch Off-Guard, Combat Expertise, Combat Reflexes^B, Deceitful, Dodge^B, Improved Initiative^B, Leadership, Lightning Reflexes^B, Persuasive, Power Attack, Toughness^B

Skills Appraise +14, Bluff +29, Diplomacy +21, Disguise +21, Intimidate +21, Knowledge (local) +14, Knowledge (nature) +14, Linguistics +14, Perception +25, Sense Motive +25, Stealth +19, Survival +15; **Racial Modifiers** +8 Bluff, +8 Perception, +8 Sense Motive, +8 Stealth

Languages Abyssal, Common, Draconic

SQ change shape (dire bat or wolf, *beast shape II*), gaseous form, shadowless, spider climb

Blood Drain (Su)

A vampire can suck blood from a grappled opponent; if the vampire establishes or maintains a pin, it drains blood, dealing 1d4 points

VALLEY OF THE HAWKS

of Constitution damage. The vampire heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

Change Shape (Su)

A vampire can use change shape to assume the form of a dire bat or wolf, as *beast shape II*.

Children of the Night (Su)

Once per day, a vampire can call forth 1d6+1 rat swarms, 1d4+1 bat swarms, or 2d6 wolves as a standard action. (If the base creature is not terrestrial, this power might summon other creatures of similar power.) These creatures arrive in 2d6 rounds and serve the vampire for up to 1 hour.

Create Spawn (Su)

A vampire can create spawn out of those it slays with blood drain or energy drain, provided that the slain creature is of the same creature type as the vampire's base creature type. The victim rises from death as a vampire in 1d4 days. This vampire is under the command of the vampire that created it, and remains enslaved until its master's destruction. A vampire may have enslaved spawn totaling no more than twice its own Hit Dice; any spawn it creates that would exceed this limit become free-willed undead. A vampire may free an enslaved spawn in order to enslave a new spawn, but once freed, a vampire or vampire spawn cannot be enslaved again.

Dominate (Su)

A vampire can crush a humanoid opponent's will as a standard action. Anyone the vampire targets must succeed on a Will save or fall instantly under the vampire's influence, as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet. At the GM's discretion, some vampires might be able to affect different creature types with this power.

Energy Drain (Su)

A creature hit by a vampire's slam (or other natural weapon) gains two negative levels. This ability only triggers once per round, regardless of the number of attacks a vampire makes.

Gaseous Form (Su)

As a standard action, a vampire can assume *gaseous form* at will (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Shadowless (Ex)

A vampire casts no shadows and shows no reflection in a mirror.

Spider Climb (Ex)

A vampire can climb sheer surfaces as though under the effects of a *spider climb* spell.

VAMPIRE SPAWN (10)

CR 4

Pallid complexion, silver hair, pink eyes.

XP 1,200

LE Medium undead

Init +1; **Senses** darkvision 60 ft.; Perception +11

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

hp 26 (4d8+8); fast healing 2

Fort +3, **Ref** +2, **Will** +5

Defensive Abilities channel resistance +2; **DR** 5/silver; **Immune** undead traits; **Resist** cold 10, electricity 10

Weaknesses resurrection vulnerability, vampire weaknesses

Speed 30 ft.

Melee slam +4 (1d4+1 + energy drain)

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

Special Attacks blood drain, dominate (DC 14), energy drain (1 level, DC 14)

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

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

Feats Blind-Fight, Skill Focus (Perception)

Skills Intimidate +2, Knowledge (religion) +7, Perception +11,

Stealth +16; **Racial Modifier** +8 Stealth

Languages Common

SQ gaseous form, shadowless, spider climb

Blood Drain (Su)

A vampire spawn can suck blood from a grappled opponent; if the vampire spawn establishes or maintains a pin, it drains blood, dealing 1d4 points of Constitution damage. The vampire spawn heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

Dominate (Su)

A vampire spawn can crush a humanoid opponent's will as a standard action. Anyone the vampire spawn targets must succeed on a Will save (DC 14) or fall instantly under the vampire spawn's influence, as though by a *dominate person* spell (caster level 12th). The ability has a range of 30 feet. At the GM's discretion, some vampire spawns might be able to affect different creature types with this power.

Energy Drain (Su)

A creature hit by a vampire spawn's slam (or other natural weapon) gains one negative level. This ability only triggers once per round, regardless of the number of attacks a vampire spawn makes.

Fast Healing (Su)

A vampire spawn also gains fast healing 2. If reduced to 0 hit points in combat, a vampire spawn assumes gaseous form (see below) and attempts to escape. It must reach its coffin home within 2 hours or be utterly destroyed. (It can normally travel up to 9 miles in 2 hours.) Additional damage dealt to a vampire spawn forced into gaseous form has no effect. Once at rest, the vampire is helpless. It regains 1 hit point after 1 hour, then is no longer helpless and resumes healing at the rate of 2 hit points per round.

Gaseous Form (Su)

As a standard action, a vampire spawn can assume *gaseous form* at will (caster level 5th), but it can remain gaseous indefinitely and has a fly speed of 20 feet with perfect maneuverability.

Resurrection Vulnerability (Su)

A *raise dead* or similar spell cast on a vampire spawn destroys it (Will negates). Using the spell in this way does not require a material component.

Shadowless (Ex)

A vampire spawn casts no shadows and shows no reflection in a mirror.

Spider Climb (Ex)

A vampire spawn can climb sheer surfaces as though under the effects of a *spider climb* spell.

GIANT BATS

CR 3

XP 800

hp 34, (see the *Pathfinder Roleplaying Game Bestiary II*, "Bat, Mobat")

OGRE JU-JU ZOMBIES (3)

CR 4

XP 1,200

CE Large undead

XP 800

CE Large humanoid (giant)

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

AC 17, touch 8, flat-footed 17 (+4 armor, -1 Dex, +8 natural, -1 size)

hp 30 (4d8-8)

Fort +6, **Ref** +0, **Will** +3

Defensive Abilities channel resistance +4, evasion; **DR** 5/magic and slashing; **Immune** cold, electricity, *magic missile*, undead traits; **Resist** fire 10

Speed 30 ft. (40 ft. base)

Melee greatclub +9 (2d8+10) or slam +9 (1d8+7)

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

Str 25, **Dex** 10, **Con** -, **Int** 6, **Wis** 10, **Cha** 7

Base Atk +3; **CMB** +11; **CMD** 21

VALLEY OF THE HAWKS

Feats Iron Will, Toughness

Skills Climb +17, Perception +5; **Racial Modifiers** +8 Climb

Languages Giant

Combat Gear Hide armor, greatclub

BRENCES

XP 800

N male human expert 4

hp 20

2822. Out of the dense canopy of oak rises a **blood red obelisk**. At the foot of the obelisk there is a simple hut of wattle & daub with a silvery roof of birch bark. In the hut dwells the fair **Omissa**, gambler, swordswoman and ne'er-do-well, and exemplar of Chaos who has taken to the life of a hermit and sometime proselytizer. The hut is a simple affair, containing a down mattress covered in black velvet and surrounded by silk curtains of mauve and grey and a chest of mahogany bound in bronze and locked and trapped with an excretion of chaos that, should it prick one's finger, will *polymorph* the would-be thief into a random animal of small size and questionable utility. Inside the chest Omissa keeps a map purporting to show the Seven Seals of Alkmene and describing how they must be attuned to permit the entrance of Things Undreamed into the world. Omissa is usually to be found outside her hut, playing with a deck of cards or oiling her singing sword. She happily takes up games of chance and half-heartedly picks apart the Lawful beliefs of others, though she shows no particular hostility toward worshippers of Law.

Treasure: Map of the Seven Seals, 2,200 cp, 740 sp, 440 gp, a bronze aquamanile worth 300 gp.

CHAOS TRANSFORMATION TRAP

Type magic; **Perception** DC 30; **Disable Device** DC 30

Trigger proximity (*alarm*); **Reset** none

Effect spell effect (*baleful polymorph*, DC 17)

OMISSA

Has golden-brown skin, lean and muscular with lightning blue eyes and short, curly hair of silver.

XP 38,400

Female human fighter 10, rogue 4

CN Medium humanoid (human)

Init +2; **Senses** Perception +13

AC 24, touch 11, flat-footed 23 (+11 armor, +1 Dex, +2 shield)

hp 127 (10d10+4d8+28 + 14)

Fort +8, **Ref** +9, **Will** +7; +3 vs. Fear

Defensive Abilities Bravery +3, evasion, trap sense +1, uncanny dodge

Speed 20 ft. (30 ft. base)

Melee +1 *anarchic elemental bane longsword* +20/+15/+10 (1d8+7 + 2d6+2 vs. elementals + 2d6 vs. lawful/17–20)

Special Attacks rogue training (combat trick [step up]), sneak attack +2d6, weapon training 2 (heavy blades +2, light blades +1)

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

Base Atk +13; **CMB** +14 (+18 to disarm); **CMD** 25 (27 vs. disarm)

Feats Bleeding Critical, Cleave, Combat Expertise, Critical Focus, Greater Disarm, Greater Weapon Focus (longsword), Improved Critical, Improved Disarm, Improved Feint, Improved Vital Strike, Power Attack, Step Up^B, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Acrobatics +14, Bluff +15, Climb +14, Diplomacy +15, Disguise +15, Escape Artist +14, Intimidate +15, Knowledge (local) +15, Perception +13, Sense Motive +13, Stealth +14, Use Magic Device +15

Languages Common

SQ Armor training 2, rogue training (stand up), trapfinding

Combat Gear +2 *full plate*, +1 *anarchic elemental bane*

CR 3

longsword, heavy steel shield emblazoned with a scowling medusa

2911. Almost without the adventurers being aware of it, the wooded landscape changes toward the center of this hex. Where once there was a floor of fern and moss, now there is ancient grey pavement stamped with the image of a double-headed unicorn. Where once great elms scraped at the sky, there are now grey pillars, heaps of stacked cylinders looming precariously over the grey tiles. Atop the pillars are grotesques in grey, eyes lifted toward the heavens. In the center of this “petrified” forest there is a deep pool of black water that seems to heave and sigh as folk come near it. When light strikes this pool from the moon, it becomes phosphorescent white and one can glimpse nymphs draped in garlands of pink blossoms beckoning the visitor to enter. Those who do find themselves in the tangled fungal forests of the Moon, and find their hosts not at all what they appeared to be. Of course, to get close to the pool, one must first deal with the aforementioned grotesque **gargoyles**.

GARGOYLES (20)

XP 1,200

hp 42, (see the *Pathfinder Roleplaying Game Bestiary*, “Gargolye”)

CR 4

2914. The plains here are roamed by dozens of **giant grass beetles** (1-2 on 1d6 chance of encounters with 1d6 giant beetles), and are thus also studded with massive balls of animal dung holding their incubating eggs.

GIANT GRASS BEETLES

XP 1,200

hp 45, (see the *Pathfinder Roleplaying Game Bestiary*, “Beetle, Giant Stag”)

CR 4

3018. A small village of coarse, loutish **peasants** lives here in brick longhouses surrounded by an earthen rampart with moat and three brick towers set into the rampart. The peasants are of northern stock, with reddish-brown hair. Unlike their kinsmen, they dress in woolen hoses and shapeless tunics. The peasants once mined the surrounding area for corundums, but now herd sheep and giant tortoises and grow fields of amaranth. The village is defended by **10 men-at-arms** wearing chain armor and carrying tortoise-shell shields and wicked looking clubs. The village is laxly governed by **Magillee**, an ex-river pirate who, with his aforementioned thugs, decided to settle in the village when he grew tired of his life of piracy. Magillee is married to a local beauty that lords it over her kinsmen bedecked in strings of pearls and silver (worth 100 gp). The couple have several ill-mannered children.

MAGILLEE

Magillee is brash and loyal to a fault. He has tawny skin, steel grey eyes and long, brown hair. Tall and thin, his face has become sallow and drawn from smoking black lotus in a long, clay pipe.

XP 19,200

Male human fighter 4, duelist 8

N Medium humanoid (human)

Init +11; **Senses** Perception +15

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

hp 82 (4d10+8d10 + 12)

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

Defensive Abilities Bravery +1, canny defense (+3), elaborate defense (+1), enhanced mobility, grace, parry

Speed 30 ft.

Melee +1 *rapier* +17/+12/+7 (1d6+3/15–20)

Ranged mwk throwing axe +16 (1d6+2)

Special Attacks acrobatic charge, precise strike (+8 damage), riposte

Str 14, **Dex** 17, **Con** 11, **Int** 16, **Wis** 12, **Cha** 15

Base Atk +12; **CMB** +11; **CMD** 22

VALLEY OF THE HAWKS

Feats Combat Expertise, Combat Reflexes^B, Critical Focus, Dodge, Improved Critical, Improved Initiative, Mobility, Vital Strike, Weapon Finesse, Weapon Focus (rapier), Weapon Specialization (rapier)

Skills Acrobatics +17, Bluff +14, Escape Artist +15, Intimidate +14, Perception +15, Perform +14, Profession (sailor) +15, Sense Motive +13, Swim +16

Languages Common

SQ Armor training 1, improved reaction (+4)

Combat Gear Masterwork chain shirt, +1 rapier, masterwork throwing axe

MEN-AT-ARMS (10)

XP 600

LN male human warrior 3

AC 18, touch 11, flat-footed 17 (+6 armor, +1 Dex, +1 shield)

hp 24 (3d10+6 + 3)

Fort +5, **Ref** +2, **Will** +1

Melee mwk club +7 (1d6+2)

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

Base Atk +3; **CMB** +5; **CMD** 16

Combat Gear Chain mail, light steel shield, masterwork club

CR 2

3121. A **giant boar** the locals have named Father Lobald, has wandered these woods for many years, resisting all attempts by the elfen hunters to kill it. Any person who can claim the head as a trophy will have a +4 circumstance bonus to Leadership scores in this region for the purposes of attracting henchmen and hirelings.

FATHER LOBALD

XP 1,200

hp 42, (see the *Pathfinder Roleplaying Game Bestiary*, “Boar, Dire”)

CR 4

3210. Hidden by tall, overarching trees there is a tower of translucent crystal that is home to **Djak**, a dwarf lord who is marshalling an army that he believes will conquer the entire Valley of Hawks and make him a king. The tower is 30 ft. wide and 50 ft. tall and was constructed by some unknown wizard as a greenhouse. It still contains terraces of exotic plants and the grounds are covered with living topiaries that willingly serve Djak so long as he keeps the lawn weeded and gives them some mulch now again. Djak commands **40 dwarf warriors** known for their heroism and their deadly use of heavy flails. His also has **10 elite warriors** who wear long, sable coats and wield iron staves. These men, the Sable Company by name, really consider themselves attached to the stronghold, not Djak.

Djak’s army is gathered from throughout the Valley of the Hawks and beyond, and now numbers nearly **400 soldiers**. Their camp surrounds the stronghold and their presence is irritating the local elves and fey. Assisting Djak in his plans of conquest are **Sicio the Sardonic**, a priest of chaos, and **Meron the Fat**, a magician of ill-repute in the region.

Treasure: 34,000 sp (to pay the troops), 1,620 gp.

LORD DJAK

Djak is a porcine, moody dwarf with brown hair, amber eyes and chocolate brown skin. He is brash and irritable.

XP 52,200

Male dwarf fighter 15

LN Medium humanoid (dwarf)

Init +1; **Senses** darkvision 60 ft.; Perception +7

CR 15

AC 25, touch 11, flat-footed 24 (+11 armor, +1 Dex, +3 shield)

hp 195 (15d10+75 + 15)

Fort +14, **Ref** +6, **Will** +6; +4 vs. Fear

Defensive Abilities Bravery +4

Speed 20 ft.

Melee +2 mighty cleaving heavy flail +27/+22/+17 (1d10+16/17–20) or unarmed strike + 21 (1d3+6)

Special Attacks weapon training (hammers +4, axes +3, natural +2, crossbows +1)

Str 19, **Dex** 13, **Con** 21, **Int** 13, **Wis** 12, **Cha** 8

Base Atk +15; **CMB** +19; **CMD** 30

Feats Combat Expertise, Critical Focus, Endurance, Diehard, Greater Weapon Focus (heavy flail), Greater Weapon Specialization (heavy flail), Improved Critical, Improved Trip, Improved Unarmed Strike, Improved Vital Strike, Leadership, Penetrating Strike, Power Attack, Vital Strike, Weapon Focus (heavy flail), Weapon Specialization (heavy flail)

Skills Craft (armor) +10, Diplomacy +5, Intimidate +8, Knowledge (dungeoneering) +10, Knowledge (engineering) +10, Perception +7, Ride +6, Survival +10

Languages Common, dwarf, goblin

SQ armor training 4

Combat Gear +2 dwarven full plate, +1 spell resistance (15) heavy steel shield, +2 mighty cleaving heavy flail

SICIO THE SARDONIC

CR 10

Sicio is selfish and soft-spoken with short, grey hair; green eyes and black skin. He is big-boned with a round, cheerful face. His body is covered in mystic symbols. Sicio worships Zimpaxa, a minor chaos-deity.

XP 9,600

Male human cleric 10

AC 10, touch 10, flat-footed 10

hp 57 (10d8 + 10)

Fort +7, **Ref** +3, **Will** +10

Melee touch +7 (by spell)

Ranged touch +7 (by spell)

Divine Spells Prepared (4/5+1/5+1/4+1/3+1/2+1; DC 13 + spell level)

Domains Chaos, Travel

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

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

MERON THE FAT

CR 7

Meron is grossly obese and has light skin, a small-featured, delicate face, long, light brown hair and grey-green eyes. He is aggressive and grumpy and a former apprentice of the Forgotten One.

XP 3,200

Male human wizard 7

LE Medium humanoid (human)

Init –1; **Senses** Perception +8

AC 9, touch 9, flat-footed 9 (–1 Dex)

hp 37 (7d6 + 7)

Fort +2, **Ref** +1, **Will** +7

Speed 30 ft.

Melee touch +2 (by spell)

Ranged touch +2 (by spell)

Special Attacks hand of the apprentice (6/day)

Wizard Spells Prepared (4/5/4/3/1; DC 13+ spell level)

Str 8, **Dex** 9, **Con** 11, **Int** 17, **Wis** 14, **Cha** 8

Base Atk +3; **CMB** +2; **CMD** 11

Feats Brew Potion, Point Blank Shot, Scribe Scroll^B, Spell Penetration, Weapon Focus (ray), Widen Spell

Skills Fly +8, Knowledge (arcana) +12, Knowledge (local) +12, Knowledge (planes) +12, Perception +8, Sense Motive +8, Spellcraft +12

Languages Aklo, common, infernal

SQ Arcane bond (pendent)

Gear jeweled pendent (2,500 gp value)

DWARVEN WARRIORS (40)

CR 4

XP 1,200

LN male dwarf fighter 4

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

VALLEY OF THE HAWKS

hp 40 (4d10+12 + 4)

Fort +7, **Ref** +1, **Will** +2

Melee heavy flail +8 (1d10+6/19–20)

Str 16, **Dex** 10, **Con** 16, **Int** 10, **Wis** 12, **Cha** 7

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

Combat Gear Full plate, masterwork heavy flail

THE SABLE COMPANY (10)

XP 4,800

LN male dwarf monk 8

AC 17, touch 17, flat-footed 15 (+2 Dex, +2 monk, +3 Wis)

hp 64 (8d8+24 + 8)

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

Melee cold-iron staff +9/+9/+4/+4 (1d6+2)

Str 15, **Dex** 12, **Con** 17, **Int** 10, **Wis** 16, **Cha** 8

Base Atk +6; **CMB** +10; **CMD** 26

Combat Gear Sable coat, cold-iron staff

3318. An old temple of the snake people rests in this hex, obscured by bulging, tangled black oaks and clinging vines covered with delicate white blossoms that smell of death. The temple is constructed of serpentine that gives off a ghostly glow in the dead of night. The upper temple is an oddly shaped building about 50 ft. long and 40 ft. wide with no discernable entrance. A secret door obscured by vines and activated by pressing a stone set above the door (DC 20 Perception check to notice the door, DC 15 Disable Device check to activate) leads into **area 1**. All surfaces inside the temple are composed of slate-grey stone with serpentine highlights.

1 — The walls of this chamber are decorated with runes of chaos proclaiming the grandeur of the snake people and their gods, and warning against plundering the confines of the temple. Terracotta bowls in the room hold 600 sp and 200 gp.

2 — One step in the stairs leading into this room is a trigger, releasing heavy stones on the heads of intruders. The walls of the room are covered in wavy bas-relief sculpture that is hard on the eyes and gives one a queasy feeling. A bronze sarcophagus in the center of the room is not trapped, and holds a bronze ring that, if pulled, opens the secret door.

ROCK DEADFALL

CR 2

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

Trigger touch (stair); **Reset** repair

Effect Atk +12 (3d6); multiple targets (all targets in a 5 ft. by 10 ft. area)

3 — A weird contraption of conical tubes and spheres in the center of this room is capable of turning bits of flesh or blood into gangs of 1d12 reptilian **homunculi**. The homunculi attack anyone in the room, attempting to feed their bodies into the contraption to make more of their kind. A discarded backpack in one corner holds 800 sp.

HOMUNCULUS

CR 1

XP 400

hp 11, (see the *Pathfinder Roleplaying Game Bestiary*, “Homunculus”)

4 — A massive cobra with alabaster scales, easily 30 ft. long with a body 4 ft. in diameter, is curled up in this room asleep. Approximately 10,000 sp are scattered about. The serpent has a taste for wine.

MASSIVE ALABASTER COBRA

CR 7

XP 3,200

N Huge animal

Init +5; **Senses** low-light vision, scent; **Perception** +13

AC 17, touch 10, flat-footed 15 (+2 Dex, +7 natural, –2 size)

hp 131 (12d8+60)

Fort +13, **Ref** +9, **Will** +7

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

Melee bite +19 (3d6+13 + poison/19–20)

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

Str 29, **Dex** 13, **Con** 20, **Int** 1, **Wis** 17, **Cha** 2

Base Atk +9; **CMB** +19; **CMD** 30 (can’t be tripped)

Feats Ability Focus (poison), Critical Focus, Improved Critical, Improved Initiative, Skill Focus (Stealth), Weapon Focus (bite)

Skills Acrobatics +10 (+6 jump), Climb +14, Perception +13,

Stealth +11, Swim +14; **Racial Modifiers** +8 Acrobatics, +4

Perception, +4 Stealth

Poison (Ex)

Bite—injury; *save* Fort DC 23; *frequency* 1/round for 6 rounds; *effect* 1d6 Con; *cure* 2 consecutive saves.

5 — This long chamber has a long, serpentine altar in its center, stained by centuries of blood-letting. A small band of **trogloodyte priests** have persisted in this temple for centuries, living on the waters of the fountain in area 8. A secret cache in the altar holds pentagonal key that, inserted in a hole in the wall of the alcove to the east, opens the secret door (DC 20 Perception check to notice the door). The troglodytes wear ritual arm bands of electrum worth a total of 70 gp. If the troglodytes notice the adventurers tangling with the alabaster serpent, they will attempt to blend into the serpentine walls and attack any living intruders with surprise.

TROGLODYTES (5)

CR 1

XP 400

hp 13, (see the *Pathfinder Roleplaying Game Bestiary*, “Trogloodyte”)

6 — **Twenty troglodyte warriors** live in this dank, mildewed auditorium. They respond to noises in **area 5** or **8**. Three of the troglodytes are armed with staffs topped by copper balls that generate 2d6 points of electricity damage and force victims to pass a DC 15 Fortitude save or be stunned for 1d4 rounds.

TROGLODYTES (5)

CR 1

XP 400

hp 13, (see the *Pathfinder Roleplaying Game Bestiary*, “Trogloodyte”)

7 — This inner sanctum holds a large, serpentine idol of a goddess with the head and torso of a medusa, six long arms and the lower body of a coiled serpent. Each hand grasps a gold sphere worth 25 gp. Set into the ceiling are six trap doors (DC 20 Perception check to notice the door outline) holding **mummified snake men**. Any attempt to molest the idol will cause the trapdoors to open and release the mummies, possibly on top of an adventurer (1 in 20 chance for each adventurer in the room).

MUMMIFIED SNAKE MEN (6)

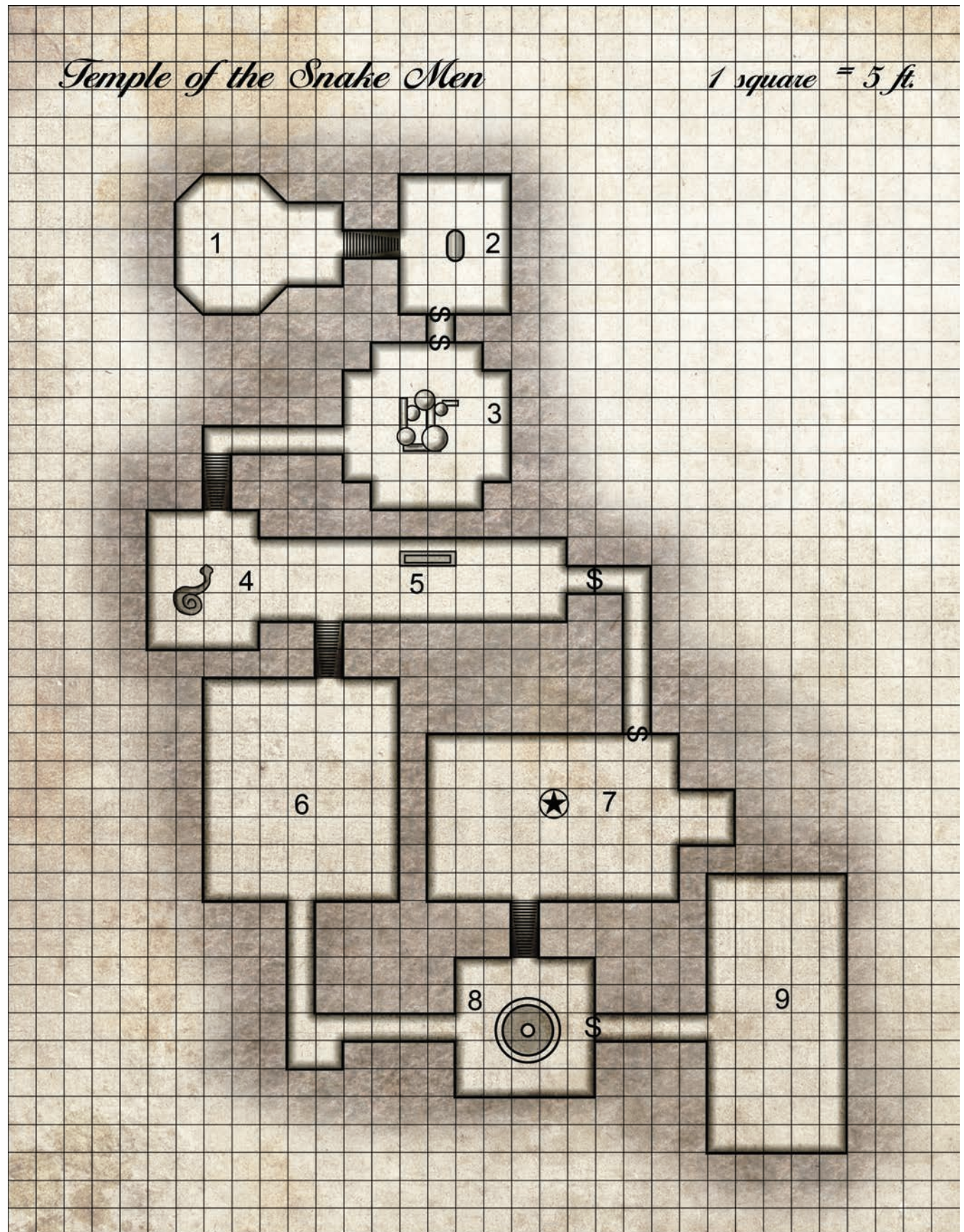
CR 5

XP 1,600

hp 60, (see the *Pathfinder Roleplaying Game Bestiary*, “Mummy”)

8 — This room contains a **bubbling fountain** of sulphurous, yellow liquid. Drinking the liquid allows a creature to live for one year without the need for food or water, and without aging, with a successful DC 25 Fortitude save. Otherwise, the imbiber loses 2d6 points of damage and become nauseous for 1 turn.

9 — This large room is a weird sort of “**decompression chamber**”. The snake men who once lived in the region were visitors from another world, a blasted world of fire and brimstone and poisonous air. By spending a week in this room, they could acclimate themselves to the climate and survive for several weeks here before having to return to their own world. The room contains stone couches and shelves filled with leathery scrolls branded with chaotic runes



VALLEY OF THE HAWKS

(reading material), as well as a game that looks similar to chess. Once the door is closed, the room seals and proves almost impossible to exit. Slowly, day by day, the air in the room becomes more and more poisonous. A creature that manages to make a saving throw each day (DC 20 Fortitude save) does not succumb to the poison, and in fact can survive in the sulphurous air. Those who fail twice succumb to the poison and die. At the end of one week, the chamber shifts all inside it to the alien world of the snake men.

3411. A den of **twelve giant beavers** has dammed the river here, blocking the movement of river boats and flooding the area a bit. Folk trying to portage around the dam are being shaken down by the intelligent creatures for tolls. So far, they have amassed 4,590 sp, 200 gp and 11 barrels of wine (30 gallons in each, weigh 250 lb, worth 9 gp each).

GIANT BEAVER (12)

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

Environment temperate forest

Organization solitary, family (2-5), or den (3-12)

3422. An old raft is floating down the river, carrying **two brain-eating zombies**, one a gray-skinned man with several bites out of his torso, and the other a teen-aged boy lacking most of his skin. The two are mindlessly heading down the river. The zombies have no treasure other than an old haversack containing a few coppers and a corncob pipe.

ZOMBIES (2)

CR 1/2

XP 200

hp 12, (see the *Pathfinder Roleplaying Game Bestiary*, "Zombie")

3605. A **small village** of ancient men in his hex is plagued by **pixies**. The woodsmen live in leather tents surrounded by a thicket. They are tall and thin, with golden skin, reddish-brown hair and long noses. The men are bison riders, capable of communicating with and controlling not only their bisons but all mammals. They wield throwing clubs called knobkerries and long, serrated daggers and wear leather armor. The bison riders, there are 25 warriors in the band, are commanded by a barbaric woman called **Elobara**, an elf. The villagers enjoy the labors of **Tyffred**, an ebony skinned armorer who crafts their armor and weapons.

ELOBARA

CR 14

Lanky woman with tawny skin and a wild face, curly red hair and green eyes. She is foul tempered and vulgar.

XP 38,400

Female elf ranger 14

CN Medium humanoid (elf)

Init +3; **Senses** low-light vision; **Perception** +22

AC 17, touch 14, flat-footed 13 (+3 armor, +3 Dex, +1 dodge)

hp 137 (14d10+28 + 14)

Fort +11, **Ref** +12, **Will** +7; +2 vs. Enchantment

Defensive Abilities evasion; **Immune** sleep

Speed 30 ft.

Melee +3 *dagger* +19/+14/+9 (1d4+5/19-20) and mwk knobkerrie +17/+12/+7 (1d6+1)

Ranged mwk knobkerrie +19 (1d6+1) or touch +17 (by spell)

Special Attacks favored enemy (animal +6, goblinoid +4, giant +2), hunter's bond (companions), quarry

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

Str 13, **Dex** 17, **Con** 14, **Int** 16, **Wis** 16, **Cha** 8

Base Atk +14; **CMB** +15; **CMD** 29

Feats Endurance^B, Dodge, Far Shot, Greater Two-Weapon Fighting^B, Improved Two-Weapon Fighting^B, Point Blank Shot, Precise Shot, Two-Weapon Fighting^B, Two-Weapon Rend^B, Weapon Finesse, Weapon Focus (dagger), Weapon Focus (knobkerrie)

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

Languages Common

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

Combat Gear +1leather armor, +3 long dagger (+1 damage), 3 masterwork knobkerries

TYFFRED

CR 7

XP 3,200

LN male human expert 8

AC 14, touch 121, flat-footed 12 (+2 armor, +2 Dex)

hp 56 (8d8+16 + 8)

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

Melee warhammer +9/+4 (1d8+2/x3)

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



VALLEY OF THE HAWKS

Base Atk +6; **CMB** +8; **CMD** 20
Skills Craft (armor) +15, Craft (weapons) +15
Combat Gear Leather armor, warhammer

BISON RIDERS (25)

XP 1,200

CN male and female human barbarian 4
AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex)
hp 40 (4d12+8 + 4)
Fort +6, **Ref** +3, **Will** +1
Melee long dagger +6 (1d4+3/19–20)
Ranged knobkerrie +7 (1d6+2)
Spell-Like Abilities

At will—*charm monster* (mammals only, DC 16), *speak with animals* (mammals only)

Str 15, **Dex** 15, **Con** 14, **Int** 7, **Wis** 10, **Cha** 14

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

Combat Gear Leather armor, long daggers (+1 damage), knobkerries

PIXIES

XP 1,200

hp 18, (see the *Pathfinder Roleplaying Game Bestiary*, “Pixie”)

3708. This large village of southmen is set a couple miles away from the river, and connected to it via a gravel-filled gully that only rarely floods. The village is surrounded by an earthen rampart and dry moat, and consists of several dozen houses of dried, mud brick. The villagers are quarrymen, quarrying a large deposit of granite and a smaller limestone deposit and shipping the blocks down the river. The miners are lanky and quarrelsome, with pale skin and reddish hair and bluish eyes. They wear short capes, wide-brimmed hats and loose trousers in shades of red and orange. **Reeve Finla** maintains order with **60 ruthless men-at-arms** armed with shortswords and daggers and renowned for their wanton cruelty. **Cabridan**, a minor sage, well versed in minerology and the epic poetry of the ancient men, works as Finla’s clerk. The village boasts a large tavern known for its ginger beer, sweet yeast bread and generous servings of roasted cane rat and horseradish.

REEVE FINLA

A black haired, blue-eyed woman, muscular with a broad, handsome face. Charming and argumentative, she is a fine dancer.

XP 4,800

N female human warrior 8

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

hp 67 (8d10+16 + 8)

Fort +8, **Ref** +5, **Will** +3

Melee shortsword +12/+7 (1d8+3/19–20) or dagger +12/+7 (1d8+3/19–20)

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

Base Atk +8; **CMB** +9; **CMD** 22

Combat Gear Leather armor, shortsword, dagger

CABRIDAN

A plump, light-skinned man with short, curly brown hair. He is serious about magic and poetry, but has no talent at either endeavor. He is married to Bennorye, a kindly, saintly woman, and has one son, Orance, by her.

XP 200

N male human expert 3

hp 20 (3d8)

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

Skills Diplomacy +7, Knowledge (geography) +9, Knowledge (local) +9, Knowledge (nature) +9, Linguistics +9, Perception +7

MEN-AT-ARMS (60)

XP 600

NE male human warrior 3

AC 18, touch 11, flat-footed 17 (+6 armor, +1 Dex, +1 shield)

hp 24 (3d10+6 + 3)

Fort +5, **Ref** +2, **Will** +1

Melee shortsword +6 (1d6+2/19–20) or dagger +6 (1d4+2/19–20)

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

Base Atk +3; **CMB** +5; **CMD** 16

Combat Gear Chain mail, shortsword, dagger

3712. **Sir Eolan**, a hoary old crusader, constructed a tower keep at the bend of the river fifty years ago, and still maintains the peace in the area. He is a kindly old man, but his dedication to honesty sometimes makes him seem rude. Many years ago he lost his lady-love Jordelia to the depredations of vampires, and she now rules over the village in **Hex 2806**. For decades he has avoided dealing with the vampires, and regrets it mightily.

Eolan’s keep is constructed of granite, overlooking the Great River. The hills surrounding the keep have many small platinum deposits, and the **halfling miners** who live under Eolan’s banner work the mines and grow crops within sight of the keep. A sturdy old granite landing allows river boats to dock at the keep. Eolan’s **forty soldiers** are canny halfling woodsmen armed with swords and slings. Led by strict, black robed warrior-priests, the halflings are quite formidable. Besides the halflings, Eolan commands a corps of **eight elite fighting-men** armed with halberds and wearing full plate.

Treasure: 640 sp, 1,190 gp, silver belt worth 10 gp – a keepsake of the fair Jordelia.

HALFLING SOLDIERS (40)

XP 1,200

N male halfling fighter 4

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

hp 25 (4d10+8 + 4)

Fort +7, **Ref** +4, **Will** +2

Melee shortsword +7 (1d4+3/19–20)

Ranged sling +6 (1d3)

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

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

Combat Gear Leather armor, shortsword, sling, 10 bullets

SIR EOLAN

Eolan is a northman with hazel eyes and a heavy build. Despite his holy manners, he has an obsession with gambling, and reacts with spite towards those who best him.

XP 12,800

Male human fighter 15

LG Medium humanoid (human)

Init +1; **Senses** Perception +9

AC 27, touch 11, flat-footed 26 (+10 armor, +1 Dex, +6 shield)

hp 135 (15d10+30 + 15)

Fort +11, **Ref** +6, **Will** +7; +4 vs. Fear

Defensive Abilities Bravery +4

Speed 20 ft. (30 ft. base)

Melee +2 *holy longsword* +25/+20+15 (1d8+12 + 2d6 vs. evil/17–20) or +3 *dagger* +22/+17+12 (1d4+7/19–20)

Ranged +3 *dagger* +20 (1d4+7/19–20)

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

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

Base Atk +15; **CMB** +18; **CMD** 29

Feats Cleave, Combat Expertise, Critical Focus, Greater Shield Focus, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Improved Critical, Improved Disarm, Improved Shield Bash, Improved Vital Strike, Leadership, Penetrating Strike, Power Attack, Shield Focus, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword)
Skills Diplomacy +9, Intimidate +10, Knowledge (local) +9, Perception +10, Ride +12, Sense Motive +11, Survival +10

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Languages Common

SQ Armor training 4

Combat Gear +1 full plate of moderate fortification, lion's shield, +2 holy longsword, +3 dagger

ELITE WARRIORS (8)

XP 2,400

LN male human fighter 6

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

hp 60 (6d10+12 + 6)

Fort +8, **Ref** +3, **Will** +2

Melee halberd +8 (1d10+7/x3)

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

Base Atk +6; **CMB** +9; **CMD** 19

Combat Gear Full plate, halberd

CR 6

DHAIDA

Dhaida is rotund, with a craggy face and gray-green eyes. She is ill-tempered and difficult to work with, but does a fine job as Eolan's captain of the guard. Dhaida worships Valina, the goddess of wildlife.

XP 4,800

LN Female human cleric 8

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

hp 55 (8d8 + 8)

Fort +6, **Ref** +2, **Will** +9

Melee heavy mace +8/+3 (1d8+2)

Ranged touch +6 (by spell)

Divine Spells Prepared (4/5+1/4+1/4+1/2+1; DC 13 + spell level)

Domains Animal, Weather

Str 14, **Dex** 10, **Con** 11, **Int** 12, **Wis** 17, **Cha** 7

Base Atk +6; **CMB** +8; **CMD** 18

Combat Gear Full plate, heavy steel shield, heavy mace; **Other Gear** holy symbol

CR 8

WARRIOR-PRIESTS

XP 1,600

LN male halfling cleric 3, fighter 2

AC 14, touch 12, flat-footed 13 (+2 armor, +1 Dex, +1 size)

hp 42 (3d8+2d10+5 + 5)

Fort +8, **Ref** +3, **Will** +6

Melee shortsword +7 (1d4+1/19–20)

Ranged sling +7 (1d3)

Divine Spells Prepared (4/3+1/2+1; DC 12 + spell level)

Domains Healing, Law

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

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

Combat Gear Leather armor, shortsword, sling, 15 bullets

CR 5

WIGIBET

Slender, tawny-skinned woman, with a bland face and blue eyes. Wigibet is irresponsible and bossy. Wears rust-colored robes and carries a slate and chalk.

XP 3,200

LN female human wizard 7

AC 10, touch 10, flat-footed 10

hp 30 (7d6 + 7)

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

Melee touch +2 (by spell)

Ranged touch +3 (by spell)

Wizard Spells Prepared (4/5/4/3/1; DC 13 + spell level)

Str 8, **Dex** 11, **Con** 11, **Int** 17, **Wis** 10, **Cha** 7

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

Other Gear Rust-color robes, slate, chalk

CR 7

letting their cattle graze on the prairie with only a few horsemen to protect them. The palisade is large enough to house their 200 head of cattle if danger threatens.

The villagers are a deceitful lot, scheming and untrustworthy. They maintain a militia of **50 pikemen**, all clever but cruel warriors, and have been successful in resisting the dominations of the southmen, partly thanks to the magic of the fountains (see below). The village is ruled by **Theki**, the Iron Baron and enjoys the services of an alchemist named **Ealsa**, who came to the village to study the fountains. The captain of the pikemen is named **Ressenald**.

The **fountains** are three in number and carved from colored stone. Each fountain imbues an imbiber with magical abilities that last for one day. Imbibing from a fountain again before one month has passed is poisonous (DC 25 Fortitude save or die in 1d3 rounds). The first fountain is triangular in shape, carved from lapis lazuli and decorated with triangles. The second is square in shape, carved from green malachite and decorated with squares. The final fountain in pentagonal in shape, carved from purple porphyry and decorated with pentagons. The effect of each fountain is random, at CL 20th:

| Roll | Triangle (D4) | Square (D6) | Pentagon (D12) |
|------|------------------------------------------------------------------------------|----------------------------------------|---------------------------------|
| 1 | Cannot touch (or be touched) by metal; it passes through body with no effect | Age 10 years (permanent) | Blindness |
| 2 | Can cast <i>finger of death</i> 1/hour | Cause serious wounds by touch (1/hour) | Prime attribute improves by 1 |
| 3 | Spell resistance 25 | Bull's strength on target | Detect thoughts (at will) |
| 4 | Polymorphed into random monster of same HD (as <i>beast shape I</i>) | Cast <i>lightning bolt</i> 1/hour | Invisibility (at will) |
| 5 | — | DR 15/silver or magic | Immune to fear |
| 6 | — | Lose 1d6 points of Strength | See invisibility (at will) |
| 7 | — | — | Immune to disease |
| 8 | — | — | Immune to magic missiles |
| 9 | — | — | Immune to poison |
| 10 | — | — | Bless 1/minute |
| 11 | — | — | Natural AC improves by 2 points |
| 12 | — | — | Gender changes |

THEKI, THE IRON BARON

CR 5

3723. A large village of northmen cattle herders as sprung up in his hex around a series of ancient, geometric fountains. The fountains were constructed in a large, paved square of speckled blue stone, and apparently served as the center piece of a lost settlement. The new villagers have constructed timber longhouses and a wooden palisade,

VALLEY OF THE HAWKS

Has a fencer's physique, sharp-featured face, secretive and moody.

XP 1,600

LN(E) male human fighter 5

AC 14, touch 11, flat-footed 13 (+2 armor, +1 Dex, +1 shield)

hp 47 (5d10+10 + 5)

Fort +6, **Ref** +3, **Will** +2

Melee mwk longsword +10 (1d8+5/19–20) or mwk dagger +8 (1d4+2/19–20)

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

Base Atk +5; **CMB** +7; **CMD** 19

Combat Gear Masterwork chain shirt, masterwork longsword, masterwork dagger

EALSA

CR 5

Acid-stained robes of maroon, pack of herb and reagents, silver dagger. Romantic and willful, mocha skin, black hair and brown eyes, with a sharp-featured face. She has a young son named Garls.

XP 1,600

N female human alchemist 5

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

hp 30 (5d8 + 5)

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

Melee silver dagger +3 (1d4–1/19–20)

Ranged bomb +5 (3d6)

Alchemist Extracts Prepared (5/3; DC 13 + extract level)

Str 10, **Dex** 15, **Con** 11, **Int** 16, **Wis** 12, **Cha** 17

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

Combat Gear silver dagger; **Other Gear** acid-stained robes of maroon, pack of herb and reagents, 1d4 random potion for sale.

RESSENALD

CR 5

Irresponsible and assertive, he is a man of the old race with golden skin, black eyes and flaming red hair. He is married to a local woman and has several children.

XP 1,600

NE male human fighter 5

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

hp 50 (5d10+10 + 5)

Fort +6, **Ref** +2, **Will** +2

Melee longsword +11 (1d8+7/x3)

Str 16, **Dex** 13, **Con** 14, **Int** 11, **Wis** 12, **Cha** 14

Base Atk +5; **CMB** +8; **CMD** 19

Combat Gear Chain shirt, masterwork longsword, shortsword

PIKEMEN (50)

CR 2

XP 600

NE male human fighter 2

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

hp 17 (2d10+4 + 2)

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

Melee longsword +5 (1d8+3/x3)

Str 14, **Dex** 10, **Con** 14, **Int** 10, **Wis** 10, **Cha** 11

Base Atk +2; **CMB** +4; **CMD** 14

Combat Gear Leather armor, longsword, shortsword

3802. A fortified waystation used by caravaneers has recently been taken by a tribe of **ten sabre-toothed ogres** with dull, blackish green skin. Those humans they left alive have been turned into chained serving people for the chieftain, **Zargus** and his bride, the mysterious **White Woman**, who controls his moods with her soothing stories and silver flute. The ogres are lotus-eaters, and often in a stupor, but the din of battle awakens a terrible fury in them (i.e. –4 circumstance penalty to Perception checks, but when roused they fight at +2 to hit and damage for the duration of the combat). The waystation consists of a low, shell keep (like a stone donut) with a tunnel entrance guarded by murder holes and an iron portcullis, and a large central courtyard sporting a well and scarlet tarps providing shade. The waystation has a good collection of supplies (iron rations, rope, etc) that have been left untouched by the ogres. The waystations shrine to Xevus, the god of light and patron of travelers, has been desecrated and turned

into a meat locker, currently holding the dismembered bodies of fifteen humans. Xevus' idol shows a tall, blue skinned man with four arms and the feathered wings of a hawk. His head is covered in hawk feathers and he carries a stiletto in each hand. An ancient priest of Xevus was interred under the floor, and the desecration of the shrine has raised his ire; when he finally rises from his grave, a terrible vengeance will surely be wrought on all within reach.

Treasure: 500 cp, 2,700 gp, terracotta chalice worth 85 gp, brass choker worth 2 gp.

SABRE-TOOTHED OGRES (10)

CR 3

XP 800

hp 40, (see the *Pathfinder Roleplaying Game Bestiary*, “Ogre”)

ZARGUS, OGRE CHEIFTAIN

CR 11

XP 12,800

Male ogre barbarian 4

CE Large humanoid (giant)

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

AC 17, touch 8, flat-footed 17 (+4 armor, –1 Dex, +5 natural, –1 size)

hp 70 (4d8+4d12+16)

Fort +10, **Ref** +1, **Will** +4

Defensive Abilities trap sense +1, uncanny dodge

Speed 40 ft. (50 ft. base)

Melee mwk greatclub +8/+3 (2d8+7)

Special Attacks rage power (animal fury)

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

Str 21, **Dex** 8, **Con** 15, **Int** 6, **Wis** 10, **Cha** 12

Base Atk +7; **CMB** +13; **CMD** 22

Feats Intimidating Prowess, Iron Will, Toughness, Weapon Focus (greatclub)

Skills Climb +7, Intimidation +13, Perception +5, Survival +5,

Languages Giant

SQ rage (12 rounds), rage power (roused anger)

Combat Gear hide armor, masterwork greatclub

THE WHITE WOMAN

CR 15

The White Woman looks as though she is formed entirely of ivory, including her eyes, teeth and mouth, with the exception of her platinum blond hair.

XP 51,200

Annis hag bard 9 (see the *Pathfinder Roleplaying Game Bonus Bestiary*, “Hag, Annis”)

CE Large monstrous humanoid

Init +1; **Senses** darkvision 60 ft.; Perception +14

AC 20, touch 10, flat-footed 19; (+1 Dex, +10 natural, –1 size)

hp 146 (7d10+9d8+64)

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

Defensive Abilities countersong, distraction; **DR** 2/bludgeoning; **SR** 17

Speed 40 ft.

Melee bite +19 (1d6+7), 2 claws +19 (1d8+7 and grab)

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

Special Attacks dirge of doom, fascinate (DC 18), inspire courage (+2), inspire greatness, rend (2 claws, 2d6+10), *suggestion* (DC 18)

Spell-Like Abilities (CL 16th)

3/day—*alter self*, *fog cloud*

Bard Spells Known (6/5/4/4; DC 14 + spell level)

Str 25, **Dex** 12, **Con** 18, **Int** 13, **Wis** 13, **Cha** 18

Base Atk +13; **CMB** +21 (+25 to grapple); **CMD** 32

Feats Alertness, Blind-Fight, Great Fortitude, Improved Natural Weapon (claw), Intimidating Prowess, Skill Focus (perception),

VALLEY OF THE HAWKS

Skill Focus (perform), Spell Focus (enchantment)

Skills Bluff +12, Diplomacy +12, Disguise +12, Intimidate +19, Knowledge (arcane) +13, Knowledge (local) +13, Perception +14, Perform (wind instrument) +15, Sense Motive +11, Sleight of Hand +9, Stealth +9, Use Magic Device +12

Languages Common, Giant

SQ bardic knowledge, bardic performance (24 rounds), inspire competence (+3)

Combat Gear *Silver flute of charming* (acts as a *harp of charming*)

3910. A village of dour yeomen is nestled in a wooded valley here, protected by a thicket of iron-hard brambles and a dry moat studded with wooden spikes. The villagers have skin as black as night, pale blond hair and almond-shaped eyes of green. They wear the costume typical of the northmen, but more exaggerated with flared sleeves and colored in bright reds and purples. The village consists of a few dozen timber longhouses built along the remnants of an ancient road paved in pale, yellow stones. Two large, granite cisterns provide water for the villagers, with their crops of cucumbers, hot peppers and soy relying on rainfall. The villagers are unfriendly and seem nervous, and indeed have good reason to be in ill temper, as their peace has been disrupted by the arrival of the **vampire count Kardofo**, the loser in a recent power struggle with his countess, Jordelia [Hex 2806]. Kardofo has taken residence in the root cellar behind the home of the village mayor, **Tamosirus**, and has already turned the mayor's wife, **Haimonna**, into his willing bride. Ten other villagers have been turned into **vampire spawn**, and now patrol the village at night wielding long, bronze daggers and enforcing their master's new order. Tamosirus and the other peasants fear to move against them, and will do their best to discourage visitors from hanging about. About a mile south of the village there lives an old wise woman, a hermit named **Dotty** skilled with herb and tincture. Dotty lives with her "imaginary friend" **Rex**, an invisible stalker bound to her not by spell but by a rare act of kindness. The vampires fear Rex and have left Dotty alone. Dotty is aware of their presence in the neighborhood, and is working feverishly to concoct a plan to remove them.

Treasure: 3500 sp, 190 gp, a wooden flask of red dragon blood, flask worth 55 gp, blood worth 1,000 gp.

COUNT KARDOFO

CR 12

XP 19,200

Male human vampire aristocrat 6, warrior 5

CE Medium humanoid (augmented human)

Init +8; **Senses** darkvision 60 ft.; Perception +20

AC 21, touch 16, flat-footed 17 (+5 armor, +2 deflection, +3 Dex, +1 dodge)

hp 125 (6d8+5d10+44 + 11); fast healing 5

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

Defensive Abilities channel resistance +4; **DR** 10/magic and silver;

Immune undead traits; **Resist** cold 10, electricity 10

Weaknesses vampire weaknesses

Speed 30 ft.

Melee +3 *rapier* +18/+13 (1d6+5/15–20)

Special Attacks blood drain, children of the night, create spawn, dominate (DC 19), energy drain (2 levels, DC 19)

Str 20, **Dex** 17, **Con** –, **Int** 18, **Wis** 18, **Cha** 18

Base Atk +9; **CMB** +14; **CMD** 28

Feats Alertness^B, Combat Expertise, Combat Reflexes^B, Critical Focus, Dodge^B, Improved Critical, Improved Disarm, Improved Initiative^B, Lightning Reflexes^B, Power Attack, Toughness^B, Vital Strike, Weapon Focus (rapier)

Skills Bluff +18, Diplomacy +18, Fly +17, Intimidate +18, Knowledge (local) +18, Perception +20, Sense Motive +20, Survival +18

Languages Common

Combat Gear +1 *glamered chain shirt*, +2 *ring of protection*, +3 *rapier*

HAIMONNA

CR 4

XP 1,200

Female human vampire spawn commoner 3

CE Medium humanoid (augmented human)

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

hp 27 (3d8+12)

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

Melee slam +1 (1d4+1 + energy drain, DC 14)

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

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

VAMPIRE SPAWN THUGS (10)

CR 4

XP 1,200

Male human vampire spawn warrior 4

CE Medium humanoid (augmented human)

Init +1; **Senses** darkvision 60 ft.; Perception +7

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

hp 36 (4d8+8); fast healing 2

Fort +6, **Ref** +2, **Will** +2

Defensive Abilities channel resistance +2; **DR** 5/silver; **Immune** undead traits; **Resist** cold 10, electricity 10

Weaknesses vampire weaknesses

Speed 30 ft.

Melee greatclub +6 (1d10+2) or slam + (1d4+1 + energy drain)

Special Attacks blood drain, dominate (DC 14), energy drain (1 level, DC 14)

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

Base Atk +4; **CMB** +5; **CMD** 16

Feats Blind-Fight, Skill Focus (perception), Weapon Focus (greatclub)

Skills Intimidate +8, Perception +7, Sense Motive +4, Survival +4

Languages Common

SQ gaseous form, shadowless, spider climb

Combat Gear greatclub, chain shirt

TAMIOSIRUS

CR 4

XP 1,200

Male human commoner 5

hp 20

DOTTY

CR 8

Dusky skin, with black hair tied in pink ribbons and deep, brown eyes. Willowy of build and pot-bellied, she has a round, cheerful face. Dresses in a tattered, patchwork house coat with many pockets.

XP 4,800

Female human sorcerer 8

AC 10, touch 10, flat-footed 10

hp 50 (8d8 + 8)

Fort +2, **Ref** +2, **Will** +7

Melee unarmed strike +3 (1d3–1)

Ranged touch +4 (by spell)

Sorcerer Spells Known (8/5/3/2/1; DC 13 + spell level)

Bloodline Elemental

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

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

REX, THE INVISIBLE STALKER

CR 7

XP 3,200

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

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