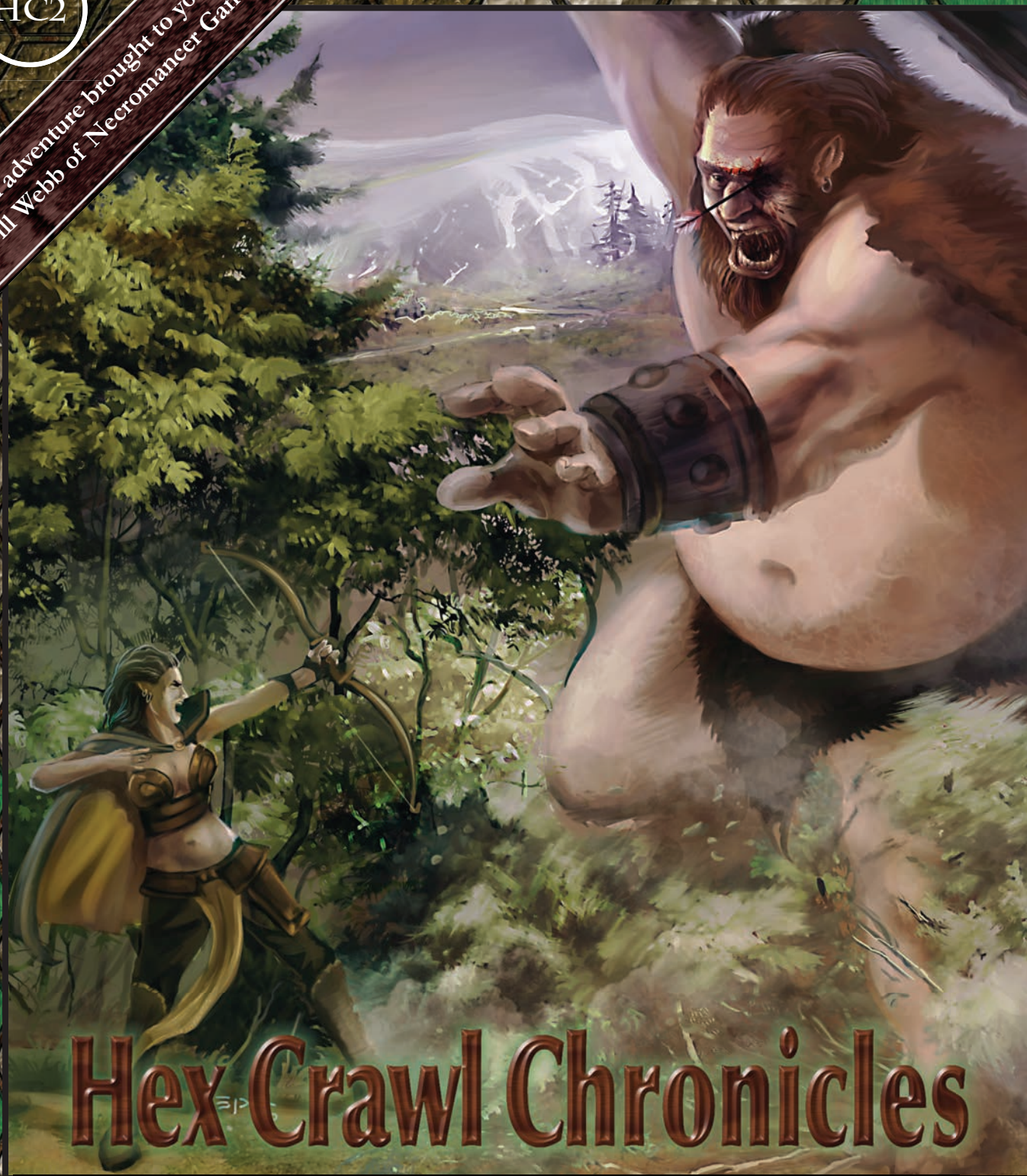


HC2

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— The Winter Woods —

By John M. Stater



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Hex Crawl Chronicles

— The Winter Woods —

By John M. Stater

The Winter Woods are situated in the northern climes where the snow falls from late Autumn to early Spring. The map can be roughly divided into five geographical regions. The extreme west is a land of thickly wooded canyons, mesas and buttes divided by rushing streams that flow into the Great River, visible in the southwest corner of the map. The north central portion of the map is a rolling prairie of tall grasses, wildflowers, leaping gazelles, browsing wisent and mammoth and prowling smilodons. The prairie and canyon lands are bordered on the east by a land of forested hills, gentle compared to the western lands, and very fertile. The extreme east of the map contains what the native folk call the “Black Water”, a vast sea of viscous, black water that gives off an acrid smell and is said to harbor things better left unseen. The shores of the Black Water are a moor of black, spongy ground and perverse fungal growths, some growing as tall as trees. The natives of the Winter Woods believe they know what lies beyond the Black Water, but are hesitant ever to speak of it lest “they” prick up their ears and take an interest in the teller of tales.

The native Hivernians will tell you that the land is now as it has always been, a battlefield between the forces of Spring and the forces of Winter. The Black Water and the lands that border it have always been a gateway to the Land of the Dead, and always best avoided. The Hivernians have always had to scrape and fight to survive in the Winter Woods, coping with the Queen of the Winter Wind when she roams the land, rejoicing when she does not. The colonizing Northmen are a bother, but really just one more problem to be overcome.

The Northmen came to the Winter Wood just a couple generations ago, following Prince Polominen in his quest to write a brilliant new chapter in the history of his father’s glorious empire. Many followed – adventurers, traders, tenant farmers seeking to become yeomen in their own right. The Northmen poured into the Winter Woods, colonizing the southern portions, pushing the Hivernians into the north and ignoring their warnings that their doom was rapidly approaching. In time, the Hivernians were proved right, as the capital city of the Northmen was overcome by the Black Water, its people reduced to madness. With the fall of the Northmen’s Empire to the south and east, the remaining colonists find themselves in a very serious predicament – one that requires great heroes or offers wondrous opportunities for base villains. Enter, the player characters ...

The Winter Woods 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. GMs can place adventures they have purchased or devised on their own into empty hexes on the map.

Adventures in the Wilderness

The hexes on this map are 6 miles wide from one side to the other. In open country, adventurers should be able to see from one side of the hex to another. In wooded hexes, vision is much more

restricted. Random encounters with monsters should be diced for each day and each night, with encounters occurring on the roll of 1-2 on 1d6. The exact monster (or monsters) encountered depends on the terrain through which the adventurers are traveling. Unlike dungeons, in which the monsters on the upper levels are usually less powerful than the monsters on deeper levels, wilderness encounters are quite variable in their challenge, and low level characters face death every time they step out of the confines of civilization. Well traveled adventurers will discover, however, that settled lands are not as dangerous as the rugged wilderness.

Roll	Black Water (8)	Grasslands (5)	Moors (6)	Wooded Hills (4)
1	Aboleth (1d8)	Ankheg (1d8)	Alligator, Giant (2d6)	Boar, Wild (2d6)
2	Black Ark (1)	Badger, Giant (2d6)	Barbarians Lvl 2nd-5th (2d6+10)	Bear, Brown (2d6+6)
3	Ghoul (2d6+6)	Berserker (2d6+6)	Centipede, Giant (Medium) (2d6+6)	Gnoll (2d6+6)
4	Locathah (3d6+6)	Blink Dog (2d8)	Dryad (2d6+6)	Goblin (3d6+6)
5	Nixie (3d6+6)	Eagle, Giant (2d6)	Frog, Giant (2d8)	Owlbear (1d8)
6	Shark, Dire (1)	Goblin (3d6+6)	Gnoll (2d6+10)	Patrol (see below)
7	Troll (2d6)	Hobgoblin (3d6+6)	Goblin (3d6+6)	Skunk, Giant (1d8)
8	Zombie (3d6+6)	Mastodon (1d4)	Mushroom Man (2d6)	Wendigo (2d6)
9	—	Patrol (see below)	Spider, Giant (Medium) (2d6)	Werebear (1d6)
10	—	Tiger, Dire (1d6)	Violet Fungi (2d6+6)	Werewolf (1d8)
11	—	Werewolf (2d6)	Will-o-Wisp (1d6)	Winter Wolf (1d8)
12	—	Worg (2d6)	Zombie (2d6+6)	Worg (2d6)

Note: The ghouls, ogres and trolls of the Black Water are all aquatic versions of the normal creatures, with webbed fingers and toes and the ability to swim at their normal movement rate and breathe water (although ghouls, being undead, needn’t breathe at all). Zombies are humanoids who have died at sea or galley slaves from the black arks that have somehow fallen overboard. The dryads of the moors and fungal forests inhabit giant mushrooms instead of trees, and are slightly more madcap. Otherwise, they use the normal stats for a dryad.

Black Arks

The black arks are tall galleys with three levels of oars but lacking sails. As one might imagine, they are constructed from a black wood, sealed with tar and equipped with rams of black-bronze. The arks are rowed by untiring zombies and crewed by mysterious men from beyond the Black Water. These men are tall and hunched. They wear layers of gauzy black robes, veils and turbans and take great pains to keep their hands hidden. Beyonders always carry curved blades at their sides. Some say that they are zombies, ghouls or demons beneath their robes, others that they are merely shriveled, hideous humans. Most black arks carry two or three of the men, nicknamed Beyonders, and a complement of **thirty skeleton warriors** armed with spears and longbows. Each Beyonder can cast cleric spells as clerics of level 1st to 6th (roll 1d6) and magic-users of level 1st to 4th (roll 1d4).

BEYONDER

CR 11

XP 12,800

Male fiendish human cleric 3, witch 3, mystic theurge 4
CE Medium outsider (augmented human, evil)
Init +1; **Senses** darkvision 60 ft.; Perception +9

AC 20, touch 14, flat-footed 19 (+6 armor, +1 Dex, +3 deflection)
hp 57 (3d8+3d6+4d6 plus 10)
Fort +8, **Ref** +7, **Will** +14
DR 5/good; **Resist** Cold 10, Fire 10; **SR** 16

Speed 30 ft.

Melee +1 *humanbane scimitar* +7 (1d6+2 plus 2d6 vs. humans/18–20)

Ranged touch +6 (by spell)**Special Attacks** smite good (1/day, +10 damage vs. good)**Witch Spells Prepared** (4/5/4/3/1; DC 13+ spell level)**Divine Spells Prepared** (4/5+1/4+1/3+1/1+1; DC 13+ spell level)**Domains** Darkness, Madness**Str** 12, **Dex** 13, **Con** 11, **Int** 16, **Wis** 16, **Cha** 8**Base Atk** +5; **CMB** +6; **CMD** 17

Feats Bouncing Spell, Command Undead, Maximize Spell, Selective Channeling^B, Spell Focus (necromancy), Spell Focus (transmutation), Vital Strike

Skills Diplomacy +8, Fly +10, Knowledge (arcana) +12, Knowledge (local) +12, Knowledge (planes) +14, Perception +9, Sense Motive +12, Spellcraft +14, Use Magic Device +12

Languages Abyssal, aklo, common, infernal

Combat Gear +3 *cloak of protection*, +2 *glamered chain shirt*, +1 *humanbane scimitar*, +3 *ring of protection*

SKELETON WARRIORS (30)

CR 2

XP 600

Skeletal champion fighter 1
NE Medium undead

Init +5; **Senses** darkvision 60 ft.; Perception +6

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)
hp 29 (3 HD; 2d8+1d10+3)
Fort +3 **Ref** +1 **Will** +3; channel resistance +4
DR 5/bludgeoning; **Immune** cold, undead traits

Speed 30 ft.

Melee mwk spear +7 (1d8+4/x3)**Ranged** mwk longbow +5 (1d8/x3)**Str** 17, **Dex** 13, **Con** —, **Int** 9, **Wis** 10, **Cha** 12**Base Atk** +2; **CMB** +5; **CMD** 16

Feats Improved Initiative^B, Power Attack, Weapon Focus (longbow), Weapon Focus (spear)

Skills Intimidate +7, Perception +6, Stealth –1

Men

As mentioned above, there are two societies of men in the Valley, the colonizing Northmen who have been cut off from their homeland, and the native Hivernians.

The **Northmen** have ebony or chocolate skin and wavy hair of brown or black, often worn long. Northmen tend to be stout and plump, and they are known for their baggy trousers and long tunics. They favor axes and curved knives and usually wear chain mail or full plate in battle. The Northmen of the Winter Woods are pioneers, and notably more fit and rugged than their effete counterparts back home.

Berserkers are usually descendants of the Northmen who settled the City of Madness, wandering the land, dazed and paranoid. These men and women are sometimes armed with clubs or even axes, but just as often fight with tooth and nail. They are shabbily dressed, rarely armored, and really only constitute a threat because of their bloodlust.

The **Hivernians** have jaundiced, sallow skin and hair that ranges from dark carnelian to fiery orange. Their eyes are icy blue. Hivernians are short and wiry, with long arms, fingers and toes, pug noses, long teeth and heavy jaws. They wear animal skins and long hoods decorated with bones and teeth. They carry spears and short bows and wear the equivalent of leather or hide armor. Their leaders are skilled in stalking and hunting. Hivernians worship the elk-antlered, doe eyed goddess Yhoundeh.

Patrols are from the town of Yaryg or a nearby stronghold. Each patrol contains 1d6+6 **men-at-arms** mounted on horses, wearing 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 plus 1)**Fort** +3, **Ref** +1, **Will** +0 (+1 vs. Fear)**Defensive Abilities** Bravery 1

Speed 20 ft. (30 ft. base)

Melee longsword +4 (1d8+2/19–20) 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 (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

CR 3

XP 800

Male human fighter 3

N Medium humanoid (human)

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

Speed 20 ft. (30 ft. base)

Melee longsword +6 (1d8+2/19–20) or lance +5 (1d8+2/x3)**Ranged** light crossbow +4 (1d8/19–20)**Str** 14, **Dex** 13, **Con** 13, **Int** 10, **Wis** 10, **Cha** 10

THE WINTER WOODS

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

oio8.

Xydry is a small village of Hivernian hunters. The village consists of a circular rampart of packed earth about 10 ft. in height. Stone huts are built against this rampart, with small cellars dug into the earth and holding smoked meats, berries and other foodstuffs gathered by the village women. In the center of the village there is a wide pit into which captives are thrown to be devoured by a grizzled old cave bear or a pack of fierce wolves. The villagers are divided into two clans, cave bear and wolf. The clans despise one another, and are only held together by a marriage alliance between their leaders, the great hunter **Logre** and the witch woman **Sulic**. The fighting pit is constructed over a subterranean chamber that can be entered via the aforementioned cellars. This low-ceilinged chamber holds a small idol carved from a large chunk of rock crystal (worth 500 gp). The idol depicts the Devourer, the savage god of winter. The Devourer appears as a gaunt, almost skeletal figure with an oversized head and eyes as large as saucers. It has a wide grin and long fingers, and sits in a fetal position on the pelt of a winter wolf (worth 1,000 gp). The idol is surrounded by clay pots filled with offerings of offal and teeth.

LOGRE OF THE WOLF CLAN

CR 8

A layer of fat over powerful muscles, bears many scars, unhappy with his wife and has a mischievous streak.

XP 4,800

Male human barbarian 8

AC 14, **touch** 11, **flat-footed** 13 (+2 armor, +1 Dex, +1 shield)

hp 80 (8d12+16 plus 8)

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

Melee spear +11/+6 (1d8+3/19–20)

Ranged shortbow +9/+4 (1d6/19–20)

Str 16, **Dex** 13, **Con** 14, **Int** 10, **Wis** 10, **Cha** 7

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

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

SULIC OF THE CAVE BEAR CLAN

CR 10

Shy and eccentric in manner, she is lean and has a long, morose face

XP 9,600

Female human cleric 10

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

Fort +8, **Ref** +3, **Will** +10

hp 62 (10d8+10 plus 10)

Melee mwk club +8/+3 (1d6+1)

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

Domains Animal, Protection

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

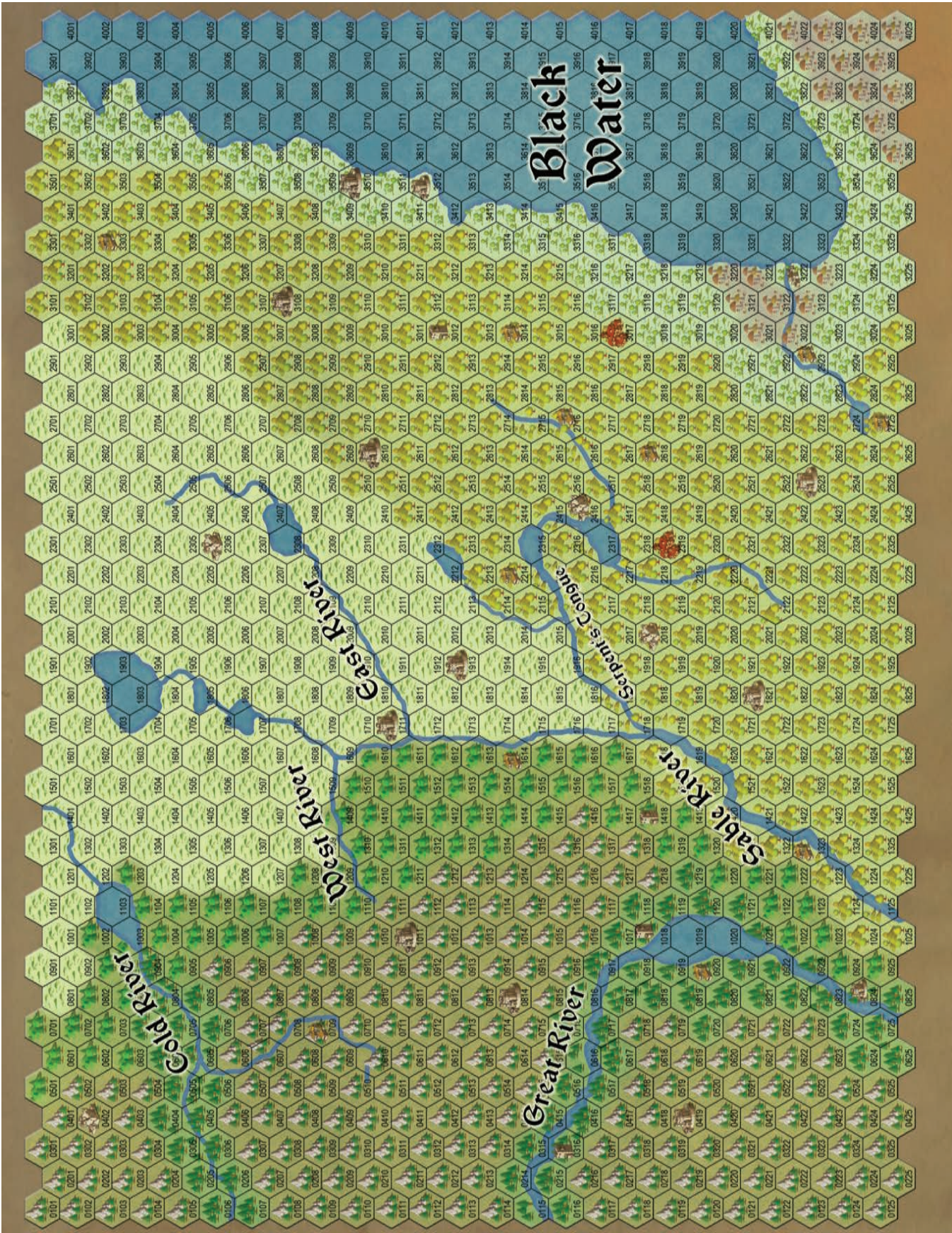
Base Atk +10; **CMB** +11; **CMD** 21

Combat Gear Leather armor, club of white wood studded with pieces of quartz.

Rumors

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

Roll	Rumor	Roll	Rumor
1	Don't mess about with Povich's gardens – they're protected by demons! (T) Hex 0225	11	The maze maiden has knowledge of the Winter Queen (F) Hex 1513
2	The north country is the domain of a demonic queen (T) Hex 0402	12	Mushroom men are rarely violent if presented with a gift of dung (F) Hex 2116
3	The hills hold a wondrous spring that cures all ills (F) Hex 0425	13	The goblins are preparing for war! (T) Hex 2306
4	Beotem conjures demons in his forge and traps them in his weapons (F) Hex 0612	14	Fie on this Winter Queen nonsense – Exfreza is who you really have to watch (F) Hex 2416
5	The dragon of the wood is friendlier than most of his kind (T) Hex 0701	15	Sibevi would pay handsomely for the undoing of her sister Exfreza (F) Hex 2716
6	The woods are full of werewolves these days – nobody can be trusted (T)	16	There is a tomb of the gods hidden in the hills (T) Hex 3210
7	The Spider Eater is a vampire (F) Hex 0906	17	So help me, there are purple dwarves living in the moors, and they're wicked! (T) Hex 3510
8	The Winter Queen hides in a vale of shadows (F) Hex 1115	18	The Vicar is not to be trusted (F) Hex 0116
9	Hill giants dig pits around their homes, so beware (T) Hex 1203	19	Cwelfalys is no friend of Northmen (T) Hex 0814
10	Yellow grass means death – turn back! (T) Hex 1503	20	The Queen of the Winter Wind's soul inhabits a secret labyrinth in the woods. (?) Hex 1513



THE WINTER WOODS

OIII.

A small party became lost here last winter and turned to cannibalism to survive. Now **wendigos**, they haunt the area and are encountered on a roll of 1-5 on 1d6. Before their possession by the feral spirits of the forest, they were a cleric, two dwarven fighters, a female magic-user and two human fighters.

NORTHLANDS WENDIGO (6)

CR 3

XP 400

CE Medium humanoid (augmented human)

Init +2; **Senses** Perception +7

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

hp 13 (2d8+4)

Fort +0, **Ref** +2, **Will** +5

Speed 30 ft.

Melee bite +3 (1d6+1 plus wendigo fever) and 2 claws +3 (1d6+1)

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

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

Feats Weapon Finesse

Skills Acrobatics +6, Climb +7, Perception +7, Stealth +7

Languages Common

WENDIGO FEVER

Type disease, injury; **Save** Fortitude DC 17

Onset 1 day; **Frequency** 1/day

Effect 1d3 Con and 1d3 Wis plus shaken and insatiable hunger for intelligent flesh **Cure** the victim must first receive a *break enchantment* or *remove curse* (requiring a DC 20 caster level check for either spell), and after which the wendigo fever can be magically cured as any normal disease.

The Northlands wendigo is a horrible creature created through starvation and madness. After a traveler has reached the point of starvation and gives in to temptation and eats the flesh of an intelligent creature, they are *cursed* with Wendigo Fever. The fever creates an all-encompassing desire to feed on intelligent life-forms, preferably humanoid. Each northlands wendigo prefers to feed upon their former race

OII6.

Trifforth is a large village of Northmen on the banks of the Great River. The villagers primarily herd sheep and keep prairie chickens and geese. The village is situated in the bottom of a wide canyon with walls that range from 200 to 300 tall. A winding stair has been carved in the southern wall of the canyon to allow access to a high beacon tower of stone manned by the guardsmen of the village. The village proper consists of hundreds of thatched houses huddled around a large, stone citadel ruled by a man called "**The Vicar**", a fiery cleric who preaches a religion of thrift, discipline and self-denial. He is assisted by **four acolytes** and all wear long hauberks of chainmail and carry shields emblazoned with a large eye surrounded by a fiery aura. The women of the village are known for their knitwork, and the village has many shepherds knowledgeable about the surrounded wooded hills and maybe willing to work as guides. The guides work cheap, but their constant singing of hymns often drives others to distraction (-5 penalty to Stealth checks).

Treasure: 690 sp, 80 gp.

THE VICAR

CR 10

Stubborn and severe, tall with a bland face and grey-green eyes.

XP 9,600

LN male human cleric 10

AC 20, touch 10, flat-footed 20 (+7 armor, +3 shield)

Fort +8, **Ref** +3, **Will** +11

hp 72 (10d8+10 plus 10)

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

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

Domains

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

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

Combat Gear +1 *chainmail*, +1 *shield*, +2 *heavy mace*; **Other Gear** holy symbol carved from polished coral (worth 600 gp)

ACOLYTES (4)

CR 1

XP 400

LN male human cleric 1

AC 18, touch 10, flat-footed 18 (+6 armor, +2 shield)

Fort +3, **Ref** +0, **Will** +4

hp 7 (1d8+1 plus 1)

Melee light mace +0 (1d8)

Divine Spells (3/2+1; DC 12 + spell level)

Domains

Str 11, **Dex** 10, **Con** 12, **Int** 10, **Wis** 14, **Cha** 13

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

Combat Gear chainmail, shield, light mace; **Other Gear** holy symbol (worth 10 gp)

SHEPARDS (12)

CR 1

XP 400

N male and female human expert 2

Knowledge (local) +5, **Perception** +4, **Survival** +5

hp 8

OII8.

This river canyon is home to a tribe of pitch black **ogres** with flat faces, narrow, yellow eyes and great tusks that nearly curl up to their bald scalps. These ogres are more intelligent than the norm and strangely resistant to magic. They are commanded by an ogre mage called **Zimblak**, who keeps a kennel of **8 shadow mastiffs** to guard the tunnels of his subterranean fortress. The halls of Zimblak's fortress are inhabited by wall-crawling red rats, **goblin guardians** in armor made of bronze coins and carrying sticky nets and barbed whips, sparkling cider oozes and wandering clouds that induce feelings of terror, rage and despair. At the heart of Zimblak's fortress lies an ancient dwarf tomb that the ogre mage has never managed to penetrate.

ZIMBLAK THE DARK

CR 8

XP 4,800

hp 92, (See the *Pathfinder Roleplaying Game Bestiary*, "Oni, Ogre Mage")

SHADOW OGRES (12)

CR 4

XP 1,200

hp 22, (See the *Pathfinder Roleplaying Game Bestiary*, "Ogre" with the following changes: **SR** 13, **Int** 12)

GOBLIN GUARDIANS

CR 1/3

XP 135

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

SHADOW MASTIFFS (8)

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 plus trip)

Special Attacks bay

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

THE WINTER WOODS

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.

O202.

This territory is claimed by a pack of fifteen **winter wolves**. The wolves are led by a massive alpha male that the goblins proclaim the “**Wolf God**”. From their ranks are selected a few steeds for the goblin chieftains of the Winter Woods. The wolves have a den in an expansive cave, the rear of which is covered in ice. It is in this ice that the wolves freeze extra provender (e.g. victims) and treasure (DC 20 Perception check to see in the ice). Currently they have three or four frozen bodies (a cleric, two peasants and a rotund halfling with a surprised look on his fat face) as well as 1,400 gp and a silver idol of a stately woman with amber eyes and two massive tusks jutting up from her lower jaw. The tusks are ivory and taken from a giant boar. The idol is worth 10,000 gp and weighs about 200 pounds.

WOLF GOD

XP 2,400

hp 84, (+1 to hit and damage, otherwise see the *Pathfinder Roleplaying Game Bestiary*, “Worg, Winter Wolf”)

CR 6

WINTER WOLVES (14)

XP 1,600

hp 57, (See the *Pathfinder Roleplaying Game Bestiary*, “Worg, Winter Wolf”)

CR 5

O205.

A copse of trees near the river are bloated and black. They drip red sap the looks and smells like blood and acts as a sleep poison when used to coat weapons. **Goblin archers** make use of this poison and patrols of 1d6+6 goblins are encountered here on a roll of 1-3 on 1d6.

GOBLIN PATROLLERS

XP 135

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

CR 1/3

BLOODSAP POISON

Type poison, injury; **Save** Fortitude DC 12

Frequency 1/minute for 2 minutes

Initial Effect unconsciousness for 1 minute; **Secondary Effect** unconsciousness for 1d4 hours; **Cure** 1 save

O212.

Three tall, bent pine trees support the webbing of an immense **spider**. The spider is intelligent and has at its command thousands of normal spiders. These spiders serve as its spies, dispersing into the outer region and bringing back rumors and stories. The giant spider is something of a sage and it can cast divination spells as a sorcerer. Winning its confidence often requires the performance of tasks most folk would blanch at even considering, for the spider has a grisly taste for children. At any given time, it can throw up to **3 spider**

swarms against its foes.

THE GIANT SPIDER OF KNOWLEDGE

CR 11

XP 12,800

Male giant spider sorcerer 7

NE Medium vermin

Init +8; **Senses** darkvision 60 ft., tremorsense 60 ft.; **Perception** +10

AC 14, touch 13, flat-footed 11 (+2 Dex, +1 dodge, +1 natural)

hp 49 (3d8+6 plus 7d6+7)

Fort +6; **Ref** +5; **Will** +10

Immune vermin traits

Speed 30 ft., climb 30 ft.

Melee bite +5 (1d6 plus poison)

Ranged touch +7 (by spell)

Special Attacks web (+7 ranged, DC 16, hp 10)

Arcane Spells Known (CL 7th):

3rd (5/day)—*arcane sight*, *clairaudience*/*clairvoyance*, *deep slumber* (DC 16)

2nd (7/day)—*augury*, *detect thoughts* (DC 15), *locate object*, *see invisibility*

1st (7/day)—*comprehend languages*, *detect secret doors*, *detect undead*, *identify*, *sleep* (DC 14), *true strike*

0 (at will)—*detect magic*, *detect poison*, *read magic*

Bloodline dreamspun

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

Base Atk +5; **CMB** +5; **CMD** 18 (26 vs. trip)

Feats Dodge, Eschew Materials^B, Extend Spell, Improved Initiative, Skill Focus (Knowledge [history]), Skill Focus (Knowledge [local]), Skill Focus (Knowledge [religion])

Skills Acrobatics +11, Bluff +8, Intimidate +11, Knowledge (arcana) +17, Knowledge (local) +17, Knowledge (history) +17, Knowledge (religion) +12, Perception +10, Spellcraft +10, Stealth +9; **Racial Modifiers** +8 Acrobatics, +4 Perception, +4 Stealth

Languages Common, Infernal, Sylvan

SQ bloodline arcana, bloodline powers (*lullaby*, 6/day, DC 18, combat precognition)

POISON (Ex)

Type injury; **Save** Fort DC 14 **Frequency** 1/round for 4 rounds

Effect 1d2 Strength damage **Cure** 1 save. The save DC is Constitution-based.

SPIDER SWARM

CR 1

XP 400

hp 9, (See the *Pathfinder Roleplaying Game Bestiary*, “Spider Swarm”)

O225.

An enterprising trader named **Povis** has turned the skeleton of a giant pteranodon into a weird roadhouse. The roadhouse is well known to travelers from the Valley of the Hawk to the southwest, and it is not uncommon for a caravan to be camped out around the building. The roadhouse consists of great tarpons of leather covered with oilcloth stretched over the bones of the great beast. A flap grants access to the house proper, which consists of a sunken chamber lined with golden brown bricks and containing a long table and benches and four smaller tables. In one corner of the room there are three kegs fitted into the stone wall and the landlord, Povis, pouring sparkling ales, frothy beers and crisp wines into mugs and goblets. A short stone staircase leads to an underground passageway with three doors – one to a kitchen (the chimney can be seen poking out of the ground when folk first view the strange house) and the other two to dormitories. The kitchen has doors leading to a root cellar and sleeping quarters for Povis, his wife Floris, his two children Monk and Gloris, and their servants – a wench named Janua and a groom called Pickle. The Dead Dragon Inn has no private rooms,

THE WINTER WOODS

but Pavis does keep a locked iron strongbox in his room for storing valuables. The Dead Dragon's kitchen serves quite a lot of salt pork, often in a stew with broad beans and potatoes. Swine are herded in the surrounding woods and the staff tends a large medicinal and kitchen garden surrounded by a low, stone wall. Besides traveling merchants, the inn attracts lumberjacks (often drunk and rowdy), rangers and other adventurers. Pavis is a retired wizard who still retains a knack for enchanting gourds with ghostly lights (he keeps them around his establishment in the dark days of fall and winter). He has also animated a jack-o'-lantern headed **scarecrow** to protect his garden from intruders.

POVIS

CR 8

A Northman with white hair, green eyes and a fat, unexpressive face. He enjoys bad puns, obnoxious pranks. Pavis is quite honest.

XP 4,800

LN human wizard 8

AC 10, touch 10, flat-footed 10

Fort +2; **Ref** +2; **Will** +7

hp 32 (8d6+8 plus 8)

Melee silver dagger +5 (1d4 /19–20)

Ranged ranged touch +4 (by spell)

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

Str 12, **Dex** 10, **Con** 11, **Int** 17, **Wis** 12, **Cha** 14

Base Atk +4; **CMB** +5; **CMD** 15

Combat Gear *white oak wand of major image* (38 charges), silver dagger; **Other Gear** Peasant's clothes, leather vest

SCARECROW

CR 4

XP 1,200

hp 47, (See the *Pathfinder Roleplaying Game Bestiary II*, "Scarecrow")

0304.

Hidden among the tall pines there is a large idol carved from the living stone and haunted by dozens of giant ravens that do not take kindly to strangers. The idol looks like a giant, stylized warrior – stocky, with angular features and a long beard. Runic inscriptions around the base (DC 15 Linguistics check to decipher) read "Seek ye Death in one and one you'll meet its Bride". Naturally, this is reference to the two days of travel, by foot, required to reach the Palace of the Winter Wind in Hex 0402. A secret catch atop the idol (DC 20 Perception check to notice) opens a concealed door in its back. The door reveals a narrow, winding tunnel that meanders deep into the earth, finally depositing explorers in a small, circular cave of crystal. Immediately upon entering, the explorers discover that their every thought will flash up on the facets of the crystalline walls – maybe making for awkward or dangerous situations depending on the state of party relations. With concentration (DC 22 Wisdom check), a viewer can use these crystal facets to see into other dimensions and time(GMs discretion) – and those scryed upon can see the viewer as well!

0316.

Looking down on the river from a rocky prominence is a wooden tower owned by the arch-witch **Addana of the Nine Cats**. The tower is constructed in the manner of the stave churches of medieval Norway and houses Adanna, her **six apprentices** and her **nine infamous cats**. Addana's apprentices are all maidens taken from the savage tribes of the region as tribute, for all fear her power. Under her tutelage, they become magic wielders in their own right and either return to their tribes as wise women or head to greener pastures to pursue a life of adventure. Addana's specialty is summoning, and her nine cats are actually minor fiends in feline form. The interior of Addana's home is well appointed. The floors and walls are hung with rich pelts and skins, the furniture is all hand carved from fine woods and meticulously oiled and the art objects are all of fine quality. In all, Addana's furnishings are probably worth 20,000 gp. She also keeps a well stocked wine cellar and pantry behind a secret door.

Treasure: 3,800 sp, 1,310 gp and four pints of jasmine oil in alabaster pomanders (worth 100 gp).

ADDANA

CR 17

Attractive, rubenesque woman with raven hair that has a silver streak running through it. She wears tasteful gowns of dark velvet and regards everyone with heavy, suspicious eyes. Addana develops powerful, obsessive loves with strong, tall men easily, and if such a PC visits her he may find himself the subject of her undivided attention. Spurning her is only slightly less dangerous than indulging her.

XP 102,400

Female human witch 17

NE Medium humanoid (human)

Init +2; **Perception** +15

AC 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge)

hp 70 (17d6+8)

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

Speed 30 ft.

Melee +2 *dancing dagger* +10/+5 (1d4+2/19–20)

Ranged ranged touch +10 (by spell)

Special Attacks hex (evil eye [-4, DC 24, 9 rounds], misfortune [DC 24, 3 rounds], slumber [DC 24]), major hex (nightmares [DC 24], retribution [DC 24, 6 rounds], waxen image [DC 24])

Witch Spells Prepared (CL 17th)

9th—*summon monster IX*

8th—*charm monster* (DC 25), *summon monster VIII*

7th—*control weather*, *greater teleport*, *hold person (mass)* (DC 24)

6th—*greater dispel magic*, *eyebite* (DC 23), *find the path*, *geas/quest*, *summon monster VI*

5th—*baleful polymorph* (DC 21), *break enchantment*, *hold monster* (DC 22), *suffocation* (DC 21), *summon monster V*

4th—*black tentacles* (DC 21), *cure serious wounds*, *moonstruck* (DC 20), *spite*, *threefold aspect*

3rd—*arcane sight*, *bestow curse* (DC 20), *deep slumber* (DC 20), *seek thoughts* (DC 19), *vampiric touch*

2nd—*alter self*, *detect thoughts* (DC 18), *inflict moderate wounds* (DC 18), *see invisibility*, *summon monster II*

1st—*cause fear* (DC 17), *comprehend languages*, *identify*, *sleep* (DC 18), *unseen servant*

0 (at will)—*bleed* (DC 17), *detect magic*, *detect poison*, *read magic*

Patron wisdom

Str 10, **Dex** 14, **Con** 12, **Int** 23, **Wis** 16, **Cha** 18

Base Atk +8; **CMB** +8; **CMD** 20

Feats Augment Summoning, Brew Potion^B, Eschew Materials, Extend Spell, Greater Iron Will, Iron Will, Quicken Spell, Selective Spell, Silent Spell, Spell Focus (conjunction), Spell Focus (enchantment)

Skills Craft (alchemy) +26, Fly +17, Heal +18, Intimidate +19, Knowledge (arcana) +22, Knowledge (history) +22, Knowledge (nature) +22, Knowledge (planes) +22, Perception +15, Sense Motive +16, Spellcraft +22, Use Magic Device +20

Languages Common, Elven, Infernal, Sylvan

SQ hex (cauldron, coven), major hex (major healing), witches familiar (cat)

Combat Gear +2 *dancing dagger*

FIENDISH CAT FAMILIAR

CR 2

XP 600

NE Tiny animal

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

AC 23, touch 14, flat-footed 21 (+2 Dex, +9 natural, +2 size)

hp 35 (17d8–17)

Fort +4, **Ref** +7, **Will** +11

Defensive Abilities improved evasion; **DR** 10/good; **Resist** cold 15,

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fire 15; **SR** 22

Speed 30 ft.

Melee 2 claws +8 (1d2–4), bite +8 (1d3–4)

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

Special Attacks deliver touch spells

Str 3, **Dex** 15, **Con** 8, **Int** 14, **Wis** 12, **Cha** 7

Base Atk +8; **CMB** +8; **CMD** 18 (22 vs. trip)

Feats Alertness^B, Weapon Finesse

Skills Climb +6, Perception +15, Sense Motive +16, Stealth +14;

Racial Modifiers +4 Climb, +4 Stealth

SQ empathic link, scry on familiar, share spells, speak with master, speak with animals of own kind

FIENDISH CAT S / POLYMOPHED IMPS (8)

CR 2

XP 600

hp 35, (See the *Pathfinder Roleplaying Game Bestiary*, “Imp”)

APPRENTICED GIRLS (6)

CR 1

XP 400

N Female human wizard 1

AC 10, touch 11, flat-footed 10

hp 4 (1d6)

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

Melee unarmed strike +0 (1d3)

Wizard Spells Prepared (3/2; DC 12 + spell level)

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

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

Other Gear sweeping broom

0323.

A strange clocktower has been carved into the living rock in the side of a wooded butte. The tower is roughly 40 feet wide and 60 feet tall. Although one cannot tell this from the exterior, the interior levels of the clock are roughly 40 to 50 feet deep. The top of the clocktower has a hemispherical opening through which one can see two steel wolves chasing a golden sun or silver moon, depending on whether it is day or night. The tower is inhabited by **twenty automatons**, spherical brass men with lantern-like eyes and what appear to be long, droopy mustaches of copper wiring hanging from their brazen faces. The leader of the automatons, **Godvogot**, is a master engineer and tinker who is quite able (and willing) to repair arms and armor and other devices. He and his followers believe in no uncertain terms that their clocktower keeps the universe running. They never allow outsiders into the upper levels of their lair and they fight as though the universe depends on it to protect the machine, which is powered by a subterranean river.

Treasure: 1,550 gp worth of gears, wires, nails, hoops, springs and tools, a jasper worth 700 gp.

GODVOGOT THE TINKER

CR 5

XP 1,600

N Medium construct expert 5

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

AC 18, touch 11, flat-footed 17; (+7 armor, +1 Dex)

hp 61 (2d10+5d8+20)

Fort +2; **Ref** +3; **Will** +6

Immune construct traits

Speed 20 ft.

Melee monkey wrench +5 (1d6+1)

Ranged dart +3 (1d4+1)

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

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

Feats Craft Construct, Master Craftsman, Skill Focus (Craft [clockworks])

Skills Appraise +9, Craft (automatons) +9, Craft (blacksmith)

+9, Craft (clockworks) +12, Disable Device +9, Knowledge (engineering) +9, Perception +7, Profession (tinker) +7, Sleight of Hand +7

Combat Gear monkey wrench (treat as club), 4 darts; **Other Gear** masterwork tools

AUTOMATON

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 tool +2 (1d6+1)

Ranged dart +3 (1d4+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

0402.

Two glacier-carved gorges intersect here, forming the southern boundary of a vast plateau. The plateau’s walls are especially rugged and difficult to scale, though the presence of riverine caves suggests that there are subterranean ways to reach the plateau. The top of the plateau appears to be covered with frost all year around. It is inhabited by silver foxes, ravens and owls – all **pixies** in animal guise that revere and serve the entombed regent of the brilliant castle of blue crystal that lies at the center of the plateau. The strange redoubt, a construction of towering spires, winding corridors and cavernous halls, all freezing to the touch and most inhospitable, is patrolled by **winter wolves**, **howling air elementals** and **wraiths** that resemble gaunt, nearly skeletal women with long hair of Prussian blue wearing flowing robes trimmed with ermine. In its center is the tomb of the Queen of the Winter Winds. Some stories say she is a hibernating demigoddess who will one day awaken and usher in a dark age of perpetual twilight, freezing the rivers and crushing the woodlands beneath mountains of snow. Others believe she was a powerful sorceress who failed in a bid to attain lich-hood, or perhaps placed herself in a deathless sleep to await a fortuitous alignment of the stars. Whatever she might be, a brave and lucky band of adventurers might steal a peek at her, lying in a coffin of ice as translucent as glass. They might be surprised to see her, looking for all the world like a fragile porcelain doll swathed in gauze, human but strangely inhuman in the sharpness of her features and bloodless appearance. The unquiet spirits that lurk in her palace, should one lure them into a conversation, will proclaim that the secret to her wondrous release lies in the south, in the possession of a rival.

HOLWING NORTH WINDS,

LARGE AIR ELEMENTALS (3)

CR 5

XP 1,600

hp 68, (See the *Pathfinder Roleplaying Game Bestiary*, “Elemental, Air”)

WINTER WOLVES (12)

CR 5

XP 1,600

hp 57, (See the *Pathfinder Roleplaying Game Bestiary*, “Worg, Winter Wolf”)

FROST WRAITHS (4)

CR 5

XP 1,600

hp 47, (See the *Pathfinder Roleplaying Game Bestiary*, “Wraith”)

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0414.

When traversing the canyons of this hex, one eventually runs into a great thicket of prickly gooseberry bushes. The green berries are edible, but are extraordinarily tart and benefit greatly from an infusion of sugar. Moving through the thicket takes a full day of cutting and cursing, and the native **pixies** are quick to hinder one's progress with tricks. Rumor has it that a portal to the land of Faerie lies somewhere in the thicket, either in the form of a talking fountain in which one must drown themselves to make the trip or a large rabbit hole. Before one enters the thicket, they might catch a glimpse of a simple thatched hut belonging to an old Northman named **Pasey**. Pasey was a scribe and apprentice to the elven arch-wizard Finnin, and claims to have traveled in his youth (a mere three years ago to most folk) into Faerie. He has a weathered tome covered in the hide of a red hart in which he recorded his impressions of the trip, and which folk interested in the court of Faerie and its inhabitants will find invaluable.

PASEY

XP 3,200

NG Male human expert 3, wizard 5

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

hp 38 (3d8+5d6+8)

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

Melee +1 *quarterstaff* +5 (1d6+1)

Ranged ranged touch +5 (by spell)

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

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

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

Combat Gear +1 *quarterstaff*

CR 7

PIXIES

XP 1,200

hp 18, (See the *Pathfinder Roleplaying Game Bestiary*, "Pixie")

CR 4

0419.

There is a temple of red marble here dedicated to the fire god, whom the Northmen call Sitric. The temple takes the form of nine outer cloisters around a central tower that rises 60 feet high and is topped by an ever-burning beacon. The tower's ground floor is a great temple containing nine bronze pillars bearing glyphs proclaiming the titles of Sitric, such as rapacious devourer, changer of things, watchful eye, etc. In the center of these pillars is a great idol of Sitric, cast in bronze and decorated with gold leaf and fire opals (worth 4,000 gp in all). A sacred flame is kept lit in the idol's open chest, and it is the source of the beacon flame that tops the temple. The upper floors of the temple, accessible through secret doors guarded by halfling priests (see below), contain armories, a rectory, infirmary and dormitories. The temple is surrounded by a sprawling village of halflings who tend fields of barley, rye and golden potatoes and herd miniature sheep. The halflings separate their fields with prickly hedges of gooseberries. The village boasts a fine roadhouse that serves steaming bowls of potato and barley soup, thick joints of mutton to the big spenders, and both a dark, musky ale and a fine vodka. **Fourteen black-robed halflings** serve the matriarch of the temple, **Tyanna**. These halflings can be seen walking through the village, the people bowing to them as they go. Tyanna is currently locked in the infirmary, bound with silver chains, for she contracted lycanthropy while fending off a gang of werewolves less than a month ago. She is desperate for a cure, but her followers are content to be rid of her and are contemplating a more drastic cure for her condition.

Treasure: 1,260 gp and 300 sp kept in a locked iron box in the rectory.

HIGH PRIESTESS TYANNA

XP 9,600

LN male human cleric 12

AC 10, touch 10, flat-footed 10

CR 12

Fort +8, **Ref** +3, **Will** +11

hp 108 (12d8+24 plus 12)

Melee unarmed strike +9/+4 (1d8+2)

Ranged ranged touch +9 (by spell)

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

Domains Fire, Law

Str 13, **Dex** 10, **Con** 14, **Int** 10, **Wis** 18, **Cha** 15

Base Atk +9; **CMB** +10; **CMD** 20

Combat Gear (Currently unarmed or armored)+1 *full plate*, +1 *shield*, flanged mace edged with silver (+1 *lycanthrope bane heavy mace*); **Other Gear** vial of holy water, holy symbol (charred knucklebone in a bronze pendant)

PRIESTS OF SITRIC (14)

CR 1

XP 400

Male and female halfling cleric 1

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

hp 7 (1d8+2 plus 1)

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

Melee light mace +2 (1d4)

Ranged ranged touch +2 (by spell)

Special Attacks Sitric chant (1/day, chanting priests have a 1% chance per halfling of calling down a *flame strike* from the sky [10' diameter, 6d6 damage, DC 20 Reflex save for half damage])

Divine Spells Prepared (3/2+1; DC 12 + spell level)

Domains Fire, Law

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

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

Combat Gear Leather armor, light steel shield, light mace; **Other Gear** holy symbol, black robes, vial of holy water

0425.

A spring of magical water, bubbling and warm and with a slightly medicinal smell, bursts from the side of a weathered cliff and falls into a basin that has been carved to look like two cupped hands with long fingernails that curl backwards. Bathing in the pool washes away *curses* (treat as *remove curse*, CL 20th), but permanently dyes the skin to match one's moral beliefs – deep red for chaotics, lemon yellow for neutrals and sapphire blue for those of a lawful bent.

0504.

A **cleric-turned-wendigo** resides in a tall, narrow cave – really more a fissure in a rocky hillside – overlooking the river. By night the priest hunts for prey along the river, but during the day it returns to its lair to pray before a profaned altar and a crudely carved idol that mocks Scarlad, a god of justice that the priest once served. The wendigo's treasure is heaped around his blood-stained altar.

Treasure: 1,060 sp, 470 gp, and two hematites worth 50 gp each.

NORTHLANDS WENDIGO

CR 3

XP 400

hp 13, (see **Hex 0111**)

0506.

In a cave about 3 miles south of the river, a large male **owlbear** has made a lair for itself. The cave is obscured by the surrounding foliage and it contains a disturbing idol of a forgotten god. The deity (or demon) appears to be an unlovely cross between a slug and a bugbear, and is carved from the living rock and painted with ochre. Two tusks jut from the idol's mouth, and the idol's fierce eyes seem to call out to those in search of knowledge. Anyone foolish enough to approach the idol will almost instinctively reach out to touch one of the tusks (DC 15 Will save to resist), and will find it razor sharp. Blood will almost spring from the stricken finger and the victim will lose their blood as though it was being drained out. In return, a hoarse whispering will echo in their head, revealing to them a future danger. In essence, this knowledge of the future will grant the person a one-time saving throw bonus.

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OWLBEAR

XP 1,200

hp 47, (See the *Pathfinder Roleplaying Game Bestiary*, “Owlbear”)

CR 4

Feats Mounted Archery, Mounted Combat, Point Blank Shot, Weapon Focus (shortbow), Weapon Specialization (shortbow)
Skills Handle Animal +4, Intimidate +4, Perception +0, Ride +11, Stealth +4, Survival +0

CR 5

Languages Goblin
SQ Armor training 1

Combat Gear Hide armor, shortsword, shortbow, 20 arrows; **Other Gear** black hood, belt with gold buckle (95 gp value)

BLOOD DRAINING TUSK

Type mechanical; **Perception** —; **Disable Device** —

Trigger touch; **Reset** —

Effect Atk +15 ranged (1d4 plus 3 bleed and *energy drain* [1 level]); gain +5 circumstance bonus to one save

o5o8.

A family of **werewolves** dwells here in a lonely cabin in the woods. A more proper wolves den is dug under the cabin (DC 20 Perception check to notice), and it is here that they store their treasure and the bones of their victims. The werewolves number three – two males and a seemingly harmless little woman. The men are named Aglor and Duhar and the woman Kelve, and in their human guise they appear to be Northman trappers. Their treasure consists of 670 sp, 670 gp and a pearl worth 2 gp kept in buried leather sacks.

WEREWOLVES (3)

XP 600

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

CR 2

o5II.

A forested butte hides a sylvan glade and a herd of **ten shaggy unicorns**. The glade contains a pool of silvery water. The bottom of the pool appears to be glass of silvery blue, and bears the face of the elk goddess Yhoundeh. Bathing in the pool cures minor ills (as a *cure light wounds* spell) and soothes the spirit.

UNICORNS (3)

XP 800

hp 34, (See the *Pathfinder Roleplaying Game Bestiary*, “Unicorn”)

CR 3

o5I5.

A tribe of **200 goblins** dwells here in a dry canyon. They occupy a multi-level complex of caves dug into the walls of the canyon, sharing the complex with a **trio of ogres** and other subterranean menaces. The goblins are the complex’s first line of defense. They wear tanned hides and black hoods, and their king, **Morgof**, and his **six bodyguards** ride **giant bats** into battle. The goblins are known for their archery skill and the madness of their king – he claims to be a *polymorphed* elf. The goblins keep a treasure of 600 sp and 80 gp, and their king wears a thick leather belt with a brass buckle in the shape of a grinning lion. The buckle is worth 95 gp.

GOBLINS

XP 135

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

CR 1/3

MORGOF, THE GOBLIN KING

XP 1,200

Male goblin fighter 4

CE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; **Perception** +0

CR 4

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

hp 28 (4d10+4)

Fort +5, **Ref** +4, **Will** +0 (+1 vs. Fear)

Defensive Abilities Bravery +1

Speed 30 ft.

Melee shortsword +6 (1d6+1/19–20)

Ranged shortbow +9 (1d6+2/x3)

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

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

GOBLIN BODYGUARDS (6)

XP 400

CE Male goblin fighter 1

AC 17, touch 13, flat-footed 15 (+4 armor, +2 Dex, +1 size)

hp 10 (1d10)

Fort +2, **Ref** +2, **Will** -1 (+1 vs. Fear)

Melee shortsword +2 (1d6/19–20)

Ranged shortbow +4 (1d6/x3)

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

Base Atk +1; **CMB** +0; **CMD** 12

Combat Gear Hide armor, shortsword, shortbow, 20 arrows; **Other Gear** black hood

CR 1

DIRE BATS (7)

XP 600

hp 22, (See the *Pathfinder Roleplaying Game Bestiary*, “Bat, Dire”)

CR 2

OGRES (3)

XP 800

hp 36, (See the *Pathfinder Roleplaying Game Bestiary*, “Ogre”)

CR 3

o6o3.

An old ship’s compass has somehow become lodged in the soil of the forest floor. The compass is made of polished wood, ivory and brass, and would be worth 100 gp if it were not broken – it always points towards DEATH!

o6o6.

A large log has been felled over the creek here to create a bridge. The banks of the creek here are inhabited by a clutch of **fire-breathing toads**, the bridge now holding a sample of their handiwork in the form of a pair of smoldering boots that have lost their owner.

GIANT FIRE-BREATHING TOAD

XP 800

N Large magical beast

Init +1; **Senses** low-light vision, scent; **Perception** +8

CR 3

AC 14, touch 10, flat-footed 13 (+1 Dex, +4 natural, –1 size)

hp 25 (3d10+9)

Fort +6; **Ref** +6; **Will** 0+

Speed 30 ft., swim 15 ft.

Melee bite +5 (1d6+6 plus grab)

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

Special Attacks breath weapon (15 ft. cone, 2d6 fire, Ref DC 14 half), swallow whole (1d4 bludgeoning damage, AC 12, 2 hp), tongue

Str 19, **Dex** 13, **Con** 16, **Int** 1, **Wis** 8, **Cha** 6

Base Atk +3; **CMB** +7; **CMD** 18 (22 vs. trip)

Feats Lightning Reflexes, Skill Focus (Perception)

Skills Acrobatics +5 (+9 jumping), Perception +8, Stealth +1, Swim +12; **Racial Modifiers** +4 Acrobatics (+8 jumping), +4 Stealth

o6I2.

A family of **dwarves**, grey-skinned beings with twinkling amber eyes and hair like Spanish moss, has established a forge here in the woods. The dwarfs keep a large charcoal pit and have cleared a great deal of forest to feed their fires. The forge is a sturdy building of

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stone blocks, with large double doors allowing heat to escape and air and light to enter. The forge is surrounded by a stone cottage and a large, wooden storage shed. The storage shed not only holds tools, fuel and raw materials; it is also the entrance to a small iron mine. The dwarves number eight, the heads of the family being old **Beotem** and his goodwife Guind (a genius at etching). They have three adult children, Osgil, Yarmithe and Waltla, all excellent smiths, and four younger children, all apprentices in the shop. Beotem is a fat, old dwarf and the finest smith of the family, being able to produce magical weaponry and armor if given the proper ingredients and enough time. Beotem is a hard fellow to get along with – he is a perfectionist and egotist, and more than a few people have left his forge with a dent in their heads.

BEOTEM THE GREY

CR 10

XP 9,600

LN Male dwarf expert 11

AC 19, touch 11, flat-footed 18 (+8 armor, +1 Dex)

hp 72 (11d8+22 plus 11)

Fort +5, Ref +4, Will +8

Melee +3 warhammer +14/+9 (1d8+5/x3)

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

Base Atk +8; CMB +10; CMD 21

Feats Craft Magic Arms and Armor, Craft Wondrous Item, Master Craftsman (armor), Master Craftsman (weapons), Skill Focus (craft [weapons]), Skill Focus (perception), Weapon Focus (warhammer)

Skills Craft (armor) +16, Craft (weapons) +22, Knowledge (dungeoneering) +10, Perception +20, Spellcraft +14

Combat Gear +3 warhammer, +2 breast plate

BEOTEM'S FAMILY

CR 6

XP 2,400

LN Male and female dwarf warrior 7

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

hp 62 (7d10+14 plus 7)

Fort +7, Ref +3, Will +3

Melee +1 warhammer +11/+6 (1d8+3/x3)

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

Base Atk +7; CMB +9; CMD 20

Combat Gear +1 warhammer, masterwork full plate armor

0617.

Four square blocks, about 30 ft. tall, wide and high rest here in the middle of a wide river ford. The blocks are placed in a square formation with about 10 ft. between each of them. Each block is composed of black stone that shines purple in the sunlight and a luminous topaz in the moonlight, and they are completely immune to magical and non-magical probing of any kind save *teleportation*. The blocks compose an ancient tomb of a great warlord and shaman of the hivernians. Each block has a 20 ft. x 20 ft. room hidden inside of it, with portals connecting it to two other blocks. Attempts to *teleport* from Block A fail 20% of the time, with failures sending the mage into a random block.

Block A is always the first block entered, regardless of where the spellcaster aims his or her *teleportation*. It is a gloomy room hung with bark cloth curtains died deep maroon. A small table of white stone rests in the middle of the room and is inlaid with representations of elks and flames in amber (about 100 gp worth). Sitting on the table is a silver flagon of purple dust and an onyx bowl containing a conical candle of green wax. Two copper goblets complete the set (each piece worth about 10 gp). Should adventurers pour the purple dust into the goblets and clink them together, they will be teleported to Block B (with the goblets). Should adventurers light the candle, the greenish smoke that billows from it will send them reeling and deposit them in Block C.

Block B is a shrine dedicated to the ancient goddess Yhoundeh. It contains an idol of the grim goddess composed of a human skeleton dipped in wax, giving it a pallid, translucent "skin" and wearing a triangular bronze headdress surmounted with elk antlers. The idol holds a goblet of unholy water in its left hand and a leather scourge

in the right. A dagger, glowing crimson, is placed within the idol's rib cage, and a dozen clay bowls containing various pigments, litter the floor. The walls are blank and greyish-white. Painting the a dagger, goblet or scourge on a wall *teleports* adventurers to Block A. Painting all three in the correct order (scourge-dagger-goblet) teleports adventurers to Block D. Painting all three in the wrong order summons an **aerial servant** who quickly moves to dispatch the heretics.

AERIAL SERVANT

CR 11

XP 12,800 (From the *Tome of Horrors Complete* by Frog God Games)

N Medium outsider (air, elemental, extraplanar)

Init +10; Senses darkvision 60 ft.; Perception +19

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

hp 138 (12d10+72)

Fort +14; Ref +14; Will +10

Defensive Abilities natural invisibility; DR 10/magic; Immune elemental traits

Speed 60 ft., fly 60 ft. (perfect)

Melee 2 slams +19 (2d8+6 plus grab)

Special Attacks constrict (2d8+6), wind blast

Str 23, Dex 22, Con 24, Int 4, Wis 10, Cha 11

Base Atk +12; CMB +18 (+22 grapple); CMD 34

Feats Alertness, Combat Reflexes, Improved Initiative, Iron Will, Power Attack, Weapon Focus (slam)

Skills Fly +2, Knowledge (planes) +5, Perception +19, Stealth +20, Survival +12; Racial Modifiers +4 Survival

Languages Auran, Common

SQ improved tracking, link with caster

Environment any (Plane of Air)

Organization solitary

Treasure none

Improved Tracking (Ex)

An aerial servant takes no penalty to Survival checks when tracking and moving at any speed.

Link with Caster (Ex)

When summoned, an aerial servant creates a mental link between itself and the caster who summoned it. Should the aerial servant fail the mission it has been assigned, it returns to the caster and attacks him. The aerial servant can find the caster as long as they both are on the same plane of existence. If the caster leaves the plane, the link is temporarily broken. Once the caster returns or the aerial servant enters the plane the caster is on, the link is immediately reestablished and the aerial servant moves at full speed toward the caster's current location. Only when the aerial servant or caster is destroyed, is the link permanently broken.

Natural Invisibility (Su)

This ability is constant, allowing an aerial servant to remain invisible even when attacking. This ability is inherent and is not subject to the *invisibility purge* spell. Against foes that cannot pinpoint it, the aerial servant gains a +20 bonus on Stealth checks when moving, or +40 when standing still—these bonuses are not included in the statistics above. This ability does not function when an aerial servant is on the Astral Plane or Ethereal Plane, but instead grants the creature concealment (20% miss chance).

Wind Blast (Su)

Once every 1d4 rounds, as a standard action, an aerial servant can release a blast of wind in an 80-foot line. A creature struck takes 4d8 points of damage and those up to the aerial servant's size or smaller are knocked down and back 2d10 feet. An affected creature can attempt a DC 21 Reflex save to reduce the damage by half and avoid being knocked down. The save DC is Constitution-based.

Aerial servants are semi-intelligent creatures from the plane of air that often roam the Astral and Ethereal planes. They normally are

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only found on the Material Plane as a result of being summoned by a cleric (or, less frequently, a wizard) using the *greater planar ally* or *greater planar binding* spell and commanded to perform some task, often being required to use their immense strength to carry objects or aid the summoner. Though an aerial servant performs whatever task is asked of it, it resents being summoned and forced to do another's bidding; therefore, it attempts to pervert the conditions of the summoning and its mission. An aerial servant that fails or is thwarted in its mission becomes insane and immediately returns to the caster who summoned it, either killing the caster or carrying the caster back to the plane of air with it.

Aerial servants are *invisible* on the plane of air. On other planes, they can be seen, though only vaguely, and appear as humanoids composed of whitish-gray vapor. Sometimes eyes, a nose, and a small mouth form in the vapor.

Aerial servants attack by using a shearing blast of wind as a weapon or by grabbing an opponent and crushing it within their powerful grasp. Aerial servants can only be killed on their native plane. If slain elsewhere, they simply dissolve into wisps of vapor and return to their home plane.

Block C is a guard house of sorts. On the east and west walls there are armored skeletons, leaf-bladed short swords wired into their hands, bodies secured to the wall with leather straps. On the north and south walls there are mosaics made with colored shells. One depicts a pounding surf at sunset while the other a blue-skinned amazon in a long, red, buckskin dress wearing a headdress surmounted by elk antlers. This amazon is standing amidst tongues of flame and her eyes appear to be torn out, the sockets running red with blood. Should one cut themselves on a skeletal warrior's sword and place his bloody hand on the mosaic of the elk-goddess, they will be teleported to Block D. Should they do the same to the mosaic of the beach, they will be blasted by a *cone of cold* trap and deposited in Block B.

CONE OF COLD TRAP

CR 11

Type magic; Perception DC 30; Disable Device DC 30

Trigger proximity (*alarm*); Reset none

Effect spell effect (*cone of cold*, 15d6 cold damage, DC 17 Reflex save for half damage); multiple targets (all targets in a 60-ft. cone)

Block D is the last resting place of Ghzirdoz, a high priest of Yhoundeh that died well over 1,000 years ago. The high priest's slab consists of four bars of bronze stretched from one side of the chamber to the other, with the body placed atop these bars. Touching the bars with one's bare hand forces a DC 15 Fortitude saving throw – those who fail cannot remove their hands from the bar they touch, and they feel their soul slowly leaving their body through their fingers. The soul will migrate to the body on the slab, causing it to awaken, hover above the bars and attack for one round per level of the soul-sapped victim, whose body now lies alive but inanimate on the floor. At this point, the body will collapse back onto the bars and a death mask of purple stone appears on a random wall. The mask resembles the true soul of the victim – angelic and calm if benevolent, twisted and monstrous if wicked. Placing a mask on a victim re-animates the body for 1 hour per day, but no more. Stronger magic is required to return soul to body e.g. *raise dead*, *resurrection*, *limited wish*, etc. If the high priest's body is destroyed while it is animated, the victim's soul returns to his body without harm and the floor of the block will disappear, sending adventures falling into a lightless void, only to soon come to laying on the roof of the stone block, each holding a tiger's eye gem worth 500 gp. These gems allow their possessors to communicate with one another via *telepathy*.

062I.

Two giant ravens have made a home here in the branches of a giant beech. The tree is inhabited by a sisterhood of five dryads. The ravens are notorious thieves, and have amassed a small treasure in their nest.

Treasure: Moonstone worth 105 gp, two obsidian spearheads worth 400 gp (and is +1 to hit for the first five attacks it makes due to its razor sharpness), hematite worth 1 gp, a brass toe ring worth 800

gp and rose quartz toad worth 4 gp.

GIANT RAVENS (2)

CR 3

XP 800

N Large animal

Init +8; Senses low-light vision, scent; Perception +9

AC 16, touch 14, flat-footed 11; (+4 Dex, +1 dodge, +2 natural, –1 size)

hp 32 (5d8+10)

Fort +6; Ref +8; Will +3

Speed 10 ft., fly 50 ft. (average)

Melee bite +5 (1d8+3) or claw +5 (1d6+3)

Space 10 ft.; Reach 10 ft.

Str 16, Dex 19, Con 15, Int 2, Wis 15, Cha 12

Base Atk +3; CMB +7; CMD 22

Feats Dodge, Improved Initiative, Skill Focus (Perception)

Skills Fly +9, Perception +9

DRYADS (5)

CR 3

XP 800

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

070I.

A spiny green dragon with forest green scales lives here in a hollow beneath a large tree. The dragon is called Zexter and is more mellow and friendly than most of its ilk, though only in relative terms. Zexter can speak but cannot use magic. He is small and immature and is more likely to flee an attack and stalk the adventurers in hopes of gaining revenge than standing and fighting to the death.

ZEXTER, THE VERY YOUNG GREEN DRAGON

CR 6

XP 2,400

hp 59, (See the *Pathfinder Roleplaying Game Bestiary*, “Dragon, Green”)

070S.

The river narrows here and becomes a series of rapids that spray the granite banks and feed a flourishing crop of thick vines with fragrant, ruby-black blossoms. The blossoms, harvested under a new moon with a silver blade, can be brewed into a tea that cures lycanthropy. The werewolves of the Winter Woods know about these blossoms, and have set a number of shallow, spiked pits along the shore to catch would-be harvesters. The blooms open only at night, and the heady fragrance they emit can cause terrible hallucinations (DC 15 Fortitude save or act as if under *lesser confusion* for 1d6 hours).

SPIKED-PIT TRAP

CR 2

Type mechanical; Perception DC 20; Disable Device DC 20

Trigger location; Reset manual

Effect 10-ft.-deep pit (1d6 falling damage); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 damage each); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

0709.

Artain is a small village of shepherds. The village consists of about 60 small, wooden huts protected by a wooden stockade, itself surrounded by a deep moat filled with wooden spikes tipped with wolvesbane. A wooden causeway crosses the moat and leads to a stone moat house, the sturdiest building in the village and fancy enough that it must surely have been built by other folk. The iron portcullis of the moat house is covered with at least 300 silver coins that have been affixed by nails, apparently in an attempt to make the thing unpleasant to lycanthropes. The people of Artain are predominantly Northmen, but they appear to have mixed with the native population, for their skin is a light yellow-brown and their facial features rougher than the average



Northman's. A large, wooden house is constructed abutting the moat house, and this serves as the home of the village's leader, a dark-visaged elf called **Abethelm**, and his retainers, a brooding band of warriors in dark leathers. **The warriors**, ten in number, wear silver holy symbols and carry silver daggers and several silver-tipped arrows in their quivers, besides their shortbows and short swords. Nocturnal travelers might well run into a patrol of these warrior and discover, to their terror, that they attack first and ask questions later, disappearing back into their night if their ambush proves unsuccessful. Abethelm and his people pray to Xevus, a patron saint of travelers. A large, wooden idol of the god has been erected in the village square next to the moat house and Abethelm's home, and daily calls to prayer are headed by all in the village save the shepherds grazing their flocks by the riverside meadows. Xevus appears as a tall, blue-skinned man with four arms, hawk wings and a feathered head.

ABETHELM

XP 1,600

Male elf wizard 5

N Medium humanoid (elf)

Init +3; **Senses** low-light vision; Perception +6

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

hp 24 (5d6+5 plus 5)

Fort +2, **Ref** +4, **Will** +5; +2 vs. Enchantment

Immune sleep

Speed 30 ft.

Melee quarterstaff +1 (1d6–1/19–20)

Ranged shortbow +5 (1d6/x3) or ranged touch +5 (by spell)

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

Str 9, **Dex** 17, **Con** 13, **Int** 17, **Wis** 12, **Cha** 13

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

Feats Brew Potion, Scribe Scroll^B, Skill Focus (Knowledge [nature]), Spell Focus (transmutation)

Skills Fly +9, Knowledge (arcana) +9, Knowledge (local) +10, Knowledge (nature) +12, Linguistics +9, Perception +6, Spellcraft +11

Languages Common, draconic, elven, sylvan

Combat Gear Quarterstaff, short bow, 10 arrows

ABETHELM'S WARRIORS

CR 2

XP 1,600

Male and female human rogue 2

N Medium humanoid (human)

Init +3; **Senses** Perception +5

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

hp 14 (2d8+2 plus 2)

Fort +1, **Ref** +6, **Will** +0

Defensive Abilities evasion

Speed 30 ft.

Melee shortsword +4 (1d8+3/19–20) or silver dagger +4 (1d4–1/19–20)

Ranged shortbow +4 (1d8/19–20)

Special Attacks sneak attack +1d6

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

Base Atk +1; **CMB** +2; **CMD** 16

Feats Dodge, Weapon Finesse

Skills Acrobatics +8, Bluff +5, Climb +6, Escape Artist +8, Intimidate +5, Perception +5, Sense Motive +5, Sleight of Hand +8, Stealth +8

Languages Common

SQ trapfinding

Combat Gear leather armor, silver dagger, shortbow, 10 arrows, 10 silver arrows, short sword; **Other Gear** silver holy symbol (worth 20 gp).

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0714.

In a wide canyon there is a great mound of white earth and stones, clearly raised by human (or humanoid) hands. Standing atop this hill is a statue of an avenging angel, four wings outstretched, sword at side, one arm outstretched and grasping a torch. A wooden platform has been erected beneath this outstretched hand, and close inspection will reveal a bit of rope secured to the wrist – it would seem this statue has been used as a gallows. Dozens of shallow graves dot the area around the mound, all of them marked with a wooden stake and a wreath of wolvesbane (usually dry). One grave has been disturbed and is surrounded by wolf tracks.

0806.

An unassuming cave in the side of a butte is the entrance to an old iron mine. The mine was worked by kobolds, who excavated a number of “living tunnels” as well as mine shafts. The slope that leads up to the mine entrance is marred by dozens of slag heaps and clay furnaces. Inside the mine adventurers will discover a terrible slaughter – more than a hundred kobolds (including females and young) killed, apparently by wolf attack. A **secret door** in the large communal chamber at the end of the entrance tunnel (DC 15 Perception check to notice) leads to a vertical passage 200 ft. deep. At the bottom of this passage there is a vast limestone vault that holds a pristine subterranean lake inhabited by blind fish, glowing spiders and a tribe of pale **nixies**. The survivors of the kobold slaughter can also be found here, led by their chieftain **Glixitik**. The small band of **thirty kobolds**, including 8 females and 11 young, is in no mood for a fight, and may even beg for protection if they sense a lawful person among the adventurers. They are aware of the flowers in 0705 and are aware that the forces of the Queen of the Winter Wind are preparing for her return. The kobolds shirked their tribute to the Queen and were summarily punished.

NIXIES

CR 1

XP 400 (See the *Pathfinder Roleplaying Game Bonus Bestiary*, “Nixie”)

N Small fey (aquatic)

Init +3; **Senses** low-light vision; Perception +6

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

hp 9 (2d6+2)

Fort +1, **Ref** +6, **Will** +4

DR 5/cold iron; **SR** 12

Spd 20 ft., swim 30 ft.

Melee short sword +5 (1d4–2/19–20)

Ranged light crossbow +5 (1d6/19–20)

Spell-Like Abilities (CL 12th)

3/day—*charm person* (DC 15)

1/day—*water breathing*

Str 7, **Dex** 16, **Con** 13, **Int** 12, **Wis** 13, **Cha** 18

Base Atk +1; **CMB** –2; **CMD** 11

Feats Weapon Finesse

Skills Bluff +9, Craft (any one) +5, Escape Artist +8, Handle Animal +6, Perception +6, Perform (sing) +8, Sense Motive +5, Stealth +12, Swim +10

Languages Aquan, Sylvan

SQ amphibious, wild empathy (+12)

Gear light crossbow with 20 bolts, short sword

Wild Empathy (Ex)

This ability functions just like the druid ability of the same name. Nixies receive a +6 racial bonus on wild empathy checks.

Amphibious (Ex)

Creatures with this special quality have the aquatic subtype, but they can survive indefinitely on land.

GLIXITIK

CR 5

XP 1,600

LE Male kobold warrior 6

AC 13, **touch** 12, **flat-footed** 12 (+1 Dex, +1 natural, +1 size)

hp 45 (6d10+6)

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

Melee shortsword +8/+3 (1d6+1/19–20)

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

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

Combat Gear shortsword

KOBOLDS (30)

CR 1/4

XP 100

hp 5, (See the *Pathfinder Roleplaying Game Bestiary*, “Kobold”)

0811.

A band of **twenty bandits** has established itself on a rocky promontory, erecting short walls of stone and wood to supplement their rocky perch. The bandits all have sepia colored skin, shaggy, reddish-brown hair, black eyes and long, pointed chins. They wear chain mail and carry long polearms. Atop their rocky lair they dwell in leather tents and keep their wealth in leather sacks, some of which contain **hissing spiders** as protection from thieves

BANDITS (20)

CR 4

XP 1,200

Male human warrior 5

NE Medium humanoid (human)

Init +1; **Senses** Perception +5

AC 16, **touch** 11, **flat-footed** 15 (+5 armor, +1 Dex)

hp 34 (5d10+5)

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

Speed 20 ft. (30 ft. base)

Melee halberd +9 (1d10+4/x3)

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

Base Atk +5; **CMB** +8; **CMD** 19

Feats Cleave, Skill Focus (perception), Power Attack, Weapon Focus (halberd)

Skills Climb +4, Intimidate +3, Perception +5, Stealth +0

Languages Common

Combat Gear chain mail, halberd; **Other Gear** 4d6 gp

HISSING SPIDER

CR 1/4

XP 100

hp 4, (See the *Pathfinder Roleplaying Game Bestiary*, “Spider, Giant”)

0814.

Passage through a narrow canyon (roughly 40 ft. wide) is blocked by a keep that stretches from one wall to the other. The keep is 50 ft. tall and forms a bridge from mesa to mesa, a bridge blocked by a gatehouse always staffed by **three warriors** wearing chainmail hauberk and helms affixed with raven wings. These stout warriors carry shields and swords and charge a toll of 10 gp per person. The bridge and keep are 30 ft. wide. It can be entered through a secret trap door (DC 20 Perception check to find) in the gatehouse above, or via a double set of iron doors at the base of the construction on either side of it. The keep has 10 ft. thick walls and a stone interior that looks to have been designed and built by dwarfs. The keep’s present owner, the barbaric warrior woman **Cwelfalys**, maintains **40 men-at-arms**, **8 elite warriors**, a **court mage** and **shaman** and perhaps a three dozen attendants, including musicians. Cwelfalys cut a red road of slaughter through the Winter Woods before seizing the keep a decade ago from a lord of the Northmen whose skull still decorates her throne. She has cleared the surrounding area of bandits and monsters, and is said to be biding her time before she calls the winter tribes to her green dragon banner and drives the Northmen out of the Winter Woods forever.

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Treasure: 7,100 sp, 6,900 gp, a chrysoprase worth 2,000 gp and an alabaster dish studded with precious stones worth 1,350 gp.

CWELFALYS

CR 15

A brooding woman, thickly muscled and grim countenanced. Her hair is braided and decorated with silver combs.

XP 51,200

Female human barbarian 15

N Medium humanoid (human)

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

AC 19, touch 12, flat-footed 17 (+7 armor, +2 Dex)

hp 152 (15d12+30 plus 15); **Diehard**

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

Defensive Abilities improved uncanny dodge, indomitable will, rage power (clear mind, superstition +3), trap sense +5; **DR** 3/–

Speed 20 ft. (30 ft. base)

Melee +3 *human bane greataxe* +23/+18/+13 (1d12+9 plus 2d6 vs. humans/19–20x3)

Special Attacks rage power (come and get me, powerful blow +3, surprise accuracy +3, witch hunter)

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

Base Atk +15; **CMB** +19; **CMD** 31

Feats Diehard, Endurance, Extra Rage, Improved Critical

(greataxe), Improved Vital Strike, Iron Will, Power Attack, Vital Strike, Weapon Focus (greataxe)

Skills Acrobatics +14, Climb +16, Handle Animal +12, Intimidate +14, Knowledge (nature) +12, Perception +13, Ride +14, Survival +14

Languages Common

SQ greater rage (40 rounds), rage power (renewed vigor 3d8+2)

Combat Gear +1 *chain mail of moderate fortification*, +3 *human bane greataxe*; **Other Gear** wolf-skin cape (30 gp value), silver combs (100 gp value)

CWELFALYS'S MEN-AT-ARMS (40)

XP 400

hp 7, (see **Adventures in the Wilderness**, above with the following changes: remove lance and light warhorse)

CWELFALYS'S ELITE WARRIORS (8)

XP 800

hp 22, (see the Sergeant-at-Arms in **Adventures in the Wilderness**, above)

KELVI

CR 5

Upright, broad-shouldered man with curly auburn hair and twinkling eyes. Dresses like a woodsman.

XP 1,600

N male human sorcerer 5

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

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

hp 22 (5d6+5 plus 5)

Melee mwk staff +5 (1d6+2) or dagger +4 (1d4+2/19-20)

Ranged ranged touch +3 (by spell)

Arcane Spells Known (6/4/2; DC 14 + spell level)

Str 15, **Dex** 13, **Con** 12, **Int** 10, **Wis** 11, **Cha** 18

Base Atk +2; **CMB** +4; **CMD** 15

Combat Gear Masterwork staff, dagger

IARTHILDAM

CR 9

Gangling, wicked man with tufts of wispy grey hair over each ear and narrow, pink eyes.

XP 6,400

NE male human cleric 9

AC 20, touch 10, flat-footed 20 (+8 armor, +2 shield)

Fort +7, **Ref** +3, **Will** +10

hp 72 (9d8+9 plus 9)

Melee +1 *heavy mace* +7/+2 (1d8+1)

Ranged ranged touch +6 (by spell)

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

Domains Liberation, Protection

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

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

Combat Gear +1 *heavy mace*, half-plate, heavy steel shield; **Other Gear** silver holy symbol

0817.

A pack of **fifteen werewolves** lairs here in the cellar (and former torture chamber) of a crumbling donjon, the upper portions having fallen into a pile of charred stone. One of them is **Wallauna**, daughter of the warrior-crone in Hex 0824. Wallauna is now a werewolf and quite happy with her new found power. Given enough warning, the werewolves might use her to lure would-be rescuers into an ambush.

Treasure: 1,420 sp, 2,470 gp and a parchment *scroll of remove disease and silence*.

WEREWOLVES (15)

CR 2

XP 600

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

0824.

Overlooking the Great River here is the immense castle of **Hiceleth**, the so-called “Iron Crone”. Hiceleth is a northern woman of 70 winters wearing a perpetual scowl and suspicious eyes. Hiceleth was a magnificent warrior in her day, but now relies on her force of personality and genius for strategy and tactics to keep her subjects loyal. Hiceleth’s castle is a towering keep of black stone with four great towers. The keep is surrounded by a tall wall of black stone that protects not only the keep, but also a large village of narrow, winding lanes and tall, wattle-and-daub townhouses. Outside the walls are acres and acres of uneven, rocky uplands that divide irregularly shaped wheat fields, meadows dotted with fat, white sheep and orchards of linden trees. The domain is patrolled by Hiceleth’s elite cavaliers, **fifteen veteran warriors** in black armor carrying lances, shields and long swords, their fifteen mounted squires in chainmail and carrying shields, long swords and light crossbows. Three mangonels in stone redoubts command the Great River, persuading most river traffic to come ashore and pay a toll. To say Hiceleth is not well liked is to make a distinct understatement, but she is feared and respected, and with the collapse of the Northmen’s empire to the east, many look to her to forge a new kingdom. Unfortunately, Hiceleth is too preoccupied with the disappearance of her daughter, Wallauna (see Hex 0817). In addition to her cavaliers and their squires, Hiceleth commands **50 men-at-arms**. She is advised by a mage who calls himself **Osmayeven of the Sundered Beard**.

Treasure: 7,000 sp, 1,000 gp.

HICELETH

CR 17

Hiceleth is now a miserly old woman, dressed in gowns of dark, nearly black scarlet wearing a golden crown. In her youth, she was the greatest swordfighter of her era. She keeps her sword and shield nearby, just in case. Now, old age has given her a penalty in Str, Dex and Con.

XP 102,400

Female human fighter 17

LN Medium humanoid (human)

Init +0; **Senses** Perception +15

AC 10, touch 10, flat-footed 10, or

AC 26, touch 10, flat-footed 26 (+11 armor, +5 shield) in armor and shield

hp 68 (17d10+34)

Fort +12, **Ref** +5, **Will** +10 (+4 vs. Fear)

Defensive Abilities Bravery +4

Speed 30 ft. or 20 ft. (in armor)

Melee +2 *keen, mighty cleaving longsword* +23/+18/+13/+8 (1d8+10/17-20)

Special Attacks weapon training 4 (heavy blades +4, light blades +3, axes +2, bows +1)

Str 10, **Dex** 11, **Con** 14, **Int** 16, **Wis** 17, **Cha** 18

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

Feats Combat Expertise, Critical Focus, Dazzling Display, Greater Disarm, Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Greater Vital Strike, Improved Disarm, Improved Vital Strike, Iron Will, Leadership, Mounted Combat, Ride-by Attack, Shield Master, Staggering Critical, Step Up, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Climb +5, Diplomacy +21, Handle Animal +15, Intimidate +21, Knowledge (engineering) +9, Knowledge (geography) +15, Knowledge (history) +8, Knowledge (local) +15, Knowledge (nobility) +10, Perception +15, Profession (army general) +20, Ride +20, Survival +11

Languages Common

SQ Armor training 4

Combat Gear +2 *full plate of invulnerability*, +3 *shield of heavy fortification*, +2 *keen, mighty cleaving longsword*; **Other Gear** deep scarlet robes and gown (1,500 gp value), golden crown set with gems (2,500 gp)

OSMAYEVEN

CR 11

Black, forked beard, flushed face, mocking smile. Osmayeven is a lazy libertine, but politically astute and ambitious.

XP 12,800

N male human wizard 11

AC 10, touch 10, flat-footed 10

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

hp 42 (11d6-11 plus 11)

Melee unarmed strike +9/+4 (1d8+2)

Ranged ranged touch +7 (by spell)

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

Str 8, **Dex** 10, **Con** 8, **Int** 17, **Wis** 12, **Cha** 17

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

Skills Diplomacy +16, Knowledge (arcana) +17, Knowledge (nobility) +17, Spellcraft +17

VETEREN WARRIORS (15)

CR 3

XP 800

hp 22, (see the Sergeant-at Arms in *Adventures in the Wilderness*, above, with the following changes: remove light crossbow)

MEN-AT-ARMS (50)

CR 1

XP 400

hp 7, (see the Man-at Arms in *Adventures in the Wilderness*, above, with the following changes: remove lance)

0904.

On a windswept mesa pocked with tiny pools of freezing water there is a pavilion of living, braided yew trees woven so thickly that not a ray of sunlight can penetrate the interior. Inside the pavilion there is a coffin of crystalline steel, and within the coffin there is a **magnificent silver sword**. The sword has a starburst hilt, and motes of light can be seen meandering up and down the blade, which seems to emit an audible moan. The coffin appears to be immune to any and all attempts to force it open – in fact, closer inspection reveals it as more of a cocoon than a box, with no apparent seam denoting a lid. The coffin can be opened, but only by the following means: Using mirrors, one (well, two actually) must reflect an image of both the full moon and the sun on the coffin's surface at the same time. Obviously, this can only be accomplished on days when the moon is both full and in the sky during daylight hours. Should this be accomplished, the coffin will shatter.

The Silver Sword of the Star Maiden (Minor Artifact)

Aura strong evocation; **CL** 15th **Slot** none; **Weight** 4 lbs.

DESCRIPTION

This sword is a NG intelligent mithril-bladed +3 *aberration bane, brilliant energy longsword*. The sword has Int 12, Wis 14, and Cha 16, with an Ego score of 18. It moans softly when taken out of starlight, but does not otherwise communicate. It can cast a *magic circle against evil* once per day. The sword's special purpose is to take on the mantle of the Star Maiden's Champion, defeating and slaying creatures from the Far Realms and their minions (mostly aberrations, but the GM is encouraged to be creative). The dedicated power of the sword is to detect aberrations within 60 ft.

DESTRUCTION

The Silver Sword can be destroyed by bathing it in the blood of an aberration underground (away from starlight) for 24 hours. At that point, the blade cracks, rendering the sword useless

0906.

A creepy hermit lives in the tangled woods here, having constructed a hovel of branches and skins and partially dug into the earth. The hermit calls himself **Nessel**, but those who have crossed his path refer to him as the "Spider Eater", for he makes a feast of insects. Nessel uses sprigs of wolfsbane around his hovel to keep away the werewolves, who, truth be told, have little desire to visit the odd little man who saves his nail clippings, hair and peeled skin in clay pots. Nessel is not evil, merely eccentric and disturbing in the extreme, and he welcomes visitors into his home for short periods. He has a good knowledge of the land north of the river.

NESSEL THE SPIDER EATER

CR 6

XP 2,400

N male human druid 6

AC 10, touch 10, flat-footed 10

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

hp 32 (6d8+6 plus 6)

Melee unarmed strike +5 (1d3+1)

Ranged ranged touch +4 (by spell)

Divine Spells Prepared (4/4/3/2; DC 11 + spell level)

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

Base Atk +4; **CMB** +5; **CMD** 15

0920.

Much of the lake shore here is covered by a long, thin strand of field stone cottages belonging to fishermen. The village, called **Sammothiro**, is protected by a tall rampart studded with pit traps that deposit victims into nets and patrolled by diligent crossbowmen and, in the skies above, trained giant falcons. The falcons are primarily used to fish the lake, but a few of the more intelligent birds are trained to alert the villagers of potential invaders. The Sammothirans themselves hunt the giant pike that roam Lake Gaurh. Massive fish, the operation is not unlike whaling in its process and danger. Sammothiro is ruled by **Jonaldur**, a sheriff appointed by the Prince of Yaryg, a fortified town to the east that still holds power in the region. Northmen by blood and culture, the Sammothirans are known for their use of fish bones in their art and their skill with spear and harpoon. Besides their cottages and Jonaldur's manor, the village also boasts a temple dedicated to Gaurh, the god of the lake, a beacon tower and a fine, old inn much visited by the locals for its crawfish stew, thick crackers and a spicy liqueur brewed from tree bark. The inn usually has rooms available for visitors, but they are locked from the outside until dawn due to a werewolf problem in the region.

SHERIFF JONALDUR

CR 9

Pudgy, long face, secretive and wilful. Only family is an elderly

THE WINTER WOODS

aunt living in Yaryg, a half-sister to the Prince.

XP 6,400

Male human fighter 9

N Medium humanoid (human)

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

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

hp 77 (9d10+9 plus 9)

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

Defensive Abilities Bravery +2

Speed 20 ft. (30 ft. base)

Melee battle axe +11/+6 (1d8+6/x3) and hand axe +11/+6 (1d6+6/x3)

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

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

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

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

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

Languages Common

SQ Armor training 2

Combat Gear Chainmail, battle axe, hand axe.

UILICE

CR 3

Slight build, broad, oval face with clueless eyes. Tends to be lax in his duties. Wears cursed leather he cannot remove – the words “Kick Me” are embossed on the back in large, gold letters, so he’s always in his priestly robe.

XP 800

CN male human cleric 3

AC 12, touch 10, flat-footed 12 (+1 armor, +1 shield)

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

hp 16 (3d8-3 plus 3)

Melee light mace +0 (1d8-1)

Ranged ranged touch +1 (by spell)

Divine Spells Prepared (4/3+1/1+1; DC 11 + spell level)

Domains Water, Weather

Str 9, **Dex** 10, **Con** 9, **Int** 6, **Wis** 13, **Cha** 11

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

Combat Gear Cursed leather -1, light steel shield, light mace;

Other Gear holy symbol, brass ring worth 15 gp.

IOOJ.

A blood-sucking **lamia** with the upper torso of an alabaster-skinned beauty and the body of a grizzly bear dwells in a high cave, the ground outside it littered with animal and humanoid bones. **Ten animated skeletons** lurk beneath these bones. The lamia’s entire treasure consists of thirteen hourglasses of various makes and models, but worth about 100 gp each. She is currently without slaves, having just finished the last one a few days ago.

LAMIA

CR 6

XP 2,400

hp 67, (See the *Pathfinder Roleplaying Game Bestiary*, “Lamia”)

SKELETONS (10)

CR 1/3

XP 135

hp 7, (See the *Pathfinder Roleplaying Game Bestiary*, “Skeleton”)

IOII.

Greenstone Abbey is dedicated to Forda, the Northmen’s goddess of agriculture. It is, in effect, an attempt by the forces of growth and Spring to colonize a woodland once under the sway of the forces of Winter, and in that regard it presents a tempting target for the revitalized forces of the Queen of the Winter Wind. The abbey is

under the governance of **Sandragorn**, a statuesque man with thick, mutton-chop sideburns of white hair that stand out on his dark brown skin. Sandragorn despises ignorance and does his best to live a useful, virtuous life – but he has developed a strange fascination with Hiceleth in Hex 0824. **Sandragorn’s monks**, who number twelve, are warrior-priests who wear green robes over chainmail and carry thick cudgels (1d4+1 damage) and large, leather-bound almanacs from which they often quote parcels of Forda’s wisdom. The abbey is built in an L-shape on a similarly shaped ridge, and can only be gained by climbing a narrow stair or via barrels and pulleys (used to bring supplies into the monastery). The land around the abbey has been cleared of brush and trees and is worked daily by the fifty lay brethren of the abbey, all pilgrims from the east who, advised that the end was near, trekked into the Winter Woods to find salvation through toil. The fields around the abbey grow barley, apples, pumpkins, hazelnuts, borage, peppermint, hemp, spelt, fiddleheads and parsnips.

SANDRAGON

CR 15

A statuesque man with thick, mutton-chop sideburns of white hair that stand out on his dark brown skin.

XP 52,200

LN male human cleric 15

AC 24, touch 11, flat-footed 23 (+10 armor, +1 Dex, +3 shield)

Fort +12, **Ref** +6, **Will** +14

hp 122 (15d8+45 plus 15)

Melee +2 *axiomatic heavy mace* +16/+11/+6 (1d8+5 plus 2d6 vs. chaotic)

Ranged ranged touch +12 (by spell)

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

Domains Law, Strength

Str 17, **Dex** 12, **Con** 16, **Int** 12, **Wis** 19, **Cha** 17

Base Atk +11; **CMB** +14; **CMD** 25

Combat Gear +1 *full plate armor* (lacquered green), +1 *heavy steel shield* bearing an image of Forda, +2 *axiomatic heavy mace*;

Other Gear holy symbol.

CHANTER OF FORDA (1)

CR 5

XP 1,600

LN male human cleric 5

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

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

hp 32 (5d8+5 plus 5)

Melee cudgel +3 (1d6)

Ranged ranged touch +3 (by spell)

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

Domains Law, Strength

Str 11, **Dex** 10, **Con** 12, **Int** 10, **Wis** 17, **Cha** 14

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

Combat Gear Chain mail, cudgel; **Other Gear** holy symbol, leather book

ALMONERS OF FORDA (4)

CR 3

XP 800

LN male human cleric 3

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

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

hp 20 (3d8+3 plus 3)

Melee cudgel +2 (1d6)

Ranged ranged touch +9 (by spell)

Divine Spells Prepared (4/3+1/2+1; DC 12 + spell level)

Domains Law, Strength

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

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

Combat Gear Chain mail, cudgel; **Other Gear** holy symbol, leather book

BEADLES OF FORDA (7)

CR 1

XP 400

LN male human cleric 1

THE WINTER WOODS

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

Fort +3, **Ref** +0, **Will** +4

hp 7 (1d8+1 plus 1)

Melee cudgel +0 (1d6)

Ranged ranged touch +0 (by spell)

Divine Spells Prepared (3/2+1; DC 12 + spell level)

Domains Law, Strength

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

Base Atk +0; **CMB** +7; **CMD** 17

Combat Gear Chain mail, cudgel; **Other Gear** holy symbol, leather book

IOI8.

Perched on a platform in a tall tree lives **Kabranornen**, sagacious oracle of the Winter Wood and favorite of lords, ladies and woodsmen alike. Kabranornen is especially sensitive to loud noises, and thus prefers to dwell in the middle of nowhere attended only by his beloved carrier pigeons and a pet spider named Loop. Most of the villages and strong-holds in the neighborhood keep one or more of his pigeons, sending requests for advice, knowledge and prophecy to him by securing notes to the pigeon's legs. Sometimes Kabranornen replies, other times he does not.

KABRANORNEN THE ALL-KNOWING CR 14

Grey-haired, grey-eyed, rotund with a small, puckered face. Lazy and flirtatious.

XP 38,400

N male human oracle 14

AC 10, touch 10, flat-footed 10

Fort +5, **Ref** +4, **Will** +13

hp 72 (14d6+14 plus 14)

Melee unarmed strike +10/+5 (1d3)

Ranged ranged touch +10 (by spell)

Oracle Spells Known (9/5/5/4/4/3/2/1; DC 14 + spell level)

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

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

Other Gear A magic book of never-ending stories and a pair of spectacles that, when commanded with the word "Gerfluff" allow Kabranornen to *see in darkness*, *see invisibility*, use x-ray vision or *comprehend languages*. This effect lasts 1 hour and can be done but once per day.

IO25.

Night-time travelers in this hex may (3 in 6 chance) be witness to a fearful spectacle. From the folds of Nix's robes will emerge **thirteen dead revelers**, rotting and skeletal with loose gibbets of meat hanging from the bones and crashing tambourines in their hands. They caper and dance like young men and women, but their laughs and cries of merriment are hoarse and whispery. They will insist the adventurers join their dance, and those who do will discover them good, though grisly, company. If one can dance the entire night through, they will see their cadaverous comrades disappear with the rising of the sun, and will be left with a tambourine that, when played, acts as a *magic circle against evil* spell. Should one not be able to keep dancing (DC 15 Constitution check, cumulative +1 per hour of dancing), they will be trampled by the revelers for 1d6 damage and left to rest. If attacked, the revelers turn into wraiths and show no mercy. If ignored, they will go on their way.

WRAITHS (13) CR 5

XP 1,600

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

IIIIO.

A steaming grotto in the side of a grey, mossy canyon wall is home to **five crane maidens**. The five maidens are nymphs, daughters of the river, who can assume the form of stately cranes and command the creatures of the woods and river, in effect *summoning* 1d6

wolves, 1d3 giant badgers or skunks or 1 brown bear to their aid. The crane maidens generally relax in their natural sauna, venturing out every so often in crane or maiden form, the latter wearing nothing but feathered cloaks. Naturally, in this form they easily attract male attention, and sometimes dally with human beings to relieve their boredom. Several heroes of the hivernians are said to be the issue of such dalliances.

CRANE MAIDEN NYMPHS (5) CR 7

XP 3,200

hp 60, (See the *Pathfinder Roleplaying Game Bestiary*, "Nymph")

IIIJ3.

A patrol of **20 goblin wolf riders** is camped here, keeping an eye on the Abbey in Hex 1011.

GOBLIN WOLF RIDERS (20) CR 2

XP 600

Male goblin fighter 2

CE Small humanoid (goblinoid)

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

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

hp 15 (2d10+2)

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

Defensive Abilities Bravery +1

Speed 30 ft.

Melee cleaver +5 (1d6+2/x3)

Ranged shortbow +4 (1d4/x3)

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

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

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

Skills Handle Animal +5, Perception +1, Ride +9, Stealth +6

Languages Goblin

Combat Gear Leather armor, keen cleavers (treat as battle axes), short bows, 15 arrows; **Other Gear** long, pointed red caps, 4 gp

WORGs (20) CR 2

XP 600

hp 30, (See the *Pathfinder Roleplaying Game Bestiary*, "Worg")

TROM, GOBLIN CAPTAIN CR 7

XP 3,200

Male goblin fighter 7

CE Small humanoid (goblin)

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

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

hp 7 (7d10+7)

Fort +6, **Ref** +5, **Will** +2 (+2 vs. Fear)

Defensive Abilities Bravery +2

Speed 30 ft.

Melee cleaver +9/+4 (1d6+2/x3)

Ranged +1 short bow +13/+8 (1d4+2/x3)

Special Attacks weapon training 1 (bows +1)

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

Base Atk +7; **CMB** +9; **CMD** 22

Feats Manyshot, Mounted Archery, Mounted Combat, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (shortbow), Weapon Specialization (shortbow)

Skills Handle Animal +7, Knowledge (geography) +3, Perception +3, Ride +13, Stealth +9

Languages Goblin

SQ Armor training 2

Combat Gear Leather armor, keen cleaver (treat as battle axe), +1 short bow, 20 arrows, *potion of healing*; **Other Gear** 80 gp

III.

Even in the brightest day, the rift that runs through this hex is always shrouded in impenetrable shadow. The rift is really a broad valley, the walls of the valley being a mere 500 feet tall and gentle. Within this weird, shadow realm there is a stone castle inhabited by a shadow king and his court. **King Ottin** and his people were cursed in ancient times to never again see the sun or feel its warmth. Their valley is now barren save for phosphorescent mosses that grow on stones and equally phosphorescent harts that lap up the moss and provide a measure of sport for the benighted people of the vale. King Ottin's court includes 20 other shadows, four of them **knights** and one of them the keeper of a kennel of **six shadow mastiffs**. For those whose eyes can pierce the darkness, Ottin and his people will be seen to have a ghastly pallor, sharp blue-green eyes, noble faces with delicate features and long hair of black or burnished bronze. They dress in tunics of scarlet and striped hose, their clothing covered with corded brocades. Ottin's knights wear blue-black platemail and ride black stallions in chainmail barding. They wield curved swords and carry shields emblazoned with a black sun on a grey field. The people of the Valley cannot leave it, for to see or feel the sun would mean their doom. The shadow people fear the sight of gold, and its touch causes 1d4 damage to them per round.

Treasure: 13,000 coins of black bronze (e.g. copper pieces), moss agate worth 60 gp and a wand of rope trick with 2 charges.

KING OTTIN

CR 13

Tall, overly proud, devoid of mercy.

XP 25,600

Male living shadow fighter 11

N Medium humanoid (living shadow)

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

AC 19, touch 12, flat-footed 18 (+5 armor, +1 Dex, +1 dodge, +2 shield)

hp 97 (11d10+22 plus 11)

Fort +9, **Ref** +4, **Will** +4 (+3 vs. Fear)

Defensive Abilities Bravery+3

Weaknesses sunlight

Speed 30 ft., fly 40 ft. (good)

Melee +2 *scimitar* +20/+15/+10 (1d6+9/15–20) or touch +14 (1d4 strength damage)

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

Str 17, **Dex** 13, **Con** 15, **Int** 12, **Wis** 12, **Cha** 16

Base Atk +11; **CMB** +14; **CMD** 26

Feats Bleeding Critical, Cleave, Critical Focus, Dodge, Greater Weapon Focus (*scimitar*), Improved Critical (*scimitar*), Improved Vital Strike, Intimidating Prowess, Power Attack, Step Up, Vital Strike, Weapon Focus (*scimitar*), Weapon Specialization (*scimitar*)
Skills Acrobatics +7, Fly +12, Handle Animal +10, Knowledge (local) +7, Perception +7, Ride +10, Stealth +10 (+14 in dim light, +6 in bright light); **Racial Modifiers** +4 Stealth in dim light (–4 in bright light)

Languages Common

SQ Armor training 3

Combat Gear +1 *chain shirt*, +1 *light steel shield*, +2 *scimitar*

Strength Damage (Su)

A shadow's touch deals 1d6 points of Strength damage to a living creature. This is a negative energy effect. A creature dies if this Strength damage equals or exceeds its actual Strength score.

LIVING SHADOW KNIGHT (4)

CR 7

XP 3,200

Male living shadow fighter 7

N Medium humanoid (living shadow)

AC 17, touch 11, flat-footed 16 (+4 armor, +1 Dex, +2 shield)

Living Shadows

Living shadows are normal living beings *cursed* with a standard shadow's weaknesses and abilities. No living shadow creature may enter the sun, or risk utter destruction in a single round of exposure (DC 25 Fortitude negates, made each round). A living shadow creature is in all ways similar to a normal shadow, save it is not an undead creature.

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

hp 72 (7d10+14 plus 7)

Melee +1 *scimitar* +12/+7(1d6+6/18–20) or touch +10 (1d4 strength damage)

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

Base Atk +7; **CMB** +10; **CMD** 21

Other Gear chain shirt, +1 *light steel shield*, +1 *scimitar*

LIVING SHADOW

CR 3

XP 800

hp 19, (See the *Pathfinder Roleplaying Game Bestiary*, "Shadow")

SHADOW MASTIFFS (6)

CR 5

XP 1,600

hp 51, (See **Hex 0118**)

I203.

A gang of **fifteen hill giants** occupy a large hall made of rough-cut timber. The hall has a single, massive room with a 10 ft. diameter fire pit in its center. Benches and piles of furs litter the room, and giant weaponry and hunting trophies, including a festive garland of human skulls, decorate the walls. The hill giants are eating, sleeping, brawling or maintaining their armor and weapons when encountered. Besides the 15 males, there are **8 females** who fight as ogres and **10 children** who fight as bugbears. The children are usually mending things, cutting firewood or doing other manual labors, and the females are making clothes from furs or cooking – roasting a cow over the fire pit, brewing spruce tip tea or making greasy porridge. Dug into the area surrounding the hall are a dozen pits covered with lids made of several tree trunks strung together with leather thongs. These pits are about 10 ft. deep and not designed as traps. Rather, they are used to store salted meats, barrels of roots and casks of mead, ale, wine and anything else the giants have stolen from human settlements to the south. One pit is used for captives, and there is a 1 in 6 chance that it is occupied by **1d6 humans** taken from a caravan or the outskirts of a village. The humans will be in rough shape, but capable of moving under their own power. The chief of the giants is called **Plach**.

Treasure: 3,800 sp, 7,740 gp, silver statuette of the Queen of the Winter Wind worth 800 gp, nine sable skins (worth 10 gp each) and a brass tiara, slightly dented and being worn on a leather necklace by a giantess, worth 115 gp.

PLACH, HILL GIANT CHIEF

CR 11

XP 12,800

Male hill giant barbarian 4

LE huge humanoid (giant)

Init +0; **Senses** low-light vision; Perception +9

AC 13, touch 9, flat-footed 13 (+4 armor, –1 size)

hp 107 (4d10+4d12+40)

Fort +16, **Ref** +4, **Will** +4

Speed 30 ft. (40 ft. base)

Melee mwk greatclub +22/+17/+12 (1d10+13/17–20)

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

Str 28, **Dex** 10, **Con** 20, **Int** 7, **Wis** 10, **Cha** 10

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Base Atk +11; **CMB** +21; **CMD** 31

Feats Cleave, Critical Focus, Intimidating Prowess, Improved Critical, Power Attack, Vital Strike, Weapon Focus (greatclub)

Skills Climb +10, Intimidate +12, Perception +9, Survival +10

Languages Giant

Combat Gear Hide armor, masterwork greatclub

HILL GIANT MALES (14)

CR 7

XP 3,200

hp 85, (See the *Pathfinder Roleplaying Game Bestiary*, “Giant, Hill”)

HILL GIANT FEMALES (8)

CR 3

XP 800

hp 30, (See the *Pathfinder Roleplaying Game Bestiary*, “Ogre”)

HILL GIANT YOUNG (10)

CR 2

XP 600

hp 16, (See the *Pathfinder Roleplaying Game Bestiary*, “Bugbear”)

HUMAN SLAVES (10)

CR 1/2

N Male and female human commoner 1

XP 200

hp 3

I309.

A small dispatch of **fifteen bandy-legged hobgoblins** from Hex 1319 has made camp here. The hobgoblins wear tunics of chain armor and carry glaives and short bows. Each hobgoblin has learned the art of riding a **giant boar** using only their knees to guide the beast, making them especially dangerous. The commander of the expedition is called **Juvash**, and he is notable for his missing ear and oversized fangs, which give him a lisp that his soldiers are at great pains to ignore.

JUVASH, HOBGOBLIN COMMANDER

CR 4

XP 1,200

Male hobgoblin fighter 4

LE Medium humanoid (hobgoblin)

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

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

hp 37 (4d10+4)

Fort +5, **Ref** +4, **Will** +1 (+1 vs. Fear)

Defensive Abilities Bravery +1

Speed 30 ft.

Melee glaive +4 (1d10+3/x3)

Ranged shortbow +8 (1d6/x3)

Str 15, **Dex** 16, **Con** 13, **Int** 10, **Wis** 10, **Cha** 7

Base Atk +4; **CMB** +6; **CMD** 19

Feats Mounted Archery, Mounted Combat, Point Blank Shot,

Precise Shot, Weapon Focus (shortbow)

Skills Handle Animal +1, Perception +1, Ride +8, Stealth +7, Survival +2

Languages Hobgoblin

SQ Armor training 1

Combat Gear Chain shirt, polearm, shortbow, 20 arrows

HOBGOBLINS (14)

CR 1/2

XP 200

hp 12, (See the *Pathfinder Roleplaying Game Bestiary*, “Hobgoblin”)

GIANT BOARS (15)

CR 4

XP 1,200

hp 42, (See the *Pathfinder Roleplaying Game Bestiary*, “Boar, Dire”)

I323.

The Northmen have established a large fishing village here called **Xalter**. Xalter is a village of whitewashed wattle-and-daub homes with doors painted in bright, rainbow patterns. The village is surrounded by a similarly painted wooden palisade and is situated on a crescent shaped island in the middle of the Sable River. Stone watch towers on either end of the island provide additional security. The people of Xalter are almost uniformly handsome, with amethyst eyes, chiseled faces and slight overbites and lisps. The village is dominated by two large buildings, facing each other across a cobblestone-paved plaza. The first is a two-story building of stone and wood that serves as the manor of the village’s mayor, **Nogan**, a gruff old sinner who lost an eye in a knife fight. Nogan is a bit thuggish, but has the best interests of his village at heart. The other large building inside the village walls is a stone temple coated in stucco, painted a brilliant vermilion and surmounted by a copper dome. This is the temple of Uchai, goddess of river otters. The rocky coastline of Xalter’s island are decorated with sculptures of selkies, and Uchai’s temple is actually built atop partially submerged limestone caverns where selkies sometimes congregate to receive gifts from Uchai’s high priest, **Peribal**, and other high members of her cult. Uchai’s rites run toward the bawdy, and wine-fueled celebrations occur throughout the year. Aside from the mayor’s residence and the temple, the most astonishing construction in Xalter is its tavern, a long, wooden building with a gabled roof (and lofts that can be rented by the hour or the night) standing on stilts about 10 yards off the shore of the island. The tavern is connected to the island by a causeway and is known for its eel and cheddar pies and its fortified wines.

NOGAN

CR 6

XP 2,400

N male human rogue 6

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

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

hp 72 (6d8+6 plus 6)

Melee +2 *dagger* +6 (1d4+2/19–20)

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

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

PERIBAL

CR 10

Curly hair, slight, graceful features. Forgetful and often overzealous in his exuberance for Uchai.

XP 9,600

LN male human cleric 10

AC 18, touch 10, flat-footed 18 (+6 armor, +2 shield)

Fort +8, **Ref** +3, **Will** +11

hp 72 (10d8+10 plus 10)

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

Ranged ranged touch +9 (by spell)

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

Domains Animal, Water

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

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

Combat Gear +1 *chainmail*, heavy steel shield, +1 *mace* (the flanges stylized in the shape of enticing selkies with arched backs)

I404.

A herd of **sixteen mastodons** is encamped in this hex, its matron having been injured during an ill-fated hobgoblin attack. The creatures are on high alert and agitated, and attack at the slightest provocation.

MASTODONS (16)

CR 9

XP 6,400

hp 133, (See the *Pathfinder Roleplaying Game Bestiary*, “Elephant, Mastodon”)

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I403.

The grasses in this hex are a pale, sickly yellow in color. Within an hour of entering the hex, one will begin to notice skeletons of small creatures (DC 10 Perception check), and their throats will feel parched. If they turn back now, they should lose a mere 1d3 hit points to thirst (reducing the damage by 1 point for every gallon of water consumed). Otherwise, they will begin to lose 1d6 hit points per hour. As they work their way into the hex, larger skeletons will appear. In the center of the hex there is a statue of the Queen of the Winter Wind carved from pure, white alabaster. The Queen appears as a slight humanoid in a crumpled dress. The face is nearly human or elven, but off, somehow, with a slit mouth and eyes that cause a slight nausea in those who stare too long. In all, the image gives the impression of being in the world, but not of the world and passively hostile to the very idea of warmth and joy and passions noble or base.

I415.

A family of **three werebears** has established a cozy den for itself in a cave beneath a tall alder tree. The cave is a homey affair—knit rugs, cave paintings, a fire pit and three comfortable chairs lined with wolf pelts. Dried meats hang in the back of the cave next to a cupboard holding wooden dishes, bowls and utensils, dried herbs (some medicinal) and jars of blueberry and cranberry preserves and honey. Just down the hill from the cave there are thick tangles of blueberry bushes and three bee hives maintained by the werebears. The werebears are cautiously hospitable if a group of adventurers “smells right”, but they are quick to rile if they feel even remotely threatened.

WEARBEARS (3)

XP 1,200

hp 34, (See the *Pathfinder Roleplaying Game Bestiary II*, “Lycanthrope, Werebear”)

I418.

A wizened old elf warlock named **Uilin** dwells in this hex in a stately manor of reddish-grey brick with a gabled roof of black slates. The windows of the manor are barred and are all composed of stained glass in a random, patchwork pattern. The interior of the house is grand but understated. The dozens of small, square rooms are filled with fine furnishings that, despite their splendid design, look old and faded. Ulilin is a homely elf, with overlong legs and arms and a squat torso. He usually wears a saffron robe tied with a belt of blue dragon skin. The manor is staffed by intelligent animals—dogs, cats, ferrets and the like—all victims of *baleful polymorph* spells and all cowed by their master, for although Ulilin seems harmless, he is quite the opposite. Ulilin knows of the Queen of the Winter Winds inevitable return—he knows she stalks the maze of canyons in Hex 1513, he believes her triumph over vitality is also inevitable and he intends to share in that triumph. To that end, he has been fashioning a *wand of cold* for himself and marshalling the region’s giants, goblins and hobgoblins, using his apprentices as envoys. The **six apprentices** are fearful and quiet, and protected by murders of ravens on their journeys into the wilderness.

Treasure: 2,600 sp, 2,200 gp, two opals worth 5,000 gp each and a silver pinky ring worth 750 gp—the ring is a knotwork silver band with a lock of golden hair interwoven with the metal.

UILIN

XP 76,800

Male elf wizard 16

NE Medium humanoid (elf)

Init +1; **Senses** low-light vision; Perception +12

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

hp 66 (16d6 plus 16)

Fort +5, **Ref** +6, **Will** +12; +2 Enchantment

Immune sleep

Speed 30 ft.

Melee +3 *silver dagger* +11/+6 (1d4+3/19–20)

Ranged ranged touch +9 (by spell)

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

Str 10, **Dex** 13, **Con** 11, **Int** 22, **Wis** 14, **Cha** 6

Base Atk +8; **CMB** +9; **CMD** 21

Feats Bouncing Spell, Craft Wand, Extend Spell, Greater Spell Focus (transmutation), Persistent Spell, Point Blank Shot, Quicken Spell, Scribe Scroll[®], Selective Spell, Spell Focus (transmutation), Spell Focus (transmutation), Weapon Focus (ray)

Skills Craft (carpentry) +17, Craft (glassmaking) +17, Knowledge (arcana) +17, Knowledge (local) +17, Knowledge (nature) +17, Linguistics +17, Perception +12, Spellcraft +17 (+19)

Languages Abyssal, common, dwarven, elven, infernal, giant, gnomish, goblin, sylvan

Combat Gear +3 *silver dagger*; **Other Gear** spellbook

UILIN’S APPRENTICES

CR 2

XP 600

N male human wizard 2

AC 10, touch 10, flat-footed 10

Fort +1, **Ref** +0, **Will** +3

hp 12 (2d6+2 plus 2)

Melee unarmed strike +1 (1d8+2)

Ranged ranged touch +1 (by spell)

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

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

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

I507.

A tribe of **130 hobgoblins** has set up camp in this hex. The camp is composed of 80 or so leather teepees painted with chaos glyphs and runes in the blood of vanquished foes. The bandy-legged hobgoblins have faces of deep purple, long, jutting canine teeth, yellow, cat-like eyes and bristly black hair. The warriors wear leather and ring armor and carry shields painted orange and covered with white hand prints—one for each foe the warrior has killed. The tribe also includes **100 females**, **170 young**, **250 human slaves** (all in miserable condition, with their legs chained to allow halting movement) and **sixty giant boars** that serve as steeds. The hobgoblins milk the swine, using the curdled, fermented milk as their chief beverage. The tribe is led by a shaman called **Nulg**, a devotee of the Queen of the Winter Wind. Nulg is assisted by **nineteen sub-chiefs** who go about wearing only a fur loincloth, wield great two-handed swords and go berserk in combat.

NULG, HOBGOBLIN SHAMAN

CR 5

XP 1,600

Male hobgoblin cleric 5

LE Medium humanoid (hobgoblin)

Init +1; **Senses** darkvision 60 ft.; Perception +5

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

hp 27 (5d8+5)

Fort +7, **Ref** +2, **Will** +7

Speed 30 ft.

Melee unarmed strike +5 (1d3+2)

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

Domains Air, Weather

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

Base Atk +3; **CMB** +5; **CMD** 16

Feats Great Fortitude, Improved Channel, Spell Focus (invocation)

Skills Diplomacy +5, Knowledge (religion) +5, Perception +5,

Sense Motive +8, Stealth +5, Spellcraft +5

Languages Goblin

SUB-CHIEFS (19)

CR 4

XP 1,200

Male hobgoblin barbarian 4

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LE Medium humanoid (hobgoblin)

Init +1; **Senses** darkvision 60 ft.; Perception +5

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

hp 40 (4d12+12)

Fort +6, **Ref** +2, **Will** +1

Defensive Abilities trap sense +1, uncanny dodge

Speed 40 ft.

Melee falchion +4 (2d4+2/18–20)

Str 17, **Dex** 13, **Con** 15, **Int** 6, **Wis** 10, **Cha** 8

Base Atk +4; **CMB** +7; **CMD** 18

Feats Intimidating Prowess, Weapon Focus (falchion)

Skills Intimidate +7, Perception +5, Stealth +7, Survival +5

Languages Goblin

Combat Gear falchion

HOBGOBLINS (230)

CR 1/2

XP 200

hp 12, (See the *Pathfinder Roleplaying Game Bestiary*, “Hobgoblin”)

GIANT BOARS (60)

CR 4

XP 1,200

hp 42, (See the *Pathfinder Roleplaying Game Bestiary*, “Boar, Dire”)

HUMAN SLAVES (250)

CR 1/2

XP 200

N male and female human commoner 1

hp 3

I513.

As one moves deeper into this hex, they find themselves in a maze-like series of canyons, with streams that seem to flow one way and then another and canyon walls that become more and more towering as one continues to wander. The entire hex is a sort of mystic trap, and one can wander in it without ever escaping. There are, of course, two ways out. The first is to die. The second is to come upon the **Maiden of the Maze**. Each day spent in the hex offers a 2 in 6 chance of discovering the Maiden. She appears as a ghostly woman, young and pretty but with a face lacking even the hint of emotion. In a staccato voice, she will tell her visitors that she has been in this dreary place for many years, but soon will be returning home, though she won't give much more detail than that. Should the adventurers wish to leave, she will offer them a chance to defeat her at a game (the precise mechanics of this are up to the GM, but a simple dice or card game should suffice). If the players win the game, the Maiden will rise and point her finger in the opposite direction. The adventurers, should they walk that way, will find themselves leaving the hex in a random direction (1 = North, 2 = Northeast, 3 = Southeast, 4 = South, 5 = Southwest, 6 = Northwest). If they fail, each person playing gains one negative level, while the Maiden takes on a more lifelike appearance with each drain (treat as the Maiden's *energy drain* feature, but only one level instead of two). The losers will have other chances to play the Maiden, either escaping with a success or losing another level with a failure. If they destroy the Maiden in a fight, they will find themselves no closer to escape and the Maiden will re-form after one week.

MAIDEN OF THE MAZE

CR 7

XP 3,200

hp 52, (See the *Pathfinder Roleplaying Game Bestiary*, “Spectre”)

I614.

A village of jovial, diligent woodsmen rests here on a rolling meadow cut into the stifling forest. The woodsmen call their village **Izabra**, after an ancient empress of the Northmen. The village

consists of 20 log cabins, partially dug into the earth, surrounded by a rampart studded with spiked logs and a moat of murky water. The men of the village have thick accents, owing to the fact that the men of the village are primarily Northmen, and the women of the village are from the winter tribes – mostly slaves taken by bandits. Thus, many of the villagers are of mixed ancestry, having light brown skin, dark red or black hair and blue to golden orange eyes. Coming as they do from two short races, they are themselves rather small in height, but stocky and muscular. The village is led by its priest, **Lelmoth**, who oversees a chapel of Lechta, the Northmen's moon goddess. The villagers employ an armorer known as **Briggie** to maintain their axes and spears and they maintain a long tavern decorated with wolf hides (some of them notably humanoid) that serves platters of roasted mushrooms and mugs of frothy ale. All 100 of the **wiry villagers** fight as well as men-at-arms, and one in ten carries a hand axe with a silver blade.

LELMOTH

CR 9

XP 6,400

LN male human cleric 9

AC 18, touch 10, flat-footed 18 (+6 armor, +2 shield)

Fort +7, **Ref** +3, **Will** +10

hp 62 (9d8+9 plus 9)

Melee mwk silver heavy mace +7/+2 (1d8–1)

Ranged ranged touch +6 (by spell)

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

Domains

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

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

Combat Gear +1 *chainmail*, +1 *light steel shield*, masterwork silver heavy mace; **Other Gear** holy symbol, sprig of wolfsbane tucked into a wide-brimmed leather hat.

BRIGGIE

CR 5

LN male human expert 6

Skills Craft (armor) +12, Craft (weapons) +10, Profession (blacksmith +10)

hp 62

VILLAGERS

CR 1

XP 400

LN male human warrior 1

hp 7

I702.

A crafty tribe of **pixies**, looking like gaunt little men with skin the color of fire and hair as black as soot, caper and play in this hex. The pixies, two dozen at least, are tricky and are equally likely to save

Firestone

Aura moderate evocation; **CL** 10th

Slot —; **Price** 5,000 gp; **Weight** 1 lb.

Description

The *firestone* looks like an oval stone about 8 in. in length and 6 in. in height. The stone, if set upon a pile of wood and tapped three times with a stick, ignites the wood and burns until tapped again, leaving the fuel unconsumed. The stone's greater power, however, is as a weapon. If the holder of the stone concentrates and squeezes the stone (this requires DC 16 Wisdom check), they can reduce the stone to about 2 in. in diameter. The stone will glow white hot, but it will not burn the holder's flesh. It can then be thrown as an 8 HD *fireball*, as if from a *necklace of missiles*. This use destroys the stone.

Construction Requirements

Craft Wondrous Item, *fireball*; **Cost** 2,500 gp

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a person's life as they are to endanger it. The pixies fear the Queen of the Winter Wind, and if one can get the better of them in test of practical jokes, they will reward the trickster with a *firestone*.

PIXIES

XP 1,200

hp 18, (See the *Pathfinder Roleplaying Game Bestiary*, "Pixie")

CR 4

I705.

A column of **13 chanting, undead priests** winds its way through the hills and dales, proclaiming the majesty of Death and its expansive country beyond the Black Water. The priests are garbed in a variety of vestments, indicating several different cults. The leader of the column holds a standard composed of half of a skeleton tied to a T-shaped pole, dozens of tarnished holy symbols (worth 300 gp in total) clutched in its bony fingers. The priests hold rusty maces and flails. Their leader rides a pale horse. Two priests tow a cart filled with treasure, tribute to Death.

Treasure: 1,240 sp, 2,210 gp, funerary herbs worth 500 gp, and aquamarine worth 100 gp, two tiger's eye gems worth 175 gp each and four dire tiger skins worth 30 gp each.

UNDEAD HIGH PRIEST

XP 4,800

hp 91, (See the *Pathfinder Roleplaying Game Bestiary*, "Mohrg", with the following changes: **DR** 15/magic or silver)

CR 9

PALE WARHORSE

XP 1,600

hp 49, (See the *Pathfinder Roleplaying Game Bestiary*, "Nightmare")

CR 5

UNDEAD PRIESTS (12)

XP 800

hp 26, (See the *Pathfinder Roleplaying Game Bestiary*, "Wight")

CR 3

I711.

The unassailable redoubt of **Dame Sciria**, a chaste and zealous warrior-maiden of the Northmen, rests here at the fork of the river. A devotee of Valina, goddess of wildlife, she is an expert tracker and archer who commands a proud band of woodsmen armed with longbows and a love for their lady. Sciria has been engaged in a war against the humanoids north of the rivers for several years now, constructing her motte-and-bailey castle to aid in the struggle. Besides her **22 men-at-arms** and **6 expert longbowmen**, Sciria has the assistance of **Repric**, a pale wizard from the south who joined her band after receiving visions. Although he has kept this a secret, he believes her to be the earthly incarnation of Eosinn, a hunting goddess of his people. He means to win her confidence and then steal her away, that he might levy a ransom on the gods for her return – hey, nobody said Repric was playing with a full deck.

Treasure: 1,750 sp, 2,920 gp, a jasper worth 35 gp and a *Manual of Beneficial Exercise*.

DAME SCIRIA

Sciria has an angelic face and a trim, athletic build. She is extremely intelligent and as well read as most wizards.

XP 76,800

Female human ranger 16

N Medium humanoid (human)

Init +2; **Senses** Perception +18

CR 16

AC 21, touch 12, flat-footed 19 (+7 armor, +2 Dex, +2 shield)

hp 157 (16d10+32 plus 16)

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

Defensive Abilities camouflage, improved evasion

Speed 30 ft.

Melee +1 *light mace* +18/+13/+8/+3 (1d6+3)

Ranged +2 *composite longbow* +21/+16/+11/+6 (1d8+4/x3)

Special Attacks favored enemy (goblin +4, gnoll +2, magical beast +8, undead +6), hunter's bond (companions), quarry

Ranger Spells Prepared (4/4/2/1; DC 14 + spell level; CL 13th)

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

Base Atk +16; **CMB** +18; **CMD** 30

Feats Endurance^B, Focused Shot, Improved Precise Shot^B, Improved Vital Strike, Perting Shot, Pinpoint Targeting, Point Blank Shot, Precise Shot, Rapid Shot^B, Shot on the Run^B, Skill Focus (perception), Vital Strike, Weapon Focus (composite longbow)
Skills Climb +15, Handle Animal +13, Heal +15, Intimidate +13, Knowledge (geography) +16, Knowledge (nature) +16, Perception +18, Ride +15, Stealth +15, Survival +15

Languages Common, elven, sylvan

SQ favored terrain (cold +6, mountain +2, plains+4), swift tracker, track, woodland stride, wild empathy (+16)

Combat Gear +3 *chain shirt*, +1 *light steel shield*, +1 *light mace*, +2 *composite longbow* (+2 str), 20 silver arrows; **Other Gear** holy symbol of Valina.

REPRIC

CR 9

Repric has pale skin, large, blue-grey eyes and a cruel mouth – made all the more cruel when he smiles, which is rarely

XP 6,400

N male human wizard 9

AC 10, touch 10, flat-footed 10

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

hp 66 (9d8+9 plus 9)

Melee unarmed strike +5 (1d3+1)

Ranged ranged touch +5 (by spell)

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

Str 13, **Dex** 13, **Con** 12, **Int** 16, **Wis** 8, **Cha** 7

Base Atk +4; **CMB** +5; **CMD** 16

Combat Gear gnarled elder *staff of frost*; **Other Gear** Tall, wide-brimmed black hat with a silver buckle and decorated with embroidered gold thread of celestial bodies (worth 50 gp), charcoal grey tunic and trousers, black cloak with a high collar

MEN-AT-ARMS (40)

XP 400

hp 8, (see **Adventures in the Wilderness**, above, with the following changes: remove lance and light warhorse)

EXPERT LONGBOWMEN (6)

XP 400

hp 7, (see **Men-at-Arms** in **Adventures in the Wilderness**, above, with the following changes: +2 to hit with longbows, remove lance, light crossbow and light warhorse)

I718.

This east bank of the Winding River is home to **seven satyrs** that arm themselves with shears and nets woven from human hair. They roam the area looking for victims to shear, humiliate and otherwise molest ignobly. At night they are usually encountered chasing after pixies, sprites and nymphs, playing their cruel games. Encounters with the satyrs occur on a roll of 1-4 on 1d6.

SATYRS (7)

CR 4

XP 1,200

hp 44, (See the *Pathfinder Roleplaying Game Bestiary*, "Satyr")

I724.

The hills here give way to a large meadow, the center of which is dominated by a massive dolmen. From afar, one can spy a figure in gleaming full plate sitting atop the dolmen, apparently in meditation. The meadow is littered with hundreds of bleached skeletons of animals and humanoids, all apparently intact. This is because the meadow is a massive colony of **tangle weed**. Folks walking out

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into the meadow will quickly find themselves attacked by the weeds and held fast. The tangle weed does not let up for a second, and in time the poor victim collapses and dies of thirst or hunger, or by strangulation if it gets a hold of their neck. The figure is itself a skeleton, the remains of a holy warrior who got to the dolmen but then found themselves too weak to escape the grass.

Treasure: The armor is adamantite full plate.

TANGLE WEED XP 800

CR 3

Treat the entire area as an *entangle* spell, starting when the party approaches within 20 ft. of the dolmen (DC 18 Reflex save each round to avoid; DMs discretion on how large the meadow is).

I817.

Obscured somewhat by a copse of large, black willows, there is a small, wooden boat landing. The landing juts about 20 ft. into the river and is connected to a two-storey wooden tower that appears to have been abandoned for many years. The interior of the tower is damp and moldy, and contains a few scraps of furniture, a hearth thick with ashes and fish bones. A ladder leads to the second floor, with narrow windows that look out over the river. A leather quiver holding five warped arrows rests next to one of these windows. A wardrobe on the second floor holds the grisly remains of a warrior, now in an advanced state of decay. People looking out of one of these second floor windows might notice dark shapes moving about in the water near the landing, and surely they will see the **dozen waterlogged zombies** crawling from the water, their skin grayish-green, their eyes picked out by river fish. By this time, zombies coming from the forest will have surrounded the tower. Each zombie has a small cloth sack hanging from a leather necklace. The sacks hold a strange, powdery mixture and several teeth, which examination will suggest came from the zombie. Captives will be taken to the ruins in Hex 2216.

WATERLOGGED ZOMBIES (12) XP 200

CR 1/2

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

I821.

In this hex one might come across the famed **Golden House of Scarlad**, an abbey of yellow limestone constructed atop a limestone ridge that runs parallel to the Great River from Hex 1624 to Hex 2018. This ridge is rich in copper deposits and contains a myriad of mines, tunnels and underground vaults dating from before the arrival of the northmen, but to which they have added considerably. The abbey can be approached from east or west via twisting, narrow trails that cut back often and are intersected by many small trails leading to old mines or good fishing spots, for the ridge harbors many fine fresh water ponds well regarded for their small, tasty, silvery fish.

Scarlad's Golden House is governed by **Gwironod**, a short, delicately featured man with piercing blue eyes and long hair that he keeps tied back. Gwironod is gracious, but argumentative on matters regarding religion, and fanatical in his desire to rid the region of goblins and other wicked humanoids. Despite his slight features, he is a whirlwind of violence when the spirit takes him and a competent warrior on horseback. His **brothers** number ten, all mounted religious knights who wear plate armor lacquered with an aquamarine glaze in imitation of their god. They wield long maces and hammers, and bard their warhorses in spiked platemail.

About one mile down the trail from the Golden House is the mining village of **Frittany**, the yellow limestone cottages of the miners being built above and within their copper mines. The village belongs to the abbey and is administered by a vicar, **Folchon**, assigned from among the holy brethren. Frittany houses about 70 miners and their families, along with a mad alchemist named **Vassach** (too much mercury exposure) and a penniless adventurer called **Gaere of the Golden Eyes** looking for some easy gold. **The Harpy House**, a tavern with a few subterranean rooms for rent, is the only place in the village a

stranger can find a bed, food, drink and companionship. Visitors to the Harpy House should try the fish and berry stew or the roast boar's head, both specialties of the house.

Presently, Gwironod is seeking a golden key that was stolen from the abbey many years ago. The golden key activates the idol of Scarlad in the abbey's chapel, the idol being a lesser iron golem. He believes it is to be found in the possession of the strigoi in Hex 2018.

Treasure: 3,780 sp, 1,226 gp and twelve marten pelts worth 10 gp each.

GWIRONOD XP 38,400

CR 14

LG male human cleric 14

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

Fort +9, Ref +7, Will +14

hp 94 (14d8 plus 14)

Melee +1 warhammer +9/+4 (1d8+1/x3) and +2 light mace +10/+5 (1d6+2)

Ranged ranged touch +13 (by spell)

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

Domains Good, Sun

Str 11, Dex 17, Con 10, Int 12, Wis 20, Cha 16

Base Atk +10; CMB +10; CMD 23

Combat Gear +1 full plate, +2 light mace, +1 warhammer; Other Gear holy symbol.

BROTHER OF THE GOLDEN HOUSE (10) XP 1,200

CR 4

LG male human cleric 4

AC 21, touch 12, flat-footed 19 (+9 armor, +2 Dex)

Fort +5, Ref +3, Will +7

hp 22 (4d8+4 plus 4)

Melee heavy mace +5 (1d8+2)

Ranged ranged touch +5 (by spell) or throwing hammer +5 (1d4+2)

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

Domains Good, Sun

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

Base Atk +3; CMB +5; CMD 17

Combat Gear Full plate, heavy mace, throwing hammer; Other Gear warhorse in plate barding, holy symbol.

FOLCHON XP 12,800

CR 11

LG male human cleric 11

AC 10, touch 10, flat-footed 10

Fort +8, Ref +3, Will +11

hp 77 (11d8+11 plus 11)

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

Ranged ranged touch +8 (by spell)

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

Domains Good, Sun

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

Base Atk +8; CMB +9; CMD 19

VASSACH THE MAD XP 6,400

CR 9

CN male human alchemist 9

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

Fort +7, Ref +9, Will +3

hp 62 (9d8+9 plus 9)

Melee unarmed strike +6/+1 (1d3)

Special Attacks bombs (5d6)

Extracts Per Day (4/4/3; DC 13 + extract level)

Str 11, Dex 16, Con 12, Int 17, Wis 11, Cha 8

Base Atk +6; CMB +6; CMD 17

GAERE OF THE GOLDEN EYES

CR 7

Dashing Northman rogue with golden eyes, threadbare clothing,

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well spoken, plays the harp and lute, claims to have been apprenticed to the archmage Tarucius of Fanch.

XP 3,200

CN male human bard 7

AC 10, touch 10, flat-footed 10

Fort +2, Ref +7, Will +5

hp 52 (7d8 plus 7)

Melee unarmed strike +5 (1d3)

Ranged ranged touch +7 (by spell)

Bard Spells Known (6/5/4/2; DC 14 + spell level)

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

Base Atk +5; CMB +5; CMD 17

1913.

Nikkas, self-proclaimed Margravina of the Dales, looks defiantly north from the keep of her large, concentric castle. Styling herself “The Goddess-Fist”, she is a devout worshipper of Vilmanna, goddess of vengeance and twin sister of Scarlad, the god of justice. Nikkas is a crusader, bent on clearing all the lands between the rivers of monsters and then constructing a line of forts to serve as the first line of defense for an expanded kingdom ruled by her guiding hand. Nikkas is aided in this quest by **15 valiant warrior maidens** and **80 men-at-arms**, all expert longbowmen. The precincts of her castle are crowded with peasants and herdsman, attracted to Nikkas’ might but not yet confident enough to live outside her walls. All of the gates and towers of Nikkas’ castle are embossed with bas-reliefs of Vilmanna, who appears as a short, curvy woman with a bald head, aquamarine eyes and a forehead inscribed with a glyph of vengeance. The goddess wears rust-colored furs, carries a longbow and is accompanied by four wolves. Nikkas is presently low on funds, having just finished her stronghold a few months ago, and is thus looking for clever ways (e.g. tolls, taxes, fees) of rebuilding her fortune.

Treasure: 2,050 sp, 590 gp, seven fox pelts worth 14 gp each

NIKKAS

CR 15

XP 51,200

Female human paladin 15

LG Medium humanoid (human)

Init +1; Senses Perception +12

Aura faith (10 ft. good-aligned), justice (10 ft. smite evil), resolve (10 ft. +4 vs. charm)

AC 24, touch 11, flat-footed 23 (+10 armor, +1 Dex, +3 shield)

hp 170 (15d10+30 plus 15)

Fort +17, Ref +12, Will +18

Defensive Abilities channel energy (DC 23, 8d6, 9/day), lay on hands (13/day, 7d6), mercy (fatigued, sickened, diseased, poisoned, stunned)

Speed 20 ft. (30 ft. base)

Melee +2 *holy battleaxe* +21/+16/+11 (1d8+5/x3) or +1 *dagger* +19/+14/+9 (1d8+2/19–20) or +2 *lance* +20 (1d8+2/x3)

Special Attacks smite evil (5/day+6 to hit, +15 damage)

Spell-Like Abilities

At will—*detect evil*

Paladin Spells Prepared (4/3/3/1; DC 13 + spell level; CL 12th)

Str 17, Dex 13, Con 15, Int 10, Wis 16, Cha 22

Base Atk +15; CMB +18; CMD 29

Feats Cleave, Furious Focus, Mounted Combat, Power Attack, Skill Focus (ride), Trample, Trick Riding, Unseal, Weapon Focus (battle axe)

Skills Diplomacy +15, Handle Animal +15, Knowledge (nobility) +9, Knowledge (religion) +9, Perception +12, Ride +7, Sense Motive +12

Languages Common

SQ divine bond, divine health

Combat Gear +1 *ghost touch full plate*, +1 *heavy steel shield of moderate fortification*, visored helm decorated with crimson and yellow streamers (*helm of brilliance*), +2 *holy battle axe*, +1

dagger, +2 *lance*.

WARRIOR-MAIDENS (15)

CR 5

XP 1,600

Female human fighter 5

N Medium humanoid (human)

Init +3; Senses Perception +3

AC 22, touch 11, flat-footed 21 (+9 armor, +1 Dex, +2 shield)

hp 47 (5d10+5 plus 5)

Fort +5, Ref +4, Will +1 (+1 vs. Fear)

Defensive Abilities Bravery +1

Speed 20 ft. (30 ft. base)

Melee battle axe +9 (1d8+2/19–20) or lance +7 (1d8+2/x3) or dagger +7 (1d4+2/19–20)

Ranged light crossbow +2 (1d8/19–20)

Special Attacks weapon training 1 (axes +1)

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

Base Atk +5; CMB +7; CMD 20

Feats Cleave, Mounted Combat, Power Attack, Skill Focus (ride), Trample, Vital Strike, Weapon Focus (battle axe)

Skills Handle Animal +10, Intimidate +10, Perception +3, Ride +7, Survival +6

Languages Common

SQ Armor training 1

Combat Gear Masterwork full plate, heavy steel shield, visored helm decorated with crimson streamers, battle axe, dagger, lance.

MEN-AT-ARMS (80)

XP 400

hp 8, (see **Adventures in the Wilderness**, above with the following changes: replace light crossbow with longbow, remove lance and light warhorse)

2008.

A beacon tower of the Northmen, established to link the fortress in Hex 1906 and the village in Hex 2011, has been taken by **goblins**. Twenty of the scurrilous little dogs now occupy the place, armed with short bows and spears and commanded by a hobgoblin called **Zugakh Longneck**. The goblins are maintaining the beacon to give the impression that all is well.

ZUGAKH LONGNECK, HOBGOBLIN GENERAL

CR 5

XP 1,600

Male hobgoblin fighter 5

N Medium humanoid (goblinoid)

Init +1; Senses darkvision 60 ft.; Perception +2

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

hp 37 (5d10+5)

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

Defensive Abilities Bravery +1

Speed 20 ft. (30 ft. base)

Melee spear +8 (1d8+4/x3)

Ranged shortbow +2 (1d6/x3)

Special Attacks weapon training 1

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

Base Atk +5; CMB +7; CMD 18

Feats Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (spear), Weapon Specialization (spear)

Skills Climb +7, Handle Animal +5, Intimidate +5, Perception +2, Stealth +3

Languages Common

SQ Armor training 1

Combat Gear Chain shirt, light steel shield, spear, shortbow, 20 arrows

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GOBLINS

XP 135

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

CR 1/3

2018.

Where a limestone ridge (see Hex 1821) turns back into the gentle, wooded hills common in this region, there stands the ruins of a large keep. The keep, constructed of crumbling yellow limestone blocks, once protected a caravan route between Yaryg and the Great River, but has since fallen into disuse. The keep was the possession of **Lord Ullnus**, a large Northman with a fiery temper and a brood of **four equally unpleasant sons** who made the mistake of attempting to shake down a strange visitor from “beyond”. The visitor *cursed* the louts, turning them into strigoi (beings that take the shape of a stirge or a human), a form which they hold to this day. The priests of Scarlad in Hex 1821 have made a few forays against the strigoi, but have yet to destroy them. Father Gwirinod suspects that they possess the golden key he needs to animate his iron golem, and in this he is quite correct. It is held in an iron chest hidden beneath a paving stone somewhere on the ground floor of the keep along with 3,600 sp and 1,000 gp. The rafters of the keep are home to **12 stirges** under the control of Lord Ullnus and his brood.

THE ULLNUS FAMILY

XP 2,400

Male strigoi fighter 5

N Medium humanoid (augmented human)

Init +1; Senses Perception +5

CR 6

AC 19, touch 12, flat-footed 17 (+5 armor, +1 Dex, +1 dodge, +2 shield)

hp 47 (5d10+10 plus 5)

Fort +6, Ref +2, Will +3 (+1 vs. Fear)

Defensive Abilities Bravery +1

Speed 20 ft. (30 ft. base)

Melee longsword +8 (1d8+5/19–20)

Ranged light crossbow +6 (1d8/19–20)

Special Attacks weapon training 1 (heavy blades +1)

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

Base Atk +5; CMB +7; CMD 19

Feats Dodge, Mobility, Point Blank Shot, Precise Shot, Rapid Reload, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Handle Animal +5, Intimidate +5, Perception +5, Ride +1, Survival +8

Languages Common

SQ Armor training 1, change shape, control stirges

Combat Gear Chain mail, heavy steel shield, longsword, light crossbow, 15 bolts

Change Shape (Ex)

Strigoi may change their shape at will, exactly as if under the effects of a *beast shape I* spell. The strigoi may only change from human to stirge form, as a standard action that does not provoke attacks of opportunity.

Control Stirges (Ex)

Strigoi may control up to double their hit dice in stirges as if they were under the effects of a *charm monster* spell (DC 18 Will negates). The DC to resist this control is Wisdom-based, and includes a +4 racial adjustment.

STIRGES (12 or 17)

XP 200

hp 5, (See the *Pathfinder Roleplaying Game Bestiary*, “Stirge”)

CR 1/2

2116.

The woods here are claimed by a troop of **15 mushroom men**. The

mushroom men are nomadic, moving about the woods looking for carrion, sometimes venturing into the grasslands at night to steal a carcass on which they can grow their young. The mushroom men have pale, slender bodies and large, hemispherical caps colored red-grey. They patrol their domain on the backs of giant man-sized **centipedes** and sometimes attack river traffic in dug-out canoes.

MUSHROOM MAN (ADVANCED VEGEPYGMY)

CR 2

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 7 (1d8+3)

Fort +5; Ref +4; Will +2

DR 5/slashing or bludgeoning; Immune electricity, plant traits

Speed 30 ft.

Melee 2 claws +3 (1d4+2) or longspear +3 (1d6+3)

Special Attacks spore cloud (3/day, DC 13)

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

Base Atk +0; CMB +1; CMD 15

Feats Skill Focus (Perception)

Skills Intimidate +3, Perception +9, Stealth +16 (+24 in vegetation);

Racial Modifiers +4 Stealth (+12 in vegetation)

Languages Undercommon (cannot speak)

Combat Gear longspear

Environment any underground

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

Treasure standard (longspear, other treasure)

Spore Cloud (Ex)

A mushroom man can exhale a spore cloud that fills a 10 ft. cube. The spore cloud lasts for 1 round before dissipating. All living creatures within the cloud must succeed on a DC 13 Fortitude save or suffer the effects of the *confusion* spell for 1d4 rounds. The save DC is Constitution-based.

GIANT CENTIPEDES (10)

CR 1/2

XP 200

hp 5, (See the *Pathfinder Roleplaying Game Bestiary*, “Centipede, Giant”)

2202.

This hex holds an encampment of **100 Hivernians**, mastodon hunters who travel south during the bitter winter freezes. The camp consists of dozens of leather teepees, all died black and held up by mammoth tusks (at least 1,000 gp worth in their present condition). The Hivernians are skilled hunters and fierce warriors, arming themselves with leather armor, leather-covered shields, war clubs and javelins that are hurled with atlatls (doubling their range). The Hivernians keep about **30 wolfhounds** to aid in their hunting and guard the encampment when they are away.

HIVERNIANS (100)

CR 2

XP 600

CN male and female human barbarian 2

AC 14, touch 11, flat-footed 13 (+2 armor, +1 Dex, +1 shield)

Fort +5, Ref +1, Will +0

hp 22 (2d12+4 plus 2)

Melee club +4 (1d8+2)

Ranged javelin +4 (1d6)

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

Base Atk +2; CMB +4; CMD 15

Feats Precise Shot, Weapon Focus (javelin)

Skills Climb +7, Handle Animal +4, Perception +5, Survival +5

Combat Gear leather armor, light wooden shields, club, 4 javelins, atlatls (doubles range of javelins)

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WOLFHOUSES (30)

XP 400

hp 13, (See the *Pathfinder Roleplaying Game Bestiary*, “Dog, Riding”)

2210.

Giant brain rats have dug maze-like burrows in the uneven prairie. The long-legged goblins of the prairie have hidden cellars in the maze of burrows. Here, they keep prisoners, securing them with heavy masks and “mittens” of iron to keep them from wandering away.

To simulate the adventurers wandering in the burrows, roll on the chart below to describe the geography and check for random encounters. When a goblin cellar is discovered roll 1d6; a prisoner is present on a roll of 1, a treasure (100 gp) on a roll of 6.

Roll	Geography	Occurrence (1 in 6 chance per minute)
1	Passage slants down and to the right, 3d12'	Nothing
2	Passage slants up and to the right, 3d12'	Nothing
3	Passage slants down and to the right, 3d12'	Nothing
4	Passage slants up and to the right, 3d12'	Minor cave-in, save or lose 1d4 hit points and spend 1 turn digging out
5	Passage forks (roll 1d4 twice on this column)	Encounter 1d3 brain rats
6	Rat burrow containing 1d6 brain rats	Pass a concealed entrance to a goblin cellar

ADVANCED GIANT BRAIN RAT

XP 600

N Small magical beast

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

Perception +12

AC 17, touch 12, flat-footed 16; (+1 Dex, +5 natural, +1 size)

hp 9 (1d10+4)

Fort +6; Ref +5; Will +4

Speed 20 ft., climb 20 ft.

Melee bite +5 (1d4)

Spell-like Abilities (CL 2nd):

At will—*detect thoughts* (DC 15)

3/day—*burning hands* (DC 14), *daze monster* (DC 17)

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

Base Atk +1; CMB +3; CMD 13 (17 vs. trip)

Feats Skill Focus (Perception), Weapon Finesse^B

Skills Climb +12, Knowledge (arcana) +5, Perception +1, Sense Motive +5, Stealth +11, Swim +4

Languages Brain rats can communicate with each other using their own language, and are capable of communicating with other rats; many also understand Common and other languages, though they cannot speak

Environment underground

Organization pack (2–5) or swarm (6–11)

Treasure none

Brain rats resemble their normal cousins and are indistinguishable from normal rats. Brain rats are intelligent relatives of normal rats. They possess spell-like abilities and use them to their fullest extent.

Brain rats seem to favor consuming the flesh of other intelligent creatures, and use their *detect thoughts* ability to pinpoint tasty meals. They then cluster in large groups and wait for their prey to pass by. They lead off with a series of *burning hands* blasts, focusing

CR 1

on clearing out other threats, while several attempt to disable their primary target with *daze*. Once their prey is isolated they swarm it in a seething, biting mass.

Brain rats live in small colonies, and often live with other species of rat to serve as camouflage and expendable fodder.

If psionics are used in your campaign, it is advised to replace their spell-like abilities with equivalent psionic powers.

2214.

Orath is a village of thrifty woodsmen living in cozy stone cottages. Known for their large, intricate pipes (usually carved from bone or ivory), they chop down trees here and float them down river or take them by barge to Yaryg. Orath is surrounded by a wooden stockade and four watch towers. The Orathians are Northmen who love a good fight and never give in. Their elected leader, **Mirssa**, typifies the breed, and with her long, serpentine pipe and ever-ready axe, keeps man and beast in her neighborhood under control. The **warriors of the village**, 110 strong, are all skilled woodsmen and experts with the longbow and hand axe. Mirssa leads them personally, strapping on a long coat of bronze scales and a shield decorated with a grimacing wolf chomping down on an armored arm when she wades into battle. The Orathians are not known for their hospitality, but they will allow strangers to bivouac outside their walls under the protection of their marksmen. Adventurers who keep a fire lit and post an additional guard are even paid 1 gp per night for their assistance in guarding the village.

Treasure: 180 gp.

MIRSSA

XP 3,200

N female human ranger 7

AC 18, touch 11, flat-footed 17 (+5 armor, +1 Dex, +2 shield)

Fort +7, Ref +6, Will +4

hp 72 (7d10+14 plus 7)

Melee battle axe +10/+5 (1d8+2/x3) or dagger +10/+5 (1d4+2/19–20)

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

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

Base Atk +7; CMB +9; CMD 20

Combat Gear Scale mail, heavy wooden shield, battleaxe, dagger;

Other Gear brass torc worth 6 gp.

CR 7

VILAGERS

XP 400

CN male and female human ranger 1

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

Fort +3, Ref +2, Will +1

hp 7 (1d10+1 plus 1)

Melee hand axe +2 (1d6+1/x3)

Ranged longbow +3 (1d8/x3)

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

Base Atk +1; CMB +2; CMD 12

Combat Gear Leather armor, longbow, 20 arrows, hand axe

CR 1

2306.

The ruins of a stone keep and village smolder in this hex. A skilled guide should be able to identify the attackers as hobgoblins and, from the size of the holes in the walls of the keep, hill giants. The keep consists of the usual guard chambers, stables, great hall and lordly bed chambers, all burned and looted. The circular stairways in the corners of the keep have been trapped by the hobgoblins with trip wires that send barrels filled with stones down the stairs. The only survivors of the hobgoblin assault are a family of pesky **nixies** living in the moat.

BARREL TRIP WIRE TRAP

Type mechanical; Perception DC 20; Disable Device DC 20

Trigger location; Reset manual

Effect Atk +10 melee (1d6+1); multiple targets (all targets in a 5 ft. line)

CR 2

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NIXIES

XP 400

hp 9, (See Hex 0806)

CR 1

stew and steaming pike steaks. The town is ruled by **Exfreza**, once appointed Lord Governess by the Emperor of the Northmen, now self-styled Grand Duchess of the Winter Woods. Exfreza is a competent ruler, well liked by her soldiers and tolerated by her subjects. She is currently doing her best to solidify her position in the region and re-open caravan routes to the east, for stores of iron and steel and growing low since the region lost contact with the empire.

23I9.

A **small tribe of gnolls** occupy a wooded ridge at a point that allows them to make raids on several surrounding villages. The gnolls, numbering 60 warriors and twice as many females and young, make their living trading slaves to the terrible denizens of the Black Water. Their village is surrounded by a wooden stockade and divided into a high area for the chief, **Yon**, his **10 bodyguards** and harem of females, and a lower area for the common warriors. The slaves are kept in deep pits. The gnolls also keep a pack of **ten hyenas** that serve as guard animals. When encountered, there is a 1 in 6 chance that 25% of the warriors are off on raids led by 2 or 3 of the bodyguards and accompanied by 3 of the hyenas. If not away on raids, there is another 1 in 6 chance that half the tribe, bodyguards and hyenas are transporting a column of slaves to the coast.

Treasure: 2,210 gp in a terracotta coffer worth 10 gp.

GNOLLS

XP 400

hp 11, (See the *Pathfinder Roleplaying Game Bestiary*, “Gnoll”)

CR 1

GNOLL BODYGUARDS (10)

XP 400

hp 16, (See the *Pathfinder Roleplaying Game Bestiary*, “Gnoll”)

CR 2

HYENAS (10)

XP 400

hp 10, (See the *Pathfinder Roleplaying Game Bestiary*, “Hyena”)

CR 1

YON, GNOLL CHEIFTAIN

XP 2,400

Male gnoll barbarian 6

NE Medium humanoid (gnoll)

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

CR 6

AC 16, touch 11, flat-footed 15 (+5 armor, +2 Dex, +1 shield)

hp 57 (6d12+6 plus 6)

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

Defensive Abilities rage power (superstitious), trap sense +2, uncanny dodge

Speed 30 ft. (40 ft. base)

Melee battle axe +10/+5 (1d8+3/x3)

Ranged battle axe +9 (1d8+3/x3)

Special Attacks rage power (powerful blow)

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

Base Atk +6; **CMB** +9; **CMD** 21

Feats Throw Anything, Tower Shield Proficiency, Weapon Focus (battle axe)

Skills Perception +6, Survival +9

Languages Gnoll

SQ rage (15 rounds), rage power (roused anger)

Combat Gear Chain mail hauberk, tower shield, battle axe

24I6.

Yaryg is the last large settlement of the Northmen in the Winter Woods. A trading town, it is ringed by two earthen ramparts topped by wooden palisades patrolled by archers. Tall watch towers sport mangonels capable of launching showers of javelins on invading goblins. Yaryg is situated on a large, placid lake stocked with giant pike and fresh water bass. The lands around Yaryg are cultivated with grains, root vegetables, orchards of apple and cherry trees and hundreds of grazing goats. Most visitors to the town stay at **Harper’s Hope**, a large coaching inn located between the inner and outer defenses of the town and famous for its goat and boysenberry

GRAND DUCHESS EXFREZA

XP 4,800

N female human aristocrat 6, warrior 3

AC 10, touch 10, flat-footed 10

Fort +6, **Ref** +3, **Will** +10

hp 69 (6d8+3d10+9 plus 9)

Melee unarmed strike +7/+2 (1d3)

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

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

CR 8

25O3.

Three tall totem poles rise here from the grasslands. Each pole is about 25 ft. tall and topped by a wooden carving of an animal spirit – wolf, elk and mammoth. The remainder of the pole is covered with geometric glyphs colored with reddish-black pigment. Climbing to the top of one of the poles (DC 10 Climb check) and leaving a burnt offering to the gods has a 2 in 6 chance of attracting their attention. On a roll of 1 on 1d6, the supplicant has a 1st level cleric spell of their choice cast on them. On a roll of 6 on 1d6, the supplicant receives a snow owl as a spirit companion. The snow owl can communicate with the supplicant via telepathy and will be their boon companion for 1 week.

25I4.

Carved into the bedrock here is a temple in the manner of the famous monolithic rock churches of Ethiopia. The temple is situated in a pit 60 ft. wide and long and 30 ft. deep. In the center of the pit and carved from the bedrock in a single piece, is the square temple, 30 ft. tall and 40 ft. wide and long. The temple has two stories and several chambers, all supported by stone pillars clad in dazzling aureate and scarlet tiles reminiscent of a serpent’s scales. The interior is devoid of furnishings and the walls are coated with a **paralyzing contact poison**. A secret trapdoor in once chamber opens into a 30 ft. vertical shaft with a long, bronze pole placed in its center to allow the **serpent people** who occupy the chambers beneath the temple to ascend and collect victims of their poison. Beneath the temple, the serpent people maintain a guard chamber, birthing chamber, great hall of science containing an alchemical laboratory and copper tablets engraved with eldritch secrets, a furnace kept hot by burning coal mined from beneath the hills, bedchambers and the chambers of their queen, **Wymargilde**. The serpent people of the Winter Woods are unique, for they are covered with downy, sable fur and possess red, horn-like protrusions above their eyes. While terribly wicked, they also possess a terrible hatred for the Queen of the Winter Winds, who drove them underground in ancient times. Should adventurers communicate to them their own desire to destroy the Queen, they might come to an understanding (e.g. not be made supper and sent on their way to kill the Queen). The serpent folk can offer adventurers a vial of reddish liquid they call the Blood of the Sun. It is poisonous to creatures of cold temperament like winter wolves, frost giants and the Queen, burning them from within, essentially killing them via spontaneous combustion. To other creatures, it grants immunity from cold for 1 day, but begins a month-long process of transformation into a furred serpent person.

GHOUL-TOUCH PARALYTIC POISON

CR 3

Type contact; **Save** Fortitude DC 15 **Frequency** 1/round for 4

rounds **Effect** paralyzed for 1 minute/paralyzed for 2d4 hours **Cure** 1 save

Treasure: 2,490 gp kept in a brass coffer worth 1,000 gp.

THE WINTER WOODS

WYRMARGILDE

XP 25,600

Female serpent people cleric 3, wizard 3, mystic theurge 3

NE Medium monstrous humanoid

Init +11; **Senses** darkvision 60 ft., scent; **Perception** +21

AC 20, touch 17, flat-footed 13 (+7 Dex, +3 natural)

hp 144 (5d10+3d8+3d6+3d6+56)

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

Immune mind-affecting effects, paralysis, poison; **SR** 24

Speed 40 ft.

Melee +1 *brilliant energy dagger* +18/+13 (1d4/19–20), bite +17 (1d6–1 plus poison)

Ranged ranged touch + 18 (by spell)

Special Attacks channel energy (7/day, 2d6, DC 15), combined spells (2nd level), lore keeper (DC 22),

Spell-Like Abilities (CL 14th)

At will—*disguise self* (DC 15), *ventriloquism*

1/day—*blur*, *dominate person* (DC 19), *major image* (DC 17), *mass suggestion* (DC 20), *mirror image*, *suggestion* (DC 17), *teleport*

Wizard Spells Prepared (4/4+1/4+1/3+1; DC 17 + spell level; transmutation; **Opposition** Illusion, Evocation)

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

Domains Knowledge, Travel

Str 8, **Dex** 26, **Con** 18, **Int** 24, **Wis** 19, **Cha** 18

Base Atk +9; **CMB** +8; **CMD** 25

Feats Bouncing Spell, Craft Wondrous Item, Great Fortitude, Improved Initiative, Magical Aptitude, Selective Spell, Skill Focus (Use Magic Device), Weapon Finesse

Skills Acrobatics +15, Disguise +18, Escape Artist +21, Knowledge (arcana) +24, Knowledge (engineering) +24, Knowledge (religion) +24, Linguistics +24, Perception +21, Sense Motive +21, Spellcraft +26, Use Magic Device +26; **Racial Modifiers** +4 Use Magic Device, +8 Escape Artist

Languages Aklo, Common, Draconic, Undercommon; telepathy 100 ft.

SQ agile feet (7/day), arcane bond (*staff of transmutation*), physical enhancement (Dex +1)

Combat Gear *staff of transmutation*, *rod of extend*, +1 *brilliant energy dagger*

Poison (Ex)

Bite—injury; *save* Fort DC 21; *frequency* 1/round for 6 rounds; *effect* 1d2 Str; *cure* 2 saves.

SERPENTFOLK

XP 1,200

hp 42, (See the *Pathfinder Roleplaying Game Bestiary II*, “Serpentfolk”)

2523.

In a thickly wooded valley crossed by dozens of narrow trails there rests a strange **abbey**. The building is a 6 story tower of grey brick topped by a copper roof. The ground floor of the abbey measure about 50 ft. wide and long and contains a kitchen, storage rooms and dormitories ringed around an inner sanctum. The inner sanctum can be entered through one of four secret doors (detectable on a DC 20 Perception check), each door set in the corner of a room and spinning on a central axis when one pulls a series of knobs in the proper order. Within the inner sanctum is the idol of Gevaloth, the God of Portals. Gevaloth's idol depicts a tall, broad-chested man with black skin and sleepy grey eyes. Gevaloth wears archaic bronze armor and carries a wavy-bladed dagger in an upraised hand and a ring of keys in the other hand. The keys are actually chimes that, when struck in the proper order, cause a set of spiral, bronze stairs to erupt from a trapdoor in the floor (DC 25 Perception check to notice) in front of the idol to grant access to a concealed trapdoor in the ceiling (DC 30 Perception check to notice). The inner sanctum is always kept warm

CR 13

by a dozen bronze braziers and guarded by **four giant baboons** on long chains that allow them access to the entire chamber, which measures 20 ft. long and wide.

The spiral stairs in the inner sanctum lead up the second level and a hallway that rings the outer perimeter of each level. The hallway is a ramp, gradually moving people up to the very top of the tower. On the outer walls of the hallway are doors, one on each flat wall. These doors open into other dimensions, planes and locations on the Material Plane. As GM, you should tailor the design of each door to the place it opens, so that clever players might guess what they're in for when they open a door. Doors might be locked and trapped, and strange creatures might be waiting on the other side when a door is opened. It is reasonable to assume that the higher one goes in the tower, the more bizarre the destinations of the different magic portals.

The abbey is overseen by **Kadece**, a regal woman in flowing black robes and a tall, conical gridelin hat. Kadece has **12 lesser priests** in her order, all of whom take a vow of silence and wield wooden staffs carved in the likeness of intertwined serpents with steel heads shaped like screeching baboons. All wear chainmail beneath their robes.

Treasure: Kept in a locked iron coffer in the inner sanctum under the guard of the giant baboons. Consists of 5,950 sp, 266 gp, a wooden icon of Gevaloth worth 55 gp and a rolled up black bear pelt worth 15 gp.

KADECE

XP 25,600

LE female human cleric 3, wizard 3, mystic theurge 7

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

Fort +6, **Ref** +5, **Will** +14

hp 64 (3d8+3d6+7d6 plus 10)

Melee *rod of the python* +7 (1d6+1)

Wizard Spells Prepared (4/5/5/4/3/2; DC 13 + spell level)

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

Domains Liberation, Travel

Str 10, **Dex** 12, **Con** 10, **Int** 16, **Wis** 18, **Cha** 15

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

Combat Gear *rod of the python*, +1 *chain mail*

BLACK ACOLYTES (12)

XP 1,200

LE male and female human cleric 2, wizard 2

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

Fort +8, **Ref** +3, **Will** +11

hp 22 (2d8+2d6+4 plus 4)

Melee masterwork staff +3 (1d6)

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

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

Domains Liberation, Travel

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

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

Combat Gear chain mail, masterwork quarterstaff

GIANT BABOON

XP 600

N Large animal

Init +2; **Senses** low-light vision, scent; **Perception** +8

AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, –1 size)

hp 19 (3d8+6)

Fort +7; **Ref** +5; **Will** +2

Speed 30 ft.

Melee 2 slams +3 (1d4+2), bite +3 (1d6+2)

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

Str 15, **Dex** 15, **Con** 14, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +2; **CMB** +5; **CMD** 17

Feats Great Fortitude, Skill Focus (Perception)

Skills Acrobatics +6, Climb +6, Perception +8

THE WINTER WOODS

2610.

The land drops into a boggy depression here, ringed by willows and crossed by a causeway of weathered stone. In the center of the hex there is a small upland topped by a village of Northmen who dredge iron deposits from the wetlands and trade it to the men of the south for farm produce. The village is composed of wooden cottages huddled around an abbey dedicated to Tazara, goddess of illumination. The abbey is composed of three 40 ft. tall towers of alabaster topped by columns of light (created with round stones enchanted with *continual flame*) placed in basins of highly polished silver. These slim towers are connected by a triangular keep that holds a shrine of Tazara and living quarters for **Maglara**, the abbess, and her **ten priests**. The abbey holds an idol of Tazara, who appears as tiny, slender woman whose hair looks like rays of light. She has jade eyes and wears a lemon-yellow gown. On her arms are dozens of armbands inlaid with precious stones (can be stripped from the idol, worth 200 gp). In her outstretched hands she holds a cube of gold (worth 300 gp).

While the Abbey of Light was once a veritable beacon in the Winter Woods, it has fallen on dark times. Maglara and her priests have succumbed to the whispered promises of the Devourer, wicked spirit of winter. In a secret chamber behind the idol of Tazara they have built a shrine to the Devourer where he receives sacrifices on moonless nights. The demon cult has spread through the village, with about 1 in 3 villagers now dedicated to the Devourer, having been promised protection when the Queen of the Winter Winds conquers the Winter Wood. Ten of the villagers now patrol the village at night in black, hooded cloaks and iron masks, kidnapping villagers to be brought into the cult or punishing those who oppose them. These “**Iron Enforcers**” and the priests all carry ritual daggers that look vaguely like icicles, being shaped more like spikes than blades.

Treasure: 520 sp, 1,700 gp, sardonyx dagger worth 9,000 gp and 20 barrels of mead (30 gal., 250 lb., 20 gp each).

MAGLARA

CR 14

Rotund woman with ivory eyes, a round face and grey hair. She is judgmental and suspicious.

XP 38,400

CE female human cleric 14

AC 20, touch 10, flat-footed 20 (+7 armor, +3 shield)

Fort +10, Ref +4, Will +13

hp 72 (14d8+14 plus 14)

Melee +2 heavy mace +12/+7 (1d8+2)

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

Domains Darkness, Weather

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

Base Atk +10; CMB +10; CMD 20

Combat Gear +1 chainmail, +1 shield, +2 heavy mace; Other Gear holy symbol

PRIEST OF THE WHISPERED WORD

CR 7

Stubborn and severe, tall with a bland face and grey-green eyes.

XP 3,200

CE male human cleric 7

AC 16, touch 10, flat-footed 16 (+5 armor, +1 shield)

Fort +6, Ref +2, Will +9

hp 42 (7d8+7 plus 7)

Melee light mace +5 (1d6)

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

Domains Darkness, Weather

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

Base Atk +5; CMB +5; CMD 15

Combat Gear Chain mail, light steel shield, light mace; Other Gear holy symbol

ACOLYTE OF THE WHISPERED WORD (9)

CR 3

XP 800

CE male and female human cleric 3

AC 16, touch 10, flat-footed 16 (+5 armor, +1 shield)

Fort +4, Ref +1, Will +5

hp 17 (3d8+3 plus 3)

Melee light mace +2 (1d6)

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

Domains Darkness, Weather

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

Base Atk +2; CMB +2; CMD 12

Combat Gear Chain mail, light steel shield, light mace; Other Gear holy symbol

IRON ENFORCER

CR 1

XP 400

Male human warrior 1

CE Medium humanoid (human)

Init +0; Senses Perception +1

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

hp 7 (1d10+1 plus 1)

Fort +3, Ref +0, Will +0

Speed 30 ft.

Melee ritual mwk dagger +3 (1d4+1/19–20) or unarmed strike +2 (1d3+1)

Str 12, Dex 10, Con 11, Int 10, Wis 10, Cha 8

Base Atk +1; CMB +2; CMD 12

Feats Improved Grapple, Improved Unarmed Strike

Skills Perception +1, Stealth +2

Languages Common

Combat Gear leather armor, ritual masterwork dagger; Other Gear iron mask

2618.

A village of rowdy, rough Northmen was built here to mine vein of rose quartz. The small village consists of a couple dozen hovels surrounded by a stone wall and moat of mucky rain water. The village is overseen by **Mothionn**, the younger half-brother of Exfreza, Grand Duchess of the Winter Wood, who lives in Yaryg in Hex 2416. The young baron, the title conferred upon him by his half-sister, commands a troupe of **twenty men-at-arms**. He lives in a small, round, stone tower in conditions only slightly better than the miners, sharing the tower with his soldiers and horses. He tolerates the conditions because he fears his half-sister and because the rose quartz mine is lucrative. Mothionn is using the money he skims from the operation to recruit assassins he plans to use to overthrow his sister after she has stabilized the region and brought it under her control. Currently, he has a swordswoman named **Clevina** in his employ. The miners live in a narrow valley, the sound of their singing echoing through much of the hex.

Treasure: 40 sp, 330 gp.

MOTHIONN

CR 6

XP 2,400

Male human aristocrat 5, fighter 2

N Medium humanoid (human)

Init +1; Senses Perception +7

AC 22, touch 12, flat-footed 20 (+9 armor, +1 Dex, +1 dodge, +1 shield)

hp 51 (5d8+2d10+7 plus 7)

Fort +5, Ref +2, Will +4 (+1 vs. Fear)

Speed 20 ft. (30 ft. base)

Melee battle axe +8 (1d8+2/x3) or dagger +7 (1d4+2/19–20)

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

Base Atk +5; CMB +7; CMD 19

Feats Dodge, Iron Will, Leadership, Persuasive, Skill Focus (bluff),

Skill Focus (diplomacy), Weapon Focus (battle axe)

Skills Bluff +13, Diplomacy +15, Intimidate +11, Knowledge

(local) +8, Perception +7, Ride +8, Sense Motive +7

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Languages Common

Combat Gear Plate armor, light steel shield, battle axe, dagger;

Other Gear brass medallion bearing his family's arms (worth 25 gp).

CLEVINA

CR 10

XP 9,600

Female human fighter 10

N Medium humanoid (human)

Init +8; **Senses** Perception +9

AC 18, touch 15, flat-footed 13 (+3 armor, +4 Dex, +1 dodge)

hp 87 (10d10+10 plus 10)

Fort +8, **Ref** +7, **Will** +3 (+3 vs. Fear)

Defensive Abilities Bravery +3

Speed 30 ft.

Melee +1 *longsword* +14/+9 (1d8+7/19–20) and dagger +12/+7 (1d4+2 plus poison/19–20)

Ranged dagger +16 (1d4+2 plus poison/19–20) or dart +14/+9 (1d4+2 plus poison)

Special Attacks poison (deathblade poison, DC 20), weapon training 2 (heavy blades +2, light blades +1)

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

Base Atk +10; **CMB** +12; **CMD** 27

Feats Dodge, Improved Initiative, Improved Two-Weapon Fighting, Lunge, Mobility, Step Up, Two-Weapon Defense, Two-Weapon Fighting, Weapon Focus (dagger), Weapon Focus (longsword), Weapon Specialization (dagger), Weapon Specialization (longsword)

Skills Intimidate +10, Perception +9, Ride +14, Survival +10

Languages Common

SQ armor training 2

Combat Gear +1 *leather armor*, +1 *long sword*, poisoned dagger, three poisoned darts.

DEATHBLADE

Type poison, injury; **Save** Fortitude DC 20

Frequency 1/round for 6 rounds

Effect 1d3 Con damage; **Cure** 2 consecutive saves

MEN-AT-ARMS (20)

CR 1

XP 400

hp 6, (see **Adventures in the Wilderness**, above with the following changes: replace longswords with battle axes, remove lance and light warhorse)

2704.

A meadow of honeysuckle and purple coneflowers stretches out as far as the eye can see. **Tiny dragons** with butterfly wings flit about, sampling the nectar and maybe discussing philosophy or the impending doom they sense from the west, and then taking off again. Encounters with 1d8 of the miniature dragons occur on a roll of 1–4 on 1d6. The beasts are content to ignore travelers, but are quite dangerous when riled.

PIXIE DRAGON

CR 2

XP 600

CG Tiny dragon

Init +3; **Senses** darkvision 60 ft., low-light vision; **Perception** +8

AC 18, touch 16, flat-footed 14; (+3 Dex, +1 dodge, +2 natural, +2 size)

hp 22 (3d12+3)

Fort +4; **Ref** +6; **Will** +5

Immune magical paralysis, sleep; **SR** 14

Speed 10 ft., fly 60 ft. (perfect), swim 30 ft.

Melee bite +4 (1d3–1)

Space 2 1/2 ft.; **Reach** 0 ft. (2 1/2 ft. with bite)

Special Attacks breath weapon (5 ft. cone, Fort DC 12, euphoria 1d6 rounds)

Spell-like Abilities (CL 3rd)

3/day—*greater invisibility* (self only)

Sorcerer Spells Known (CL 3rd)



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1st (6/day)—*grease* (DC 14), *silent image*, *sleep* (DC 14)
 0 (at will)—*dancing lights*, *flare* (DC 13), *ghost sound*, *mage hand*,
open/close
 —OR—

Druid Spells Prepared (CL 3rd)

2nd—*animal trance* (DC 14), *warp wood* (DC 14)

1st—*charm animal* (DC 13), *entangle* (DC 13), *speak with animals*

0—*create water*, *detect magic*, *flare* (DC 12), *light*

Str 9, Dex 17, Con 13, Int 16, Wis 14, Cha 16

Base Atk +3; CMB +4; CMD 15 (19 vs. trip)

Feats Acrobatic, Dodge

Skills Acrobatics +8, Bluff +9, Diplomacy +9, Fly +23, Knowledge (nature) +9, Perception +8, Sense Motive +8, Stealth +17, Swim +11, Use Magic Device +9

Languages Common, Draconic, Elven, Sylvan; telepathy 100 ft.

Breath Weapon (Su)

A pixie dragon's breath weapon is a 5 foot cone of pink and green gas. Creatures caught in the puff must succeed on a Fortitude save or experience extreme euphoria for 1d6 rounds. Affected creatures are staggered, sickened, and immune to fear effects for the duration of the euphoria.

Pixie dragons are chaotic members of the dragon family and are believed to be distant cousins of the pseudodragon. Pixie dragons resemble tiny 1 ft. long dragons. Female pixie dragons have a golden sheen to their coloring while males have a silver sheen.

Pixie dragons love to play pranks on passersby and employ their spells to this end. Some pixie dragons spend months on end preparing for the day they can unleash their single grand practical joke or prank. Pixie dragons avoid combat and only attack if cornered or if their lair or young are in immediate danger. A pixie dragon attacks with its breath weapon, spells, and bite.

Pixie dragons are rarely found in the vicinity of actual pixies.

2716.

Shirith is a village set on man-made terraces of limestone blocks on the steep banks overlooking the Swift River. The village has seven terraced levels, each ranging from 10 to 30 ft. above the other and accessible only through tunnels and stairs that are blocked by iron portcullises. The villagers grow gardens of rare medicinal herbs in their misty river canyon, trading then to Yaryg for dried fish, grain, fruit and other essentials. The highest level of the village is a long reservoir fed by frequent rains. Irrigation pipes bring this water to the gardens. Shirith is ruled by the **Baroness Sibeve**, younger sister of the Grand Duchess of Yaryg in Hex 2416. Under her command is a corps of **60 crossbowmen** steel skullcaps decorated with pheasant feathers.

BARONESS SIBEVE

XP 1,600

NG female human aristocrat 4, warrior 2

AC 10, touch 10, flat-footed 10

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

hp 42 (4d8+2d10+6 plus 6)

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

Base Atk +5; **CMB** +6; **CMD** 16

CR 5

CROSSBOWMEN (40)

XP 400

hp 8, (see Men-at-Arms in **Adventures in the Wilderness**, above, with the following changes: +1 to hit with light crossbows, remove lance and light warhorse)

CR 1

2725.

About 100 ill-tempered fishermen dwell in the center of this lake on a number of house boats that have been lashed together. The fishermen rarely venture ashore, afraid of the creatures of the nearby fungal moors. Each houseboat is a barge or raft topped by a simple hovel of sticks and equipped with a small iron stove and all the

comforts of home (if your home is damp and fairly uncomfortable). Nobody rules the village, and strangers are unwelcome except in the direst of circumstances. One raft holds a small shrine to Uchai, the goddess of river otters. The shrine and the village are protected by **four giant otters** sent by Uchai in response to fervent prayer and sacrifice. Among the villagers there is a company of **10 rangers** quite adept at slaying man and beast. The rangers are led by **Black Ayla**.

Treasure: 1,330 sp, 490 gp, soapstone idol of Uchai worth 45 gp.

BLACK AYLA

XP 12,800

N male human ranger 11

AC 22, touch 13, flat-footed 19 (+7 armor, +3 Dex, +2 shield)

Fort +9, **Ref** +10, **Will** +5

hp 102 (11d10+22 plus 11)

Melee +1 *battle axe* +13/+8 (1d8+3/x3) and +1 *dagger* +13 (1d4+3/19–20)

Ranger Spells Prepared (3/2/1/; DC 12 + spell level; CL 8th)

Str 14, **Dex** 17, **Con** 15, **Int** 10, **Wis** 14, **Cha** 13

Base Atk +11; **CMB** +13; **CMD** 26

Combat Gear +1 *chain mail*, +1 *buckler shield*, longbow, 20 arrows, +1 *battle axe*, +1 *dagger*, orichalcum helm in the Roman style, worth 80 gp.

CR 11

VILLAGE RANGERS (10)

XP 2,400

N male human ranger 6

AC 18, touch 11, flat-footed 17 (+6 armor, +1 Dex, +1 shield)

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

hp 42 (6d10+10 plus 6)

Melee battle axe +7/+2 (1d8+2) and dagger +6 (1d4/19–20)

Ranged longbow +9 (1d8/x3)

Ranger Spells Prepared (1; DC 11 + spell level; CL 2nd)

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

Base Atk +6; **CMB** +8; **CMD** 19

Combat Gear Chain mail, buckler shield, longbow, 15 arrows, battle axe, dagger

CR 6

GIANT OTTER

XP 200

N Medium animal

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

CR 1/2

AC 14, touch 13, flat-footed 11 (+2 Dex, +1 dodge, +1 natural)

hp 11 (2d8+2)

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

Speed 30 ft., swim 30 ft.

Melee bite +1 (1d6)

Str 10, **Dex** 14, **Con** 13, **Int** 2, **Wis** 13, **Cha** 12

Base Atk +1; **CMB** +1; **CMD** 13 (17 trip)

Feats Dodge, Skill Focus (Swim)^B

Skills Perception +5, Stealth +6, Swim +14

2807.

In a high, narrow cave near the apex of a jagged shard of rock lives the **manticore** of the woods. Most folk in the region have heard of the beast, though few have ever encountered it and lived to tell the tale. It is indiscriminate in its predations, attacking humans and goblinoids alike. Many a column of gnoll slavers have lost their tribute to the Lords of the Deep to the manticore, and Saremunde in Hex 3108, has had many epic battles with the beast. The cave is quite inaccessible to folk without climbing equipment and experience or the ability to fly. Piled in the cave, which the beast keeps scrupulously clean, is a treasure of 890 sp, 1,480 gp and a tarnished copper *pennywhistle*.

MANTICORE

XP 1,600

hp 57, (See the *Pathfinder Roleplaying Game Bestiary*, "Manticore")

CR 5

Pennyswhistle

Aura moderate enchantment; **CL** 9th
Slot wrists; **Price** 25,000 gp; **Weight** 1 lb.

Description

The *pennywhistle* is a magic item greatly coveted by fisherman and swamp dwellers, for its it's shrill keening has the ability to control slugs, snails, worms, lampreys, leeches and other such foul creatures in a 30 ft. radius as if under the effects of a *charm monster* spell (DC 16 Will Save negates). The control last for as long as the *pennywhistle* is blown, and 1d6 rounds after. The *pennywhistle* can be used 3 times per day

Construction Requirements

Craft Wondrous Item, *charm monster*; **Cost** 12,500 gp

2910.

A great tangle of ley lines in this hex allows spellcasters (divine or arcane) of any level to *control weather* over the entire map if a DC 20 concentration check is successful. The ley nexus takes the form of a stone table atop a barren hill, heavily weathered and marked with almost invisible lines that trace out the ley lines that run through the hex. All of these lines meet in the center of the table. A small cave in the base of the hill lives **Toglo**, an old shaman of the Hivernians, the guardian of the nexus. He allows none to step upon the table uncontested, and works for no side in the coming conflict between winter and spring. Toglo can summon one or two spirit creatures to aid him in his fight – a large unicorn representing the forces of spring and vitality, or a large hag representing the forces of winter and decay. Naturally, he will usually summon one or the other guardian, for in most cases the guardians would willingly aid natural allies of their season and oppose one another. To control weather from the nexus, a cleric or magic-user must stand atop the table and invoke powerful spirits of nature. To do this successfully, they must pass a saving throw, with magic-users suffering a -2 penalty to this roll. If the saving throw is made successfully, they can use the *control weather* spell and cover any portion of the Winter Woods map they wish. If they fail, they are struck with a bolt of lightning from the heavens, suffering 10d6 points of damage with no saving throw.

TOGLO THE GUARDIAN

XP 51,200

N male human druid 15

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

Fort +10, **Ref** +5, **Will** +13

hp 110 (15d8+15 plus 15)

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

Spell-Like Abilities

1/day- *summon guardian* (unicorn or green hag, see below)

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

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

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

Combat Gear Leather armor (in the form of hides and furs), +2 *heavy mace*; **Other Gear** holy symbol.

CR 15

UNICORN

XP 800

hp 52, (See the *Pathfinder Roleplaying Game Bestiary*, “Unicorn”)

CR 3

GREEN HAG

XP 1,600

hp 99, (See the *Pathfinder Roleplaying Game Bestiary*, “Green Hag”)

CR 5

3006.

On moonlit nights, **thirteen wraiths** that look like decrepit old Hivernians wearing wreaths of black roses around their necks and

having iron nails in place of their teeth swarm from the ground to intercept travelers.

DWEOMER WRAITH

CR 6

XP 2,400

LE Medium undead (incorporeal)

Init +7; **Senses** darkvision 60 ft., lifesense; **Perception** +10

Aura unnatural aura (30 ft.)

AC 18, touch 18, flat-footed 14; (+5 deflection, +3 Dex)

hp 47 (5d8+25)

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

Defensive Abilities channel resistance +2, incorporeal; **Immune** undead traits

Weaknesses sunlight powerlessness

Speed fly 60 ft. (good)

Melee incorporeal touch +6 (1d6 negative energy plus energy drain)

Special Attacks create spawn, dispelling touch, energy drain (1 level, DC 17)

Str —, **Dex** 16, **Con** —, **Int** 14, **Wis** 14, **Cha** 21

Base Atk +3; **CMB** +6; **CMD** 16

Feats Blind-Fight, Combat Reflexes, Improved Initiative

Skills Diplomacy +10, Fly +7, Intimidate +13, Knowledge (planes)

+7, Perception +10, Sense Motive +10, Stealth +11

Languages Common, Infernal

Create Spawn (Su)

A humanoid arcane spellcaster slain by a dweomer wraith becomes a dweomer wraith in 1d4 rounds. These spawn are less powerful than typical dweomer wraiths, and suffer a -2 penalty on all d20 rolls and checks, receive -2 hp per HD, and do not gain the energy drain special attack. Spawn are under the command of the dweomer wraith that created them until its death, at which point they lose their spawn penalties and become free-willed dweomer wraiths. They do not possess any of the abilities they had in life. A humanoid divine spellcaster or non-spellcaster slain by a dweomer wraith becomes a wraith instead, using the same penalties.

Dispelling Touch (Su)

A dweomer wraith that succeeds on a touch attack against a magic item drains the magic item's power. This functions as a targeted *dispel magic*, using the dweomer wraith's HD as its caster level. This ability functions at will.

Lifesense (Su)

A dweomer wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.

Sunlight Powerlessness (Ex)

A dweomer wraith caught in sunlight cannot attack and is staggered.

Unnatural Aura (Su)

Animals do not willingly approach within 30 feet of a dweomer wraith, unless a master makes a DC 25 Handle Animal, Ride, or wild empathy check.

3012.

A beautiful tower of polished marble rises from the hills here, set atop a granite promontory and approached by a narrow, winding staircase flanked by trellises of wild roses and lavender. Entry is gained through a door of bronze-colored wood equipped with a spy hole, the handle **trapped** with electricity. The 30 ft. diameter tower rises 50 ft. and is topped by crenellations, through which grim **hobgoblins** with faces like rose-colored leather in tall helms of bronze and carrying light crossbows and curved swords. The tower is the home of **Amaunter**, a powerful magic-user, and his lady love **Sifiet**, a nymph. The two dwell in the heights of the tower in a room clad with marble rosettes and a pool of warm, clear water that issues from a fountain of gold cherubs. Amaunter and his lady rarely receive company, and one must have pressing business and a fine gift to see the wizard. The tower is guarded by 20 of the aforementioned hobgoblins as well as a troupe of **6 female pixies**, Sifiet's handmaidens, and Amaunter's **five**

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apprentices, all drawn from the noble families of the town of Yaryg. Amaunter is a silver-tongued devil who falls easily for a pretty face (Charisma 15+). His attentions on a female adventurer will result in terrible retribution by Sifiet and her goblins and pixies. Amaunter has entertained many such dalliances, usually in his private library, and has emerged unscathed from all of them.

Treasure: 4,920 sp, 4,340 gp, seven +1 sling bullets (made of silver, stamped with holy symbols), scroll of protection from dragons.

ELECTRIFIED DOOR HANDLE TRAP

CR 4

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

Trigger touch; **Reset** none

Effect electricity arc (2d6 electricity damage, DC 20 Reflex save for half damage)

AMAUNTER THE REPREHENSIBLE

CR 19

Amaunter is a narcissist, loyal to none but himself.

XP 204,800

CN male human wizard 19

AC 10, touch 10, flat-footed 10

Fort +7, **Ref** +6, **Will** +12

hp 90 (19d6+19 plus 19)

Melee +3 *silver dagger* +12/+7 (1d4+3/19–20)

Wizard Spells Prepared (4/6/6/6/5/5/5/5/3/3; DC 17 + spell level)

Str 11, **Dex** 10, **Con** 12, **Int** 24, **Wis** 12, **Cha** 18

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

Combat Gear Black oak *staff of*, +3 *silver dagger*; **Other Gear** Robes of bice embroidered with silver and gold thread, ritual wand composed of finger bones sealed with gold (worth 55 gp), brass waist chain set with turquoises worth 110 gp.

AMAUNTER'S APPRENTICES

CR 2

XP 600

N male human wizard 2

AC 20, touch 10, flat-footed 10

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

hp 11 (2d6+2 plus 2)

Melee unarmed strike +1 (1d3)

Ranged ranged touch +1 (by spell)

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

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

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

Gear Bice robes, over-sized berets, ritual wands of rosewood.

SIFIET THE NYMPH

CR 7

XP 3,200

hp 60, (See the *Pathfinder Roleplaying Game Bestiary*, “Nymph”)

PIXIES (6)

CR 4

XP 1,200

hp 18, (See the *Pathfinder Roleplaying Game Bestiary*, “Pixie”)

HOBGOBLINS (20)

CR 1/2

XP 200

hp 12, (See the *Pathfinder Roleplaying Game Bestiary*, “Hobgoblin”)

3014.

A village of **70 dour human miners** and **30 dwarves**, dwell atop a vast salt mine in small, stone houses that are surrounded by a megalithic stone wall and a moat that also serves as a reservoir. The miners are ruled by a council of elders – three humans and three dwarves – and maintain a militia of **20 dwarven men-at-arms**. The salt mines and the stone wall are pre-human and date to the age of the serpent folk. Deep in the mine, the miners discovered an ancient statue of serpentine depicting a heavy, curvaceous woman with serpents for arms and legs. The statue sits cross-legged and in this position rises to 10 ft. in height. In its lap is a large, alabaster egg. The eyes of the statue are made of multi-faceted crystal and are capable of

hypnotizing (save or affected by powerful Suggestion) any who look on them. Over time, the discoverers brought the entire village under the idol's domination, killing those (mostly dwarves) who resisted. At night, the miners leave their village in large, armed parties to search for sacrificial victims. With each murder, a serpentine demon is forming in the alabaster egg – only three more need die to birth it into the world. If threatened, the idol will disgorge up to **six iron cobras** from its “hands”.

HUMAN MINERS

CR 4

N male human expert 5

hp 20 (Profession [miner] +9)

DWARVEN MINERS

CR 6

LN male and female dwarven expert 7

hp 45 (Perception +7, Profession [miner] +12)

DWARVEN MEN-AT-ARMS

CR 1

XP 400

Male dwarf fighter 1

LN Medium humanoid (dwarf)

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

AC 22, touch 11, flat-footed 21 (+8 armor, +1 Dex, +3 shield)

hp 11 (1d10+3 plus 1)

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

Defensive Abilities Bravery +1, defensive training, hardy

Speed 20 ft.

Melee heavy pick +5 (1d6+3/x4)

Ranged light crossbow +2 (1d8/19–20)

Special Attacks racial hatred

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

Base Atk +1; **CMB** +4; **CMD** 15

Feats Power Attack, Weapon Focus (heavy pick)

Skills Perception +1, Profession (miner) +4

Languages Common, dwarven

Combat Gear Half plate, heavy steel shield, heavy pick, , light crossbow, 20 bolts

IRON COBRAS (6)

CR 2

XP 600

hp 15, (See the *Pathfinder Roleplaying Game Bestiary*, “Iron Cobra”)

3017.

A tribe of **200 gnolls** (plus 90 females and 330 cubs) has made its permanent camp in this hex atop a low ridge that has been cleared of timber, the timber being used to construct thick, tall walls and guard houses. The interior of this fortress is filled with filthy yurts and dozens of slave pits covered by wooden grates. A partially toppled beacon tower in the center of the village serves as the home of the chieftain, **Wadawn** and his harem of **albino wise women**. The gnolls, called “The Red Plague”, have rust colored fur and use hide armor, hide-covered shields, spears and blowguns with poisoned darts. The gnolls currently have **25 human slaves** they are ready to drive to the coast. The gnolls are allied with two honking big trolls named **Klev** and **Yorg**.

Treasure: 1,000 cp, 770 sp, 1,370 gp in soiled fur sacks. The copper pieces are made of brass and almost look like gold pieces.

WADON, GNOLL CHIEFTAIN

CR 4

XP 1,200

Male gnoll fighter 4

N Medium humanoid (gnoll)

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

AC 17, touch 12, flat-footed 15 (+4 armor, +2 Dex, +1 shield)

hp 37 (4d10+8 plus 4)

Fort +6, **Ref** +3, **Will** +1 (+1 vs. Fear)

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Defensive Abilities Bravery +1

Speed 20 ft. (30 ft. base)

Melee mwk spear +9 (1d8+5/x3)

Ranged blowgun +6 (1d2 plus poison)

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

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

Feats Intimidating Prowess, Point Blank Shot, Precise Shot,

Weapon Focus (spear), Weapon Specialization (spear)

Skills Climb +3, Perception +2, Stealth +1, Survival +4

Languages Gnoll, goblin

Combat Gear Hide armor, light wooden shield, masterwork spear, blowgun, 12 darts, sleep poison

SLEEP POISON

Type injury; **Save** Fortitude DC 14

Frequency 1/round for 4 rounds

Initial Effect unconsciousness for 1 minute; **Secondary Effect** unconsciousness for 2d4 hours; **Cure** 1 save

WISE WOMEN

XP 800

LE female gnoll cleric 3

AC 10, touch 10, flat-footed 10

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

hp 17 (3d8+3)

Melee unarmed strike +2 (1d3)

Divine Spells Prepared (4/3+1/2+1; DC 12 + spell level)

Domains Evil, Knowledge

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

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

GNOLLS

XP 400

hp 11, (See the *Pathfinder Roleplaying Game Bestiary*, “Gnoll”)

HYENAS (10)

XP 400

hp 13, (See the *Pathfinder Roleplaying Game Bestiary*, “Hyena”)

KLEV AND YORG

XP 1,600

hp 84, (See the *Pathfinder Roleplaying Game Bestiary*, “Troll”)

HUMAN SLAVES (10)

N Male and female human commoner 1

XP 200

hp 3

3020.

A tribe of **60 sinuous, black lizardmen** inhabits a series of half-submerged caverns in the shadow of the mushroom forest. The lizardmen are especially savage, disdaining the use of shields, weapons and fire. During the winter and autumn months they lie in a languid torpor in their slimy caverns, while in the spring and summer months they turn their rapacious appetites loose on the surrounding countryside. During the course of the year, they save the heads of their victims, preserving them with herbs and covering them with their waxy saliva. Each spring, they carry these heads, tied into bunches of three by their hair, to the shores of the Black Water and cast them into the sea as an offering to the Lords of the Deep.

Treasure: 3,560 sp, 120 gp.

LIZARDFOLK (60)

XP 400

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

3108.

Saremund, northernmost warlord of the Northmen and distant kin to King Polominen (see Hex 3222), is in the process of expanding his motte-and-bailey castle into a full-fledged concentric fortress – the so-called “tip of the spear” of Northman expansion into the Winter Woods. Unphased by reports of impending doom and unconcerned with the fall of the old empire (in fact, he does not believe a word of it), Saremund’s boundless courage and optimism have drawn many Northmen to his banner – men and women looking to seize on a last glimmer of hope and glory. Saremund commands **20 men-at-arms**, all skilled warriors, and five knights of the old empire: **Sir Amerior**, **Dame Brigis**, **Sir Fintoc**, **Sir Lespantio**, **Dame Sorra** and **Sir Valloc**. All are battle-hardened veterans who intend to recreate their lost empire (for they know well that it has fallen) here in the Winter Woods. In this quest, they are assisted by **Seghant**, a crafty magician and exile of the old empire and a man Dame Sorra does not fully trust.

Saremund’s home is always open to knights and their retainers, but others are not granted audience though they may be hired as mercenaries by Seghant, who acts as Saremund’s vizier. The castle’s grounds are inhabited by a small population at the moment – some herdsman and crofters, but mostly masons, smiths and carpenters. Saremund is emptying his coffers constructing his castle and importing foodstuffs from the south, but he and his knights often supplement their stocks by hunting in the woods – there is a 1 in 6 chance that they will be encountered there, fully armored and carrying their normal complement of weapons plus longbows. These hunting parties are accompanied by ten men-at-arms as bearers, six hunting falcons and a pack of ten hunting dogs.

Treasure: 330 sp, 880 gp.

LORD SAREMUND

CR 15

Saremund has piercing hazel eyes, coarse hair and a well-trimmed beard. He has a slight, though muscular build and always dresses in velvet and silk. He is irreligious and inquisitive and exudes confidence from every pore.

XP 51,200

Male human cavalier (order of the dragon) 15

LN Medium humanoid (human)

Init +2; **Senses** Perception +18

AC 26, touch 12, flat-footed 24 (+10 armor, +2 Dex, +4 shield)

hp 155 (15d10+45 plus 15)

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

Defensive Abilities banner (+4 vs, fear, +3 attacks), greater banner

Speed 20 ft. (30 ft. base)

Melee +2 *longsword* +20/+15/+10 (1d8+2/19–20) or +1 *lance* +19 (1d8+2/19–20x3) or +1 *dagger* +18/+13/+8 (1d4+3/19–20)

Special Attacks challenge (5/day, +15 damage), charge (+4), mighty charge

Str 14, **Dex** 15, **Con** 16, **Int** 14, **Wis** 14, **Cha** 20

Base Atk +15; **CMB** +17; **CMD** 29

Feats Bleeding Critical, Critical Focus, Leadership, Lookout, Mounted Combat, Ride-By Attack, Spirited Charge, Swap Places, Trample, Unseat, Vital Strike, Weapon Focus (longsword), Weapon Focus (lance)

Skills Bluff +21, Diplomacy +21, Handle Animal +21, Intimidate +21, Perception +18, Ride +19, Sense Motive +18, Survival +18

Languages Common

SQ expert trainer (+7), mount, order ability (aid allies +5, strategy)

Combat Gear +1 *full plate of moderate fortification*, +2 *heavy steel shield*, +1 *lance*, +2 *long sword*, +1 *dagger*; **Other Gear** barded warhorse, silver brooch worth 1,550 gp, *potion of clairaudience/clairvoyance*.

SIR AMERIOR

CR 12

Amerior is heavyset, with a long face that is always calm and commanding. He is a brilliant leader and men-at-arms under his

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command get a +1 morale bonus to hit and saving throws.

XP 19,200

Male human cavalier (order of the dragon) 12

LN Medium humanoid (human)

Init +1; **Senses** Perception +14

AC 25, touch 11, flat-footed 24 (+10 armor, +1 Dex, +4 shield)

hp 120 (12d10+24 plus 12)

Fort +10, **Ref** +5, **Will** +6

Defensive Abilities banner (+3 vs, fear, +2 attacks)

Speed 20 ft. (30 ft. base)

Melee +2 *battle axe* +17/+12/+7 (1d8+4/x3) or +1 *lance* +16 (1d8+3/x3) or dagger +14/+9/+4 (1d4+2/19–20)

Special Attacks challenge (4/day, +12 damage), charge (+4), mighty charge

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

Base Atk +12; **CMB** +14; **CMD** 25

Feats Leadership, Mounted Combat, Precise Strike^B, Ride-By Attack, Spirited Charge, Swap Places^B, Trample, Unseat, Vital Strike, Weapon Focus (battle axe), Weapon Focus (lance)

Skills Bluff +15, Diplomacy +15, Handle Animal +15, Intimidate +15, Perception +14, Ride +13, Sense Motive +14, Survival +14

Languages Common

SQ expert trainer (+6), mount, order ability (aid allies +4, strategy)

Combat Gear +1 *full plate*, +1 *heavy steel shield*, +1 *lance*, +2 *battle axe*, dagger; **Other Gear** barded horse.

DAME BRIGIS

CR 8

She has a round, pleasant face and figure and black eyes that seem to shimmer with starlight. She is romantic by nature and enjoys clever japes and jests.

XP 4,800

Female human fighter 8

LN Medium humanoid (human)

Init +0; **Senses** Perception +6

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

hp 77 (8d10+16 plus 8)

Fort +8, **Ref** +2, **Will** +2 (+2 vs. Fear)

Defensive Abilities Bravery +2

Speed 20 ft. (30 ft. base)

Melee mwk battleaxe +13/+8 (1d8+2/x3) or dagger +9/+4 (1d4+1/19–20)

Ranged mwk longbow +9 (1d8/x3)

Special Attacks weapon training 1 (axes +1)

Str 13, **Dex** 11, **Con** 14, **Int** 14, **Wis** 10, **Cha** 16

Base Atk +8; **CMB** +9; **CMD** 19

Feats Greater Weapon Focus (battle axe), Mounted Combat, Skill Focus (bluff), Skill Focus (diplomacy), Weapon Focus (battle axe), Weapon Specialization (battle axe)

Skills Bluff +12, Diplomacy +12, Handle Animal +10, Knowledge (local) +8, Perception +6, Ride +6, Sense Motive +6

Languages Common

SQ Armor training 2

Combat Gear Masterwork full plate, masterwork heavy steel shield, masterwork battle axe, dagger, masterwork longbow, 20 arrows; **Other Gear** barded warhorse, *gauntlets of swimming and climbing*.

SIR FINTOC

CR 11

Fintoc is pudgy and serious, with a serious interest in courtly romance. He has a lovely young daughter named Clove who is the center of his universe.

XP 12,800

Male human bard 3, fighter 8

NG Medium humanoid (human)

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

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

hp 71 (3d8+8d10+11 plus 11)

Fort +8, **Ref** +6, **Will** +8 (+2 vs. Fear)

Defensive Abilities bardic performance (countersong, distraction), bravery +2, well-versed

Speed 30 ft.

Melee mwk light flail +15/+10 (1d8+5/x3) or lance +12 (1d8+2/x3) or mwk dagger +13/+8 (1d8+2/x3)

Special Attacks bardic performance (distraction), weapon training 1 (hammers +1)

Bard Spells Known (6/4; DC 13 + spell level)

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

Base Atk +10; **CMB** +12; **CMD** 23

Feats Iron Will, Lunge, Mounted Combat, Skill Focus (bluff), Skill Focus (diplomacy), Skill Focus (ride), Skill Focus (perform), Step Up, Weapon Focus (light flail), Weapon Specialization (light flail)

Skills Acrobatics +9, Bluff +14, Diplomacy +14, Knowledge (local) +9, Knowledge (nobility) +9, Linguistics +9, Perception +9, Perform (oratory) +14, Ride +8, Sense Motive +9, Sleight of Hand +9, Stealth +9

Languages Common

SQ Armor training 2, bardic performance (inspire competence +2), versatile performance

Combat Gear +1 *glamered chain shirt*, masterwork light steel shield, lance, masterwork light flail, masterwork dagger; **Other Gear** barded warhorse

SIR LESPANTIO

CR 10

Lespantio is a bear of a man, with a craggy, bearded face. He is well traveled, speaks several dialects and has a melodramatic flair. He is a wonderful storyteller.

XP 9,600

Male human fighter 10

LN Medium humanoid (human)

Init +1; **Senses** Perception +5

AC 20, touch 11, flat-footed 19 (+9 armor, +1 Dex)

hp 97 (10d10+20 plus 10)

Fort +9, **Ref** +4, **Will** +3 (+3 vs. Fear)

Defensive Abilities Bravery +3

Speed 20 ft. (30 ft. base)

Melee +1 *heavy mace* +17/+12 (1d8+7) or mwk lance +14 (1d8+2/x3) or mwk dagger +13/+8 (1d4+2/19–20)

Special Attacks weapon training 2 (hammers +2, spears +1)

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

Base Atk +10; **CMB** +12; **CMD** 23

Feats Cleave, Great Cleave, Greater Bull Rush, Greater Weapon Focus (heavy mace), Improved Bull Rush, Mounted Combat, Power Attack, Skill Focus (ride), Trample, Vital Strike, Weapon Focus (heavy mace), Weapon Specialization (heavy mace)

Skills Bluff +9, Diplomacy +7, Handle Animal +10, Linguistics +6, Knowledge (history) +8, Knowledge (local) +7, Perception +5, Ride +8, Sense Motive +6

Languages Common

SQ Armor training 2

Combat Gear Masterwork full plate, masterwork lance, +1 *heavy mace*, masterwork dagger; **Other Gear** barded warhorse, two armbands of black bronze worth 10 gp each.

DAME SORRA

CR 10

Sorra worships Scarlad, god of justice, above all others. A plain looking woman, she is tall, athletic, generous and chaste.

XP 9,600

Female human paladin 10

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LN Medium humanoid (human)
Init +2; **Senses** Perception +4
Aura courage, resolve (10 ft., +4)

AC 24, touch 12, flat-footed 22 (+9 armor, +2 Dex, +3 shield)
hp 87 (10d10+20 plus 10)
Fort +11, **Ref** +7, **Will** +10
Defensive Abilities lay on hands (7/day, 5d6), mercy (cursed, sickened, staggered)

Speed 20 ft. (30 ft. base)
Melee +1 *light mace* +12/+7 (1d6+2/19–20x2)
Special Attacks channel energy (5d6, DC 17), smite evil (+2 to hit, +10 damage, 4/day)
Spell-Like Abilities
 At will—*detect evil*
Paladin Spells Prepared (3/1; DC 11 + spell level)

Str 15, **Dex** 14, **Con** 15, **Int** 10, **Wis** 12, **Cha** 15
Base Atk +10; **CMB** +12; **CMD** 24
Feats Critical Focus, Improved Critical, Leadership, Mounted Combat, Vital Strike, Weapon Focus (light mace)
Skills Diplomacy +8, Handle Animal +8, Heal +7, Knowledge (nobility) +6, Knowledge (religion) +6, Perception +4, Ride +2, Sense Motive +7
Languages Common
SQ divine health
Combat Gear +1 *full plate*, +1 *heavy steel shield*, +1 *light mace*;
Other Gear holy symbol.

SIR VALLOC **CR 6**
Valloc is young, impetuous and a bit stupid. He has deep, green eyes and a sweet nature, and thus is popular (though a bit clueless) among women.
XP 2,400
 Male human fighter 6
 N Medium humanoid (human)
Init +1; **Senses** Perception –1

AC 22, touch 11, flat-footed 21 (+9 armor, +1 Dex, +2 shield)
hp 51 (6d10+12 plus 6)
Fort +7, **Ref** +3, **Will** +1 (+2 vs. Fear)
Defensive Abilities Bravery +2

Speed 20 ft. (30 ft. base)
Melee battleaxe +10/+5 (1d8+5/x3) or lance +8 (1d8+2/x3) or dagger +8/+3 (1d8+2/x3) or unarmed strike +9/+4 (1d3+2)
Special Attacks Weapon training 1 (battle axe)

Str 15, **Dex** 13, **Con** 14, **Int** 8, **Wis** 8, **Cha** 12
Base Atk +6; **CMB** +8; **CMD** 19
Feats Improved Grapple, Improved Unarmed Strike, Mounted Combat, Power Attack, Trample, Weapon Focus (battle axe), Weapon Focus (unarmed strike), Weapon Specialization (battleaxe)
Skills Handle Animal +1, Perception –1, Ride +1
Languages Common
Combat Gear Masterwork full plate, masterwork heavy steel shield, lance, battle axe, dagger

SEGHANT **CR 9**
A tall man, bushy eyebrows and a heavily creased face. Disdainful manner before all but his lord.
XP 6,400
 Male human sorcerer 9
 CN Medium humanoid (human)
Init +1; **Senses** Perception +0

AC 11, touch 11, flat-footed 10 +1 Dex)
hp 37 (9d6+9 plus 9)

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

Speed 30 ft.
Melee quarterstaff +6 (1d6+2)
Ranged ranged touch +5 (by spell)
Sorcerer Spells Known (8/5/4/3/2; DC 13 + spell level)

Str 14, **Dex** 13, **Con** 13, **Int** 12, **Wis** 10, **Cha** 16
Base Atk +4; **CMB** +6; **CMD** 17
Feats Eschew Materials^B, Iron Will, Persuasive, Point Blank Shot, Skill Focus (bluff), Skill Focus (diplomacy), Weapon Focus (ray)
Skills Bluff +12, Diplomacy +12, Intimidate +14, Knowledge (arcana) +10, Spellcraft +10, Use Magic Device +12
Languages Common
Combat Gear Staff of crooked hickory topped with a piece of jet worth 115 gp, silver dagger.

MEN-AT-ARMS (20) **CR 1**
XP 400
hp 9, (see *Adventures in the Wilderness*, above)

3205. A shadow mastiff lies dying, a pure white bolt in its side. If saved from death, it will be a boon companion to its savior.

SHADOW MASTIFF **CR 5**
XP 1,600 (See the *Pathfinder Roleplaying Game Bonus Bestiary*, “Shadow Mastiff”)
hp 51, (See **Hex 0118**)

3210.
 Deep beneath the wooded hills, accessibly only through secret shafts that sink half a mile into the earth (DC 30 Perception check to locate after DC 25 Knowledge [history] or DC 30 Knowledge [arcane] checks to find the correct area), is a funerary complex of the titans of old. Dedicated to the great and terrible Typhon, God-King of Monsters, the titanic halls and chambers of the complex were once used to inter the bodies of titans slain in battle with the gods. The crypts of these virtual demigods are protected by cunning magical traps and by such legendary monsters as the Minotaur, Sphinx and Chimera. The walls of the complex are covered in frescoes and mosaics depicting the titans interred beneath the earth and their master, Typhon, in battle with the gods. The floors are paved in porphyry and onyx, the 20 ft. tall doors are cast of bronze and so heavy it takes a combined strength score of 40 just to budge them. Tomb robbers might encounter armies of bronze-clad skeleton warriors, iron golems, living, animated weapons, degenerate bat-winged harpies and fire-breathing hydras in addition to the aforementioned guardian beasts. The mind boggles at the thought of the wealth and magic to be found buried in the graveyard of the titans!

3222.
 Here lies the “**City of Madness**”. The city was once the primary colony of the Northmen in the Winter Woods region, the center of the northern expansion of their empire. They were unwise, however, to build so close to the Black Water and to attempt to wrest control of the moors from the ancient things that lived there. Prince Polominen, the founder of the colony, did not heed the advice of his advisors, and on the banks of the river he constructed a wondrous city of basalt towers with terraced gardens and alabaster plazas, divided by pleasant canals. As was predicted by his wise women and cunning men, the landscape soon conspired against him as though it were a living thing guided by a sinister intelligence. The spongy, black hills injected poison into the grain that was grown there; they loomed and seemed to grow, and the Black Water seeped into their canals and soon climbed over their banks. The great city now lies half-submerged in the oily water, its people driven insane and now taken to harvesting the fungal growths of the hills for their sustenance. The buildings host shrines of chaos, the bridges that connect them (for even the citizens of the City of Madness are not crazy enough to

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venture into the flooded canals) traversed by mad revelers who sell potent, narcotic wines, foaming priests who worship the Lords of the Deep, feral burghers who attack one another like animals, sparing not man, woman or child from their depredations, and shabby noblemen with keen, knowing eyes. And in the submerged palace, **Prince Polominen**, mummified in creeping black crud, still rules his great city and dreams of empire.

3303.

A large tribe of **Hivernians**, mastodon hunters, have made camp here. The camp consists of leather teepees surrounded by a spiked, wooden picket under the watchful eye of **20 expert archers**. The Hivernians spend their days hunting and the nights mending their equipment. One teepee in the center of the village holds a simple shrine to Yhoundeh – a small terracotta sculpture surmounted with elk antlers. A small emerald worth 300 gp is hidden inside the sculpture – it rattles around a bit. The chieftain, **Jereran**, is a bloody-minded individual who rules as much by fear as wisdom. His daughter, **Llichia**, is the village wise woman and an absolute terror with an axe. The tribe usually has 1d6 mammoth tusks, each worth 100-400 gp, in their possession.

JERERAN

XP 4,800

CN male human barbarian 8

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

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

hp 105 (8d12+24 plus 12)

Melee +1 *hand axe* +14/+9 (1d6+6/x3)

Ranged Mwk longbow +10/+5 (1d8/x3)

Str 18, **Dex** 13, **Con** 14, **Int** 8, **Wis** 11, **Cha** 12

Base Atk +8; **CMB** +12; **CMD** 23

SQ Special: Those under his command save vs. fear at +2 (since they're more afraid of Jereran)

Combat Gear Hide armor, masterwork longbow, 20 arrows, +1 *hand axe*

CR 8

LLICHIA

XP 400

N Female human cleric 1

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

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

hp 7 (1d8+1 plus 1)

Melee hand axe +1 (1d6/x3)

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

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

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

Combat Gear Masterwork hide coat (beaded), hand axe; **Other Gear** fetishes, ritual elk-head hood.

CR 1

HIVERNIANS

XP 600

CN male and female human barbarian 2

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

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

hp 16 (2d12+2)

Melee hand axe +3 (1d6+1/x3)

Ranged longbow +3 (1d8/+3)

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

Base Atk +2; **CMB** +3; **CMD** 14

Combat Gear Hide armor, longbow, 20 arrows, hand axe

CR 2

HIVERNIANS

XP 600

CN male and female human barbarian 2

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

Fort +4, **Ref** +2, **Will** -1

hp 16 (2d12+2)

Melee hand axe +3 (1d6+1/x3)

Ranged longbow +6 (1d8/+3)

CR 2

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

Base Atk +2; **CMB** +3; **CMD** 14

Combat Gear Hide armor, masterwork longbow, 20 arrows, hand axe

3421.

A tribe of **140 locathah** dwell under the sea here in a sunken city. The city looks to have been designed for humans, or something very like humans. It has broad avenues paved in lapis lazuli, buildings with slanting walls that taper inward and domed roofs painted in complex arabesques done in brilliantly colored lacquers. The locathah go into battle mounted on **giant eels** and armed with tridents, nets and daggers. Their king is **Aatharho**, a large, broad-shouldered fish man who wears a crown consisting of a brass headband trailing a dozen thin, golden chains (worth 300 gp). The locathah worship the Lords of the Deep out of fear more than reverence, and resent giving them their maidens and young braves in tribute.

Treasure: 2,410 sp, 90 gp and a shagreen scroll with the spells detect magic, light, protection from evil.

AATHARTO

CR 1/2

XP 200 (See the *Pathfinder Roleplaying Game Bestiary II*,

"Locathah")

N male locathah fighter 6

AC 18, touch 11, flat-footed 17 (+5 armor, +1 Dex, +2 natural)

Fort +9, **Ref** +3, **Will** +4

hp 57 (2d8 + 6d10)

Melee +2 *trident* +13/+8 (1d8+6) or +1 *dagger* +10/+5 (1d4+3/19-20)

Ranged net +8

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

Base Atk +7; **CMB** +9; **CMD** 20

Combat Gear Masterwork shell (scale) armor, +2 *trident*, net, +1 *dagger*

LOCATHAH

CR 1/2

XP 200 (See the *Pathfinder Roleplaying Game Bestiary II*,

"Locathah")

N male and female locathah

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

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

hp 9 (2d8)

Melee trident +1 (1d8+1) or dagger +1 (1d4+1/19-20)

Ranged net +2

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

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

Combat Gear trident, net, dagger

3510.

A large fortress rises here, protecting the entrance to a mine and founded by **Gvart**, a dwarven warlord who ignored advice from his clan and delved into the moors. The fortress and its mines are inhabited by **65 dwarves**. All are covered in mottled, purple splotches and weird growths and have sleepy, drooping eyes with a look of madness in them. Gvart and his people dug into the land looking for gold, but instead found massive "truffles" of magenta streaked with grayish white. Unable to resist a strange compulsion to eat this fungus, they now subsist entirely upon it, and have dug an astounding number of tunnels and shafts in their desperate search for more of what they call "ambrosia". The ambrosia is slowly turning them into fungal creatures, and has infected them with paranoid delusions and a tendency to go berserk when challenged or aggravated. The dwarves now pray to the Lords of the Deep, chaining captives on a tall, oily rock on the seashore at night as sacrifices to the aboleth.

LORD GVART

CR 9

Craggier than the average dwarf, the fungal infection has begun to twist his legs, cutting his movement to 4. His black gums now support only three or four teeth, and his black tongue has become

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long and thick.

XP 6,400

Male dwarf fighter 10

NE Medium humanoid (dwarf)

Init +1; **Senses** darkvision 60 ft.; **Perception** +0

Aura spores (5 ft., 1d4 damage, DC 18 resists)

AC 25, touch 12, flat-footed 24; (+10 armor, +1 Dex, +1 deflection, +3 shield)

hp 109 (10d10+30 plus 10 plus 10)

Fort +12; **Ref** +6; **Will** +7

Defensive Abilities bravery +3

Speed 20 ft.

Melee +1 battle axe +16/+11 (1d8+6/19–20, x3) or flail +15/+10 (1d8+5)

Special Attacks berserk, weapon training (axes +2, flails +1)

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

Base Atk +10; **CMB** +13; **CMD** 24 (28 vs. bull rush or trip)

Feats Cleave, Critical Focus, Die Hard, Endurance, Great Cleave, Improved Critical (axe), Iron Will, Lunge, Power Attack, Toughness, Vital Strike

Skills Intimidate +13, Knowledge (engineering) +8, Knowledge (engineering) +8, Perception +0 (+2 stonecunning); **Racial**

Modifiers +2 Appraise metals and gems, +2 Perception (stonecunning)

Languages Common, Dwarf

SQ armor training 2

Combat Gear +1 battle axe, +1 heavy steel shield, +1 full plate, +2 cloak of resistance, brooch of shielding, +1 ring of protection, 2 potions of cure moderate wounds, potion of bear's endurance, potion of bull's strength; **Other Gear** 500 gp

Berserk (Ex)

A fungal dwarf enters a berserker rage if he takes more than 2 points of damage from a single attack. The rage lasts for 1 round, and he gains a +1 to hit and damage with all attacks while enraged. A fungal dwarf can enter this enraged state once per day, and he is not fatigued at the end of his rage.

FUNGAL DWARF

CR 1

XP 400

Male and female dwarf warrior 2

NE Medium humanoid (dwarf)

Init +1; **Senses** darkvision 60 ft.; **Perception** +0

Aura spores (5 ft., 1d4 damage, DC 12 resists)

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

hp 15 (2d10+2 plus 2)

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

Speed 20 ft.

Melee battleaxe +4 (1d8+1/x3) or heavy pick +4 (1d6+1/x4)

Ranged dart +3 (1d4+1)

Special Attacks berserk

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

Base Atk +2; **CMB** +3; **CMD** 14 (18 vs. bull rush or trip)

Feats Weapon Focus (battleaxe or heavy pick)

Skills Craft (any) +5, Intimidate +3; **Racial Modifiers** 2 Appraise metals and gems, +2 Perception (stonecunning)

Languages Common, Dwarf

Combat Gear chain mail, heavy steel shield, battleaxe or heavy pick, 4 darts

Berserk (Ex)

A fungal dwarf enters a berserker rage if he takes more than 2 points of damage from a single attack. The rage lasts for 1 round, and he gains a +1 to hit and damage with all attacks while enraged.

A fungal dwarf can enter this enraged state once per day, and he is not fatigued at the end of his rage.

3608.

There is what appears to be an ancient churchyard here holding a **strange mausoleum**. The mausoleum is built with phosphorescent green stone, with trapezoidal sides and a single trapezoidal door of black bronze bearing a knocker shaped like the head of a goat. The door can only be opened by using the knocker, which causes the door to silently vanish. Inside, the mausoleum is about 15 ft. long and 10 ft. wide, glowing softly and empty save for an open sarcophagus. Inside the sarcophagus are the skeletal remains of a tall man wearing a shimmering coat of mail (chainmail enchanted to never tarnish or rust) and holding a bronze goblet shaped like a skull. Water placed in the goblet and exposed to the sunrise turns into holy water. Water placed in the goblet and exposed to moonlight turns into a hallucinogenic poison. Should one lay hands on the deceased, they will discover that the door has returned to its original position. It can only be re-vanished by placing at least 100 pounds of goods inside the sarcophagus (note that the goblet weighs 3 lb and the chainmail 50 lb, so if their weight must be accounted for if they have been removed.) Doing so causes the door and the goods placed in the sarcophagus to vanish.

MOONLIGHT HALLUCINOGENIC POISON

CR 5

Type ingested; **Save** Fortitude DC 20

Frequency 1/round for 2 rounds

Effect hallucinations as if under the effects of a *confusion* spell for 1 day; **Cure** 1 save

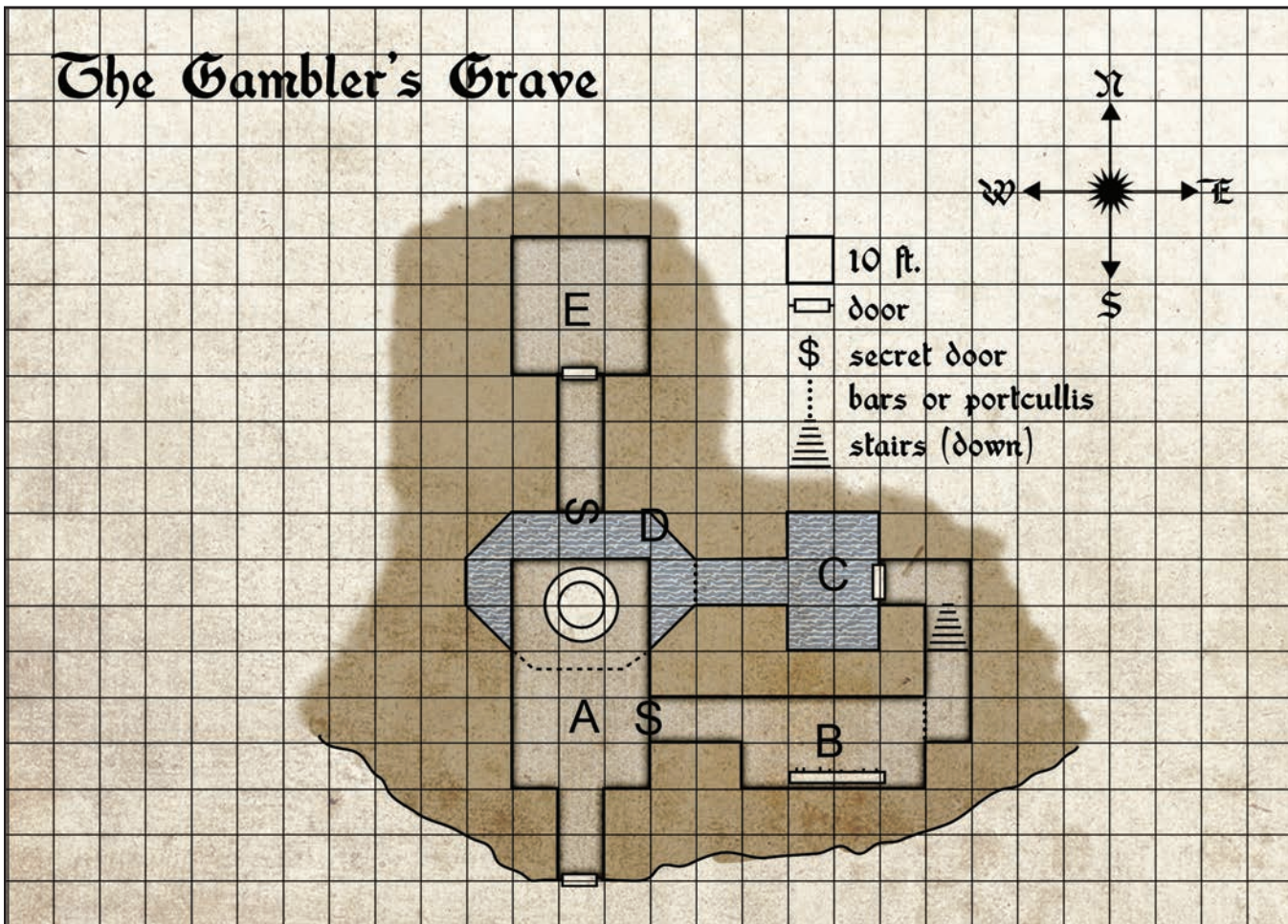
3624.

A tomb was excavated in this hex many years ago to house the remains of Lord Menry, an adventurer and early settler in the Winter Woods. The tomb is set in a limestone cliff, the entrance being a heavy bronze door set in a stone doorway. The location of the tomb is no secret, but nobody yet has discovered its secrets.

A – This long chamber has a low ceiling (5 ft. tall). The chamber is carved directly from the limestone, and features a well decorated with bas-reliefs of dancing nymphs, and a bas-relief idol of Nephrut, the fickle god of fate and patron of gamblers. Nephrut looks like a short, plump elderly man with a bald pate dressed in a simple tunic (painted red, though the paint is well worn and chipped). The idol holds a thick book under one arm and has a knowing smile on his face. The well leads down to chamber D. The two secret doors (DC 25 Perception check to discover) can be opened by applying pressure with one's back or shoulder on the right-hand side of the door.

B – The floor of this chamber is paved with large, copper tiles, each about 5 ft. x 5 ft. and sounding hollow when tapped. Steel bars block the exit and a large, wooden wheel decorated with a number of disturbing images hangs on one wall. A bronze chain hangs from the ceiling, a clamp-like device on the end of it. By pulling the chain, two things happen. First, the clamp seizes the puller's hand and will not release until the chain has been pulled thrice. Second, the wheel spins, landing on a random space (see below).

Roll	Image	Effect
1	A man with a dagger over head	The iron bars raise, but will slam back down as soon as somebody passes under them, suffering 1d8 points of damage (DC 20 Reflex save for half damage).
2	Lion swallowing a person	Random adventurer has a trapdoor open beneath him, plunging him into a pool of acid (DC 20 Reflex save negates). Suffers 1d6 damage per round and cloth, leather and paper items are ruined.



Roll	Image	Effect
3	Woman riding pegasus into sky	A random adventurer has electricity course through them from the copper tile beneath their feet, suffering 3d6 damage (DC 20 Fortitude save for half damage).
4	Headless man	A scything blade juts out from the north wall; all near the wall and not ducking (+20 to hit, DC 20 Reflex save for half damage, or Small size) suffer 2d6 damage
5	A large eyeball	Adventurers hear a loud “clank”, but nothing happens
6	Man torn in two by bears	Powerful magnets are activated in the north and south walls; characters in metal armor must roll under their strength score on 2d12 or suffer 1d8 points of damage and are held in place until magically freed (<i>freedom of movement, teleport, etc.</i>).
7	Mermaid kissing a drowning man	Poison gas spews into the room; dissipates after 1d6 rounds; causes blindness in those who fail a DC 20 Fortitude save
8	Grinning death	The iron bars raise, but close 10 minutes later

C – This chamber is filled with a foot of water. In the center of the room there is a covered pit, also filled with water. As one steps on the cover, it gives way, but quickly snaps shut again DC 20 Reflex save avoids). A total strength of 20 is required to open the cover. The pit also contains a winch that opens the portcullis leading into room D. The corridor to D slopes downward, the water being waist-high at the entrance to D.

D – This room is filled waist-high with brackish water, and slopes down toward the center. A **grey ooze** dwells in the center of the

chamber. The secret door in the north wall (DC 20 Perception check to notice) is only large enough to crawl through and is located near the ceiling. The passage to E is also only high enough to crawl through, and is trapped midway through by a pressure plate that releases dozens of metal spikes from the floor on all inside the passage. The door into room E is a metal grate.

GREY OOZE

CR 4

XP 1,200

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

METAL-SPIKED FLOOR

CR 2

Type mechanical; Perception DC 20; Disable Device DC 20

Trigger location; Reset automatic

Effect floor spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 damage each); multiple targets (all targets in a 15 ft. area)

E – This is the tomb of Menry, a hoary old corpse in dusty, crimson funerary robes and a broad-brimmed hat with a phoenix feather (confers resist to fire 10 to the wearer) stuck in the band. The corpse sits at a wooden table, a stack of cards under one bony hand and three cards face up in front of him. Three coffers sit behind him, one copper, one silver and one gold (foil only – worth about 5 gp, 50 gp and 500 gp respectively). All are locked (DC 22 Disable Device check to open).

The cards depict a red knight triumphant over a dragon, a white knight climbing golden hair hanging from a tower window, and a yellow knight standing in a pot of boiling water.

The copper chest holds a **desiccated corpse** that springs out of the coffer and attacks. The gold coffer releases a **fire elemental**. The silver coffer holds a **rope woven from golden hair** that immediately animates and attempts to strangle whoever holds it. The real treasure in the room is the deck of cards, which is actually a *deck of foretelling fate*.

Deck of Foretelling Fate

Aura moderate divination; **CL** 8th
Slot —; **Price** 8,100 gp; **Weight** 1/2 lb.

Description

This deck of playing cards confers a +2 circumstance bonus to all saving throws for the person who holds them. The cards can also divine one dangerous situation per day – the holder draws a card and, if there is a danger within 20 ft., the card depicts it in a whimsical image, similar to the cards shown on the table in the area description.

Construction Requirements

Craft Wondrous Item, *divination*; **Cost** 4,050 gp

Dessicated CORPSE

CR 5

XP 1,600

hp 60, (See the *Pathfinder Roleplaying Game Bestiary*, “Mummy”)

MEDIUM FIRE ELEMENTAL

CR 3

XP 800

hp 30, (See the *Pathfinder Roleplaying Game Bestiary*, “Elemental, Fire”)

ROPE WOVEN FROM GOLDEN HAIR

CR 4

XP 1,200

hp 12, (See the *Pathfinder Roleplaying Game Core Rulebook*, “Magic Items, *rope of entanglement*”)

3705.

This hex is patrolled at night by mutated humanoids with translucent skin that shows off their bright, purple veins. These strange, miserable folk hate light and fear fire and while they can breathe water and air, they give off a gurgling wheeze when they do so. They hunt the land for victims to bring down into the water for their fishy masters. The kiss of these mutants gives humans the ability to breathe water for up to 3 hours – long enough to reach the submarine temples of the Lords of the Deep.

DEEP MUTANT

CR 1

XP 400

NE Medium monstrous humanoid (aquatic)

Init +2; **Senses** darkvision 60 ft.; **Perception** +8

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

hp 18 (2d10+4 plus 3)

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

Weakness light sensitivity

Speed 30 ft., **swim** 30 ft.

Melee 2 slams +3 (1d6+1)

Ranged net +4 touch (entangle)

Spell-like Abilities (CL 5th):

1/day—*water breathing* (DC 13)

Str 12, **Dex** 14, **Con** 15, **Int** 8, **Wis** 13, **Cha** 10

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

Feats Toughness

Skills Intimidate +5, **Perception** +8, **Stealth** +7, **Swim** +12; **Racial**

Modifiers +2 **Perception**

Languages Aquatic

SQ amphibious

Combat Gear net

4010.

In vaguely the center of the hex, there is a column of airy water that extends from the surface of the water to the sea floor. Airy water is, for all intents and purposes, water that air-breathing and water-breathing creatures can breathe normally. In all other ways, it behaves as water. This particular column is approximately 100-ft in diameter and allows access to an undersea diamond mine. The mine’s entrance is a small pillar of basalt that rises about 15-ft from the sea floor and is roughly 7-ft in diameter. A copper grate in the pillar allows access to the mine, which was excavated by an unknown agent many thousands of years ago. Most of the mine is filled with airy water, though there are some deadfalls filled with heavy, black water, and many traps spew poisons into the airy water to kill the unwary. The mine is heated by volcanic action in the lower levels, and inhabited by a multitude of strange beings, including renegade locathah, a band of monster-slaying mermaids, aquatic oozes, gigantic sucker fish and mutated humans like the ones that appear in Hex 3705.

4023.

A small statue carved from marble and depicting a cherubic human male in a tunic stands here on an open meadow. The statue is 3-ft tall and missing a foot. It points to the east, toward the shores of the Black Water where, in fact, its missing foot has been deposited in the muck and grime (normal folk have a 1 in 6 chance per day of finding it if they follow the pointing finger to the shore, elves a 2 in 6 chance). If the foot is returned to the statue and put in its proper place, the statue turns into a pallid, gnomish creature that presents its benefactor with a nugget of gold and the scurries off into the woodlands. The nugget is actually a gold dragon egg that, if kept warm, will hatch in 1d4+4 weeks.

What Does the Rise of the Queen of the Winter Wind Mean?

The gradual glaciation of a region does not make for high adventure, but such a situation can be turned into such by thinking allegorically. Much of the folklore and mythology we all enjoy is allegorical and symbolic in nature. So, perhaps the rise of the Queen brings an invasion of the Winter Woods by an army of frost giants, polar bear-mounted bugbears, winter wolves and pixies that fire enchanted icicles from their bows. As this strange army moves south, the rivers freeze, glaciers push through the canyons and valleys, and an ice sheet grows over the landscape, killing just about everything in its path. To stop the advance of ice, one must battle the invading army – defeating the frost giants becomes a symbolic victory of spring over winter. Or perhaps the Queen brings a spiritual winter with her – the skies turn grey and black, winter never ends, nothing grows, and people become cold and heartless toward one another. With little food and former allies turned into enemies, the adventurers must push into the north and defeat the Queen, the source of this spiritual and physical malaise.

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