Hex-Crawl Chronicles

Beyond the Black Water

By John M. Stater



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Among the reasons many adventurers choose to end their days in the cannibal-ridden, hurricane-savaged isles of the south is the immense distance it puts between them and the terrible land beyond the Black Water. The Black Water is a great inland sea filled with black, viscous water that sits as still as death. Nobody but a fool would willingly cross the Black Water, save for the strange men who sail the black arks, but many fools have crossed those waters in search of a lost love or a secret taken to the grave, for beyond the Black Water and its grey shores lies the icy Land of the Dead.

Though many a desperate man has sailed the Black Water and set foot on its noisome shores, only a handful have returned to speak of what they saw, and then only on their death beds. Some sages have such a testament in their possession to wonder over in the bright light of day. The scrolls tell of jagged peaks and white forests, spongy lake lands and black rivers, of barges stacked with corpses and a brisk trade in souls. Of the men who live in this land, they have been called "the beyonders", little is written or known, for they are not a talkative people and one does not easily extract themselves from their hospitality.

What, then, wanderer of worlds, plunderer of tombs, slayer of dragons, do you seek in the land beyond the Black Water? A departed friend or lover, an enemy who took the ultimate escape to avoid your wrath or a secret sealed behind the shriveled lips of a dead man? More importantly, how do you plan to return?

Beyond the Black Water 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

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

The Land Beyond the Black Water

The Land Beyond the Black Water is both of the mortal world and beyond the mortal world, a nexus of the lands of life and death. The country is always shrouded in twilight, with a moon that rises and sets in the manner of the sun in the land of the living. The souls of the dead wash up on the land's rocky shores as spirits made corporeal and trapped in lifeless bodies. Some float up the river, for the Sluggish River flows from the sea to the mountains, rather than the reverse. Some souls animate their fleshy prisons in the form of zombies, others escape as ghostly shadows and many are extracted and traded as commodities by the weird citizens of this terrible country. Zombies and shadows instinctively make their way north, as baby sea turtles instinctively head towards the sea after hatching, for beyond the jagged Badlands is the Earthbound Paradise. Those souls that are captured or make their way up the river without escaping their bodies are claimed by the Nine Petty Deaths, the self-proclaimed regents of this land. All the lords and ladies of the land beyond the Black River serve the Nine Petty Deaths save the beyonders, who know their true nature.

Black Arks

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

The black arks are tall galleys with three levels of oars but lacking sails. As one might imagine, they are constructed from black wood,

Roll	Black Water	Badlands	Gray Steppe	Noisome Moor	White Woods
1	Black Ark (1)	Ogre (1d4+2)	Patrol (Necrophages)	Giant Centipede (1d6)	Orc (2d6+3)
2	Ghoul (2d6+6)	Patrol (Embalmers)	Centaur (1d4+3)	Orc (2d6+3)	Dryad (1d4)
3	Locathah (3d6+6)	Zombie (1d2)	Giant Ant (1d6+5)	Zombie (2d4)	Giant Boar (1d6)
4	Narwhale (1d4)	Shadow (1d2)	Giant Hyena* (1d6+2)	Shadow (2d4)	Zombie (1d4)
5	Nixie (3d6+6)	Wights (1d3)	Ghul (1d6+6)	Ghouls (1d6)	Shadow (1d4)
6	Sea Serpent (1)	Ghouls (1d4+2)	Shadow (1d4)	Patrol (Swampers)	Wolf (2d6)
7	Troll (2d6)	Ghasts (1d3)	Wolf (2d6)	Ghasts (1d3)	Giant Owl (1d4)
8	Zombie (3d6+6)	Giant Lemur (1d6)*	Zombie (1d4)	Shambling Mound (1d4)	Black Bear (1d6)

* Treat giant lemurs as baboons and giant hyenas as worgs.

sealed with tar and equipped with rams of black bronze. The arks are rowed by untiring zombies and crewed by the mysterious **beyonders**. The beyonders 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 beyonders and a complement of thirty skeleton warriors armed with spears and longbows.

Ochre Rains

Ochre rain is thick and yellowish-brown and there is a 1 in 6 chance per day of it falling from the sky. It leaves a sticky, tarry substance on the skin which, if not quickly washed away with fresh water, raises lesions on the skin. These lesions reduce one's Charisma and Constitution by 1d6 points (DC 20 Fortitude save for half), the abilities healing at the rate of 1 point per week. In the days after an ochre rain, a race of short-lived **toadstool men** emerges from the ground. These toadstool men are like malevolent children, roaming in packs of 3d6 individuals and causing all the havoc they can in the few days they have life. They are misshapen, with mismatched limbs, wide coral-colored caps spotted white and pinched, wrinkled faces with deep, slit mouths that emit a poisonous breath. Encounters with these toadstool men occur on a daily roll of 1-3 on 1d6 the day after the ochre rain falls. This roll is made in addition to normal random encounter rolls.

TAODSTOOL MEN	CR 3	
XP 800		
NE Medium plant (fungus)		
Init +5; Senses darkvision 60 ft., low-light vision; Perception +6		
AC 18, touch 11, flat-footed 17(+1 Dex, +7 natural)		
hp 37 (5d8+15)		
Fort +7; Ref +2; Will +1		

Defensive Abilities plant traits; **Resist** electricity 10

Speed 30 ft. Melee 2 slams +8 (1d8+4) Special Attacks breath weapon (15 ft. cone, 1d6 acid damage, Ref DC 15 half, 1/day)

Str 19, Dex 12, Con 17, Int 4, Wis 11, Cha 6

Base Atk +3; CMB +7; CMD 18

Feats Improved Initiative, Power Attack, Weapon Focus (slam) **Skills** Perception +6, Stealth +6 (+14 in swampy or forested areas); **Racial Modifiers** +4 Perception, +8 Stealth in swampy or forested areas

Languages Common (understands but cannot speak)

The Nine Petty Deaths

The nine petty deaths are chthonic godlings that fancy themselves the archons of the land beyond the Black Water. They dwell in strongholds in the Badlands and gather at a grand tower (Hex 2205) with nine entrances to lay claim to the souls of the departed that have been captured in this land before they could travel to the Earthbound Paradise. Each petty death has his or her retinue, court functionaries and regalia and each death despises the others. They often capture souls claimed by their fellows to enable them to make cannier trades for more valuable souls. All of the lords and ladies of the land beyond the Black Water except the beyonders pay fealty to one petty death or another, with alliances shifting daily. The beyonders respect the power of the petty deaths, but know their true nature and so decline to pay them tribute. The nine petty deaths are: Atoda (Hex 2004), Egygddedrol (Hex 2607), Emntrix (Hex 3204), Gohl (Hex 0502), Heruldos (Hex 0301), Ingueas (Hex 1102), Lewl (Hex 1401), Uddeso (Hex 3402) and Wihiedro (Hex 3101).

Men

The principal human cultures of the land beyond the Black Water are the **beyonders** (the pilots of the Black Arks), **embalmers**, **necrophages** and **swampers**.

Beyonders are human, but not wholly human. They are never seen unrobed, which is fortunate for all involved since they are tall and hunched, with ghastly, hairless skin and leering yellow eyes. They grow their finger and toe nails quite long and decorate their bodies with triangular metal charms hung on chains that pierce their flesh. As mentioned above, beyonders are always wrapped in multiple layers of clothing - cloaks over robes over tunics, etc. They wear dark, morose colors and always wear curved swords and daggers hanging from chain shoulder harnesses. The beyonders value secrets above all things, trading in secrets and knowledge the way others trade in coins and gems. In fact, coins and gems are not used at all by the beyonders and found treasures of this kind are casually cast away by them. Instead, one purchases things from a beyonder by telling them secrets – the more dire the secret and the more powerful person it is about, the more the secret is valued. Beyonders might pay adventurers in rumors or secrets germane to a GMs campaign.

The Embalmers are a race of bronze skinned men with raven hair and violet eyes. They are short and stocky, the women voluptuous and the men given to wide exaggerations and long melancholies. Male embalmers dress in woolen tunics and trousers and gray cloaks. They wrap their lower legs in leather thongs and wear leather sandals on their feet and intricately patterned conical wool caps on their heads. Women wear loose gowns, a wide leather belt wrapped just under their breasts, shorter cloaks and put their hair in braids. Warriors arm themselves with spear, shields of wood and leather, short bows and long knives. The embalmers raise sheep, trading wool and foodstuffs for fragrant oils and herbs used in their embalming ritual, the aspect of their culture which gives it its common name. The embalmers make mummies of their dead philosophers and nobles, walling them into their temples and palaces that they may advise future generations through barred windows. Peasant corpses are burned for heat in the furnaces of their palaces. Embalmer patrols may be encountered on horseback (2 in 6 chance), in which case they are also armed with lances. An embalmer patrol consists of 2d6+4 men-at-arms led by an experienced sergeant.

EMBALMER SOLDIER XP 200

CR 1/2

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

AC 12, touch 11, flat-footed 12 (+1 Dex, +1 shield) hp 12 (1d10+3 plus 3) Fort +3, Ref +1, Will -1

Speed 30 ft.

Melee spear +3 (1d6+1/x3) or dagger +2 (1d4+1/19–20) **Ranged** shortbow +3 (1d6/×3)

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

Base Atk +1; CMB +2; CMD 13

Feats Toughness, Weapon Focus (shortbow), Weapon Focus (spear) Skills Handle Animal +3, Intimidate +3, Ride +5 Languages Common

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

EMBALMER SERGEANT XP 600

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

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

Speed 30 ft.

Melee spear +4 (1d6+1/x3) or dagger +2 (1d4+1/19–20) **Ranged** shortbow +5 (1d6/×3)

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

Base Atk +3; CMB +4; CMD 15

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

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

Languages Common

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

The Necrophages are fierce warriors who roam the rolling steppe with their herds of cattle, riding in war chariots. The necrophages consume the flesh of their dead and of enemy casualties in war. They are berserkers in combat, wear chainmail armor, carry shields, leaf-bladed short swords, spears and javelins and make use of scythe-wheeled chariots drawn by giant hyenas. While one might expect berserkers to charge into combat screaming, the necrophages fight in perfect silence. Clerics cast silence on the tribe's war chariots, so that their charging armies make almost no sound as they sweep across a battlefield. Necrophages are tall and lean, with pallid skin that they paint in grotesque patterns using burgundy paint made from crushed elderberries and columbines. Necrophage tribes are ruled by undead kings, wights, with worthy challengers raised by force of will when they die to challenge the existing wight-king. The necrophages worship Emntrix, the petty death who claims the souls of soldiers. A necrophage patrol consists of 1d6x3 men-at-arms in war chariots (3 in a chariot, a driver, a spearman and a javelineer) pulled by 2 giant hyenas.

NECROPHAGE MAN-AT-ARMS* XP 400

Male human barbarian 1 CN Medium humanoid (human) Init +1; Senses Perception +8

AC 15, touch 9, flat-footed 14 (+6 armor, +1 Dex, -2 rage) hp 14 (1d12+4 plus 1) Fort +6, Ref +1, Will +4

Speed 30 ft. (base 40 ft.) **Melee** shortsword +5 (1d6+4/19–20) or spear +5 (1d8+4/×3) **Ranged** javelin +2 (1d6)

Str 19, **Dex** 13, **Con** 18, **Int** 10, **Wis** 14, **Cha** 8 **Base Atk** +1; **CMB** +5; **CMD** 16

Feats Diehard, Endurance Skills Climb +5, Handle Animal +3, Knowledge (nature) +4, Perception +8, Survival +6 Languages Common SQ fast movement, rage (8 rounds/day) Gear Chainmail armor, light steel shields, leaf-bladed short swords, spear, 3 javelins

*Base Statistics When not raging, the tribesman's stats are AC 17, touch 11, flat-footed 16; hp 12; Fort +4, Will +2; Melee short-sword +3 (1d6+2/19–20) or spear +3 (1d8+2/×3); Str 15, Con 14; CMB +3; CMD 14; Climb +3

CR 2 GIANT HYENAS (2)

XP 800

hp 26, (see the Pathfinder Roleplaying Bestiary, "Hyena, Dire")

The final human culture in the land beyond the Black Water is the Swampers, or swamp folk. The swamp folk are albinos with long, kinky hair that they sculpt into a shape reminiscent of large horns or cones. They have broad faces and large, pink eyes. The swampers dress in soft leather tunics and the more accomplished hunters wear black cloaks made from the pelts of swamp panthers. Swampers encountered outside their villages are hunters or gatherers looking for exotic herbs and insects. The gatherers carry horn-handled sickles, often silver bladed, leather slings, wicker holy symbols, spirit rattles and bags of herbs, including healing poultices (+1 hit point healed per night) and bundles meant to repel the undead (as a scroll of heightened hide from undead, [DC 20 Will save negates]). Spirit rattles are made from a variety of floating gourd with noxious flesh. These gourds are emptied and hollowed and filled with corpse teeth and allow a swamper with the channel energy ability to turn undead (as the feat), though undead that would be effected by this turning can make a saving throw to resist. Gatherers are usually accompanied by a breed of large, white swine that are used as mounts, pack animals and to sniff out herbs and funguses. A swamper village consists of a number of stilt-houses, separated from the other houses of the village by an average of 100 yards and lit with lamps fueled by corpse oil. These "corpse lights" foil invisibility, especially the invisibility enjoyed by ethereal spirits. A swamper patrol consists of 1d6+6 men-at-arms in leather armor with spears and slings led by a sergeant.

SWAMPER MAN-AT-ARMS CR 1 XP 400 Male human warrior 2 N Medium humanoid (human) Init +2; Senses Perception -1

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

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

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

SWAMPER SERGEANT

XP 800

CR 1

6

Male human warrior 4 N Medium humanoid (human) Init +2; Senses Perception -1

AC 15, touch 12, flat-footed 13 (+2 armor, +2 Dex, +1 dodge) hp 30 (4d10) Fort +4, Ref +3, Will +0

Speed 30 ft. **Melee** spear +6 (1d6+1/x3) **Ranged** sling +6 (1d4)

Str 14, Dex 14, Con 11, Int 10, Wis 8, Cha 9 Base Atk +4; CMB +6; CMD 18 Feats Dodge, Point Blank Shot, Precise Shot Skills Climb +7, Handle Animal +4, Intimidate +4, Ride +7, Stealth +8 Languages Common Combat Gear leather armor, spear, sling, 10 stones



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	Poro the oracle wants your entrails (F) Hex 0105	11	A tiny island holds a wondrous library (T) Hex 1322
2	Shadow wine is delicious (T) Hex 0113	12	The <i>helm of darkness</i> lies where two ridges meet in a stone mouth (T) Hex 1703
3	The sea serpent possesses a maiden frozen in crystal (T) Hex 0122	13	An obolus provides safe passage to the Earthbound Paradise (T) Hex 2111
4	Heruldos will steal your soul (T) Hex 0301	14	The great tower is a safe haven for souls (F) Hex 2205
5	Gohl is the portal to a higher plane (T) Hex 0502	15	The skeleton points the way (T) Hex 2303
6	No good comes from meddling with burial mounds (F) Hex 0609	16	Egygddedrol's stronghold is a passage to the Earthbound Paradise (F) Hex 2607
7	The colosseum is haunted (T) Hex 0716	17	Black sands mean your doom (T) Hex 2804
8	Avoid kelp forests – they attract predators (T) Hex 0822	18	A great treasure lies beneath a meteor (T) Hex 3011
9	Beware the crimson dwarves – they're mad (T) Hex 1305	19	A powerful artifact is located in a ship stuck in sargassum (F) Hex 3521
10	You have nothing to fear from Ingueas (F) Hex 1102	20	There is safety on the silver road (F) Hex 3113

Encounter Key

0105.

The woods here are especially thick with ferns of a glossy greenblack color that cling to one's clothing. The air is oppressively damp here and one breathes only with a bit of effort. Standing out among the white trees is a wooden tower of black, lacquered wood, about 9 ft. in diameter and rising 30 ft. high. The tower is unique in that the exterior is completely covered in doors. Forty-five doors (3 ft. wide, 6 ft. tall) line the exterior, and any one of them, when opened, gives access to the tower.

The interior of the tower is, much like the exterior, a collection of doors. There is no apparent means of ascending from the bottom floor of the tower to its highest level. The rafters of the tower are occupied by a pack of large cats with tortoise-shell markings. The cats hiss at intruders, but will not initiate combat.

The master of this tower is **Poro**. The doors of his tower open into a network of corridors and chambers that adjust their positions depending on the time of day or Poro's emotional state – he knows where to find things, but others must usually take their chances when they open a door. The complex the doors open into is set in place and a DC15 Knowledge (dungeoneering) or DC 20 Survival check will have the distinct impression that it is quite far underground, based on the temperature, moisture and their general impression of the many tons of stone poised over their heads. The complex has five levels and approximately 50 chambers laid out in a haphazard fashion.

Poro is an oracle by trade, who came long ago into the land beyond the Black Water to read its rocks. The tunnels and chambers of his complex are all carved from the living stone and unadorned that Poro might speak with it as he likes. He records his findings on slates, carving with a diamond-tipped utensil that fits over his right pointer finger and decipherable only with a *read magic* spell. Poro has four **apprentices** drawn from the embalmer culture. Three are aged 12 to 15 while the fourth, **Gorovan**, is 19.

Poro's hideaway is guarded by an **earth spirit** that looks, at first glance, like a glittering black pudding. In fact, it is formed of black silicates. The creature draws the moisture from those it touches. A fine mimic, it can shape itself into a mirror image of those it encounters, retaining the look of black sand but taking on the form and shape of its subject. It appears to dwell within the earth itself, sliding silently from cracks floor, walls or ceiling. The creature seems to be able to read minds, and it will know if people are intruders or guests of Poro.

Poro's treasure consists of 2,720 gp and a jasper worth 75 gp. It is kept in a brass urn engraved with images of comets.

SILICATE OOZE CR 6 XP 2,400 N Medium ooze Init –5; Senses blindsight 60 ft.; Perception –5

AC 5, touch 5, flat-footed 5 (-5 Dex) hp 162 (12d8+108) Fort +12; Ref -2; Will -2 Defensive Abilities ooze traits; Immune cold, fire Weakness water

Speed 30 ft. Melee 2 slams +14 (1d6+5 plus 1d8 Con damage)

Str 21, Dex 1, Con 28, Int —, Wis 1, Cha 1 Base Atk +9; CMB +14; CMD 19 (can't be tripped) Skills Disguise +0 SQ know intent, mimic object

Constitution Damage (Ex)

Creatures hit by a black silicate's slam attack take 1d8 points of Constitution damage. On each successful attack, the black silicate gains 5 temporary hit points.

Know Intent (Su)

Although mindless, black silicates can instinctively recognize "friend" and "foe."

Mimic Object (Ex)

APPRENTICES (3)

A black silicate can assume the general shape of any Medium object or creature. If mimicking a creature, the black silicate does not gain any of the creature's special abilities, ability scores, or movement speeds. The creature cannot substantially alter its size. A black silicate's body is black and gritty and has a rough texture, no matter what appearance it might present. A black silicate gains a +5 racial bonus on Disguise checks when imitating an object in this manner. **Water Vulnerability (Ex)**

One gallon or more of water poured on a black silicate *slows* it as the spell for 1d4 rounds.

CR 1

CR 4

CR 13

XP 400 N male human wizard 1 AC 11, touch 11, flat-footed 10 (+1 Dex) hp 5 (1d6 plus 1) Fort +0, Ref +1, Will +4 Melee unarmed strike -1 (1d3-1) Ranged touch +1 (by spell) Arcane Spells Prepared (CL 1st; 3/4; DC 12 + spell level) Str 8, Dex 12, Con 10, Int 15, Wis 14, Cha 11 Base Atk +0; CMB -1; CMD 10

GOROVAN

Swarthy skinned, black hair, brooding eyes. Facial tic appears when challenged. XP 1,200 N male human wizard 4 AC 11, touch 11, flat-footed 10 (+1 Dex) hp 150 (4d6 plus 4) Fort +1, Ref +2, Will +6 Melee unarmed strike +2 (1d3) Ranged touch +3 (by spell) Arcane Spells Prepared (CL 4th; 4/4/3; DC 13 + spell level) Str 10, Dex 12, Con 10, Int 16, Wis 14, Cha 11 Base Atk +2; CMB +2; CMD 13

MASTER PORO

Pleasant little chap, round face, large eyes, few remaining hairs plastered over his balding head, quick to jest and remarkably graceful for his rotundity.
XP 25,600
N male human wizard 13
AC 12, touch 12, flat-footed 10 (+2 Dex)
hp 50 (13d6 plus 13)
Fort +4, Ref +6, Will +10
Melee unarmed strike +6 (1d3)
Ranged touch +8 (by spell)
Divine Spells Prepared (CL 13th; 4/6/5/5/5/4/2/1; DC 15 + spell level)
Str 10, Dex 14, Con 10, Int 20, Wis 14, Cha 11
Base Atk +6; CMB +6; CMD 18
Combat Gear dagger; Other Gear White robe, white headband embroidered with gold (15 gp), spellbook

0109.

The ground at the center of this hex is as black as shadow. Easily avoided in the dayime, the shadowy ground is impossible to see at night. The shadowy ground is insubstantial, and stepping on it will send one falling into a benighted cavern below (30 ft. fall).

The cavern is oval in shape and contains a never-ending chariot race. In the center of the arena there is a raised platform of basalt, 10 ft. tall and home to a mummy priest called **Veporth**. Veporth was a priest among the embalmers, but now resides of an eternal race between two charioteers. The first is a **shade** with **shadow horses**, the second a **being of flame** with **horses of fire**. The charioteers are fated to race for eternity in a dead heat. When one charioteer gets more than a length

ahead of his rival, it is written that the end will come (the GM can do with this what he or she likes). People falling into the arena will have but a few rounds to clamber to "safety" on the platform, for the charioteers have no computcion about running obstacles down.

Veporth is a priest of Ingueas. He sits enthroned on a seat of gold, his hollow eyes following the racers as they move across his field of vision, but otherwise not moving a muscle. **Six canopic** jars surround the throne, each holding the undead, disembodied brain of an acolyte. The acolytes can communicate with Veporth and each is capable of seizing control of a visitor (as a *magic jar* spell, DC 19 Will save negates). Three of the six are aligned with the fire charioteer and three are aligned with the shadow charioteer. They try to control visitors and set them against the rival charioteer.

Veporth is wrapped in pristine, white bandages. A golden pyramid floats above his head. The pyramid creates a permanent *shield* effect for the mummy and is also capable of firing *rays of enfeeblement* and *teleport other* (see side box) at CL 15th. Veporth is really more of a philosopher than a threat. He has no treasure other than his throne (worth 25,000 gp) and the golden pyramid above his head, which operates only for clerics that make a DC 25 Knowledge (aracna) check, or a DC 30 Use Magic Device check. There is no way to escape the mummy priest's arena other than by *teleportation*. The mummy priest will provide such a service, if the PCs agree to be placed under a *geas/quest* (GMs discretion on what Veporth desires the PCs to accomplish).

Teleport Other

School conjuration (teleportation); Level sorcerer/wizard 7 Range close (25 ft. + 5 ft./2 levels) Target one creature per 3 levels

Saving Throw Will negates; Spell Resistance yes (object)

This spell functions like *teleport*, except that it teleports a target creature or creatures. If a target location is very familiar to the caster per the *teleport* spell), the target creature(s) may be sent there. If not, then the target is teleported in a random direction (roll 1d4: 1, north; 2, south; 3, east; 4, west) and a random distance (1d10 x 100 feet) away from the caster. Roll randomly for each creature that fails its saving throw. A teleported creature arrives in the closest open space at the determined destination.

A teleported creature can arrive in mid-air rather than on a solid surface, if the caster wishes. A creature that arrives in mid-air takes falling damage when it contacts a solid surface (unless it has some means to prevent falling, such as the ability to fly, or a *feather fall* spell).

SHADOW CHARIOTEER XP 800

XP 800

hp 25, (see the Pathfinder Roleplaying Bestiary, "Shadow")

SHADOW HORSES (2)CR 3XP 800

hp 20, (see the Pathfinder Roleplaying Bestiary, "Shadow")

FIREY CHARIOTEER

XP 800

hp 35, (see the *Pathfinder Roleplaying Bestiary*, "Elemental, Fire, Medium")

FIREY HORSES (2)

XP 800

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

VEPORTH, THE MUMMY PRIEST XP 102,400

Male human mummy cleric 12 LE Medium undead Init +0; Senses darkvision 60 ft.; Perception +20 Aura despair (30 ft., paralyzed for 1d4 rounds, Will DC 16 negates)

AC 20, touch 10, flat-footed 20 (+10 natural) hp 160 (8d8+12d8+40) Fort +10, Ref +6, Will +20 DR 5/—; Immune undead traits Weaknesses vulnerable to fire

Speed 20 ft.

Melee slam +20 (1d8+10 plus mummy rot) Special Attacks Spell-Like Abilities (CL 12th) At Will—*clairvoyance/clairaudience* (12 rounds/day) Divine Spells Prepared (CL 12th)

6th–*antilife shell, geas/quest*^D, *harm* (DC 23), *word of recall* **5th**–*break enchantment, greater command* (DC 22), *commune, true seeing*^D, *wall of stone*

4th–discern lies (DC 21), divination^D, poison (DC 21), sending, spell immunity

3rd–blood biography (DC 20), bestow curse (DC 20), dispel magic, locate object, protection form energy, speak with dead^D, wind wall **2nd**–augury, darkness, desecrate x2, enthrall (DC 19)^D, hold person (DC 19), zone of truth (DC 19)

1st-bane (DC 18), comprehend languages, deathwatch, divine favor^D, entropic shield, protection from good, sanctuary (DC 18)
0-detect magic, guidance, read magic, resistance
Domains Knowledge, Nobility

Str 24, **Dex** 10, **Con** —, **Int** 14, **Wis** 25, **Cha** 15 **Base** Atk +13; **CMB** +13; **CMD** 23

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

Skills Diplomacy +13, Heal +18, Intimidate +20, Knowledge (arcana) +15, Knowledge (history) +13, Knowledge (nobility) +13, Knowledge (religion) +22, Perception +20, Sense Motive +20, Spellcraft +13. Stealth + 11



CR3

CR 3

Languages Akklo, common, infernal

SQ inspiring word (6 rounds, 10/day), lore keeper (touch +20, +34 to Knowledge check)

OII3.

A small village of stone huts hidden in a copse of black willows is home to a population of 60 mongrelmen. The leader of the mongrelmen is called Ibler, and has a face that is half troglodyte and half bugbear, a crabman arm and the legs of an ogre and troll. Ibler is a skilled scout and thief. Other prominent citizens of the village include Rennoc the leather-worker and Bibbi, the distiller of shadows. Bibbi has the face of an elf on the torso of a troll with a stunted goblin arm and leg on one side and the arm and leg of a sahuagin on the other.

Bibbi owns several unique implements that allow her to make what the mongrelmen call "shadow wine". Her silver tuning fork makes no sound, but when struck against stone and pointed at an incorporeal spirit it holds them (per the hold monster spell, CL 12th). She also owns a silver tube, about 3 ft. long and hollow to which she affixes a bottle. The tube can be inserted into the substance of a shadow and drains its essence into the bottle as a thin liquid - the shadow wine. This destroys the shadow. The wine is guite intoxicating, and it fills one's head with mad visions from the shadow's life, imparting to them one skill of the shadow from its life (roll 1d10: 1-5 it is 5 ranks in any 1 random skill; 6-8 it is skill at arms, giving the drinker proficiency with martial weapons as well as a +1 bonus to hit and damage; 9 the ability to cast spells as a sorcerer of levels 1-4; 10 it is the ability to cast spells as a cleric of levels 1-6). The skills last for one hour.

IBLER XP 400

Male mongrelman rogue 8

LN Medium monstrous humanoid

Init +5; Senses darkvision 60 ft., low-light vision; Perception +6 Defensive Abilities evasion, improved uncanny dodge, rogue talent (resiliency), trap sense +2

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural) hp 65 (2d10+8d6+20) Fort +4, Ref +10, Will +6

Speed 35 ft. Melee slam +10/+5 (1d6+3) Special Attacks sneak attack +4d6

Str 14, Dex 13, Con 15, Int 10, Wis 12, Cha 7 Base Atk +8; CMB +10; CMD 21 Feats Alertness, Endurance, Fleet, Improved Initiative, Skill Focus (Stealth)

Skills Acrobatics +12, Bluff +9, Climb +10, Escape Artist +12, Knowledge (dungeoneering) +11, Knowledge (local) +11, Perception +12, Sense Motive +14, Sleight of Hand +11, Stealth +17, Survival +5; Racial Modifiers +4 Sleight of Hand, +4 Stealth Languages Common, Undercommon

SQ rogue talent (fast stealth, ledge walker, stand up), sound mimicry (voices), trapfinding

RENNOC **CR 5 XP 400**

Male mongrelman expert 6 LN Medium monstrous humanoid Init +3; Senses darkvision 60 ft., low-light vision; Perception +12

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural) **hp** 15 (2d10+6d8+8) Fort +5, Ref +8, Will +9

Speed 30 ft. Melee warhammer +7(1d6+1) or slam +7(1d4+2)

Str 12, Dex 16, Con 13, Int 14, Wis 12, Cha 7

Base Atk +6; CMB +7; CMD 20

Feats Great Fortitude, Master Craftsman, Skill Focus (Craft), Skill Focus (Stealth)

Skills Appraise +11, Climb +6, Craft (leather working) +16, Diplomacy +7, Disable Device +12, Escape Artist +12, Perception +12, Sleight of Hand +13, Stealth +13, Survival +11; Racial Modifiers +4 Sleight of Hand, +4 Stealth Languages Common, Undercommon

SQ sound mimicry (voices)

BIBBI

XP 9,600

Female mongrelman alchemist 10 LN Medium monstrous humanoid Init +2; Senses darkvision 60 ft., low-light vision; Perception +14

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural) **hp** 75 (10d8+20 plus 10) Fort +9, Ref +9, Will +4 Immune poison

Speed 30 ft.

Melee slam +7(1d4)**Ranged** bomb +9 (5d6+4) Special Attacks bomb (14/day, 5d6+4, DC 19), poison use Extracts Per Day (CL 10th; 5/4/3/1; DC 14 + extract level)

Str 10, Dex 14, Con 15, Int 18, Wis 12, Cha 7 Base Atk +7; CMB +7; CMD 19

Feats Brew Potion^B, Far Shot, Point Blank Shot, Precise Shot, Rapid Shot, Skill Focus (craft [alchemy]), Throw Anything^B Skills Craft (alchemy) +20, Disable Device +15, Heal +14, Knowledge (nature) +17, Perception +14, Sleight of Hand +15, Survival +14, Use Magic Device +11

Languages Common, Undercommon

SQ alchemy (+10), discovery (combine extracts, concentrate poison, infuse mutagen, smoke bomb, sticky poison), mutagens, swift alchemy, swift poisoning, sound mimicry (voices)

0116.

CR 8

The steppe here is interrupted by a large sand pit. The sand pit is inhabited by large, flat beetles; people who step into the pit will be set upon by a swarm of the vermin. The sand pit is similar to quick sand (see the Pathfinder Roleplaying Game Core Rulebook, "Environment", Wilderness, for the effects of guicksand). If the person sinks completely in the quicksand, they will be attacked by the other 2 swarms below the surface.

SAND BEETLE SWARMS (3)

CR 1

XP 400

hp 11, (see the Pathfinder Roleplaying Bestiary, "Spider Swarm")

0122.

Maedain, a wicked old sea serpent that is long and striped blue and black, with multi-faceted eyes and oversized teeth that jut from the sides of its mouth dwells in a dank sea cave decorated with its loot and several figureheads from the black arks of the beyonders. The centerpiece of his treasure is a crystal cabinet containing a woman, apparently frozen in time in mid-scream. The shade of her lover, a powerful wizard, is said to wander Hex 0121 calling her name, Felizzon. The remainder of the beast's horde consists of 1,500 sp, 6,370 gp, a cymophane worth 60 gp and a sealed amphora containing 15 pounds of maple sugar (worth 1,000 gp). The wizard's shade knows many exotic spells that it will happily teach anyone who recover his lady love (GMs discretion).

MAEDAIN THE SEA SERPENT **CR 12** XP 19,200

hp 187, (see the Pathfinder Roleplaying Bestiary, "Sea Serpent")

CR 10

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0202.

An ogre mage dwells in an ornate tower of ivory and bronze in this hex. The tower is shaped vaguely like an arm and fist bursting out of the landscape and reaching toward the heavens. The ogre mage's servants are a band of eight bugaboos, strange creatures that look like decapitated black bears with large bronze spheres, not unlike carved jack-o-lanterns, for heads. The bugaboos are intelligent and crafty, and their eyes burns with fervid malevolence.

The interior of the large tower is divided into four floors, with the fist at the top being the ogre mage's personal chamber of torture. The other floors are each divided into four identical chambers by parchment panels painted in scenes of human misery and defeat in morose watercolors. Each of these chambers holds three bronze lion sculptures with a white smoke drifting out of its mouth, a low, round table holding a red candle and a porcelain tea set (worth 50 gp each) and mats for seating.

The lion sculptures are trapped to belch out an ethereal flame in a 15 ft. long cone that is 10 ft. wide at the base. The flame inflicts no damage on material objects, but freezes a person's soul.

LION'S BREATH ENERVATION TRAP CR 5 XP 1.600

Type magic; Perception DC 29; Disable Device DC 29 Trigger proximity; Reset automatic

Effect spell effect (enervation, Atk +10 ranged touch, 1d4 temporary negative levels)

Each of the aforementioned candles holds the souls of three maidens. When lit, the maidens appear around the table as noncombative, insubstantial forms (ghosts). As the candle burns down, the maidens age, finally expiring and free to flee to the earthbound paradise. While in ghost form, the maidens can answer all manner of questions (per the spell legend lore), with each maiden offering one answer to one person each time the candle is lit (but no more than one answer per hour). The candles burn out after eight hours of use (roll 1d8 to determine how many hours any given candle has left).

The ogre mage retains a veneer of civilization, and will not kill intruders instantly (well, not all of them). He desires greatly the shadow distiller of the mongrelmen (Hex 0113), and may make a bargain to obtain it. The ogre mage's treasure consists of 1,770 sp, 640 gp and a moss agate worth 100 gp.

BUGABOO	CR 4
XP 1,200	
N Large construct	
Init +4: Sansas darkwision 60 ft	low light vision: Percention +5

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +5 Aura fear (30 ft., DC 13)

AC 16, touch 10, flat-footed 15 (+1 Dex, +6 natural, -1 size) hp 63 (6d10+30) **Fort** +2; **Ref** +3; **Will** +5 Immune construct traits, electricity Weakness critical hits

Speed 40 ft. Melee 2 claws +10 (1d6+5 plus grab) Space 10 ft.; Reach 5 ft. Special Attacks static shock 3/day (10 ft. radius, DC 15, 2d6 electricity)

Str 21, Dex 13, Con -, Int 10, Wis 12, Cha 9 Base Atk +6; CMB +12 (+16 to grapple); CMD 23 (27 vs. trip) Feats Ability Focus, Improved Initiative, Iron Will Skills Intimidate +3, Perception +5, Stealth +1

Weakness (Ex)

A successful critical hit strikes the bronze sphere that serves as the bugaboo's head. The bugaboo must succeed on a DC 15 Fortitude save or be destroyed immediately.

OGRE MAGE XP 4,800

hp 92, (see the Pathfinder Roleplaying Bestiary, "Oni, Ogre Mage")

0210.

As you enter this hex, you'll see a gathering of conical gray hills on the horizon. In total, there are five hills, the largest 40 ft. tall, the others ranging from 20 to 30 ft. in height. The hills have been erected by giant ants with glossy, black carapaces. The ants have a massive network of tunnels beneath the earth - miles of corridors and dozens of chambers, the deepest belonging to the queen. The soil in this hex contains a fair amount of silver, nuggets of the stuff sometimes appearing on the slopes of the anthills, along with strange, purple globules of a waxy, resinous substance. These nodules are to be found deep underground throughout the lands beyond the Black Water. They consist of the solidified memories of departed souls - terribly sad, heavy memories that sink dozens to hundreds of feet into the ground before coagulating with rare earths and forming nodules. Most necromancers have heard of these strange /tones, and prying the secrets and memories out of them is an obsession for some.

GIANT WORKER ANT **XP 400**

CR1

CR 5

hp 18, (see the Pathfinder Roleplaying Bestiary, "Ant, Giant")

GIANT SOLDIER ANT **CR 2** XP 600 hp 18, (see the Pathfinder Roleplaying Bestiary, "Ant, Giant")

GIANT ANT QUEEN

XP 1.600

hp 28, (see the Pathfinder Roleplaying Bestiary, "Ant, Giant")

0218.

This hex contains a field of flatulent geysers that erupt randomly, sending plumes of acidic mist into the air. Breathing is difficult near the geysers, and those unlucky enough to witness an eruption (1 in 6 chance per hour) must pass a DC 17 Fortitude check or have their lungs and throat singed, suffering 1d6 points of acid damage and losing the ability to speak or run vigorously for an hour. The pools of heated water inside these geysers are home to a species of bloated, black sea stars. The creatures, though unthinking, are powerful psychics who pick up the thoughts of those within 200 ft. and project images of their loved ones above themselves, as though the person is wading in the water. The images can be interacted with, but they will behave the way the psyched person thinks they should behave, and each person in the area will see different loved ones. The flesh of the starfish is poisonous if consumed, but the dried husks can be burned to produce an acrid smoke that charms intelligent undead (per the charm monster spell, CL 12th, one undead creature per starfish).

STARFISH FLESH POISON

Type poison, ingested; Save Fortitude DC 16 **Onset** 5 minutes; **Frequency** 1/minute for 6 minutes Effect 1d3 Con damage; Cure 2 consecutive saves

030I.

Nestled in a high mountain pass thronged by chattering black mandrills and embraced by thick, chilly mists, is the stronghold of Heruldos, the petty death of murder victims and patron of assassins and poisoners. The stronghold is a modest castle of blue-gray stone and tall, gothic conical towers that disappear into the clouds. A narrow path of crushed onyx leads up the pass to the entrance to the castle, which effectively blocks movement through the pass.

The castle's gatehouse has a tall, thin door of rusty iron that is, in fact, an iron golem disguised by a powerful veil. The gatehouse is guarded by a marilith demon called Lhetoh, who stands atop the battlements shouting challenges at those below, mocking them and

goading them to rush the iron door. Like most of the strongholds of the egotistical petty deaths, the castle is really just a grand throne room surrounded by a collection of dusty chambers that seem to exist solely to confuse and frustrate explorers – the deaths and their retinues need neither food nor drink and so have no need for kitchens or pantries, and their existence in this dimensional nexus is tenuous enough that sleep and comfort are generally unneeded. The deaths have control over their strongholds to the point that a room can be what a death desires it to be as needed.

The throne room of Heruldos takes the form of a long torture chamber with a high, vaulted ceiling. Arrow-slits in the upper walls permit the mists and chill of the high mountains to filter into the hall and cause moisture to collect on the walls. A myriad of wheels, screws, racks, bronze cages and iron maidens, braziers steeping red hot pokers and other implements of pain and misery fill the room and are invariably occupied by writhing souls, corporeal and incorporeal. 2d10 **dretches** shuffle about the chamber, seeing to the prisoner's agony and extracting from them a thin, oily liquid, smoky gray with motes of brilliant emerald and ruby, filling glass tubes capped with lead stoppers. These bottles hold the essence of agony and form the principal fuel for Heruldos and his minions (see side box).

Heruldos takes the form of a cat-headed man, tall and languid and clad in bone armor made from the remains of his younger sister (who didn't so much defy him as walk by him one day when he felt like killing something). He is cheerful and cunning and without a drop of mercy, though his sloth keeps him from being terribly dangerous.

Agony Essence

Mortals that imbibe this liquid gain the abilities of a 5th level assassin for 1 month (or, if already assassins, they gain the abilities of an assassin 3 levels higher, even if they do not qualify for the class) and then find themselves drowning in crushing despair, losing 1d8 points of Charisma drain and another 1d8 points of Charisma damage that return at the rate of 1 point per day. Characters brought to 0 or fewer Charisma points by this concoction become misty shades that hide in the corners of Heruldos' castle for eternity (DC 30 Will save to resist, check made weekly until failed).

HERULDOS XP 615,00

Male human assassin 10, sorcerer 12 LE Medium humanoid (human) Init +6; Senses darkvision 60 ft, low-light vision, see in any darkness; Perception +20 Aura poison mist (10 ft. radius, DC 20)

AC 27, touch 17, flat-footed 20 (+10 armor, +6 Dex, +1 dodge) hp 174 (10d8+12d6+44 plus 22) Fort +9, Ref +15, Will +16; +5 vs. poison Defensive Abilities hide in plain sight, improved uncanny dodge; DR 15/magic and good; Immune cold, death effects

Speed 30 ft.

Melee touch +15 (by spell) or *sword of life stealing* +18/+13/+8 (1d8+4 plus /17–20) Ranged touch +19 (by spell) Special Attacks angel of death, death attack (DC 25), quiet death,

poison use, shadowstrike (1d4+6 nonlethal plus dazzled, 9/day), sneak attack +5d6, swift death, true death (DC 25) **Spell Like Abilities** (CL 12th)

At Will—*fear* (DC 20), *invisibility, poison* (DC 20) 3/day–*major image, mirror image, silence* **Sorcerer Spells Known** (CL 12th) 6th (4/day)—unwilling shield (DC 23)

5th (6/day)—magic jar (DC 22), nightmare (DC 21), shadow evocation (DC 21)^B

4th (7/day)—bestow curse (DC 21), charm monster (DC 20), phantasmal killer (DC 20), shadow conjuration (DC 20)^B

3rd (7/day)—arcane sight, deep slumber (DC 19), deeper darkness^B, displacement, vampiric touch

2nd (8/day)—accelerate poison, blindness/deafness (DC 19), darkvision^B, misdirection (DC 18), obscure object (DC 18), spectral hand

1st (8/day)—animate rope, chill touch (DC 18), ray of enfeeblement (DC 18)^B, reduce person (DC 17), unseen servent

0 (At will)—bleed (DC 17), detect magic, ghost sound (DC 16), mage hand, message, open/close, read magic, resistance, touch of fatigue (DC 16)

Bloodline shadow

Str 14, **Dex** 23, **Con** 14, **Int** 16, **Wis** 16, **Cha** 22 **Base** Atk +13; **CMB** +15; **CMD** 31

Feats Ability Focus (death attack), , Combat Reflexes, Dodge, Eschew Materials^B, Improved Critical, Improved Vital Strike, Mobility, Point Blank Shot, Precise Shot, Skill Focus (perception), Spell Focus (necromancy), Vital Strike, Weapon Focus (longsword) **Skills** Acrobatics +20, Bluff +20, Diplomacy +19, Escape Artist +20, Intimidate +20, Knowledge (local) +14, Knowledge (religion) +17, Perception +20, Sense Motive +17, Spellcraft +14, Sleight of Hand +20, Stealth +30, Use Magic Device +20 **Languages** Aklo, common, draconic, infernal

SQ bloodline arcana, hidden weapons (DC 30), shadow well **Combat Gear** *bone armor, sword of life stealing*

Poison Mist (Ex)

Heruldos is surrounded by a 10 ft. cloud that duplicates the effects of black lotus extract (**Type** poison; **Save** Fortitude DC 20; **Onset** 1 minute; **Frequency** 1/round for 6 rounds; **Effect** 1d6 Con damage; **Cure** 2 consecutive saves)

LHETOH THE MARILITH

CR 17

CR 2

XP 102,400

hp 264, (see the Pathfinder Roleplaying Bestiary, "Demon, Marilith")

IRON GOLEM CR 13 XP 25,600

hp 129, (see the Pathfinder Roleplaying Bestiary, "Golem, Iron")

DRETCHES

CR 22

XP 600

hp 18, (see the Pathfinder Roleplaying Bestiary, "Demon, Dretch")

0321.

A beached **narwhale**, just barely alive (3 hp) lies here, struggling to breath. The animal swallowed a golden bracelet bearing the arms of a prince of the northern men (first introduced in *Hex Crawl Chronicles #1: Valley of the Hawks*). The prince and his court were escaping from their war-torn country by ship and were lost at sea. One of his siblings would gladly pay for this proof of his death.

NARWHALE

XP 1,600

CR 5

hp 67, (see the Pathfinder Roleplaying Bestiary, "Dolphin, Orca")

0408.

Buried beneath the mountains and only accessible after traversing a mile of twisting caverns inhabited by **troglodytes**, **minotaurs** and variegated **oozes**, there is a hidden vault. The vault measures 20 ft. wide, 15 ft. long and 13 ft. tall, with a peaked, arched ceiling. The vault is clad in black marble, cut and placed by expert hands. Twelve pedestals, also of black marble and standing about 4 ft. tall, line the walls of the room. In the center of the room there is a statue of a

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headless woman carved from alabaster with a *robe of many eyes* thrown over its shoulders.

On each pedestal there rests a perfectly preserved human head. All of the heads are those of beautiful women, no to quite alike, but all seemingly related. Around each of the head's necks there is a silver gorget set with three fire opals. The fire opals glow with a pale, flickering red light, which becomes fiercer when near a living body. These opals draw energy from the ether or from living bodies to preserve the heads. The heads once belonged to twelve beautiful sisters, the daughters of an archmage. When the archmage was deposed, his body was torn apart and his daughters beheaded. The surviving apprentices of the wizard, some quite powerful mages in their own right, used the silver gorgets (which had been designed by the wizard before his death) to preserve the heads. The alabaster body was carved that it might be animated by the heads. Originally, it was planned that a separate body should be created for each sister, but only one was completed.

The sisters shared the body, contentiously, of course, and forged a powerful kingdom in the land beyond the Black Water, before being again deposed by a union of the petty deaths, who they foolishly sought to eclipse. Should a head be set again on the body, it will animate as a **living statue**. Each of the sisters has the abilities of a 12th level sorcerer.

SORCEROUS STATUE	CR 13
XP 25.600	

N Medium construct Init +0; Senses darkvision 60 ft., low-light vision; Perception –5

AC 14, touch 10, flat-footed 14 (+6 natural) hp 36 (3d10+20 size) Fort +1, Ref +1, Will -4 Defensive Abilities hardness 10, fated (+3), it was meant to be (2/ day); Immune Construct Traits

Speed 30 ft.

Melee slam +5 (1d4+2) Sorcerer Spells Known (CL 12th; 9/5/5/4/3/2, Cast per day 6/8/7/7/7/6; DC 15 + spell level) Bloodline destined

Str 14, Dex 10, Con —, Int —, Wis 1, Cha 20 Base Atk +3; CMB +5; CMD 15 SQ sorcerer spells, touch of destiny (+6, 8/day)

0414.

A village of 20 beehive-shaped stone hovels interrupts the steppe here, surrounded by a tangled thicket and seemingly empty of habitation. The village is inhabited by **45 ghuls**, who dwell in burrows beneath the hovels, which they decorate with wind chimes made of bone and dried sinew. The ghuls have no leader *per se*, but rather organize themselves along a "big man" system, following whoever seems to make the most sense at any given time. The ghuls are accomplished, though rather slow, carvers of bone, trading their handiwork to the gnolls for zombies upon which to feast in strange ritual hunts on the steppe. The ghuls possess 220 sp, 795 gp, a tarnished bronze icon of a saint (worth 3 gp), a copper pendant bearing an eldritch sign (worth 300 gp).

GHULS (45) XP 600	CR 2
CE Medium humanoid (ghul)	
Init +2; Senses low-light vision; Perception +3	

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 armor) hp 11 (2d8+2) Fort +1; Ref +2; Will +5 Weakness channel energy

Speed 30 ft.

Melee bite +3 (1d6+1) and 2 claws +3 (1d6+1 plus stun) Special Attacks stun (stunned 1d3 rounds, DC 12, elves are immune to this effect)

Str 13, Dex 15, Con 13, Int 13, Wis 14, Cha 14 Base Atk +1; CMB +2; CMD 14 Feats Weapon Finesse Skills Acrobatics +3, Climb +5, Perception +3, Stealth +4, Swim +2 Languages Common Combat Gear leather armor

0502.

Gohl, one of the nine petty deaths, dwells in this hex behind a tall copper door placed in the side of a great ridge. The door is guarded inside and out by **two lion-headed cherubim** encased in armor of black, steel bands and grasping large falchions. Beyond the door there is a long tunnel, well lit by hanging lanterns of every color under the sun – and quite shocking in a land of twilight. The tunnel extends for at least a mile, ending at a second door, similarly guarded. Between the great doors are a number of tunnels, each closed by an iron gate (always locked). These minor tunnels lead to a variety of chambers, all uniformly large with tall, vaulted ceilings that are also illuminated with glass lanters.

Iron Gate 1 in. thick; hardness 10; hp 30; Break DC 25, locked (DC 30 Disable Device check)

Some of these chambers hold dozens of ghostly scribes and philosophers (the souls claimed by Gohl) chained to desks and scratching out scroll after scroll, recording every bit of wisdom they have ever learned (and a few bits they imagine that once learned). The scrolls are collected by pudgy imps dressed in baggy trousers and fez and stowed in niches that line the walls. Almost any question can be answered by these scrolls, assuming one has enough time to sort through the unorganized knowledge and pays the imps enough to fetch the correct scroll (+15 circumstance bonus to any Knowledge question, 2d12 hours per question, 1d6 x 100 gp per "fetching").

Other chambers are filled with the mouldering remains of spent sages, bony fingers still wrapped around quills, imps in leather aprons blowing glass globes or making parchment from skins of uncertain provenance, wild eyed dreamers chained to walls and calling out their visions to any who will listen and groups of philosophers working feverishly at solving the riddles of Gohl. Each soul claimed by Gohl must answer a dozen of his riddles before he will usher them on to a higher plane.

Most days (or is it nights – hard to tell in a land of eternal twilight) a steady stream of souls is ushered through the tunnel and past the high throne of Master Gohl, the psychopomp, traveler between worlds. Gohl takes the form of an elderly man of athletic build, unclothed and carrying a human head nestled in the crook of his arm. The head always resembles the person to whom Gohl speaks, and in fact he speaks through the head. Gohl can also take the form of a **shadow**, and it is in this form that he travels between worlds. In shadow form, his merest touch means death. Gohl rarely speaks, save to learn what a petitioner wants, what they know, and what they are willing to do to obtain their desire.

LION-HEADED CHERUBIM XP 1,200

LE Medium outsider (extraplanar, evil, lawful) Init +4; Senses darkvision 60 ft., *detect good*, low-light vision, scent; Perception +10 Aura aura of menace (DC 16), *magic circle against good*

AC 27, touch 10, flat-footed 27 (+8 armor, +9 natural) hp 39 (6d10+6)

Fort +6, **Ref** +5, **Will** +5; +4 vs. poison, +2 resistance vs. good **DR** 10/good; **Immune** electricity, petrification; **SR** 15

Speed 20 ft.

Melee bite +8 (1d8+3), slam +8 (1d4+1) or mwk falchion +9/+4 (2d4+3, 18–20) and bite +3 (1d8+2)

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Spell-Like Abilities (CL 6th)

Constant-detect good, magic circle against good At Will-align weapon, deeper darkness, greater teleport (self plus 50 lbs. of objects only), magic weapon

Str 15, Dex 10, Con 13, Int 10, Wis 13, Cha 12 Base Atk +6; CMB +8; CMD 18

Feats Improved Initiative, Iron Will, Power Attack

Skills Acrobatics +4, Intimidate +10, Perception +10, Sense Motive +10, Stealth +8, Survival +14; Racial Modifiers +4 Stealth, +4 Survival

Languages Common, infernal; tongues

Combat Gear +1 banded mail of light fortification, masterwork falchion

GOHL

CR 24

XP 1,230,000 Male fiendish human oracle 20 LE Medium outsider (augmented human, evil, native) Init +1; Senses darkvision 60 ft., true seeing; Perception +18

AC 24, touch 19, flat-footed 15 (+9 Cha, +5 natural) hp 157 (20d8+20 plus 20) Fort +7, Ref +15, Will +15 Defensive Abilities sidestep secret; DR 15/good; Resist cold 15, electricity 15, fire 15; SR 29

Speed 30 ft.

Melee touch +16 (by spell) **Ranged** touch +16 (by spell) Special Attacks brain drain (DC 29, 5/day), shadow form, smite good (+9 to hit, +20 damage vs. good, 1/day) **Spell-Like Abilities**

Constant—*zone of truth* (DC 21) At Will-detect (any), legend lore, true seeing 1/day-wish

Oracle Spells Prepared (CL 20th)

9th (7/day)-miracle, soul bind (DC 28), true resurrection 8th (7/day)-antimagic field, discern location, greater spell immunity 7th (7/day)—dictum (DC 26), greater scrying (DC 26), refuge 6th (7/day)-antilife shell, greater dispel magic, geas/quest (DC 25) 5th (8/day)-atonement, break enchantment, commune, scying (DC 24)

4th (8/day)-discern lies (DC 23), divination, order's wrath (DC 23), sending

3rd (8/day)—dispel magic, helping hand, locate object, speak with dead (DC 22)

2nd (8/day)—augury, calm emotions (DC 21), enthrall (DC 21), resist energy, status

1st (9/day)-command (DC 20), comprehend languages, deathwatch, protection from chaos, sanctuary (DC 20)

0—guidence, light, mending, read magic, resistance, stabilize, virtue

Mystery Lore

Str 12, Dex 13, Con 12, Int 21, Wis 16, Cha 28 Base Atk +15; CMB +16; CMD 27

Feats Skill Focus (knowledge [all]), Skill Focus (sense motive) Skills Appraise +16, Diplomacy +13, Knowledge (arcana) +35, Knowledge (all others) +23, Knowledge (history) +35, Knowledge (local) +35, Knowledge (planes) +35, Knowledge (religion) +35, Perception +18, Sense Motive +29, Spellcraft +28 Languages All languages known; permanent tongues

SQ focused trance (9/day), lore keeper, mental acuity (+5), oracle's curse (lame, can only speak through a disembodied head), think on it

Shadow Form (Ex)

Gohl may take the form of a shadow at will, as a move-equivalent action that does not provoke attacks of opportunity. In this shadowy form, Gohl may travel through planes and dimensions as if using a gate spell (CL 20th), at will. In addition, while in shadow form,

Gohl's touch causes instant death on a failed DC 23 Fortitude save. A successful saving throw instead puts the target in a catatonic slumber for 1d6 days. Gohl gains a +9 deflection bonus to AC when in shadow form.

0505.

You enter a long canyon that grows deeper as one travels further into the mountains. The canyon is filled with a petrified forest. About 1 in 100 trees contains a door. The doors cannot be opened from the outside. Knocking on a door brings forth an emerald eye that appears outside the door and floating about 5 ft. above the ground. The eye will regard the knocker and, if they are found worthy (roll 1d20 under the knocker's Charisma), it opens.

The doors open into a trans-dimensional palace of blinding white light and shadowy pillars placed much as the trees are placed in the surrounding forest. Shadows flit between the pillars, carrying messages back and forth between the planes. Living creatures entering a shadow pillar gain one negative level and find themselves in some random location, plane or dimension (per the desires of the GM).

Every hour one spends wandering this weird place carries with it two possibilities. The first is a 1 in 6 chance that they will be converged upon by 1d3+1 shadows who will attempt to carry them away into one of the aforementioned pillars. The other possibility is a 1 in 20 chance of meeting Palocar, the master of this place. Palocar is a shadowy figure who seems to grow taller as one grows closer. He coordinates the movements of the shadows and has an intimate knowledge of the thousands of portals in the place. Palocar is not malevolent, but it is unfriendly and inhuman and regards people as tools and implements. It might aid travelers if it can discern some gain for itself.

SHADOWS (3) **CR3 XP 800**

CR 12

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

THE PALOCAR

XP 19,200 Greater shadow expert 3 CE Medium undead (incorporeal) Init +5; Senses darkvision 60 ft.; Perception +18

AC 18, touch 18, flat-footed 12 (+2 deflection, +5 Dex, +1 dodge) hp 78 (9d8+3d8+24)

Fort +6, Ref +9, Will +10

Defensive Abilities incorporeal, channel resistance +2; Immune undead traits

Speed fly 40 ft. (good)

Melee incorporeal touch +13 (1d8 Strength) Special Attacks create spawn (as per shadow), strength damage

Str ---, Dex 20, Con ---, Int 16, Wis 12, Cha 15 Base Atk +8; CMB +13; CMD 26

Feats Dodge, Flyby Attack, Mobility, Skill Focus (Knowledge [local, shadowland]), Skill Focus (Knowledge [the planes]), Skill Focus (perception)

Skills Fly +22, Intimidate +16, Knowledge (arcana) +17, Knowledge (local, shadowland) +21, Knowledge (the planes) +21, Perception +18, Sense Motive +15, Stealth +19 (+23 in dim light, +15 in bright light); Racial Modifiers +4 Stealth in dim light (-4 in bright light)

0512.

A herd of spindly centaurs with long faces, obsidian skin and spiked, blue manes ranges over the lake lands here, mostly sticking to the banks of the sluggish, morose river. The centaurs are encountered in groups of 1d6+6 on a roll of 1-3 on 1d6, or 1-5 on 1d6 if one is near the river. They are usually running down an antelope or walking

CR 3

cadaver. The centaurs hunt with bronzewood longbows and carry curved swords. Their leader is **Pasco**, who has the ability to summon up a variety of spells with his bow (see sidebox). The centaurs shun treasure, stomping it into the ground or tossing it in the river. They eat their meat raw, and though they don't treat cadavers this way, they still cannot resist running down a walking corpse or scurrying shadow for the sport of it.

CENTAURS

XP 800

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

PASCO

XP 800

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

Evoking Longbow

Aura strong evocation; CL 15th; Slot none; Price 92,200 gp; Weight 3 lbs.

Description

Created by great centaur wizards, this bow is a fearsome weapon in combat. Not only is it a +2 seeking longbow, it allows it's wielder to fire *magic missiles* 3/day, a *lightning bolt* 1/day, or create a *web* 2/day (at CL 9th).

Construction Requirements

Craft Magic Arms and Armor, *lightning bolt, magic missile,* web; Cost 46,100 gp

0520.

The **skeleton** of a marilith demon juts uncomfortably from a slab of granite, as though a teleportation went awry. Should one manage to free the skeleton, they will discover that two of its hands, now embedded in the slab, carry two curved blades of a black, grainy metal that, though dull in appearance, is remarkably sharp (treat each sword as a *ghost touch sword of life stealing*). After being freed from the stone, the skeleton will begin to regenerate, with thin membranes and layers of muscle spreading over them in the manner of a film of melting ice being run backwards. In 6 rounds the creature, Skardrra by name, will be complete, though at half normal hit points, and ready to retrieve her blades.

SKARDDRA THE MARILITH XP 102,400

hp 264, (see the Pathfinder Roleplaying Bestiary, "Demon, Marilith")

0609.

In the middle of the woodlands there is a large, man-made mound of soil and granite blocks. Broad steps lead up to the top of the mound. Resting on the mound is a rectangular building - 10 ft. tall, 12 ft. wide and 30 ft. long. The buildings are studded with rows of bronze doors, each one locked and giving entrance to a small crawlspace that contains a cadaver. Each cadaver has been dyed a bright color; red, blue, yellow or green. Once a door is opened, the cadaver animates as a 2 HD zombie and attempts to escape its ritual imprisonment. Two zombies of the same color can merge to become a giant zombie (combine HD, increase AC by one). Up to seven zombies can so merge, with two becoming the size of an ogre (4 HD), three a hill giant (6 HD), four a stone giant (8 HD), five a frost giant (10 HD), six a cloud giant (12 HD) and seven a storm giant (14 HD). In this form, the cadavers have an excellent chance of making it to the Earthbound Paradise, where they can un-merge and dwell in that peaceful land of natural splendor for eternity. There are 28 corpses in all, seven of each

color. Cadavers of red and blue attack one another over other targets, likewise with yellow versus green zombies. Should one attempt to communicate with the zombies, they will discover that their minds work in a bizarre matrix of alien thoughts and primal doom and communication with them (even if they have been destroyed and one *speaks with dead*) leads to *confusion* (as the spell, DC 20 Will save negates). Inside each of the crawlspaces there is a small sphere of gold held inside a black walnut that has been sealed with gray wax (250 gp value).

MERGING ZOMBIES XP 400

CR 1

CR 7

8

CR 3 hp 15, (see the Pathfinder Roleplaying Bestiary, "Zombie")

0612.

A flock of 1d4+4 gaunt **shadow demons** perch on a ridge here, watching over the canyons below and snatching up travelers. Those unfortunates who are grabbed are carried into the gray clouds above and dropped to the earth. Their livers are then stolen from the broken bodies by the demons and devoured.

SHADOW DEMONS XP 3.200

hp 59, (see the Pathfinder Roleplaying Bestiary, "Demon, Shadow")

0713.

You come across a lonely figure garbed in rust red armor, head slung low and shield and lance held limply in its hands. The figure rides a brilliant white charger that will snort at the approach of travelers, rousing the rider from its reverie. The **Rust Red Knight** has been wandering the lands beyond the Black Water for many years, attempting to atone for unspecified behavior that was, he will assure you, quite unforgiving for a knight. The Rust Red Knight – he will give no other name – is of the northern race, with light brown skin, silvery white hair and black, pinpoint eyes. Although generally morose and unresponsive unless roused to do battle, he will leer at beautiful women and, if in their company for more than a day, prove quite a lecher. The Rust Red knight's atonement will be complete when, through clash of arms, his armor has been scraped of rust and once against gleams.

RUST RED KNIGHT	CR
XP 4,800	
Male human antipaladin 8	
CE Medium humanoid (human)	
Init +4; Senses Perception +3	
Aura evil, cowardice, despair (10 ft.)	
AC 22 touch 11 flat-footed 22 (+11 armor +1 deflection)	

AC 22, touch 11, flat-footed 22 (+11 armor, +1 deflection) hp 87 (8d10+32 plus 8) Fort +10, Ref +10, Will +9 Defensive Abilities plague bringer

Speed 20 ft. (30 ft. base) **Melee** +1 humanbane greatsword +13/+8 (2d6+4 plus 2d6+2 vs. humans/19–20)

Special Attacks channel negative energy (4d6, DC 18, 7/day), cruelty (diseased, shaken), fiendish boon, smite good (3/day, +4 to hit, +8 damage), touch of corruption (8/day, 4d6 damage) **Anti-Paladin Spells Prepared** (2/1; DC 14 + spell level)

Spell-Like Abilities

At will-detect good

Str 17, **Dex** 11, **Con** 18, **Int** 10, **Wis** 12, **Cha** 18 **Base Atk** +8; **CMB** +11; **CMD** 25

Feats Cleave, Power Attack, Vital Strike, Weapon Focus (great-

sword) Skills Bluff +9, Diplomacy +6, Intimidate +9, Knowledge (local) +2, Knowledge (religion) +5, Perception +3, Sense Motive +6,

Stealth +9

Languages Abyssal, common

Combat Gear +2 rusted full plate armor; +1 humanbane greatsword, +1 ring of protection

0716.

Your travel across the steppe is interrupted by the presence of a ruined colosseum. The origin of the great structure is a mystery. It is constructed of plain, yellowish stones, stacked almost like a child's building blocks with no ornamentation. The structure looks like it can seat about 10,000 people and there are three large "boxes" for luminaries, the central box being set higher than the other two. No furniture persists in the strange arena, though a band of **12 ghouls** lurks in the tunnels beneath the collosseum, cracking the bones of the large, horrific looking animal skeletons that litter the cages beneath the arena floor. The arena floor is covered in patches of gray **witherweed**, the woody tendrils of the plants reaching up the walls and into the stands and boxes. The tendrils that cover the central box have also overgrown an alabaster box, about 2 ft. high, long and wide.

Inside the box, assuming one manages to reach it, are the disembodied souls of 10,000 screaming fans, two parties of **noble wraiths** (six in all) in yellow togas, with ghostly slaves fanning them using peacock feathers, and the imperial party in the central box. The imperial party consists of a **crypt thing** in imperial purple, a thick golden crown on its head, and **four feminine spectres** in orchid silk gowns embroidered with golden flowers, also fanned by ghostly servants.

The crypt thing will *teleport* the adventurers into the arena, where they will have to contend with the witherweed and **three animated elephant skeletons**. The skeletons will appear to burrow up from the ground and then charge. If the adventurers survive, the imperial crypt thing will toss them a bag of 300 large platinum coins bearing his image. Femurs taken from the animal skeletons function as +1 clubs.

WITHERWEED

XP 1,200 N Large plant **Init** +0; **Senses** blindsight 30 ft; **Perception** +1

AC 13, touch 9, flat-footed 13 (+4 natural, -1 size) hp 37 (5d8+15) Fort +7; Ref +1; Will +2 Defensive Abilities camouflage; Immune plant traits

Speed 0 ft. Melee 5 fronds +5 (1d4+3 plus 1d4 Dex) Space 10 ft.; Reach 10 ft. Special Attacks death smoke

Str 16, **Dex** 10, **Con** 16, **Int** —, **Wis** 13, **Cha** 9 **Base Atk** +3; **CMB** +7; **CMD** 17 (can't be tripped)

Camouflage (Ex)

Since a witherweed looks like normal grass and weeds when at rest, it takes a DC 20 Perception check to notice it before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use one of those skills instead of Spot to notice the plant. Dwarves can use stonecunning to notice the subterranean version.

Death Smoke (Ex)

A witherweed that takes at least 1 point of damage from a fire effect releases a cloud of deadly smoke that billows forth and quickly fills a 20–foot radius surrounding it. Creatures within the area must succeed on a DC 15 Fortitude save or take 1d6 points of Constitution damage. One minute later, another Fortitude save (same DC) must be made to avoid another 2d6 points of Constitution damage. The save DCs are Constitution–based.

The cloud remains for 1 round per HD of the witherweed but a strong wind (21+ mph) disperses the cloud in 1 round.

SKELETAL ELEPHANTS (3)

XP 1,600

N Huge undead Init +5; Senses darkvision 60 ft., scent; Perception +1

AC 21, touch 9, flat-footed 20 (+1 Dex, +12 natural, -2 size)

hp 53 (11d8–22) **Fort** +1, **Ref** +4, **Will** +8

DR 5/bludgeoning; Immune cold, undead traits

Speed 40 ft.

Melee gore +16 (2d8+10), slam +16 (2d6+10) Space 15 ft.; Reach 10 ft. Special Attacks trample (2d8+15; DC 25)

Str 30, Dex 12, Con –, Int –, Wis 13, Cha 7 Base Atk +8; CMB +20; CMD 31 (35 vs. trip) Feats Improved Initiative

SPECTRAL LADIES (4)

XP 3,200

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

NOBLE WRAITHS (6)

XP 12,800 LE Large undead (incorporeal)

Init +13; **Senses** darkvision 60 ft., lifesense 60 ft.; **Perception** +23 **Aura** unnatural aura (30 ft.)

AC 26, touch 26, flat-footed 16 (+7 deflection, +9 Dex, +1 dodge, -1 size)

hp 184 (16d8+112) **Fort** +12; **Ref** +14; **Will** +14

Defensive Abilities channel resistance +2, incorporeal; **Immune** undead traits

Weakness sunlight powerlessness

Speed fly 60 ft. (good) **Melee** incorporeal touch +20 (2d6 negative energy plus 1d6 Con drain)

Space 10 ft.; Reach 10 ft. Special Attacks create spawn

Str —, Dex 28, Con —, Int 17, Wis 18, Cha 24 Base Atk +12; CMB +13; CMD 40

Feats Improved Natural Attack (incorporeal touch), Blind-Fight, Combat Reflexes, Improved Initiative, Dodge, Mobility, Spring Attack, Step Up **Skills** Diplomacy +23, Fly +30, Intimidate +26, Knowledge (planes) +19, Knowledge (religion) +22, Perception +23,

Sense Motive +23, Stealth +24 Languages Common, Giant, Infernal

Create Spawn (Su)

A humanoid slain by a dread wraith becomes a full ordinary wraith in 1d4 rounds. Spawn are under the command of the wraith that created them until its death, at which point they lose their spawn penalties and become freewilled wraiths. They do not possess any of the abilities they had in life.

Constitution Drain (Su)

Creatures hit by a dread wraith's touch attack must succeed on a DC 25 Fortitude save or take 1d6 points of Constitution drain. On each successful attack, the wraith gains 5 temporary hit points. The save DC is Charisma based.

Lifesense (Su)

A dread wraith notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability.

Sunlight Powerlessness (Ex)

A dread wraith caught in sunlight cannot attack and is staggered. Unnatural Aura (Su)

CR 4

CR 7

CR 10

Animals do not willingly approach within 30 feet of a dread wraith, unless a master makes a DC 25 Handle Animal, Ride, or wild empathy check.

IMPERIAL CRYPT THING

Male crypt thing aristocrat 6 N Medium undead Init +6; Senses darkvision 60 ft.; Perception +17

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural) hp 146 (7d8+6d8+65) Fort +9, Ref +8, Will +12 Defensive Abilities channel resistance +4; DR 10/magic; Immune undead traits

Speed 30 ft. Melee 2 claws +11 (1d6+1) Special Attacks *teleport other* (DC 23)

Str 12, **Dex** 14, **Con** —, **Int** 12, **Wis** 14, **Cha** 20 **Base Atk** +9; **CMB** +10; **CMD** 22

Feats Ability Focus (*teleport other*), Alertness, Improved Initiative^B, Leadership, Lightning Reflexes, Skill Focus (perception), Skill Focus (sense motive), Weapon Finesse

Skills Bluff +17, Diplomacy +18, Intimidate +20, Knowledge (history) +13, Knowledge (nobility) +11, Perception +19, Sense Motive +22 Languages Common

Teleport Other (Su)

Once per day as a standard action, a crypt thing can *teleport* all creatures within 50 feet of it to a randomly determined location. An affected creature can attempt a DC 20 Will save to negate the effects. The save DC is Charisma-based and includes a +2 racial bonus.

An affected creature is teleported in a random direction (roll 1d4: 1, north; 2, south; 3, east; 4, west) and a random distance ($1d10 \times 100$ feet) away from the crypt thing. Roll randomly for each creature that fails its saving throw. A teleported creature arrives in the closest open space at the determined destination.

A teleported creature can arrive in mid-air rather than on a solid surface, if the crypt thing wishes. A creature that arrives in mid-air takes falling damage when it contacts a solid surface (unless it has some means to prevent falling, such as the ability to fly, or a *feather fall* spell).

0719.

A thick clutch of white towers cluster along an obsidian shore here, their domes gleaming in the eternal twilight. Windows framed by obsidian tiles interrupt the pearly array, their secrets hidden behind thick curtains. The towers are divided by streets of ashen dust, crowded by the **beyonders** wrapped in their cloaks, their platform sandals making rectangular divots in the dust. The pedestrians carry birch brooms to sweep away their footprints. Birch trees complete (unsuccessfully) with the towers. Thick, black scaled serpents lounge in the boughs, raising a lazy head on occasion to watch the passersby. Other serpents are led by some beyonders on thin leashes, or are draped across their shoulders. The city is surrounded by a sea of blackberry bushes, the berries being used to dye the cloth of the beyonders. The city is called by its citizens Yondo. It has no rulership, the people dividing themselves into families that compete for secrets, for secrets are the main trade of the beyonders, traded to outsiders for gold and jewels. The families own the towers and the fields of rye and poppies that are worked by reaping zombies. The spiritual leaders of the beyonders are clerical hermits that mummify themselves by drinking poison in small amounts over many, many years. These mummies dwell in shrine towers, sitting atop golden settees and attended by younger priests who go unclothed save for a simple kilt and armed with a black mace. Yondo has representatives of all the normal trades, especially sages, and though they will accept gold at triple the normal prices, they will also trade their goods and

services for secrets. The city's harbor is thick with black arks.

0804.

A great pile of timber blocks this gorge, apparently knocked down and carried here by a flash flood. A small, brackish reservoir now rests behind the makeshift dam, attracting swarms of mosquitoes and making east-west travel almost impossible. Some of the **mosquitoes** are giant-sized. The mosquitoes now serve as prey for a flock of 2d4 **gryphs**, mutil-legged black birds with long, needle-thin beaks. At the bottom of the pile of timber there is the body of a wizard, trapped and unable to complete its journey to the Earthbound Paradise. The wizard has a slim silver *wand of sleep* (now bent, 4 charges) and a pouch containing a few small jewels (worth about 80 gp in all) and a copper obolus. The gryphs are clever enough that they will wait for people to be climbing over the timber and harried by the mosquitoes before they attack, usually trying to attack from behind and implant their eggs before fleeing.

CR 6

CR 1

GIANT MOSQUITOES XP 400

N Medium vermin Init +7; Senses darkvision 60 ft., scent; Perception +9

AC 19, touch 17, flat-footed 12 (+7 Dex, +2 natural) hp 60 (8d8+24) Fort +9, Ref +9, Will +3 Immune mind-affecting effects

Speed 20 ft., fly 60 ft. (good) Melee bite +10 (1d8+6 plus bleed, disease, and grab) Special Attacks bleed (2d4), blood drain (1d2 Constitution)

Str 18, **Dex** 25, **Con** 17, **Int** —, **Wis** 13, **Cha** 6 **Base Atk** +6; **CMB** +10 (+14 to grapple); **CMD** 27 (35 vs. trip) **Skills** Fly +11, Perception +9; **Racial Modifiers** Perception+8

Disease (Ex)

Malaria: Bite—injury; *save* Fortitude DC 17; *onset* 1d3 days; *frequency* 1 day; *effect* 1d3 Constitution damage and 1d3 Wisdom Damage; *cure* 2 consecutive saves.

GRYPH

XP 400 NE Small magical beast **Init** +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +5

AC 13, touch 13, flat-footed 11 (+2 Dex, +1 size) hp 15 (2d10+4) Fort +5; Ref +5; Will +1

Speed 30 ft., fly 50 ft. (good) Melee bite +5 (1d6/x3), legs +5 (attach) Special Attacks implant eggs

Str 11, Dex 15, Con 14, Int 2, Wis 12, Cha 7 Base Atk +2; CMB +1; CMD 13 (19, 21, or 23 vs. trip) Feats Weapon Finesse Skills Fly +8, Perception +5, Stealth +10

Attach (Ex)

When a gryph hits with its legs, its talons latch tightly onto the target, anchoring it in place. An attached gryph is effectively grappling its prey. The gryph loses its Dexterity bonus to AC and has an AC of 11, but holds on with great tenacity and gains a +4 bonus on attack rolls with its bite. Alternatively, an attached gryph can attempt to implant eggs in the target. An attached gryph has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached gryph can be struck with a weapon or grappled itself—if its prey manages to win a grapple check or Escape Artist check against it, the gryph is removed.

Implant Eggs (Ex)

Once per day, a gryph can implant eggs into a helpless target or a target that it is currently attached to as a full-round action by extending an ovipositor from its abdomen and penetrating the victim's flesh by making a successful +4 melee attack. On a hit, the ovipositor inflicts 1 damage and implants 1d4 eggs into the victim's body. As long as a victim has gryph eggs implanted in his body, he is sickened as the eggs draw nutrients from his blood and flesh. The eggs grow swiftly, hatching in a mere 1d4 minutes into ravenous baby gryphs that immediately burrow out of the victim's body. This inflicts 2 points of Constitution damage per baby gryph, after which the hatchlings immediately take wing and fly away. Treat a gryph hatchling as a bat if statistics are needed. Gryph eggs can be cut out of a victim's body with a successful DC 20 Heal check made as a full-round action that inflicts 1 point of damage per attempt. Although immunity to disease offers no special protection against gryph egg implantation, remove disease or heal immediately destroys any implanted gryph eggs.

0810.

Chunks of ice and freezing, flammable gasses pour out of hole in the ground. Standing within 10 ft. of the hole requires one to make a DC 15 Fortitude save each round to avoid suffering 1d6 points of freezing damage and a DC 15 Will save to avoid suffering 1d6 points of wisdom damage from the fumes. Any open flame within 10 ft. of the hole has a 25% chance per round of causing a flash explosion of the gas, inflicting 3d6 points of damage to all within 20 ft. (DC 15 Reflex save for half). Once an explosion has occurred, the gas will be cleared for 1 minute. The hole is about 20 ft. deep and 3 ft. in diameter, the interior appearing to be composed of glass formed from extreme heat. At the bottom of the hole there is a small, bronze statue of an amphisbaena, about 1 ft. in length. One mouth of the little statue slowly seeps the freezing gas, the other the flammable, wisdom-damaging gas. A small button on each head can stop the gas flow.

0818.

A granite hillside rising from the surrounding moors is carved with friezes of what appears to be a beyonder coronation. The hill is carved into three terraces, the lowest depicting large numbers of common beyonders and a number of strange creatures that look like a combination of giraffe, elephant and ibex. The middle terrace shows warriors and noblemen mounted on horses. The top terrace shows a king enthroned and surrounded by bowing demons.

0822.

The sea floor rises in this hex and the surrounding hexes such that the water is only about 25 ft. deep. A thick forest of kelp covers the sea mount. The forest attracts the unwholesome fish of the Black Water, and thus the creatures that prey on them. Encounters with **narwhals** occur on a roll of 1 or 2 on 1d6 and with the sea serpent **Maedain** (Hex 0123) on a roll of 1 on 1d8.

NARWHAL

XP 1,600

CR 5

hp 67, (see the Pathfinder Roleplaying Bestiary, "Dolphin, Orca")

0921.

A basalt sea mount juts up above the waves here at low tide. The mountain is run through with dozens of tunnels and caverns that serve as the lair of three **aboleth**. The aboleth collect magical lore and magic items. Their servants are **five sea vampires**, haggard humanoids that appear to be covered with a thin layer of frost. If caught in the moonlight out of water, they turn into ice sculptures, their hearts becoming large garnets worth 300 gp each. The sea vampires are weaker than their land-based kin and are rather stupid to boot. Hidden within their tunnels, the aboleth have the following treasures: +1 unholy elfbane spear, +1 throwing hammer of darkness (generates darkness in 15 ft. radius when held aloft), scale mail composed of turquoise crystals with a quartz pectoral (treat as +1



scale mail that allows a wearer to *speak with animals* [aquatic only]), a gorget of gleaming steel (can only be worn by evil characters who have killed a fellow humanoid in cold blood; makes the bearer's voice sound like deep, rolling thunder and allows them utter a *greater command* 1/day, DC 20 Will save negates) and a *potion of cure critical wounds* (clear with golden swirls, causes blindness for 1 hour after drinking).

SEA VAMPIRES (5) XP 1,200

Male and female human vampire warrior 3 CE Medium undead (augmented humanoid) Init +8; Senses darkvision 60 ft.; Perception +9

AC 25, touch 15, flat-footed 20 (+4 armor, +4 Dex, +1 dodge, +6 natural) hp 30 (3d8+9 plus 3); fast healing 5 (in water) Fort +6, Ref +7, Will +2 Defensive Abilities channel resistance +4; DR 10/magic and silver; Immune undead traits; Resist electricity 10, fire 10 Weaknesses vampire weaknesses (freeze out of water in 3 rounds)

Speed 10 ft., swim 30 ft Melee slam +6 (1d4+4 plus energy drain) Special Attacks blood drain, create spawn, dominate (DC 14), energy drain (2 levels, DC 14)

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

Base Atk +3; CMB +6; CMD 20

Feats Alertness^B, Combat Reflexes^B, Dodge^B, Improved Initiative^B, Lightning Reflexes^B, Toughness^B,

Skills Bluff +11, Climb +7, Intimidate +7, Perception +9, Sense

Motive +9, Stealth +12, Survival +5; **Racial Modifiers** +8 Bluff,+8 Perception, +8 Sense Motive, +8 Stealth

Languages Abyssal, Common, Draconic

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

ABOLETH (3)

XP 3,200

hp 84, (see the Pathfinder Roleplaying Bestiary, "Aboleth")

1007.

The river here is unnaturally calm and clear. One can see gauzy spirits moving up and down the river, their vaguely humanoid shapes barely discernible. People looking into the river will see their reflection slowly turn into that of a mouldering corpse that will slowly reach out to them. Unless the target makes a DC 15 Will save, they will be compelled to lean forward and accept the touch of the river spirit. The spirit steals away a small portion of the target's life force (target gains 1 negative level). For each level stolen, the river spirit may impose one *geas* upon the person, be they restrictions or quests. A target who follows these rules for one month has their level restored; if the rule is broken the level is lost permanently.

1015.

Standing or striding through this hex is a curious sight, even by the standards of this region. An **iron golem** in the shape of an elephant carries on its back a tower of thick wood. The wooden tower, 3 stories tall, is an abbey for a band of **monks**. The monks number 13 in addition to their abbot, and worship the petty death called Lewl. The monks of Lewl must take a vow of silence (which doesn't prevent them from casting their spells – they replace the verbal component of their spells with rapid eye movements) and poverty, casting away all wealth except magic items. The monks cannot even permit precious metals and stones to enter their tower, and they have trained their colossal mount to do its part in stamping out the evils of wealth (i.e. adventurers laden with gold). While the monks dwell in the tower, contemplating their idol of Lewl, their leader, **Kazrabu**s, is often to

be found atop the tower, surveying his domain and interpreting the movement of the clouds to tell the future. On the back of the elephant ride a pack of **12 hobgoblins** with red faces, cruel, long tusks and white, bushy hair. The hobgoblins wear chainmail and carry black bows and axes. The hobgoblins hunt in the woods for the monks, using rope ladders to ascend and descend.

IRON GOLEM CR 13 CR 4 XP 25,600 hp 129, (see the Pathfinder Roleplaying Bestiary, "Golem, Iron") HOBGOBLINS (12) CR 1/2 XP 200 hp 12, (see the Pathfinder Roleplaying Bestiary, "Hobgoblin") +6 MONKS OF LEWL (13) CR 3 XP 800 LE male human cleric 2, monk 1 ilver; AC 14, touch 14, flat-footed 13 (+1 Dex, +3 Wis)

hp 5 (1d6 plus 1) Fort +5, Ref +3, Will +8 Melee unarmed strike +2 (1d6) Ranged touch +2 (by spell) Divine Spells Prepared (CL 2nd; 4/4; DC 13 + spell level) Domains Death, Evil Str 12, Dex 12, Con 10, Int 11, Wis 16, Cha 11 Base Atk +1; CMB +2; CMD 10

KAZRABUS, PRIEST OF LEWL XP 51,200 CR 15

Male human cleric 10, monk 5 LE Medium humanoid (human)

Init +3; **Senses** eyes of darkness (5 rounds/day); Perception +14

AC 22, touch 22, flat-footed 21 (+3 Dex, +1 dodge, +2 monk, +6 Wis)

hp 137 (10d8+5d8+45 plus 15)

Fort +14, **Ref** +12, **Will** +17; +2 vs. enchantment **Defensive Abilities** evasion, purity of body, slow fall (20 ft.)

Speed 40 ft.

CR 7

Melee flurry of blows +14/+14 (1d8+4) Ranged touch +13 (by spell) Special Attacks aura of madness (DC 21, 10 rounds), channel negative energy (5d6, DC 19, 5/day), stunning fist (fatigued, sickened, DC 18, 12/day), touch of darkness (5 rounds, 9/day), vision of madness (+/- 5, 3 rounds, 9/day) Divine Spells Prepared (CL 10th; 4/5+1/5+1/4+1/4+1/2+1; DC 16+ spell level) Domains Darkness, Madness

Str 18*, **Dex** 16*, **Con** 16*, **Int** 10, **Wis** 22**, **Cha** 14** **Base Atk** +10; **CMB** +16; **CMD** 35

Feats Blind-Fight^B, Channel Smite, Deflect Arrows^B, Dodge, Elemental Fist, Endurance, Improved Channel, Improved Unarmed Strike^B, Intimidating Prowess, Lightning Reflexes, Mobility, Skill Focus (knowledge [religion]), Stunning Fist^B,

Skills Acrobatics +12, Diplomacy +10, Intimidate +16, Knowledge (arcana) +8, Knowledge (local) +8, Knowledge (religion) +13,

Perception +14, Sense Motive +14, Spellcraft +8, Stealth +11

Languages Aklo, common, infernal

SQ high jump, ki pool (8 points)

Combat Gear monk's robe, *+4 belt of physical perfection, **Crown of Lewl (+4 headband of mental prowess)

1019.

In this hex you are apt to encounter 2d4+1 **ghastly komodo dragons** on the shore, lapping up the black foam and devouring the bodies that wash up there, releasing the spirits as they do. The reptiles have a spark of intelligence, and are apt to pretend they

do not see intruders on their grisly repast until those intruders are within striking distance. Each komodo has a large, black pearl in its stomach. The pearl is worth 1d6x100 gp but possessed by the concentrated bad karma of the souls that have passed through the dragon. Those holding such a pearl must pass a DC 15 Will saving throw each time they are tempted by one of the seven deadly sins. Each pearl is possessed of a different sin, determined randomly:

Roll Deadly Sin

1-3 Gluttony4-6 Lust7-9 Greed

10-12 Despair13-15 Wrath16-18 Vainglory

19-20 Pride

Each time the holder succeeds on a saving throw, the pearl becomes a lighter shade. After seven successful saves, the pearl becomes white and exudes a permanent, portable *magic circle against evil*.

KOMODO DRAGONS XP 600

CR 2

hp 32, (see the Pathfinder Roleplaying Bestiary, "Monitor Lizard")

IIO2.

The stately manse of **Ingueas**, petty death of priests and funerary rites, stands atop a plateau surrounded by razor-sharp ridges and overgrown with black willows. A winding path runs the circumference of the plateau, finally passing through a marble arch bearing two sculptures of headless maidens holding long, curved swords. Beyond the marble arch there is a path of crushed, pomegranate-colored stone that runs through thick woodland of willows. The path leads to a single-story marble palace (square in shape, approximately 1,000 ft. wide and 1,000 ft. long). The palace is opened to the air, really just consisting of a stepped base, a roof and hundreds of pillars, all in white marble. The pillars divide the palace into a number of square-shaped chambers dedicated to the embalmer's art, the storage of funerary vessels, crates of spices and exotic resins and waiting rooms for the souls she collects.

Ingueas is the keeper of funerary laws and rites and the protector of the dead. To her are allotted the souls of people who were improperly buried. She takes the form of an adult woman with the head of a coursing hound. Ingueas wears an elaborately patterned toga and carries scrolls and an ebony writing kit. She is always surrounded by a gaggle of **grim, impish clerks** who take down the deeds of the souls she collects, re-animating their mortal forms into undead creatures to dole out proper vengeance on the improperly buried person's relations and priests. Ingueas and her clerks are always in motion, passing from chamber to chamber, recording the deeds of the lost souls and then snuffing out their existence when word reaches her (via **imps** in the form of magpies) they have been revenged.

IMP

XP 600

hp 16, (see the *Pathfinder Roleplaying Bestiary*, "Devil, Imp")

INGUEAS

XP 12,800

Female fiendish human cleric 10, sorcerer 4, mystic theurge 6 LE Medium outsider (augmented human, evil, native) **Init** +0; **Senses** darkvision 60 ft., *life sight**; Perception +17 **Aura** *desecrate* (20 ft. radius)

AC 10, touch 10, flat-footed 10 hp 120 (10d8+4d6+6d6 plus 20), 135 (with *false life*) Fort +10, Ref +6, Will +20 Defensive Abilities death's embrace; DR 15/good, DR 5/– nonlethal; Immune fear, undead attacks and abilities; Resist cold 15, fire 15; SR 27

Speed 30 ft.

Melee bite +12 (1d8) or touch +12 (by spell)

Ranged touch +12 (by spell)

Special Attacks bleeding touch (1d6 bleed, 5 rounds, 9/day), channel negative energy (5d6, DC 22, 10/day), grave touch (2 rounds, 8/ day), smite good (+5 to hit, +20 damage, 1/day)

Spell-Like Abilities (CL 20th)

At Will—*deathwatch, gentle repose, mass ghostbane dirge* (DC 20), *rest eternal, speak with dead* (no save)

1/day—symbol of death (DC 24)

Arcane Spells Known (CL 10th)

5th (4/day)—magic jar (DC 22), waves of fatigue (DC 22)^B

4th (6/day)—animate dead^B, bestow curse (DC 21), fear (DC 21) 3rd (7/day)—blood biography (DC 18), enter image, halt undead

(DC 20), vampiric touch^B

2nd (8/day)—blindness/deafness (DC 19), command undead (DC 19), eagle's splendor, false life^B, spectral hand

1st (8/day)—comprehend languages, chill touch (DC 18)^B, mage armor, protection from good, ray of enfeeblement (DC 18), sculpt corpse (DC 18)

0—arcane mark, bleed (DC 17), detect magic, detect poison, disrupt undead, mage hand, message, open/close, touch of fatigue (DC 17)

Bloodline undead

Divine Spells Prepared (CL 16th)

8th-create greater undead, unholy aura

7th—blasphemy (DC 26), destruction (DC 26), resurrection

6th—antilife shell, create undead, forbiddance (DC 23), harm (DC 25)

5th—atonement, break enchantment, raise dead, slay living (DC 24), unhallow

4th—dimensional anchor, discern lies (DC 21), inflict critical wounds (DC 23), restoration, unholy blight (

DC 23)

3rd—*cure serious wounds, deeper darkness, dispel magic* x2, *searing light*

2nd—desecrate x3, resist energy, silence (DC 19), zone of truth (DC 19)

1st—curse water, doom (DC 20), hide from undead (DC 20) x3, shield of faith

0—guidance, read magic, resistance, stabilize **Domains** Protection, Undead

Str 10, **Dex** 10, **Con** 11, **Int** 16, **Wis** 23, **Cha** 20

Base Atk +12; CMB +12; CMD 22

Feats Bouncing Spell, Combat Casting, Command Undead, Eschew Materials^B, Extra Channel, Greater Spell Focus (necromancy), Improved Channel, Leadership, Persuasive, Selective Channeling, Skill Focus (knowledge [religion]), Spell Focus (necromancy) **Skills** Diplomacy +20, Intimidate +20, Knowledge (arcana) +16, Knowledge (history) +13, Knowledge (local) +13, Knowledge (planes) +16, Knowledge (religion) +33, Perception +17, Sense Motive +20, Spellcraft +16, Use Magic Device +18

Languages Abyssal, aklo, common, infernal; permanent *tongues* **SQ** bloodline arcana, combined spells (3rd)

* Necromancer power (see the *Pathfinder Roleplaying Game Core Rulebook*, "Wizard")

III2.

The White Wood breaks, revealing a vast meadowland of greenishgray grass (as wholesome as this nightmare land can get) and red poppies. In the center of the meadow there is a large fortress composed of massive stone slabs. The northern wall of the fortress, which is square in foundation, holds a large gate barred by a grate of white wood and usually left open. The fortress has three levels, each level smaller than the one below it and the uppermost level topped by fierce battlements and a massive, golden gong. The meadow appears to be littered with statues of animals and a few humanoids, all seemingly carved in an approximation of life and motion.

CR 22

The castle is inhabited by 20 living statues called basilim. Each was born of the meadow, for those walking across it are eventually turned to stone, though they may make a DC 10 Fortitude save with each step to resist the power. The first failed save turns the person's heart to stone, stripping them of sympathy and emotional attachment, the second failed save reducing the person's Dexterity by half, and the third failed save actually petrifying them. So they stand on that meadow as statues for many years, until their will to live finally asserts itself over their frozen forms and they become basilim. Animals are not so lucky, explaining the presence of many more animal than humanoid statues. The basilim believe that their great gong causes the will to live to rise in their future kin, and so strike it a resounding blow at sundown each day. The basilim have little to fear from adventurers, and will make no attempt to check their progress across the meadow, though they will resist entry into their fortress. They have a treasure of 1,500 sp, 60 gp and a pair of platinum earrings worth 3,000 gp.

BASILIM	CR 2
XP 600	
N Madium autoidar (aarth nativa)	

N Medium outsider (earth, native) Init –1; Senses darkvision 60 ft.; Perception +6

AC 15, touch 9, flat-footed 15 (-1 Dex, +6 natural) hp 26 (2d10+12 plus 3) Fort +6; Ref +2; Will +4 Defensive Abilities madness; DR 5/magic; Immune cold, fire; Resist acid 5; SR 15

Speed 30 ft. **Melee** slam +6 (1d6+6)

Str 18, Dex 8, Con 22, Int 11, Wis 12, Cha 2 Base Atk +2; CMB +6; CMD 15 Feats Toughness Skills Knowledge (planes) +5, Perception +6, Sense Motive +6 Languages Terran

Madness (Ex)

A basilim is allowed a saving throw versus any mind-affecting effect every round, even if such as save is not normally permitted.

1209.

Atop a wide dais of swirled pink and white marble there is a massive statue of a giant centipede composed of clear crystal. In the middle of the huge centipede there is embedded a silver two-handed sword. The crystal can be shattered with a blow from a bludgeoning weapon that inflicts 19 points of damage in a single blow. It is otherwise immune to damage or spells. If this occurs, the crystal statue collapses into thirty shards that turn into live centipedes. The sword will continue to hang 8 ft. above the ground in mid-air until one grasps the handle and declares themselves to be the sword's master. The sword is edged in silver and otherwise acts as a +1 verminbane greatsword. If the holder of the sword is struck by bright light from a spell source, they act as though *feebleminded* (no save).

GIANT CENTIPEDES (30) XP 50

hp 4, (see the Pathfinder Roleplaying Bestiary, "Centipede, House")

1217.

The skeleton of a colossal frog lies half buried in the muck here. The skeleton is covered in vines. Should one move within the beast's rib cage, the vines form a cage and the skeleton arises from the muck, trapping the explorer DC 25 Escape Artist check to escape). The skeleton begins to hop away in a random direction, carrying the hapless adventurer 1d6 hexes away in a single day. If moving more than 3 hexes in a day, others will be hard pressed to keep up. Once it has reached its destination (which might be under water), the frog skeleton falls apart and releases its victim. The skeleton has a hardness of 10 and withstands 80 hp of damage before falling apart.

1305.

Atop a peak in this hex there is a **clan of crimson-skinned dwarfs** laboring on a massive tower that uses the mountain as its foundation and has so far been built to a height of 500 ft. The dwarves are obsessed with the notion of reaching the moon, where, they assure visitors, nuggets of mithral tumble down silvery rivers from the gray mountains. The dwarves are, of course, quite mad. They have hollowed out the upper portions of the mountain quarrying stone for their tower, which now houses 600 dwarves, some of the clans living so far apart as to hardly know the dwarves constructing the portion of the tower opposite their own. The dwarves are ruled by a council of priests who worship the moon (the Silvery Face That Blesses the Heavens, as they put it), wearing large silver talismans stamped with the face of the man in the moon and wearing black robes. The dwarf priests shave their heads (and bodies) of hair, whereas their subjects are not permitted to cut their hair as long as they live. As a result, the dwarves have long beards that they braid and wear wrapped around their bodies and tucked into their belt. This mass of hair (it takes two full days to wash) provides them a + 1 natural armor bonus to AC, but slows them to a movement rate of 15.

Dwarf warriors in the clan wear chainmail and carry round, white shields and dwarven waraxes. **Sergeants** (War 3, one per 10 dwarves) and **captains** (War 6, one per 5 sergeants) of the dwarves wear full plate and often have weapons edged in silver. The **priests** number 30, in half-plate and wielding heavy lead maces traced with silver. The chief of the dwarves is an elderly man called **Clovis**. Clovis has a braided beard so long that it is borne behind him by two pages. His teeth are crooked and his eyes are wild with the fervor of his belief.

CRIMSON DWARF WARRIORS XP 400

CR1

Male crimson dwarf warrior 2 CN Medium humanoid (crimson dwarf) Init +0; Senses darkvision 60 ft.; Perception +1

AC 19, touch 10, flat-footed 19 (+6 armor, +1 natural, +2 shield) hp 19 (2d10+6 plus 2) Fort +6, Ref +0, Will -1 Defensive Abilities defensive training, hardy, mental confusion

Speed 15 ft. **Melee** dwarven waraxe +5 (1d10+2/x3)

Str 14, Dex 10, Con 16, Int 10, Wis 8, Cha 8 Base Atk +2; CMB +4; CMD 14 (18 vs. bull rush or trip) Feats Weapon Focus (dwarven waraxe) Skills Knowledge (religion) +2, Perception +1 Languages Common, dwarf Combat Gear chainmail, heavy steel shield, dwarven waraxe; Other Gear holy symbol

Mental Confusion (Ex)

The crimson dwarves are quite mad, and attempts to read their minds or carry on long conversations with them (more than 5 rounds) end in *confusion* for 1d6 hours unless a DC 15 Will save is made. They are immune to mental affects.

CRIMSON DWARF SERGEANTS XP 600

CR 2

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

AC 22, touch 10, flat-footed 22 (+9 armor, +1 natural, +2 shield) hp 32 (3d10+9 plus 3) Fort +6, Ref +1, Will +0

21

CR 1/8

Defensive Abilities defensive training, hardy, mental confusion

Speed 15 ft.

Melee dwarven waraxe +6(1d10+1/x3)

Str 15. Dex 10. Con 17. Int 10. Wis 8. Cha 8

Base Atk +3; CMB +5; CMD 15 (19 vs. bull rush or trip) Feats Power Attack, Weapon Focus (dwarven waraxe) Skills Knowledge (religion) +3, Perception +2 Languages Common, dwarf Combat Gear full plate armor, heavy steel shield, silvered dwarven waraxe; Other Gear holy symbol

Mental Confusion (Ex)

The crimson dwarves are quite mad, and attempts to read their minds or carry on long conversations with them (more than 5 rounds) end in confusion for 1d6 hours unless a DC 15 Will save is made. They are immune to mental affects.

CRIMSON DWARF WARRIORS XP 1,600

Male crimson dwarf warrior 6 CN Medium humanoid (crimson dwarf) Init +1; Senses darkvision 60 ft.; Perception +5

AC 22, touch 10, flat-footed 22 (+9 armor, +1 natural, +2 shield) **hp** 32 (6d10+24 plus 12) **Fort** +9, **Ref** +3, **Will** +1

Defensive Abilities defensive training, hardy, mental confusion

Speed 15 ft.

Melee mwk mithril dwarven waraxe +11/+6 (1d10+3/x3)

Str 16, Dex 12, Con 18, Int 10, Wis 8, Cha 10

Base Atk +6; CMB +9; CMD 20 (24 vs. bull rush or trip) Feats Power Attack, Toughness, Weapon Focus (dwarven waraxe) Skills Knowledge (religion) +6, Perception +5 Languages Common, dwarf

Combat Gear Masterwork full plate armor, heavy steel shield, masterwork mithril dwarven waraxe; Other Gear holy symbol

Mental Confusion (Ex)

The crimson dwarves are quite mad, and attempts to read their minds or carry on long conversations with them (more than 5 rounds) end in confusion for 1d6 hours unless a DC 15 Will save is made. They are immune to mental affects.

CRIMSON DWARF PRIESTS

XP 800 Male crimson dwarf cleric 3 CN Medium humanoid (crimson dwarf) Init +0; Senses darkvision 60 ft.; Perception +5

AC 20, touch 10, flat-footed 20 (+8 armor, +2 shield) hp 48 (3d8+6 plus 3) **Fort** +5, **Ref** +1, **Will** +6 Defensive Abilities defensive training, hardy, mental confusion

Speed 20 ft.

Melee heavy mace +3 (1d8+1)

Special Attacks channel positive energy (4/day, 2d6, DC 12), hatred

Divine Spells Prepared (CL 6th)

2nd—hold person (DC 15), locate object^D, spiritual weapon 1st—command (DC 13), longstrider^D, magic weapon 0—light, mending, read magic, virtue Domains Earth, Travel

Str 12, Dex 10, Con 15, Int 10, Wis 16, Cha 8

Base Atk +2; CMB +3; CMD 13 (17 vs. bull rush or trip) Feats Extra Channel, Weapon Focus (heavy mace) Skills Diplomacy +2, Heal +8, Knowledge (local) +1, Knowledge (religion) +4, Perception +5 Languages Common, Dwarf Combat Gear Half-plate armor, heavy steel shield, heavy mace: Other Gear holy symbol

Mental Confusion (Ex)

The crimson dwarves are quite mad, and attempts to read their minds or carry on long conversations with them (more than 5 rounds) end in *confusion* for 1d6 hours unless a DC 15 Will save is made. They are immune to mental affects.

CR 6

CR9

CRIMSON DWARF HIGH PRIEST XP 2,400

Male crimson dwarf cleric 6 CN Medium humanoid (crimson dwarf) Init +0; Senses darkvision 60 ft.; Perception +5

AC 20, touch 10, flat-footed 20 (+8 armor, +2 shield) **hp** 48 (6d8+12 plus 6) Fort +7, Ref +2, Will +8 Defensive Abilities defensive training, hardy, mental confusion

Speed 20 ft.

CR 5

Melee heavy mace +6(1d8+1)Special Attacks channel positive energy (4/day, 3d6, DC 14), hatred **Divine Spells Prepared** (CL 6th) 3rd—bestow curse (DC 15), locate object, meld into stone, stone shape^D 2nd—bear's endurance, hold person (DC 15), locate object^D, spiritual weapon, status 1st—command (DC 13), entropic shield, longstrider^D, magic weapon, shield of faith 0—light, mending, read magic, virtue Domains Earth, Travel

Str 12, Dex 10, Con 15, Int 10, Wis 16, Cha 8

Base Atk +4; CMB +5; CMD 15 (19 vs. bull rush or trip) Feats Extra Channel, Improved Channel, Weapon Focus (heavy mace) Skills Diplomacy +4, Heal +8, Knowledge (local) +2, Knowledge (religion) +5, Perception +5, Spellcraft +2 Languages Common, Dwarf Combat Gear Half-plate armor, heavy steel shield, heavy mace; Other Gear holy symbol

Mental Confusion (Ex)

The crimson dwarves are quite mad, and attempts to read their minds or carry on long conversations with them (more than 5 rounds) end in *confusion* for 1d6 hours unless a DC 15 Will save is made. They are immune to mental affects.

CLOVIS XP 6.400

Male crimson dwarf warrior 10 CN Medium humanoid (crimson dwarf) Init -2; Senses darkvision 60 ft.; Perception +14

AC 9, touch 8, flat-footed 9 (-2 Dex, +1 natural) **hp** 75 (10d10+10 plus 10) Fort +8, Ref +1, Will +7 Defensive Abilities defensive training, hardy, mental confusion

Speed 15 ft. Melee unarmed strike +11/+6(1d3+1)

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

Base Atk +10; CMB +11; CMD 19 (23 vs. bull rush or trip) Feats Diehard, Endurance, Improved Unarmed Strike, Toughness, Weapon Focus (dwarven waraxe) Skills Knowledge (religion) +12, Perception +14 Languages Common, dwarf

Mental Confusion (Ex)

The crimson dwarves are quite mad, and attempts to read their minds or carry on long conversations with them (more than 5 rounds) end in *confusion* for 1d6 hours unless a DC 15 Will save is made. They are immune to mental affects.

1313.

The warlord **Erlike**, a powerful demon (i.e. nalfeshnee) commands a small army of **120 giant boar mounted orcs** wearing blackened chainmail and carrying axes and bolos (the balls are made of ivory and carved to look like skulls – the orcs are quite proud of this and will take great pains to show them off to victims and discuss the craftsmanship). Erlike looks like an aged man with a wrinkled though muscular body, the face and tusks of a pig with black eyes and bushy, steel-gray eyebrows and a long mustache.

Erlike and his army are camped outside the walls of a town called **Cuth**. The men of Cuth are worshipers of a large, demonic, scaled lion called Nergal. Cuth is a massive tower keep with walls 80 ft. tall built of polished obsidian and sloping out from top to base. Within the structure dwell **580 men, women and children**. The stores are almost run out, and their "god" has taken to devouring the old, young and others considered unfit for war. Each day, the men of Cuth ascend to the tops of their walls, sound brass horns and then blacken the skies with their arrows. Many orcs (1,200 in all) have perished from these assaults, but still Erlike waits. When the shower of arrows ends, the orcs use their engines of destruction to hurl great stones at the walls of the keep, to little effect. The treasury of the keep holds a shield made of living black metal.

Minor Artifact

The Tyrantshield

Aura strong enchantment ; CL 16th; Slot shield; Weight 15 lbs.

DESCRIPTION

This intelligent +2 heavy steel shield is possessed by the spirit of an ancient, cruel king who will attempt to drive the bearer of the shield to greater and greater conquests and slaughters with its *telepathy* ability. In addition to its basic enchantment, the shield has the ability to cloud minds of all who look upon it (treat as *invisibility*) 1/day and forces non-magical weapons that strike it (i.e. weapon attacks that missed hitting the bearer by 3 or less points) to make a DC 15 Fortitude save or be absorbed into the metal. Each metal weapon so absorbed can be launched as a metal sphere one round later. These spheres have a range of 30 feet and deal damage as the weapon they absorbed. The shield is LE, has an Intelligence of 10, Wisdom of 14, Charisma of 18, and an Ego score of 15.

DESTRUCTION

The *Tyrantshield* can only be destroyed if it is humbly given to a truly benevolent pilgrim.

Init –1; **Senses** Perception +3

AC 10, touch 9, flat-footed 10 (+1 armor, -1 Dex) hp 4 (1d6+1) Fort +1, Ref -1, Will -1

Speed 30 ft.

Melee unarmed strike +2(1d3+1)

Str 12, Dex 9, Con 12, Int 10, Wis 8, Cha 11 Base Atk +0; CMB +2; CMD 11 Feats Endurance, Skill Focus (profession) Skills Knowledge (history) +1,Perception +3, Profession (any one) +6 Languages Common

GIANT BOARS

XP 1,200 hp 42, (see the *Pathfinder Roleplaying Bestiary*, "Boar, Dire")

ORC BOAR-RIDERS

XP 135

hp 8, (see the Pathfinder Roleplaying Bestiary, "Orc")

ERLIKE THE WARMONGER XP 38,400

CR 14

CR 1/3

CR 4

hp 203, (see the *Pathfinder Roleplaying Bestiary*, "Demon, Nalfeshnee")

1322.

A small island – really just an octagonal tower keep poised atop a rocky outcropping – is located in this hex. The island is surrounded by a number of other vicious looking rocks that suggest a stone claws reaching out of the water to grab the fortress and pull into beneath the waves. One enters the fortress through an iron door located roughly 15 ft. above the surface of the water. This door is unlocked. The door leads into an outer hallway that runs completely around the fortress (a circuit of about 75 ft., given that the diameter of the fortress is approximately 40 ft. and the outer walls are 8 ft. thick. The floors and ceiling of this passage are composed of amber stone, though in one place there are 20 copper rods embedded in the ceiling. Should any one of these be anointed with fresh blood (human or animal), they will descend as a staircase, opening up an entry into the upper gallery of the fortress.

The upper gallery runs around the perimeter of the fortress and looks down on an octagonal library 20 ft. in diameter. The eight walls of the library contain wooden shelves piled high with books, papers and scrolls (see sidebar for precise composition). One hundred volumes are present in the room. Accompanying the books and scrolls on the shelves are **twelve porcelain dolls**, all showing some wear and tear and all staring at the figure in the center of the room with unblinking glass eyes. Above the gallery there is a vaulted ceiling and thick rafters. The domed ceiling/roof of the room, hidden from the outside by the thick amber walls, is composed of thin alabaster, allowing a small measure of light to filter through into the chamber, which is otherwise unlit.

In the center of the room, sitting at a reading desk, is a skeletal figure in a copper-red robes, chin propped on a hand and ghostly green eyes moving back and forth over the page of a dusty, leather tome regarding the mystical formulae to be derived from the migratory patterns of gulls. This scholar is the lich lady **Adrimiret**. Obsessed with the collection of knowledge from across the world, she will pay little heed to visitors unless they attack her or her books. Her friends (see below) are perhaps overly protective of her, and might attack with little or no provocation.

Adrimiret's friends are the porcelain dolls. The dolls are not animated, but they are possessed by powerful, malevolent spirits called **moppes**.

морре хр 800 23

CR 1/3

CR 18

NE Tiny outsider (evil, incorporeal) Init +0; Senses darkvision 60 ft.; Perception +6

AC 16, touch 16, flat-footed 16 (+4 deflection, +2 size) **hp** 8 (1d10+3) Fort +4; Ref +2; Will +4

Speed 0 ft.

Space 2 1/2 ft.; Reach 0 ft. Spell-like Abilities (CL 10th): At will—crushing despair (DC 18), hideous laughter (DC 16), fear (DC 18), rage (DC 17)

Str -, Dex -, Con 16, Int 12, Wis 14, Cha 18 Base Atk +1; CMB -; CMD -**Feats** Spell Penetration Skills Bluff +8, Diplomacy +8, Intimidate +8, Knowledge (planes) +5, Perception +6, Sense Motive +6 Languages telepathy 100 ft.

ADRIMIRET

XP 153.600

Female human lich loremaster 9, wizard 7 diviner NE Medium undead (augmented humanoid) Init +5; Senses darkvision 60 ft. permanent arcane sight and see invisibility; Perception +24 Aura fear (60-ft. radius, DC 21)

AC 18, touch 13, flat-footed 16 (+2 Dex, +1 dodge, +5 natural) **hp** 116 (7d6+9d6+48 plus 16) Fort +10, Ref +9, Will +13

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

Speed 30 ft.

Melee touch +7 (1d8+8 plus paralyzing touch) **Ranged** touch +9 (by spell) Special Attacks paralyzing touch (DC 21) **Spell-Like Abilities**

2/day-unseen servant

Spells Prepared (CL 16th)

8th—discern location^B, greater prying eyes, temporal stasis (DC 25) 7th—greater arcane sight^B, greater scrying, greater teleport, vision 6th—analyze dweomer^B, greater dispel magic, legend lore, true seeing, unwilling shield (DC 23)

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

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

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

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

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

0-detect magic, detect poison, read magic

Arcane School divination Opposition Schools illusion, transmutation

Str 10, Dex 14, Con -, Int 25, Wis 16, Cha 16 Base Atk +7; CMB +7; CMD 19

Feats Combat Casting, Craft Staff^B, Craft Wondrous Item^B, Extend Spell^B, Greater Spell Penetration, Minor Spell Expertise, Persistent Spell, Scribe Scroll^B, Selective Spell, Skill Focus (knowledge [history]), Skill Focus (profession), Spell Penetration, Toughness^B Skills Appraise +20, Craft (bookbinding) +20, Fly +15, Intimidate +16, Knowledge (arcana) +30, Knowledge (geography) +30, Knowledge (history) +33, Knowledge (local) +30, Knowledge (planes) +30, Knowledge (all others) +9, Linguistics +20, Perception +24, Profession (scribe) +16, Sense Motive +24, Spellcraft +21, Stealth +14; Racial Modifiers +8 Perception, +8 Sense Motive, +8 Stealth

Languages Abyssal, Aklo, Aquan, Celestial, Common, Draconic, Dwarven, Elven, Giant, Gnome, Goblin, Ignan, Infernal, Orc, Undercommon; permanent comprehend languages and tongues **SQ** diviner's fortune (+3, 8/day), greater lore, lore, scrying adept

Library Contents

Each bundle of knowledge grants the reader a +4 circumstance bonus to Knowledge checks.

Roll 1 2 3 4	Ephemera Book (5 lb) Tome (10 lb) Scroll (3 lb) Loose Folio (1 lb)
Roll	Knowledge
1	History
2	Geography
3	Magic (arcana)
4	Theology (religion)
5	Cosmology (the planes)
6	Nature

I40I.

The top of a mountain peak here has been carved into a stepped pyramid. Each stage of the pyramid measures 22 ft .wide and the next step is 7 ft. above. In all, there are five steps. On each of the four lower steps there is a long table of marble and benches of golden wood. Atop the table there are cups of fragrant incense and platters heaped high with empty boasts and unrealistic dreams that appear as candied plums to the shades that feast on them. The shades of the pyramid are the property of Lewl, the petty death that claims the souls of nobles and aristocrats.

Lewl himself is enthroned atop the pyramid. Grim as death he sits, quietly watching the antics of the assembled high born shades. Lewl stands 12 ft. tall. He has plum-colored eyes, blue skin and a long, pointed nose. His arms and fingers are unnaturally long, and can stretch up to 10 ft. when he desires. He mostly uses this power to snatch the unruly shades and inhale their essence into his own. Lewl wears robes that reflect the night sky and he carries a golden scepter.

Despite his fondness for consuming souls, Lewl is well spoken and gentile. He is happy to entertain guests, but will warn them not to partake of the feast, lest they become as vainglorious and useless as his shades. Lewl is quite the gossip about his fellow petty deaths, and is apt to become fond of adventurers with a ready wit and impeccable manners.

SHADES

XP 800

hp 29, (see the Pathfinder Roleplaying Bestiary, "Shadow")

LEWL XP 307,200 **CR 20**

CR3

Male greater shadow aristocrat 10, expert 3 CE Large undead (incorporeal) Init +9; Senses darkvision 60 ft., low-light vision; Perception +27

AC 22, touch 22, flat-footed 16 (+7 deflection, +5 Dex, +1 dodge, -1 size)

hp 260 (9d8+10d8+3d8+154)

Fort +16, Ref +14, Will +21

24

Defensive Abilities incorporeal, channel resistance +2; **DR** 15/ silver and good; **Immune** fear, undead traits

Speed fly 40 ft. (good)

Melee incorporeal touch +19 (2d6 Strength) or +1 golden scepter +21/+16/+11 (1d6+1)

Space 5 ft.; Reach 5 ft. (10 ft. reach when desired)

Special Attacks drain shadow essence (3 negative levels, DC 21), strength damage

Str —, **Dex** 20, **Con** —, **Int** 16, **Wis** 17, **Cha** 25 **Base Atk** +15; **CMB** +21; **CMD** 31

Feats Dodge, Flyby Attack, Great Fortitude, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Skill Focus (perception), Skill Focus (stealth), Step Up, Weapon Finesse, Weapon Focus (light mace)

Skills Diplomacy +30, Fly +27, Intimidate +27, Knowledge (arcana) +23, Knowledge (local) +25, Knowledge (religion) +23, Perception +27, Sense Motive +23, Stealth +28 (+32 in dim light, +24 in bright light); Racial Modifiers +4 Stealth in dim light (-4 in bright light)

Combat Gear +1 golden scepter (combines powers of a rod of enemy detection and a rod of negation); **Other Gear** court robes (15,000 gp value)

Drain Shadow Essence (Su)

Similar to an energy drain effect, Lewl may drain a shadow's vital energy. Each successful attack on a shadow bestows 3 negative levels to a shadow creature. If the drain essence attack scores a critical hit, it bestows twice the listed number of negative levels. Lewl gains 5 temporary hit points for each negative level it bestows on a target. These temporary hit points last for a maximum of 1 hour. Negative levels remain until 24 hours have passed or until they are removed with a spell such as *restoration*. If negative levels exceed the creature's Hit Dice, the shadow is completely consumed by Lewl. The Fortitude save to avoid the negative levels is DC 21. **Strength Damage (Su)**

Lewl's touch deals 2d6 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.

1407.

As soon as a party of adventurers enters this hex, they will be stalked by an ancient **manticore**, its broad face possessed of gray whiskers and gleaming white eyes, some of its teeth broken. The manticore has a lair in this hex, a depression surrounded by ancient, weathered stones covered with alabaster moss. Within the lair are the skulls of its many kills, scattered about rather recklessly. His treasure is kept buried and consists of 2,270 sp and 290 gp. The manticore is exceptionally grumpy, the skulls of its past kills having a tendency to chatter all night long. The **talking skulls** are a way for a GM to introduce rumors (or lies) to the players.

MANTICORE

XP 1,600

hp 57, (see the Pathfinder Roleplaying Bestiary, "Manticore")

1502.

2d10 well worn pages of an ancient spellbook are plastered against damp cliffs that overlook a rushing stream in this hex. If collected, one will find most of the pages damaged beyond recognition. Those few (1d3) that remain readable contain 1st level spells. All of the pages, whether readable or not, will animate if folded into animal shapes and can be used to carry messages or scout ahead. If sent ahead as scouts, they return within the hour and unfold, the sights they saw being written on the paper in a beautiful, flowing script.

1515.

Stretching across the wretched plain is a column of slaves driven

by whining and cackling gnolls. On closer inspection, one will discover that the slaves are zombies, chained at wrist and ankle, and linked to their fellows by leather collars and tongs. At the head of the column there is an albino gnoll shaman, sitting atop a crude wooden palanquin carried by eight zombies. The shaman feeds on delicate, though macabre, morsels with a silver fork; an **imp** strumming lightly on a miniature mandolin sitting at his feet and intoning weird songs in a surprisingly deep voice. In all, there are 20 gnolls, 100 zombies and the aforementioned shaman. The gnolls have patchy, goldenbrown fur, wear crude hide armor and carry black flails and battered wooden shields. One out of every 10 gnolls is an overseer equipped with a barbed whip - the whips do little to motivate the zombies, but they satisfy something particularly dark and savage in the overseers - and a silver dagger. The gnolls are middle men – forming a trade link between the villages of the steppe and the swamp people. They are currently heading east to Hex 2409.

ZOMBIE XP 200

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

CR 1/2

CR1

GNOLL XP 400 hp 11, (see the <i>Pathfinder Roleplaying Bestiary</i> , "Gnoll")	CR 1
THE ALBINO SHAMAN Male gnoll adept 7 XP 2,400	CR 6

CE Medium humanoid (gnoll) Init +0; Senses darkvision 60 ft.; Perception +2

AC 12, touch 11, flat-footed 11 (+1 dodge, +1 natural) hp 31 (2d8+7d6+2) Fort +1, Ref +2, Will +12

Speed 30 ft. Melee touch +4 (by spell) Ranged touch +4 (by spell) Adept Spells Prepared (CL 7th) 2nd—bull's strength, cure moderate wounds, invisibility 1st—bless, cause fear (DC 14), protection for good, sleep (DC 14) 0—detect magic, guidance, stabilize, touch of fatigue (DC 13)

Str 11, Dex 10, Con 8, Int 8, Wis 19, Cha 8 Base Atk +4; CMB +4; CMD 14 Feats Alertness*, Combat Casting, Dodge, Eschew Materials, Mobility, Skill Focus (perception) Skills Appraise +2, Heal +10, Knowledge (religion) +5, Perception +7 Languages Gnoll

*when familiar is within arms reach, not included above

RAVEN FAMILIAR	
XP 200	
N Tiny animal	
Init +2; Senses low-light vision; Perception +6	

AC 18, touch 14, flat-footed 16 (+2 Dex, +4 natural, +2 size) hp 15 (3d8-3) Fort +1, Ref +4, Will +2 Defensive Abilities improved evasion

Speed 10 ft., fly 40 ft. (average) Melee bite +4 (1d3–4) Space 2-1/2 ft.; Reach 0 ft. Special Attacks deliver touch spells

Str 2, Dex 15, Con 8, Int 9, Wis 15, Cha 7 Base Atk +0; CMB +0; CMD 6 Feats Skill Focus (Perception), Weapon Finesse

25

Skills Fly +6, Perception +6 Languages Gnoll

SQ empathic link, share spells, speak with master, speak with others of own kind

1520.

This hex and those around it host an unwholesome coral reef. The reef is based around the remains of a sunken black ark, and a number of beyonder skeletons remain embedded in the reef. The primary inhabitants of the reef, aside from the white, slimy fish of the Black Water, are giant moray eels. Encounters with the 1d6 of the eels occur on a roll of 1-3 on 1d6 each day one spends plumbing the cracks and crevices of the reef. There is the potential (DC 25 Perception check and 2 hours of searching) of finding 1d4 x 100 gp worth of treasure while exploring the reef.

GIANT MORAY EEL XP 1,600

hp 52, (see the Pathfinder Roleplaying Bestiary, "Eel, Giant Moray")

1612.

Travelers through this hex have a 2 in 6 chance per day of encountering a floating death altar. The death altar appears as a construction of onyx stone, a platform 20 ft. in diameter topped by a rectangular sacrificial altar that glows with a reddish light. Around the sides of the platform there are set five large bloodstones, each worth 700 gp. These bloodstones emit cones of reddish light (60 ft. long, 40 ft. wide at base) that cause a person's blood to boil. The cones of light inflict 4d6 points of damage, though a target can make a DC 15 Reflex save for half damage. Creatures that suffer more than 15 points of damage from this light gain a permanent reddish tinge to their skin and lose all of their hair (no save).

Aboard the death altar are fifteen drunken satyrs and a nymph dressed in orange robes covered with silk embroidery that resembles peacock feathers. On the palm of her left hand she has painted a toothy mouth and on the right a bloodshot eye. Touching a creature with the left hand causes damage as per a cause light wounds spell. Touching with the right hand forces the person to live out their worst memory, per a *phantasmal killer*. Her satyr followers suffer a -2 circumstance penalty to hit from their drunkenness. All of them carry short bows with cold-iron arrows

SATYR	CR 4
XP 1,200	

hp 44, (see the Pathfinder Roleplaying Bestiary, "Satyr")

DEATH NYMPH CR 7 XP 3.200 CE Medium fev Init +5; Senses low-light vision; Perception +14 Aura blinding beauty (30 ft., DC 21)

AC 23, touch 23, flat-footed 17 (+7 deflection, +5 Dex, +1 dodge) **hp** 60 (8d6+32) Fort +13, Ref +18, Will +16 **DR** 10/cold iron

Speed 30 ft., swim 20 ft. Melee touch +10 (by spell) **Ranged** touch +8 (by spell) Special Attacks stunning glance Spell-Like Abilities (CL 8th) At Will (by touch)-inflict light wounds (DC 18), phantasmal killer (DC 21) 1/day-dimension door Druid Spells Prepared (CL 7th) 4th—summon nature's ally IV 3rd—call lightning (DC 16), contagion (DC 16), poison (DC 16) 2nd—barkskin, flame blade, resist energy, tree shape

1st—charm animal (DC 14), endure elements, entangle (DC 14), obscuring mist, produce flame 0-detect magic, guidance, light, stabilize

Str 10, Dex 21, Con 18, Int 16, Wis 17, Cha 25 Base Atk +4; CMB +9; CMD 27

Feats Agile Maneuvers, Combat Casting, Dodge, Weapon Finesse Skills Diplomacy +18, Escape Artist +16, Handle Animal +15, Heal +11, Knowledge (nature) +14, Perception +14, Sense Motive +14, Stealth +16, Swim +19

Languages Common, Sylvan

SQ inspiration, unearthly grace, wild empathy +21

I703.

CR 5

BEYOND THE BLACK WATER

In the upper regions of a place where two razor-sharp regions meet there is a large gash in the side of the mountains, a cave that suggests a gaping maw of rotten teeth. A tiny, black rivulet pours from the "mouth", splashing down the narrow valley and collecting in a number of pools that sparkle with the movement of tiny, silver fish. Beyond the "mouth" there is a cave complex composed of a number of limestone caverns that wind through the interior of the mountains. The ceiling of this cavern is home to a swarm of 20 giant **bats**. The black rivulet runs through most of the caverns, originating in a hemispherical cavern of rose quartz. The black river originates here, pouring from the mouth of a large, quartz head.

The water in the cave causes any living thing it touches to become permanently insubstantial (per ethereal jaunt, DC 20 Fortitude save negates) – a hand might fade into nothingness, invisible and unable to grasp anything in the material world, but the hand's owner can feel it nonetheless. The water's magical powers are completely negated by sunlight. Known as "black water", its magical properties are highly sought after. Lodged inside the mouth and partially blocking the flow is the infamous Helm of Darkness, an artifact of the land beyond the Black Water sought after by the petty deaths and their followers.

Minor Artifact

The Helm of Darkness

Aura strong necromantic; CL 16th; Slot head; Weight 5 lbs.

DESCRIPTION

This ancient cold-iron headgear is a much sought-after icon of death and darkness. Often held by powerful leaders in the lands beyond, the Helm has many powerful abilities. The Helm of Darkness can grant invisibility to its wearer at will, and gives the wearer the ability to see perfectly in and (even magical) darkness, see invisible creatures (constant), speak with dead and grants them a +2 insight bonus to save vs. all illusions. In addition, the wearer of the Helm is treated as if having the feats Endurance and Diehard as long as the Helm is worn.

DESTRUCTION

To destroy the Helm, a blind paladin must bath it in a pool of holy water at the height of the noon sun.

Dwelling in the pool is a seven-headed hydra with shining golden scales that, once it emerges from the inky water, fills the cavern with bright light. On the end of its seven necks are cherubic faces that can open their mouths unnaturally wide, bearing serpentine fangs.

GIANT BATS (20) XP 600 **hp** 22, (see the *Pathfinder Roleplaying Bestiary*, "Bat, Dire")

CR 2

26



CELESTIAL HYDRA XP 1,600

CR 7

XP 1,600 NG Huge magical beast Init +1; Senses darkvision 60 ft., low-light vision, scent; Perception +10

AC 17, touch 9, flat-footed 16 (+1 Dex, +8 natural, -2 size) hp 70 (7d10+28); fast healing 5 Fort +9, Ref +8, Will +4 DR 5/evil; Resist acid 10, cold, 10, electricity 10; SR 12

Speed 20 ft., swim 20 ft. Melee 7 bites +8 (2d6+3) Space 15 ft.; Reach 10 ft. Special Attacks pounce, smite evil (+5 damage, 1/day)

Str 17, Dex 12, Con 18, Int 2, Wis 11, Cha 9 Base Atk +7; CMB +12; CMD 23 (can't be tripped) Feats Combat Reflexes, Improved Natural Attack (bite), Iron Will, Lightning Reflexes

Skills Perception +12, Swim +11; Racial Modifiers +2 Perception SQ hydra traits, regenerate head

1706.

An ancient royal tomb is hidden in this hex. It can be entered by a narrow cleft in the cliffs overlooking the infant river, a cleft so cleverly hidden by the surrounding undulations of the stone as to be the equivalent of a concealed passage (DC 20 Perception check to notice). The entry passage zigzags back a ways, eventually reaching a junction containing a secret door (**Area A**, DC 18 Perception check to notice). The door is opened by putting pressure on the top and pivoting the door just enough to allow one to crawl through.

 \mathbf{B} – This room is the antechamber the false crypt. The antechamber

is decorated in yellowish-gray marble and has piles of soot piled in the corners and charred bones in the center. A scorched chain also hangs in the center. On the walls opposite the charred bones and scorched chain there are two deep bas-reliefs of dragons in bronze fastened to the walls, their mouths wide open. The mouths are trapped to breath cones of fire that inflict 6d6 points of damage to anything in the center of the room. The trap is armed as soon as the doors to the false crypt are opened and tripped when something steps on a pressure plate in the center of the room. The chain actually disarms the trap and reveals the secret door behind the one dragon's mouth.

CONES OF FIRE TRAP CR 7 XP 3,200

Type mechanical; Perception DC 25; Disable Device DC 20 Trigger location; Duration 3 rounds; Reset none Effect jets of fire (6d6 fire damage, DC 20 Reflex save for half damage); multiple targets (all targets in a 20-ft.-square in the center of the chamber)

C – This false crypt contains a parliament of skulls – 200 in all. The skulls have glass gemstones implanted in them and sealed with wax. When anything enters the crypt, the skull's "eyes" light up and they emit a hissing sound. The hissing is from a highly psychoactive gas, causing bizarre hallucinations for 1d4 hours (DC 20 Fortitude save negates, this is NOT a poison). The skulls and their gems are completely worthless.

 \mathbf{D} – One reaches this chamber by crawling through the dragon's mouth. It is a tight fit for any creature larger than Small size (treat as squeezing, per the *Pathfinder Roleplaying Games Core Rulebook*). The chamber is clad completely in thick tiles of black glass. The glass covers a pool of black water inhabited by a **dozen floating eyes**. The middle of the room is open to the water. The black glass tiles and

black water make this difficult to discern, and folks walking through the room have a 50% chance of falling in (a DC 25 Perception check reduces this to a 10% chance). A golden talisman hangs on the wall opposite the entrance. The wearer of this amulet must succeed on a DC 20 Will save or imagine plunging through the earth as though insubstantial. In fact, they will begin rolling around on the ground like a fool, increasing their chance to fall into the water to 90%.

FLOATING EYE CR 1/3 XP 135

N Diminutive magical beast (aquatic) Init +2; Senses darkvision 60 ft., low-light vision; Perception +4

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 size) hp 5 (1d10) Fort +2; Ref +4; Will -3

Speed swim 60 ft. Melee bite +0 (1d2-5) Space 1 ft.; Reach 0 ft. Special Attacks hypnotic gaze (DC 10, 1d6+1 rounds)

Str 1, Dex 15, Con 11, Int 1, Wis 4, Cha 2 Base Atk +1; CMB -8; CMD 4 Feats Skill Focus (Perception) Skills Perception +4, Stealth +14 (+22 to hide), Swim +10; Racial Modifiers +8 on Stealth checks to hide

Environment any aquatic **Organization** school (3–12)

Hypnotic Gaze (Ex)

Creatures meeting the gaze of a floating eye must succeed on a DC 10 Will save or stand and stare blankly at the floating eye (similar to the effects of a *hypnotism* spell) for 1d6+1 rounds. A swimming creature that fails its save does not sink, but floats on the surface of the water. The save DC is Constitution-based.

E – This is the true crypt's antechamber. It walls are lined with six empty suits of armor hanging on wooden skeletons. The suits of armor have helms with demon masks. The demon masks have crystal eyes that, if looked into, force a person to don the helm and take up arms against the tomb robbers (DC 20 Will save resists).

 \mathbf{F} – Behind the bronze door of the crypt there is a pink-orange marble slab carved to look like a coiled dragon. Sitting atop a tall saddle on the dragon's back is the mummified remains of an embalmer king. The king is clad in ceremonial armor of gold scales (treat as masterwork splint mail, weight 80 lbs. worth 2,000 gp) and holding a razor-sharp glaive in each arm. The pole arms are actually connected to the dragon. When one steps into the tomb, they trigger a trap. In exactly 3 minutes, the stone dragon and its rider begin to spin rapidly in the center of the room. Anyone near the strange funeral slab must succeed on a DC 20 Reflex save or suffer 2d6 points of damage from the dragon and glaives. Moreover, the spinning stirs up a thin layer of red tomb dust. Anyone in the chamber must make a DC 20 Fortitude save or breathe the dust into their lungs. The dust is composed of miniscule shards that lacerate the lungs, causing 1 point of Constitution damage each day (no save). After half a person's constitution has been lost, they will begin coughing up blood. The lung damage can only be cured through the use of a cure serious wounds spell and remove curse spell cast one directly after the other. The tomb contains two bolts of purple silk (each 50 yards, 6 lb, worth 500 gp), crates of salt bricks (30 pounds, 150 gp), 1,700 sp and 680 gp.

THE EMBALMER KING TRAP XP 6,400

CR 9

Type mechanical; Perception DC 25; Disable Device DC 30 Trigger location; Reset automatic Effect see room description

1711.

A charming tower like an ivory flute rises from the brambles and blackberry bushes that carpet this hex. The tower rises 50 ft. and emits a low hum into the countryside, a hum that causes people's sanity to slowly slip away (lose 1 point of wisdom per hour unless a DC 17 Will save is made; at 0 wisdom the character is struck with permanent confusion). The owner if the tower is the wizard Nakwathaz, a handsome, well-proportioned man dressed in a leather loincloth and harness. Nakwathaz is above all a trickster, and very skilled with phantasmal magic. Nakwathaz has **two apprentices**, twins, taken from the swampers. The twins have had their heads shaved and wear black tunics and white, leather belts. Nakwathaz' tower is guarded by a flock of pearly white pseudo-dragons that roost atop the tower and flit in and out of the large, round portals that serve as windows. The pseudodragons have a weakness for music and song, which may be exploited by crafty PCs. Nakwathaz' treasure, disguised as a vat holding paraffin wax, consists of 4,900 gp, a banded agate worth 45 gp and a terracotta chalice worth 5 gp - it was owned by his mother and is a treasured keepsake.

PSEUDODRAGON XP 400

CR 1

CR 1

CR 15

hp 15, (see the Pathfinder Roleplaying Bestiary, "Pseudodragon")

APPRENTICES (2)

XP 400 N male human wizard 1 AC 11, touch 11, flat-footed 10 (+1 Dex) hp 5 (1d6 plus 1) Fort +0, Ref +1, Will +4 Melee unarmed strike -1 (1d3-1) Ranged touch +1 (by spell) Divine Spells Prepared (CL 1st; 3/4; DC 12 + spell level) Str 8, Dex 12, Con 10, Int 15, Wis 14, Cha 11 Base Atk +0; CMB -1; CMD 10 Combat Gear wavy-bladed dagger; Other Gear Black tunic, white leather belt

NAKAWATHAZ

XP 51,200 Male human wizard 15 illusionist CN Medium humanoid (human) Init +1; Senses Perception +8

AC 11, touch 11, flat-footed 10 (+1 Dex) hp 87 (15d6+30 plus 15) Fort +7, Ref +6, Will +10 Defensive Abilities invisibility field (15 rounds/day)

Speed 30 ft. Melee touch +9 (by spell) Ranged touch +8 (by spell) Special Attacks blinding ray (8/day), Wizard Spells Prepared (4/6+1/5+1/5+1/5+1/3+1/2+1/1+1; DC 15 + spell level) Arcane School illusion Opposition Schools conjuration, evocation

Str 14, Dex 12, Con 14, Int 20, Wis 12, Cha 16
Base Atk +7; CMB +9; CMD 20
Feats, Empower Spell, Extend Spell, Greater Spell Focus (illusion)^B, Greater Spell Penetration, Lingering Spell, Persistent Spell, Quicken Spell, Scribe Scroll^B, Selective Spell, Spell Focus (illusion)^B, Spell Penetration^B, Still Spell, Widen Spell
Skills Bluff +13, Diplomacy +10, Intimidate +10, Knowledge (arcana) +18, Knowledge (geography) +15, Knowledge (history) +15, Knowledge (local) +15, Knowledge (nature) +15, Knowledge (planes) +15, Linguistics +15, Perception +8, Profession (gambler) +11, Sense Motive +9, Spellcraft +15
Languages Aklo, common, draconic, elf, goblin, infernal SQ arcane bond (*none current*), extended illusions (7 rounds)

28

1913.

Across several acres of the murky, chilly swamp there are scattered thirty wattle-and-daub huts atop 10 ft. tall stilts. The huts sit on a platform large enough to afford the inhabitants a 3 ft. wide ledge. These ledges are cluttered with clay pots and dried gourds containing herbal mixtures. The interior of each hovel is home to 1d4+3 **swampers**, along with their pets (usually non-venomous serpents, sometimes dull, gray toads). The tribe's giant swine live on dry bits of land in wooden pens and guarded by the old warriors of the tribe, men in coats of tarnished copper chain and carrying spears and slings. All of the swampers are skilled herbalists and about 1 in 3 has the abilities of 1st to 4th level druid.

The unacknowledged leader of the swampers is a tall, elderly woman called **Zepheret**, with exceptionally long hair woven into dozens of thin braids that cling to her ample frame. Zepheret is a bit senile, but still commands the respect of the others, not least of which because of her ability to summon "**mud men**" from the bottom of the swamp. She keeps 400 gp in her hovel sealed inside a dozen dried gourds with wax, as well as 20 pounds of salt (worth 5 gp per pound). The gourds are strung together and hang from the ceiling. Zepheret keeps **three vipers** in her hovel as guard animals and companions, and they seem to have rubbed off on her, for she has a serpent's cold stare and speaks with a sibilant lisp. Zepheret's latest project is an old, leathery corpse that lies in the middle of her hovel. She has traced hundreds of swirling lines on its skin, covering about 80% of it, using an ink mixed from rare herbs and acids. When finished, she believes her handiwork will animate the corpse as a zombie servant.

ZEPHERET CR 13 XP 25,600

N female human druid 13 AC 11, touch 11, flat-footed 10 (+1 Dex) hp 67 (13d8+26 plus 13) Fort +10, Ref +4, Will +14 Melee unarmed strike +10/+5 (1d3+1) Ranged touch +10 (by spell) Spell-Like Abilities (CL 13th) 1/day—summon (level 2, 1-6 earth mephits 55%), Divine Spells Prepared (CL13th; 4/6/6/5/5/4/3/2; DC 16 + spell level) Str 13, Dex 13, Con 15, Int 10, Wis 22, Cha 15 Base Atk +9; CMB +10; CMD 21 Other Gear leopard skin cape worth 50 gp, jasper worth 500 gp

GAURDIAN VIPERS (3)

XP 200

hp 5, (see the *Pathfinder Roleplaying Games Bestiary*, "Snake, Venomous")

EARTH MEPHITS

XP 800

hp 19, (see the *Pathfinder Roleplaying Games Bestiary*, "Mephit, Earth")

2004.

Atoda is the petty death who takes charge of those who die from old age or unfortunate accidents. He dwells in a manor of gray brick and white wood with thick-paned windows. Each window is home to a **ghostly doppelganger** that takes the form of any that look into its window and then arises to destroy them. From the outside, the manor would appear to contain many rooms, but it is in fact one large chamber. Dozens of **shadows**, bent and feeble, shuffle around the chamber under the watchful eyes of Atoda, who sits like a nomadic despot upon a throne of shadows surrounded by a circle of spears thrust into the wooden floor.

Atoda wears a silk deel of gray emblazoned with golden chrysanthemums. In the morning, he appears as a young man, but ages as the day proceeds. In all forms he is short and wide-chested and in place of hair has long spines like those of a sea urchin. He has ruddy skin and large, umber eyes. On his lap he holds a **crossbow** that fires *magic missiles* (CL 20, 3/day). Atoda knows the destiny of gods and men, and even shares this information in return for a favor. He can assume the form of a giant tiger at will.

GHOSTLY DOPPLEGANGERS CR 7 XP 3,200

hp 52, (see the Pathfinder Roleplaying Games Bestiary, "Spectre")

SHADOW

XP 800

hp 19, (see the Pathfinder Roleplaying Games Bestiary, "Shadow")

CR 3

CR 21

ATODA XP 409,600

Male human loremaster 10, wizard 10 diviner LN Medium humanoid (human) **Init** +6; **Senses** permanent *true seeing*; Perception +9

AC 11, touch 11, flat-footed 10 (+1 Dex) hp 140 (10d6+10d6+20 plus 40) Fort +9, Ref +9, Will +24 Defensive Abilities forewarned, scrying adept; DR 15/cold iron; Immune fear, fire

Speed 30 ft.

CR 1/2

CR 3

Melee touch +11 (by spell)

Ranged *magic missile crossbow* +11/+6 (1d8/19–20) or touch +11 (by spell)

Wizard Spells Prepared (CL 20th)

9th—bouncing telekinetic sphere (DC 27), foresight^B, quickened teleport, time stop

8th—dimensional lock, discern location^B, maze, moment of precience, silent greater teleport, silent, still disintegrate (DC 26) 7th—bouncing flesh to stone (DC 25), greater arcane sight^B, greater scrying (DC 25), limited wish, spell turning, vision 6th—antimagic field, analyze dweomer^B, chain lightning (DC 24), greater dispel magic, still suffocation (DC 24)

5th— *baleful polymorph* (DC 24) x2, *contact other plane, extended clairaudience/clairvoyance , prying eyes*^B, *quickened invisibility* 4th—*bestow curse* (DC 22), *black tentacles* (DC 22), *dimensional anchor, locate creature*^B, *scrying* (DC 22) x3

3rd—*clairaudience/clairvoyance*^B, *dispel magic* x2, *extended spectral hand*, *slow* (DC 21), *suggestion* (DC 21) x2

2nd—bouncing memory lapse (DC 20) x3, detect thoughts (DC 20) ^B, detect thoughts (DC 20) x2, touch of idiocy

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

0—detect magic^B, mage hand, read magic, resistance Arcane School divination Opposition Schools evocation, illusion

Str 12, **Dex** 13, **Con** 12, **Int** 26, **Wis** 22, **Cha** 16 **Base Atk** +10; **CMB** +11; **CMD** 22

Feats Bouncing Spell^B, Extend Spell, Greater Iron Will, Greater Spell Penetration, Iron Will, Persistent Spell, Point Blank Shot, Quicken Spell, Scribe Scroll^B, Selective Spell, Silent Spell, Spell Penetration, Still Spell, Toughness^B, Widen Spell^B **Skills** Appraise +21, Craft (alchemy) +21, Diplomacy +16, Intimidate +16, Knowledge (arcana) +30, Knowledge (dungeoneering) +30, Knowledge (engineering) +30, Knowledge (geography) +30, Knowledge (history) +30, Knowledge (local) +30, Knowledge (nature) +30, Knowledge (nobility) +30, Knowledge (planes) +30, Knowledge (religion) +30, Linguistics +25, Perception +19, Sense Motive +19, Spellcraft +25 (+35 to identify magic items), Use Magic Device +16

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

SQ arcane bond (crossbow), diviner's fortune (+5, 11/day), loremaster secrets (+2 bonus on Fortitude, Reflex and Will saves), *shapechange* (at will, into dire tiger form), true lore **Combat Gear** *magic missile crossbow*

2009.

A giant, spectral tree rises from the forest here, its branches piercing the gray clouds above. **Ghostly rats** can be seen crawling up and down the tree (at least 1d8 will attack anyone attempting to climb the tree). The upper portion of the tree grants access to another dimension, an infinite, glassy obsidian plain on which rainbow hued warriors engage in eternal war. There is a 1 in 6 chance that an obsidian axe or dead body will plummet from the clouds, with a small chance of it landing on standing beneath it.

2108.

You perceive **three boatmen** poling a barge of grayish wood up the river. The barge is stacked with what appear to be corpses, stacked like cord wood and held to the barge with chains. Two the boatmen, in simple brown hooded robes, pole the boat, while a third sits atop the grisly mound armed with a crossbow. If one watches long enough, they will perceive the crossbowman launch his missile toward something in the water, often something reaching out of the water and then disappearing as the bolt strikes them with a squishy thud or just splashes into the water near them. The boatmen are wraiths, and there is a 1% chance that a body sought by the adventurers is stacked on their barge.

GHOSLY BOATMEN (3) XP 1,600

CR 5

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

2III.

On the banks of the river there is a large, square building of stone blocks with ever-burning chimneys. Inside the hellish building there is a great forge. A clan of dour dwarves, ashenskinned with wrinkled, hairless faces, work day and night minting copper coins. The copper coins, called obolus, provide safe passage for souls traveling up the river, but they must be purchased with secrets, dark and dangerous secrets. In turn, the dwarves can trade these secrets to the great families of the beyonders, or send them via carrier pigeons to associates across the Black Water to make other uses of them. The clan consists of 20 dwarves, their leader being Groturk, a wizened character with a slightly oversized glass eye that can cast fear 1/ day as a 30 ft. cone (DC 20 Will save negates). Groturk and his clansmen (no women are in evidence) wear thick leather aprons and carry sledge hammers, tongs, chisels and other tools of the minter's trade. A ton of copper nuggets fill the corners (worth about 2,000 gp). The copper is mined in the north.

DOUR DWARVES (19) XP 400

CR 2

XP 400 Male duergar expert 2, warrior 1 LE Medium humanoid (dwarf) Init –1; Senses darkvision 120 ft; Perception +7

AC 11, touch 9, flat-footed 11 (+2 armor, -1 Dex) hp 17 (2d8+1d10+6) Fort +4, Ref -1, Will +4; +2 vs. spells Immune paralysis, phantasms, poison Weaknesses light sensitivity

Speed 20 ft. **Melee** warhammer +4 (1d8+1/×3) **Spell-Like Abilities** (CL 3rd) 1/day—*enlarge person* (self only), *invisibility* (self only)

Str 12, Dex 9, Con 15, Int 10, Wis 13, Cha 4 Base Atk +2; CMB +3; CMD 12



CR 8

Feats Skill Focus (profession), Weapon Focus (warhammer) **Skills** Intimidate +3, Knowledge (duneoneering) +5, Perception +7, Profession (miner) +10, Stealth +9; **Racial Modifiers** +2 Perception

relating to stonework, +4 Stealth Languages Common, Dwarven, Undercommon SQ slow and steady, stability GROTURK

XP 400 Male duergar expert 5, warrior 5 LE Medium humanoid (dwarf) Init –1; Senses darkvision 120 ft; Perception +7

AC 11, touch 9, flat-footed 11 (+2 armor, -1 Dex) hp 77 (5d8+5d10+6) Fort +9, Ref +2, Will +7; +2 vs. spells Immune paralysis, phantasms, poison Weaknesses light sensitivity

Speed 20 ft. Melee warhammer +4 (1d8+1/×3) Spell-Like Abilities (CL 3rd) 1/day—enlarge person (self only), *invisibility* (self only)

Str 15, Dex 10, Con 18, Int 10, Wis 14, Cha 6

Base Atk +8; CMB +10; CMD 20

Feats Leadership, Master Craftsman, Skill Focus (perception), Skill Focus (profession), Weapon Focus (warhammer)
Skills Craft (stonework) +11, Intimidate +7, Knowledge (duneoneering) +10, Perception +13, Profession (miner) +16, Stealth +15;
Racial Modifiers +2 Perception relating to stonework, +4 Stealth Languages Common, Dwarven, Undercommon
SQ slow and steady, stability

Combat Gear glass eye of fear

2121.

The black sea churns here, descending into a whirlpool. The whirlpool is actually the maw of a **leviathan**, a colossal whale some 300 ft. long. The beast sucks in water for a week, and then expels it for a week. The whirlpool is large enough to suck in a large ship. Once inside the beast, one might find themselves in good company, for the creature's digestion is quite slow and many have fallen prey to it. These castaways now dwell in the beast's digestive system, living off the fish that are sucked into the leviathan.

2205.

The winding river ends here in a subterranean harbor ringed by battlements, towers and quays of black stone staffed by shuffling **zombies** in white tunics and bronze pectorals, their fleshed tattooed with queer symbols. Above the dome of iridescent limestone containing the harbor there is a stout, black tower – a counting house of souls, center of judgment in the land beyond the Black Water. Corporeal souls are herded into dark pits to await judgment, being hauled from their confinement by **kytons** waiting on ledges above and awaiting instruction via bronze tubes that crisscross the weird fortress. Incorporeal souls enter the place via trade and are usually stored in glass containers which are transported by **imps** garbed in costumes of satin and lace.

Dwelling in this fortification are the three judges **Minos**, **Rhadamanthus** and **Aeacus** and their retinues. The central chamber of souls has nine entrances, one for each of the petty deaths and their retinues and each without decoration or ornament. Each tunnel-like entrance leads into a triangular pit with a tall throne on a tall pedestal (a narrow set of stairs winds around the circular pedestal to give access to the throne) for the petty death or their representative – the rest of the retinue stand in the pit. A second iron door leads into the pit, through which souls collected in the harbor below are sent to be collected by the proper petty death. Most of the souls are simple enough to categorize, but a few spark great debates and shouting matches between the deaths and their retinues, debates which are then voted on by the three judges, their words being final. The judges

sit atop a central pillar, each in their own throne. The pillar can be rotated by a team of **zombie giants** at the direction of the **bailiff**, a tall, semi-angelic figure of grim humor wearing robes of copper and black and carrying a golden shield and sword.

ZOMBIES
XP 200
hp 12, (see the Pathfinder Roleplaying Game Bestiary, "Zombie")KYTONS
XP 2,400

hp 60, (see the Pathfinder Roleplaying Game Bestiary, "Kyton")

IMPS XP 600

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

GIANT ZOMBIES

XP 2,400 NE huge undead

hp 95, (see the *Pathfinder Roleplaying Game Bestiary*, "Zombie")

THE BAILIFF XP 6,400

CR 9

CR 14

CR 2

CR 6

hp 115, (see the *Pathfinder Roleplaying Game Bestiary II*, "Inevitable, Zelekhut")

MINOS, RHADAMANTHUS

and AEACUS (THE JUDGES) XP 38,400

Male efreet cleric 7

LE Large outsider (extraplanar, fire)

Init +7; Senses darkvision 60 ft., detect magic; Perception +15

AC 21, touch 13, flat-footed 17 (+3 Dex, +1 dodge, +8 natural, -1 size) hp 170 (10d10+7d8+68) Fort +12, Ref +12, Will +19 Immune fire; Vulnerability cold

Speed 20 ft., fly 40 ft. (perfect) **Melee** 2 slams +21 (1d8+6 plus 1d6 fire) **Space** 10 ft.; **Reach** 10 ft.

Special Attacks bleeding touch (1d6 bleed damage, 3 rounds, 8/ day), change size, channel negative energy (4d6, DC 17, 5/day), heat, touch of law (8/day)

Spell-Like Abilities (CL 11th)

Constant—detect magic

At Will—*plane shift* (willing targets to elemental planes, Astral Plane, or Material Plane only), *produce flame*,

pyrotechnics (DC 16), scorching ray

3/day—invisibility, quickened scorching ray, wall of fire (DC 18) 1/day—grant up to 3 wishes (to nongenies only), gaseous form, permanent image (DC 18)

Divine Spells Prepared (CL 7th)

4th—*cure critical wounds, order's wrath* (DC 15)^D, *spell immunity* 3rd—*animate dead*^D, *bestow curse* (DC 17), *dispel magic, searing light*

2nd—*augury, death knell* (DC 16)^D, *desecrate, enthrall* (DC 16), *zone of truth* (DC 16)

1st—command (DC 16), deathwatch x2, doom, protection form chaos^D, sanctuary (DC 16), shield of faith

0—*bleed* (DC 15), *detect poison, resistance, stabilize* **Domains** Death, Law

Str 23, **Dex** 17, **Con** 18, **Int** 12, **Wis** 20, **Cha** 15 **Base Atk** +15; **CMB** +21; **CMD** 34

Feats Dodge, Elemental Focus, Greater Elemental Focus, Improved Channel, Improved Initiative^B, Iron Will, Persuasive, Quicken Spell-Like Ability (*scorching ray*), Skill Focus (profession), Skill Focus (sense motive),

Skills Bluff +12, Diplomacy +14, Fly +19, Intimidate +17, Knowledge (local) +11, Knowledge (religion) +15, Knowledge (planes) +11, Perception +15, Profession (judge) +20, Sense Motive +21, Spellcraft +11

Languages Auran, Aquan, Common, Ignan, Terran; telepathy 100 ft. SQ change shape (humanoid or giant, alter self or giant form I)

2303.

A tall, crooked pillar stands in a crossroads here. Sitting on the pillar there is a skeleton holding a golden ear horn. Should one ask it directions to a location, it will lean down a bit holding the horn to its skull. One will have to climb 10 ft. up the pole to be heard, at which point it will point its bony finger in the direction they wish to go. The skeleton has a mere 3 hit points and is easily destroyed, but will re-assemble itself the next morning and climb back on the pillar.

2308.

A village of 200 miners of the embalmer culture dwells here in a number of thatched huts nestled between two foreboding limestone karst ridges. The miners are insular and rude, and react violently to visitors until given a demonstration of their power. During the daytime, the miners are to be found digging into one of the ridges, expanding the natural limestone caves therein following iron deposits. They prepare the stone by building great fires with the twisted white trees that fill the gaps between the ridges. This causes the stone to crack, making it easier to pick apart. The miners refine some of the iron themselves, turning it into tools, weapons and armor. The remainder is passed on to their king in Hex 2409. The village is ruled by a blustering reeve called Kopos, a black-bearded giant with a glass jaw. He commands 10 soldiers armored in chainmail and armed with shield, javelins, and short sword. The miners fight with picks and slings if called to do so.

MINERS

XP 200

CR 1/2

Male human expert 2 N Medium humanoid (human) Init +1; Senses Perception +5

AC 13, touch 11, flat-footed 12 (+2 armor) **hp** 14 (2d8+2 plus 2) Fort +1, Ref +1, Will +3

Speed 30 ft. Melee light pick +3(1d4+2/x4)Ranged sling +2 (1d4)

Str 14, Dex 12, Con 12, Int 10, Wis 10, Cha 9 Base Atk +1; CMB +0; CMD 10 Feats Endurance, Skill Focus (profession) Skills Climb +7, Knowledge (dungeoneering) +5, Knowledge (local) +5, Perception +5, Profession (miner) +8, Stealth +6, Survival +5 Languages Common Gear leather/padded mining clothes, light pick, sling, 10 bullets

KOPOS'S SOLDIERS XP 400

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

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex) **hp** 9 (1d10+3 plus 1) Fort +4, Ref +1, Will +2

Speed 20 ft. (base 30 ft.) Melee shortsword +4 (1d6+4/19-20) Ranged javelin +2 (1d6)

Str 15, Dex 13, Con 16, Int 10, Wis 14, Cha 8 Base Atk +1; CMB +5; CMD 16 Feats Endurance, Weapon Focus (shortsword) Skills Climb +6, Perception +3, Survival +3 Languages Common Gear Chainmail armor, light steel shields, short sword, 3 javelins

CR3

CR 3

KOPOS THE REEVE

XP 1,200 Male human aristocrat 3, fighter 1 LN Medium humanoid (human) Init +1; Senses Perception +5

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex) hp 21 (3d8+1d10 plus 4) Fort +3, Ref +2, Will +3; +2 vs. fear

Speed 20 ft.

Melee mwk longsword +6 (1d8+1/19-20)

Str 12, Dex 13, Con 10, Int 10, Wis 10, Cha 15 Base Atk +3; CMB +4; CMD 15

Feats Skill Focus (diplomacy), Improved Unarmed Strike, Weapon Focus (longsword)

Skills Diplomacy +10, Intimidate +8, Knowledge (local) +5,

Knowledge (nobility) +5, Perception +5, Ride +6, Sense Motive +5 Languages Common

Gear Masterwork chainmail, masterwork longsword; Other Gear chain of office (150 gp)

2405.

Gangs of 1d8 strange children might be discovered in this valley of brambles. There are 32 children in all. They are scrawny little things, with gray, almost translucent skin, knobby knees and elbows and large, pleading eyes. The children are actually immature doppelgangers. The infant doppelgangers have miniscule filaments on their fingertips. The children live in little hollowed out areas within the brambles, and here one might find an odd bit of treasure or two scavenged from kills.

IMMATURE DOPPLGANGERS

N Small monstrous humanoid (shapechanger) Init +0; Senses darkvision 60 ft.; Perception +5

AC 14, touch 12, flat-footed 13 (+1 dodge, +2 natural, +1 size) hp 13 (2d10+2) **Fort** +1, **Ref** +3, **Will** +3 Immune charm, sleep

Speed 30 ft. Melee 2 claws +3 (1d3 plus grab) Special Attacks essence drain Spell-Like Abilities (CL 8th) At will-detect thoughts (DC 10)

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

Base Atk +2; CMB +1; CMD 11 Feats Dodge Skills Bluff +4 (+8 while using change shape ability), Diplomacy

-1, Disguise +4 (+24 while using change shape ability), Perception +5, Sense Motive +2, Stealth +8; Racial Modifiers +4 Bluff, +4 Disguise Languages Common SQ change shape (alter self), mimicry

Essence Drain (Ex)

By making a successful claw attack, the immature doppleganger absorbs the life force from a person, growing larger as they do so and taking on the person's appearance and memories. Each round

32

an infant doppelganger maintains a grapple, it inflicts one negative level on its victim, drawing the stolen essence into itself. When fully grown to 4 Hit Dice, the now mature doppelganger releases its weakened victim (who must make a DC 15 Fortitude or fall into a deep sleep for 1 hour per lost level).

2409.

This hex holds a cliff city of the embalmers overlooking meadows of gravish-green grass grazed on by sheep. The wool of the sheep and rams is black on the right side and white on the left. The city is populated by about 2,000 people. The embalmers are sheep herders, raising them for their wool, milk, cheese and meat. The highest caste among the people is the herdsmen - even the king keeps a herd looked over by young men attached to his court - followed by the priests and philosophers and then the warriors. Male embalmers keep the herds, shear the wool, butcher the animals (never before their third year), milk them and prepare the cheeses while the women weave. The food of the embalmers comes almost entirely from the sheep and from the fields of gray wheat grown in the highlands surrounding their cliff city. A typical meal includes stewed hog and mutton, blocks of powerful smelling cheese and large, round loaves of gray, unleavened bread made of wheat and bone meal and topped with a drizzle of grease and a dab of butter.

The embalmer priests wear black robes and weave black beads into their hair and beards. Priestly men embalm the dead and sing their hymns while priestly women weave the hair of corpses into carpets, cloaks and slippers, dying these articles with extracted humors and turning them into magic items. They wear wicker holy symbols and learn to command the undead, rather than destroy them. They primarily pray to Ingueas (Hex 1102), but also pay homage to Gohl (Hex 0502). The temple of the embalmers is placed adjacent to the palace, high on the cliffs and fronted with a large set of double doors of black, glossy wood inlaid with silver. The priests trill on bagpipes in their rituals, and two priests are always in attendance at court to announce their visitors (and purify the throne room due to their foreign presence) with these pipes.

The king of the cliffs is Svarius, a swarthy, stock bull of a man with bright, violet eyes and a curled blue-black beard. He wears a magic cloak and magic slippers woven from corpse hair and necklaces of the bronzed teeth of his fallen enemies. On his chest is a golden pectoral, on his head an iron crown with gilded ram horns. Svarius' palace occupies a full third of the cliff dwelling and secret passages provide him access to many of the homes of his people. Every room of the palace is covered in bas reliefs of manticores, serpents, warriors, scorpion demons and other strange creatures locked in battle or groveling at the feet of a king with a blue-black beard and diamond eyes. Under the palace there is a furnace that sends heat through the hollow floors and walls, fueled by sheep dung and the bodies of dead peasants. The throne room measures 20 ft. in width and 40 ft. in length and is tiled in alabaster and lapis lazuli, the vaulted ceiling held aloft by pillars of brass engraved with pomegranate trees and bloated toads. Barred windows line the walls of the throne room. The windows connect to tiny alcoves in which reside mummified philosophers and kings, the privy council of Svarius. Svarius throne is made of blackened wrought iron and surrounded by large, golden pillows for the members of his court. His wife, Queen Sulani, stands behind the throne, whispering words of advice while her fingers sooth her husband's brow. Sulani is taller than her husband, with a harshly beautiful, angular face and strong lips colored deep purple. Like most embalmer women, she lightens her skin with special oils. She wears flowing gowns of spider silk and wears beads of gold, silver and precious stones in her long, blue-black hair. The palace rests at the highest level of the cliff city and is fronted by broad terraces supporting gardens of anemones and long lily ponds inhabited by sleek fresh water rays with silvery skin. The walls of these terraces are crenellated to allow for a defense by archers.

The mummies of the embalmers should not be confused with those of the ancient Egyptians or Incas. In the embalmer culture, a corpse is initially prepared in a way similar to the Egyptians, using a fragrant oils and a conglomeration of herbs in a secret formula. After steeping in this formula, the skin of the mummy peels away. Its

organs are then removed and placed in funerary urns. The corpse is then methodically dipped in beeswax, the color of the wax depending on its rank and position in life, with a deep purple-crimson wax being used for kings and a saffron wax for philosophers. A jet imbroglio depicting the corpse as it looked in life is placed under the tongue, it is dressed in flowing robes of black, a gold, conical hat is placed on its head and the ritual to animate the corpse then takes place. The corpse is animated in its closet to keep it from spreading mummy rot to the priests. The closet also contains the mummy's organs in their ceramic jars and other regalia important to it in life.

EMBALMER WARRIORS (200)

CR 1/2

XP 200 Male human warrior 1 N Medium humanoid (human) Init +1; Senses Perception +1

AC 12, touch 11, flat-footed 12 (+1 Dex, +1 shield) hp 12 (1d10+3 plus 3) **Fort** +3, **Ref** +1, **Will** -1

Speed 30 ft.

Melee spear +3 (1d6+1/x3) or dagger +2 (1d4+1/19-20)**Ranged** shortbow $+3 (1d6 \times 3)$

Str 13, Dex 13, Con 12, Int 10, Wis 9, Cha 8 Base Atk +1; CMB +2; CMD 13

Feats Toughness, Weapon Focus (shortbow), Weapon Focus (spear) Skills Handle Animal +3, Intimidate +3, Ride +5

Languages Common

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

EMBALMER PRIESTS (20) XP 800

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

MUMMY XP 1,600

CR 5

CR3

hp 60, (See the Pathfinder Roleplaying Games Bestiary, "Mummy")

QUEEN SULANI

XP 2,400 LN female human aristocrat 3, wizard 4 AC 12, touch 12, flat-footed 10 (+2 Dex) hp 25 (3d8+4d6) Fort +2, Ref +4, Will +9 Melee dagger +3 (1d4-1) **Ranged** touch +6 (by spell) Arcane Spells Prepared (CL 4th; 4/4/3; DC 14 + spell level) Skills Diplomacy +12, Knowledge (local) +10, Knowledge (nobility) +10, Spellcraft +17 Str 9, Dex 14, Con 11, Int 18, Wis 14, Cha 16 Base Atk +4; CMB +3; CMD 15

KING SVARIUS

CR6

CR 6

LN male human aristocrat 3, fighter 4 AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

XP 2,400

hp 45 (3d8+4d10) Fort +5, Ref +3, Will +6

Melee light mace +9/+4 (1d6+2)

Skills Diplomacy +14, Knowledge (local) +12, Knowledge (nobility) +12 Str 14, Dex 12, Con 11, Int 15, Wis 14, Cha 18

Base Atk +6; CMB +8; CMD 19

Combat Gear minor cloak of displacement, slippers of spider climbing, +4 necklace of natural armor; Other Gear gold pectoral (10,000 gp value), iron crown (2,500 gp value)

2415.

A forest of giant stinkhorn mushrooms grows in this hex. The mushrooms stand anywhere from 3 ft. to 8 ft. in height, with pink, irregular stalks and topped with what appear to be six or seven tendrils colored coral and white. The tops are covered in a sticky slime that smells truly awful (per the stench extraordinary ability, DC 15). The slime attracts the attention of giant flies, who buzz around the stinkhorns. Adventurers picking their way through the forest have a 2 in 6 chance of being attacked by 1d6 giant flies. Those who touch the slime will find themselves covered with the mushroom's spores. The spores grow into what look like bowling ball sized eggs in 24 hours, and then in 24 more hours sprout into full-sized giant stinkhorns, causing 3d6 damage to the "host" creature. The eggs are easily removed with a DC 15 Heal check, so the rapid growth shouldn't threaten anyone's life.

GIANT FLIES **XP 400**

CR 1

hp 15, (see the Pathfinder Roleplaying Games Bestiary II, "Fly, Giant")

25II.

On a steep hillside you come across a herd of rams and sheep. The animals are black on one side and white on the other and have horns the color of dusty sunbeams. The animals are herded by a young embalmer in long, turquoise colored robes, saffron slippers and a traditional, horn-shaped head covering, also of saffron. The lad carries a spear and sling and a ram's horn is slung around his chest and a golden stone, round, is hung around his neck on a leather thong. The boy is accompanied by his sheepdog. He is currently trying to extract a strange, silvery object from a narrow crevasse. The object is ovoid in shape and the merest touch causes the skin to turn white and sends an anemic feeling rushing through one's body (DC 15 Fortitude save or target's Constitution reduced by half, with lost Constitution returning at the rate of one point per day). The object is something akin to an egg, holding within it what can only be described as an anti-phoenix, a bird shrouded in freezing mists that eventually turns into ice and, once it melts, reveals a new egg hidden within its body. Once hatched, the anti-phoenix grows quickly, reaching full size within three days and three nights, and then goes on a rampage of destruction. Once the creature has absorbed 1,001 souls, it finds a tall mountain top and turns to ice, gradually melting over the course of 100 years.

ANTI-PHOENIX XP 4,800

NE Large magical beast (cold) Init +3; Senses darkvision 60 ft., low-light vision; Perception +17 Aura shroud of ice (10 ft., 2d6 cold, DC 21)

AC 18, touch 12, flat-footed 15 (+3 Dex, +6 natural, -1 size) hp 126 (12d10+60) Fort +13; Ref +11; Will +8 DR 5/magic; Immune cold; SR 15; Vulnerability fire

Speed 30 ft., fly 50 ft. (average) Melee 2 talons +13 (1d8+5 plus 1d6 cold) and bite +13 (2d6+5 plus 1d6 cold plus energy drain) Space 10 ft.; Reach 10 ft.

Special Attacks energy drain (1 level, DC 23) Spell-like Abilities (CL 12th) 3/day—cone of cold (DC 17)

Str 20, Dex 16, Con 20, Int 12, Wis 14, Cha 15 Base Atk +12; CMB +15; CMD 28

Feats Ability Focus (energy drain), Flyby Attack, Improved Natural Weapon (bite), Improved Natural Weapon (talon), Iron Will, Vital Strike

Skills Fly +16, Perception +17, Stealth +14 Languages Auran, Infernal, Common

Shroud of Ice (Su)

An anti-phoenix can cause its feathers to emit numbing cold as a free action. As long as its feathers are icy, it inflicts an additional 1d6 points of cold damage with each natural attack, and any creature within reach (10 feet for most anti-phoenixes) must make a DC 21 Reflex save each round to avoid taking 2d6 points of cold damage at the start of its turn. A creature that attacks the antiphoenix with natural or non-reach melee weapons takes 1d6 points of cold damage (no save) with each successful hit. The save DC is Constitution-based.

2603.

A canyon cuts through the mountains here, the walls of the canyon composed of glassy quartz and an icy stream rushing through it. Desperate men formed of magma attempt to climb from the cold river, but find it impossible to scale the slick cliffs.

2607.

The stronghold of Egygddedrol, one of the nine petty deaths, is located in this hex. The stronghold is a pit, inky black, 300 ft. in diameter and 500 ft. deep. At the bottom of the pit there is a dome of black glass, shiny and cool. The dome can only easily be entered (but not exited) by shades and those invited by Egygddedrol. Invaders can bypass the glossy dome with a limited wish, miracle, or wish spell or similar powerful magic.

Within the dome, the stronghold takes the form of three levels of chambers and hallways, all composed of the same glossy substance and all hard right angles. Shadows wander the halls taking their frustration out on corporeal visitors, angry that they may never escape the dome and reach the earthbound heaven. The main servants of Egygddedrol are **kobolds** with gray and black scales and long, white beards sprouting from their chins. These kobolds are aware of the hidden spaces between the walls in the fortress. One can only enter these spaces via concealed magic portals and they can only enter by closing their eyes and holding their breath. The kobolds are avoided by the shades, and they primarily work as wall polishers, disposers of dead adventurers, collectors of discarded loot and soldiers of the petty death. The kobolds wear silvery hide armor and carry poisoned swords and throwing knives. Besides kobolds and shadows, one can find other incorporeal undead and strange traps in the chambers of the dome.

Among the chambers of the upper level of the dome there are three magic pools that allow access to the middle level. One pool is silver in color, another gold and the last a dull, iron gray. People in possession of the aforementioned metals will find the surface of the pools rubbery but not yielding. Discarded metals are gathered by the dome's kobold servants.

In the center of the middle level of the dome there is a large, round chamber with a vaulted ceiling. Hanging in the middle of this chamber is what appears to be a black sun. The surface of the sun is always agitated, sending arcs of black flame throughout the chamber. The sun is terribly cold, and every minute spent in the room inflicts one point of cold damage to those not properly attired. Within 10 ft. of the sun, metal is affected per the spell *chill metal*, going from cold to freezing, all metal remaining freezing while within 10 ft. To pass to the lowest level of the dome, one must plunge themselves into the black sun, suffering 3d6 points of cold damage.

Those who enter the black sun will find themselves in one of four circular rooms, sitting unclothed and unequipped in a shallow pool of chilly water. Above them, the ceiling is covered with a mosaic representing a black sun. Two doors exit these rooms, leading into the labyrinthine passages of the lower level, all of which lead inexorably to the grand central chamber wherein Egygddedrol sits enthroned.

Egygddedrol takes the form of a tall, leggy, mature woman with bright, yellow skin and a multitude of writhing arms. One of these arms carries a round, black shield held horizontally like a platter. Upon the shield there sits a blood red apple. As notable as this shield and apple are her eyes. Both are large and round, but one is as black as night and the other as brilliant as the sun. Egygddedrol's temple contains a pit of green fire that flickers with unnatural sloth and tends to entrance those who are weak of will (DC 15 Will save to avoid being *enthralled* until roused by a comrade). The walls of the temple, unlike those of the rest of the dome, are ancient, pitted white limestone. The green fire casts long shadows against the walls, and Egygddedrol can animate these shadows to attack with tremendous power.

As one enters the temple, the petty goddess, standing on the other side of the fire, will glare at the intruders with her awful eyes. She will say, in a voice commanding and melodic "What will you have of me?"

Should one request the soul of a loved one, she will command them to step through the green flames. Those who do so must roll 1d20 and compare the result to their Wisdom score. A person who rolls higher than their wisdom score by less than their own level is granted the soul they seek, and that soul is restored to corporeal form. A person who rolls higher than their wisdom, but by more than their level are granted an audience with the requested soul in the form of a shade, and are given the opportunity to pass into the underworld with that shade. A person who rolls beneath their wisdom suffers one negative level for every point of difference and is granted nothing but a dismissive laugh.

Should one request any other favor from the goddess, they will be asked to step forward and taste her apple. A similar roll to that described above must be made, the result compared to their Constitution. One who rolls above their Constitution by less than their level is granted this boon (within reason, GM discretion). Those who roll above their Constitution but by more than their level are granted the boon they seek, but their soul is given over to the petty death. Such a person suffers a -1 penalty to all saving throws against death effects and forfeits the chance of being returned to life after death. Those who roll beneath their Constitution drop dead on the spot, their shades floating up from their bodies and into the pit of green fire. If asked, Egygddedrol explains the consequences before any roll is made.

Egygddedrol's eyes can project cones of energy that project portals against walls. Her white eye can send petitioners back to the world above, while her black eye can send them to planes and world's beyond. Egygddedrol claims the souls of explorers and seekers of knowledge.

KOBOLD WARRIORS XP 800

Male kobold fighter 3 LE Small humanoid (reptilian) Init +1; Senses darkvision 60 ft.; Perception +5

AC 17, touch 12, flat-footed 16 (+4 armor, +1 Dex, +1 natural, +1 size) hp 25 (3d10) Fort +3, Ref +2, Will +0; +1 vs. fear Defensive Abilities bravery +1 Weaknesses light sensitivity

Speed 30 ft.

Melee shortsword +4 (1d4–1 plus poison/19–20) Ranged dagger +3 (1d3-1 plus poison/19–20)

Str 9, Dex 13, Con 10, Int 10, Wis 9, Cha 8 Base Atk +3; CMB +2; CMD 13 Feats Profession (miner) +1, Skill Focus (craft), Skill Focus (Perception), Weapon Finesse

Skills Craft (trapmaking) +7, Perception +3, Stealth +6; **Racial Modifiers** +2 Craft (trapmaking), +2 Perception, +2 Profession (miner)

Languages Draconic

SQ crafty Combat Gear silver hide armor, shortsword, 3 daggers, 5 doses blue whinnis

SHADOW XP 800

hp 19, (see the Pathfinder Roleplaying Games Bestiary, "Shadow")

GREATER SHADOW XP 4,800

CR 8

CR 22

CR 3

hp 58, (see the *Pathfinder Roleplaying Games Bestiary*, "Shadow, Greater")

EGYGDDEDROL

XP 615,000

Female human oracle 20

NE Medium humanoid (human)

Init +1; **Senses** darkvision 60 ft., low-light vision, *true seeing*; Perception +18

AC 21, touch 11, flat-footed 20 (+1 Dex, +10 natural) hp 198 (20d8+80 plus 20)

Fort +10, Ref +7, Will +17

DR 15/cold iron and good; **Immune** cold, fear, death attacks, necromantic spells

Defensive Abilities final revelation (automatically stabilize if reduced to 0 hit points), resist life (+6), spirit walk (20 rounds, 2/day) **Weaknesses** oracle's curse (haunted)

Speed 30 ft.

Melee touch +15 (by spell)

Ranged touch +16 (by spell)

Special Attacks bleeding wounds (5/round, DC 15 heal), command undead (DC 27, 10/day), soul siphon (1 negative level, 20 min., 4/day) **Spell-Like Abilities** (CL 20th)

Constant-death ward, true seeing

At Will-animate dead, animate shadows (see below), bleed or stabilize (free action)

1/day—power word, kill (150 hp or less)

Oracle Spells Known (CL 20th)

9th (6/day)—energy drain (DC 28), implosion (DC 26), summon monster IX, wail of the banshee (DC 28)^B

8th (6/day)—create greater undead, greater spell immunity, horrid wilting (DC 27)^B, unholy aura

7th (7/day)—blasphemy (DC 24), control undead (DC 26)^B, destruction (DC 26), symbol of weakness (DC 26)

6th (7/day)—antilife shell, circle of death (DC 25)^B, greater dispel magic, harm (DC 25)

5th (7/day)—atonement, dispel good, raise dead, slay living (DC 24)^B, unhallow

4th (7/day)—*divination, fear* (DC 23)^B, *inflict critical wounds* (DC 23), *poison* (DC 23), *rest eternal*

3rd (8/day)—animate dead ^B, bestow curse (DC 20), locate object, protection form energy, speak with dead (DC 22)

2nd (8/day)—augury, darkness, false life^B, hold person (DC 19), oracle's burden (DC 19), silence (DC 19)

1st (8/day)—*cause fear* (DC 20)^B, *deathwatch, doom* (DC 20), *entropic shield, protection form good, shield of faith*

0 (at will)—detect magic, detect poison, guidance, light, read magic, resistance, virtue **Mystery** bones

-_____

Str 10, Dex 12, Con 18, Int 18, Wis 20, Cha 25

Base Atk +15; CMB +15; CMD 26

Feats Bouncing Spell, Command Undead^B, Craft Wondrous Item,

35

Extra Channel, Greater Spell Focus (necromancy), Heighten Spell, Improved Channel, Persistent Spell, Preferred Spell (*word of recall*), Selective Spell, Spell Focus (necromancy)Widen Spell **Skills** Bluff +20, Diplomacy +20, Disguise +20, Intimidate +20, Knowledge (history) +27, Knowledge (local) +27, Knowledge (planes) +17, Knowledge (religion) +27, Perception +18, Sense Motive +28, Spellcraft +17, Stealth +14 **Languages** Common; permanent *tongues* **SQ** raise the dead (advanced skeleton or zombie, 20 HD, 8 rounds, 2/day), undead servitude (8/day) **Other Gear** *Egygddedrol's apple*

Animate Shadows (Su)

Egygddedrol may animate the shadows cast in her temple as a standard action that does not provoke an attack of opportunity. She may animate 1d4 shadows per round (treat these shadows as **greater shadows**) to a maximum of 20 shadows per day.

2618.

A gang of **lacedons** that look like squat men and women with gray, blotchy skin and bloated faces with rotted away noses bathe in the moonlight on the shore. 3d6 lacedons will be encountered, some of them feasting on recently arrived corpses. One lacedon wears a platinum pectoral decorated with images of coatls. The necklace is worth 1,200 gp.

LACEDONS

XP 400

hp 13, (see the *Pathfinder Roleplaying Games Bestiary*, "Ghoul, Lacedon")

2713.

A weird, bloated, silvery animal like a hairless bear crossed with a puffer fish has its foot caught in a steel trap. The beast is being tormented by **five imps** with flaming brands. If released, the beast floats into the heavens and each rescuer finds a ceramic token in their pouch or pocket. These tokens can be crushed or broken, summoning a single **moon bear** to their aid for 6 rounds.

IMPS (5)	CR 2
XP 600	

hp 16, (see the Pathfinder Roleplaying Games Bestiary, "Devil, Imp")

MOON BEARCR 5XP 1,600NG Large outsider (cold, native)

Init +2; **Senses** darkvision 60 ft.; Perception +16

AC 20, touch 19, flat-footed 19 (+2 Dex, +6 deflection, +1 dodge, +1 natural, -1 size) hp 68 (7d10+30) Fort +7; Ref +7; Will +11 Defensive Abilities defensive aura; DR 5/—; Immune cold; Resist acid 10, electricity 10; SR 16; Vulnerability fire

Speed 20 ft., fly 60 ft. (perfect) Melee touch +9 (1d6+4 cold plus moon bear curse) Space 10 ft.; Reach 5 ft. Special Attacks moon bear curse (Will DC 19)

Str 16, Dex 14, Con 16, Int 16, Wis 22, Cha 22 Base Atk +7; CMB +11; CMD 30 (34 vs. trip) Feats Dodge, Great Fortitude, Hover, Wingover Skills Diplomacy +16, Fly +18, Knowledge (arcana) +13, Knowledge (nature) +13, Knowledge (planes) +13, Knowledge (religion) +13, Perception +16, Sense Motive +16, Stealth +8 Languages Auran, Celestial; *telepathy* 100 ft.

Defensive Aura (Ex)

A moon bear has a deflection bonus to AC and CMD equal to its

Charisma bonus.

Moon Bear Curse (Su)

A creature afflicted by the moon bear's curse undergoes a strange mental transformation. On a failed Will save, the creature's Wisdom decreases by 1 and its Charisma increases by 1. This process repeats every 24 hours until the creature's Wisdom is reduced to 3, its Charisma is increased to 18, or the curse is broken. Creatures with a Wisdom of 3 or less or with a Charisma of 18 or more are immune to this curse. The curse can be removed with *break enchantment* and greater magics such as *limited wish* or *miracle*.

2716.

CR 1

A night hag called **Hepzibah** and mounted on a **nightmare** is leading a caravan of three white wagons pulled by white oxen and driven by **goblins** with blue skin and swathed in white wraps and wearing necklaces of human teeth around their necks (they believe the necklaces protect them from humans). Inside each wagon there are glass jugs packed in rags. Each jug appears to be empty save for a mild glow. These jars contain souls, extracted through a process known only to the night hags. The hags trade them upriver to the great tower in **Hex 2205**. The essences, when consumed, act as potions: Choleric humors make one quick to anger and acts as a *potion of lightning bolt* (5 dice bolt, erupts from one's mouth when first they speak words of anger); Melancholic humors make one unemotional and act as a *potion of remove curse*; Sanguine humors make one amorous and act as a *potion of charm person*.

Hepzibah currently has one of each vial on her person. The goblins carry daggers and shortbows. Possessed of sublime calm, these goblins are immune to fear and enjoy a bonus to saves against mind-affecting spells.

GOBLIN DRIVERS (6) CR 1/3 XP 135

hp 6, (see the *Pathfinder Roleplaying Games Bestiary*, "Goblin", with the following changes: add **Immune** fear, +4 vs. Enchantment)

CR 5

CR9

NIGHTMARE

XP 1,600

hp 51, (see the *Pathfinder Roleplaying Games Bestiary*, "Nightmare")

HEPZIBAH

XP 6,400

hp 92, (see the Pathfinder Roleplaying Games Bestiary, "Hag, Night")

2804.

36

The ground gives way here into a deep chasm. The chasm begins narrowly, the entrance appearing to have been carved by a rushing rivulet that is now dry (though there is a 5% chance that it will be flowing after or during a strong rain). Climbing into the chasm is quite treacherous (DC 23 Climb check), and might take the better part of a day to accomplish safely. The chasm is formed of basalt and is devoid of all life save a stinging insect (distracting, imposes a -1 penalty to all d20 rolls while in the chasm). The chasm runs narrow for about half a mile and then begins to widen, with shallow, stagnant pools of water (or fresh pools, if it is raining) often blocking one's progress. The ground here is often covered in a layer of black sand which sometimes gives way to pockets of quicksand that can swallow a person in a single round (DC 15 Acrobatics check avoids).

This quicksand not only suffocates, but also desiccates a body, inflicting 1d4 points of damage each round (see the *Pathfinder Core Rulebook*, "Environment", Wilderness, for quicksand rules). One might discover a dried corpse in these pockets (DC 15 Perception check to notice, GMs discretion). About one and one half miles into the chasm, from either end, travelers finally come upon the shores of a shallow, black lake. The lake bubbles slightly, releasing a sickening sweet odor into the air that proves mildly intoxicating to halflings (DC 15 Fortitude save negates). Floating over the lake and gibbering incessantly are **1d4+1 allips**. The allips seem drawn to the center of the lake as though moths to a flame,
but likewise are unable to approach the exact center of the lake. Lying about 7 ft. below the surface of the lake, at its center (the lake measures 200 ft. in diameter) is a crystal skull. The skull attracts all undead within 120 feet, but also creates a barrier that undead creatures with fewer than 6 HD cannot pass, and which more powerful undead can only pass if they succeed at a DC 20 Will save. The bearer of the skull can, once per day, attempt to command undead within 120 ft. as though they possessed the appropriate feat. Non-spellcasters make their command undead check as though they are 2nd level spellcasters, while true clerics make their check as though 2 levels higher.

ALLIPS

XP 800

CR3

hp 30, (see the Pathfinder Roleplaying Games Bonus Bestiary, "Allip")

2810.

A herd of 1d10+10 wild, carnivorous mountain ponies with shaggy coats and wolf-like teeth roam the high meadows here. They are not easily domesticated.

CARNIVOROUS PONIES

XP 400

CR 1

CR 3

CR6

hp 14, (see the Pathfinder Roleplaying Games Bestiary, "Horse, Pony", with the following changes: add Melee bite +1 (1d6)

2903.

A band of six dark valkyries, tall, pale women with fiery, golden hair and very high, pronounced cheek bones, is patrolling this hex on their pteranodon mounts. They are seeking one of their number who crept away in the night with a magical sword. The escaped valkyrie, called Gialla, has dug herself a hideout amidst the trees of the forest. She is loathe to leave her hiding place, but will do so to confront any who approach too close. Gjalla wishes to quit the land beyond the Black River and journey into the southern lands as an adventurer.

PTERANODONS	(6)
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XP 800

hp 32, (see the Pathfinder Roleplaying Games Bestiary, "Dinosaur, Pteranodon")

DARK VALKYRIE XP 2,400 Female human cleric 3, fighter 3

NE Medium humanoid (human) Init +3; Senses Perception +7

AC 21, touch 14, flat-footed 17 (+7 armor, +3 Dex, +1 dodge) hp 38 (3d8+3d10+6 plus 6) Fort +7, Ref +5, Will +6; +1 vs. fear **Defensive Abilities** bravery +1

Speed 30 ft.

Melee +1 longsword +8 (1d8+4/19-20) or touch +7 (by spell) Ranged harpoon +9 (1d8/×3)

Special Attacks channel negative energy (DC 14, 2d6, 4/day), lightning arc (1d6+1, 5/day), touch of evil (1 round, 5/day) Spells Prepared (CL 3rd)

2nd—align weapon (evil)^D, bull's strength, instant armor 1st—*divine favor, magic weapon, protection from good*^D, *remove* fear

0 (at will)—bleed (DC 12), guidance, light, virtue Domains Air, Evil

Str 14, Dex 16, Con 12, Int 10, Wis 14, Cha 17 Base Atk +5; CMB +7; CMD 20

Feats Combat Reflexes, Dodge, Mobility, Power Attack, Weapon Focus (harpoon), Weapon Focus (longsword)

Skills Acrobatics +1, Bluff +5, Diplomacy +8, Perception +4, Ride +4, Sense Motive +7

Languages Common

SQ aura, armor training 1 Combat Gear +1 chainmail, +1 longsword, 2 harpoons; Other Gear gold holy symbol, 180 gp

Valkyrie's Harpoon

These wickedly barbed harpoons have a thin, nearly invisible wire of tremendous strength attached to them (DC 30 Break check), and are used to injury and entrap enemies. On any attack roll that exceeds the target's AC by 3 or more points, the barbs of the harpoon dig into the targets flesh, dealing 1d6 additional damage if removed. In addition, if the harpoon's barbs set in a target, the valkyrie gains a free grapple check against the target's CMD, without provoking an attack of opportunity. This is often used to drag the target to the valkyrie, or simply inflict terrible damage.

Exotic Weapon Valkyries Harpoon Cost – Dmg (M) 1d8 Critical x3 Range 20 ft. Weight 4 lbs.

2914.

You discover a vast field of stone pillars, conical in shape and standing 9 ft. in height. A hole in the top of each stone emits a steady stream of reddish water, sickening sweet, which feeds a growth of giant sundews around the base of the stone. The stones are placed about 20 ft. apart, and the ground between the stones is covered in a reddish muck that supports tangled networks of spurge. The field of stones is 3 miles in radius, centered on the center of the hex. At odd intervals of the day or night, a giant female form appears in the midst of the field, seemingly materializing out of thin air. The giantess (a titan, actually) surveys the lands around the strange garden and casts giant sundew seeds from a leather sack on her hip. She is clothed in a bluish-purple mist and has a thick mane of black hair that falls to the small of her back. The titan, called Chloe, knows something of the secrets of this strange realm, though her reasons for visiting it or tending this garden she will not speak of.

GIANT SUNDEW

XP 400 N Large plant

Init -5; Senses tremorsense 30 ft.; Perception +0

AC 14, touch 4, flat-footed 14 (-5 Dex, +10 natural, -1 size) hp 19 (3d8+6) Fort +5; Ref -4; Will -4 Immune plant traits

Speed 0 ft.

Melee 4 tentacles +4 (1d3+3 plus grab plus 1d4 acid) Space 10 ft.: Reach 10 ft. Special Attacks acid (1d4), glue (+8 bonus on grapple checks)

Str 16, Dex 1, Con 15, Int -, Wis -, Cha -Base Atk +2; CMB +6 (+18 grapple); CMD 11 (can't be tripped or bull rushed)

Acid (Ex)

A creature pinned by a giant sundew automatically takes 1d4 points of acid damage per round for as long as it maintains the pin.

CHLOE, ELYSIAN TITAN XP 409.600

CR 21

hp 409, (see the Pathfinder Roleplaying Games Bestiary II, "Titan, Elysian")

37

CR 1

30II.

Amidst the white woods you spy the shattered remains of a hall. What remains of the hall are three walls of gray stone with a large meteorite lodged in the tiled floor. What remains of the lord of this feast hall lie underneath this meteor, which was summoned by a disgruntled old woman, a worker in magic, who was refused entry into the hall. The lord's knights were transformed into a pack of **carrion wolves** with patchy fur and gaunt builds that still haunt the ruins (4 in 6 chance of encountering 4d4 wolves each day one spends in the ruins). The guests of the lord, stuffing their faces with sweets and savories while the old woman went hungry, were burnt to a cinder in the meteoric conflagration and rose as **three cinder ghouls** who rise like smoke from the floor if the meteor is touched. The lord's body was crushed and burned – only a few fragments of charred bone remain – but his *ring of shooting stars* can still be found lodged in the rock.

GHOUL WOLF

XP 600 NE Medium undead Init +2; Senses darkvision 60 ft., scent; Perception +9

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural) hp 18 (4d8) Fort +1; Ref +3; Will +6 Defensive Abilities channel resistance +2; Immune undead traits

Speed 50 ft.

Melee bite +7 (1d6+4 plus paralysis) **Special Attacks** paralysis (1d4+2 rounds, DC 12, elves are immune to this effect), trip

Str 17, Dex 15, Con —, Int 6, Wis 14, Cha 10 Base Atk +3; CMB +6; CMD 18 (22 vs. trip) Feats Skill Focus (Perception), Weapon Focus (bite) Skills Perception +9, Stealth +6, Survival +2 (+6 tracking by scent), Swim +5

CINDER GHOULS (3) CR 7 XP 3,200 CE Large undead (fire) Init +9; Senses darkvision 60 ft.; Perception +8

AC 21, touch 15, flat-footed 15 (+5 Dex, +1 dodge, +6 natural, -1 size) hp 68 (8d8+32) Fort +6; Ref +9; Will +7 Defensive Abilities limited gaseous form; DR 10/magic; Immune fire, undead traits; Vulnerability cold

Speed fly 40 ft. (perfect) Melee slam +8 (1d8+3 plus 1d6 fire plus burn plus energy drain) Space 10 ft.; Reach 5 ft.

Special Attacks burn (1d8, DC 18), energy drain (1 level, DC 18), smoke inhalation

Str 16, Dex 20, Con —, Int 4, Wis 12, Cha 19 Base Atk +6; CMB +10; CMD 26 (can't be tripped) Feats Dodge, Improved Initiative, Lightning Reflexes, Weapon Finesse Skills Fly +18, Perception +8

Limited Gaseous Form (Ex)

Because it has solid body parts that constantly float and swirl within it, a cinder ghoul has a limited version of the gaseous form ability. Although other gaseous creatures can issue under the crack of a door, a cinder ghoul cannot. A cinder ghoul can, however, make slam attacks, retains its natural armor bonus, and all supernatural attacks. Spells, spell-like abilities, and supernatural abilities affect them normally. A cinder ghoul cannot enter water or other liquid. It is not ethereal or incorporeal, and is affected by winds or other forms of moving air to the extent that the wind pushes them in the direction the wind is moving. However, even the strongest wind can't disperse or damage a cinder ghoul. Because it contains burning embers and small bits of perpetually smoldering flesh, a cinder ghoul cannot hide and gets no bonuses to Stealth checks in an area of mist, smoke, or other gas.

Smoke Inhalation (Su)

As a standard action, a cinder ghoul can attempt to force some of its smoky form into the lungs of a living opponent. To initiate this attack it must move into its target's space. The target must then make a successful DC 18 Fortitude save or inhale part of the creature. Smoke inside the victim's lungs burns the surrounding tissues and organs, dealing 1d2 points of Constitution damage each round. The affected creature can attempt another Fortitude save each round to cough out the burning residue. The save DC is Charisma-based.

3017.

CR 2

The remnants of a villa are carved into the sides of a crater. A tangled vineyard of black grapes grows thick on the crater floor. The grapes of the vineyard are mildly narcotic and used to make a black wine favored throughout the region. The villa is now home to a ragged band of **halflings**. The halflings look like chubby children with wide grins, sparkling eyes and fingers and toes stained black from the grapes. Deep purple **pseudo-dragons** also live amongst the vines, sometimes frolicking with the halflings, other times tormenting them. The halflings feast on the grapes and on the **giant rats** that crawl out of the ground to sample the vines at night. These rats are split down the middle and filled with a stuffing of mushrooms and grape skins and then roasted.

3101.

Wihiedro might be the most wicked of the petty deaths. She appears as a wide-hipped crone with pallid skin and slitted, blue eyes that burn with malevolence. Wihiedro's forehead is large and domed, her silver hair hangs in long, thick braids. She wears no clothing and carries a +4 herculean greatclub bound in bands of studded bronze. Trolls and ogres in Wihiedro's presence cannot resist her commands.

Wihiedro dwells in a massive, cavernous vault with a roaring court of **20 ogres** and **10 trolls**, all especially large and savage specimens. In the center of their court there is a circle of silver, 20 ft. in diameter, into which the shades of the wicked and false are thrown. Inside the circle, the shades take a semi-corporeal form and can be tormented by the whips and stones of the giants.

SAVAGE OGRES (20)	CR 3
XP 800	
hp 40, (see the Pathfinder Roleplaying Games Bestiary, "Og	gre")

CR 5

hp 80, (see the <i>Pathfinder Roleplaying Game</i> .	s Bestiary, "Troll")
WIHIEDRO	CR 19
XP 204,800	
Female annis hag witch 4, warrior 10	
CE Larga monstrous humanoid	

CE Large monstrous humanoid Init +1; Senses darkvision 60 ft., low-light vision; Perception +24 Aura menace (30 ft.; DC 22)

AC 22, touch 10, flat-footed 21; (+1 Dex, +12 natural, -1 size) hp 205 (7d10+ 4d6+10d10+28) Fort +17, Ref +10, Will +16

DR 15/bludgeoning and magic; **Immune** cold, enchantments, fear; **SR** 25

Spd 40 ft.

SAVAGE TROLLS (10)

Melee bite +26 (1d6+10), 2 claws +26 (1d6+7 and grab) or +4 *herculean greatclub* +31/+26/+21/+16 (1d10+10/19–20) **Space** 10 ft.; **Reach** 10 ft.

Special Attacks evil eye (-2, DC 16, 7 rounds), misfortune (DC 16), rend (2 claws, 2d6+10), slumber (DC 16)

Spell-Like Abilities (CL 11th)

At Will-greater command (ogres and trolls only, no save) 3/day—alter self, fog cloud

Witch Spells Prepared (CL 4th)

2nd—bear's endurance^B, death knell (DC 16), fester (DC 16), inflict moderate wounds (DC 16)

1st—command (DC 15), jump^B, enlarge person, mage armor, ray of enfeeblement (DC 15)

0—bleed (DC 14), message, stabilize, touch of fatigue (DC 14) Patron transformation

Str 25, Dex 12, Con 20, Int 18, Wis 18, Cha 20 Base Atk +19; CMB +27; CMD 38

Feats Alertness, Blind-Fight, Cleave, Endurance, Great Fortitude, Improved Critical, Improved Vital Strike, Intimidating Prowess, Power Attack, Vital Strike, Weapon Focus (greatclub) Skills Acrobatics +18, Bluff +17, Diplomacy +17, Heal +10, Intimidate +29, Knowledge (local) +21, Perception +24, Sense Motive +7, Stealth +21, Survival +17 Languages Common, Giant; permanent tongues

SQ familiar (viper)

Combat Gear +4 herculean greatclub (cast's bull's strength 3/day)

Aura of Menace (Su)

Wihiedro is surrounded by an aura of menace that claws at the hearts of decent people. Lawful and neutral humanoids must pass a DC 22 Fortitude save or become bestial in manner and form, polymophing [as beast shape IV] into trollish beasts for a number of rounds equal to their wisdom scores divided by 2).

3100.

On the terraced hillsides of a tall hillock there is a settlement of hidden people called **skulks**. They grow vines of jasmine, feeding on their scents each night. The skulks know many secrets (1d6 rumors) and will trade them for a blood oath to rid the land of the petty deaths. The skulks precede their coming to the land beyond the Black Water and relish the day when they are no more.

SKULKS CR1 **XP 400**

hp 16, (see the *Pathfinder Roleplaying Games Bestiary II*, "Skulk")

3113.

As the adventurers walk through the woods, they notice the trees becoming more angular, the branches coming out at right angles to the trunk and the leaves becoming perfect, silvery circles. Eventually they come to a path of silver bricks (no, not real silver). As one proceeds down the path, they trees begin to display carvings of angelic faces. White owls are seen roosting in the branches and silver foxes lurk on the edges of the path. One finally comes to a golden stair that seems to ascend into the gray heavens. The stairs are actually an illusion, being composed of dingy gray stone and descending rather than ascending. When one reaches the "top" of the stairs, they will believe they are looking out at a celestial meadow of unicorns and golden-throated cranes. In fact, they have arrived in a vast slaughter house. The slaughter house is run by a gang of eight minotaurs, who process their victims into fat sausages and bags of bone meal.

MINOTAURS (8)

XP 1,200

hp 45, (see the Pathfinder Roleplaying Games Bestiary, "Minotaur")

3120.

A chalk pyramid of the stepped variety lies at the center of a village of 200 ghuls. The ghuls live in burrows dug around the perimeter of the pyramid. At the top of the pyramid there is a cistern. A silver statue of a woman in a robes and holding aloft a sword is submerged in the temple, the upper portion of the sword rising above the surface of the water. The ghuls avoid the upper portion of the pyramid and seem to fear silver, though it does not particular harm to them. The ghuls live as hunters and gatherers on the steppe, their main prey being, of course, the zombies that seek the earthbound paradise or any living creatures foolish enough to wander the land beyond the Black Water. They are led by a council of elders, three men and a woman who wear black robes and multi-colored mantles and have large, wooden hoops in their ears. Like most ghuls, the people of the village have skin the color of tallow that is drawn tight over their thin, unwholesome frames. Their lips are pulled back from their large teeth and their noses are tiny and pointed. The hunters of the tribe carry short bows and curved short swords and wear leather armor. The ghul's treasure, kept in a secret chamber in their pyramid, consists of 515 large gold coins (worth 6 gp each).

GHUL	CR 2
XP 600 CE Medium humanoid (ghul) Init +2; Senses low-light vision; Perception +3	
AC 14 touch 12 flat-footed 12 (+2 Dex +2 armor)	

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 armor) hp 11 (2d8+2) **Fort** +1; **Ref** +2; **Will** +5 Weakness channel energy

Speed 30 ft. **Melee** bite +3 (1d6+1) and 2 claws +3 (1d6+1 plus stun) Special Attacks stun (stunned 1d3 rounds, DC 12, elves are immune to this effect)

Str 13, Dex 15, Con 13, Int 13, Wis 14, Cha 14 Base Atk +1; CMB +2; CMD 14 Feats Weapon Finesse Skills Acrobatics +3, Climb +5, Perception +3, Stealth +4, Swim +2 Languages Common

Combat Gear leather armor

3204.

Emntrix, the petty death that claims the soul of soldiers and servants, keeps a vast training yard here. It has complete control of the environment within the yard, being able to bring wind and rain into it, cause pillars of earth to rise suddenly from the ground or crevasses to run like rivers across it, etc. In this mile wide yard it conducts mock battles, much to the chagrin of the shades under its charge, who only wish a moment of peace after lives of war and toil. The walls of the yard are 30 ft. thick and 70 ft. tall, and taper from top to base. Narrow doors of thick glass, 25 ft. tall, grant access to the yard and are placed in the four cardinal directions. The doors only open for warriors, though non-warriors can follow a warrior into the vard.

Emntrix is a 9 ft. tall warrior with the tail of a scorpion, its body covered by a glossy black carapace, over which it wears blue, gladiator-style armor; a helm surmounted by a black horsehair crest, and a breastplate bearing the image of a scorpion. Its arms are clad in dozens of bronze bangles and bracelets (worth a total of 100 gp) and it carries a jet black two-handed warhammer known as the Voidhammer (see sidebox).

Emntrix is always found at the center of battles, for they are done for its amusement alone. At noon and midnight, a great bell is rung and the battle stops. At this point, a stooped figure of a man makes his way across the battlefield carrying a goblet of wine on a tray and a stool for his master, that it may take refreshment. The man is Ravensworth, its valet and butler. He is dressed in a black velvet doublet and trousers, with plentiful lace ruffles and carries a simple dagger.

CR 4

Minor Artifact

Voidhammer

Aura strong necromancy; CL 20th Slot none; Weight 8 lbs. Description

This jet black, two-handed warhammer is a terrible item to behold. It is a *large* +4 *ghost touch warhammer* that absorbs light surrounding it (treat as a permanent darkness effect). The hammer also has the power to draw the life force from an opponent. A critical hit must be dealt for the hammer's deathdealing ability to function, and this weapon has no effect on creatures not subject to critical hits. The victim is entitled to a DC 20 Fortitude save to avoid death. If the save is successful, the death-dealing ability does not function and normal critical damage is determined. This hammer is evil, and any good character attempting to wield it gains four negative levels. These negative levels remain as long as the hammer is in hand and disappear when it is no longer wielded. These negative levels never result in actual level loss, but they cannot be overcome in any way (including restoration spells) while the hammer is possessed.

Destruction

The Voidhammer will be destroyed if possessed by a true pacifist for one year.

RAVENSWORTH **XP 400**

Male human commoner 3, warrior 1 N Medium humanoid (human) Init +2; Senses Perception +10

AC 14, touch 11, flat-footed 13 (+3 armor, +1 Dex) hp 19 (3d6+1d10+4) **Fort** +4, **Ref** +5, **Will** +1

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

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

Base Atk +2; CMB +2; CMD 14 Feats Skill Focus (perception), Skill Focus (profession) Skills Intimidate +6, Perception +10, Profession (butler) +10 Languages Common

Combat Gear +3 bracers of armor, dagger; **Other Gear** butler's garb

EMNTRIX XP 820.000

Osyluth fighter 15 LE Large outsider (devil, evil, extraplanar, lawful) Init +9; Senses darkvision 60 ft., see in darkness; Perception +29 Aura fear aura (5 ft., DC 19, 1d6 rounds)

AC 34, touch 14, flat-footed 29 (+9 armor, +5 Dex, +11 natural, -1 size) hp 295 (10d10+15d10+125 plus 15) Fort +16, Ref +16, Will +11 DR 10/good; Immune fear, fire, poison; Resist acid 10, cold 10; **SR** 25

Speed 40 ft., fly 60 ft. (good) Melee Voidhammer +41/+36/+31 (2d6+17 plus death effect/19-20 x3) or bite +32 melee (1d8+7), 2 claws +32 melee (1d6+7), sting +32 melee (3d4+7 plus poison) Space 10 ft.; Reach 10 ft.

Special Attacks rage gaze (DC 19), weapon training 3 (hammers +3, natural +2, pole arms +1)

Spell-Like Abilities (CL 12th)

Constant—fly At will-dimensional anchor, greater teleport (self plus 50 lbs. of objects only), invisibility (self only), major

image (DC 17), wall of ice 3/day-quickened invisibility (self only)

Str 24, Dex 21, Con 20, Int 16, Wis 15, Cha 18 Base Atk +25; CMB +32; CMD 47

Feats Ability Focus (rage gaze), Alertness, Bleeding Critical, Cleave, Combat Reflexes, Critical Focus, Critical Mastery, Great Cleave, Greater Weapon Focus (warhammer), Greater Weapon Specialization (warhammer), Improved Critical, Improved Initiative, Improved Vital Strike, Iron Will, Power Attack, Quicken Spell-Like Ability (invisibility), Staggering Critical, Stunning Assault, Vital Strike, Weapon Focus (warhammer), Weapon Specialization (warhammer)

Skills Acrobatics +20, Bluff +25, Climb +20, Diplomacy +17, Fly +21, Intimidate +30, Knowledge (local) +15, Knowledge (planes) +16, Perception +29, Sense Motive +29, Stealth +14

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft. SQ armor training 4

Combat Gear +3 breastplate of heavy fortification, +4 helm of resistance

Poison (Ex)

Sting-injury; save Fort DC 20; frequency 1/round for 6 rounds; effect 1d3 Str damage; cure 2 consecutive saves. The save DC is Constitution-based.

Rage Gaze (Su)

CR 1

Any creatures falling under the gaze of Emntrix must succeed on a DC 19 Will save or enter a berserk frenzy. This frenzy is exactly the same as the rage spell; Each affected creature gains a +2 morale bonus to Strength and Constitution, a + 1 morale bonus on Will saves, and a -2 penalty to AC. The creatures do not gain any rage powers like the barbarian, nor are they fatigued at the end of the rage. The raging creatures must make a DC 15 Will save to stop fighting for even one round during the rage frenzy (which lasts for 10 rounds).

3402.

Uddeso, the petty death of famine who claims the souls of people who have died unfulfilled, dwells in this hex in a stronghold of black towers. There are eight towers in all, seven smaller outer towers surrounding a larger central tower. The arched ceiling of each tower is illuminated in gold and silver paint, depicting gaunt, drawn saints living in barred cells and visited by all manner of strange animals.

The outer towers are stocked with piles and piles of food – barrels of nuts, heaps of fruit and vegetables, joints of beef and mutton hanging from hooks, loaves of bread in every imaginable shape, etc. All of this food looks delectable, but turns to ashes in one's mouth.

The central tower is the court of Uddeso, a black-skinned woman with a narrow build and the sunken in eyes of a corpse. Uddeso wears scale armor composed of glossy, red hexagons stitched together with sinews on a backing of leather made from the footpads of pilgrims who died before reaching their destination. In addition, she carries a bronze buckler that bears half a human skull and the Claw of Hunger. The walls of the central tower are covered with hundreds of perches for a vast murder of crows, the servants of Uddeso.

MURDER OF CROWS (6) XP 600

CR 2

CR 18

hp 13, (see the *Pathfinder Roleplaying Games Bestiary*, "Bat Swarm")

UDDESO XP 153,600 Female human cleric 16 NE Medium humanoid (human)

4()

CR 23

The Claw of Hunger

Aura moderate evocation; CL 10th Slot none; Price 88,600 gp; Weight 4 lbs.

Description

This +1 godentag (a sort of spiked club common to rebellious peasant armies) is a wicked and brutal weapon that invokes a hunger so terrible in the creatures it touches that they must succeed in a DC 18 Fortitude save or spend the next 1d6 rounds scavenging for food. Victims who fail their saving throws by more than 6 points will be possessed with a cannibalistic hunger (the target creature must succeed on a DC 20 Will save or immediately attack the closest creature of similar race i.e. humanoid, magical beast, etc.).

Construction Requirements

Craft Magic Arms and Armor, creator must be a cleric of a death god of at least 10th level, *bestow curse*; **Cost** 44,300 gp

Init -1; Senses darkvision 60 ft., low-light vision; Perception +16

AC 22, touch 9, flat-footed 22 (+9 armor, -1 Dex, +4 shield) hp 160 (16d8+80) Fort +14, Ref +4, Will +15 DR 15/silver and good; Immune fear

Speed 20 ft. (30 ft. base)

Melee Claw of Hunger +15/+10/+5 (1d10+1) or touch +13 (by spell) **Ranged** touch +11 (by spell)

Special Attacks aura of decay (30 ft. radius, 8 rounds/day), channel negative energy (8d6, DC 23, 8/day), destructive aura (30 ft. radius, +8 to damage, 8 rounds/day), destructive smite (+8 to damage, 8/day) **Spell-Like Abilities** (CL 20th)

At Will—bestow curse (DC 18), feast of ashes (DC 17), rest eternal 2/day—hold person (by gaze) (DC 17), slay living (DC 20), symbol of weakness (DC 22)

Divine Spells Prepared (CL 16th)

8th—earthquake ^B, mass inflict critical wounds (DC 23), unholy aura 7th—blasphemy (DC 22), destruction (DC 22), disintegrate (DC

22)^B, summon monster VII

6th—antilife shell, geas/quest (DC 21), harm (DC 21)^B, mass inflict moderate wounds (DC 21)

5th—break enchantment x2, dispel good, insect plague, shout (DC $20)^{B}$, unhallow

4th—inflict critical wounds (DC 19), poison (DC 19) B , unholy blight (DC 19) x3

3rd—*contagion* (DC 18)^B, *deeper darkness, invisibility purge, prayer, speak with dead* x3

2nd—align weapon, death knell (DC 17) x5, shatter^B

1st—command (DC 16) x3, deathwatch, divine favor, protection from good, true strike^B,

0—bleed (DC 15), *detect magic, read magic, stabilize* **Domains** Decay, Destruction

Str 12, Dex 8, Con 18, Int 10, Wis 21, Cha 20 Base Atk +12; CMB +13; CMD 22

Feats Enlarge Spell, Exotic Weapon Proficiency (godentag), Improved Channel, Improved Vital Strike, Selective Channel, Selective Spell, Sickening Spell, Vital Strike, Weapon Focus (godentag)

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

Languages Common; permanent tongues

Combat Gear +4 scale armor of moderate fortification, +3 bronze buckler of undead controlling, Claw of Hunger

3407.

Beneath the white boughs of the woodlands there is a cottage of stone with a roof of slate. Just beyond the cottage there is a large clearing planted with platinum blonde wheat and rows of caraway. The cottage is owned by an **annis hag**, who plows her own field with the help of a haggard draft horse – a *polymorphed* wizard who made the mistake of collapsing on her doorstep. The hag uses her crops to bake cookies cut in pleasing shapes and flavored with bitter crystals – the crystallized frustrations of shades caught in the willows that surround the house. The cookies, when placed under the tongue, make one *invisible* to undead creatures (treat as a *heightened hide from undead* spell, DC 20 Will save negates). If swallowed, they are a deadly poison. The hag trades the cookies to adventurers in return for favors.

POISONOUS COOKIES

Type poison, ingested; Save Fortitude DC 19 Onset 1 minute; Frequency 1/minute for 4 minutes Effect 1d6 Con damage; Cure 2 saves

ANNIS HAG XP 2,400

CR 6

CR 1/4

hp 66, (see the *Pathfinder Roleplaying Games Bonus Bestiary*, "Hag, Annis")

3413.

A **band of intelligent opossums**, bandits wearing leather armor and carrying long knives lurk in the treetops. The marsupial bandits have long, prehensile tails and nasty little teeth. There are 20 of the bandits present. They keep their treasure, 680 gp and a brass medallion (worth 700 gp, proclaims one as "#1"), in a leather sack hidden in the boughs of a tree. The opossums speak in throaty, whispery growls and wear black masks.

OPOSSUM BANDITS (20)

XP 100

N Tiny magical beast Init +2; Senses darkvision 60 ft., low-light vision; Perception +5

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size) hp 5 (1d10) Fort +2; Ref +4; Will +1

Speed 30 ft., climb 30 ft. Melee bite +5 (1d3–4 plus disease) or dagger +5 (1d2–4 plus disease) Ranged dagger +5 (1d2–4 plus disease) Space 2-1/2 ft.; Reach 0 ft. Special Attacks disease

Str 3, Dex 15, Con 10, Int 11, Wis 12, Cha 8 Base Atk +1; CMB +1; CMD 7 Feats Weapon Finesse Skills Acrobatics +10, Climb +10, Perception +5, Stealth +14; Racial Modifiers +8 Acrobatics Languages Opossum, Sylvan Combat Gear dagger

Disease (Ex) *Filth fever*: Bite—injury; *save* Fort DC 10; *onset* 1d3 days; *frequency* 1/day; *effect* 1d3 Dex damage and 1d3 Con damage; *cure* 2 consecutive saves. The save DC is Constitution-based.

3517.

A tribe of **200 carrion orcs** dwells here grass huts. The orcs have the faces of boars, with oversized tusks – some of which growing up through their own noses. They are especially brutish, wearing furs and pelts and carrying clubs and cast off weapons. Among the orcs there are three sub-chiefs and a large leader with an iron fist (literally

41

- its hand has been replaced by an iron fist that strikes as a heavy mace). The leader is called **Grubrut**. Within his iron fist there is an entrapped soul in a crystal bubble. The spirit belonged to a temptress, and it now whispers in Grubrut's ear, trying to turn him into a great leader who can eventually return her to a corporeal existence in some other woman's body. The orcs have a single guard beast who serves as their "totem" as well – an **owlbear** chained to a tall post. Captives are thrown to the owlbear as an offering, as are wounded orcs. The orcs possess 2,700 sp and 1,410 gp

CARRION ORCS (200) XP 135

hp 6, (see the Pathfinder Roleplaying Games Bestiary, "Orc")

CARRION SUB-CHIEFS (3) XP 400

Male orc barbarian 2 CE Medium humanoid (orc) Init +1; Senses darkvision 60 ft.; Perception -1

AC 13, touch 9, flat-footed 12 (+4 armor, +1 Dex, -2 rage) hp 23 (2d12+10) Fort +7, Ref +0, Will +1 Defensive Abilities ferocity, uncanny dodge Weaknesses light sensitivity

Speed 40 ft. Melee greataxe +9 ($1d12+10/\times 3$), bite +4 (1d4+3) Ranged javelin +2 (1d6+7) Special Attacks rage powers (animal fury)

Str 24, Dex 13, Con 18, Int 6, Wis 8, Cha 10 Base Atk +2; CMB +9; CMD 20 Feats Power Attack Skills Intimidate +5, Survival +4 Languages Orc

SQ fast movement, rage (8 rounds/day), weapon familiarity **Combat Gear** greataxe, 3 javelins, hide armor

GRUBRUT THE VICIOUS XP 3,200

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

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

Speed 40 ft.

Melee iron fist +17/+12 (1d8+9) **Special Attacks** rage power (superstition +2), weapon training (hammers +1)

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

Feats Greater Sunder, Greater Weapon Focus (heavy mace), Improved Sunder, Intimidating Prowess, Power Attack, Toughness, Weapon Focus (heavy mace), Weapon Specialization (heavy mace) **Skills** Acrobatics +6, Climb +10, Intimidate +9, Knowledge (nature) +3, Perception +5, Survival +5, Swim +11 **Languages** Orc

SQ armor training 1, fast movement, rage (10 rounds/day) **Combat Gear** +1 breastplate, potion of cure moderate wounds, potion of bull's strength; **Other Gear** brass chain (145 gp).

* When not raging, Grubrut's stats are: AC 18, touch 11, flat-footed 17; hp 96; Fort +12 Melee iron fist +15/+10 (1d8+7) Str 18, Con

18; CMB +12; Skills Climb +8, Swim +9

OWLBEAR

XP 1,200

hp 47, (see the Pathfinder Roleplaying Games Bestiary, "Owlbear")

3521.

CR 1/3

CR 1

This hex is covered by a thick carpet of sargassum. Two large galleasses, once vessels of the imperial navy of the northern men, have been stuck in the weeds for decades. The crews (both 25 strong), now **skeletons**, roar challenges at one another, launching whatever bits of ordnance at one another they can with crude, creaking catapults. The skeletons are clad in rags and bits of shrunken leather armor. They wield curved swords (rusty, -1 to hit and damage) and short bows (warped, -1 to hit). The holds of both ships are empty. Both captain's quarters are inhabited by **poltergeists**. One contains 1,920 sp and 520 gp in a terracotta basin (itself worth 100 gp) and the other 1,500 sp, 540 gp and two massive rock crystals (300 gp each) in a locked sea chest.

PIRATE SKELETONS (50)

CR 1/3

CR 2

CR 3

CR4

hp 5, (see the *Pathfinder Roleplaying Games Bestiary*, "Skeleton, Common")

POLTERGEISTS (2) XP 600

hp 16, (see the *Pathfinder Roleplaying Games Bonus Bestiary*, "Poltergeist")

3609.

CR 7

XP 135

Amidst the White Woods there is an expansive grove so terrible as to force one to question the sanity of Creation. The grove consists of trees much thicker of trunk and branched of bough than the silvery beeches that fill the White Wood. These trees exhibit a color reminiscent of pale flesh, and in fact their outer bark is a thick skin, not unlike that of a rhinoceros. Within the tree's epidermis is thick. dense flesh (tastes something like bitter chicken) and an inner core of bone. The fruit of the tree looks like bright red jujubes covered in something approximating human skin and filled with a bloody pulp. Large, dangerous swine wander this terrible forest, feasting on fallen fruits and savaging any living or undead thing that crosses their path - such encounters occur on a roll of 1 on 1d6 made each hour. Besides the swine, the forests only inhabitants are its **dryads**, if true dryads they can be considered. The dryads of the fleshy wood are tall and rubenesque, with honey-red hair and ruddy skin and purple lips that are full and inviting. The dryads carry leather pouches of blood wine that they share willingly with travelers, who must take care not to become intoxicated lest they succumb to vampiric urges and, at the next full moon find themselves transformed into one of the swine of the fleshy forest (DC 17 Fortitude save negates). It should be noted that anyone chopping at one of these trees will perceive a noticeable shudder in the thing, as though reacting silently to wracking pain. Cuts in the trees bleed, and stumps produce a steady flow of blood for several minutes and attract 1d6+1 of the swine within 1 turn.

BLOOD-THIRSTY BOARS CR 2 XP 600

hp 18, (see the *Pathfinder Roleplaying Games Bestiary*, "Boar, Common")

BLOOD-THIRSTY DRYADS

XP 800

hp 27, (see the Pathfinder Roleplaying Games Bestiary, "Dryad")

3802.

A dusty, abandoned mine shaft burrowed into the limestone mountains here gives access to a vast maze of passages and chambers. The complex was dug by massive, four armed creatures

known as kruks, and consist of tall, round chambers connected at varying levels by square tunnels, usually 10 ft. tall and wide and running no more than 150 ft. A tunnel one enters from the floor of a chamber might end at ceiling level in another chamber, making the maze a matter of up and down as well as north-south-east-west. The maze is carved from the limestone, though one might also run into veins of schist and marble. Some chambers are partially flooded by underground springs, with a ledge provided around the pool of water to allow bathing and the filling of waterskins. Other chambers contain bronze cages hung from the ceiling by chains that can be raised and lowered via winches. These cages once held prisoners, for the kruks were infamous slavers. Very few of the kruks now dwell in their maze complex, usually in large chambers fortified with iron doors and containing sleeping alcoves and a barred slave pit for their remaining slaves. Such a chamber houses 2d6 kruks and 3d4 slaves (non-combative humans, dwarves, elves, etc).

The more worrisome inhabitants of the mazes are **minotaurs**, dusky-skinned men with the heads of white bulls who devour the living and paint garish designs on the walls with the blood. The kruks are said to know a way through the underworld to the Earthbound Paradise beyond, but others say they merely know of passages that descend ever deeper into the earth.

KRUK

XP 1,600 NE Large monstrous humanoid **Init** +1; **Senses** darkvision 60 ft.; Perception +11

AC 15, touch 10, flat-footed 14 (+1 Dex, +5 natural, -1 size) hp 63 (6d10+24 plus 6) Fort +6; Ref +6; Will +7 SR 15

Speed 40 ft.

Melee 4 slams +11 (1d6+6) or 4 short swords +9 (1d6+6/19–20) **Space** 10 ft.; **Reach** 10 ft.

Str 22, Dex 13, Con 18, Int 12, Wis 14, Cha 11

Base Atk +6; CMB +13; CMD 24

Feats Combat Reflexes, Multiweapon Fighting, Power Attack, Toughness

Skills Climb +10, Craft (any one) +10, Intimidate +9, Knowledge (dungeoneering) +10, Perception +11, Survival +8 Languages Common, Kruk Combat Gear 4 short swords

MINOTAUR CR 4 XP 1,200

hp 45, (see the Pathfinder Roleplaying Games Bestiary, "Minotaur")

3805.

The trees in this hex become much larger than most trees in these woods, with bloated white trunks and branches that reach up for the moon and create a canopy at least 300 ft. in diameter. Gloomwings place their larvae in these trees, the boughs often being born down by fat, tenebrous worms. The eggs are valued highly by the peoples of the land beyond the Black River for their medicinal value, and although the beasts cannot be tamed the worms are sometimes kept as dangerous guard beasts. Encounters with 1d4 of the worms occur on a roll of 1-4 on 1d6 each day, while encounters with 1d6 gloomwings occur on the roll of 1-2 on 1d6. One of the larger trees in this hex is hollowed, an armored skeleton resting there. The skeleton is not animated, though it can speak with a rough, gravely, tired voice. The skeleton will answer no more than one question per person, and has a good knowledge of this strange land (Knowledge [local] +15). The skeleton once belonged to an avenging knight, who, set upon by a trio of ravenous worms one night was killed and discovered that his spirit, while not strong enough to animate or escape, was too strong to fade away. Beneath the skeleton there is a small hole that can be expanded by removing a few stones.

This tunnel descends at a steep slope about 100 ft. before forking. The left fork of the tunnel leads into a triangular cavern about 40 ft. long with the ceiling peaking about 18 ft. above the floor, which is roughly 10 ft. wide. Thick webs fill this cavern, home to a **dozen giant spiders** and hiding in their midst a web of silver. This web, when spoken over by certain words of power and traced by a finger anointed with a mixture of wine, honey and grave dirt, allows instant transportation to any one of the strongholds of the nine petty deaths (DC 35 Knowledge [arcana] or DC 30 Use Magic Device check to activate).

The right fork of the tunnel continues downward, eventually ending in a dusty vault containing thousands of thick, leather bound tomes, each one containing a single large, complicated seal that is the true name of a great soul – kings, queens, wizards, angels, greater demons and dukes of Hell. The librarian of the chamber is a **lich**, a pathetic looking bag of bones hunched over a simple library table, a dozen books stacked upon it, its bony finger tracing a seal, endeavoring to understand it. The lich, a very old soul called Alu, perhaps the first magician among mankind, will, after some time or if confronted, raise his heavy, cobwebbed head and deal with the intruders. The lich has a treasure of 15,830 sp and 2,550 gp kept in 20 small wooden cubes with no apparent way to open them (DC 30 Disable Device or GM discretion to open) and a *helm of brilliance* hidden in a cache in the ceiling of the vault.

TENEBROUS WORM	
XP 4,800	

CR 8

CR4

CR 3

hp 105, (see the *Pathfinder Roleplaying Games Bonus Bestiary*, "Gloomwing")

GLOOMWING XP 1,200

CR 5

hp 37, (see the *Pathfinder Roleplaying Games Bonus Bestiary*, "Gloomwing")

GIANT BLACK WIDOW SPIDERS (12) XP 800

hp 16, (see the *Pathfinder Roleplaying Games Bestiary*, "Spider, Giant")

ALU XP 19,200

CR 12

CR 12

hp 111, (see the Pathfinder Roleplaying Games Bestiary, "Lich")

3815.

A troupe of **seven pallid mystics** is making its way across the steppe in search of secrets. Each mystic has the ability to *speak with dead*, and uses it to gather secret from the departed, tattooing these secrets on their own skin in a strange runic alphabet. The mystics are now covered in varying amounts of blue-black ink, which they keep hidden beneath black slops and gabardines and ivory stockings. The mystics cover their platinum hair with floppy felt hats decorated with twisting, twiggy branches in place of feathers. Each mystic wields a curved silver long sword with great skill. The mystics are very protective of their secrets, but are willing to share their knowledge of the lands beyond the Black Water, provided their questioners are willing to pay in silver.

XP 19,200 Male human expert 5, fighter 8 LN Medium humanoid (human) Init +4; Senses Perception +10

PALLID MYSTICS (7)

AC 15, touch 16, flat-footed 18 (+4 Dex, +1 dodge) hp 89 (5d8+8d10+13) Fort +8, Ref +7, Will +7; +2 vs. fear Defensive Abilities bravery +2

Speed 30 ft. **Melee** +1 mithral falcata +13/+8/+3 (1d8+5/17-20/×3)

43

Special Attacks weapon training (light blades +1) **Spell-Like Abilities** (CL 13th)

3/day—speak with dead

Str 15, Dex 18, Con 12, Int 14, Wis 12, Cha 9 Base Atk +11; CMB +13; CMD 27

Feats Bleeding Critical, Combat Expertise, Critical Focus, Dodge, Endurance, Exotic Weapon Proficiency (falcata), Greater Disarm, Improved Critical, Improved Disarm, Mobility, Vital Strike, Weapon Focus (falcata), Weapon Specialization (falcata) Skills Bluff +12, Diplomacy +12, Heal +17, Knowledge (arcana) +18, Knowledge (history) +18, Knowledge (religion) +18, Perception +14, Sense Motive +12, Survival +12 Languages Common SQ armor training 2 Combat Gear +1 mithral falcata; Other Gear pilgrim's robes

3821.

A tribe of 10 **merrow** and 50 **mermaids** dwells just beneath the waves here in a massive abalone shell. The material of the shell is stronger than iron (1 in. thick, hardness 15, hp 30). It is divided into a hundred chambers, each entered through a curtain of shells. The mermaids dwell within the shell, only leaving it during what passes for the daytime to brush their hair and seduce passing ships. The mermaids have rounded faces and black, silky skin with golden-red hair. Their eyes are grayish-green and emit a faint light. The merrow are monstrous creatures, with thick, black, scaled skin imprinted with red geometric patterns, gaping mouths and bulbous, cloudy fish eyes. Within the abalone shell the merrow and mermaids have 390 sp, 770 gp and a large tourmaline worth 1,250 gp.

MERMAIDS CR 1/3 XP 135 hp 7, (see the *Pathfinder Roleplaying Games Bestiary*, "Merfolk")

MERROW XP 800

CR 5

hp 30, (see the *Pathfinder Roleplaying Games Bestiary II*, "Ogre, Merrow")

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But every night I go abroad, Afar into the land of ...



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