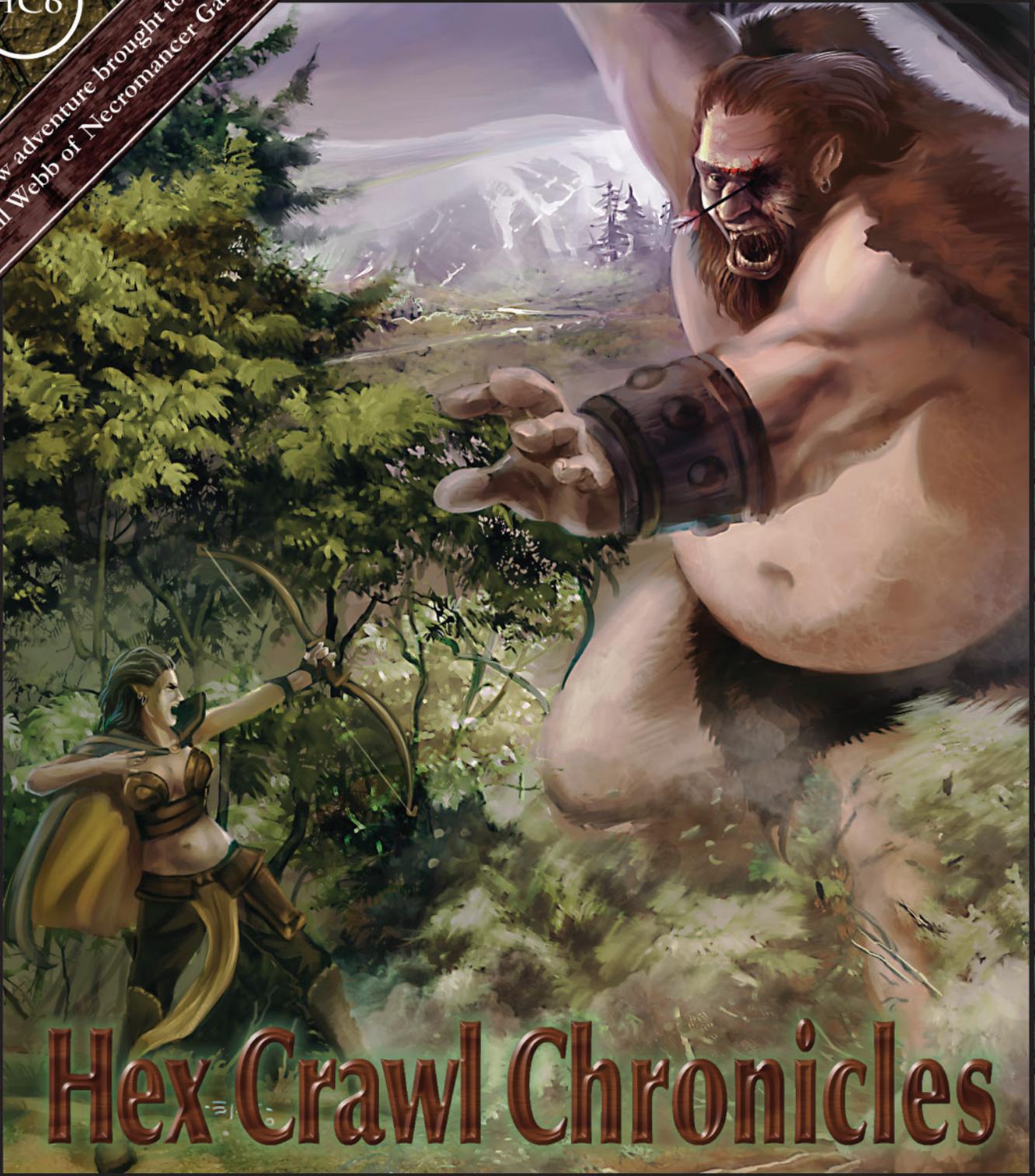


HC6

A new adventure brought to you by
Bill Webb of Necromancer Games.



Hex Crawl Chronicles

— The Troll Hills —

By John Stater

PATHFINDER
ROLEPLAYING GAME COMPATIBLE

ISBN 978-1-62283-022-0



FROG GOD
GAMES

Credits

Author

John M. Stater

Developer

Bill Webb

Producers

Bill Webb and Charles A. Wright

Editor

Aaron Zirkelbach

Layout and Graphic Design

Charles A. Wright

Pathfinder Rules Conversion

Skeeter Green & Erica Balsley

Front Cover Art

MKUltra Studios

Interior Art

Andrew DeFelice

Cartography

Robert Altbauer

Playtesters

Frog God Games Staff

Special Thanks

Bill Webb would like to thank Bob Bledsaw and Bill Owen for inventing the original hex crawl — the standard in wilderness adventure and a lifetime of fun.

FROG GOD GAMES IS

CEO

Bill Webb

V. P. of Marketing & Sales

Rachel Ventura

Creative Director: Swords & Wizardry

Matthew J. Finch

Art Director

Charles A. Wright

Creative Director: Pathfinder

Greg A. Vaughan

The Maestro

Skeeter Green



**FROG
GOD
GAMES**

**TOUGH
ADVENTURES
FOR TOUGH
PLAYERS**

©2013 Bill Webb, John Stater, Frog God Games. All rights reserved. Reproduction without the written permission of the publisher is expressly forbidden. Frog God Games and the Frog God Games logo and Hex Crawl Chronicles: The Troll Hills are trademarks of Frog God Games. All rights reserved. All characters, names, places, items, art and text herein are copyrighted by Frog God Games, Inc. The mention of or reference to any company or product in these pages is not a challenge to the trademark or copyright concerned.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See <http://paizo.com/pathfinderRPG> for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See <http://paizo.com/pathfinderRPG/compatibility> for more information on the compatibility license.

Table of Contents

The Troll Hills	p. 4	— Hex 182I	p. 24
Rumors	p. 5	— Hexes 1908, 2002, 2017, 220I	p. 25
Encounter Key	p. 8	— Hexes 22I3, 2308	p. 26
— Hexes 01I3, 01I9, 0122	p. 8	— Hexes 2404, 24II	p. 27
— Hex 220I	p. 9	— Hexes 242I, 2607	p. 28
— Hexes 0204, 0308	p. 11	— Hexes 2703, 2710, 27I3, 2805	p. 29
— Hexes 03II, 03I7, 0502	p. 12	— Hexes 2822, 29I7, 3002	p. 30
— Hexes 05I5, 05I8, 0522, 0607, 06II, 0620	p. 13	— Hexes 30I4, 3107, 31II, 3120	p. 31
— Hexes 070I, 0822	p. 14	— Hexes 3223, 33II	p. 32
— Hexes 090I, 0910	p. 17	— Hexes 33I3, 34I8, 3503	p. 36
— Hexes 1007, 10I3, 10I8, 1106, 1203	p. 18	— Hex 35I4	p. 37
— Hexes 1220, 13I2	p. 19	— Hexes 3606, 37I9	p. 38
— Hexes 1422, 1503	p. 20	— Hexes 3722, 3803	p. 39
— Hexes 1507, 1702, 17II	p. 22	— Hex 39I6	p. 40
— Hexes 17I4, 1805	p. 23	New Monster Appendix	p. 4I
		Legal Appendix	p. 45

Hex Crawl Chronicles

— The Troll Hills —

By John M. Stater

There was a time when crystal domes dotted the landscape of the Troll Hills and sky sleds cut through the air like ships through the waves. That was long ago. The ancient, golden-skinned men, they say, built their domes too near the great lake from which all life sprang, and so the lake spawned the trolls and more fearsome creatures to punish the ancient men. Whatever the truth is, the ancient men were laid low, the cities crumbled, the survivors turned out into the wilderness and the hills were left to the trolls.

The Troll Hills are mostly gentle, rolling hills covered with green grass and dotted by woodlands of oak and hickory. They are bordered to the south by the Devil Peaks, jagged mountains that are home to the devilkins. To the north there is the Zarko Mountains, with valleys of pines where dwell dwarves in colorful coats who make rare distillations. The hills drain into the Sapphire River and Great River, which connects the Valley of the Hawks to Crescentium, the city-state of the witchmen to the south.

The Great River has proven a great boon to trade, but now the petty trolls have occupied the ancient fortress on **Little Rock [3311]** and shut down that trade, cutting Crescentium off from its markets in the north. Perhaps the adventurers might sally forth from north or south to open the river. Or maybe they'll ignore the wars of the trolls and witchmen and instead delve into the wilderness in search of the secrets behind the weird blue ruins of the ancient men.

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

Adventures in the Wilderness

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

Hags and Trolls

Among the more pernicious and dangerous creatures in the Troll Hills are the trolls and their hag mothers. Most trolls are born from hag mothers and human or demi-human fathers. Under a full moon, hags are capable of appearing to males as nymphs in order to seduce them. Like some spiders, the hags usually eat the males after they have mated. About one out of twenty troll births is a female that can breed true with other trolls. Trolls born from hags usually nurse from their mother for about two weeks, at which time they are about four feet tall and capable of catching their own food. The hag then drives the troll from its lair. Trolls return to their mothers from time to time to pay tribute.

Wilderness Random Monster Encounters

Roll	Hills & Valleys	Mountain	Woods	What Are They Doing?
1	Blink dogs (1d6)	Black bear (1d10)	Assassin vine (1d4)	Arguing Loudly
2	Dinosaur — Ornithomimus (2d4)	Devilkin ***	Dryad (1d8)	Fighting (roll another random encounter)
3	Dwarf (4d6)	Dwarf (7d6)	Ettercap (1d8)	Fleeing in terror
4	Giant badger (1d10)	Green dragon (7 HD) (1)	Giant skunk (1d8)	Hunting
5	Giant stag (1d6)	Giant goat (2d6)	Grizzly bear (1d8)	Lurking in ambush
6	Goblins (5d6)	Giant weasel (1d10)	Hag (1) *	Lying dead, bodies looted
7	Hag (1) *	Hag (1) * + Troll (1d4-1)	Human patrol (6d6) **	Making camp
8	Humans (4d6) **	Troll (1d6)	Owlbear (1d8)	Marching (random direction)
9	Sabre-tooth tiger (1)	Wolf (3d6) ****	Troll (1d4)	Reveling
10	Troll (1d4)	Wyvern (1d4)	Wild boar (1d10)	Searching for something

* Roll 1d4 to determine the hag's identity: 1 = Mother Rawbones [Area 2703]; 2 = Black Bess [Area 1510]; 3 = Old Grietje [Area 2002]; 4 = Jenny o' the Green [Area 1312]

** Human patrols are either witchmen led by a 3rd level magus or Xanlo river men led by a 4th level fighter or 3rd level ranger

*** Roll 1d4: 1 = Cackling devilkin; 2 = Moaning devilkin; 3 = Roaring devilkin; 4 = Screaming devilkin

**** 5% chance of a werewolf in the pack, in which case there are only 2d6 other wolves

Rumors

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

Roll	True Rumors	Roll	False Rumors
1	The trolls have towers in the Devil Peaks	11	The goblins of the Troll Hills are poisonous
2	Beware the color blue!	12	Troblins are afraid of red-heads
3	There is a wondrous market in the Devil Peaks [Hex 0522]	13	When faced with a choice, always go left
4	The dwarves of Gundur will pay any price for tobacco [Hex 0901]	14	The primordial lake is an old wives tale – it doesn’t exist
5	The Hundred Handed One sleeps in the Devil Peaks [Hex 1220]	15	The Valley of the Bear is a sanctuary for all [Hex 1503]
6	Black Bess likes pretty elf boys [Hex 1510]	16	The Crystal Temple holds the secret of eternal life [Hex 1805]
7	Some of the ancient folk escaped death and slumber beneath the ground	17	The trolls are working with the witchmen to conquer Xanlo
8	The Blue Fort is haunted by more than trolls [Hex 3014]	18	Mother Rawbones eats no meat [Hex 2703]
9	Fanglyn makes a fine gin, but don’t make her angry [Hex 3223]	19	The Xanlo men are smuggling goods with the trolls – don’t trust them
10	There is a secret entrance to Little Rock in the water [Hex 3311]	20	Elf women can bewitch a man with their gaze

Hags of the Troll Hills have an equally bizarre life cycle. A hag is an elven woman that has reached their allotted 1,000 years of life as an elf. At this point, good elves wander into the woods and become nymphs. Neutral elves find a nice oak tree and turn into dryads. Evil elves crawl into a damp burrow or fallen log and cover themselves with mud and leaves. After one month, the elf emerges as a hag.

The three hags who gave issue to the **petty trolls** have recently come together to form a covey and spread their dominion over the Troll Hills and maybe beyond. These hags, **Peggy Blackteeth**, **Mollie Longshanks** and **Fat Anya**, can now cast coven spells (see the *Pathfinder Roleplaying Game*, “Green Hag”, Hag Coven for the list of spells available).

Humans

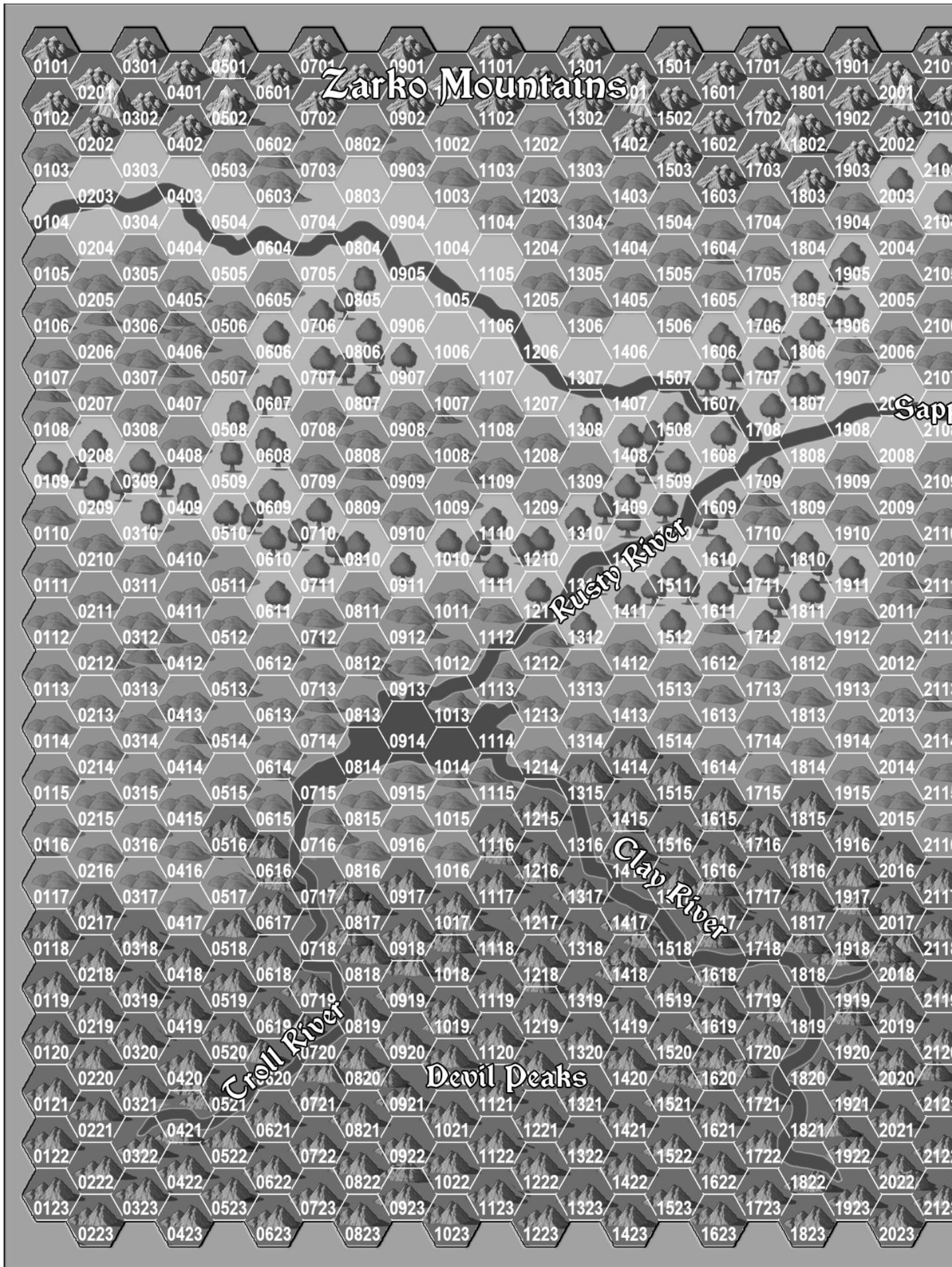
The **Golden Men**, first introduced in *HCC 1 – Valley of the Hawks*, can be found in the western portions of this hex crawl. Descendants of the ancient men who once ruled over the Troll Hills, the golden men dwell as hunter/gatherers in the woodlands or on the prairie, hunting smilodons, brototheres, mammoth and other big game. The golden men know next to nothing of their heritage, so they cannot be depended on for technical assistance with the relics of their forebears. The golden men have golden-brown skin (hence the name) and flaming red hair. Warriors wear leather armor and carry stout clubs and leather slings or metal weapons scavenged from their victims.

The **Witchmen** have tan or olive skin and a great variety of hair and eye colors. They wear long, straight tunics and woolen leggings. Their shoes are leather and pointed, and they wear tall pointed hats with wide brims; both shoes and hats are decorated with buckles of brass or silver. The witchmen carry longswords and daggers, and wear either scale armor or chainmail. Their leaders are skilled in swordsmanship and magic.

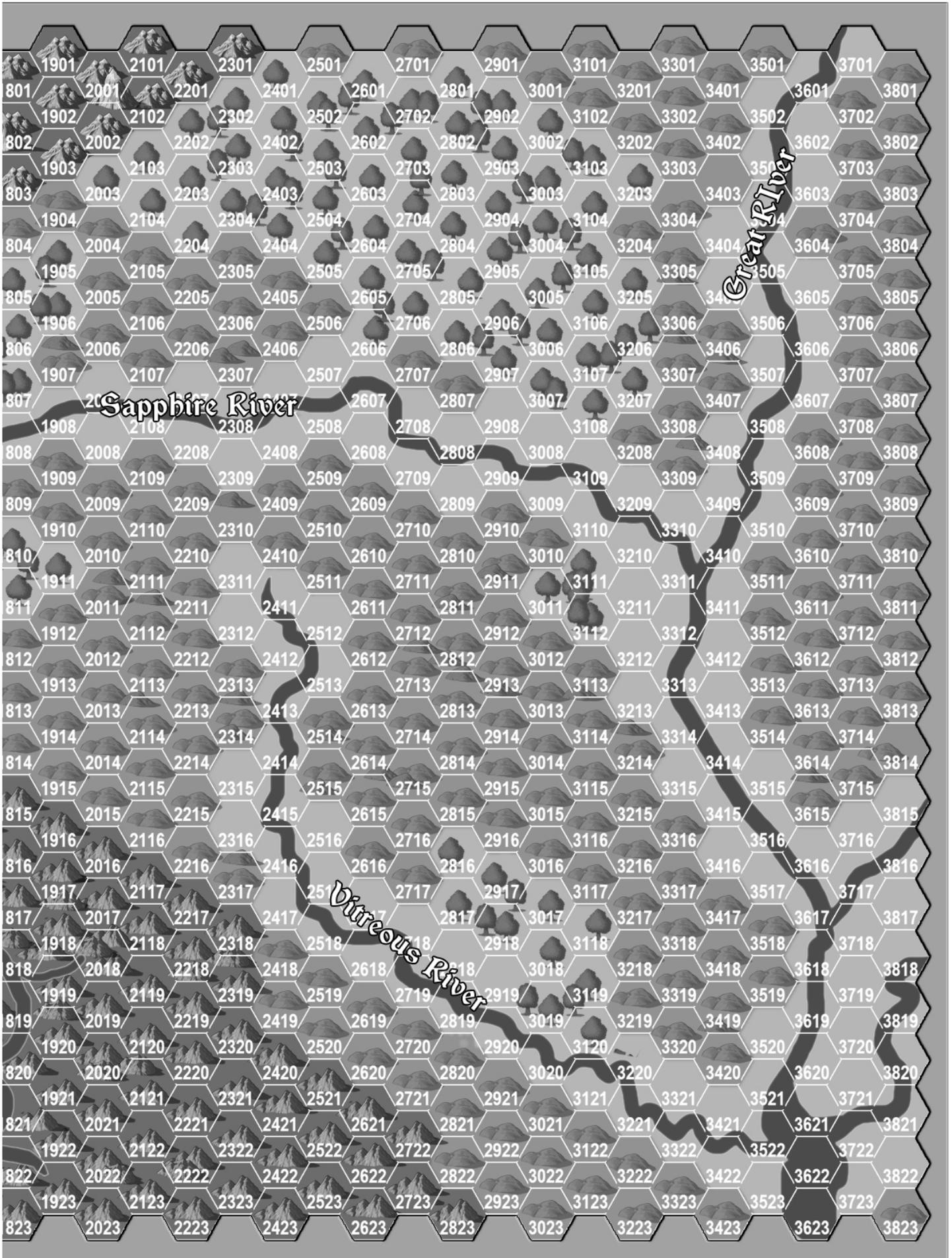
From the great river port of Xanlo come the **Xanlo River Men**. The river men are the result of mixture between the southern Witch Men and the Northern Men introduced in *HCC 1 – Valley of the Hawks* and detailed in *HCC 4 – The Shattered Empire*. Xanlo river men are of medium build and height, with creamy brown skin, wavy black hair and sparkling eyes of dark orange or amber. They usually wear chainmail armor and carry quarterstaves, light crossbows and daggers.



HEX CRAWL CHRONICLES



THE TROLL HILLS



Demi-Humans and Humanoids

The trolls don't make for very good neighbors, so few other intelligent folk dwell in the Troll Hills. The goblins of the region are mud-dwellers, living in the mucky river valleys and burrowing into the mud. They have white, fish-like flesh and only come out of their mud burrows at night. The goblins fear cats and owls, despise witches and carry bronze spears and daggers.

The Zarko are home to a breed of dwarves usually referred to Zarko dwarves. The Zarko dwarves dress in long, colorful, stitched coats and generally present a more jovial appearance and attitude than their fellows elsewhere. They are known for chewing on licorice root, keeping bees (they make tremendous mead), mining lead and iron and distilling moonshine. To make moonshine a dwarf must gaze on the full moon and allow a tear (of joy or sadness) to come to their eye. These tears are collected and distilled and the result is put into oak barrels. When sipped, it acts as a restorer and healing draught (1d4 hit points restored) but also inflicts 1d6 points of Wisdom damage for 24 hours. Zarkos are born fiddlers and dancers.

Few elves still dwell in the Troll Hills. Most are visitors from the north. The northern elves are trouping fairies who dress in rich clothes of mauve, cyan and soft green and who wear gleaming armor and carry lances and swords.

The Blue Plague

Type disease, injury; **Save** Fortitude DC 17
Onset 1 day; **Frequency** 1/day
Effect 1d4 Con damage and target is fatigued; **Cure** see below

The blue plague is a strange disease lurking in the ruins of the Ancient Men. The disease covers the face and arms of the afflicted in blue-black splotches and causes their tongues to swell and distend out of their mouths. It inflicts Constitution damage each day, making a person fatigued and irritable. Symptoms appear when the person's Constitution score has been reduced by half. At this point, the afflicted person loses the ability to digest normal food and must seek out the weird, blue flesh and vegetation found around the Blue City or continue to lose constitution. People who starve to death rise as blue-skinned ghouls 24 hours later.

Encounter Key

0113 Throat Leeches:

In the rolling, undulating hills, among the tall, green grasses there are a number of **tall, granite outcroppings**. One of them, in this hex, has been carved to resemble a large drinking horn. Lapis lazuli has been inlaid into the rim, and the stone now holds a quantity of water. The frequent rains keep the water somewhat fresh (assume a 35% chance of fresh water, otherwise stagnant), but it is unfortunately inhabited by **throat leeches**. A passing thief, on the run from a war party of ancient men, dropped a lockbox into the horn (DC 30 Perception to notice, DC 10 if specifically inspecting the horn). The box contained a treasure map on oil cloth as well as a large emerald worth 1,600 gp. The treasure map shows the location of the old bunker in the ruined city [Area 1507].

THROAT LEECH
XP 1,200

CR 4

The throat leech is a 1-inch long grey leech that lairs in fresh streams, pools, underground springs, and the like. When a living creature consumes liquid containing a throat leech, the leech attaches itself to the back of the victim's throat and begins draining blood. This deals 1d3 points of Constitution damage each round. Once the leech has drained 6 points of

Constitution, it ceases draining (but does not detach).

Additionally, when a throat leech has sated itself, its body swells thereby suffocating the host. A character that has no air to breathe can hold her breath for 2 rounds per point of Constitution. After this period of time, the character must make a DC 10 Constitution check in order to continue holding her breath. The save must be repeated each round, with the DC increasing by +1 for each previous success.

When the character fails one of these Constitution checks, she begins to suffocate. In the first round, she falls unconscious (0 hit points). In the following round, she drops to -1 hit points and is dying. In the third round, she suffocates.

The *remove disease* spell kills a throat leech as does an application of fire that deals at least one point of fire damage.

0119 Mollie's Tower:

A cleft in the mountains here is filled with junipers which obscure the existence of a **tower** keep made of granite blocks with a crenellated roof and five hexagonal towers (53 ft. tall), each one topped by a conical roof of beaten bronze. The walls of the keep are 43 ft. tall. The battlements are ever watched by patrols of **1d4+3 petty trolls** garbed in leather armor and carrying spears and throwing axes. Because the petty trolls have been collected at the Little Rock [Area 3311] with their mother, only about fifteen of the sons of Mollie Longshanks [Area 2421] remain in her fortress. There is no treasure here save a few odds and ends and a locked iron box buried beneath the floor stones in Mollie's brooding chamber. This box contains a *flute* of black metal entwined with gold thread. The flute can be used as a +1 *light mace*. It glows when played and can be used to turn oozes (similar to the feat Turn Undead, DC 14, 3/day).

PETTY TROLLS
XP 1,200

CR 4

CE Medium humanoid (giant)
Init +6; **Senses** darkvision 60 ft., low-light vision, scent;
Perception +4

AC 20, touch 13, flat-footed 17 (+2 armor, +3 Dex, +5 natural)
hp 52 (5d8+20 plus 5); regeneration 3 (fire or acid)
Fort +8, **Ref** +7, **Will** +0

Speed 30 ft.
Melee 2 claws +6 (1d4+2) and bite +5 (1d6+2) or spear +5 (1d8+2/x3)
Ranged throwing axe +6 (1d6+2/x3)
Special Attacks rend (2 claws, 1d4+3)

Str 15, **Dex** 16, **Con** 18, **Int** 6, **Wis** 9, **Cha** 6
Base Atk +3; **CMB** +5; **CMD** 18
Feats Power Attack, Toughness, Weapon Focus (claw)
Skills Climb +10, Perception +4
Languages Giant
Gear leather armor, spear, throwing axe

0122 Bunker:

A cement bunker built by the ancestors of the ancient men was built into the mountains here. The bunker is constructed of cement. There is a lower portion that contains two separate iron doors, both extremely difficult to open. The upper portion consists of a control room with thick glass windows overlooking the mountain valley. The control room is dusty and dilapidated. Its energy source, an atomic pile located deep underground, long ago failed, irradiating the caverns beneath the mountains and filling them with unspeakable horrors. The application of raw electricity has a percentage chance equal to the level of the caster using it to spark the controls into life for 1d6 turns. During this time, one can fool with the controls (see diagram below). Each round roll 1d8 plus the person's Intelligence bonus to discover which event is triggered:

THE TROLL HILLS

Roll	Event
Up to 1	Poison gas released into room. All present must succeed on a DC 20 Fortitude save or suffer 2d6 points of damage.
2-4	Alarm klaxons sound, attracting a wandering monster in the hex to the bunker to investigate.
5	Air conditioning turns on.
6	Voice warns of core meltdown in 10 seconds. Adventurers probably will not understand the voice, which is okay since there is no longer a core to melt down.
7	Blast shields cover windows and all doors lock (DC 35 Disable Device check to open). If air conditioning is not on, oxygen runs out in 1 hour.
8 or higher	Missile launch! Unfortunately, those systems no longer work other than to arm the missiles, which are in silos beneath about 10 ft. of rubble on the valley floor below the windows of the bunker.

The control room is guarded by **three wights** garbed in silvery radiation suits (that do not block their powers). These suits are torn and tattered, and so provide no protection from radiation or other energies. Two suits in a closet here, however, do provide a +2 circumstance bonus to saves against fire, electricity and cold attacks. There are also three power rods of the ancient men in the room (treat as wands with 1d6 charges) capable of unleashing a copper-colored ray that inflicts 1d6 points of electrical damage or a scarlet ray that forces one to succeed on a DC 15 Will save or fall asleep for 1 hour.

Strong Iron Doors: 1 in. thick; Hardness 5; hp 20; Break (DC 30), Disable Device (DC 35)

WIGHTS (3)
XP 800

CR 3

hp 19 (*Pathfinder Roleplaying Game Bestiary*, "Wight")

0201 Rune Slab:

A **flat slab of stone** nestled behind black walnuts is covered with runic inscriptions and weird diagrams that look something like angular demons emerging from sunbursts. The runic inscriptions are a sort of riddle, "*Hold and behold, gentle seeker of knowledge, should you wish to enter this portal.*" One can only open this portal by casting *hold portal*. This causes a seam of blue light to appear in the slab, which can then be wedged open using crowbars or similar objects and open door checks. Behind the slab there is an 80 ft. long tunnel of blue stone that descends at a sharp angle.

[A] This chamber has glassy walls with a blue sheen. In the center of the room there is a statue of a woman with a mouse's head and slim arms with hands outstretched. Hanging from the hands of the statue there is an amulet on a gold chain. The amulet has the shape of a walled city. When adventurers first walk into the room, choose four of them. Everything these adventurers look at is projected on one of the glassy walls in great magnification. By closely examining the amulet, they can discern what appear to be miniature people tormented by swarms of rats. If removed from the statue's hands, a **pack of ethereal rats** emerge from the glassy walls and attack the holder of the amulet. If replaced, they continue their attack on the perpetrator until he or she is dead. If worn around the neck, the amulet gives one the power of an inherited wererat. If worn from one full moon to another, the amulet actually turns the person into a wererat.

ETHEREAL RATS (10)
XP 600

CR 2

hp 11 (*The Tome of Horrors Complete* 503, "Rat, Ethereal")

[B] This corridor has smooth walls. In the center of the corridor there is a chamber with a domed ceiling. The walls here are fluted. Hanging from

the ceiling there is a large gong. The gong reaches nearly to the ground and is 6 ft. in diameter. The first person to step into the chamber finds themselves pushed by an invisible force (DC 15 Reflex negates) into the gong, making a colossal noise. The victim suffers 1d6 points of damage. All people within 20 ft. of the gong must pass a DC 15 Fortitude save or be deafened. Once the gong is sounded, it is impossible to surprise any monsters on the first two levels of the dungeon.

[C] This circular chamber is clad in reddish stone. In the center of the room there is round, steel plate 3 ft. in diameter. Floating three feet above the plate there are five steel orbs. The orbs float within 9 inches of one another in a pyramid shape. They cannot be moved more than 9 inches away from or 9 inches closer to their fellows. A second steel plate is affixed to the ceiling. When somebody touches an orb, an invisible tube of force is created between the two steel plates, trapping people inside with only one hour of air. If the orbs are put into a circle on a plane even with the ground and spun, a silver bastard sword slowly appears in their center. Grasping this +1 *bastard sword* causes the force field to vanish. The sword allows the wielder to change his appearance to that of any humanoid creature from whom it has drawn blood (i.e. done at least 8 points of damage, as if using *disguise self*, CL 5th). The sword, called *Bazalti*, draws its power from its wielder's love of glory and does its best to push them into acts of daring-do. Unfortunately, it also causes a mild paranoia in its owner – they can never fully trust another person.

[D] This long gallery features three small alcoves set 8 ft. above the floor. Each alcove is 2 ft. tall and wide and three feet deep with a leather satchel pushed all the way to the back. The room is guarded by **Odweal**, a shadowy panther-like creature with six legs.

The satchel in the left alcove holds a silver, human-sized arm. If held to a bleeding stump, it fixes itself to the body and operates as a normal arm (though it sometimes has a wicked mind of its own). This is convenient, since the left alcove also holds a **guillotine** that lops off arms that reach inside.

The right alcove hides a golden mask depicting a gorgon. If affixed to a damaged face, it adheres itself and acts as a real face. It makes the person immune to poison gas and allows them to see in any darkness (even magical), but also imposes a –4 Charisma modifier due to its unnerving gaze. The mask is also convenient, since a nozzle in the back of the right alcove spews forth an **acidic gas** when pressure is placed on the threshold of the alcove.

The central alcove holds an iron ingot.

ALCOVE GUILLOTINE

CR 4

XP 1,200

Type mechanical; Perception DC 20; Disable Device DC 20

Trigger location; Reset automatic reset

Effect Atk +20 melee (guillotine blade; 2d6+6/×4)

ACID SPRAY TRAP

CR 4

XP 1,200

Type mechanical; Perception DC 25; Disable Device DC 25

Trigger location; Reset none

Effect acid spray (acidic gas, 2d6 points of acid damage)

PSIONIC CAT

CR 4

XP 1,200

NE Medium magical beast

Init +3; Senses blindsight, darkvision 60 ft., low-light vision;

Perception +7

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

hp 60 (8d10+16)

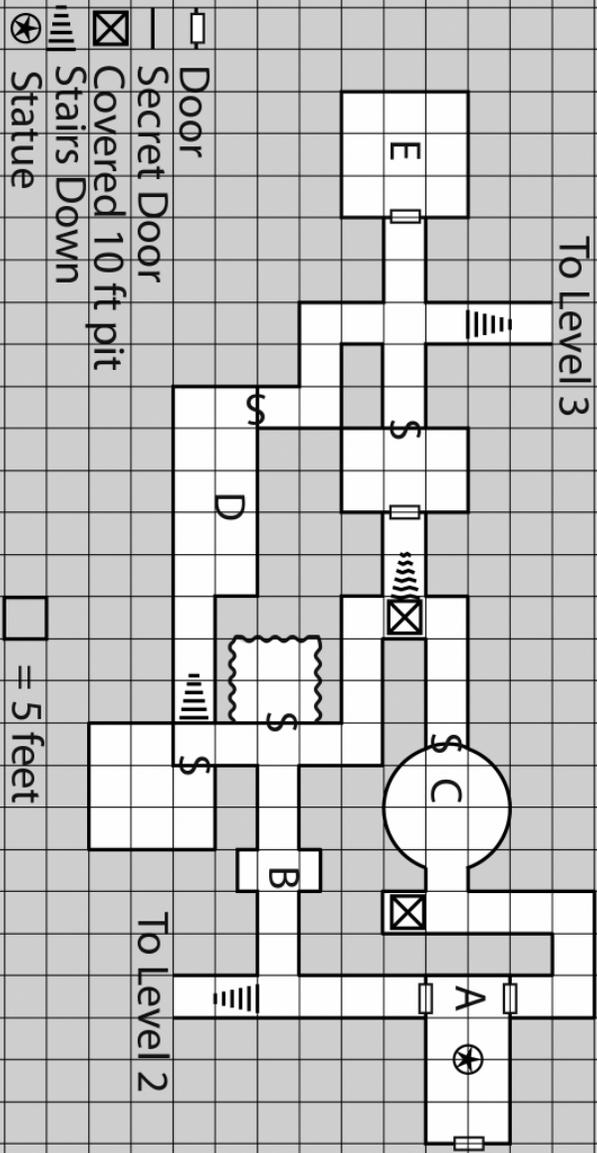
Fort +8, Ref +9, Will +6

Speed 60 ft., other movement types

Melee 2 claws +9 (1d4+1), bite +9 (1d8+1)

Special Attacks psychic blast (20 ft. radius, 1d6 damage)

Rune Slab



THE TROLL HILLS

and stunned 1 round, Will DC 19 resists)

Spell-like Abilities (CL 8th)

At will—*darkness*, *detect thoughts* (DC 15)

3/day—*hypnotism* (DC 16)

Str 12, Dex 16, Con 14, Int 8, Wis 14, Cha 16

Base Atk +8; CMB +9; CMD 23 (31 vs. trip)

Feats Ability Focus (psychic blast), Dodge, Iron Will, Skill Focus (Stealth)

Skills Acrobatics +8, Climb +6, Perception +7, Stealth +8 (+16 in darkness); **Racial Modifiers** +8 to Stealth checks in darkness

Languages Aklo

Psychic Blast (Su) As a standard action a psionic cat can emit a psychic pulse with a radius of 20 ft. Any creature caught in the blast takes 1d6 damage and is stunned for 1 round unless they succeed on a DC 19 Will save. This is a mind-affecting effect. The save DC is Charisma-based, and includes a +2 bonus from the Ability Focus feat.

[E] This **laboratory** has a dozen stone tables holding glass tubes, alembics and braziers keeping the liquids therein bubbling. A large bell jar holds a weird, ooze-like creature that glows in tones of red, gold and blue. The creature within the glass is a captured **phasm** that wishes only to escape, though it may attempt to communicate with its rescuers and even stay with them long enough to escape the dungeon.

PHASM

CR 7

XP 3,200

CN Medium aberration (shapechanger)

Init +6; **Senses** scent, tremorsense 60 ft.; **Perception** +24

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

hp 97 (15d8+30)

Fort +11, **Ref** +11, **Will** +11; +4 to Fortitude and Reflex saves

Immune critical hits, poison, *sleep*, paralysis, polymorph, stunning

Speed 30 ft.

Melee slam +12 (1d3+1)

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

Base Atk +11; **CMB** +12; **CMD** 25 (can't be tripped in natural form)

Feats Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Mobility, Run, Skill Focus (Perception), Wind Stance

Skills Bluff +15, Climb +17, Craft (pick one) +16, Diplomacy +15, Disguise +19 (+29 shapechanged), Knowledge (any one) +19, Perception +24, Survival +18; **Racial Modifiers** +10 to Disguise checks when shapechanged

Languages Common; telepathy 100 ft.

SQ alternate form (*polymorph*)

Alternate Form (Su) A phasm can assume any form of Large size or smaller as a standard action. This ability functions as a *polymorph* spell (CL 15th). A phasm can remain in its alternate form until it chooses to assume a new one or return to its natural form. Disguise is always a class skill for a phasm.

Amorphous (Ex) A phasm in its natural form has immunity to poison, *sleep*, paralysis, polymorph, and stunning effects. It is not subject to critical hits and, having no clear front or back, cannot be flanked.

A phasm is an amorphous creature that can assume the guise of almost any other creature or object. A phasm in its natural form is about 5 ft. in diameter and 2 ft. high at the center. Swirls of color indicate sensory organs. In this form, a phasm slithers about like an ooze and can attack with a pseudopod. It weighs about 400 pounds.

When faced with potential danger, a phasm is equally likely to retreat, parley, or attack, as its fancy strikes.

If pursued or harassed, a phasm transforms into the most fearsome creature it knows and attacks. When seriously hurt, it changes to some fast or agile form and tries to escape.

0204 Blue Obelisk:

There is a 30 ft. tall obelisk here made of blue stone. There are four small holes in the base of the obelisk, each one surrounded by a ring of colored metal – blue, green, red and white. The base of the obelisk is granite and is carved with ancient runes that proclaim it the home of Morgil, the thunder goddess of the ancients. By placing gems of the appropriate color and worth at least 1,000 gp in the four holes in the base, the blue obelisk shifts into the ethereal plane and is replaced by the image of Morgil.

Morgil is a 20 ft. tall woman, graceful and elegant, with slanted azure eyes and porcelain skin. Her red hair hangs nearly to her ankles and she wears a robe of blue scales. In her hand she carries a silver flute with which she calls the winds and rains. The image will glare at the assembled, awaiting the proper rituals and chants. When they do not occur, the sky quickly fills with swirling clouds, pouring rain and the equivalent of a double-strength *call lightning* spell. If proper worship is given, the goddess image will answer four questions per the *commune* spell.

0308 Box Canyon:

The hills here are rougher than most of the gentle hills here. They are covered in scrub oaks and poison ivy and form many box canyons. One of these canyons holds a shrine of Alberni, the moon goddess. The wall of the canyon is carved in her image – a dog-headed woman with silver eyes and mouth agape. The mouth is a tunnel into a cramped shrine containing an idol of the goddess presenting her foot to be kissed. Those who fail to do so suffer a *curse* (DC 18 Will save or –2 to all d20 rolls until 300 gp worth of incense is burned at her altar in the ancient, ruined city [Area 1507]).

Beneath the shrine, under a hidden trapdoor (DC 20 Perception check to notice), there is a temple complex that includes living cells for the **diabolical priests** of Alberni, all ancient men garbed in wolf-skin loincloths and carrying clubs. Each cell is furnished with a black bowl of unholy water, ancient, faded magenta curtains and cushions stuffed with poppies. The remainder of the complex (storage rooms, meditation rooms, etc) is patrolled by **horned apes** with black hair and magenta skin. The inner sanctum of the temple contains a full idol of the goddess that breaths hallucinogenic fumes that cause insanity in about 1 in 100 people (DC 10 Will save or act as if under a *confusion* spell, permanent).

HORNED APE

CR 4

XP 1,200

N Large animal

Init +2; **Senses** low-light vision, scent; **Perception** +10

AC 16, touch 11, flat-footed 15 (+2 Dex, +5 natural, –1 size)

hp 39 (5d8+10)

Fort +8, **Ref** +6, **Will** +2

Speed 30 ft., climb 30 ft.

Melee 2 slams +10 (1d6+6 plus grab) and horn +10 (1d8+6)

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

Special Attacks rend (2 claws, 1d6+9)

Str 23, Dex 15, Con 14, Int 2, Wis 12, Cha 7

Base Atk +3; **CMB** +10 (+14 to grapple); **CMD** 22

Feats Great Fortitude, Power Attack, Skill Focus (Perception)

Skills Acrobatics +6, Climb +18, Perception +10

DIABOLICAL PRIESTS

CR 7

XP 3,200

Male human cleric 8

CN Medium humanoid (human)

Init +1; **Perception** +7

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

HEX CRAWL CHRONICLES

hp 55 (8d8 plus 8)
Fort +6, **Ref** +3, **Will** +9
Immune fear

Speed 40 ft.

Melee club +8/+3 (1d6+2)

Special Attacks channel positive energy (4d6, DC 17, 6/day)

Spell-Like Abilities (CL 8th; melee touch +8, ranged touch +7) 1/day—*summon* (level 2, 1d4 wolves, arrive in 1d4 rounds)

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

Domains Animal, Travel

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

Base Atk +6; **CMB** +8; **CMD** 19

Facts Craft Wondrous Item, Extra Channel, Improved Channel, Selective Channel, Skill Focus (Knowledge [religion])

Skills Diplomacy +8, Intimidate +5, Knowledge (local) +5, Knowledge (nature) +5, Knowledge (religion) +11, Perception +7, Sense Motive +10, Spellcraft +8

Languages Common

SQ agile feet (6/day), animal companion (none currently), dimensional hop (80 ft.), *speak with animals* (11 rounds/day)

Gear club, holy symbol, loin-cloth

0311 Troll Lair:

A wooded dell here holds a small, wooden fortress inhabited by **six trolls** and their mother, an annis hag called **Stappa the Old**. Stappa has haunted these hills for almost a millennium and remembers well the ancient men, their fabulous machines and the looks of stark terror on their faces when first they met her. Stappa's sons mostly hunt the hills looking for razorback hogs and the odd ancient man they can bind and carry back to entertain mother. Stappa dwells in a stony cave beneath the fortress with her collections of scalps and jars of human organs preserved in alcohol.

TROLLS (6)

XP 1,600

hp 63 (*Pathfinder Roleplaying Game Bestiary*, "Troll")

CR 5

STAPPA THE OLD

XP 2,400

hp 66 (*Pathfinder Roleplaying Game Bestiary* 3, "Annis Hag")

CR 6

0313 Troblins:

One hundred troblins dwell here on a butte covered by pines. The troblins hunt rats and consume cakes made of fermented honey, for the meadows on the butte are home to a wondrous variety of wild flowers. At the heart of the troblin village, constructed of long, wooden houses with thatched roofs, there is a weird idol of red, porous rock the troblins call Ky'loo. Ky'loo vibrates on a strange frequency that makes elves nauseous and dwarves amorous. Ky'loo is covered with stone spikes on which the troblins sacrifice folk that fall into their possession. The troblins of the butte wear skull caps and puce cloaks and carry flails and shields.

TROBLINS (100)

XP 600

hp 23 (*The Tome of Horrors Complete* 609, "Troblin")

CR 2

0317 Springal:

An old springal (a siege engine used to cast arrows) lies here in a small crater. The springal has a broken axle and wheel. It is surrounded by **speckled toad stools** that are highly poisonous and, more importantly, sprout on the broad back of a large creature that looks like a giant mole. The **mole thing** has been hibernating for several years and would like to hibernate for many more. He'll be grumpy if jostled awake.

TSATHOGGASTOOLS

Type poison (injury); **Save** Fortitude DC 22

Frequency 1/round for 6 rounds

Effect 1d4 Con damage; **Cure** 2 consecutive saves

MOLE THING

XP 2,400

N Huge magical beast

Init +0; **Senses** blindsight 30 ft., tremorsense 30 ft.; **Perception** +10

AC 15, touch 8, flat-footed 15 (+7 natural, -2 size)

hp 94 (9d10+36 plus 9)

Fort +10, **Ref** +6, **Will** +4

Immune charms, enchantments, illusions

Speed 20 ft., burrow 10 ft.

Melee 2 claws +17 (1d8+10)

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

Str 30, **Dex** 10, **Con** 18, **Int** 4, **Wis** 12, **Cha** 11

Base Atk +9; **CMB** +21; **CMD** 31 (35 vs. trip)

Facts Cleave, Great Cleave, Power Attack, Toughness, Vital Strike

Skills Climb +16, Perception +10

0502 Healing Shrine:

A **conical shrine** of mossy field stones is stacked next to a bubbling mineral spring. The waters have no healing power if ingested (in fact, they'll make a person terribly ill [treat as sickened] for 1d3 days). But, if a wounded body part is molded in the clay soil that surrounds the spring and tossed in, that body part will be healed (i.e. *remove disease* or up to 3d6+3 points of hit point damage healed). This healing is performed by the lingering power of the shrine's former priestess, **Amrantha**. When the moon is full, Amrantha appears sitting on the banks of the spring, gazing at the moon. In this form, she is an angry spirit, and her touch causes one to age.

AMRANTHA

XP 9,600

Female human ghost cleric 8 (*Pathfinder Roleplaying Game Bestiary*, "Ghost")

N(E) Medium undead (augmented human, incorporeal)

Init +1; **Senses** darkvision 60 ft.; **Perception** +15

AC 14, touch 14, flat-footed 10 (+3 deflection, +1 Dex)

hp 65 (8d8+24 plus 8)

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

Defensive Abilities channel resistance +4 (cannot be driven more than 30 ft. from the shrine), incorporeal, rejuvenation;

Immune undead traits

Speed fly 30 ft. (perfect)

Melee corrupting touch +6 (10d6, Fort. DC 17 half)

Special Attacks channel negative energy (4d6, DC 17, 6/day), maintain living abilities, telekinesis (CL 12th)

Divine Spells Prepared (CL 8th; 4/5+1/4+1/4+1/3+1; DC 14 + spell level; melee touch +6, ranged touch +7)

Domains Restoration

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

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

Facts Bouncing Spell, Extra Channel, Improved Channel, Selective Channel, Skill Focus (Knowledge [religion])

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

+5, Knowledge (nature) +5, Knowledge (religion) +11, Perception +15, Sense Motive +10, Spellcraft +8, Stealth +9;

Racial Modifiers +8 Perception, Stealth

Languages Common

SQ restorative touch

Maintain Living Abilities (Su) Due to her ties to the shrine,

THE TROLL HILLS

Amrantha maintains the ability to use her cleric and domain abilities regarding healing, while within 30 ft. of the shrine. She will not willingly move beyond this radius.

Rejuvenation (Su) In most cases, it's difficult to destroy a ghost through simple combat: the "destroyed" spirit restores itself in 2d4 days. Even the most powerful spells are usually only temporary solutions. The only way to permanently destroy a ghost is to determine the reason for its existence and set right whatever prevents it from resting in peace. Amrantha may only be laid to rest if the healing shrine is dismantled, and a *consecrate* spell is cast by a high priest (CL 12 or above). This ends the healing properties of the mud.

0515 Spiral Smoke:

A **spiral of smoke** erupts from the ground here, which is dry, scorched and cracked. The smoke originates in a clearing 30 ft. in diameter surrounded by stunted trees hung with rope-like strands of brown mold. The chill from the mold is apparent when one comes within 10 ft. of the clearing and vanishes by the time one passes through to the smoke (though then they must contend with the acrid smoke). The ground from which the smoke originates is about 3 ft. in diameter and provides no hand holds (DC 25 Climb check to descend). At the bottom of the hole there is a hemispherical chamber of blue glass and tunnels that head toward the ruined city in [Area 1507] and the bunker in [Area 0122]. There is no light here. The floor holds a thick, copper cable embedded in the glass. The smoke originates from a break in the copper, which spits electrical arcs that seem to feed on the very air (folks getting too close must make a successful DC 15 Fortitude save or become dizzy and, if their Constitution is 8 or less, fall unconscious for a few [1d4] minutes). Encounters in the tunnels occur on a roll of 1 on 1d6 per hex and should be made on the **Blue Ruins table**, above.

0518 Kamoo:

Kamoo is a fortress of the ancient men nestled among the pines. The fortress houses **200 people** who support themselves by hunting in the woods and catching fish in the streams. The fortress is actually a partially ruined resort building of the ancient men. The building is five stories tall and a city block long. It is made of brown stones and highly ornamented, though a few centuries of weather has eroded much of this decoration. The ground floor holds a great hall (once a lobby) used as a throne room by the chief and his notables. There are also kitchen and dining facilities. The upper floors house the men and women of the tribe. The chieftain, **Talman**, is a hefty man who wears brass rings and bangles on his arms and in his nose and ears. Excitable and surly, none cross his path. All of the men and women of Kamoo are capable of *charming* the animals of the woodlands with a strange whistling noise (DC 15 Will save negates the *charming* effect).

CHIEF TALMAN

XP 4,800

Male human fighter 9
N Medium humanoid (human)
Init +5; Perception +8

CR 8

AC 16, touch 12, flat-footed 14 (+4 armor, +1 Dex, +1 dodge)
hp 67 (9d10+18)

Fort +8, Ref +10, Will +5; +7 vs. fear
Defensive Abilities bravery +2

Speed 30 ft.

Melee +2 spear +18/+13 (1d8+9/19–20/x3) or silver dagger +12/+7 (1d4+2/19–20)

Ranged mwk shortbow +11/+6 (1d6/x3)

Special Attacks weapon training (spear +2, bows +1)

Spell-Like Abilities (CL 3rd)

At will—*charm animal* (DC 15)

Str 16, Dex 12, Con 14, Wis 10, Int 10, Cha 12
Base Atk +9; CMB +12; CMD +23

Feats Dodge, Greater Weapon Focus (spear), Improved Critical (spear), Improved Initiative, Iron Will, Lightning Reflexes, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (spear), Weapon Specialization (spear)

Skills Diplomacy +7, Intimidate +10, Perception +8, Survival +10

Languages Common

SQ armor training 2

Gear +2 *leather armor*, +2 *spear*, masterwork shortbow, 20 arrows, silver dagger, assorted jewelry (150 gp value)

0522 Trading Post:

Archmages from all over Namera know of the wondrous trading post situated here by the river. The post is constructed of stone and consists of a rectangular building of coppery stone surrounded by colonnades and topped by a dome that glows with golden radiance at night. During the day, the building has no entrance – no windows, no doors, etc. At night, though, one can enter the dome, which becomes immaterial. Underneath the dome there is a wondrous plaza of black bricks thronged by arcanists and magical creatures from throughout the multiverse trading secrets, spell components, odds and ends of conjuring and the occasional insult (though no offensive magic is permitted, with guilty parties set upon by a gang of **three clay golems** in the shape of tall, robed men with primitive foreheads, aquiline noses and long beards of black ringlets).

It is up to the GM what items are sold here – perhaps potions and scrolls, but any other magical items should be extremely rare and very expensive (i.e. double or triple normal prices, with half the normal chances of being available). Magical ingredients, ornaments, tools, etc. should certainly be available, and private rooms where wizards can swap spells also make sense.

CLAY GOLEMS (3)

XP 9,600

hp 156 (*Pathfinder Roleplaying Game Bestiary*, "Golem, Clay")

CR 10

0607 Sculpted Wall:

A concrete wall cuts through the woods here. The wall is about ten to twelve feet tall and fifty feet long. A bas-relief of two armies – perhaps gods in battle – is imprinted on the wall. Pits where burnt offerings left by the ancient men can be seen before the wall, and many oracle bones have been cast beneath the warriors. The woods around the wall are infested with **giant ticks**, and 2d6 are encountered by those poking around the wall.

GIANT TICKS

XP 400

hp 10 (*The Tome of Horrors Complete* 602, "Tick, Giant")

CR 1

0611 Cunning Trap:

A group of gnomes have dug a **pit** here to capture the dire wolf that has been threatening their woodland home. The pit is shrouded in *illusion*, and appears to be a struggling deer on the woodland floor.

ILLUSION-COVERED PIT

XP 600

Type mechanical; Perception DC 20; Disable Device DC 20

CR 2

Trigger location; Reset manual

Effect 10 ft. deep pit covered in with a *major image* spell (1d6 falling damage, DC 15 Will save negates, CL 6th); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 damage each); DC 20 Reflex avoids; multiple targets (all targets in a 10 ft. square area)

0620 Rope Bridge:

The swiftly rushing river here can only be crossed via a rope bridge. The bridge is sturdy and not remotely dangerous unless someone speaks while crossing the center of the bridge. Any utterance causes the bridge to

HEX CRAWL CHRONICLES

suddenly snap its moorings on both ends and rotate so that it is even with the river. The ends now intersect with invisible pocket dimensions. The far end of the bridge now reaches into a scarlet portal that pulses and spits sparks. The near end ends in a purple radiance that vibrates and hums. 1d4 rounds after the bridge turns, files of soldiers come out on the bridge prepared to do battle. From the scarlet portal come **twelve dretch demons** in service to the anti-cleric **Endrad the Evil**. From the purple portal come the **twelve medusa brides** of **Karran of the Unspoken Oath**, resplendent in robes of blue scales and wielding longbows and curved daggers. The combatants care not if they destroy innocent bystanders, and the bridge cannot be turned until one side has been driven back into its own portal.

Stepping through the scarlet portal brings one into a complex of scarlet passages and chambers inhabited by the demon-worshipping Endrad and his servants. The purple portal opens into a plain of purple sands and coral sunsets that holds an airy pavilion of white silk curtains and luxurious couches where the blind wizard Karran lounges.

DRETCH (12) XP 600

CR 2

hp 18 (*Pathfinder Roleplaying Game Bestiary*, "Demon, Dretch")

ENDRAD XP 51,200

CR 15

Male human cleric 16
CE Medium humanoid (human)
Init +1; Perception +14

AC 27, touch 11, flat-footed 22 (+12 armor, +1 Dex, +4 shield)
hp 160 (16d8+48 plus 16)
Fort +13, Ref +6, Will +18

Speed 20 ft. (30 ft. base)

Melee +4 *unholy light mace* +20/+15/+10 (1d6+7 plus 2d6 vs. good)

Special Attacks channel negative energy (8d6, DC 22, 5/day), chaos blade (8 rounds, 3/day), scythe of evil (8 rounds, 3/day),

Domain Spell-Like Abilities (CL 16th; melee touch +15, ranged touch +13)

8/day—*touch of chaos*, *touch of evil* (8 rounds)

Divine Spells Prepared (CL 16th; 4/6+1/6+1/5+1/5+1/5+1/4+1/3+1/2+1; DC 16 + spell level; melee touch +15, ranged touch +13)

Domains Chaos, Evil

Str 17, Dex 12, Con 17, Int 12, Wis 22, Cha 14

Base Atk +12; CMB +15; CMD 26

Feats Armor Proficiency (heavy), Command Undead, Improved Channel, Improved Sunder, Iron Will, Power Attack, Selective Channel, Skill Focus (knowledge [religion]), Weapon Focus (light mace)

Skills Diplomacy +14, Heal +17, Knowledge (religion) +19, Perception +14, Sense Motive +17, Spellcraft +13

Languages Common

Combat Gear 2 *potions of cure moderate wounds*; Other Gear +3 *full plate*, +2 *heavy steel shield*, +4 *light mace*, silver holy symbol (25 gp)

MEDUSAS (12)

CR 7

XP 3,200

hp 72 (*Pathfinder Roleplaying Game Bestiary*, "Medusa")

KARRAN

CR 14

XP 38,400

Male human wizard 15 transmuter
LE Medium humanoid (human)

Init +2; Perception +12 (non-sight related, blind)

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

hp 87 (15d6+30 plus 15)

Fort +7, Ref +7, Will +10

Speed 30 ft.

Melee +2 *dagger* +11/+6 (1d4+4/19–20)

Transmuter Spell-Like Abilities (CL 15th; ranged touch +9)

8/day—telekinetic fist (1d4+7 damage)

Wizard Spells Prepared (CL 15th; 4/6+1/5+1/5+1/5+1/3+1/2+1/1+1; DC 15 + spell level; melee touch +9, ranged touch +9)

Arch School transmutation Opposition Schools evocation, illusion

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

Base Atk +7; CMB +9; CMD 21

Feats Blind-Fight, Empower Spell, Extend Spell, Greater Spell Penetration, Lingering Spell, Persistent Spell, Quicken Spell, Scribe Scroll^B, Selective Spell, Spell Focus (transmutation)^B, Spell Penetration^B, Still Spell, Widen Spell

Skills Bluff +14, Diplomacy +13, Intimidate +14, Knowledge (arcana) +19, Knowledge (history) +19, Knowledge (local) +19, Knowledge (planes) +19, Linguistics +19, Perception +12 (non-sight related), Sense Motive +12, Spellcraft +19

Languages Aklo, Common, Draconic, Elf, Goblin, Infernal

SQ arcane bond (*none current*), change shape (15 rounds, *beast shape III or elemental body II*), physical enhancement (Dex +3)

Combat Gear *staff of transmutation*; Other Gear +2 *dagger*, spell book, pouch of very mild tobacco (1 lb, worth 20 gp), spell component pouch

^A*Pathfinder Roleplaying Game Advanced Player's Guide*

0701 Haunted Vale:

A deep valley in the mountains here appears to be haunted. A gang of seven air mephitis uses their powers to cause an old coffin to rise up and spin around, all while making terrible shrieks and groans. Legend says that the evil spirit here can be propitiated by throwing an offering of wineskins into the vale.

AIR MEPHITS (7)

CR 3

XP 800

hp 19 (*Pathfinder Roleplaying Game Bestiary*, "Mephit, Air")

0822 Two Faces of Evil:

A trail that runs south through this hex is guarded by a two-headed troll called Korog. Korog protects two caves set about 100 ft. above him in the side of the mountain. Both are carved in the image of troll faces, one having a gaping mouth of fangs, the other a round mouth that "vomits" a rust-colored waterfall down the slope and into a pool that feeds a subterranean river that eventually flows into the river at [Area 0620].

KOROG

CR 7

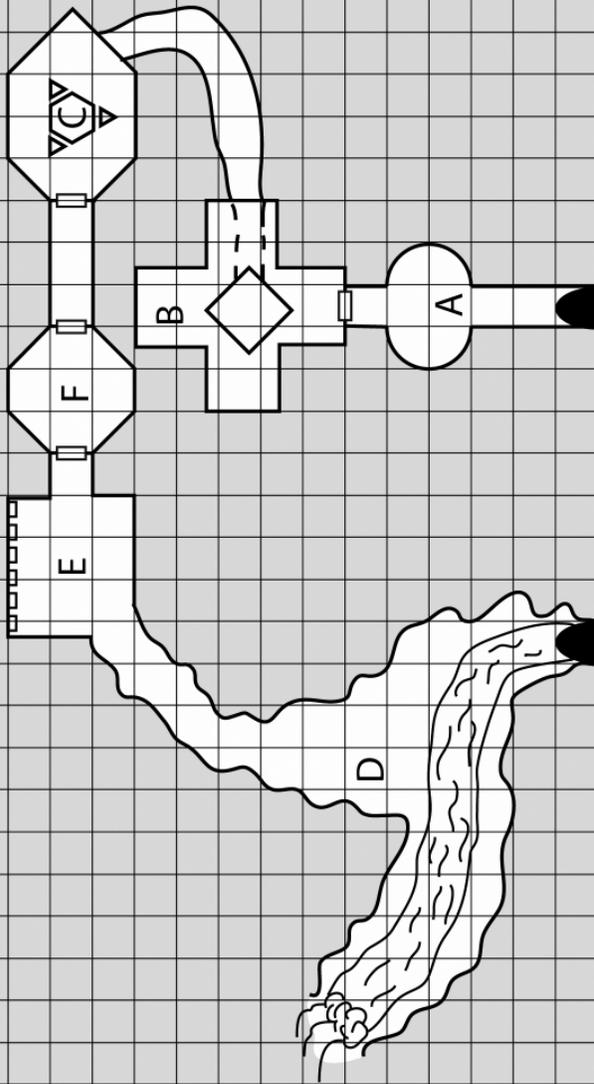
XP 3,200

hp 95 (*The Tome of Horrors Complete* 615, "Troll, Two-Headed")

[A] This chamber consists of two wide passages that meet in a circular chamber with a 30 ft. high ceiling. There is a locked iron door on either end of the room (DC 20 Disable Device to open). Flanking both doors there are bas-reliefs of trolls with open mouths. The floor of the circular chamber is clad in blocks of polished amber. The walls in the circular chamber are also polished very smooth. When the amber blocks are trod upon, the bas-reliefs emit powerful streams of scorching wind (no save or trap detection). These winds meet in the center and turn into a whirlwind (30 ft. high, 1d6+6 plus 1d4 heat damage/round, DC 15).

[B] The walls of this cross-shaped chamber are carved in bas-reliefs of bowing trolls. At the center of the chamber there is a pool that bubbles and spits, with each drop of liquid that hits the floor taking the form of a small insect and scurrying away towards a crack or crevice in the bas-reliefs.

Two Faces of Evil



HEX CRAWL CHRONICLES



One can just make out, through the viscous, ochre-colored water in the pool a winding stair leading down to the bottom. At the bottom of the pool there is a 10 ft. tall pocket of air. Moving through the waters is safe for trolls and other creatures that can regenerate damage. Other beings must make a successful DC 20 Fortitude save or be mutated by the water:

D12	Mutation
1–2	Forearm separates at elbow into two forearms (–1 to Dexterity)
3–4	Foreleg splits into two forelegs (–1 to Dexterity, –10 ft. movement)
5–6	Skin develops thick callouses (+1 natural armor bonus)
7	Multiple muscle layers (+1 to Strength)
8	Shortened tendons (+10 ft. movement)
9	Redundant vital organs (+1 Constitution)
10	Third leg (–1 Dexterity, +10 ft. movement)
11	Third arm underneath existing arm
12	Second head (+1 Intelligence; 50% chance it is Evil-aligned)

All mutations that obviously alter the person's body reduce their Charisma by 3 points. No ability modification can reduce an ability score below 3 or above 18. At the bottom of the room there is a locked iron door that vibrates and hums.

[C] This hexagonal room has a raised platform in its center. There are three triangular, phosphorescent stones set into the ground around the central platform. The walls of the central platform have phosphorescent hand prints on them (marked with arrows on the map). Ladders allow one

to access the top of the platform. In the center of the platform there is a 3 ft. wide pit lined with phosphorescent stone. A chain ending in a metal disc and attached to a winch allow people to be lowered easily into the pit. Once a person or animal is in the pit, the platform's magic can be activated by three arcane casters touching their hands to the hand prints on the platform. This creates *clones* of the person or creature in the pit, which appear on the triangular stones. One of these clones is always lawful in alignment, and over-zealously so. Another is neutral and obsessed with one of three things: Food, gold or romance. The third is always chaotic and very sneaky. The chaotic clone wants to kill the original creature and replace it.

[D] Climbing up to the “vomiting” mouth is highly dangerous. The rocks are slippery (DC 30 Climb check), and there is no way to enter the **cavern** (except perhaps by the use of a *fly* spell) that does not involve entering the falling water and pulling oneself up through the torrent into the cavern beyond. This requires a DC 25 Climb check. A failure indicates a plunge down the waterfall for 6d6 points of damage.

The cavern is Y-shaped and composed entirely of glass. A stream flows through it, originating at a second waterfall that plunges from a small crack in the cavern wall 20 ft. above the floor. The room is unusually hot and steamy, and the glass walls are hot to the touch. A small, old red dragon named **Ronodelis** relaxes in the warm, soothing waters. His treasure is hidden behind the second waterfall in a shallow cave. Ronodelis does not appreciate company, but he is wily enough to engage people in conversation that he might lure them within range of his fiery breath. There is a 55% chance he is sleeping inside his treasure chamber when people enter the cavern.

RONODELIS

CR 17

XP 102,400

CE Huge dragon (fire) (*Pathfinder Roleplaying Game Bestiary*, “Chromatic Dragon, Red, Old”)

Init –1; **Senses** dragon senses, smoke vision; **Perception** +26

Aura fire (10 ft., 1d6 fire), frightful presence (240 ft., DC 24)

AC 33, touch 6, flat-footed 33 (–1 Dex, +27 natural, –3 size)

hp 283 (21d12+147)

Fort +19, **Ref** +11, **Will** +17

DR 10/magic; **Immune** fire, paralysis, sleep; **SR** 28

Weaknesses vulnerability to cold

Speed 40 ft., fly 200 ft. (poor)

Melee bite +30 (2d8+16/19–20), 2 claws +29 (2d6+11), 2 wings +24 (1d8+5), tail slap +24 (2d6+16)

Ranged touch +20 (by spell)

Space 15 ft.; **Reach** 10 ft. (15 ft. with bite)

Special Attacks breath weapon (60 ft. cone, DC 29, 16d10 fire), crush (Small creatures, DC 27, 2d8+16), manipulate flames

Spell-Like Abilities (CL 21st)

At will—*detect magic*, *pyrotechnics* (DC 16), *suggestion* (DC 17), *wall of fire* (DC 19)

Spells Known (CL 11th; melee touch +30, ranged touch +17)

5th (4/day)—*fire snake* (DC 19), *teleport*

4th (7/day)—*greater invisibility*, *lesser globe of invulnerability*, *stoneskin*

3rd (7/day)—*draconic reservoir**, *fireball* (DC 17), *lightning*

bolt (DC 17), *vampiric touch*

2nd (7/day)—*acid arrow*, *bear's endurance*, *mirror image*, *scorching ray*, *spider climb*

1st (7/day)—*break* (DC 15), *mage armor*, *magic missile*, *protection from good*, *shield*

0 (at will)—*arcane mark*, *bleed* (DC 14), *detect magic*, *mage hand*, *message*, *open/close*, *read magic*, *resistance*, *spark*

Str 33, **Dex** 8, **Con** 25, **Int** 18, **Wis** 20, **Cha** 18

Base Atk +21; **CMB** +35; **CMD** 44 (48 vs. trip)

Feats Ability Focus (breath weapon), Awesome Blow, Combat Casting, Flyby Attack, Hover, Improved Bull Rush,

THE TROLL HILLS

Improved Critical (bite), Improved Vital Strike, Power Attack, Vital Strike, Weapon Focus (bite)

Skills Appraise +24, Bluff +24, Diplomacy +24, Fly +12, Intimidate +25, Knowledge (arcana) +24, Knowledge (history) +25, Knowledge (local) +25, Perception +26, Sense Motive +26, Spellcraft +24, Stealth +19

Languages Common, Draconic, Dwarven, Giant, Orc

Manipulate Flames (Su) An old or older red dragon can control any fire spell within 10 feet per age category of the dragon as a standard action. This ability allows it to move any fire effect in the area, as if it were the caster. This ability also allows it to reposition a stationary fire effect, although the new placement must be one allowed by the spell. Finally, for 1 round following the use of this ability, the dragon can control any new fire spell cast within its area of control, as if it were the caster. It can make all decisions allowed to the caster, including canceling the spell if it so desires.

Smoke Vision (Ex) A very young red dragon can see perfectly in smoky conditions (such as those created by pyrotechnics).

"Pathfinder Roleplaying Game Advanced Player's Guide

[E] Beyond the cavern of glass, down a short flight of stairs, there is a long, rectangular room of glass bricks. On one wall there are six iron doors, not unlike those of an oven. Inside these doors, which are easily opened, there are the skeletons of malformed humanoids, each one with a ruby cast to its bones. If exposed to the air, these creatures flame into "life" as **burning skeletons**.

BURNING SKELETONS

CR 1/2

XP 200

NE Medium undead (*Pathfinder Roleplaying Game Bestiary* "Skeleton, Variant")

Init +6; **Senses** darkvision 60 ft.; **Perception** +0

Aura fiery aura (1d6)

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

hp 5 (1d8+1)

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

DR 5/bludgeoning; **Immune** fire, undead traits

Vulnerability cold

Speed 30 ft.

Melee 2 claws +2 (1d4+2 plus 1d6 fire)

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

Base Atk +0; **CMB** +2; **CMD** 14

Feats Improved Initiative^b

SQ fiery death (DC 11)

Fiery Aura (Ex) Creatures adjacent to a burning skeleton take 1d6 points of fire damage at the start of their turn. Anyone striking a burning skeleton with an unarmed strike or natural attack takes 1d6 points of fire damage.

Fiery Death (Su) A burning skeleton explodes into a burst of flame when it dies. Anyone adjacent to the skeleton when it is destroyed takes 1d6 points of fire damage. A DC 11 Reflex save halves this damage.

[F] Between the weird *cloning* chamber and the gallery of exploding bones there is an octagonal chamber that holds the study of the ancient wizard **Frumm**. Frumm was a weird old coot who discovered these abandoned chambers ages ago and moved in to work on perfecting the magical *cloning* process. Each wall of this room is covered with shelves of books, scrolls and the odds and ends that a great wizard collects over his long life. Two ladders, one 15 ft. long, the other 30 ft. long, lean against these walls. The books in the room are arcane in their scope, and each one (there are 300 in all) has a 1% chance of holding a piece of information

needed by a researcher into the subjects of general magic, *cloning*, hybrid creatures, alchemy or the creation of homunculi (add a +5 insight bonus to an appropriate Knowledge skill). Attempting to remove a book or scroll from the room triggers a **magical trap**, as a thick chain attached to a manacle suddenly materializes on the thief's right ankle (no Reflex save, +25 CMB attack). The other end of the chain is embedded in the stone floor. If the book is replaced on the shelf where it was found, the chain dematerializes. Three rounds after the chain appears, the person must pass a DC 20 Reflex save or the manacle twists suddenly, breaking their ankle and inflicting 4d6 points of damage. The chain is unbreakable.

MAGICAL CHAIN TRAP

CR 4

XP 1,200

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

Trigger location; **Reset** repair

Effect +25 CMB check (grapple, 3 rounds later DC Reflex save to negate damage)

0901 Gundur:

Gundur is a village of **70 dwarves** dug into a low, forested mountain in the manner of a beehive. Like most dwarves of the Troll Hills, they keep goats and bees, but these dwarves also cultivate fungal gardens in hidden caves. The dwarves have long since played out their silver mines here, and their deeply creased faces point to the quantity of lead they pulled out alongside the silver. They are now a dwindling population, as younger dwarves have left the community for the human settlements to the north to work as masons, miners and smiths. Those who remain are getting older; there are only three children in the entire community. The oldsters are veteran warriors who spend their days drinking, telling stories of the old days, carving little stone toys and ornaments and, once in a while, practicing with their weapons. They are very fond of tobacco, but have been cut off from the outside world since the petty trolls began making trouble.

GUNDUR DWARVES

CR 1

XP 400

Male dwarf warrior 2

CN Medium humanoid (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

Speed 15 ft.

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

Str 14, **Dex** 10, **Con** 16, **Int** 10, **Wis** 10, **Cha** 8

Base Atk +2; **CMB** +4; **CMD** 14 (18 vs. bull rush or trip)

Feats Weapon Focus (dwarven waraxe)

Skills Perception +1, Profession (farmer) +6

Languages Common, dwarf

Gear chainmail, heavy steel shield, dwarven waraxe, holy symbol

0910 Troll Mound:

A field here holds many **clay mounds** that are shaped like piles of writhing arms, legs and heads. These mounds are something like totem poles to the trolls. If anointed with troll blood, a pile splits to reveal a sloped shaft that leads into a long cavern filled with charred troll corpses. The place is a dumping ground for dead troll shamans, who are burned by the trolls to lock their often vengeful spirits inside their bodies. These corpses retain a malevolent intelligence that burns and hates and infuses others with that hate, possessing them and turning them into berserkers (targets gain a +2 circumstance bonus on all attack rolls, damage rolls and saves while possessed). A DC 20 Will save is permitted to avoid the

hatred, but if failed the person flies into a foaming rage and attacks his fellows for 1d6 rounds. Within each corpse there is a bloodstone – actually the petrified heart of the troll shaman. Each bloodstone is worth 1d6 x 30 gp and is sought after by alchemists and wizards for use in their potions and researches.

1007 Fat Anya:

A ruined village of the ancient men composed of blue glass is spread out here over three hills, with a dry canal running between the hills. Several glass boats rest in this gully. Most of the buildings here are simple homes, but one larger building holds a library of books that are so dry and fragile that even touching one can turn it into a pile of dust (DC 35 Acrobatics or Sleight of Hand check to handle safely). The books are in the language of the ancient men and cover a wide variety of subjects. The library entrance is flanked by two statues of sphinxes with owl faces and lion bodies. One portal in the library gives access to a staircase to the library cellar, which holds more books and the lair of the hag called Fat Anya. Fat Anya is a rotund hag with pendulous breasts, a grimy, shapeless dress, blue-black hair, long, dirty finger nails and a face that is sunken in and porcine. Fat Anya is now dwelling at Little Rock [Area 3311] with her sisters. She has **trapped** her lair with a fire *glyph* located inside a large, thick tome that is opened to a page containing diagrams explaining the workings of ancient man technology. The very next page holds the *glyph*, which, if read, explodes and sets the remaining books in the cellar ablaze.

GLYPH OF WARDING TRAP

XP 800

Type magic; Perception DC 28; Disable Device DC 28

CR 3

Trigger location; Reset none

Effect spell effect (*glyph of warding*, 5d8 fire damage and combustion, DC 13 Reflex for half); multiple targets (all targets in a 5 ft. spread)

1013 Primordial Lake:

The witchmen and trolls alike call this lake Mother, for they believe it to be source of all life. The gods, they say, formed man and animals from the clay on the shores of the lake. They baked them in the warmth of the newborn Sun and breathed life into them here, setting them loose to explore the world. The clay of the lake is, in fact, magical. Any figure that is well crafted in the image of another can be turned into a *simulacrum* of that person, without their memories or abilities. The clay must be dried in the sun over three days' time and then the maker must breath a portion of their life into the figure, sacrificing one of their levels to give the figure one Hit Dice (GM to determine exact details based on individual campaigns).

1018 Troglodytes:

A narrow cave that spits out boiling vapor at a regular interval (every 125 minutes) leads to a series of limestone caves inhabited by a tribe of 40 troglodytes. The troglodytes dwell in the warm, humid caverns, cultivating their slimes and jellies (they seem to be immune to their acids) and raiding the surface for sweeter cuts of meat when they find the opportunity. The troglodytes have blue scales striped with bilious green. They carry a hodge-podge of crude and borrowed weapons and have hide shields. The caverns are littered with industrial grade diamonds (one could collect about 1d4 x 100 gp worth with a day's labor). The largest cavern in the complex is their temple. The back wall has been carved into a crude representation of a reptilian with a skull face and long claws. The idol is covered in dried blood and is worshipped by a witchdoctor called **Cthothacho**. Before the idol there is a sky sledge of the ancient men that has been repurposed as an altar. It is also covered in dried blood and the surface is heavily scratched, but it is in working condition. A *lightning bolt* directed at the machine energizes it for 1d4 hours per die of damage. It can travel up to three hexes per hour, but will give out suddenly. Starting the device with a *lightning bolt* ruins it for future use after it runs down.

TROGLODYTES (40)

XP 400

hp 13 (*Pathfinder Roleplaying Game Bestiary*, "Troglodyte")

CR 1

CTHOTHACHO

XP 4,800

Male troglodyte adept 9 (*Pathfinder Roleplaying Game Bestiary*, "Troglodyte")

CE Medium humanoid (reptilian)

Init +0; Senses darkvision 90 ft.; Perception +5

Aura stench (30 ft., DC 13, 10 rounds)

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

hp 63 (2d8+9d6+22)

Fort +10, Ref +3, Will +11

Speed 30 ft.

Melee 2 claws +6 (1d4+1), bite +6 (1d4+1)

Spells Prepared (CL 9th; 4/4/3/1; DC 13 + spell level; melee touch +6, ranged touch +5)

Str 12, Dex 10, Con 14, Int 8, Wis 17, Cha 13

Base Atk +5; CMB +6; CMD 15

Feats Alertness, Great Fortitude, Improved Iron Will, Iron Will, Skill Focus (Knowledge [local]), Skill Focus (Knowledge [religion])

Skills Handle Animal +5, Knowledge (local) +7, Knowledge (religion) +7, Perception +5, Sense Motive +5, Spellcraft +4, Stealth +6 (+10 in rocky areas), Survival +8; Racial Modifiers +4 Stealth (+8 in rocky areas)

Languages Draconic

SQ summon familiar (none currently)

1106 Bridge over the River Wide:

The river here is about 300 ft. wide and spanned by a bridge that allows boats up to 30 ft. tall to pass through. Lurking in the supports is a troll called **Yovern**. Bored with its life, it gladly leaves travelers unharmed in return for a story or song, unless it is hungry (1 in 6 chance), in which case it will demand a horse or two humanoids as a toll.

YOVERN

XP 1,600

hp 73 (*Pathfinder Roleplaying Game Bestiary*, "Troll")

CR 5

1203 Powwow:

Thirty golden men are having a powwow here around a trio of tall poles surmounted by busts of their gods of Life, Death and Time. Of the thirty men, five are powerful shamans among the golden men, the others are their retinues. Each shaman hails from a different tribe, most of them from the savannah beyond the mountains. Leather tents surround the powwow site. The three posts are 20 ft. tall and about 3 ft. in diameter. They are placed at the center of a flat mound about ten feet apart from one another. The shamans dance and chant around and through this assemblage of deific might, casting colored pebbles at the things and then, every so often, falling to their knees to read the stones for signs.

The poles do not tolerate the presence of strangers who have not been blessed by the shamans and anointed with the blood of a hawk (on their belly), dove (on their chest) and deer (on their forehead). The poles can *animate* and move as though made of rubber, clubbing people or grappling and constricting them. The heads atop the poles can swallow people, sending them to a chamber beneath the hill where a **blue savant** is imprisoned. The blue savant is a rotund man in a loincloth and poncho of cloth-of-silver. He looks to be a gap-jawed fool, with stark, white hands and a lolling white tongue. Despite his appearance, he is intelligent and cunning and can communicate with people by touching his fingers to their temple.

TOTEM POLES (HUGE WOOD GOLEMS)

XP 4,800

N Huge construct (*Pathfinder Roleplaying Game Bestiary*, "Golem, Wood")

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

AC 20, touch 9, flat-footed 19 (+1 Dex, +11 natural, -2 size)

THE TROLL HILLS

hp 84 (8d10+40)
Fort +2, **Ref** +3, **Will** +5
DR 5/adamantine; **Immune** construct traits, magic
Weaknesses vulnerable to fire

Speed 0 ft. (immobile)
Melee 2 slams +18 (4d8+12 plus grab)
Space 15 ft.; **Reach** 10 ft.
Special Attacks splintering, swallow whole (moved into the blue savant's chamber, AC 15, 8 hp)

Str 34, **Dex** 13, **Con** —, **Int** —, **Wis** 17, **Cha** 1
Base Atk +8; **CMB** +22 (+26 to grapple); **CMD** 33 (can't be tripped)

Immunity to Magic (Ex) A totem pole is immune to any spell or spell-like ability that allows spell resistance, with the exception of spells and spell-like abilities that have the Fire descriptor, which affect it normally. In addition, certain spells and effects function differently against the creature, as noted below.

Warp wood or *wood shape* slows a totem pole (as the *slow spell*) for 2d6 rounds (no save).

Repel wood deals 2d12 points of damage to it (no save).

A magical attack that deals cold damage breaks any slow effect on the golem and heals 1 point of damage for every 3 points of damage the attack would otherwise deal. If the amount of healing would cause the golem to exceed its full normal hit points, it gains any excess as temporary hit points. A totem pole gets no saving throw against attacks that deal cold damage.

Splintering (Su) As a free action once every 1d4+1 rounds, a totem pole can launch a barrage of razor-sharp wooden splinters from its body in a 40-foot-radius burst. All creatures caught within this area take 8d6 points of slashing damage (Reflex DC 14 halves). The save DC is Constitution-based.

Swallow Whole (Ex) A creature swallowed by totem pole takes no damage, but is instead sent down a passage into the chamber beneath the hill where the blue savant (see below) is imprisoned.

BLUE SAVANT **CR 4**
XP 1,200
N Medium outsider (native)
Init +2; **Senses** darkvision 60 ft.; **Perception** +15

AC 19, touch 17, flat-footed 16 (+4 deflection, +2 Dex, +1 dodge, +2 natural)
hp 52 (5d10+25)
Fort +10, **Ref** +10, **Will** +15; +2 vs. mind-affecting effects
Defensive Abilities eerie grace; **DR** 5/—; **Immune** disease, electricity, fire, poison; **SR** 15

Speed 40 ft.
Melee slam +9 (1d4+4 plus poison)
Special Attacks poison

Str 16, **Dex** 14, **Con** 20, **Int** 20, **Wis** 25, **Cha** 18
Base Atk +5; **CMB** +8; **CMD** 25
Feats Dodge, Mobility, Weapon Focus (slam)
Skills Bluff +12, Knowledge (arcana) +14, Knowledge (history) +14, Knowledge (local) +14, Knowledge (planes) +14, Knowledge (religion) +14, Perception +15, Sense Motive +15, Spellcraft +13; **Racial Modifiers** +5 Knowledge (all)
Languages Abyssal, Aklo, Celestial, Common, Infernal, Sylvan; telepathy (touch)
SQ savant

Eerie Grace (Ex) A blue savant adds its Charisma modifier as a deflection bonus to its AC and all saving throws.

Poison (Ex) Blue plague; type disease, injury; save Fortitude DC 17; onset 1 day; frequency 1/day; effect 1d4 Con damage and target is fatigued; cure see **The Blue Plague**, above

Savant (Ex) A blue savant adds its HD as a racial bonus to all Knowledge skills and Spellcraft. Those skills are always class skills for a blue savant.

GOLDEN MEN (30) **CR 3**
XP 800

CN male human barbarian 4
AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex)
hp 40 (4d12+8 plus 4)
Fort +6, **Ref** +3, **Will** +1
Melee long dagger +6 (1d4+3/19–20)
Ranged knobkerrie +7 (1d6+2)
Spell-Like Abilities
At will—*charm monster* (mammals only, DC 16), *speak with animals* (mammals only)
Str 15, **Dex** 15, **Con** 14, **Int** 7, **Wis** 10, **Cha** 14
Base Atk +4; **CMB** +6; **CMD** 18
Gear Leather armor, long daggers (+1 damage), knobkerries

TRIBAL SHAMANS **CR 11**
XP 12,800

N male human druid 12
AC 12, touch 10, flat-footed 2 (+2 armor)
Fort +9, **Ref** +4, **Will** +12
hp 110 (15d8+15 plus 15)
Melee +2 club +11/+6 (1d6+2)
Spells Prepared (CL 12th; 4/5/5/5/4/3/2; DC 14 + spell level; melee touch +9, ranged touch +9)
Str 11, **Dex** 10, **Con** 12, **Int** 10, **Wis** 18, **Cha** 18
Base Atk +9; **CMB** +9; **CMD** 19
Gear Leather armor (in the form of hides and furs), +2 club, holy symbol

1220 Hekatonkheires:

A hundred-handed horror lurks in the mountains. Spawned ages ago by the land to deal with the ancient men and their matrix, it was defeated by the blue savants and forced to retreat into the mountains to slumber. The horror is still weak from its exposure to the energies of the blue savants. The trolls regard him as their god of death, and leave offerings of prisoners and prey before his cave. The creature might awaken briefly to take these offerings, as it slowly regains its strength for a final assault on the humans of the Troll Hills.

HEKATONKHEIRES **CR 24**
XP 1,230,000
hp 5,160 (*Pathfinder Roleplaying Game Bestiary 2*, "Titan, Hekatonkheires")

1312 Jenny o' the Green:

Jenny o' the Green (also known as Jen Green to the locals) dwells just beyond a swiftly flowing stream crossed by a partially collapsed bridge. Jenny's lair is a domed building with thick, undulating columns and steps. Inside there is an ancient art gallery, the art all being damaged and smeared with filth. Gargoyles that look like men with long, tubular arms and legs and faces that suggest a nightmarish elephant lurk on a wide shelf that runs along the bottom of the dome, which is painted bright yellow. These **five gargoyles** serve Jenny, a hag with green skin, long legs, bony hips, long arms that drag on the ground when she walks and stark white hair that looks like a rat's nest. Jenny dwells in a pit she has dug in the floor of the gallery and lined with rushes and leaves. Inside her pit there is a wooden cabinet with ten drawers, each one locked (DC 12 Disable Device check to open). Each drawer (save one) holds a glass marble composed of swirling colors. These marbles cause a tingling sensation in one's finger tips. If thrown against a surface and shattered (hardness 0, 1 hp), the marble causes a break down in physical laws per the following table:

HEX CRAWL CHRONICLES

Roll	Effect
1	Gravity in a 1d4 x 5 ft. radius is reversed
2	Time in a 1d3 x 5 ft. radius stops flowing for those within the radius (i.e. they are frozen) for 1d4 rounds.
3	Space rolls and cracks, switching the positions (randomly) of all creatures in a 1d2 x 10 ft. radius.

JENNY O' THE GREEN XP 9,600

CR 10

Female green hag warrior 5 (*Pathfinder Roleplaying Game Bestiary*, "Green Hag")

CE Medium monstrous humanoid

Init +3; **Senses** darkvision 90 ft.; **Perception** +18

AC 23, touch 13, flat-footed 20 (+3 Dex, +10 natural)

hp 88 (9d10+5d10+9)

Fort +13, **Ref** +10, **Will** +8

SR 19

Speed 30 ft., swim 30 ft.

Melee 2 claws +18 (1d4+4 plus weakness)

Spell-Like Abilities (CL 9th)

Constant—*pass without trace, tongues, water breathing*

At will—*alter self, dancing lights, ghost sound* (DC 10), *invisibility, pyrotechnics* (DC 11), *tree shape, whispering wind*

Str 19, **Dex** 16, **Con** 18, **Int** 15, **Wis** 13, **Cha** 8

Base Atk +14; **CMB** +18; **CMD** 31

Feats Alertness, Blind-Fight, Combat Casting, Great Fortitude, Power Attack, Vital Strike, Weapon Focus (claws)

Skills Bluff +10, Disguise +10, Knowledge (arcana) +11, Perception +18, Sense Motive +12, Stealth +18, Swim +20

Languages Aklo, Common, Giant

SQ mimicry

Weakness (Su) A green hag's claws sap strength from those she strikes. Each time a green hag hits a foe with her claw attack, the victim takes 2 points of Strength damage unless he resists the weakness with a DC 13 Fortitude save. Alternatively, a green hag can attempt to inflict even greater weakness on a foe by making a touch attack—this variant requires a standard action, and cannot be attempted in the same round the hag makes claw attacks. The opponent touched must succeed on a DC 13 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

Mimicry (Ex) A green hag can imitate the sounds of almost any animal found near its lair.

GARGOYLES (5)

CR 4

XP 1,200

hp 42 (*Pathfinder Roleplaying Game Bestiary*, "Gargoyle")

1422 Fire Trolls:

In a charred cave, **five fire trolls** dance around pits of charcoal where fire leaps into the air. **Slaves** covered in soot tend these fires, which the trolls use to make troll-sized weapons – a valuable skill among creatures who normally cannot tolerate the touch of fire. These weapons are traded to other tribes by bands of petty trolls. The slaves cough and wheeze, and when they grow tired they fall into the fires and are roasted for the trolls' supper. The **largest troll** rules over his brothers, who resent him and would see him undone had they the courage to defy their mother, the hag Black Bess [**Area 1510**]. He dwells in an adjacent cave scattered with ashes. Here, he keeps the clan treasure (12,630 sp, 5,390 gp and a large amber worth 800 gp) and his person treasure, **an exotic dancing girl** from the southern city-state of Crescentium. Her pale skin is now mottled with soot, her silver-blond hair streaked with ash, her eyes red from the acrid fumes and her own tears. She wears chains forged by the trolls and secured into the walls with iron spikes.

FIRE TROLL (5)

CR 6

XP 2,400

hp 63 (*The Tome of Horrors Complete* 722 "Flame-Spawned Template")

COMMON SLAVES

CR 1/3

XP 135

Male and female human commoner 1

N Medium humanoid (human)

Init –1; **Perception** +3

AC 9, touch 9, flat-footed 9 (–1 Dex)

hp 4 (1d6+1)

Fort +1, **Ref** –1, **Will** –1

Speed 30 ft.

Melee unarmed strike +1 (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

CAPTURED EXOTIC DANCER

CR 1/3

XP 135

Female human commoner 1

N Medium humanoid (human)

Init +3; **Perception** +2

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

hp 4 (1d6+1)

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

Speed 30 ft.

Melee unarmed strike –1 (1d3–1)

Str 8, **Dex** 17, **Con** 12, **Int** 10, **Wis** 11, **Cha** 16

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

Feats Skill Focus (Profession)

Skills Knowledge (local) +1, Perception +2, Profession (dancer) +7, Sleight of Hand +4

Languages Common

1503 Bear Goddess:

There is a valley here with gold-flecked stones, a pleasant, babbling stream and tall pine trees that keep is shrouded in a perpetual shade. The entrance to valley is blocked by a steel gate, the central bars of which are etched with warnings that this valley is sacred to the Bear Mother and not to be disturbed. The gate is not locked. About one mile past the gate there is a shrine on the east side of the brook. The shrine is made from pine and carved to represent tiny black bears dancing around a much larger bear – presumably the bear mother. An offering plate carved from hematite sits before the idols. It holds a few acorns and a bit of honeycomb. Another vessel, carved from stone and painted with wise bear faces holds cool holy water. A few moments after travelers enter the shrine or pass it, a wrinkled old man in a bearskin coat will appear on the road, a staff in his hands. The man has striking blue eyes and a mane of red hair that flows seamlessly into his beard. "This valley," he will proclaim, "is off limits. Turn back in peace." As he speaks these words, **twelve black bears** will make their presence known in the woods around the travelers. The man, **Kromog**, is a werebear, but his companions are not.

Further into the valley there is a massive cave – almost a natural amphitheater, but deeper – in which a massive idol of the Bear Goddess has been carved. Her priests, there are ten in all, are **werebear druids** who dwell in smaller caves located near this central temple. Offerings of food and flowers are made here, as well as ritual combats to drive away winter (in the form of a female warrior dressed in white) in the Spring. The werebears claim that the Bear Goddess lived here before the ancient men walked in the Troll Hills and will persist after their final extinction.

THE TROLL HILLS

A secret door (DC 20 Perception check to notice) in their great temple located behind the bear idol's right eye leads into a complex of granite caves that delve deep into the earth. Here, the ancient priests and priestesses of the temple "hibernate" as mummies. Other strange things walk these caverns as well, including all manner of oozes and vermin and a few more powerful fey creatures that were driven into these caves by the ancient men and still harbor a deep hatred towards them.

The werebears of the valley fear the trolls and fight them constantly to preserve the valley, for the trolls represent nature in its most violent and frightening aspect. They also hate the ancient men, with whom they share blood, for their own ancient excesses. Of the witchmen and elves they know little, but their default position is one of disdain. The dwarves they know well. Dwarves sometimes come to the shrine to leave offerings of peace and ask the druids for help.

BLACK BEARS (12)

CR 3

XP 800

N Medium animal (*Pathfinder Roleplaying Game Bestiary* "Bear, Grizzly", "Young")

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

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

hp 32 (5d8+10)

Fort +6, **Ref** +7, **Will** +2

Speed 40 ft.

Melee 2 claws +6 (1d4+3 plus grab) and bite +6 (1d4+3)

Str 17, **Dex** 17, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +3; **CMB** +7 (+11 to grapple); **CMD** 19 (23 vs. trip)

Feats Diehard, Endurance, Skill Focus (Survival)

Skills Perception +6, Survival +5, Swim +12; **Racial Modifiers** +4 Swim

KROMOG, WEARBEAR DRUID, HUMAN FORM

CR 13

XP 25,600

Male human natural werebear druid 12 (*Pathfinder Roleplaying Game Bestiary* 2, "Lycanthrope, Werebear")
NG Medium humanoid (human, shapechanger)

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

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

hp 112 (12d8+36 plus 12)

Fort +13, **Ref** +5, **Will** +16

Defensive Abilities resist nature's lure; **Immune** venom

Speed 30 ft.

Melee unarmed strike +11 (1d3+2)

Spells Prepared (CL 12th; 4/6+1/6+1/5+1/4+1/4+1/3+1; melee touch +11, ranged touch +10)

Domain Animal

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

Base Atk +9; **CMB** +11; **CMD** 22

Feats Alertness, Combat Casting, Diehard, Endurance, Great Fortitude, Iron Will, Natural Spell

Skills Diplomacy +6, Fly +7, Handle Animal +3, Heal +15, Knowledge (geography) +12, Knowledge (local) +6, Knowledge (nature) +15, Knowledge (religion) +11, Perception +12, Sense Motive +9, Survival +16, Swim +8

Languages Common, Druidic, Sylvan

SQ animal companion (none currently), change shape (human, hybrid or bear; *polymorph*), lycanthropic empathy (bears and dire bears), nature bond (Animal domain), nature sense, *speak with animals* (15 rounds/day), trackless step, wild empathy (+15), wild shape (5/day, *beast shape III*, *elemental body IV*, *plant shape III*), woodland stride

KROMOG, WEARBEAR DRUID, HYBRID FORM

CR 13

XP 25,600

Male human natural werebear druid 12 (*Pathfinder*

Roleplaying Game Bestiary 2, "Lycanthrope, Werebear")

NG Medium humanoid (human, shapechanger)

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

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

hp 124 (12d8+48 plus 12)

Fort +14, **Ref** +5, **Will** +16

Defensive Abilities resist nature's lure; **DR** 10/silver

Speed 30 ft.

Melee claw +14 (1d6+3 plus curse of lycanthropy) and bite +14 (1d6+4 plus grab)

Spells Prepared (CL 12th; 4/6+1/6+1/5+1/4+1/4+1/3+1; melee touch +11, ranged touch +10)

Domain Animal

Str 16, **Dex** 12, **Con** 18, **Int** 14, **Wis** 22, **Cha** 16

Base Atk +9; **CMB** +12 (+16 to grapple); **CMD** 23

Feats Alertness, Combat Casting, Diehard, Endurance, Great Fortitude, Iron Will, Natural Spell

Skills Diplomacy +6, Fly +7, Handle Animal +3, Heal +15, Knowledge (geography) +12, Knowledge (local) +6, Knowledge (nature) +15, Knowledge (religion) +11, Perception +12, Sense Motive +9, Survival +16, Swim +9

Languages Common, Druidic, Sylvan

SQ animal companion (none currently), change shape (human, hybrid or bear; *polymorph*), lycanthropic empathy (bears and dire bears), nature bond (Animal domain), nature sense, *speak with animals* (15 rounds/day), trackless step, wild empathy (+15), wild shape (5/day, *beast shape III*, *elemental body IV*, *plant shape III*), woodland stride

WEARBEAR DRUIDS, HUMAN FORM (10)

CR 6

XP 2,400

Male human natural werebear druid 5 (*Pathfinder Roleplaying Game Bestiary* 2, "Lycanthrope, Werebear")
NG Medium humanoid (human, shapechanger)

Init +1; **Senses** low-light vision, scent; **Perception** +7

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

hp 32 (5d8 plus 5)

Fort +6, **Ref** +2, **Will** +10

Defensive Abilities resist nature's lure

Speed 30 ft.

Melee unarmed strike +4 (1d3+1)

Spells Prepared (CL 5th; 4/4+1/3+1/2+1; melee touch +4, ranged touch +4)

Domain Animal

Str 12, **Dex** 12, **Con** 10, **Int** 14, **Wis** 18, **Cha** 13

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

Feats Alertness, Great Fortitude, Iron Will, Natural Spell

Skills Diplomacy +3, Fly +7, Handle Animal +7, Heal +10, Knowledge (geography) +8, Knowledge (local) +3, Knowledge (nature) +10, Knowledge (religion) +8, Perception +7, Sense Motive +7, Survival +12, Swim +7

Languages Common, Druidic, Sylvan

SQ animal companion (none currently), change shape (human, hybrid or bear; *polymorph*), lycanthropic empathy (bears and dire bears), nature bond (Animal domain), nature sense, *speak with animals* (8 rounds/day), trackless step, wild empathy (+6), wild shape (1/day, *beast shape I*), woodland stride

WEARBEAR DRUIDS, HYBRID FORM (10)

CR 6

XP 2,400

Male human natural werebear druid 5 (*Pathfinder Roleplaying Game Bestiary* 2, "Lycanthrope, Werebear")
NG Medium humanoid (human, shapechanger)

HEX CRAWL CHRONICLES

Init +1; **Senses** low-light vision, scent; **Perception** +7

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

hp 27 (5d8+5 plus 5)

Fort +7, **Ref** +2, **Will** +10

Defensive Abilities resist nature's lure; **DR** 10/silver

Speed 30 ft.

Melee claw +5 (1d6+2 plus curse of lycanthropy) and bite +5 (1d6+2 plus grab)

Spells Prepared (CL 5th; 4/4+1/3+1/2+1; melee touch +4, ranged touch +4)

Domain Animal

Str 14, **Dex** 12, **Con** 12, **Int** 14, **Wis** 18, **Cha** 13

Base Atk +3; **CMB** +5 (+9 to grapple); **CMD** 16

Feats Alertness, Great Fortitude, Iron Will, Natural Spell

Skills Diplomacy +3, Fly +7, Handle Animal +7, Heal +10, Knowledge (geography) +8, Knowledge (local) +3, Knowledge (nature) +10, Knowledge (religion) +8, Perception +7, Sense Motive +7, Survival +12, Swim +7

Languages Common, Druidic, Sylvan

SQ animal companion (none currently), change shape (human, hybrid or bear; *polymorph*), lycanthropic empathy (bears and dire bears), nature bond (Animal domain), nature sense, *speak with animals* (8 rounds/day), trackless step, wild empathy (+6), wild shape (1/day, *beast shape I*), woodland stride

1507 City of Blue Glass:

When the energy matrix of the ancient men went critical, it turned everything within three miles - all the buildings of the city and the streets - into blue glass. The chemical make-up of the plant and animal life was also changed. Where normal plants derive their sustenance from the sunlight, the plants that surrounded the ancient city now drew their sustenance only from the ultraviolet rays of the Sun. The plants turned blue, the bark of the trees blue-black, the fruits a sort of purple. While the humans of the city disappeared, the lower orders of life persisted in an altered state. They were also turned every shade of blue, and could only draw sustenance from the blue plants that surrounded the city.

The strange blue city, once called Thett, is now occupied by animals (many deer, a few bears and many smaller creatures), the few humanoids and monsters that have succumbed to the blue plague and made it into the ruin before they starved to death and the remaining blue savants. The buildings of the city are largely intact, the glass walls usually being too thick to shatter or wear down easily. The streets are overgrown with blue grasses, weeds and vines. Most of the buildings have been well plundered, but there are many that still hold treasures of the ancient men - silver suits as light as cotton but as tough as mail, weird sledges that supposedly can be made to fly with the proper spells, etc. Glass tubes link the upper stories of these buildings. One building in particular, a great dome, holds many mysteries in its depths, not the least of which is the fabled matrix that still glows with a wan, blue light. If united with the crystal sword in [Area 3111], the matrix can once again produce energy as it did, returning the city and land to normal.

1510 Black Bess:

Black Bess is a green hag remarkable for her very dark green skin and golden hair. She dwells in a crooked tree overlooking a mucky bog rife with poisonous fumes that turn one's skin black and pull the lips back from the teeth. She keeps her treasure, 710 sp, 130 gp, a chrysoberyl worth 60 gp and a pearl worth 100 gp worn as a stud in her nose, in various hollow trees in the area. Black Bess spawned the trolls in [Area 1422].

BOG FUMES

Type poison (inhaled); **Save** Fortitude DC 16

Frequency 1/minute (continuous)

Initial Effect 1d4 Cha damage; **Cure** 2 consecutive saves

BLACK BESS

XP 1,600

hp 58 (*Pathfinder Roleplaying Game Bestiary*, "Green Hag")

CR 5

1702 Osgilt:

Osgilt is a village of about **100 dwarves** situated in a vale of hickories. The dwarves live in a ring of dwarf-made mounds that are connected underground by tunnels and also connect to their mines, from which they dig iron ore. The dwarves process some of this ore about two miles away from their village on a slope in clay ovens. They trade the rest of the iron to the ancient men. While the dwarf men work in the mines below, their wives and daughters keep bees, raise goats and tend a garden small, hidden gardens near the village. The honey is used to make a delicious, though quite potent, mead and the dwarf women also know the secret of making dwarven moonshine. They usually have a dozen or so jugs of mead and one or two jugs of moonshine on hand for trade or celebration. The dwarves all dwell in separate mounds in family units - usually a patriarch and matriarch and their two or three children and maybe a dozen grandchildren. Quarters are tight, and not an inch is wasted. Men and women always have a hand axe on their person, and the men keep a crossbow, armor and shield handy. Mine entrances are always within these mound chambers, as each family has their own personal mine radiating out from the village. A stone tetrahedron - their understanding of God - hangs above these entrances from a golden string.

OSGILT DWARVES

XP 400

Male and female dwarf expert 2, warrior 1

LE Medium humanoid (dwarf)

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

CR 2

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

hp 17 (2d8+1d10+6)

Fort +4, **Ref** -1, **Will** +4; +2 vs. poison, spells, spell-like abilities

Defensive Abilities defensive training, hardy

Speed 20 ft.

Melee handaxe +4 (1d6+1/+3)

Special Attacks hatred

Str 12, **Dex** 9, **Con** 15, **Int** 10, **Wis** 13, **Cha** 4

Base Atk +2; **CMB** +3; **CMD** 12

Feats Skill Focus (Profession), Weapon Focus (handaxe)

Skills Intimidate +3, Knowledge (dungeoneering) +5,

Perception +7, Profession (any) +10, Stealth +9; **Racial**

Modifiers +2 Perception relating to stonework, +4 Stealth

Languages Common, Dwarven

SQ greed, slow and steady, stability, stonecunning

1711 Injured Elf:

An elf hides in a tree top, having escaped an encounter with several trolls with a broken leg. The elf, **Archest**, is a strapping example of the northern breed, with porcelain skin, curly, auburn hair and violet eyes. He wears a tattered leather coat and has a longbow hanging from an iron spike driven into the tree. Half of a longsword rests in his scabbard and a silver trumpet hangs from a leather belt around his neck. Archest has so far dealt with his injury by wrapping it in the remains of his cloak and by drinking liberally of three clay bottles of dwarven mead. He is mildly drunk (-2 to hit in combat) and desperate for help.

ARCHEST

XP 6,400

Male elf rogue 10

N Medium humanoid (human)

Init +5; **Senses** low-light vision; **Perception** +15

CR 9

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

hp 57 (10d8 plus 10)

Fort +3, **Ref** +12, **Will** +3; +2 vs. enchantment

Defensive Abilities improved evasion, improved uncanny

THE TROLL HILLS

dodge, trap sense +3; **Immune** sleep

Speed 30 ft.

Melee broken longsword +10/+5 (1d4/19–20)

Ranged longbow +12/+7 (1d8/x3)

Special Attacks sneak attack +5d6, rogue talent (combat trick [improved feint]), rogue talent (weapon training)

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

Base Atk +7; **CMB** +9; **CMD** 24

Feats Combat Expertise, Improved Feint^B, Improved Initiative, Point Blank Shot, Precise Shot, Weapon Focus (longsword)^B

Skills Acrobatics +18, Bluff +15, Disable Device +18, Escape Artist +18, Knowledge (local) +14, Perception +15, Sense Motive +13, Sleight of Hand +18, Stealth +18

Languages Common, Elf

SQ trapfinding +5, rogue talent (fast stealth), rogue talent (quick disable)

Gear leather armor, broken longsword, longbow (no arrows), masterwork thieves tools

1714 Peggy Blackteeth:

Peggy Blackteeth is a mountain hag shaped like an ogress with black teeth and burnished, crimson skin. Her hair is stark white and stretches down to her ankles in long braids. Peggy Blackteeth spawned the petty trolls from [Area 3014] and now dwells at Little Rock [Area 3311] with her sisters, Mollie Longshanks [Area 2421] and Fat Anya [Area 1007]. Her cave is situated about 10 ft. above the floor of a little valley strewn with boulders and covered by patches of poisonous blue mold. The cave is littered with bones and protected by a scything blade trap that strikes any who attempt to climb into the cave and disturb a few loose stones. **Two starving women**, twins about 20 years old, have been left in her cave, chained to opposite walls. Weird objects made from twigs and spider webs hang above them, intended to capture their

spirits when they pass away.

SCYTHING BLADE TRAP

XP 800

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

Trigger location; **Reset** manual

Effect Atk +15 melee (scythe; 2d6+4/x4)

STARVING WOMEN (2)

XP 135

N female human commoner 1

hp 3 (1d6–1)

1805 Crystal Temple:

There is a temple here that is constructed of blue, cubical crystals that measure 3 ft. x 3 ft. x 3 ft. The temple is conical in shape, as though meant to represent a mountain. There is a single entrance to the temple, a simple doorway shrouded by a curtain of blue beads. The interior of the temple, which measures 100 ft. in diameter at the base and rises 300 ft. in height, is like a cavernous space bathed in blue light. A 200 ft. tall idol of Pokoth, the ancient men's goddess of death, stands in the center of the temple. Pokoth is tall and painfully thin, with an ape-like head and beady black eyes. Her skin is grey and she is naked. **Nine crystal sculptures** of gaunt, dancing women with their mouths and eyes sewn up surround the idol and can animate and attack if the idol or her priests are disturbed. The priests also number nine, with each one promised to one of the nine statues, which are meant to symbolize diseases, who are Pokoth's nine daughters. The **nine priests** are led by a high priest of the ancient, golden stock, a man named **Darrimon**, who is promised to Pokoth herself. Darrimon is a dashing young man who seeks to end the world by releasing Hekatonkheires [Area 1220]. He knows Hekatonkheires favors the trolls, and goads him by taking their heads and preserving them. The heads hang from chains draped



HEX CRAWL CHRONICLES

over the six arms of Pokoth's idol. Their bodies are interred below the temple. Hidden shafts lead down to these catacombs, which are crawling with **headless trolls** attempting to get back to their heads. The trolls are kept alive in this headless state by the powers of the temple, although they cannot regenerate themselves fully. Darrimon believes he needs 100 troll heads, and has thirteen left to go. He and his priests wear black iron armor and carry black iron maces.

CRYSTAL SCULPTURES

XP 600

hp 40 (*Pathfinder Roleplaying Game Bestiary*, "Animated Object, Medium")

CR 3

DEATH PRIESTS (8)

XP 400

NE male human cleric 2

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

hp 10 (2d8 plus 2)

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

Melee light mace +2 (1d6+1)

Divine Spells Prepared (CL 2nd; 4/3+1; DC 13 + spell level; melee touch +2, ranged touch +1)

Domains Death, Evil

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

Base Atk +1; **CMB** +2; **CMD** 12

Gear Chainmail, light steel shield, light mace, unholy symbol.

CR 1

DARRIMON

XP 51,200

Male human cleric 16

NE Medium humanoid (human)

Init +1; **Perception** +14

CR 15

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

hp 160 (16d8+48 plus 16)

Fort +13, **Ref** +6, **Will** +17

Speed 20 ft. (30 ft. base)

Melee +2 *unholy heavy mace* +18/+13/+8 (1d8+5)

Special Attacks channel negative energy (8d6, DC 22, 7/day), scythe of evil (8 rounds, 3/day)

Domain Spell-Like abilities (CL 16th; melee touch +15) 8/day—*bleeding touch* (1d6, 8 rounds), *touch of evil* (8 rounds)

Spells Prepared (CL 16th; 4/6+1/6+1/5+1/5+1/4+1/4+1/3+1/2+1; DC 16 + spell level; melee touch +15, ranged touch +13)

Domains Death, Evil

Str 17, **Dex** 12, **Con** 17, **Int** 12, **Wis** 20, **Cha** 14

Base Atk +12; **CMB** +15; **CMD** 26

Feats Cleave, Command Undead, Extra Channel, Improved Channel, Iron Will, Power Attack, Selective Channel, Skill Focus (knowledge [religion]), Weapon Focus (heavy mace)

Skills Diplomacy +14, Heal +17, Knowledge (religion) +19, Perception +14, Sense Motive +17, Spellcraft +13

Languages Common

SQ death's embrace

Gear +1 *full plate*, +1 *heavy steel shield*, +2 *unholy heavy mace*, 2 *potions of cure critical wounds*, silver unholy symbol (25 gp)

HEADLESS TROLLS (87)

XP 1,200

CE Large humanoid (giant) (*Pathfinder Roleplaying Game Bestiary*, "Troll")

Init +2; **Senses** scent; **Perception** +8

CR 4

AC 16, touch 11, flat-footed 14 (+2 Dex, +5 natural, -1 size)

hp 63 (6d8+36); regeneration 5 (acid or fire)

Fort +11, **Ref** +4, **Will** +0

Immune mind-affecting magic

Weaknesses blind

Speed 30 ft.

Melee 2 claws +6 (1d6+5)

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

Special Attacks rend (2 claws, 1d6+7)

Str 21, **Dex** 14, **Con** 23, **Int** -, **Wis** -, **Cha** 3

Base Atk +4; **CMB** +10; **CMD** 22

Feats Improved Iron Will, Intimidating Prowess, Iron Will

Skills Intimidate +9, Perception +5 (no sight)

Languages Giant (the bodies cannot speak)

1821 Troll Cave:

Nine cave trolls, sons of Fat Anya [**Area 1007**] dwell here in a high cave the overlooks a rock-strewn slope that ends in a cliff overlooking the foaming river. The trolls mostly live in edible fungi and what animals they can run down in the mountains. Despite being fairly stupid, they have managed to rig a **trap** that creates a landslide when a rope hidden among the rocks is tripped. The trolls have a treasure of 4,890 sp, 2,750 gp, an aquamarine worth 50 gp and a wide silver basin filled with a weird, black substance that appears to be as much water as it is vapor. If a bit of a person's clothing or body (hair, blood, tooth) is dropped in the basin, a **spectral troll** climbs out and hunts that person down, returning them to the owner of the basin.

LANDSLIDE TRAP

XP 800

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

CR 3

Trigger location; **Reset** repair

Effect Atk +10 melee (2d6 plus DC 15 Reflex save or knocked into river for additional 1d6 damage), multiple targets (all targets in a 10 ft. square); **Additional Effect** targets knocked into river must make a successful DC 15 Swim check each round to avoid drowning. Regardless, targets are swept downriver 30ft. per round unless they succeed on a DC 20 Swim check.

CAVE TROLLS (9)

XP 1,200

hp 42 (*The Tome of Horrors Complete* 611, "Troll, Cave")

CR 4

SPECTRAL TROLL

XP 2,400

CE Large humanoid (giant) (*Pathfinder Roleplaying Game Bestiary*, "Troll"; *The Tome of Horrors Complete* 736)

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

Perception +8

CR 6

AC 16, touch 11, flat-footed 14; (+2 Dex, +5 natural, -1 size)

hp 33 (6d8); regeneration 5 (acid or fire)

Fort +5, **Ref** +4, **Will** +3

Defensive Abilities incorporeal

Speed fly 60 ft. (perfect)

Melee bite +8 (1d8+5 plus energy drain), 2 claws +8 (1d6+5)

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

Special Attacks *ghost-touch attacks*, energy drain (1 level, DC 13), rend (2 claws, 1d6+7)

Str -, **Dex** 14, **Con** -, **Int** 6, **Wis** 9, **Cha** 10

Base Atk +4; **CMB** +10; **CMD** 22

Feats Intimidating Prowess, Iron Will, Skill Focus (Perception)

Skills Intimidate +9, Perception +8

Languages Giant

Ghost-Touch Attacks (Su) All of a spectral trolls attacks

THE TROLL HILLS

have the ghost touch ability, allowing it to physically strike corporeal creatures.

1908 Goblins:

A tribe of **240 goblins** dwell here in the oozing mud of the river bank. The goblins are active in the spring and summer, but by late fall they burrow into the mud to hibernate, heal and regenerate. While active, the goblins range over the whole territory, feeding their voracious appetites with anything short of stones. They patrol in small gangs of 2d6+6 and are encountered in this hex on a roll of 1-3 on 1d6. Once prey is sighted, they begin hooting and hollering, attracting another pack of goblins 10% of the time. The goblins hide their treasure in chests about three feet beneath the mud. They have an unerring ability to find their treasures, but others have only a 1 in 20 chance per hour of searching to come up with anything.

MUD GOBLINS (240)
XP 135

CR 1/3

hp 6 (*Pathfinder Roleplaying Game Bestiary*, "Goblin", with the following additions: regeneration 1 [while in mud; fire or acid])

2002 Old Griet:

Old Griet dwells behind a winding, narrow cavern that appears to emerge on a sunny meadow atop a butte. This is an illusion. The meadow has tall, waving grasses and cheerful yellow flowers. A maiden in plate armor sits in the grasses, surrounded by a coterie of nymphs with golden hair wearing chains of flowers. The maiden in armor is actually the hag called Old Griet, a manipulative old crone with a snaggletooth, long, round nose, lank black hair and skin that blends with her surroundings. Her "nymphs" are **clay men** who long to turn into adventurers and see the world. The illusion is not a product of Old Griet, but rather of a powdery white mold that covers the tunnels that lead to the large, subterranean vault that people believe is a sunlit meadow. Old Griet delights in charming young men and sending adventurers to hassle her sisters.

OLD GRIET
XP 1,600

CR 5

hp 50 (*Pathfinder Roleplaying Game Bestiary*, "Green Hag")

CLAY MAN NYMPHS
XP 800

CR 3

hp 42 (see **Area 2710**)

2017 Invisible Man:

Nine moaning devilkins are huddled here in the shade of an overhanging cliff. They mew and moan and move swiftly to intercept travelers in the narrows below. The stone shelf they perch on contains the invisible body of a man, preserved after death in a silver suit. He sleeps the sleep eternal, caused by the ingestion of a poison delivered by a rival. The man, **Zathr**, was a technician of the ancient men from the time before their fall. He has blazing red hair and soft eyes of blue. If awakened, he will find it difficult to cope with the passage of years and destruction of his people.

MOANING DEVIKINS (9)
XP 600

CR 2

hp 16 (*The Tome of Horrors Complete* 525, "Screaming Devilkin")

ZATHR
XP 4,800

CR 8

LN male human expert 10

hp 57

Feats Master Craftsman (machinery), Skill Focus (Craft [machinery]), Skill Focus (Knowledge [engineering])

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

2201 Rhost:

Rhost is a dwarf trading village with a population of **130 dwarves**. The dwarves here have constructed a stone shell keep reminiscent of the style of their normal mound villages. Where most dwarves live in loose communities of families, the dwarves of Rhost have an elected mayor named **Garond**. Garond is a master mason and, more importantly, a canny trader and skilled politician. He plays the simple rustic, but his people know well not to underestimate him. Most of the dwarves of Rhost are artisans and soldiers. Rhost has no miners, but plenty of goatherds and farmers. Like other dwarves, they grow their crops in secluded groves away from their village.

RHOST DWARVES
XP 400

CR 2

Male dwarf expert 2, warrior 1
LN Medium humanoid (dwarf)

Init +0; **Senses** darkvision 60 ft; **Perception** +7

AC 10, touch 10, flat-footed 10

hp 17 (2d8+1d10+6)

Fort +4, **Ref** +0, **Will** +4; +2 vs. spells

Speed 20 ft.

Melee by weapon +3 (by weapon)

Str 12, **Dex** 11, **Con** 15, **Int** 10, **Wis** 13, **Cha** 8

Base Atk +2; **CMB** +3; **CMD** 12

Feats Skill Focus (Profession), Weapon Focus (any one)

Skills Craft (any one) +6, Knowledge (nature) +5, Perception +7, Profession (any one) +10

Languages Common, Dwarven

GAROND
XP 4,800

CR 8

Male dwarf expert 10
LN Medium humanoid (dwarf)

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

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

hp 55 (10d8+10 plus 10)

Fort +4, **Ref** +4, **Will** +9

Defensive Abilities defensive training, hardy

Speed 20 ft.

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

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

Base Atk +7; **CMB** +8; **CMD** 19 (23 vs. bull rush or trip)

Feats Diehard, Endurance, Improved Unarmed Strike, Skill Focus (Craft), Toughness

Skills Appraise +15, Bluff +15, Craft (masonry) +18, Diplomacy +15, Knowledge (local) +15, Linguistics +15, Perception +15, Profession (mayor) +15

Languages Common, Dwarf

2213 Trolls:

Eight trolls dwell in caves set into the side of a green hill. A human skeleton hangs over the entrance to the place, a copper bracelet worth 20 gp on its right arm. This is a **trap** that, if sprung by pulling on the bracelet (which is wired to the wrist), causes heavy stone to shower down on the people, effectively sealing the cave. The rock can be cleared in about 20 man-hours of work (about 20 troll-turns).

Beyond the entry tunnel there is a long gallery that shows signs of being carved by human hands. It is dusty and reeks of troll-stink. At either end there are stairs leading down into the living quarters of the trolls and deeper, cooler caves used to hold their meat and drink. The largest living quarters are possessed by the largest troll, a bruiser named **Domno**, who has a perpetually sneering lip and a nose so bulbous and warty one might think a morning-star had been attached to his face. Domno holds two

HEX CRAWL CHRONICLES

shivering witchwoman slaves clad in soiled furs and nearly blind they've been underground so long. They are Domno's cupbearers. One, **Alva**, still resists the troll as subtly as she can, while the other, **Sophelia**, has had her spirit broken and now calls the troll her "big brother".

A large, oak door in Domno's chamber leads into a circular ritual chamber. The oak door is not only locked (DC 20 Disable Device to bypass), it is barricaded by stone (DC 30 Strength check to push past the door). Inside, the room is a perfect hemisphere, with polished white walls and floor. A seven-pointed star is worked into the floor in silver (worth 100 gp if removed). Touching the silver causes it to glow, with each point a different color. The colors project onto the walls in shimmering splendor, and soon begin to rotate, creating a *prismatic spray* effect. After ten minutes, the colors coalesce in the center of the star into a sphere of roiling colors. The sphere speaks in a booming voice, asking "What knowledge do you seek?" The sphere will answer a single question per the *contact higher plane* spell. Touching the sphere causes a person to *polymorph* into a **serpentine creature** of light whose touch has the effect of one color of the *prismatic spray*. The serpent will attack all within the room and then burrow into the floor, never to be seen again.

FALLING BLOCK TRAP CR 3
XP 800
Type mechanical; **Perception** DC 20; **Disable Device** DC 20

Trigger location; **Reset** repair
Effect Atk +10 melee (4d6), multiple targets (all targets in a 10-ft. square).

TROLLS (8) CR 5
XP 1,600
hp 63 (*Pathfinder Roleplaying Game Bestiary*, "Troll")

DOMNO THE BRUTE CR 7
XP 1,600
 Male troll warrior 3 (*Pathfinder Roleplaying Game Bestiary*, "Troll")
 CE Large humanoid (giant)
Init +2; **Senses** darkvision 60 ft., low-light vision, scent;
Perception +10

AC 16, touch 11, flat-footed 14; (+2 Dex, +5 natural, -1 size)
hp 121 (6d8+3d10+54); regeneration 5 (acid or fire)
Fort +14, **Ref** +5, **Will** +5

Speed 30 ft.
Melee bite +12 (1d8+6), 2 claws +13 (1d6+6)
Space 10 ft.; **Reach** 10 ft.
Special Attacks rend (2 claws, 1d6+9)

Str 23, **Dex** 14, **Con** 23, **Int** 6, **Wis** 10, **Cha** 5
Base Atk +7; **CMB** +13; **CMD** 25
Feats Intimidating Prowess, Iron Will, Power Attack, Skill Focus (Perception), Weapon Focus (claw)
Skills Intimidate +12, Perception +10

Languages Giant
ALVA AND SOPHELIA CR 4
XP 1,200
 Female human magus 5 (*Pathfinder Roleplaying Game Ultimate Magic*, "Magus")
 N Medium humanoid (human)
Init +4; **Perception** +5

AC 14, touch 14, flat-footed 10 (+4 Dex)
hp 27 (5d8 plus 5)
Fort +4, **Ref** +5, **Will** +4

Speed 30 ft.
Melee unarmed strike +4 (1d3+1)
Special Attacks spellstrike

Magus Spells Prepared (CL 5th; melee touch +4, ranged +7)
 2nd—none prepared
 1st—none prepared
 0—*dancing lights*, *detect magic*, *mage hand*, *read magic*

Str 13, **Dex** 19, **Con** 11, **Int** 16, **Wis** 11, **Cha** 11
Base Atk +3; **CMB** +4; **CMD** 18
Feats Combat Casting, Scribe Scroll, Weapon Focus (longsword)
Skills Fly +12, Knowledge (arcana) +11, Knowledge (local) +8, Perception +5, Spellcraft +11, Use Magic Device +8
Languages Common, elven, goblin, orc, sylvan
SQ arcane pool (5, +2 weapon), magus arcane (wand wielder), spell recall

PRISMATIC SERPENT CR 7
XP 3,200
 NE Large magical beast
Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +12

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, -1 size)
hp 47 (5d10+15 plus 5)
Fort +7, **Ref** +6, **Will** +4

Speed 20 ft., climb 20 ft., swim 20 ft.
Melee bite +11 (1d6+10 plus grab)
Space 10 ft.; **Reach** 5 ft.
Special Attacks breath weapon (30 ft. line of intense light, 3d6 fire damage, Ref DC 15 half), constrict (1d6+10)
Spell-Like Abilities (CL 13th)
 1/day—*prismatic spray* (DC 20)

Str 25, **Dex** 15, **Con** 16, **Int** 6, **Wis** 12, **Cha** 17
Base Atk +5; **CMB** +13; **CMD** 25 (can't be tripped)
Feats Iron Will, Skill Focus (Perception), Toughness
Skills Acrobatics +14, Climb +19, Perception +12, Stealth +6, Swim +19; **Racial Modifiers** +8 Acrobatics, +4 Perception, +4 Stealth

2308 Old Fortress:

An old stone fort overlooks the river here, its flared towers once commanding the river with large cannons. The cannons are long since removed, but the fort still stands here in good shape. Its primary inhabitants are **three mimic trolls**, who dwell in three of the four towers in the filth and decay common to troll lairs. The fourth tower, the living tower as they call it, houses a large **trapper** on the bottom floor and a colony of **twenty giant bats** on its upper floor, which is shrouded by a *permanent darkness* effect. A **mimic** that still takes the form of a large cabinet dwells in this darkness, feeding on the bats that grow too old to avoid it. Hidden in this darkness there is a *golden gauntlet* (worth 100 gp) that can be used to create *deeper darkness* or a blazing sphere of *light* once per day (CL 10th) by making a fist and speaking the words "tile" or "krad".

The mimic trolls, Wilke, Staard and Fanth, despise one another, and one will almost certainly not come to his brother's aid until it is too late that he might enjoy his brother's death and strike his killers down when they are at their weakest. All three keep **slaves** taken by the petty trolls of Little Rock [**Area 3311**], using them for menial labor and as a food source in the winter. All have broken, twisted ankles and have heavy chains running from collars to their hands and feet. Among them, in the tower of Fanth, there is an old fighting-man called **Connard**, a Xanlo river man.

Connard is slowly loosening the stones in his slave pit. This will open into a **secret passage** (DC 25 Perception check to notice) that runs under the fortress and out into the hills. Ancient foodstuffs, all dried out or rotted away, fill barrels and casks in this tunnel, and there are about twenty of the strange pellet projectors favored by the ancient men. All of the projectors (treat as a heavy crossbow that is usable one handed and inflicts 2d6 points of damage) need to be cleaned and oiled to make them operable. There is a supply of about 300 rounds of ammunition for these weapons, and each pellet has a 1 in 6 chance of not working. Twenty pellets can be loaded into a projector's magazine at a time. A **grey ooze** lurks in this secret passage, feeding on rats and other vermin.

THE TROLL HILLS

MIMIC TROLLS (3)

XP 3,200

CE Large humanoid (giant, shapechanger)

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

Perception +8

AC 16, touch 11, flat-footed 14; (+2 Dex, +5 natural, -1 size)

hp 63 (6d8+36); regeneration 5 (acid or fire)

Fort +11, Ref +4, Will +3

SR 17

Speed 30 ft.

Melee bite +8 (1d8+5), 2 claws +8 (1d6+5)

Space 10 ft.; Reach 10 ft.

Special Attacks rend (2 claws, 1d6+7)

Str 21, Dex 14, Con 23, Int 6, Wis 9, Cha 10

Base Atk +4; CMB +10; CMD 22

Feats Intimidating Prowess, Iron Will, Skill Focus (Perception)

Skills Disguise +6, Intimidate +6, Perception +8

Languages Giant

SQ mimic object

Mimic Object (Ex) A mimic can assume the general shape of any Medium object, such as a massive chest, a stout bed, or a door. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. A mimic gains a +20 racial bonus on Disguise checks when imitating an object in this manner. Disguise is always a class skill for a mimic.

TRAPPER

XP 4,800

hp 135 (*Pathfinder Roleplaying Game Bestiary*, "Trapper")

GIANT BATS (20)

XP 600

hp 21 (*Pathfinder Roleplaying Game Bestiary*, "Bat, Dire")

OLD MIMIC

XP 1,200

hp 77 (*Pathfinder Roleplaying Game Bestiary*, "Mimic")

COMMON SLAVES

XP 135

hp 4 (see **Area 1422**)

CONNARD

XP 2,400

Male human fighter 7

N Medium humanoid (human)

Init +2; Perception +7

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

hp 99; currently 9 (7d10+35 plus 7)

Fort +10, Ref +4, Will +4; +6 vs. Fear

Defensive Abilities bravery +2

Speed 30 ft.

Melee unarmed strike +10/+5 (1d3+3)

Special Attacks weapon training 1 (heavy blades +1)

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

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

Feats Cleave, Great Cleave, Improved Sunder, Power Attack, Quick Draw, Vital Strike, Weapon Focus

(greatsword), Weapon Specialization (greatsword)

Skills Bluff +5, Intimidate +7, Knowledge (local) +5,

Perception +7, Sense Motive +7, Stealth +6

CR 6 Languages Common

SQ armor training 2

GRAY OOZE

XP 1,200

hp 50 (*Pathfinder Roleplaying Game Bestiary*, "Gray Ooze")

CR 4

2404. Troll Mines:

A gang of five gregarious trolls has set up a nice little operation in the woods around an old clay pit. Slaves are kept in the pit, slaves who burrow into the clay to retrieve blue kyanites. The trolls decorate themselves with these stones, making tiny slits in their flesh, inserting the stone and then permitting the flesh to rapidly heal around it. The trolls dwell in a cave overlooking the pit, and always have two trolls in the pit with the slaves and another troll standing guard above. The troll cave has a wide-mouthed entrance that leads to a downward sloping gallery with wide shelves. These shelves are where the trolls keep their sleeping furs and a few odds and ends (bowls, pestles, etc) carved from stone. Large wooden clubs are common. A higher cave is home to the trolls' pets, three black bears. A lower cave has a small pond fed by water dripping from the ceiling. Various stores, including casks of mead and wine, are kept here. The trolls also have a locked iron chest containing 5,100 sp, 1,800 gp and a kyanite worth 800 gp. The chest is trapped with poisonous gas. There are 1d20+15 slaves, most of them witchmen and Xanlo river men. They are bedraggled, and many of them show signs of twisted or broken limbs. They all wear soiled furs, fire not being permitted in the presence of the trolls.

POISON GAS TRAP

XP 2,400

Type mechanical; Perception DC 25; Disable Device DC 25

CR 6

Trigger touch (opening chest); Reset no reset

Effect poison cloud (affects all creatures in room; Fort DC 15; 1d4 Con/2d6 Con)

TROLLS (5)

XP 1,600

hp 61 (*Pathfinder Roleplaying Game Bonus Bestiary*, "Troll")

CR 5

COMMON SLAVES

XP 135

hp 4 (see **Area 1422**)

CR 1/3

BLACK BEARS (3)

XP 800

hp 32 (see **Area 1503**)

CR 3

2411 Halflings:

A sloping meadow of sweet grasses and yellow flowers rests very near the river. A dozen burrows belonging to thirty halflings are situated around a small rise strewn with white rocks. The halflings hold their community meetings on the mound, passing around an old *wand of protection from evil* (CL 10th, 10 charges) carved from oak with a tip shaped like an acorn from halfling to halfling to designate the permitted speaker. The halflings store roots like carrots and turnips in their burrows, which they use to make tarts that are sometimes infused with magic courtesy their wise woman, Calie. The halflings have a small treasure of finely carved furniture and some silver and gold ornaments worth a total of 500 gp, but probably weighing about 1,000 pounds.

HALFLING FARMERS (30)

XP 600

CG male and female halfling commoner 2, expert 1

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

hp 15 (2d6+1d8+3 plus 3)

Fort +1, Ref +3, Will +2

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

Ranged sling +5 (1d2)

CR 2

HEX CRAWL CHRONICLES

Str 12, **Dex** 16, **Con** 13, **Int** 10, **Wis** 10, **Cha** 11
Base Atk +1; **CMB** +1; **CMD** 14
Gear spear, sling, 15 bullets

CALIE

XP 3,200

N female halfling druid 8
AC 15, touch 13, flat-footed 12
hp 50 (8d8+8 plus 8)
Fort +8, **Ref** +5, **Will** +11
Melee quarterstaff +6 (1d6)
Spells Prepared (CL 8th; 4/5+1/4+1/4+1/3+1; DC 14 + spell level; melee touch +6, ranged touch +9)
Domains Animal
Str 8, **Dex** 14, **Con** 13, **Int** 10, **Wis** 18, **Cha** 13
Base Atk +6; **CMB** +4; **CMD** 16
Gear leather armor, quarterstaff, holy symbol (lucky goblin's foot)

CR 7

2421 Mollie Longshanks:

Mollie is a haggard mountain hag with skin the color of coal and hair as black as night. Only her white eyes, iron claws and iron teeth are visible in the night, when she prefers to hunt. She dwells in a cave – really a crack in the mountainside – that smells of sulfur. The interior is split into several caves radiating from a central cave at different depths. Pools of acrid, acidic water can be found in all of these caves, and an **acid weird** dwells in the deepest cave. The highest cave is home to Mollie, who collects eyes in glass jars filled with her own urine. The floor of her cave is covered in moldering rushes that hide **2d4 giant rats**, who serve her loyally. Mollie has left her cave for Little Rock [Area 3311], joining her sisters and their collective spawn of petty trolls.

ACID WEIRD

XP 4,800

CE Large outsider (earth, elemental, extraplanar)
Init +7; **Senses** darkvision 60 ft.; **Perception** +18

CR 8

AC 19, touch 12, flat-footed 16 (+3 Dex, +7 natural, –1 size)
hp 95 (10d10+40)
Fort +10; **Ref** +6; **Will** +8
DR 10/bludgeoning; **Immune** acid, elemental traits
Weaknesses vulnerability to water

Speed 40 ft.

Melee bite +15 (1d8+7 acid plus grab)

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

Special Attacks acid, acid pool, control elemental, drown

Str 21, **Dex** 17, **Con** 16, **Int** 11, **Wis** 12, **Cha** 16

Base Atk +10; **CMB** +16 (+20 grapple); **CMD** 29 (can't be tripped)

Feats Alertness, Improved Initiative, Power Attack, Toughness, Weapon Focus (bite)

Skills Bluff +16, Intimidate +16, Knowledge (planes) +13, Perception +18, Sense Motive +18, Stealth +12

Languages Terran, Weirdling

SQ reform, transparency

Acid (Ex) Acid weirds are living creatures of elemental acid; any successful melee hit deals acid damage and the victim must make a successful Reflex save (DC 16) or take an additional 1d3 acid damage per round for 3 rounds. The save DC is Constitution-based. Creatures attacking a acid weird unarmed or with natural weapons take 1d6 acid damage and must make a successful Reflex save to avoid taking extra acid damage as if the weird had hit with its attack.

Acid Pool (Ex) An acid weird's pool is a bubbling, churning, morass of acid. Creatures touching the pool take 2d8 points of acid damage per round of contact. Damage from the acid pool continues for 1d3 rounds after contact

ceases, but this extra damage is only half of that dealt during contact (1d8 points of damage). Creatures immune to acid are unaffected by the acid weird's pool and take no damage, though they can still drown if completely immersed.

Control Elemental (Ex) Acid weirds can attempt to command any outsider with the "Earth" or "Elemental" subtype that is within 50 feet. The Will save to avoid control has a DC of 21. The save DC is Charisma-based and includes a +4 racial bonus. This effect is similar to the *dominate monster* spell. The elemental receives a Will save to avoid being commanded. If the save succeeds, that elemental is immune to the control elemental ability of that acid weird for one day. If the save fails, the elemental falls under the control of the acid weird and obeys it to the best of its ability until either it or the weird dies. There is no limit to the number of HD of elementals a acid weird can control using this ability. The range is unlimited though both the acid weird and the elemental must be on the same plane of existence; otherwise, the weird loses control of the elemental. Acid weirds cannot control other acid weirds using this ability.

Drown (Ex) If an acid weird pins a grabbed foe, it fully immerses its victim in its acid pool. A victim completely immersed takes acid damage (see Acid Pool above) and must hold its breath or drown. The victim can hold its breath for a number of rounds equal to twice its Constitution score. After that, the victim must make a successful Constitution check (DC 10, +1 per previous check) each round to continue holding its breath. If the victim fails a check, it drowns. In the first round, the victim falls unconscious (0 hp). In the next round, the creature is dying (–1 hp), and in the third round the victim drowns.

Reform (Ex) When reduced to 0 hit points or less, an acid weird collapses back into its pool. Four rounds later, it reforms at full strength minus any damage taken from water-based effects or attacks.

Transparency (Ex) An acid weird is effectively invisible in its acid pool until it attacks.

GIANT RATS

XP 135

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

CR 1/3

2607 Swamp Trolls:

Fifteen swamp trolls, the sons of Mother Rawbones [Area 2703], dwell here in a partially submerged house of grey bricks with a severely peaked roof – a style once favored by the ancient men. A round window of stained glass that depicts a weird face hidden among marigolds is set in the roof, allowing sunlight to filter through and casting weird shapes of light on the interior. The trolls hang their goods on wooden pegs pounded into the walls, including fur cloaks in dismal condition, leather satchels containing various items (knives, bone dice, rotting meat) and a large, round shield emblazoned with a purple moth. An iron nail in one wall can be pushed in to open a **trapdoor** (DC 25 Perception check to notice) beneath the murky waters. It leads to a submerged cellar holding casks and barrels that once contained ale and salted fish. There is also a large copper box sealed with wax. The box is locked (DC 30 Disable Device to bypass) and contains the body of an ancient woman in suspended animation. The woman, **Telyth**, was a murderer who was hidden in the box by the man who ran this tavern. How she came to be preserved is unknown, though the box radiates a weird, crimson magic that no one can quite identify. Telyth lies in a fetal position. She wears a leather cat suit and has three hidden daggers on her person.

SWAMP TROLLS (15)

XP 800

hp 39 (*The Tome of Horrors Complete* 614, "Troll, Swamp")

CR 3

THE TROLL HILLS

TELYTH XP 6,400

Female human assassin 5, rogue 5
CE Medium humanoid (human)
Init +4; **Perception** +20

AC 19, touch 14, flat-footed 15 (+5 armor, +4 Dex)
hp 58 (5d8+5d8+10 plus 10)
Fort +4, **Ref** +11, **Will** +4; +2 vs. poison
Defensive Abilities evasion, improved uncanny dodge, poison use, trap sense +1

Speed 30 ft.

Melee +1 dagger +11/+6 (1d4+2/19–20)

Ranged +1 dagger +11/+6 (1d4+2/19–20)

Special Attacks death attack (DC 19), rogue talent (combat trick [dastardly finish]), rogue talent (finesse rogue), sneak attack +6d6, true death (DC 20)

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

Base Atk +6; **CMB** +10; **CMD** 24

Feats Ability Focus (death attack), Agile Maneuvers, Dastardly Finish^B, Skill Focus (Craft), Skill Focus (Perception), Skill Focus (sleight of hand), Throw Anything, Weapon Finesse^B

Skills Acrobatics +17, Bluff +13, Craft (poisonmaking) +21, Disguise +13, Escape Artist +17, Perception +20, Sense Motive +14, Sleight of Hand +23 (+28 for hidden weapons), Stealth +17

Languages Common

SQ hidden weapons, trapfinding

Gear +3 leather armor, 3 +1 daggers

**Pathfinder Roleplaying Game Advanced Player's Guide*

2703 Mother Rawbones:

Mother Rawbones is a painfully thin looking annis hag who dwells in a wicker and mud hut lodged in the branches of an old oak. The oak was split by lightning long ago, and so rises only about 10 ft. tall before it forks. The hut reeks of sweat and other unpleasant odors and hung outside the hut are a number of glass flytraps of various colors and filled with sweetened water and several dead flies. These flies and other small insects form the diet of Mother Rawbones, who never eats humans or humanoids, but does delight in killing them and extracting their vital organs for her brews. Mother Rawbones' radiates a foul vapor that causes food brought within 10 ft. of the hag to spoil. Potions spoil unless their owner passes a DC 20 Fortitude save. A pile of oily furs hides her treasure of 1,300 sp, 1,300 gp, ten pounds of pine nuts and a jasper worth 5 gp.

Mother Rawbones spawned the trolls in [Area 2607].

MOTHER RAWBONES

XP 2,400

hp 92 (*Pathfinder Roleplaying Game Bestiary 3*, "Annis Hag")

CR 6

2710 Clay Pit:

There is a deep pit with clay walls dug into the slope of a hill. The pit is about 15 ft. deep and measures 50 ft. wide and 30 ft. deep. Dozens of humanoid shapes have been "cut" from the walls here, some man-sized, others troll-sized. The woods around the pit are haunted by several **clay men**. These figures are created by hags and used to make simple servants. Those that prove disloyal are left to linger in the woods alone. The clay men almost look like large, featureless gingerbread men. They are about 8 inches thick, but otherwise "two-dimensional". If a clay man manages to steal a person's possession they can take on a closer appearance to that person, duplicating their general shape but not their color. In this form, they possess a crude set of their memories. If they steal a bit of a person (hair, finger nail, etc.) they can become a perfect double. Encounters with a clay man occur on a roll of 1-3 on 1d6 in this hex.

CR 9

CLAY MAN

XP 800

N Medium construct (shapechanger)

Init +1; **Senses** darkvision 60 ft., low-light vision; **Perception** +2

AC 18, touch 12, flat-footed 16 (+1 Dex, +1 dodge, +6 natural)

hp 42 (4d10+20)

Fort +1, **Ref** +2, **Will** +3

DR 5/adamantine; **Immune** bludgeoning damage, construct traits

Speed 30 ft.

Melee 2 slams +8 (1d6+4)

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

Base Atk +4; **CMB** +8; **CMD** 20

Skills Disguise +11; **Racial Modifiers** +10 Disguise

SQ change shape (*alter self*), mimicry, close copy

Mimicry (Ex) A clay man is proficient in all weapons, armor, and shields. In addition, a clay man can use any spell trigger or spell completion item as if the spells were on its spell list. Its caster level is equal to its racial Hit Dice.

Close Copy (Su) When a clay man uses change shape, it can only assume the appearance of a specific individual if it has acquired a portion of that creature's anatomy (hair, fingernails, etc.).

2713 Bodak Hollow:

This hollow, flanked by tall stands of oaks and hickory and blessed by a babbling stream, is home to a **bodak**. The bodak appears to be a moldering man devoid of hair save for a long, white beard. His skin is an unwholesome green color and his eyes are always closed, though he seems to peer directly into the eyes of others. The bodak was once an ancient man called Bruton, a scientist who found himself tempted by a beautiful woman and found himself at the center of the events that lead to the great cataclysm of the ancient men.

BODAK

XP 4,800

hp 88 (*Pathfinder Roleplaying Game Bestiary 2*, "Bodak")

CR 8

2805 Spectral Trolls:

Three spectral trolls dance around a frozen fire singing psalms to the "gods beyond the sky" who never answer but to yawn and curse. Mist swirls around them and becomes a whirlpool of black soil that threatens to suck material creatures deep into the ground to suffocate. The frozen fire speaks to people's souls, convincing them that the end is nigh and their worst fears are true. Shadows dwell within the fire and while people shutter and gasp at the thought of their worst fears being realized, creep from the fire to pull hope from them and kindle that flame.

SPECTRAL TROLLS (3)

XP 2,400

hp 33 (see **Area 1821**)

CR 6

2822 Crystal Sepulcher:

At the center of this hex is what appears to be a parkland that has fallen into disrepair. Hedges have grown wild, rose vines meander across chipped and cracked pavements, wooden cupolas have rotted away and statuary is overturned. At the center of this sylvan ruin is a sepulcher of blue glass, highly ornamented and topped with a glassy eyed angel holding a sphere that glints and gleams in the sunlight. The parkland is claimed by a gaggle of **six trolls**, who dwell in burrows far away from the sepulcher, which they fear as a place of permanent death.

The sepulcher has a glass door through which one can see, just barely, a coffin resting upon sculptured hands that seem to jut up from the

HEX CRAWL CHRONICLES

ground. The door cannot be opened – the hinges no longer work – but it can be shattered with blows from maces or hammers. The interior of the place is very cold, and seems to be coursing with static electricity that raises one's hair and causes painful shocks when one person touches another. The coffin holds the body of a woman, only 5'2" tall, in silvery robes.

The lid of the coffin can be lifted off. When this is done, the body turns out to be a beautiful maiden in the full flower of youth. The woman has pale skin and dark red lips. Her eyes, which slowly open, are brilliant green and her auburn locks reach to her knees. The maiden's name is **Iavanie**. She claims to have been the daughter of a blue savant who foresaw the destruction of the great city, Thett, and placed her in this magical coffin to preserve her. This is completely true, but the woman is not all she seems. She is a carrier of the blue plague but unaffected by it. More importantly, she is like a psychic beacon for the remaining blue savants that lurk in Thett and throughout the Troll Hills.

Glass Doors: 1/2 in. thick; Hardness 5; hp 10; Break (DC 20)

IAVANIE **CR 4**
XP 1,200
hp 22 (see **Area 1203**)

TROLLS (6) **CR 5**
XP 1,600
hp 63 (*Pathfinder Roleplaying Game Bestiary*, "Troll")

2917 Plague Bearers:

A party of **six fur trappers** dwells here in a log cabin half buried in the side of a hill. The trappers are Xanlo river men who have been stuck in the wilderness since the petty trolls made movement north dangerous. They are running low on supplies, and eight of their number has been lost to the blue plague (q.v.). The men have buried the bodies in shallow graves, and now fear to leave their cabin, for the last time they attempted to flee they were set upon by the **risen corpses** and lost two more of their friends.

One of the trappers, **Huzbad**, wears a ring of blue glass. This ring is the cause of the plague, and those who spend time around Huzbad must pass a DC 18 Fortitude save each day to avoid contracting the blue plague. The trappers have 300 gp worth of furs and pelts and will gladly trade them for rescue. All of them are carriers of the blue plague, and each will come down with the symptoms in 1d6 days.

GHOULS (8) **CR 1**
XP 400
hp 13 (*Pathfinder Roleplaying Game Bestiary*, "Ghoul")

FUR TRAPPERS (6) **CR 1/2**
XP 200
 Male human ranger 1
 CN Medium humanoid (human)
Init +1; Perception +4

AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)
hp 7 (1d10+2 plus 1)
Fort +4, Ref +3, Will +0

Speed 30 ft.
Melee longsword +2 (1d8+1/19–20)
Ranged short bow +19 (1d6/x3)
Special Attacks favored enemy (animal +1)

Str 13, Dex 13, Con 14, Int 8, Wis 10, Cha 8
Base Atk +1; CMB +2; CMD 13
Feats Point Blank Shot, Weapon Focus (longsword)
Skills Climb +1, Knowledge (geography) +3, Knowledge (nature) +3, Perception +4, Stealth +5, Survival +4, Swim +5
Languages Common
SQ track, wild empathy (+0)
Gear leather armor, long sword, shortbow, 5 arrows

3002 Hunting Party:

A party of five elves in resplendent livery and gleaming mail has ridden down from the north seeking the villain Archest, who stole the heart of an elf maiden as well as the silver trumpet of her father, Lord Cunobellis. The elf knights are **Beriam, Cayce, Gondre, Gwiel** and **Seveen**. All ride chargers and are armed with swords, lances and longbows. Their retinue consists of a company of **elf longbowmen** on riding horses and a **dozen cooshee** to track down the scoundrel, who may be stuck in a tree in [**Area 1711**].

COOSHEE (12) **CR 2**
XP 600
hp 22 (*The Tome of Horrors Complete* 114, "Cooshee")

ELVEN ARCHERS (12) **CR 3**
XP 800
 CG male elf fighter 4
AC 20, touch 14, flat-footed 16 (+6 armor, +4 Dex)
hp 50 (7d10 plus 7)
Fort +4, Ref +5, Will +1; +2 vs. enchantment
Melee longsword +5 (1d8+1/19–20)
Ranged mwk longbow +9 (1d8+2/x3)
Str 13, Dex 18, Con 10, Int 13, Wis 11, Cha 12
Base Atk +4; CMB +5; CMD 19
Combat Gear Elven chainmail, masterwork longbow, 20 arrows, longsword

BERIAM, CAYCE, GONDRE AND GWIEL **CR 9**
XP 6,400
 Male and female elf fighter 1, wizard 5, eldritch knight 4
 CG Medium humanoid (elf)
Init +3; Senses low-light vision; **Perception +5**

AC 20, touch 14, flat-footed 17 (+6 armor, +3 Dex, +1 dodge)
hp 57 (1d10+5d6+4d10 plus 10)
Fort +5, Ref +5, Will +5; +2vs. Enchantment
Immune sleep

Speed 30 ft.
Melee mwk elven curve blade +11/+6 (1d10+1/18–20) or mwk lance +9 (1d8+1/x3)
Ranged mwk longbow +12/+5 (1d8/x3)
Special Attacks hand of the apprentice (+10 to hit, 6/day)
Spells Prepared (CL 8th; 4/5/4/4/2; DC 13+ spell level; melee touch +8, ranged touch +10)

Str 12, Dex 17, Con 11, Int 16, Wis 11, Cha 15
Base Atk +7; CMB +8; CMD 21
Feats Dodge, Mobility, Point Blank Shot, Precise Shot[®], Scribe Scroll[®], Shot on the Run, Weapon Finesse[®], Weapon Focus (longbow)
Skills Diplomacy +7, Fly +11, Intimidate +10, Knowledge (arcana) +11, Knowledge (local) +11, Knowledge (planes) +11, Perception +5, Ride +8, Sense Motive +8, Spellcraft +11
Languages Common, elven, goblin, orc, sylvan
SQ Arcane bond (elven curve blade)
Gear Elven chainmail, masterwork elven curve blade, masterwork longbow, 20 arrows, masterwork lance

LADY SEVEEN **CR 11**
XP 12,800
 Female elf ranger 2, wizard 5, eldritch knight 5
 CG Medium humanoid (elf)
Init +9; Senses low-light vision; **Perception +15**

AC 24, touch 16, flat-footed 18 (+8 armor, +5 Dex, +1 dodge)
hp 77 (2d10+5d6+5d10+12 plus 12)
Fort +8, Ref +11, Will +9; +2 vs. Enchantment
Immune sleep

Speed 30 ft.

THE TROLL HILLS

Melee +2 *elven curve blade* +16/+11 (1d10+4/18–20) or *mwk lance* +13 (1d8+2/x3)

Special Attacks favored enemy (orcs +1), hand of the apprentice (+13 to hit, 7/day)

Wizard Spells Prepared (CL 9th; 4/5/5/4/3/1; DC 14 + spell level; melee touch +11, ranged touch +14)

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

Base Atk +9; **CMB** +11; **CMD** 16

Feats Combat Casting, Dodge, Improved Critical, Improved Initiative, Mobility, Quick Draw^B, Scribe Scroll^B, Silent Spell^B, Weapon Finesse^B

Skills Diplomacy +11, Intimidate +14, Knowledge (arcana) +15, Knowledge (geography) +14, Knowledge (nature) +14, Perception +15, Ride +15, Sense Motive +10, Spellcraft +15, Stealth +11, Survival +13

Languages Abyssal, Common, Elven, Goblin, Orc, Sylvan

SQ Arcane bond (+2 *elven curveblade*), track, wild empathy (+6)

Gear +2 *elven chainmail*, +2 *elven curve blade*, spellbook

3014 Bluefort:

A tribe of 110 petty trolls, the sons of Peggy Blackteeth [Area 1714] once occupied a sprawling castle of blue-grey stone set on a rugged hill. The bottom of the hill is a veritable swamp of tangled cypress trees. A stone causeway spans the bog, though it is overgrown with branches and vines that emit an acrid, ugly odor. The castle has a single wall 35 ft. tall with circular towers 46 ft. tall. The halls of the castle are now empty save for some tarnished suits of weird, angular plate armor and broken shields and weapons. The petty trolls of Bluefort have left for Little Rock [Area 3311] to join their grandmother, Fat Anya [Area 1007]. The dungeons of the castle have a **secret trapdoor** (DC 20 Perception check to notice) into ancient sardonox mines that burrow into the hills. Weird ooze and vapors haunt these mines, and they are mostly played out, though a dwarf might find a fresh seam in the deepest portions. Strange music plays through the dungeons and disembodied voices of invisible spirits coo into people's ears and tickle the hairs on the back of their neck. The spirits serve a **baobhan sith** locked behind an iron door by the trolls and made to pluck a golden harp that has the power to *charm person* (3/day, DC 15 Will save negates).

BAOBHAN SITH

CR 6

XP 2,400

hp 67 (*The Tome of Horrors Complete* 46, "Baobhan Sith")

3107 Sturdy Redoubt:

A sturdy redoubt of ivory colored stone has been built here overlooking the river. A ruin even in the time of the ancient men, it has a square footprint with four flared, diamond-shaped towers about 30 ft. tall. The walls are about 30 ft. tall as well. The towers have large, square ports barred by iron. The redoubt has a large courtyard overgrown with weeds and scrawny trees. A blockhouse in the middle holds shards of terracotta pottery that appear to have once been statues of women and beasts. The fortress was once held by 60 petty trolls spawned by Fat Anya [Area 1007]. They have since abandoned the place for Little Rock [Area 3311]. A flight of **seven harpies** has taken up residence in the courtyard trees.

HARPIES (7)

CR 4

XP 1,200

hp 42 (*Pathfinder Roleplaying Game Bestiary*, "Harpy")

3111 Five Statues:

There are **five mystic statues** in this hex, hidden among the oaks. Each one appears to be a smooth humanoid in white marble standing on a short pedestal that measures 10 ft. in radius. You can roll randomly to determine which statue is discovered first. If a person steps upon a pedestal, a riddle appears to etch itself into the stone in that person's native script. By answering the ritual, the statue's outer skin shatters, revealing a glass sculpture within. This glass statue raises its arm and points to the next statue. The final statue points back to the first, which will now be holding a sword of glass that casts rainbows across the area when bathed in light.

This sword is a +2 *longsword* that can project a *prismatic sphere* 1/day (CL 18th). The now **animated statue** wields the blade expertly and must be defeated in combat to claim the prize.

STATUE 1 — *What devours words day and night, but learns nothing?*

A: A bookworm

STATUE 2 — *As sharp as any spear, when I speak, warriors gather.*

What am I? A: A horn

STATUE 3 — *I wrestle with maids and queens that I may feed their husbands. What am I? A: Bread dough.*

STATUE 4 — *I don't bite a man lest he bite me first, and bite me they do. What am I? A: An onion or garlic*

STATUE 5 — *My neck is curved, my spine straight and I sing from my sides. What am I? A: A harp.*

ANIMATED STATUE

CR 8

XP 4,800

N Medium construct (*Pathfinder Roleplaying Game Bestiary*, "Animated Object")

Init +2; **Senses** darkvision 60 ft., low-light vision; **Perception** +3

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

hp 102 (10d10+20)

Fort +5, **Ref** +5, **Will** –1

Defensive Abilities hardness 10; **Immune** construct traits

Weaknesses vulnerable to critical hits and electricity

Speed 30 ft.

Melee +2 *longsword* +16/+11 (1d8+6/19–20)

Str 18, **Dex** 15, **Con** —, **Int** —, **Wis** 3, **Cha** 1

Base Atk +10; **CMB** +14; **CMD** 26

SQ Construction points (metal)

Gear +2 *longsword*

3120 Headless Ghost:

There is a **covered bridge** here spanning a slow creek. The banks of the creek are clogged with reeds and pussy willows and the song of frogs fills the air. The bridge is haunted by the headless **ghost** of a man wearing leather armor and carrying a stout falchion. The man's head is kept in a jar in Mollie's Tower [Area 0119]. If returned and buried before the bridge, the ghost fades away, leaving behind his +1 *ghost-touch vorpal falchion* that whistles in the presence of shape-changers.

HEADLESS GHOST

CR 9

XP 6,400

Male human ghost warrior 7 (*Pathfinder Roleplaying Game Bestiary*, "Ghost")

CE Medium undead (augmented human, incorporeal)

Init +6; **Perception** +18

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

hp 73 (7d10+14)

Fort +7, **Ref** +4, **Will** +2

Speed fly 30 ft. (perfect)

Melee +1 *ghost-touch vorpal falchion* +11/+6 (2d4+1/18–20)

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

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

Feats Combat Reflexes, Improved Initiative, Skill Focus (fly), Weapon Focus (falchion)

Skills Fly +20, Intimidate +12, Perception +18, Stealth +14;

Racial Modifiers +8 Perception, Stealth

Combat Gear +1 *ghost-touch vorpal falchion* (whistles when within 30 ft. of shape-changers)

3223 Gin Mill:

An old witchwoman named **Fanglyn** dwells here with her three sons,

HEX CRAWL CHRONICLES

Kaith, Swanan and Evelic. She claims to have lived here for 40 years, buying off the local trolls with her gin, made from juniper berries and considered the best from Xanlo to Crescentium. The woman and her sons dwell in an old gristmill made of weathered grey stone and situated next to a river. The old mill wheel still turns, though they've disconnected it from the millstone. The boys sleep downstairs on straw, their mother in the loft. Four oak casks of gin sit in one corner waiting for folks from down south or up north to make the trek inland and cart them away. A large, locked chest in Fanglyn's loft, hidden under a pile of quilts and other odds and ends holds 416 sp and 912 gp. There is also a small root cellar that holds baskets of juniper berries, dried or drying herbs, pickled roots and about a dozen pixies trapped in jars and kept docile by the inclusion of marigolds, which act as a depressant on the fey. One wonders what Fanglyn has in store for the pixies.

KAITH, SWANAN, EVELIC XP 6,400

Male human magus 10 (*Pathfinder Roleplaying Game Ultimate Magic*, "Magus")
NE Medium humanoid (human)
Init +0; **Perception** +10

AC 17, touch 10, flat-footed 17 (+7 armor)
hp 77 (10d8+10 plus 10)
Fort +8, **Ref** +3, **Will** +7

Speed 20 ft. (30 ft. base)
Melee +2 longsword +13/+8 (1d8+7/19-20)
Ranged +1 longbow +9/+3 (1d8+1/x3)
Special Attacks magus arcane (pool strike, 4d6 damage), spellstrike
Magus Spells Prepared (CL 10th; 5/6/5/4/1; DC 13 + spell level; melee touch +10, ranged touch +7)

Str 16, **Dex** 11, **Con** 12, **Int** 16, **Wis** 11, **Cha** 8
Base Atk +7; **CMB** +10; **CMD** 20
Feats Cleave, Combat Casting, Power Attack, Weapon Focus (longbow), Weapon Focus (longsword), Weapon Specialization (longsword)^B
Skills Fly +13, Knowledge (arcana) +16, Knowledge (local) +16, Perception +10, Spellcraft +16, Use Magic Device +12
Languages Common, Giant
SQ Arcane pool (8, +3 weapon), fighter training, improved spell combat, knowledge pool, magus arcane (concentrate, empowered magic), spell recall
Gear +1 chainmail, +2 longsword, +1 longbow, 40 arrows, spellbook

FANGLYN XP 25,600

Female human fighter 1, wizard 5, eldritch knight 8
NE Medium humanoid (human)
Init +2; **Perception** +14

AC 19, touch 12, flat-footed 17 (+7 armor, +2 Dex)
hp 87 (1d10+5d6+8d10 plus 14)
Fort +7, **Ref** +6, **Will** +7

Speed 30 ft.
Melee +2 giant bane longsword +16/+11/+6 (1d8+4/19-20)
Ranged +1 seeking longbow +15/+10/+5 (1d8+1/19-20 x3)
Special Attacks hand of the apprentice (+16 to hit, 8/day)
Wizard Spells Prepared (CL 12th; 4/6/5/5/4/4/2; DC 15+ spell level; melee touch +13, ranged touch +13)

Str 15, **Dex** 14, **Con** 11, **Int** 20, **Wis** 11, **Cha** 12
Base Atk +11; **CMB** +13; **CMD** 25
Feats Brew Potion, Combat Casting, Greater Spell Penetration, Improved Critical (longbow)^B, Point Blank Shot, Precise Shot, Rapid Shot^B, Scribe Scroll^B, Spell Penetration,

Vital Strike, Weapon Focus (longbow), Weapon Focus (longsword)^B

Skills Fly +19, Intimidate +18, Knowledge (arcana) +22, Knowledge (local) +22, Knowledge (planes) +22, Perception +14, Sense Motive +14, Spellcraft +22

Languages Common, elven, goblin, orc, sylvan

SQ Arcane bond (+2 giant bane longsword)

Gear +3 chain shirt, +2 giant bane longsword, +1 seeking longbow, 20 +1 arrows, spellbook

PIXIES (12)

XP 1,200

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

CR 4

3311 Little Rock:

The "Little Rock" is the name given by the witchmen to a large promontory that overlooks the joining of the Great River and Sapphire River. Atop the rock there is a tower, constructed by the archmage Joaer the Jolly. The tower can only be entered by ascending through dungeons carved into the promontory, and these dungeons are now held by the petty trolls and the coven of hags that controls them.

The entrance to the dungeons is via a shallow river cave in the promontory. To open the **secret door** (DC 20 Perception check to notice) one must dive into the water and swim up under the secret door into a large, hidden cove. In the cove there is a large wench that opens the door. Three dead nixies have been impaled on barbed spears driven into the river bottom to discourage other nixies from messing about. The cove is large enough to hold three dragon-prowed longships (without sails) that the trolls use to attack shipping. The secret door is 20 ft. tall and 15 ft. wide.

The tower keep of Joaer is five stories tall and measures about 30 ft. to a side. The roof is crenellated and features a dome of amber glass that illuminates the interior. All of the tower's rooms are constructed around the perimeter of a shaft that extends from floor to dome. Railed walkways allow one to move from room to room on a given level, but no stairs are provided to ascend or descend through the five floors. Joaer used *levitation* to move about, and there are hidden trapdoors in some of the rooms that were used by his acolytes. His guards dwelled in the dungeon. The tower is now inhabited by the coven of hags and is haunted by fragments of Joaer's psyche.

[A] This chamber is extremely cold. The floor is covered in one foot of slush and in the middle of the room there is a large statue of a frog. The statue is made of blue glass with veins of silver running through it. Anytime something moves in this chamber (and movement is reduced by half from the slush and the slippery floor beneath it), the eyes of the frog glow and send out a charge of electricity (3d6 damage to target, 1d6 damage to all within 5 ft.) with perfect accuracy. Unfortunately, a creature that stands still in this room has the slush around their feet solidify into ice. This reduces their movement by 3. The ice continues to climb up their body while they remain in this room, dropping their movement rate by 1 each round and inflicting 1d4 points of damage.

[B] A **giant bear** is chained to the north wall of this room. The chain is long enough that it can range throughout the room and about five feet out the door.

GIANT BEAR

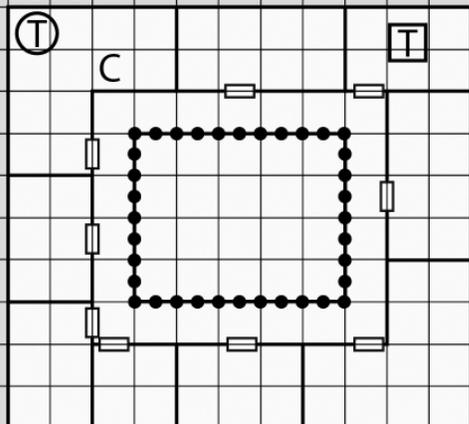
XP 3,200

hp 95 (*Pathfinder Roleplaying Game Bestiary*, "Bear, Dire")

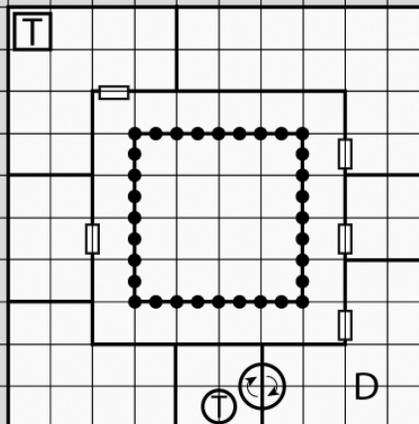
[C] Beneath the **secret trapdoor** (DC 20 Perception check to notice) in the ceiling in this room there is a round, metal plate about four feet in diameter colored vivid green with an "X" emblazoned on it. Creatures that stand on the plate are magically *held* and will assume any body position shouted at them. This would be amusing save for the reality of the plate. The image atop the plate is an illusion. The actual creature that stands on the plate is shifted into a small, circular chamber colored the same vivid green in pocket dimension. This chamber is inhabited by a **cockatrice** that guards a treasure. The person does not return from the pocket dimension until they are ordered to assume an "X" shape (arms above heads, legs in

CR 7

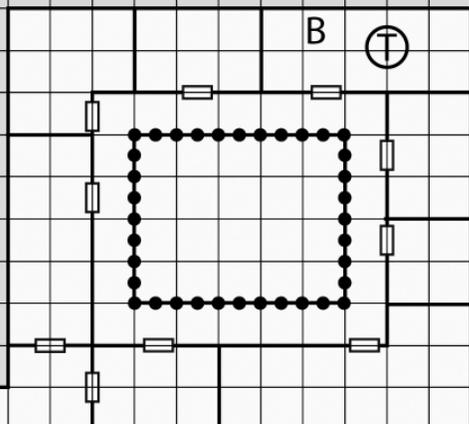
Level 2



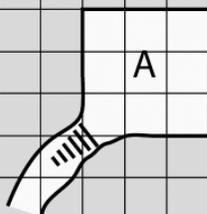
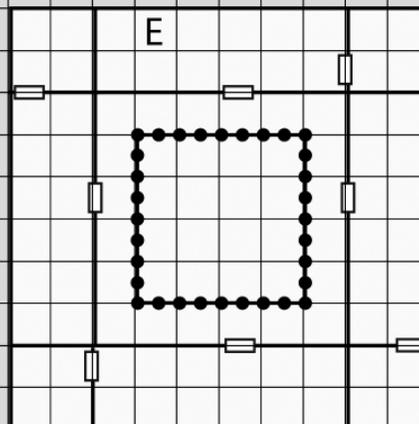
Level 3



Level 1



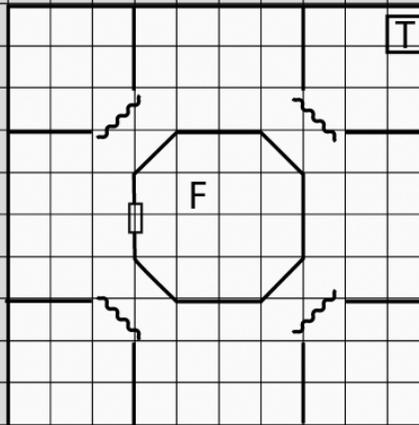
Level 4



A

- Spinning Wall
- Stairs
- Railing
- Door
- Ceiling Trapdoor
- Floor Trapdoor

Level 5



Little Rock

= 5 feet

HEX CRAWL CHRONICLES

a wide stance). The cockatrice's treasure includes three petrified robbers, 2,140 sp, 2,000 gp and a green, metallic rod that, when tapped against any surface returns the person to the room and frees them from the *hold* effect of the metal disc. The rod does not travel with them.

COCKATRICE XP 800

CR 3

hp 27 (*Pathfinder Roleplaying Game Bestiary*, "Cockatrice")

[D] This room is comfortably decorated, with thick rugs on the floor, oak paneled walls, numerous chairs and couches. One chair, a wooden, throne-like chair, is set against a wall. Anyone sitting on this chair causes the wall to rotate the person into the adjacent room, leaving an identical chair on the other side. The chair/wall trap is only one way; sitting on it in the room with the trapdoor does not make the wall rotate again. The only way the wall rotates is when somebody sits on the chair currently in [D]. Unfortunately, the chair has a secondary effect. Anyone sitting on it must pass a DC 15 Fortitude save or have all of the metal they are holding turn to lead. This ruins magical items and makes metal armor four times as heavy and so soft that its armor value is reduced by half. The secondary effect is caused by a pressure plate on the chair that can be disabled by jamming a couple coins into the seams around it (DC 20 Disable Device check).

[E] This room is empty, with stained walls and a floor covered in grit. Its main inhabitant is a **man** with bluish skin. He wears dark, soiled clothes and has long hair that covers his face. Beneath that hair he has glassy eyes and a mouth that appears to have a lower lip but no upper lip – just tiny teeth peeking out from beneath a long nose. He is holding a puppy and sitting on the floor, rocking back and forth. The puppy is actually a figment of this blue savant's imagination, an imagination he can make manifest within a 30 ft. radius. In effect, this works like a *minor image* spell, once per round. This blue savant walks with a limp. He has a key ring on his belt that opens many doors in the ruined blue city [Area 1507].

BLUE SAVANT XP 1,200

CR 4

hp 52 (see Area 1203)

[F] This is the chamber of the **three hags**. They keep individual sleeping chambers behind the soiled curtains that block the outer rooms (except in the room with the **trapdoor**, where they maintain **six petty trolls** as guards). In their own chamber they keep a collection of mirrors and polished steel shields. Each one, when concentrated on by the hags, shows a different scene through a *hag eye* that has been placed somewhere important by their servants. One eye overlooks the witchman camp at [Area 3722]. Others have been carried as far away as Crescentium and Xanlo. The hag treasure consists of 19,160 sp, 3,500 gp, a barrel holding 14 pounds of saffron (worth 15 gp per pound), a *potion of levitation* and a jump of unworked jade worth 105 gp.

PEGGY BLACKTEETH XP 19,200

CR 12

Female annis hag barbarian 7 (*Pathfinder Roleplaying Game Bestiary* 3, "Annis Hag")
CE Large monstrous humanoid
Init +1; **Senses** darkvision 60 ft.; **Perception** +16

AC 24, touch 10, flat-footed 23 (+1 Dex, +14 natural, -1 size)
hp 186 (7d10+7d12+84 plus 7)
Fort +15, **Ref** +8, **Will** +10
Defensive Abilities improved uncanny dodge, trap sense +2;
DR 10/bludgeoning, 1/—; **SR** 22

Speed 50 ft.

Melee bite +22 (1d6+9) and 2 claws +22 (1d6+9 plus grab)

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

Special Attacks rage power (knockback), rend (2 claws, 2d6+13)

Spell-Like Abilities (CL 7th)

3/day—*alter self*, *fog cloud*

Str 28, **Dex** 12, **Con** 23, **Int** 10, **Wis** 16, **Cha** 16

Base Atk +14; **CMB** +24 (+26 to bull rush, +28 to grapple);
CMD 35 (37 vs. bull rush)

Feats Alertness, Awesome Blow, Blind-Fight, Great Fortitude, Improved Bull Rush, Intimidating Prowess, Power Attack, Vital Strike

Skills Bluff +11, Diplomacy +11, Intimidate +20, Knowledge (local) +7, Perception +16, Sense Motive +13, Stealth +15, Survival +14

Languages Common, Giant

SQ rage (22 rounds), rage power (no escape, strength surge)

PEGGY BLACKTEETH (WHILE RAGING)

AC 22, touch 8, flat-footed 21 (+1 Dex, +14 natural, -2 rage, -1 size)

hp 214 (7d10+7d12+112 plus 7)

Fort +17, **Ref** +8, **Will** +12

Melee bite +24 (1d6+11) and 2 claws +24 (1d6+11 plus grab)

Special Attacks rage power (knockback), rend (2 claws, 2d6+16)

Str 32, **Dex** 12, **Con** 27, **Int** 10, **Wis** 16, **Cha** 16

Base Atk +14; **CMB** +26 (+28 to bull rush, +30 to grapple);

CMD 37 (39 vs. bull rush)

Skills Intimidation +22

MOLLIE LONGSHANKS

CR 13

XP 25,600

Female green hag witch 9 (*Pathfinder Roleplaying Game Bestiary*, "Green Hag"; *Pathfinder Roleplaying Game Advanced Player's Guide*, "Witch")

CE Medium monstrous humanoid

Init +2; **Senses** darkvision 90 ft.; **Perception** +15

AC 22, touch 12, flat-footed 20 (+2 Dex, +10 natural)

hp 110 (9d10+9d6+21)

Fort +7, **Ref** +11, **Will** +13

SR 21

Speed 30 ft., swim 30 ft.

Melee 2 claws +17 (1d4+4 plus weakness)

Special Attacks hex (charm, DC 16), hex (disguise, 9 hours/day), hex (flight, 9 minutes/day), hex (slumber, DC 16), ward (+3)

Spell-Like Abilities (CL 9th)

Constant—*pass without trace*, *tongues*, *water breathing*

At will—*alter self*, *dancing lights*, *ghost sound* (DC 15), *invisibility*, *pyrotechnics* (DC 17), *tree shape*, *whispering wind*

Spells Prepared (CL 9th; 4/6/5/4/3/2; DC + 15 spell level, DC 16 + spell level for necromancy; melee touch +17, ranged touch +15)

Str 18, **Dex** 15, **Con** 12, **Int** 15, **Wis** 13, **Cha** 20

Base Atk +13; **CMB** +17; **CMD** 29

Feats Accursed Hex[#], Alertness, Blind-Fight, Combat Casting, Deceitful, Great Fortitude, Improved Share Spells[#], Skill Focus (Spellcraft), Spell Focus (necromancy), Uncanny Concentration[#]

Skills Bluff +17, Disguise +17 (+27 with hex), Fly +15, Knowledge (arcana) +15, Perception +15, Sense Motive +13, Spellcraft +18, Stealth +17, Swim +17, Use Magic Device +18

Languages Aklo, Common, Giant

SQ familiar (Boj-Bwehn, toad), mimicry

[#]*Pathfinder Roleplaying Game Ultimate Magic*

^{*}*Pathfinder Roleplaying Game Advanced Player's Guide*

BOJ-BWEHN, TOAD FAMILIAR

CR —

XP —

NE Diminutive magical beast

THE TROLL HILLS

Init +1; **Senses** low-light vision, scent; **Perception** +18

AC 20, touch 15, flat-footed 19 (+1 Dex, +5 natural, +4 size)

hp 55 (9d8–18)

Fort +4, **Ref** +10, **Will** +14

Defensive Abilities improved evasion

Speed 5 ft.

Melee touch +8 (by spell)

Special Attacks deliver touch spells

Space 1 ft.; **Reach** 0 ft.

Str 1, **Dex** 12, **Con** 6, **Int** 10, **Wis** 15, **Cha** 6

Base Atk +13; **CMB** +14; **CMD** 25 (29 vs. trip)

Feats Skill Focus (Perception)

Skills Bluff +8, Disguise +8, Fly +17, Knowledge (arcana) +10, Perception +18, Sense Motive +12, Spellcraft +10, Stealth +30, Swim +17, Use Magic Device +8; **Racial Modifiers** +4 Stealth

SQ empathic link, improved share spells, speak with animals (amphibians), speak with master

FAT ANYA

CR 14

XP 38,400

Female night hag witch 5 (*Pathfinder Roleplaying Game Bestiary*, "Night Hag"; *Pathfinder Roleplaying Game Advanced Player's Guide*, "Witch")

NE Medium outsider (evil, extraplanar)

Init -1; **Senses** darkvision 120 ft.; **Perception** +21

AC 20, touch 9, flat-footed 20 (-1 Dex, +11 natural)

hp 122 (8d10+5d6+78)

Fort +15, **Ref** +4, **Will** +15

DR 10/cold iron and magic; **Immune** charm, cold, fear, fire, sleep; **SR** 26

Speed 30 ft.

Melee 2 claws +15 (1d4+5) and bite +15 (2d6+5 plus disease)

Special Attacks dream haunting, hex (evil eye, DC 16, 7 rounds), hex (slumber, DC 16),

Spell-Like Abilities (CL 8th; concentration +15)

Constant—*detect chaos*, *detect evil*, *detect good*, *detect law*, *detect magic*

At will—*deep slumber* (DC 17), *invisibility*, *magic missile*, *ray of enfeeblement* (DC 15)

At will (with heartstone)—*etherealness*, *soul bind*

Witch Spells Prepared (CL 5th; 4/4/3/2; DC + 14 spell level; melee touch +15, ranged touch +9)

Str 21, **Dex** 9, **Con** 22, **Int** 18, **Wis** 16, **Cha** 19

Base Atk +10; **CMB** +15; **CMD** 24

Feats Ability Focus (demon fever), Alertness, Brew Potion, Combat Casting, Deceitful, Evolved Familiar (bite, improved damage) #

Skills Bluff +17, Diplomacy +17, Disguise +17, Intimidate +15, Fly +9, Knowledge (arcana) +12, Knowledge (planes) +15, Perception +21, Ride +10, Sense Motive +19, Spellcraft +17

Languages Abyssal, Celestial, Common, Infernal

SQ change shape (any humanoid, *alter self*), familiar, heartstone, hex (healing, 2d6+5)

Disease (Su) *Demon Fever*: Bite—injury; save Fort DC 22; onset immediate; frequency 1/day; effect 1d6 Con damage (target must save a 2nd time or 1 point of the damage is drain instead); cure 2 consecutive saves. The save DC is Constitution-based.

Dream Haunting (Su) A night hag can visit the dreams of chaotic or evil targets by using a special periapt known as a heartstone to become *ethereal*, then hovering over the creature. Once it does so, it rides on the victim's back until

dawn. The sleeper suffers tormenting dreams and takes 1 point of Constitution drain upon awakening. Only another *ethereal* being can stop these nocturnal intrusions by confronting and defeating the night hag.

Heartstone (Su) All night hags carry a heartstone—a special gemstone worth at least 1,800 gp that is worn as a periapt. A heartstone's magic is fueled by the hag's spirit and proximity—once separated from its owner (or upon the hag's death), a heartstone retains its magic for only 24 hours before becoming a nonmagical gem again. The heartstone instantly cures any disease contracted by the holder. In addition, a heartstone provides a +2 resistance bonus on all saving throws (this bonus is included in the statistics block above). A night hag that loses this charm can no longer use *etherealness* or *soul bind* until it finds a replacement gemstone.

#*Pathfinder Roleplaying Game Ultimate Magic*

PORCUS THE MIGHTY, PIG FAMILIAR

CR —

XP —

NE Small magical beast

Init +1; **Senses** low-light vision, scent; **Perception** +6

AC 16, touch 12, flat-footed 15 (+1 Dex, +4 natural, +1 size)

hp 61 (5d8+10)

Fort +12, **Ref** +6, **Will** +13

Defensive Abilities improved evasion

Speed 40 ft.

Melee bite +4 (1d8+4)

Special Attacks deliver touch spells

Str 11, **Dex** 12, **Con** 15, **Int** 8, **Wis** 13, **Cha** 4

Base Atk +10; **CMB** +12; **CMD** 22 (29 vs. trip)

Feats Great Fortitude

Skills Bluff +7, Diplomacy +7, Disguise +7, Intimidate +8, Fly +11, Knowledge (arcana) +7, Knowledge (planes) +10, Perception +13, Sense Motive +14, Spellcraft +8

SQ empathic link, evolutions (bite, improved damage), improved share spells, speak with master

PETTY TROLLS (6)

CR 4

XP 1,200

CE Medium humanoid (giant)

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

Perception +4

AC 20, touch 13, flat-footed 17 (+2 armor, +3 Dex, +5 natural)

hp 57 (5d8+20 plus 5); regeneration 3 (fire or acid)

Fort +8, **Ref** +7, **Will** +0

Speed 30 ft.

Melee 2 claws +6 (1d4+2) and bite +5 (1d6+2)

Special Attacks rend (2 claws, 1d4+3)

Str 15, **Dex** 16, **Con** 18, **Int** 6, **Wis** 9, **Cha** 6

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

Feats Power Attack, Toughness, Weapon Focus (claw)

Skills Climb +10, Perception +4

Languages Giant

Gear leather armor

333 Wrecked Ship:

A keelboat has been driven ashore here by an attack from the petty trolls of Little Rock [Area 3311]. The upper portions of the keelboat have been smashed, but the hull is still seaworthy. The only man to escape dragged himself into the bushes before he died. He wears sailor's garb and has a short sword gripped in his leathery hand. A pouch at his belt holds a brass compass, a love note from his wife in Xanlo and a plug of good tobacco. The ship carries four bales of cotton

HEX CRAWL CHRONICLES

in the hold, with a single gold bar (worth 10 gp) hidden in one of the bales. A **scrag** lurks beneath the boat, waiting for curious adventurers to fall into his trap. The scrag descends from Black Bess [Area 1510].

SCRAG

XP 1,600

hp 61 (*Pathfinder Roleplaying Game Bestiary*, "Troll")

CR 5

3418 Yellow Hoods:

The witchmen are given to collecting gods and philosophies as some people collect bottle caps. As each new idea passes before them, they conceive of its absolute brilliance and profess this brilliance to any who will listen. A few months or years pass and they have discovered some new scheme for ordering the universe. So it is with the Yellow Hoods, who have come to the Troll Hills to purify it of both trolls and men. As the universe must be destroyed that it may be made again, so the Troll Hills, the source of all life, must be purged of life that life may be recreated in a more perfect form (as defined by the Yellow Hoods).

The village houses **350 witchmen** – an astounding number given how dangerous the Troll Hills are and the inland location of the village. Its safety is guaranteed by the presence of a powerful cabal, led by **Quith**, a devious little man with long fingers, a pleasant mustache and eyes that never seem to lock on to anything, but rather caress everything within sight, searching for the root and the weak spot.

The villagers are mostly farmers and shepherds. Their village consists of wood and brick buildings (the bricks are manufactured on site) clustered around a central square that contains a well. The well is carved to look as though a grey dragon curls around it. Stepping on the dragon's tongue releases the lock on a **trapdoor** disguised as a group of paving stones (DC 20 Perception check to notice the trapdoor, DC 25 Disable Device to bypass). The click is audible if there is complete silence, but the location of the paving stones is known only to the villagers. Beneath the trapdoor there is a series of galleries and catacombs filled with the boiled bones of hundreds of humanoids, from halfling to troll size. A simple stone altar provides a place for ritual killings, though most of the bones originated on hunts carried out by the cultists on horseback.

The **cult** numbers 30 individuals in all, including Quith's **five lieutenants**. When on the hunt or in their hidden temple they wear yellow robes and pointed hoods that cover their faces. They arm themselves with light crossbows and maces. Each cultist, when they join, has their left hand removed with the stroke of a sword while drinking a thick, black liquid. Within days, their hand regrows, but the flesh is as black as pitch and the touch of the hand allows a cultist to use *energy drain* 3/day (1 level, DC 15).

CULTISTS (25)

XP 600

NE male and female human cleric 2

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

hp 10 (2d8 plus 2)

Fort +3, Ref +0, Will +6

Melee light mace +2 (1d6+1)

Ranged light crossbow +1 (1d8//19–20) or touch +1 (by spell)

Special Attacks energy drain (3/day, 1 level, DC 15)

Spells Prepared (CL 2nd; 4/3+1; DC 13 + spell level; melee touch +2, ranged touch +1)

Domains Destruction, Repose

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

Base Atk +1; CMB +2; CMD 12

Combat Gear Chainmail, light mace, light crossbow, 10 bolts; Other Gear yellow robes, unholy symbol.

CR 2

CULT LIEUTENANTS (5)

XP 2,400

NE male and female human wizard 7

AC 10, touch 10, flat-footed 10

hp 30 (7d6 plus 7)

Fort +2, Ref +2, Will +5

Melee unarmed strike +2 (1d3–1)

Special Attacks energy drain (3/day, 1 level, DC 15)

Wizard Spells Prepared (CL 7th; 4/5/4/3/1; DC 13 + spell level;

CR 6

melee touch +2, ranged touch +3)

Str 8, Dex 11, Con 11, Int 17, Wis 10, Cha 7

Base Atk +3; CMB +2; CMD 12

Other Gear yellow robes, unholy symbol

QUITH, CULT LEADER

XP 25,600

Female human fighter 1, wizard 5, eldritch knight 8

NE Medium humanoid (human)

Init +2; Perception +14

CR 13

AC 17, touch 12, flat-footed 14 (+5 armor, +2 Dex)

hp 77 (1d10+5d6+8d10 plus 14)

Fort +7, Ref +6, Will +7

Speed 30 ft.

Melee +2 *nine lives stealer* +16/+11/+6 (1d8+4/17–20)

Ranged +1 *light crossbow* +15/+10/+5 (1d8+1/19–20)

Special Attacks hand of the apprentice (+16 to hit, 8/day)

Wizard Spells Prepared (CL 12th; 4/6/5/5/4/4/2; DC 15+ spell level; melee touch +13, ranged touch +13)

Str 15, Dex 14, Con 11, Int 20, Wis 11, Cha 17

Base Atk +11; CMB +13; CMD 25

Feats Combat Casting, Greater Spell Penetration, Improved Critical (longsword)^B, Improved Vital Strike, Point Blank Shot, Precise Shot, Quick Draw, Scribe Scroll^B, Skill Focus (diplomacy), Spell Penetration^B, Vital Strike, Weapon Focus (light crossbow)^B, Weapon Focus (longsword)^B

Skills Diplomacy +23, Intimidate +18, Knowledge (arcana)

+22, Knowledge (local) +22, Knowledge (religion) +22,

Perception +14, Sense Motive +14, Spellcraft +22

Languages Common

SQ Arcane bond (*nine lives stealer*)

Gear +1 *chain shirt*, *nine lives stealer*, +1 *light crossbow*, 20 +1 *bolts*, spellbook

3503 Shrine of Old Man River:

Old Man River is the name given to the **spirit** of the Great River, worshipped by the trolls and nixies who live in its waters, and by the river merchants and Xanlo river men who depend on it for their livelihoods. The shrine is a ghostly dome situated under the river, the top carved in the visage of an old man with a wild beard and head and unblinking eyes. One can enter the building via arched doorways on the north and south faces of the dome, doorways that look like that same bearded face, but with mouths stretched inhumanly to swallow up visitors.

Fortunately, one need not be able to breathe water to enter the shrine. Praying above the shrine in a boat and dropping a gift of seven silver coins wrapped in a parcel of white cloth tied by a black ribbon, calls the shrine to the surface with an explosion of bubbles. The shrine only remains above the water for one hour, so one must be quick to avoid the possibility of drowning. Inside the entrances one finds a narrow stairway that follows the curve of the dome and ends in a thick, bronze door covered with a layer of verdigris. The stairway from the north entrance goes clockwise while the other goes counterclockwise.

The doors open on a dome within a hemispherical chamber dominated by an idol of a muscular old man that appears to be made from water. The idol is, in fact, the genius loci of the river, a living mass of water that can assume any shape it likes. It stands in a pool of water about 15 ft. in diameter and 10 ft. deep, the pool being just another part of the creature. The creature stands 30 ft. tall and is about 7 to 8 ft. broad. **Three small bull sharks** swim within him.

There is only one priest of Old Man River, at least in this shrine, a nixie named **Magda**. Magda has been *dominated* by the creature, and allows it to access her intellect. Without a *dominated* subject, Old Man River has no intelligence of its own. The nixie's own repulsion at the sight of men and trolls has made the river angry with these creatures. When **seven witchmen** entered the temple to win the river over to their side, they discovered this wrath. They are now prisoners inside crystalline tubes that line the inner sanctum, tormented by the river and its priest. Six

THE TROLL HILLS

additional tubes remain empty. Within the pool of Old Man River there is an accumulated treasure of 14,100 gp and a golden flagon worth 800 gp.

BULL SHARKS (3)

XP 600

hp 20 (*Pathfinder Roleplaying Game Bestiary*, "Shark")

MAGDA THE NIXIE

XP 400

hp 9 (*Pathfinder Roleplaying Game Bestiary 3*, "Nixie")

WITCHMEN (7)

XP 1,200

Male human magus 5 (*Pathfinder Roleplaying Game Ultimate Magic*, "Magus")

N Medium humanoid (human)

Init +4; Perception +5

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

hp 27 (5d8 plus 5)

Fort +4, Ref +5, Will +4

Speed 30 ft.

Melee unarmed strike +4 (1d3+1)

Special Attacks spellstrike

Spells Prepared (CL 5th; 4/5/3, DC 13 + spell level; melee touch +4, ranged +7)

2nd—none prepared

1st—none prepared

0—none prepared

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

Base Atk +3; CMB +4; CMD 18

Feats Combat Casting, Scribe Scroll, Weapon Focus (longsword)

Skills Fly +12, Knowledge (arcana) +11, Knowledge (local) +8, Perception +5, Spellcraft +11, Use Magic Device +8

Languages Common

SQ Arcane pool (5, +2 weapon), magus arcane (wand wielder), spell recall

OLD MAN RIVER (JINUSHIGAMI)

XP 307,200

N Gargantuan outsider (kami, native, water) (*Pathfinder Roleplaying Game Bestiary 3*, "Kami Jinushigami")

Init +11; Senses darkvision 60 ft., tremorsense 60 ft., true seeing; Perception +38

AC 34, touch 14, flat-footed 26 (+7 Dex, +1 dodge, +20 natural, -4 size)

hp 348 (24d10+216); fast healing 20

Fort +25, Ref +17, Will +23

DR 15/cold iron and bludgeoning; Immune bleed, mind-affecting effects, petrification, polymorph; Resist acid 10, electricity 10, fire 10; SR 31

Speed 50 ft., swim 60 ft.

Melee +5 quarterstaff +30/+25/+20/+15 (3d6+14) or +5 quarterstaff +30 (3d6+9) and 2 slams +29 (2d10+9)

Space 20 ft.; Reach 20 ft.

Spell-Like Abilities (CL 20th; concentration +30)

Constant—true seeing, speak with animals, speak with plants, stone tell

At will—*bless/curse water, create water, detect thoughts* DC 22, *greater teleport* (self only, only within the boundaries of its ward), *rusting grasp, warp wood*

3/day—*control water, control weather, heal, repel metal or stone, summon nature's ally IX*

1/day—*true resurrection*

CR 2

Str 28, Dex 25, Con 28, Int 23, Wis 24, Cha 31

Base Atk +24; CMB +37 (+39 to bull rush and overrun); CMD 55 (57 vs. bull rush and overrun)

Feats Alertness, Combat Casting, Combat Reflexes, Dodge, Great Fortitude, Improved Bull Rush, Improved Initiative, Improved Bull Overrun, Iron Will, Lightning Reflexes, Power Attack, Two-Weapon Fighting

CR 1

Skills Acrobatics +31 (+39 when jumping), Bluff +37, Diplomacy +34, Heal +34, Intimidate +34, Knowledge (geography) +33, Knowledge (nature) +33, Perception +38, Sense Motive +38, Spellcraft +33, Stealth +22, Survival +31, Swim +17

CR 4

Languages Aquan, Common; *speak with animals, speak with plants, stone tell, telepathy* 300 ft.

SQ infused quarterstaff, manipulate terrain, merge with ward, ward (region)

Infused Quarterstaff (Su) Any quarterstaff Old Man River wields functions as a +5 *quarterstaff* (unless the quarterstaff already has a greater enhancement bonus). If Old Man River is within its regional ward, he can create a Gargantuan quarterstaff out of the surrounding terrain as a standard action.

Manipulate Terrain (Su) Old Man River can help any number of creatures travel within his territory. Creatures aided in this way receive a +10 bonus on Survival checks and do not suffer reductions to overland movement from terrain or lack of a highway or other roadway, regardless of the presence of roads or the type of terrain they actually travel through. Alternatively, Old Man River can make terrain more difficult for any number of creatures to travel through, imparting a -10 penalty on all Survival checks and causing overland movement to be reduced to one-tenth its normal speed. Old Man River can affect as many creatures as he wishes with this ability, selecting whether it aids or impedes travel for each, as long as he can notice the creature and the creature is within his regional ward. Old Man River may use this ability while merged with his ward.

Ward (Su) Old Man River treats the entire river as his ward, with a maximum radius of 5 miles. No region with a radius smaller than 1 mile radius can support (or deserves) Old Man River. As long as he is within his territory (either merged with it or in his physical form), Old Man River can observe the world from any point within his regional ward as if he were at that point. While merged with his ward, he can observe all points simultaneously in this way. As a standard action, he can convey information about a creature within his ward (effectively imparting a description and exact location) to all kami within his regional ward.

3514 Smuggler's Pit:

This hex contains a wooden **trapdoor** hidden beneath a covering of leaves and twigs (DC 15 Perception check to notice). The trapdoor is situated next to an oak tree that has been split by lightning. The pit contains a variety of contraband. Roll 1d6 three times on the following table to determine the contents. There is a 3 in 6 chance that **1d8+6 smugglers** are nearby.

Roll	Contraband
1	1d10 pounds of cloves (worth 15 gp per pound)
2	2d6 mink pelts (worth 10 gp each)
3	2d8 rolled cigars (worth 10 gp each)
4	3d6 pounds of silver (worth 1 gp per pound)
5	2d20 bear skins (worth 5 gp each)
6	2d20 pounds of pepper (worth 2 gp per pound)
7	1d12 wine barrels (30 gal. each, worth 10 gp each)
8	2d10 pounds of salt (worth 5 gp per pound)

HEX CRAWL CHRONICLES

SMUGGLERS

XP 400

Male human rogue 3
CN Medium humanoid
Init +3; **Perception** +6

AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)
hp 16 (3d8+3)
Fort +2, **Ref** +6, **Will** +1
Defensive Abilities evasion, trap sense +1

Speed 30 ft.
Melee dagger +3 (1d4+1/19–20)
Ranged shortbow +5 (1d6/x3) or dagger +5 (1d4+1/19–20)
Special Attacks sneak attack +2d6

Str 13, **Dex** 17, **Con** 12, **Int** 14, **Wis** 10, **Cha** 8
Base Atk +2; **CMB** +3; **CMD** 16
Feats Deft Hands, Skill Focus (Bluff), Stealthy
Skills Acrobatics +9, Appraise +8, Bluff +8, Climb +9, Disable Device +13, Disguise +5, Escape Artist +11, Knowledge (local) +8, Perception +6, Sleight of Hand +11, Stealth +11, Swim +7
Languages Common, Elven, Halfling
SQ rogue talent (black market connections), trapfinding +1
Gear leather armor, dagger, shortbow, 20 arrows, masterwork thieves' tools

3606 Spawning Pool:

The Great River here forms a small pool of deep, green water that is used as a spawning pool for the local **scrag**s. The scraggs swim here in the spring to mate. The males then move back up or down the river, leaving the females to gestate and produce their voracious young. The petty trolls know to avoid this area in the summer months, as the young scraggs, despite being less powerful than the adults, are more numerous and completely devoid of fear or reason. Encounters with 1d3 adult scraggs occur on a roll of 1 on 1d6, while, during the summer months, encounters with 3d6 of the young scraggs occurs on a roll of 2-3 on 1d6.

YOUNG SCRAGS

XP 1,200

CE Medium humanoid (giant, aquatic) (*Pathfinder Roleplaying Game Bestiary* "Troll, Scrag", "Young")
Init +4; **Senses** darkvision 60 ft., low-light vision, scent;
Perception +8

AC 17, touch 14, flat-footed 13 (+4 Dex, +3 natural)
hp 43 (6d8+36); regeneration 5 (acid or fire, only when in contact with water)
Fort +9, **Ref** +6, **Will** +3

Speed 20 ft., swim 40 ft.
Melee bite +7 (1d6+3) and 2 claws +7 (1d4+3)
Special Attacks rend (2 claws, 1d4+5)

Str 17, **Dex** 18, **Con** 19, **Int** 6, **Wis** 9, **Cha** 6
Base Atk +4; **CMB** +7; **CMD** 21
Feats Intimidating Prowess, Iron Will, Skill Focus (Perception)
Skills Intimidate +6, Perception +8
Languages Giant
SQ amphibious

SCRAGS

XP 1,600

hp 61 (*Pathfinder Roleplaying Game Bestiary*, "Troll")

3719 Farmstead:

A farmstead of 40 **witchmen** is situated here, growing crops in the rich river soil and raising a small herd of cattle. The farmstead is surrounded by an earthen rampart about four feet high and contains eight log longhouses and

CR 2

a large barn. The witchmen here are a rangy lot, the women wild eyed and disheveled, the men tall and slightly misshapen. Besides their cattle and crops, they raise wolfhounds and hunt in the woods with them. The unofficial leader of the village is an old woman named **Danasta**, who some claim has made pacts with dark things in the woods, or maybe the trolls who dwell in the river. In either event, the Tevalar elves in [Area 3816] leave them alone.

WITCHMEN

XP 1,200

Male and female human magus 5 (*Pathfinder Roleplaying Game Ultimate Magic*, "Magus")
N Medium humanoid (human)
Init +2; **Perception** +5

AC 14, touch 14, flat-footed 10 (+4 Dex)
hp 22 (5d8 plus 5)
Fort +4, **Ref** +3, **Will** +4

Speed 30 ft.
Melee unarmed strike +3 (1d3)
Special Attacks spellstrike
Magus Spells Prepared (CL 5th; 4/5/3; melee touch +3, ranged touch +5)

Str 11, **Dex** 14, **Con** 11, **Int** 16, **Wis** 11, **Cha** 11
Base Atk +3; **CMB** +3; **CMD** 15
Feats Combat Casting, Scribe Scroll, Weapon Focus (longsword)
Skills Knowledge (arcana) +11, Knowledge (local) +8, Perception +5, Spellcraft +11, Use Magic Device +8
Languages Common, Elven, Goblin
SQ Arcane pool (5, +2 weapon), magus arcana (concentrate), spell recall

DANASTA

XP 6,400

Female human fighter 1, wizard 5, eldritch knight 4
NE Medium humanoid (human)
Init +2; **Perception** +14

AC 17, touch 12, flat-footed 14 (+5 armor, +2 Dex)
hp 57 (1d10+5d6+4d10 plus 10)
Fort +5, **Ref** +5, **Will** +5

Speed 30 ft.
Melee +1 longsword +10/+5 (1d8+3/19–20)
Ranged +1 longbow +11/+6 (1d8+1/x3)
Special Attacks hand of the apprentice (+12 to hit, 8/day)
Wizard Spells Prepared (CL 8th; 4/6/4/4/3; DC 15+ spell level; melee touch +9, ranged touch +9)

Str 15, **Dex** 14, **Con** 11, **Int** 20, **Wis** 11, **Cha** 17
Base Atk +7; **CMB** +9; **CMD** 21
Feats Combat Casting, Greater Spell Penetration, Many Shot, Point Blank Shot, Precise Shot, Quick Draw, Rapid Shot, Scribe Scroll^B, Skill Focus (diplomacy), Spell Penetration^B, Vital Strike, Weapon Focus (light crossbow)^B
Skills Diplomacy +23, Intimidate +18, Knowledge (arcana) +22, Knowledge (local) +22, Knowledge (planes) +22, Perception +14, Sense Motive +14, Spellcraft +22
Languages Common
SQ Arcane bond (+1 longbow)
Gear +1 chain shirt, +1 longsword, +1 longbow, 20 +1 arrows, spellbook

3722 Witchmen Fort:

A small fort has been erected here in preparation of the witchmen making a final assault on the petty trolls of Little Rock [Area 3311]. The fortress consists of packed earthen ramparts about 10 ft. tall surmounted by 15 ft. tall timber walls. There are two wooden guard towers, one

THE TROLL HILLS

situated on the northwest corner, the other on the southeast corner. Both towers provide a platform for up to ten soldiers to fire crossbows.

The fort was built mainly by the witchmen's zombie slaves, who have remained to form a company of brutish warriors. Besides the **zombies**, the fort is occupied by a **company of crossbowmen** in the russet and gold livery of Lord Tylas, a renowned scoundrel of Crescentium. Camped around the fortress there are **three companies of archers**, **two companies of light infantry** and **one company of heavy infantry**. In the nearby river there are **seven galleys** crewed by a **12 sailors** and **60 oarsmen** each.

The fort's commandant is **Yoverus**, a tall witchman with blistered skin, grey eyes and a mirthless face. He lounges in his office, barking orders to his subordinates and entertaining the other captains that have been assembled here. His office and quarters are in a wooden blockhouse. The fort also contains a zombie pit, barracks and combination armory and smithy. Yoverus keeps a locked chest containing 4,450 sp, 1,390 gp in his quarters, as well as three slave girls from the exotic tribe that inhabits the Floribunda peninsula far to the southeast. Yoverus decorates his room with ten panther skins (worth 15 gp each) and a barrel of 20 pounds of salt is kept in his chambers under lock and key.

Yoverus has no confidence in this attack, and plans on making a hasty retreat with a select band of troops and the fort's gold when the other troops have left for their attack.

CROSSBOWMEN XP 200

CR 1/2

N male human fighter 1
AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)
hp 7 (1d10+1 plus 1)
Fort +3, **Ref** +2, **Will** +0
Melee longsword +1 (1d8/19–20)
Ranged light crossbow +4 (1d10/19–20)
Str 11, **Dex** 15, **Con** 13, **Int** 10, **Wis** 10, **Cha** 10
Base Atk +1; **CMB** +1; **CMD** 13
Feats Point Blank Shot, Precise Shot, Weapon Focus (heavy crossbow)
Combat Gear Chain shirt, long sword, heavy crossbow, 20 bolts

LOGBOWMEN XP 600

CR 2

N male human fighter 3
AC 14, touch 12, flat-footed 12 (+2 armor, +2 Dex)
hp 28 (3d10+6 plus 3)
Fort +5, **Ref** +3, **Will** +1; +2 vs. Fear
Melee spear +4 (1d8+1/19–20)
Ranged mwk longbow +7 (1d8/x3)
Str 13, **Dex** 15, **Con** 14, **Int** 10, **Wis** 10, **Cha** 11
Base Atk +3; **CMB** +4; **CMD** 16
Feats Far Shot, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (longbow)
Combat Gear Leather armor, spear, masterwork longbow, 15 arrows

LIGHT INFANTRY XP 200

CR 1/2

N male human fighter 1
AC 16, touch 11, flat-footed 15 (+4 armor, +1 Dex, +1 shield)
hp 7 (1d10+1 plus 1)
Fort +3, **Ref** +1, **Will** +0
Melee longsword +4 (1d8+2/19–20)
Ranged light crossbow +2 (1d8/19–20)
Str 14, **Dex** 13, **Con** 13, **Int** 10, **Wis** 10, **Cha** 10
Base Atk +1; **CMB** +3; **CMD** 14
Feats Endurance, Vital Strike, Weapon Focus (longsword)
Combat Gear Chain shirt, light steel shield, long sword, light crossbow, 20 bolts

HEAVY FOOTMEN XP 600

CR 2

N male human fighter 3

AC 17, touch 11, flat-footed 16 (+6 armor, +1 Dex)
hp 34 (3d10+6 plus 3)
Fort +5, **Ref** +2, **Will** +1; +2 vs. Fear
Melee halberd +7 (1d10+4/x3)
Str 16, **Dex** 13, **Con** 14, **Int** 10, **Wis** 10, **Cha** 7
Base Atk +3; **CMB** +4; **CMD** 15
Feats Power Attack, Vital Strike, Weapon Focus (halberd)
Combat Gear Chain mail, halberd

ZOMBIES

CR 1/2

XP 200

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

WITCHMEN (INCLUDING YOVERIS)

CR 4

XP 1,200

Male and female human magus 5
hp 22 (see **Area 3719**)

3803 Crazy Hermit:

There is a **forge** hidden here in the woods, though the plume of smoke that rises from it and the clanging of hammer on anvil makes it easy to locate on most days. The forge is run by a witchman named **Gobeth**, a burly man with a scruffy white beard and stringy white hair fringing his bald pate. Gobeth mutters to himself the most horrible curses while he works forging chains – though they are chains one cannot see unless they are enraged. When one looks upon the forge with eyes of anger and a thirst for vengeance, they see a great pile of red chains that hiss and spark while the man pounds upon them with his hammer. Gobeth lost his wife and sons to the trolls and his daughter to a prince among the Tevalar elves to the northeast. He can *command* the chains, which are 100 feet long, and plans to use them to work his revenge on the prince. He will accept help on this journey, which is long and perilous, and will probably pass into the afterlife when his quest is finished, for the crimes committed against him happened 300 years ago, and surely he could not have lived that long.

GOBETH

CR 4

XP 1,200

Male human magus 5 (*Pathfinder Roleplaying Game Ultimate Combat*, "Magus")
 CN Medium humanoid (human)
Init +2; **Perception** +5

AC 14, touch 14, flat-footed 10 (+4 Dex)
hp 27 (5d8+5 plus 5)
Fort +5, **Ref** +3, **Will** +4

Speed 30 ft.

Melee +1 *warhammer* +7 (1d8+4/x3)

Special Attacks spellstrike

Magus Spells Prepared (CL 5th; 4/5/2; melee touch +6, ranged touch +5)

Special Attacks command chains

Str 16, **Dex** 14, **Con** 13, **Int** 15, **Wis** 10, **Cha** 11

Base Atk +3; **CMB** +6; **CMD** 18

Feats Combat Casting, Skill Focus (craft), Weapon Focus (longsword)

Skills Craft (blacksmith) +13, Knowledge (arcana) +10, Perception +5, Spellcraft +10, Use Magic Device +8

Languages Common

SQ Arcane pool (4, +2 weapon), magus arcane (trip), spell recall

Gear leather apron (treat as leather armor), +1 *warhammer* (used as a forge hammer), masterwork dagger

Command Chains (Su) Gobeth can control his forged chains when within 20 feet as a standard action, making the chains attack or move as he wishes. These chains attack as effectively as if wielded directly by Gobeth himself. The

HEX CRAWL CHRONICLES

chain inflict 2d6 points of damage, and can trip or grapple an opponent, using Gobeth's CMB (+6).

3916 Trading Post:

The Tevalar elves, a tribe of aquatic elves from the flooded valleys to the northeast, has established a **trading post** here. The post looks like a tower rising from the river. There is a flooded outer wall that rises about five feet above the river and an inner tower that rises 12 ft. above the water. The inner tower is used to store trade goods that would be ruined in the water. The outer wall houses the **Tevalar merchants**.

Within the inner tower one finds a random treasure plus a number of mundane items from the basic equipment list, per the table below:

Value of Item	Percent Present	Number Present
Less than 1 sp	75%	1d6 x 10
1 sp to 9 sp	50%	2d6
1 gp to 10 gp	25%	1d8
11 gp to 100 gp	10%	1d4
100 gp +	5%	1

The Tevalar merchants wear loincloths of sodden cloth and belts of gold or silver (1d10x5 gp). They carry spears and three javelins each. There are usually two or three merchants present. For each merchant present, there are **1d4+2 human guards** (amphibious due to the treatments of the elves) in the inner tower wearing mail and armed with crossbows and spears.

TEVALAR MERCHANTS

CR 2

XP 600

Male aquatic elf expert 3
N Medium humanoid (aquatic, elf)

Init +2; **Perception** +10

Immune sleep

AC 10, touch 10, flat-footed 10

hp 13 (3d8+3 plus 3)

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

Speed 20 ft., swim 40 ft.

Melee dagger +1 (1d4-1/19-20)

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

Str 9, **Dex** 14, **Con** 12, **Int** 11, **Wis** 13, **Cha** 12

Base Atk +2; **CMB** +1; **CMD** 11

Feats Alertness, Deceitful, Skill Focus (Profession [merchant])

Skills Appraise +6, Bluff +9, Diplomacy +7, Disguise +6, Knowledge (local) +6, Linguistics +6, Perception +10, Profession (merchant) +10, Sense Motive +9, Swim +16

Languages Aquan, Common, Elf, Uncommon

SQ amphibious

HUMAN GUARDS

CR 2

XP 600

Male human warrior 3

N Medium humanoid (aquatic, augmented human)

Init +1; **Perception** +2

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

hp 22 (3d10+3 plus 3)

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

Speed 20 ft. (30 ft. base)

Melee spear +6 (1d8+2/x3)

Ranged light crossbow +4 (1d8/19-20)

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

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

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

Skills Diplomacy +3, Perception +3, Swim +3

Languages Common

SQ amphibious

Gear Chain mail, spear, light crossbow, 20 bolts

New Monster Appendix

Petty Troll

Similar in appearance to their larger cousins, these man-sized creatures have rough, light green hide, a bestial visage, and over-sized gnashing teeth.

PETTY TROLL

XP 1,200

CE Medium humanoid (giant)

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

Perception +4

AC 20, touch 13, flat-footed 17 (+2 armor, +3 Dex, +5 natural)

hp 52 (5d8+20 plus 5); regeneration 3 (fire or acid)

Fort +8, **Ref** +7, **Will** +0

Speed 30 ft.

Melee 2 claws +6 (1d4+2) and bite +5 (1d6+2) or spear +5 (1d8+2/x3)

Ranged throwing axe +6 (1d6+2/x3)

Special Attacks rend (2 claws, 1d4+3)

Str 15, **Dex** 16, **Con** 18, **Int** 6, **Wis** 9, **Cha** 6

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

Feats Power Attack, Toughness, Weapon Focus (claw)

Skills Climb +10, Perception +4

Languages Giant

Gear leather armor, spear, throwing axe

Environment hills and mountains

Organization solitary or gang (2–20)

Treasure standard (NPC gear)

Similar in many ways to their large kin, petty trolls are simply smaller versions of common trolls. They are slightly more civilized, and employ weapons and armor when commanded by their masters.

Petty trolls are very territorial and tribal; when not under the command of a strong leader, they tend to wander looking for intruders to their lands, much like roving gangs.

Psionic Cat

This shadowy, panther-like beast stalks forward on its six muscular legs in near silence.

PSIONIC CAT

XP 1,200

NE Medium magical beast

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

Perception +7

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

hp 60 (8d10+16)

Fort +8, **Ref** +9, **Will** +6

Speed 60 ft., other movement types

Melee 2 claws +9 (1d4+1), bite +9 (1d8+1)

Special Attacks psychic blast (20 ft. radius, 1d6 damage

and stunned 1 round, Will DC 19 resists)

Spell-like Abilities (CL 8th)

At will—*darkness*, *detect thoughts* (DC 15)

3/day—*hypnotism* (DC 16)

Str 12, **Dex** 16, **Con** 14, **Int** 8, **Wis** 14, **Cha** 16

Base Atk +8; **CMB** +9; **CMD** 23 (31 vs. trip)

Feats Ability Focus (psychic blast), Dodge, Iron Will, Skill Focus (Stealth)

Skills Acrobatics +8, Climb +6, Perception +7, Stealth +8 (+16 in darkness); **Racial Modifiers** +8 to Stealth checks in darkness

Languages Aklo

Environment temperate forest or jungles, plains

Organization solitary or pack (2–12)

Treasure none

Psychic Blast (Su) As a standard action a psionic cat can emit a psychic pulse with a radius of 20 ft. Any creature caught in the blast takes 1d6 damage and is stunned for 1 round unless they succeed on a DC 19 Will save. This is a mind-affecting effect. The save DC is Charisma-based, and includes a +2 bonus from the Ability Focus feat.

Psionic cats are ferocious and intelligent panthers with the ability to produce a blast of pure mental energy to stun their prey. They roam woodlands, jungles or plains and often lair near civilized areas where prey is easily available.

Psionic cats are pack creatures; rarely is one encountered alone. Mating season is dangerous time, as the cats lose themselves in a frenzy of ecstasy, and any nearby creatures are subjected to random psychic blasts. Psionic cat young are unknown and none have ever been seen.

The cats are carnivores and prefer to dine on small animals such as rats, moles, squirrels, and so on. In such instances when food is scarce, it is not unheard of for a psionic cat to sneak into a civilized area and carry off or kill chickens, hens, dogs, cats, and even small children. A cat is about 5 feet long from nose to tail and weighs about 150 to 200 pounds.

Psionic cats wait for prey to come within blast range before leaping to attack with their wicked bite and sharpened claws. They use their psychic blast and *darkness* abilities while hunting to quickly take down prey (or foes). While still animals, the cats are smart enough to know when the day is lost, and if combat goes against them, they flee.

Phasm

As the oozing mass begins to slither forward, limbs begin to form, eventually raising itself up in the form of a hideous monster.

PHASM

XP 3,200

CN Medium aberration (shapechanger)

Init +6; **Senses** scent, tremorsense 60 ft.; **Perception** +24

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

hp 97 (15d8+30)

Fort +11, **Ref** +11, **Will** +11; +4 to Fortitude and Reflex saves

Immune critical hits, poison, sleep, paralysis, polymorph,

CR 4

CR 4

CR 7

stunning

Speed 30 ft.

Melee slam +12 (1d3+1)

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

Base Atk +11; **CMB** +12; **CMD** 25 (can't be tripped in natural form)

Feats Blind-Fight, Combat Reflexes, Dodge, Improved Initiative, Mobility, Run, Skill Focus (Perception), Wind Stance
Skills Bluff +15, Climb +17, Craft (pick one) +16, Diplomacy +15, Disguise +19 (+29 shapechanged), Knowledge (any one) +19, Perception +24, Survival +18; **Racial Modifiers** +10 to Disguise checks when shapechanged

Languages Common; telepathy 100 ft.

SQ alternate form (*polymorph*)

Environment underground

Organization solitary

Treasure none

Alternate Form (Su) A phasm can assume any form of Large size or smaller as a standard action. This ability functions as a *polymorph* spell (CL 15th). A phasm can remain in its alternate form until it chooses to assume a new one or return to its natural form. Disguise is always a class skill for a phasm.

Amorphous (Ex) A phasm in its natural form has immunity to poison, sleep, paralysis, polymorph, and stunning effects. It is not subject to critical hits and, having no clear front or back, cannot be flanked.

A phasm is an amorphous creature that can assume the guise of almost any other creature or object. A phasm in its natural form is about 5 ft. in diameter and 2 ft. high at the center. Swirls of color indicate sensory organs. In this form, a phasm slithers about like an ooze and can attack with a pseudopod. It weighs about 400 pounds.

When faced with potential danger, a phasm is equally likely to retreat, parley, or attack, as its fancy strikes.

If pursued or harassed, a phasm transforms into the most fearsome creature it knows and attacks. When seriously hurt, it changes to some fast or agile form and tries to escape.

Horned Ape

Burly and feral, the horned apes have fur ranging from dark brown to black, and light pink to brilliant magenta skin tones. They otherwise appear as normal gorillas, save for the great bull-like horns protruding from the sides of its head.

HORNED APE

CR 4

XP 1,200

N Large animal

Init +2; **Senses** low-light vision, scent; **Perception** +10

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

hp 39 (5d8+10)

Fort +8, **Ref** +6, **Will** +2

Speed 30 ft., climb 30 ft.

Melee 2 slams +10 (1d6+6 plus grab) and horn +10 (1d8+6)

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

Special Attacks rend (2 claws, 1d6+9)

Str 23, **Dex** 15, **Con** 14, **Int** 2, **Wis** 12, **Cha** 7

Base Atk +3; **CMB** +10 (+14 to grapple); **CMD** 22

Feats Great Fortitude, Power Attack, Skill Focus (Perception)

Skills Acrobatics +6, Climb +18, Perception +10

Environment warm forests or hills

Organization solitary, pair, or troop (3–12)

Treasure none

An adult male horned ape is 7 feet tall and can weigh as much as 350 pounds. The horned ape is generally aggressive, becoming highly aggressive and dangerous when provoked.

Horned apes typically make a large show of force before actually attacking, thumping their chests with their palms, stamping their feet, and roaring loudly. Any opponents who refuse to flee after this display are attacked. Troops of horned apes fight together in a frenzy, rushing forward to impale opponents with their horns.

Mole Thing

A huge, furry creature lies partially covered in the earth before you.

MOLE THING

CR 6

XP 2,400

N Huge magical beast

Init +0; **Senses** blindsight 30 ft., tremorsense 30 ft.; **Perception** +10

AC 15, touch 8, flat-footed 15 (+7 natural, -2 size)

hp 94 (9d10+36 plus 9)

Fort +10, **Ref** +6, **Will** +4

Immune charms, enchantments, illusions

Speed 20 ft., burrow 10 ft.

Melee 2 claws +17 (1d8+10)

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

Str 30, **Dex** 10, **Con** 18, **Int** 4, **Wis** 12, **Cha** 11

Base Atk +9; **CMB** +21; **CMD** 31 (35 vs. trip)

Feats Cleave, Great Cleave, Power Attack, Toughness, Vital Strike

Skills Climb +16, Perception +10

Environment underground

Organization solitary or pair

Treasure none

This creature is similar in all ways to a common field mole, save for its great size and magical immunities. It cannot be *charmed* and is immune to all illusions.

Mole Things are generally docile if not disturbed, and are only a hindrance to farmers, and others if they are hungry.

Blue Savant

These unusual men have varying shades of blue skin. How or why their skin is blue is a mystery.

BLUE SAVANT

CR 4

XP 1,200

N Medium outsider (native)

Init +2; **Senses** darkvision 60 ft.; **Perception** +15

AC 19, touch 17, flat-footed 16 (+4 deflection, +2 Dex, +1 dodge, +2 natural)

hp 52 (5d10+25)

Fort +10, **Ref** +10, **Will** +15; +2 vs. mind-affecting effects

Defensive Abilities eerie grace; **DR** 5/—; **Immune** disease, electricity, fire, poison; **SR** 15

Speed 40 ft.

Melee slam +9 (1d4+4 plus poison)

Special Attacks poison

Str 16, **Dex** 14, **Con** 20, **Int** 20, **Wis** 25, **Cha** 18

Base Atk +5; **CMB** +8; **CMD** 25

Feats Dodge, Mobility, Weapon Focus (slam)

Skills Bluff +12, Knowledge (arcana) +14, Knowledge (history) +14, Knowledge (local) +14, Knowledge (planes) +14, Knowledge (religion) +14, Perception +15, Sense Motive +15, Spellcraft +13; **Racial Modifiers** +5 Knowledge (all)

Languages Abyssal, Aklo, Celestial, Common, Infernal, Sylvan; telepathy (touch)

SQ savant

Environment any

Organization solitary or group (2–8)

Treasure none

Eerie Grace (Ex) A blue savant adds its Charisma modifier as a deflection bonus to its AC and all saving throws.

Poison (Ex) Blue plague; type disease, injury; save Fortitude DC 17; onset 1 day; frequency 1/day; effect 1d4 Con damage and target is fatigued; cure see **The Blue Plague**, above

Savant (Ex) A blue savant adds its HD as a racial bonus to all Knowledge skills and Spellcraft. Those skills are always class skills for a blue savant.

Blue savants are extremely intelligent and cunning beings hailing from a parallel universe. Each of the blue savants has unique powers (GM to determine, be creative), and all can pass the **blue plague** (see above)

Prismatic Serpent

This serpentine creature appears to be made entirely of kaleidoscopic light.

PRISMATIC SERPENT

CR 7

XP 3,200

NE Large magical beast

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

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, –1 size)

hp 47 (5d10+15 plus 5)

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

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

Melee bite +11 (1d6+10 plus grab)

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

Special Attacks breath weapon (30 ft. line of intense light, 3d6 fire damage, Ref DC 15 half), constrict (1d6+10)

Spell-Like Abilities (CL 13th)

1/day—*prismatic spray* (DC 20)

Str 25, **Dex** 15, **Con** 16, **Int** 6, **Wis** 12, **Cha** 17

Base Atk +5; **CMB** +13; **CMD** 25 (can't be tripped)

Feats Iron Will, Skill Focus (Perception), Toughness

Skills Acrobatics +14, Climb +19, Perception +12, Stealth +6, Swim +19; **Racial Modifiers** +8 Acrobatics, +4 Perception, +4 Stealth

Environment any

Organization solitary

Treasure none

Created from a magical trap, this creature has no place in nature. It is formed when a target fails its save and is *polymorphed* into the serpentine form.

Mimic Troll

What appears as a large wardrobe suddenly grows arms and begins to transform into a hideous troll.

MIMIC TROLL

CR 6

XP 3,200

CE Large humanoid (giant, shapechanger)

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

Perception +8

AC 16, touch 11, flat-footed 14; (+2 Dex, +5 natural, –1 size)

hp 63 (6d8+36); regeneration 5 (acid or fire)

Fort +11, **Ref** +4, **Will** +3

SR 17

Speed 30 ft.

Melee bite +8 (1d8+5), 2 claws +8 (1d6+5)

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

Special Attacks rend (2 claws, 1d6+7)

Str 21, **Dex** 14, **Con** 23, **Int** 6, **Wis** 9, **Cha** 10

Base Atk +4; **CMB** +10; **CMD** 22

Feats Intimidating Prowess, Iron Will, Skill Focus (Perception)

Skills Disguise +6, Intimidate +6, Perception +8

Languages Giant

SQ mimic object

Environment any

Organization solitary or clan (2–6)

Treasure standard

Mimic Object (Ex) A mimic can assume the general shape of any Medium object, such as a massive chest, a stout bed, or a door. The creature cannot substantially alter its size, though. A mimic's body is hard and has a rough texture, no matter what appearance it might present. A mimic gains a +20 racial bonus on Disguise checks when imitating an object in this manner. Disguise is always a class skill for a mimic.

Mimics trolls are thought to be the result of either an alchemist's attempt to merge a troll and mimic into some form of guardian beast, or some deranged offshoot of a doppelganger gone wrong. Over time, these strange but clever creatures have learned the ability to transform themselves into simulacra of man-made objects, particularly in locations that have infrequent traffic by small numbers of creatures, thus increasing their odds of successfully attacking their victims. Similar to normal mimics, mimic trolls are far more aggressive and will attack entire parties if their hunger is not abated.

Mimics trolls are inherently evil, and some sages believe that mimic trolls attack humans and other intelligent creatures simply for sport, to see if they can get away with it. The desire to completely fool others is thought to be a part of their being, and their surprise attacks against others are a culmination of those desires.

Similar to a normal mimic, a typical mimic troll has a volume of 150 cubic feet (5 feet by 5 feet by 6 feet) and weighs about 900 pounds. Mimic trolls rarely grow to any larger than this, though stories are told of larger trolls the size of carts or wagons.

Acid Weird

This creature resembles an 8-foot long serpent formed of acidic material.

ACID WEIRD

CR 4

XP 1,200

CE Large outsider (earth, elemental, extraplanar)

Init +6; **Senses** darkvision 60 ft.; **Perception** +11

AC 16, touch 12, flat-footed 13 (+2 Dex, +1 dodge, +4 natural, –1 size)

hp 51 (6d10+18); fast healing 5

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

Defensive Abilities rejuvenation, transparency; **DR** 5/bludgeoning; **Immune** Acid

Weaknesses Vulnerability to water

Speed 40 ft., swim 40 ft.

Melee bite +11 (1d8+7 plus grab plus 1d8 acid)

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

Str 21, **Dex** 15, **Con** 16, **Int** 11, **Wis** 14, **Cha** 11

Base Atk +6; **CMB** +12 (+16 grapple); **CMD** 25 (can't be tripped)

Feats Dodge, Improved Initiative^B, Mobility, Weapon Focus (bite)

Skills Acrobatics +11, Bluff +9, Intimidate +9, Knowledge (planes) +9, Perception +11, Stealth +7 (+19 submerged in element); **Racial Modifiers** +12 Stealth when submerged in element

Languages Weirdling, one appropriate elemental language (Aquan, Auran, Ignan, or Terran)

Environment any (elemental planes, quasi-elemental planes, para-elemental planes)

Organization solitary or pack (2–4)

Treasure standard

Command Elemental (Su) As a standard action, an acid weird can attempt to enslave elementals of the same type within 30 feet. Elementals receive a DC 15 Will save to negate the effect. Elementals that fail their saves fall under the acid weird's control, obeying its commands to the best of their ability as if under the effects of a *dominate monster* spell. Intelligent elementals receive a new save once each week to resist command. An acid weird can command any number of elementals, so long as their total Hit Dice do not exceed its own. If the elemental is under the command of another creature, the acid weird must make an opposed Charisma check to gain control of the elemental. The save DC is Charisma-based and includes a +2 racial bonus.

Rejuvenation (Su) When reduced to 0 hit points or less, an acid weird collapses. If contacting its element, it reforms 1 minute later with 5 hit points, allowing its fast healing thereafter to resume healing it.

Transparency (Ex) When submerged in its element, an acid weird is effectively invisible and gains total concealment (50% miss chance). Additionally, a submerged acid weird gains a +12 racial bonus on Stealth checks and can move at full speed without taking a penalty on Stealth checks.

Vulnerability to Water (Ex) A significant amount of water, such as that created by a *create water* spell, the contents of a large bucket, or a blow from a water elemental, that strikes an acid weird forces the creature to make a DC 20 Fortitude save to avoid being staggered for 2d4 rounds. An acid weird that is immersed in water must make a DC 20 Fortitude save each round (this DC increases by +1 each subsequent round) or take 1d6 points of damage each round until the water is gone.

Weirds are creatures from the elemental planes. Lesser weirds are made up of elements from the demi-, para-, and quasi-elemental planes, while greater weirds are composed of elements from the pure elemental planes (air, earth, fire, and water).

Both types can be encountered on the Material Plane, often in the employ of a powerful spellcaster. Bribery is the usual means of gaining the services of a weird, though some spellcasters resort to even more deceitful practices or trickery to gain the services of these creatures. Spellcasters beware! Weirds are intelligent creatures and do not take kindly to deception (unless they are the ones engaging in such trickery). Many weirds are bound to an area when summoned (caster's choice). If bound, the area usually covers an area in a 100-foot radius (or less)

centered on the point where the weird first appears. Most casters bind weirds into pools of their element, such as an acid weird being summoned and bound into a large pool of acid or a mud weird being bound into a large mud pool. A weird that is bound to an area can move freely within the area but cannot leave it.

All weirds, regardless of their makeup, are serpent-like creatures about 10 feet long (lesser weirds are 8 feet long), and being of an evil and malign nature. Weirds speak the common language of weirds and the language native to their home plane. Some speak more languages, and still some can speak Common.

Clay Man

Large, featureless, men come lumbering forth.

CLAY MAN
XP 800

CR 3

N Medium construct (shapechanger)

Init +1; **Senses** darkvision 60 ft., low-light vision; **Perception** +2

AC 18, touch 12, flat-footed 16 (+1 Dex, +1 dodge, +6 natural)

hp 42 (4d10+20)

Fort +1, **Ref** +2, **Will** +3

DR 5/adamantine; **Immune** bludgeoning damage, construct traits

Speed 30 ft.

Melee 2 slams +8 (1d6+4)

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

Base Atk +4; **CMB** +8; **CMD** 20

Skills Disguise +11; **Racial Modifiers** +10 Disguise

SQ change shape (*alter self*), mimicry, close copy

Mimicry (Ex) A clay man is proficient in all weapons, armor, and shields. In addition, a clay man can use any spell trigger or spell completion item as if the spells were on its spell list. Its caster level is equal to its racial Hit Dice.

Close Copy (Su) When a clay man uses change shape, it can only assume the appearance of a specific individual if it has acquired a portion of that creature's anatomy (hair, fingernails, etc.).

Cut from the native clay of the Troll Hills the clay men are large, constructs shaped like stylized but very unrefined creatures. Given the opportunity, clay men seek to duplicate creatures if they can.

These figures are created by hags and used to make simple servants. They are roughly Medium-size, but can be of any shape. They are about 8 inches thick, but otherwise "two-dimensional". If a clay man manages to steal a person's possession they can take on a closer appearance to that person, duplicating their general shape but not their color. In this form, they possess a crude set of their memories. If they steal a bit of a person (hair, finger nail, etc.) they can become a perfect double.

LEGAL APPENDIX

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc (“Wizards”). All Rights Reserved.

1. Definitions: (a) “Contributors” means the copyright and/or trademark owners who have contributed Open Game Content; (b) “Derivative Material” means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) “Distribute” means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) “Open Game Content” means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) “Product Identity” means product and product line names, logos and identifying marks including trade dress; artifacts; creatures characters; stories, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) “Trademark” means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) “Use”, “Used” or “Using” means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) “You” or “Your” means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

4. Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.

5. Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder’s name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You Distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

System Reference Document Copyright 2000. Wizards of the Coast, Inc; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

Pathfinder RPG Core Rulebook Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary Copyright 2009, Paizo Publishing, LLC; Author Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Roleplaying Game Bestiary 2 Copyright 2010, Paizo Publishing, LLC; Authors Wolfgang Bauer, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal McLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K. Reynolds, F. Wesley Schneider, Owen K. C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Experimental Might Copyright 2008, Monte J. Cook. All rights reserved.

Tome of Horrors Copyright 2002, Necromancer Games, Inc.; Authors: Scott Greene, with Clark Peterson, Erica Balsley, Kevin Baase, Casey Christofferson, Lance Hawvermale, Travis Hawvermale, Patrick Lawinger, and Bill Webb; Based on original content from TSR.

Original Spell Name Compendium, Copyright 2002 Clark Peterson; based on NPC-named spells from the **Player’s Handbook** that were renamed in the System Reference Document. The **Compendium** can be found on the legal page of www.necromancergames.com.

Pathfinder Roleplaying Game Bestiary 3, © 2010, Paizo Publishing, LLC; Authors Wolfgang Baur, Jason Bulmahn, Adam Daigle, Graeme Davis, Crystal Frasier, Joshua J. Frost, Tim Hitchcock, Brandon Hodge, James Jacobs, Steve Kenson, Hal MacLean, Martin Mason, Rob McCreary, Erik Mona, Jason Nelson, Patrick Renie, Sean K Reynolds, F. Wesley Schneider, Owen K.C. Stephens, James L. Sutter, Russ Taylor, and Greg A. Vaughan, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

The Book of Fiends, © 2003, Green Ronin Publishing; Authors Aaron Loeb, Erik Mona, Chris Pramas, Robert J. Schwalb.

Anger of Angels. © 2003, Sean K Reynolds.

Book of Fiends. © 2003, Green Ronin Publishing; Authors: Aaron Loeb, Erik Mona, Chris Pramas, Robert J. Schwalb.

The Book of Hallowed Might. © 2002, Monte J. Cook.

Monte Cook’s Arcana Unearthed. © 2003, Monte J. Cook.

Path of the Magi. © 2002 Citizen Games/Troll Lord Games; Authors: Mike McArtor, W. Jason Peck, Jeff Quick, and Sean K Reynolds.

Skreyn’s Register: The Bonds of Magic. © 2002, Sean K Reynolds.

Angel, Monadic Deva from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Angel, Movic Deva from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Brownie from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Daemon, Custodaemon (Guardian Daemon) from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Daemon, Derghodaemon from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Daemon, Hydrodaemon from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Daemon, Piscodaemon from the Tome of Horrors, Revised. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Frogemoth from the Tome of Horrors. © 2002, Necromancer Games, Inc.; Author:

LEGAL APPENDIX

Scott Greene, based on original material by E. Gary Gygax.

Ice Golem from the *Tome of Horrors*. © 2002, Necromancer Games, Inc.; Author: Scott Greene.

Iron Cobra from the *Tome of Horrors*. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Philip Masters.

Marid from the *Tome of Horrors III*. © 2005, Necromancer Games, Inc.; Author: Scott Greene.

Mihstu from the *Tome of Horrors, Revised*. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Nabasu Demon from the *Tome of Horrors*. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by E. Gary Gygax.

Necrophidius from the *Tome of Horrors, Revised*. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Simon Tillbrook.

Sandman from the *Tome of Horrors, Revised*. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

Scarecrow from the *Tome of Horrors, Revised*. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Roger Musson.

Shadow Demon from the *Tome of Horrors*. © 2002, Necromancer Games, Inc.; Author: Scott Greene, based on original material by Neville White.

Wood Golem from the *Tome of Horrors*. © 2002, Necromancer Games, Inc.; Authors: Scott Greene and Patrick Lawinger.

Pathfinder Roleplaying Game Ultimate Magic. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Marid from the *Tome of Horrors III*. © 2005, Necromancer Games, Inc.; Author: Scott Greene.

Pathfinder Roleplaying Game Ultimate Combat. © 2011, Paizo Publishing, LLC; Authors: Jason Bulmahn, Tim Hitchcock, Colin McComb, Rob McCreary, Jason Nelson, Stephen Radney-MacFarland, Sean K Reynolds, Owen K.C. Stephens, and Russ Taylor.

Advanced Player's Guide. Copyright 2010, Paizo Publishing, LLC; Author: Jason Bulmahn.

Baobhan Sith from the *Tome of Horrors Complete*, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene.

Cooshee from the *Tome of Horrors Complete*, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene, based on original material by Gary Gygax.

Fire Spawned Creature Template from the *Tome of Horrors Complete*, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene.

Rat, Ethereal from the *Tome of Horrors Complete*, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene.

Screaming Devilkin from the *Tome of Horrors Complete*, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greenem based on original material by Philip Masters.

Spectral Troll Template from the *Tome of Horrors Complete*, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene, based on original material by Wizards of the Coast.

Tick, Giant from the *Tome of Horrors Complete*, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene, based on original material by Gary Gygax.

Troblin from the *Tome of Horrors Complete*, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Erica Balsley.

Troll, Cave from the *Tome of Horrors Complete*, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene and Clark Peterson.

Troll, Swamp from the *Tome of Horrors Complete*, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene.

Troll, Two-Headed from the *Tome of Horrors Complete*, Copyright 2011, Necromancer Games, Inc., published and distributed by Frog God Games; Author Scott Greene, based on original material by Oliver Charles MacDonald.

Hex Crawl Chronicles: The Troll Hills, Copyright 2013, Frog God Games; Author John Stater.

