# Hex-Crawl Chronicles

The Golden Meadows -

By John Stater



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# **Hex Crawl Chronicles**

# - The Golden Meadows -

By John M. Stater

In a windswept valley of scrub and sand there is a pleasant meadow fed by a bubbling spring. Here a strange people have made their home in a village and fortress of clay that they call Vega. The Vegans do not welcome visitors, and the miles of parched desert that surrounds their home discourages them as well, but still they wander into the valley in search of the silver mines that dot the surrounding hills and mountains. Of course, once these prospectors reach the mountains, they have to worry about the goblin-men and their wicked moonlit rites. Most of these folk begin their adventures in the rough-and-tumble trading port of Sanctum on the Ruddy River, which carries the xenophobes of Halaya down from the north and the war-like golden men up from the south.

The old legends speak of a city that commanded a great empire in these barren lands, a city that shimmered with light, turning the dark of night into the light of day; a city of warriors who patrolled the skies on thundering wyrms; a city where the women possessed the beauty of the nymphs and dressed entirely in precious stones carved out of the mountains. There are no signs of this city now, in the valley of the golden meadows, only the simple Fortress-village of the Vegans. The legends also tell of the grand city's fall, of a doom that coursed out of the sky on scintillating wings of fire and laid low men, women, children and beasts. The city was reduced to ash, the valley a sea of burning light. These were the legends found carved on stones in caves by the outcasts of Halaya, who traveled down the river and founded the fishing village of Sanctum. Soon, the village became a trading center between the usually xenophobic Halayans and the golden men of the south, not to mention dwarf caravans that came through secret tunnels from the Pillars of Heaven in the east.

The Golden Meadows of the title actually are rather small, taking up a few hexes in the center of a scrubby desert that broils from late spring to early fall, has a few weeks of nice weather in the early spring and late fall, and then has a mild winter that only occasionally turns frosty. The meadows are watered by vigorous springs, and support a strange, humanoid people called Vegans, named for their fortress-town, Vega. A larger meadow can be found beyond the mountains, and serve as an oasis for caravans traveling from the western lands beyond the Bear Mountains located to the west of the map in this hex crawl.

The desert is interrupted by a central mountain range and barren badlands. The mountains are snow-capped in the winter and fairly wellwatered the rest of the year, with intermittent droughts. They support evergreens in the middle elevations, Joshua trees in the low elevations, and are rocky and barren in the high elevations. The mountains are inhabited by goblin-men.

To the east, there is The Lake (as it is termed by the locals, travelers have taken to calling it Sanctuary Lake), surrounded by jagged, red-stoned badlands on all sides. The trading port, Sanctum, sits just to the north of Sanctuary Lake on the Ruddy River. Sanctum holds what passes for human civilization in the region.

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

# Adventures in the Wilderness

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

# Goblin-Men

The goblin-men are a bit of a misnomer, for they have no actual goblin blood flowing through their veins. In fact, they are mutated remains of the people who once inhabited the valley of the golden meadows. They appear as prune-faced men and women, lanky of limb, slightly hunched, with long fingers and toes that allow them to climb as well as an ape. Their skin is dark bronze in color, their eyes black and their hair, what little they have, lank and black. The goblinmen typically arm themselves with flint-tipped spears and stone axes, much like the Vegans and grimlocks, though they also trade with the kobolds beneath the mountains for metal weapons and armor; about 2 in 6 goblin-men have a metal weapon, 1 in 10 wears leather armor and 1 in 20 wears chainmail.

The goblin-men are hunter-gatherers, living in small bands of 10–20 warriors and their women and children (assume 2.5 non-combatants per warrior). Goblin-men have no chiefs, though most bands have a large male warrior with an extra Hit Dice who bullies the others and keeps the best treasure for himself. Being voracious omnivores, they keep no animals or prisoners longer than their bellies keep from the grumbling. The goblin-men have an innate fear of the shadows (monsters, not absences of light) and shimmering radiances, and avoid them at all costs.

#### GOBLIN-MAN XP 200

CR 1/2

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

AC 11, touch 11, flat-footed 10 (+1 Dex) hp 7 (1d10+1) Fort +3; Ref +1; Will +0

#### Speed 30 ft.

Melee stone battleaxe +2 (1d8+1/x3) or stone spear +2 (1d8+1/x3)

Str 12, Dex 13, Con 13, Int 8, Wis 10, Cha 9 Base Atk +1; CMB +2; CMD 13 Feats Athletic Skills Climb +7, Perception +1, Survival +1, Swim +3 Languages Common Gear hides and skins, stone battleaxe, stone spear





# Wilderness Random Monster Encounters

Roll	Badlands	Deserts and	Mountains	What Are They Doing?
Kon	baalanas	Grasslands		midi Ale mey boing.
1	Shadow (1d4)	Bulette (1)	Goblin-Men (2d6)	Arguing Loudly
2	Shadow Mastiff (1d4)	Vegan Hunters** (2d4)	Kobolds (3d6)	Fighting (roll another random encounter)
3	Giant Lizard	Goblin-Man Raiders (2d6)	Bighorn Sheep (1d6)	Fleeing in terror
4	Giant Bats (1d8)	Giant Lizard (1d3)	Prospectors*	Hunting
5	Giant Viper (1d3)	Giant Scorpion (1d4)	Shadow (1d4)	Lurking in ambush
6	Shimmering Radiance*** (1)	Giant Viper (1d3)	Snapping Dragonet*** (1d6)	Lying dead, bodies looted
7	Grimlock (2d6)	Shimmering Radiance*** (1)	Giant Raven (1d6)	Making camp
8	Prospectors*	Ghouls (1d6)	Werebear (1d4)	Marching (random direction)
9	Varghoul*** (1d4)	Camelop*** (2d10)	Archer Tree (1d3)	Reveling
10	Viper Hound*** (1d4)	Giant Raven (1d6)	Wolf (1d8)	Searching for something

\* Prospectors are really just bands of adventurers out of Sanctum looking for veins of silver. They consist of 4 to 6 adventurers (1d4+2 levels for each), with bearers equal to the total class levels of the adventurers, and 1d4 men-at-arms per adventurer. 1 in 6 adventurers is a demi-human (roll 1d6: 1–3 Dwarf, 4 Elf, 5–6 Halfling). Roll 1d10 to find a human adventurer's class: 1–3 Fighter (5% chance of paladin); 4–5 Cleric (35% chance of druid), 6 Wizard (20% chance of sorcerer); 7-8 Rogue (15% chance monk); 9-10 Ranger. Men-at-arms usually wear leather armor and are armed with spears and short bows, with 1d20 arrows.

\*\* Vegan hunters carry javelins with atlatls (+1 damage, double range), flint-tipped spears (1d4 damage) and flint knives (1d3 damage). About 1 in 6 vegan hunters carries a normal spear or dagger looted from an outsider. Armor is always leather.

\*\*\* Indicates a new monster described at the end of the book.

# Vegans

The vegans (no relation to the idea of not eating meat; they enjoy a nice, bloody steak) are a humanoid people who dwell on the golden meadows, herding nimble, blue-black cattle and cultivating fungal gardens (what good is steak without mushrooms!) They are tall (averaging about 7-1/2 feet), thin and hairless, with very small, delicate noses and large eyes that range from topaz to jet. Their chins are narrow and their mouths small. Vegans have alabaster skin that turns a lovely, warm grey in the summer sun, and their fingers are long and delicate. Warriors among them wear coats of scale armor that reach to their knees and are kept highly polished. They might carry spear or scimitar and wicker shield or pole arms or light crossbow and scimitar. The Vegans are delighted by music, and will usually regard people who sing and play music much more favorably. They are primarily cattle herders, though they also keep small gardens of vegetables and fruit trees nearer their complex.

VEGAN	CR 1/2
XP 200	
Male or Female human warrior 1	
N Medium humanoid (human)	
Init +1; Perception +1	

AC 11, touch 11, flat-footed 10 (+1 Dex) **hp** 6 (1d10) Fort +1; Ref +1; Will +2

Speed 20 ft. **Melee** glaive-guisarme +2 (1d10+1/x3) or scimitar +2 (1d6+1/18-20) or spear +2 (1d8+1/x3)Ranged light crossbow +2 (1d8/19-20)

#### Str 12, Dex 13, Con 8, Int 9, Wis 11, Cha 12

#### Base Atk +1; CMB +2; CMD 13

Feats Iron Will, Skill Focus (Handle Animal) Skills Acrobatics -2 (-6 jump), Climb -2, Escape Artist -2, Handle Animal +8, Perception +1, Ride -2, Stealth -2, Swim -2 Languages Common

Gear scale mail, light wooden shield, glaive-guisarme, light crossbow, 20 bolts, scimitar, spear

# Grey Travelers

The so-called "Grey Travelers" are smallish humanoids with light grey skin, over-sized heads and large, almond-shaped black eves ... oh heck they're grey aliens. The greys dwell in the northwest, supposedly in a virtual paradise. They travel in caravans with their tame ankhegs (they appear to be able to communicate with one another), drawing bullet-shaped metal canisters filled with goods manufactured in their realm, as well as a strange, salty red weed that is favored in Sanctum for its use in iron rations and for making a gooey stew. Treat the grey travelers as halflings with darkvision to a range of 60 feet. They are typically encountered in plastic armor (treat as leather armor) and armed with light crossbows and morningstars.

GREY TRAVELERS (P 200	
Male or Female grey trav N Small outsider (native)	vele

CR 1/2

er expert 1 Init +1; Perception +3

AC 14, touch 12, flat-footed 13 (+2 armor, +1 Dex, +1 size) **hp** 4 (1d8–1) Fort +0; Ref +2; Will +4; +6 vs. fear

Speed 20 ft.

# 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	There are few sources of information about the region better than the tree men of the western valley <b>[Hex 0411]</b>	11	The mistress of Vadaskor likes her chin tickled <b>[Hex</b> 0210]
2	A ghostly wind haunts the mountains in the west [Hex 1215]	12	There are several weird statues in the west that come to life under the full moon and can tell the location of a fabulous treasure <b>[Hex 0603]</b>
3	There is a strange ruin hidden in a box canyon to the southwest that supposedly hides a portal to another world <b>[Hex 1219]</b>	13	The goblin-men are frightened of cats
4	Cathedral Rock hides a strange temple [Hex 1312]	14	If you find bleached bones in the desert, beware – they might jump up and attack! <b>[Hex 1518]</b>
5	When the moon is full, one might glimpse strange spirits warring over the desert landscape <b>[Hex 1622]</b>	15	They say that an ancient robber baron hid his booty in a cave of bats <b>[Hex 1702]</b>
6	The red ruins north of Vega are rife with rat men [Hex 1910]	16	Do not fear the Eyes of Zok – they bring glad tidings! [Hex 1816]
7	The old mines one finds in the badlands are often dangerous <b>[Hex 1921]</b>	17	The Vegans delight in human sacrifice [Hex 1911]
8	If you need healing, seek out Guksu, the spirit of the south <b>[Hex 2018]</b>	18	The desert around Vega is poisonous – the sand, the wind – one must drink holy water to stave off the effects
9	Purple worms leave valuable droppings [Hex 2316]	19	If you need healing, seek out Suupadax, the spirit of the north <b>[Hex 2102]</b>
10	The abandoned town in the northern valley is haunted – don't go there without a holy man unless you want to lose your soul <b>[Hex 2904]</b>	20	A coven of witches and warlocks meets secretly in the badlands east of Vega – shun them! [Hex 2510]t

**Melee** morningstar -1 (1d6-2/x2) **Ranged** light crossbow +2 (1d6/19-20)

#### Str 6, Dex 13, Con 9, Int 13, Wis 12, Cha 12 Base Atk +0; CMB –3; CMD 8

**Feats** Skill Focus (Knowledge [engineering]) **Skills** Acrobatics +3 (-1 jump), Climb +0, Craft (alchemy) +2, Fly +3, Knowledge (engineering) +5, Knowledge (nature) +2, Linguistics +2, Perception +3, Profession (engineer) +2, Sense Motive +2, Sleight of Hand +2, Stealth +5, Use Magic Device +2 **Languages** Aklo, Common, Draconic

SQ fearless

Gear leather armor, morningstar, light crossbow, 20 bolts

# Humans

The **Golden Men** were first introduced in HCC 1 - Valley of the Hawks, and can be found to the west and south of this hexcrawl. The golden men of the south dwell on a steaming plateau covered by a speckled wood. They wear tall velvet hats, feathered nose rings, wolf-pelt robes, leather foot wrappings and feathered toads. The only southmen encountered in Sanctum are merchants who pedal all manner of fungus, transporting them in baskets hanging from rainbow-colored (blue-grey, rust red and golden brown), nimble-footed cattle. Warriors rarely wear more than long, chainmail hauberks and arm themselves with scimitars and curved daggers.

The golden men (women actually, read on) who come from the west arrive from the fabled desert of glass. The desert men never leave the valley, using their wives and daughters as factotums. They wear head-to-toe white robes and veils and beaded headdresses, the patterns of which indicate their husband's livery. The warriors among them wear coin armor (treat as ring armor; the coins are of ancient mintage and made of nickel and zinc) under their robes, and arm themselves with long swords. They also wear leather girdles from which hang three blades. The warriors spin while they fight, allowing them to attack (in a fashion) with the blades in their hands as well as the blades on their belts. These women never speak, but rather use a sign language that relies on them touching a person with their delicate fingers. These traders of the west drive giant, translucent century worms loaded with the glass goods for which their desert home is famous.

The **Halayans** come from the north, up the Red River. They are men of grim demeanor (one never sees their women, who remain in the safety of their empire in the mountains), dressing in long tunics of black covered by mail haubergeons and metal helms reminiscent of the Japanese jingasa. They arm themselves with heavy crossbows and hand axes. They primarily trade animal skins, salted meat and all manner of vegetables and grains, bringing it down on keel boats. The Halayans believe that women are divine, and must be protected and cherished above all other things.

# Other Humanoids

The most commonly encountered humanoids in the Golden Meadows, other than the goblin-men, are the subterranean grimlocks and kobolds. The kobolds are miners and worm-herders, while the grimlocks keep herds of human slaves whose minds have been crushed by their mysterious masters, using them for food and labor. The lake is inhabited by a large tribe of locathah who dwell in a submerged town and cultivate kelp and herd giant catfish. The locathah themselves resemble catfish, and they have long "whiskers" that carry a slight electric shock.

# Encounter Key

# 0108 Golden Man Caravan from West

A caravan of golden men from the western desert of glass is making its way through this hex to Sanctum. The caravan consists of **seven translucent century worms**, each about 30 feet long and 5 to 7 feet thick. Platforms made of leather, spun glass and wood are strapped to the great beasts. Six of the beasts carry trade goods – mostly glass goods, glass beads and fancy pottery. The seventh worm, located in the middle of the caravan, carries the **factotum**, who wears the beads of her lord, Aphlex, her **four bodyguards** and the worm's **driver**. The other worms have a **driver** and **two guards**. The golden men are not averse to traveling with others, though they will not permit foreigners to ride their worms. They are carrying about 300 gp worth of glass goods with a peculiar yellow glaze much favored by the dwarves of the Pillars of Heaven.

# CARAVAN DRIVERS and GUARDS (19) XP 400

Male human fighter 2 N Medium humanoid (human) Init +5; Perception +4

AC 14, touch 11, flat-footed 13 (+3 armor, +1 Dex) hp 20 (2d10+4 plus 1) Fort +5; Ref +1; Will +1; +2 vs. fear Defensive Abilities bravery +1

**Speed** 30 ft. **Melee** longsword +5 (1d8+3/19–20) **Ranged** heavy crossbow +3 (1d10/19–20)

#### Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8 Base Atk +2; CMB +5; CMD 16

Feats Alertness, Animal Affinity, Improved Initiative, Rapid Reload (heavy crossbow)

Skills Acrobatics +0, Climb +2, Escape Artist +0, Fly +0, Handle Animal +5, Intimidate +3, Perception +4, Profession (driver) +5, Ride +7, Sense Motive +3, Stealth +0, Survival +5, Swim +2

Languages Common

Gear studded leather armor, heavy crossbow, 10 bolts, longsword, 1 gp

#### BODYGUARDS (4) XP 600

CR 2

CR 1

Male human fighter 3 LN Medium humanoid (human) Init +2; Perception +3

AC 20, touch 12, flat-footed 18 (+6 armor, +2 Dex, +2 shield) hp 24 (3d10+6 plus 2) Fort +5; Ref +3; Will +3; +4 vs. fear Defensive Abilities bravery +1

**Speed** 20 ft. **Melee** mwk scimitar +6 (1d6+2/18–20) **Ranged** mwk heavy crossbow +6 (1d10/19–20)

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

Base Atk +3; CMB +5 (+7 to disarm); CMD 17 (19 vs. disarm) Feats Alertness, Combat Expertise, Improved Disarm, Iron Will, Power Attack,

**Skills** Acrobatics –3 (–7 jump), Climb +1, Diplomacy +0, Escape Artist –3, Fly –3, Intimidate +3, Knowledge (local) +2, Perception +3, Profession (soldier) +6, Ride +2, Sense Motive +5, Stealth –3, Swim –3

Languages Common, Dwarven

**Combat Gear** potion of cure light wounds; **Other Gear** masterwork chainmail, heavy wooden shield, masterwork scimitar, masterwork heavy crossbow, 10 bolts, signal whistle

CR 2

#### FACTOTUM XP 600

Male human aristocrat 4 N Medium humanoid (human) Init +1; Perception +3

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex) hp 20 (4d8 plus 2) Fort +1; Ref +2; Will +5

#### Speed 30 ft.

Melee dagger +4 (1d4+1/19–20) or mwk longsword +5 (1d8+1/19–20)

Str 12, Dex 12, Con 11, Int 10, Wis 8, Cha 13 Base Atk +3; CMB +4; CMD 15 Feats Deceitful, Iron Will, Persuasive Skills Acrobatics +0, Bluff +7, Climb +0, Diplomacy +10, Disguise +3, Escape Artist +0, Fly +0, Intimidate +10, Knowledge (history) +4, Knowledge (local) +4, Knowledge (nobility) +5, Linguistics +5, Perception +3, Perform (dance) +5, Ride +7, Sense Motive +3, Stealth +0, Swim +0 Languages Common Combat Gear potion of invisibility; Other Gear masterwork chain shirt, dagger, masterwork longsword, noble's outfit, 32 gp CENTURY WORMS (7) XP 600

N Large magical beast (see **Appendix**) **Init** +0; **Senses** darkvision 60 ft., low-light vision; **Perception** +8

AC 13, touch 9, flat-footed 13 (+4 natural, -1 size) hp 42 (5d10+15) Fort +9; Ref +4; Will +2

**Speed** 40 ft. **Melee** slam +7 (1d6+4) **Space** 10 ft.; **Reach** 5 ft. **Special Attack** trample (1d6+4, DC 15)

Str 16, Dex 10, Con 17, Int 2, Wis 13, Cha 7 Base Atk +5; CMB +9; CMD 19 (can't be tripped) Feats Endurance, Great Fortitude, Run Skills Perception +8, Swim +7

# 0115 Xa-matutsi

A yawning cave in the western range of mountains is carved to resemble a serpent's head, with glittering spheres of quartz for eyes. Fresh water pours from the serpent's mouth, forming a small rivulet with many waterfalls and pools that flows into the desert and then disappears. The cave is home to **Xa-matutsi**, the western water spirit, who takes the form of an elemental water dragon.

The interior of the cave is composed of blue-green quartz that is highly polished. The stream of water that flows from the cave appears to originate in a large, elevated pool about 30 feet in diameter. Water flows over the sides of this pool to form the river. This is the entrance to Xamatutsi's lair, and it is guarded by **a large water elemental** that dwells within the pool. The pool is 40 feet deep. At the bottom of the pool there is a small dimension portal in the shape of an ouroboros that leads to a demi-dimension of water (or the Elemental Plane of Water, if you prefer). Not far from the portal dwells Xa-matutsi, in a palace of jade and pearl, attended by naiads and nixies and other water creatures. Xa-matutsi is sometimes invoked by the holy men and women of the region, when they need to access his great wisdom. They must bring valuable offerings to him, most especially objects of jade and pearl.

# **Init** +0; **Senses** darkvision 60 ff.; **Perception** +6

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

CR 18

CR 5

#### XA-MATUTSI, ELEMENTAL WATER DRAGON XP 153,600

hp 252 (The Tome of Horrors Complete 268)

#### LARGE WATER ELEMENTAL

XP 1.600

hp 68 (Pathfinder Roleplaying Game Bestiary "Elemental, Water")

# 0203 Silver Mine

A small, irregular cave here leads into a silver mine. Not far beyond the cave there is a shaft (30 feet deep) that leads into the mine proper, which is populated by a band of 20 goblin-men. The goblin-men recently killed the human miners who worked the mine with the help of Tablas, an agent of Vermes, the chaos cult leader in Sanctum. Tablas is now a captive of the goblin-men, who plan on cooking him in the morning to celebrate their victory. The goblin-men have a treasure of 210 cp, 1,127 sp, 140 gp and a large turquoise worth 800 gp. The silver mine is still active, and is now technically owned by **Yoland**, the orphaned son of the mine's original owner, a miner and adventurer named Rostum. Rostum occupied a smallish brick house in Sanctum, a house now occupied by his son and housekeeper, a crusty old dwarf named Zgurt. Zgurt has a peg leg and a glass eye, which he is fond of removing and polishing while telling stories of his old life in the great mountains to the east, the Pillars of Heaven. Zgurt and Yoland do not know Rostum is dead yet, though Zgurt will claim his corn was acting up, and that that is always a sure sign of trouble.

GOBLIN-MEN (20)	CR 1/2
XP 200	

hp 7 (see Adventures in the Wilderness, above)

**TABLAS** XP 2.400 Male human roque 7 NE Medium humanoid (human) **Init** +4; **Perception** +10

AC 19, touch 15, flat-footed 14 (+4 armor, +4 Dex, +1 dodge) hp 42 (7d8+7) Fort +4; Ref +10; Will +3 Defensive Abilities evasion, trap sense, uncanny dodge

Speed 30 ft. Melee +1 rapier +10 (1d6+3/18-20) Ranged mwk light crossbow +10 (1d8/19-20) Special Attacks rogue talents (bleeding attack +4), sneak attack +4d6

Str 14, Dex 18, Con 12, Int 13, Wis 10, Cha 8

Base Atk +5; CMB +7; CMD 22 Feats Combat Reflexes, Dodge, Mobility, Spring Attack, Weapon Finesse

Skills Acrobatics +14, Bluff +9, Climb +12, Diplomacy +9, Disable Device +17, Disguise +9, Knowledge (local) +11, Perception +10 (+13 to locate traps), Sense Motive +10, Sleight of Hand +14, Stealth +14

Languages Common, Halfling

SQ rogue talents (fast stealth, stand up), trapfinding +3 Combat Gear potion of cure moderate wounds, potion of invisibility, tanglefoot bag; Other Gear +1 studded leather armor, +1 rapier, masterwork light crossbow, 20 bolts, cloak of resistance +1, thieves' tools, 489 gp

ZGURT XP 600	CR
Male dwarf expert 3/fighter 1	
N Medium humanoid (dwarf)	
Init +0: Senses darkvision 60 ft.: Perception +6	

2

hp 19 (3d8+1d10)

Fort +3; Ref +1; Will +3; +2 vs. poison, spells, and spell-like abilities Defensive Abilities defensive training

**Speed** 15 ft. (due to peg leg) Melee battleaxe +4 (1d8+1/x3) or handaxe +4 (1d6+1/x3) Special Attacks hatred

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

Base Atk +3; CMB +4; CMD 14 (14 vs. bull rush, 14 vs. trip) Feats Blind-Fight, Deceitful, Skill Focus (Profession [merchant]) Skills Appraise +6 (+8 to determine the price of nonmagic items with precious metals or gemstones), Bluff +8, Diplomacy +6, Disguise +5, Knowledge (local) +6, Perception +6 (+8 to notice unusual stonework, such as traps and hidden doors in stone walls or floors), Profession (merchant) +9, Ride –5, Sense Motive +6, Survival +4 Languages Common, Dwarven, Gnome, Halfling SQ greed, hardy, slow and steady, stability, stonecunning +2 Combat Gear smokestick, tanglefoot bag; Other Gear chainmail, battleaxe, handaxe, disguise kit (10 uses), light wagon, trade goods, 433 gp of valuables

#### YOLUND

#### XP 135

CR 6

Male human commoner 1 N Medium humanoid (human) Init +0; Perception +1

AC 10, touch 10, flat-footed 10 **hp** 4 (1d6+1) Fort +1; Ref +0; Will +1

Speed 30 ft. Melee club +0 (1d6)

#### Str 11, Dex 10, Con 12, Int 10, Wis 13, Cha 9 Base Atk +0; CMB +0; CMD 10 Feats Animal AffInity, Simple Weapon Proficiency (Club), Skill Focus (Knowledge [local]) Skills Climb +4, Handle Animal +5, Knowledge (local) +4, Profession (miner) +5, Ride +2 Languages Common

Gear club, light wagon

# 0210 Vadaskor

This hex holds a large fortress of sandstone and limestone with seven towers, a tall curtain wall (30-ft tall) and a 60-ft. tall keep. Within the curtain wall there is a village of stone houses. Herdsmen graze their goats on the grasses within the wall and without. The wall also holds a roadhouse famous for its pale brews and goat stew flavored with olives and wild onions. The keep is ruled by Lady Vadaskor, the Iron Maiden, who commands a corps of 60 women-at-arms in leather armor armed with spears and bastard swords and an elite band of 20 chariots, each with a driver and archer in scale armor. Both are armed with long swords and the archer carries a longbow and 20 arrows. Vadaskor guards the valley from incursions from beyond, for the valleys to the west are rife with orcs and goblins.

# LADY VADASKOR

**CR 17** 

XP 102.400 Female human fighter 18 LN Medium humanoid (human) Init +8: Perception +6

AC 29, touch 14, flat-footed 25 (+11 armor, +4 Dex, +4 shield) hp 176 (18d10+36 plus 28) Fort +13; Ref +10; Will +7; +12 vs. fear Defensive Abilities bravery +5; DR 3/-

Speed 20 ft.

CR 1/3

CR 3

Melee +2 flaming burst longsword +30/+25/+20/+15 (1d8+14 plus 1d6 fire/17-20/+1d10 fire)

Special Attacks weapon training abilities (heavy blades +4, close +2, natural +3, pole arms +1)

#### Str 18, Dex 18, Con 15, Int 16, Wis 12, Cha 15 Base Atk +18; CMB +22; CMD 36

Feats Bleeding Critical, Cleave, Crippling Critical (DC 28), Critical Focus, Endurance, Greater Weapon Focus (longsword), Greater Weapon Focus (longsword), Greater Weapon Focus (longsword), Greater Weapon Specialization (longsword), Improved Critical (longsword), Improved Initiative, Improved Vital Strike, Leadership (Base Score 20), Lunge, Power, Shield Focus, Toughness, Vital Strike, Weapon Focus (longsword), Weapon Specialization (longsword) Skills Acrobatics +2, Bluff +6, Climb +6, Craft (armor) +9, Craft (blacksmith) +9, Craft (weapons) +9, Diplomacy +3, Escape Artist +2, Fly +2, Heal +5, Intimidate +20, Knowledge (dungeoneering) +11, Knowledge (engineering) +14, Knowledge (geography) +8, Knowledge (history) +7, Knowledge (local) +13, Knowledge (nobility) +5, Linguistics +4, Perception +6, Profession (soldier) +19, Ride +11, Sense Motive +11, Stealth +2, Survival +9, Swim +2 (+6 to resist nonlethal damage from exhaustion)

Languages Aklo, Common, Draconic, Elven, Goblin Combat Gear potion of cure serious wounds; Other Gear +2 adamantine full plate of heavy fortification, +1 heavy steel shield of arrow deflection, +2 flaming burst longsword, belt of physical might (Str & Dex +4)

# WOMAN-AT-ARMS XP 800

Female human fighter 4 LN Medium humanoid (human) Init +1; Perception +3

AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex) hp 38 (4d10+8 plus 4) Fort +6; Ref +2; Will +1; +2 vs. fear Defensive Abilities bravery +1

Speed 30 ft.

Melee bastard sword +8 (1d10+5/19-20) or spear +7 (1d8+4/x3)

#### Str 16, Dex 13, Con 14, Int 10, Wis 10, Cha 12 Base Atk +4; CMB +7; CMD 18

Feats Combat Reflexes, Exotic Weapon Proficiency (bastard sword), Point Blank Shot, Skill Focus (Intimidate), Weapon Focus (bastard sword), Weapon Specialization (bastard sword)

Skills Intimidate +11, Perception +3, Ride +7, Sense Motive +2 Languages Common

Combat Gear potion of cure light wounds; Other Gear leather armor, bastard sword, spear

#### **CHARIOT DRIVER** and **ARCHER** XP 800

Female human fighter 4 LN Medium humanoid (human) Init +2; Perception +3

AC 17, touch 12, flat-footed 15 (+5 armor, +2 Dex) hp 34 (4d10+4 plus 4) Fort +5; Ref +3; Will +1; +2 vs. fear Defensive Abilities bravery +1

Speed 30 ft. Melee longsword +6 (1d8+2/19-20) **Ranged** longbow +7 (1d8+2/x3)

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

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

Feats Combat Reflexes, Point Blank Shot, Precise Shot, Skill Focus (Intimidate), Weapon Focus (longbow), Weapon Specialization (longbow)

Skills Intimidate +11, Perception +3, Ride +5, Sense Motive +2 Languages Common

Combat Gear potion of cure light wounds; Other Gear scale mail, longsword, longbow, 10 arrows

# 0317 Western Caravan

A caravan of the mysterious women from the desert of glass is making its way to Sanctum through this hex. The women are riding (side-saddle, of course) on their massive century worms, which have translucent flesh of a deep rose color. The worms wear coin barding that sparkles and shines in the sun, and have leather packs strapped to them, the packs containing all manner of glassware wrapped in rags. The caravan consists of seven worms, each ridden by one factotum and three warriors. The leader of the caravan is called Asfa. She is the headstrong wife of Prince Bubastis, and though quite lovely (one can tell even through the robes and veils her beauty almost surrounds her like an aura), has little patience for fools.

CENTURY WORMS (7) XP 600 hp 42 (see Area 01.08)	CR 2
CARAVAN WARRIORS (21) XP 400 hp 20 (see Area 01.08)	CR 1
FACTOTUMS (7) XP 600 hp 20 (see Area 01.08)	CR 2

# 0411 Joshua Treants

A convocation of twelve Joshua treants has gathered in this hex to discuss the last 100 years in the region, and to attempt to find a solution to the problem of the foreign invaders (humans, goblin-men, etc.). It takes them about one hour before they notice outsiders (unless they are attacked), and even then they show little desire to speak with non-druids (who they scold and chide for the liberties taken by the invaders). The treants know about many locations in the region, and might share their knowledge if a service valuable to them (such as clearing out a goblin-man lair in the mountains or burning Sanctum to the ground) is performed first.

## **JOSHUA TREANTS (12)**

XP 4,800

**CR 8** 

hp 114 (Pathfinder Roleplaying Game Bestiary "Treant")

# 0420 Prismatic Well

In a particularly narrow valley, with tall, sheer walls, there is a manmade well. The well is 200 feet deep, but one could only discover this by falling into it. Prismatic energy, akin to the energy of a prismatic sphere erupts continuously from the well, creating an aurora borealis effect throughout the valley. The light sometimes appears as a dim glow beyond the mountains, but is otherwise hidden by the valley walls. The valley is a pilgrimage site for an astral folk called the prismati, appearing as "clouds" of energy of ever-shifting colors. These clouds produce a strange hum that becomes higher pitched when they are angry or upset, and takes on a low, throbbing rhythm when they are content. This rhythm generally fills the valley. One can rarely sense the prismatic for the aurora that flows through the valley. There are usually **3d6 prismati** present in the valley.

#### PRISMATI XP 1,200

CR4

N Medium outsider (extraplanar, incorporeal) (see Appendix) Init +3; Senses darkvision 60 ft.; Perception +11

AC 19, touch 19, flat-footed 15 (+5 deflection, +3 Dex, +1 dodge)

**hp** 32 (5d10+5) **Fort** +2; **Ref** +7; **Will** +5

Defensive Abilities incorporeal; DR 5/magic; Resist cold 5, electricity 5, fire 5

Speed 60 ft. fly (perfect) Melee touch +8 (2d4 cold, electricity, or fire) Spell-like Abilities (CL 5th): 1/day—prismatic sphere (DC 24)

Str —, Dex 17, Con 12, Int 14, Wis 13, Cha 20 Base Atk +5; CMB -; CMD -Feats Alertness, Dodge, Mobility Skills Bluff +13, Diplomacy +13, Fly +19, Knowledge (arcana) +10, Knowledge (planes) +10, Perception +9, Sense Motive +9, Stealth +11 Languages Prismati

# 0601 The Margravina

This northern fortress is commanded by a woman who calls herself the Margravina (though her old friends in the slums of Crescentium called her Zephira). A born scoundrel and confidence woman, she managed to win this castle in a rather dangerous gambit. The palace is an empty shell keep that has been filled to the brim with wondrous illusions that make it appear as a palace of oriental splendor - rugs, tapestries, furniture inlaid with ivory and draped with silk, vessels of gold, silver and copper, etc. The Margravina has a bodyguard of twelve gnomes armed with daggers and wearing leather armor.

THE MARGRAVINA XP 3,200	
Female human rogue 8	
CN Medium humanoid (human)	
Init +2; Perception +12	

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex) hp 40 (8d8) Fort +2; Ref +8; Will +3 Defensive Abilities evasion, improved uncanny dodge, trap sense

Speed 20 ft. **Melee** mwk rapier +9/+4 (1d6–1/18–20) or dagger +8/+3 (1d4-1/19-20) Ranged light crossbow +8/+3 (1d8/19-20) Special Attacks sneak attack +4d6 Spell-Like Abilities (CL 8th): 2/dav—charm person 3/day—prestidiaitation

#### Str 8, Dex 14, Con 10, Int 14, Wis 12, Cha 18 Base Atk +6; CMB +5; CMD 17

Feats Combat Expertise, Deceitful, Deft Hands, Improved Feint, Nimble Moves, Weapon Finesse Skills Acrobatics +10 (+6 jump), Bluff +17, Climb +7, Diplomacy +15, Disable Device +16, Disguise +13, Escape Artist -1, Heal +3, Knowledge (local) +9, Perception +12 (+16 to locate traps), Perform (sing) +9, Ride -1, Sense Motive +12, Sleight of Hand +12, Spellcraft +6, Stealth +10, Use Magic Device +15

Languages Common, Elven, Gnome

SQ rogue talent (major magic, minor magic), trapfinding +4 Combat Gear dust of disappearance, potion of cure moderate wounds, scroll of bless, scroll of burning hands, scroll of cure light wounds, scroll of magic missile, 2 vials alchemist's fire, healer's kit, holy water, thunderstone; Other Gear +1 studded leather armor, masterwork rapier, dagger, light crossbow, 20 bolts, disguise kit (10 uses), everburning torch, spellbook, thieves' tools, 129 gp

#### **GNOME BODYGUARDS (12)** XP 400

Male or Female gnome fighter 2 CN Small humanoid (gnome) Init +2; Senses low-light vision; Perception +2

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

hp 21 (2d10+4 plus 2)

Fort +5, Ref +2, Will +0; +2 vs. illusions, +1 vs. fear Defensive Abilities bravery +1, defensive training, illusion resistance

#### Speed 20 ft.

Melee mwk rapier +6 (1d4+1/18-20) or dagger +5 (1d3+1/18-20)Ranged light crossbow +4 (1d8/19–20) Special Attacks hatred

Str 12, Dex 15, Con 14, Int 13, Wis 10, Cha 10 Base Atk +2; CMB +2; CMD 15 Feats Dodge, Point Blank Shot, Weapon Finesse Skills Acrobatics +3 (-1 when jumping), Intimidate +4, Knowledge (local) +2, Perception +2, Stealth +7 Languages Common, Gnome, Halfling, Sylvan Gear leather armor, masterwork rapier, dagger, light crossbow, 10 bolts, 16 gp

Beneath the stronghold there are limestone caves, in which dwell a tribe of 40 gnomes — gnarled little men and women with long, white hair. The gnomes are the real power behind the castle. They have been searching in the caves after the philosopher's stone (apparently stowed here a century ago by a band of imp marauders).

#### GNOMES (40)

XP 135

CR7

CR 1/3

Male or Female gnome expert 1 CN Small humanoid (gnome) Init +5; Senses low-light vision; Perception +5

**AC** 12, touch 12, flat-footed 11 (+1 Dex, +1 size) **hp** 6 (1d8+2) Fort +2; Ref +1; Will +1; +2 vs. illusions Defensive Abilities defensive training, illusion resistence

#### **Speed** 15 ft.

Melee dagger -1 (1d3-2/19-20) Special Attacks hatred Spell-Like Abilities (CL 1st): 1/day-dancing lights, ghost sound, prestidigitation, speak with animals

#### Str 6, Dex 12, Con 15, Int 11, Wis 9, Cha 12 Base Atk +0; CMB -3; CMD 8 Feats Improved Initiative

Skills Bluff +5, Climb -5, Craft (alchemy) +6, Craft (stonemasonry) +4, Disguise +4, Escape Artist -2, Fly +0, Perception +5, Stealth +6 Languages Common, Gnome, Sylvan Gear dagger, disguise kit (10 uses), musical instrument (wooden flute), 11 gp

# 0603 Lord Sivrac

Lord Sivrac was once a celebrated mercenary leader of Sanctum. He was a handsome man, always dangerous with the ladies, who had the misfortune of attracting the attention of Suress, a lamia matriarch who dwelled in a plush cave lair in this hex. When he refused her advances, she used a wish (she has a ring of three wishes with one wish left) to turn him and his retainers (20 of them) into stone statues. The men are still conscious and alive, but unable to

CR 2

communicate. She sometimes visits the weird statues (1 in 10 chance for her to be here), who are located about 1 mile away from her cave, bringing along her **two viper hounds** as protection. Her cave holds the following treasures: 3,899 sp, 2,409 gp, a brass pendant depicting a star (worth 45 gp), a bronze sculpture of a cobra worth 90 gp, a pink bottle of jasmine oil worth 25 gp and a large lapis lazuli worth 100 gp.

#### VIPER HOUNDS (2) XP 600

N Medium magical beast (see **Appendix**) Init +2; Senses darkvision 60 ft., low-light vision, scent; Perception +5

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural) hp 34 (4d10+8 plus 4) Fort +6; Ref +6; Will +2

Speed 50 ft. Melee bite +5 (1d6+1) Special Attacks poison (DC 16)

#### Str 12, Dex 15, Con 15, Int 2, Wis 12, Cha 14 Base Atk +4; CMB +5; CMD 17

Feats Ability Focus (poison), Toughness Skills Acrobatics +2 (+10 jump), Perception +5, Stealth +6, Survival +3; Racial Modifiers +4 to Survival when tracking by scent

**Poison (Ex)** Bite—injury; save Fort DC 16; frequency 1/round for 6 rounds; effect 1d3 Con; cure 1 save. The save DC is Consitution-based.

# SURESS, LAMIA MATRIARCH XP 4,800

**hp** 102 (Pathfinder Roleplaying Game Bestiary 2 "Lamia Matriarch")

# 0608 Goblin-Men

A clan of **20 goblin-men** (5 males, 8 females and 7 children) dwells here in a cave complex in a shady pine vale. One of the caves holds a slimy fungus the goblin-men favor with their raw meat. A thick iron grate blocks entry into the complex, and other passages are likewise blocked. The entry grate is guarded by **a carnivorous ape** chained to the wall. There are two other **carnivorous apes** around the corner on long chains – a nice surprise for intruders. The clan is led by three sorcerous sisters, **Bella, Vook** and **Candice**. They keep the others cowed by their powers and their complete lack of mercy.

# GOBLIN-MAN (17)

CR 1/3

CR 8

XP 135 Male human warrior 1 NE Medium humanoid (human) Init +0; Perception -1

AC 12, touch 10, flat-footed 12 (+2 armor) hp 9 (1d10+1 plus 4) Fort +3; Ref +0; Will -1

**Speed** 30 ft. **Melee** short sword +3 (1d6+2/19-20) **Ranged** shortbow +1 (1d6/x3)

Str 14, Dex 11, Con 12, Int 10, Wis 9, Cha 8 Base Atk +1; CMB +3; CMD 13 Feats Endurance, Toughness Skills Climb +6, Intimidate +3, Ride +4 Languages Common Other Gear leather armor, short sword, shortbow, 15 arrows

#### CARNIVOROUS APE XP 800

hp 30 (Pathfinder Roleplaying Game Bestiary "Ape, Dire")

# BELLA, VOOK AND CANDICE XP 800

Female human sorcerer 4 CE Medium humanoid (human) Init +5; Perception +0

AC 12, touch 11, flat-footed 11 (+1 armor, +1 Dex) hp 28 (4d6+12) Fort +2; Ref +2; Will +6; +2 bonus vs. poison Resist fire 5, infernal resistances

#### Speed 30 ft.

Melee mwk heavy mace +5 (1d8+3) or dagger +4 (1d4+2/19-20) Ranged light crossbow +3 (1d6/19-20) Bloodline Spell-Like Abilities (CL 4th; melee touch +4) 7/day—corrupting touch (2 rds) Spells Known (CL 4th; melee touch +4, ranged touch +3): 2nd (4/day)—hypnotic pattern (DC 16) 1st (7/day)—charm person (DC 17), protection from good<sup>B</sup>, shield, shocking grasp 0 (at will)—acid splash, bleed (DC 14), detect magic, mage hand, read magic, touch of fatigue (DC 14) Bloodline Infernal

Str 14, Dex 13, Con 12, Int 8, Wis 10, Cha 18 Base Atk +2; CMB +4; CMD 15 Feats Eschew Materials, Improved Initiative, Iron Will, Toughness Skills Bluff +8, Craft (alchemy) +3, Disguise +5, Knowledge (arcana) +4, Spellcraft +4, Use Magic Device +8 Languages Common SQ bloodline arcana Combat Gear potion of spider climb, scroll of slow, acid,

tanglefoot bag; **Other Gear** masterwork heavy mace, dagger, light crossbow, 10 bolts, bracers of armor +1, collection of dolls' heads, 24 gp

# 0714 Shifting Morass

A large patch of intelligent sand dwells here. It takes the form of a wandering patch of quicksand, quite unnoticeable except perhaps for a trail of soft sand that lacks any vegetation whatsoever. The patch of quicksand covers roughly a 30-ft. diameter (though it can alter this). Many years ago, a precious stone – a fist-sized topaz – was stolen from the morass and delivered to the lord mayor of Sanctum, who now keeps it on the end of his ceremonial baton. The morass desires the return of this stone (it is like a child who has lost its favorite toy), and is willing to hold people hostage until their friends bring it back. Naturally, it can be difficult to sequester a player character in this way. A GM might want to instead sequester an NPC, or maybe have the morass extract a solemn vow from a cleric or paladin.

#### INTELLIGENT SAND XP 800

#### CR 3

**hp** 31 (The Tome of Horrors Complete 437 with the following changes: **Immune** loses immunity to mid-influencing effects; **Int** 3, **Wis** 11, **Cha** 12; **Skills** Intimidate +4)

# 0901 Heart of Glass

This hex is composed of a vast crater composed entirely of yellowish glass. The entire hex is highly radioactive, forcing travelers to pass a saving throw once per day or lose one level. The crater is inhabited by dozens of **blazing boreworms**, large beasts that burn through the glass, creating small tunnels that crisscross the crater. Within each of these worms there is a strange growth, a sort of glowing yellow nodule. Each

one is capable of powering one spell per day of 1st to 4th level (roll 1d4). The stone can cast a total of 30 spells, but each day as a 5% chance of robbing its possessor of one level.

#### **BLAZING BOREWORMS** XP 19.200

#### **CR 12**

CR 3

hp 200 (Pathfinder Roleplaying Game Bestiary "Purple Worm", with the following changes: add Immune fire; Special Attack burn [10 ft. radius, 1d6 fire damage])

# 0910 Giant Eagle Aerie

There is a cavern here used as a nesting place for giant eagles. They guard the egg of a phoenix that, if placed in a roaring, magical fire, hatches.

#### **GIANT EAGLE**

XP 800

hp 26 (Pathfinder Roleplaying Game Bestiary "Eagle, Giant")

# 1007 Goblin-Men

A clan of 20 goblin-men dwells here in a cave complex. The entry cave is blocked by a wall of stone with a wooden gate that is always under the guard of four archers; the wall has two arrow slits in it. The goblin-men have a few pelts drying outside their cave complex, and nearby there is a small ravine where they throw their scraps and the bodies of their dead. The goblin-men are ostensibly led by Vrak, a large male, but the real power is held by the priestess Uzha, who has learned a bit of magic from a mysterious entity that dwells at the bottom of a deep well in the caves. The entity is a lich that was mostly crushed by falling rocks - he whispers his secrets to Uzha in the hopes that she will find a way to free him.

GOBLIN-MAN (20) XP 135	CR 1/3
hp 9 (see Area 06.08)	
VRAK	CR 1

#### XP 400 Male goblin man fighter 1/rogue 1 NE Medium humanoid (human) Init +3; Perception +5

AC 17, touch 14, flat-footed 13 (+3 armor, +3 Dex, +1 dodge) (1 sula (+8b( sula (+01b)) 7 al Fort +3; Ref +5; Will +0

#### Speed 30 ft.

Melee dagger +2 (1d4+2/19-20) and dagger +2 (1d4+1/19-20) or dagger +4 (1d4+2/19-20) **Ranged** dagger +4 (1d4+2/19-20) Special Attacks sneak attack +1d6

Str 14, Dex 17, Con 13, Int 8, Wis 10, Cha 12 Base Atk +1; CMB +3; CMD 17 Feats Dodge, Two-weapon Fighting, Weapon Finesse Skills Climb +7, Intimidate +6, Perception +5 (+6 to locate traps), Stealth +8, Survival +5 Languages Common SQ trapfinding +1 Gear masterwork studded leather armor, 3 daggers, 2 sets of manacles

#### **UZHA**

CR 3

XP 800 Female human universalist 4 LN Medium humanoid (human) Init +6; Perception +5

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex) **hp** 30 (4d6+14)



#### Fort +3; Ref +3; Will +5

#### Speed 30 ft.

Melee dagger -1 (1d3-1/19-20) or quarterstaff -1 (1d4-1) Special Attacks hand of the apprentice 6/day Spells Prepared (CL 4th; melee touch +1, ranged touch +4): 2nd—detect thoughts (DC 15), web (DC 15, x2) 1st—feather fall, mage armor, magic missile (x2) 0 (at will)—dancing lights, detect magic, detect poison, message

Arcane School universalist Opposition Schools none

#### Str 8, Dex 14, Con 14, Int 17, Wis 12, Cha 10 Base Atk +2: CMB +1: CMD 13

Feats Combat Casting, Improved Initiative, Scribe Scroll, Toughness +4

Skills Intimidate +4, Knowledge (arcana) +10, Knowledge (local) +9, Knowledge (religion) +7, Perception +5, Sense Motive +5, Spellcraft +10, Survival +3 Languages Abyssal, Common, Draconic, Orc

SQ arcane bonds (ring)

Combat Gear potion of cure moderate wounds, scroll of detect thoughts, scroll of knock, scroll of sleep, wand of color spray; Other Gear dagger, quarterstaff, ring (220 gp value), spellbook, spell component pouch, 123 gp

# 1105 Devil's Foundry

The devil's foundry is a large chamber beneath the earth. The chamber is the workroom of gaggle of three vrock demons, which are forging silent knights for the eventual war against heaven. The knights are stored in large side chamber, waiting only a single command from a vrock demon to spring into action. In total, there are 20 silent knights completed.

CR 5

The foundry holds about 1 ton of steel and 10 pounds of adamantine (in ingots).

#### SILENT KNIGHTS (20) XP 1,600

N Medium construct (see **Appendix**) Init +0; **Senses** darkvision 60 ft., low-light vision; **Perception** +0

AC 17, touch 10, flat-footed 7 (+7 natural) hp 58 (7d10+20) Fort +2, Ref +2, Will +2 DR 5/magic; Immune construct traits (+20 hp), mindeffecting effects; Resist cold, fire

Speed 20 ft.

Melee 2 slams +12 (1d4+5) or longsword +12/+5 (1d8+5/19-20)

Str 20, Dex 10, Con —, Int —, Wis 11, Cha 11 Base Atk +7; CMB +12; CMD 22 Skills Stealth +0 (+20 moving silently); Racial Modifiers +20 Stealth when moving silently Gear longsword

#### VROCKS (3)

XP 6,400

**hp** 112 (Pathfinder Roleplaying Game Bestiary "Demon, Vrock")

# 1122 Emissary of Lord Zkott

Lord Zkott is an ogre mage who maintains a castle of magically bonded sand in a place known only as the "Valley of Death", a deep valley that is broiling hot and in which the only intelligent life, besides Lord Zkott, are Joshua treants (they abide by the ogre's presence, but do not care for him or his skeletal legions) and fire lizards. Lord Zkott is evil, but he is no fool, and he understands well the value of trade and diplomacy. A small army of forty of his skeleton warriors, is escorting his emissary, the succubus Zrelanna, to Sanctum to set up various trade agreements with the golden men of the south. She has taken the appearance of a gaunt woman with chalk white skin and stark, white hair in a pageboy cut. She wears black platemail, wields a longsword and lance, and rides a giant beetle exoskeleton that has been painted in the livery of Zkott. She has no need for bloodshed, and is willing to travel with others. If attacked, she will allow her soldiers to fight and remain in the background, quitting the field of battle if things go poorly for her forces.

The emissary carries a locked iron box (**trapped** with a *fireball* that leaves the chest and its contents unharmed) that contains 580 sp and 135 gp. This is meant for gift giving and bribery in Sanctum.

FIREBALL TRAPCR 5XP 1,600Type magic; Perception DC 28; Disable Device DC 28
Trigger proximity (alarm); Reset none Effect spell effect (fireball, 6d6 fire damage, DC 14 Reflex save for half damage); multiple targets (all targets in a 20-ft. radius burst)
SKELETONS (40)CR 1/3XP 135Male human skeleton warrior 1NE Medium undeadInit +6; Senses darkvision 60 ft.; Perception +0
AC 21, touch 12, flat-footed 19 (+6 armor, +2 Dex, +2 natural +1 shield) hp 4 (1d10) Fort +2; Ref +2; Will –2 DR 5/bludgeoning; Immune cold, undead traits

Speed 20 ft.

Melee 2 claws +3 (1d4+2) or longsword +3 (1d8+2/19–20) Ranged longbow +3 (1d8/x3)

Str 15, Dex 14, Con —, Int —, Wis 10, Cha 10 Base Atk +1; CMB +3; CMD 15 Feats Improved Initiative Gear chain mail, light steel shield, longsword, longbow, 20 arrows

**CR 8** 

**CR 8** 

**CR 8** 

CR 3

CR7

#### JOSHUA TREANTS XP 4.800

#### . . . .

hp 114 (Pathfinder Roleplaying Game Bestiary "Treant")

### FIRE LIZARD

**XP 4,800 hp** 105 (The Tome of Horrors Complete 410)

## LORD ZKOTT, OGRE MAGE

XP 4,800

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

## GIANT BEETLE EXOSKELETON

XP 800

CR 9

N Large construct

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

AC 17, touch 10, flat-footed 16 (+1 Dex, -1 size, +7 natural) hp 57 (5d10+30) Fort +1; Ref +2; Will +2 DR 10/bludgeoning; Immune construct traits (+30 hp)

#### Speed 30 ft.

Melee bite +9 (2d6+7) Space 10 ft.; Reach 5 ft.

Str 20, Dex 12, Con —, Int —, Wis 12, Cha 10 Base Atk +5; CMB +11; CMD 22 (30 vs. trip) Skills Stealth –3

#### ZRELANNA

XP 3,200

CE Medium outsider (chaotic, demon, evil, extraplanar) Init +3; Senses darkvision 60 ft., detect good; Perception +21

AC 29, touch 11, flat-footed 28 (+11 armor, +1 Dex, +7 natural) hp 84 (8d10+40) Fort +7; Ref +9; Will +10 DR 10/good or cold iron; Immune electricity, fire, poison; Resist acid 10, cold 10, fire 10; SR 18

Speed 20 ft., fly 50 ft. (average) Melee +1 unholy lance +10/+5 (1d8+2/x3) or 2 claws +11 (1d6+1/x2) or sword of the planes +10/+5 (1d8+2/19-20) Special Attacks energy drain (DC 22), profane gift 1/day Spell-Like Abilities (CL 12th; melee touch +9): Constant—detect good, tongues At will—charm monster, detect thoughts, ethereal jaunt (self plus 50 lbs. of objects only), suggestion, teleport, greater (self plus 50 lbs. of objects only), vampiric touch 1/day—dominate person, summon (level 3, 1 babau 50%) Str 13, Dex 17, Con 20, Int 18, Wis 14, Cha 27 Base Atk +8; CMB +11; CMD 20 Feats Agile Maneuvers, Armor Proficiency (heavy)<sup>B</sup>, Combat

Reflexes, Iron Will, Weapon Finesse **Skills** Acrobatics –2 (–6 jump), Bluff +27, Diplomacy +19, Disguise +19, Escape Artist +6, Fly +9, Intimidate +16, Knowledge (local) +15, Perception +21, Ride –2, Sense Motive +13, Stealth +9; Racial Modifiers +8 Bluff, +8 Perception

Languages Abyssal, Celestial, Common, Draconic; telepathy (100 feet)

SQ change shape (small/medium humanoid; alter self) Gear +2 fortification (moderate) full plate, +1 unholy lance, sword of the planes

# 1215 Ghost Winds

At the heart of this hex, one might find the bleached bones of a dragon horse. The horse was killed here ages ago by agents of chaos and evil, and its spirit now haunts the hex, whipping up ghostly winds. The winds are unfelt by good characters, though they do here a soft music, as though from an unseen flautist. Neutrals feel a balmy breeze that brings tears to their eyes. Chaotic Evil characters feel a hot wind that scours their flesh with blowing sand. They suffer a cumulative 1d6 points of damage per mile traveled in the hex (DC 15 Fortitude save for half damage). If the remains of the beast are collected and borne to the tallest mountain in the region **[12.10]**, the spirit is appeased and a reward of 1,000 XP should be given to the characters.

# 1219 Ant-Lion

At the end of a box canyon filled with thick sand that slows people tremendously there is a portal carved into the wall. The portal has been painted a glossy scarlet, and is decorated with sun symbols. It is the entrance to a small dungeon complex. Beyond the portal there is a large cavern of sandstone walls filled with the same sand. An **ant lion** dwells here, guarding the entrance to the dungeon and taking many adventurers by surprise as they walk in and tumble down its pit. There are only a couple feet between the pit and the walls of the cavern, with three exits on the other side. One is cluttered with bones (due to its being filled with poisonous gas), one descends sharply and smells of rotting flesh and the third is large and uncluttered, and leads eventually to the lair of a **glabrezu demon** who was bound ages ago by a very skilled occultist.

ANT LION	CR 6
XP 2,400	
hp 67 (The Tome of Horrors Complete 31)	

**[A]** This entry chamber is clad in hexagonal golden-brown tiles, each about 2 inches wide. When the door of the room is closed, three seals appear on the other walls. Each seal appears to be made of fired clay, glossy black in color. One depicts a grinning devil holding a pitchfork, another a coiled cobra and the third crossed swords. After these seals appear, the room begins heating up. After one round, people in the room begin suffering damage; 1 point in the first round, 2 in the second, 3 in the third, and so on. The entry door is found to be locked tight (per *arcane lock*, CL 4th).

The clay seals can be broken to permit escape. The devil seal hides a passage to **[B]**. The cobra seal hides a **poisonous gas trap** and the sword seal connects to a subterranean hive of **fire bees**, 2d4 of which will enter the chamber and attack if their hive is disturbed; the hive is home to 3d6 more. The fire bees' royal jelly is like Greek fire, and their honey burns the throat, but can be made into a fiery mead beloved by fire elemental creatures and a few of the more adventurous dwarves and halflings.

#### POISON GAS TRAP CR 6 XP 2,400 Type mechanical; Perception DC 15; Disable Device DC 20

#### Trigger touch; Reset repair

**Effect** poison gas (**Burnt Othur Fumes**: inhaled; save DC 18 Fortitude; frequency 1/round for 6 rounds; *initial effect* 1 Con drain; secondary effect 1d3 Con damage; cure 2 consecutive saves); never miss

#### FIRE BEES XP 400 N Medium vermin (extraplanar, fire)

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

AC 14, touch 13, flat-footed 11 (+3 Dex, +1 natural) hp 16 (3d8+3) Fort +4; Ref +4; Will +2 Immune fire Weakness vulnerability to cold

Speed 30 ft., fly 30 ft. (average) Melee sting +2 (1d4 plus 1d4 fire)

Str 10, Dex 16, Con 13, Int —, Wis 12, Cha 10 Base Atk +2; CMB +2; CMD 15 Skills Fly +3

**[B]** This chamber was once the hideaway of an off wizard called Hambroz. He abandoned it long ago, but his harem of 7 very attractive **synthoid women** remains. The synthoids need not eat or drink, but they are bound (via silver torcs around their necks) to this room. The room contains cushions and low tables, a very nice chess set (worth 50 gp) and ten bottles of some manner of synthetic alcohol (very potent, DC 20 Fortitude save or become drunk and fall asleep in 2d6 turns for 6 hours).

#### SYNTHOIDS (7) XP 600

N Medium construct (see Appendix) Init +5; Senses darkvision 60 ft., low-light vision; Perception +2

CR 2

CR 9

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural) hp 31 (2d10+20) Fort +0; Ref +1; Will +0 Immune construct traits (+20 hp)

**Speed** 30 ft. **Melee** slam +2 (1d4)

Str 10, Dex 12, Con —, Int 10, Wis 10, Cha 14 Base Atk +2; CMB +2; CMD 13 Feats Improved Initiative Skills Diplomacy +4, Perception +2 Languages Common

**[C]** The floor of this chamber is covered by mosaics depicting six figures from the major arcana of the tarot. The figures pictured here are the Magician, High Priestess, The Devil, The Sun, Temperance and the Hanged Man.

Stepping on an image causes the floor below a person's feet to disappear, dropping them into a pocket dimension where they must deal with a puzzle or threat. To others in the room, it will appear as though the person merely disappeared. Stepping on the same image will a person in a different, though similar, pocket dimension – i.e. if you step on a card, you're dealing with the results solo! The pocket dimensions are as follows:

*Devil:* The adventurer finds themselves in a cavern of swirling red clouds and terrible screaming. The cavern is cut by several cracks, ranging in width from two to four feet and usually about 10 feet deep. Weird gas rises from these cracks, and falling into one inflicts 1d6 points of falling damage and 1d6 points of fire damage. The room is occupied by a vrock demon called **Vattoo**. Fighting in this room carries with it a 1 in 6 chance per round of nearly falling into a crevice (saving throw to avoid). The ceiling of the cavern is about 20 feet high, allowing Vattoo a little room to fly. The cavern is about 30 feet in diameter and there is no obvious exit.

#### VATTO, VROCK DEMON XP 6,400

**hp** 112 (Pathfinder Roleplaying Game Bestiary "Demon, Vrock")

Hanged Man: The adventurer finds themselves in a bleak expanse of moorland. There is a single, gnarled black tree here, and from one of its



branches there hangs a corpse. The hanged man awakens in the presence of the adventurer, and says, "If you cut me down, I will lead you home." If they do so, the hanged man will stretch his neck and then say, "Lend me your sword and bare your neck to me and I will send you home." (Note, if the adventurer has no sword, the hanged man will produce his own from behind the tree). If the adventurer acquiesces, the hanged man will remove their head and send them back (unharmed) to the mosaic room. Otherwise, he will shrug his shoulders and walk away (or flee if attacked) and the adventurer will be stuck (the hanged man will disappear from view about 100 feet away and cannot be found again). Once the adventurer falls to sleep, he will awaken on the slave ship.

*High Priestess:* The adventurer finds themselves in a small temple. In the center of the room there is an idol of a winged goddess holding two scimitars, one black and the other white. These swords can be removed from the idol's hands. As soon as the adventurer appears, **two armored priestesses** step from the walls of the room. One wears black armor, the other white armor, but otherwise they have the same characteristics and both heavy maces. The only difference between them, other than the armor, is that they are immune to physical attacks and magic. While one might believe the swords must be used to destroy them, in fact, one can only destroy them by praying to the idol for salvation or asking for forgiveness, or something of the like. This causes the warrior-priests to back away and sink into the walls and returns the adventurers to the mosaic room.

### PRIESTESSES (2)

CR 2

XP 600 Male human cleric 3 N Medium humanoid (human) Init +4; Perception +6 Aura none

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

hp — Fort +4; Ref +1; Will +6 Immune physical attacks and magic

#### Speed 20 ft.

Melee mwk heavy mace +6 (1d8+2) Special Attacks channel negative energy 6/day (2d6, DC 12), destructive smite 6/day (+1) Domain Spell-Like Abilities (CL 3rd): 6/day—battle rage Spells Prepared (CL 3rd; melee touch +4, ranged touch +2): 2nd—bull's strength, resist energy, spiritual weapon<sup>D</sup> 1st—bane (DC 14), magic stone, magic weapon<sup>D</sup>, true strike 0 (at will)—bleed (DC 13), detect magic, detect poison,

read magic

D Domain Spell Domains Destruction, War

#### Str 15, Dex 10, Con 13, Int 8, Wis 16, Cha 12 Base Atk +2; CMB +4; CMD 14

Feats Extra Channel, Improved Initiative, Weapon Focus (heavy mace)

**Skills** Knowledge (religion) +5, Perception +6, Spellcraft +3, Stealth –3

Languages Common

**Combat Gear** potion of cure light wounds; **Other Gear** masterwork scale mail, masterwork heavy mace

*The Magician:* The adventurer finds themselves in a circular room facing an aged **elf** dressed as a magician and holding a gnarled staff of white pine. This elf fights as a 4th level wizard, but should he take damage, he transforms into a 4th level fighter in plate armor and longsword. Likewise, if the warrior incarnation is damaged, he turns back into the magician. One must defeat him in both incarnations to escape this room.

MAGICIAN XP 800 Male elf universalist 4 NE Medium humanoid (elf) Init +2; Senses low-light vision; Perception +6

AC 12, touch 12, flat-footed 10 (+2 Dex) hp 24 (4d6+4 plus 4) Fort +2; Ref +3; Will +4; +2 vs. enchantments Immune sleep

#### Speed 30 ft.

Melee mwk quarterstaff +4 (1d6+1) Special Attacks hand of the apprentice 7/day Spells Prepared (CL 4th; melee touch +3, ranged touch +4): 2nd—invisibility, mirror image, scorching ray 1st—charm person (DC 15), magic missile, shield, shocking grasp

0 (at will)—daze (DC 14), detect magic, light, resistance **Arcane School** universalist **Opposition Schools** none

#### Str 12, Dex 15, Con 12, Int 18, Wis 10, Cha 8 Base Atk +2; CMB +3; CMD 15

**Feats** Combat Casting, Point Blank Shot, Scribe Scroll **Skills** Acrobatics +4, Climb +4, Intimidate +1, Knowledge (arcana) +11, Knowledge (history) +8, Perception +6, Spellcraft +11 (+13 to determine the properties of a magic item), Stealth +6

Languages Common, Draconic, Elven, Gnome, Orc, Sylvan SQ arcane bond (quarterstaff), elven magic

**Combat Gear** potion of cure moderate wounds, scroll of glitterdust, scroll of invisibility, scroll of magic weapon, scroll of mirror image, scroll of obscuring mist, scroll of protection from evil, scroll of scorching ray, wand of mage armor; **Other Gear** masterwork rapier, masterwork longbow, 20 arrows, spellbook, spell component pouch, 13 gp

CR 3

#### FIGHTER XP 800 Male elf fighter 4 CN Medium humanoid (elf) Init +4; Senses low-light vision; Perception +5

AC 19, touch 11, flat-footed 18 (+8 armor, +1 dodge) hp 38 (4d10+8 plus 4) Fort +6; Ref +5; Will +2; +3 vs. fear, +2 vs. enchantments Defensive Abilities bravery +1; Immune sleep

Speed 20 ft.

**Melee** mwk longsword +8 (1d8+4/19–20)

Str 14, Dex 18, Con 14, Int 15, Wis 8, Cha 10 Base Atk +4; CMB +6; CMD 21

Feats Combat Reflexes, Dodge, Iron Will, Weapon Focus (longsword), Weapon Specialization (longsword) Skills Acrobatics +1 (-3 jump), Climb +4, Craft (bows) +8, Escape Artist +1, Handle Animal +7, Perception +5, Ride +1, Stealth +5, Survival +3

Languages Common, Elven, Gnome, Orc

#### SQ elven magic

**Combat Gear** potion of bear's endurance, potion of cure moderate wounds; **Other Gear** masterwork half-plate, masterwork longsword

*The Sun:* The adventurer finds themselves in a room about 10 feet long and 6 feet wide. There are two pools here, each 3 feet in diameter and 3 feet deep. One is located on the ceiling, and has a golden bottom. The other has a silver bottom and is located on the floor. The golden-bottomed pool is empty, while the silver-bottomed pool is filled with water. Both are polished to a mirror-sheen. As soon as the person enters, the golden pool begins to glow, filling the room with bright light. After the first round, this light will begin to sear the skin; each round, the adventurer suffers 1d4 points of damage and must make a DC 20 Fortitude save against blindness. If the person fails three saves, they will be struck blind permanently. By pressing their body against one of the narrow walls, a person causes the

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chamber to rotate. This takes 3 rounds, and when completed, the golden pool will be on the floor and filled with water while the silver pool is on the ceiling. The light will cease, the room will become perfectly dark and a moment later the adventurer will find themselves back in the mosaic room.

Temperance: The adventurer finds themselves in a white room. In the center of the room there is a minute-glass with sand already beginning to fall. On either end of the narrow room, there is a statue of a woman, one blue and one red. Each woman has her hands cupped, with a glowing orb floating above them. Spikes are descending from the ceiling of the room. When the encounter begins, the GM should ask the players (other than the one who's character is in the room) to begin counting down from 60. It may seem obvious that one must choose to touch one or the other of the orbs to escape. In fact, touching either of the orbs triggers the trap, and causes the spikes to shoot down suddenly, skewering the trapped character. They must show temperance and allow the minute-glass to empty. At that point the spikes will stop about 2 feet above the ground and the person will have completed the challenge.

If the challenge is met and overcome, the person appears back in the room holding a 2-inch diameter sphere of swirling colors. By concentrating, a person can use this stone to shift from one plane or dimension to another. This is a one-way trip – the stone disappears after use. If a person fails, they awake (even if they were seemingly killed) on an extra-planar slave ship of the enigmatic kith-yin coursing through the astral plane. Kith-yin look like emaciated elves (they are, in fact related, and are sometimes called astral elves). The ship is about 100 feet long and has a crew of 12 kith-yin. It is commanded by Captain Okros. Other adventurers who fail will also be held in the ship, chained to the bulkhead.

SKEWERING SPIKES TRAP	CR 4
XP 1,200 Type mechanical; Perception DC 25; Disable Device DC 25	
Trigger location; <b>Reset</b> automatic Effect Atk +15 touch (skewering spikes; 6d6/x4)	
KITH-YIN (ASTRAL ELF) (13) XP 600	CR 2
N Medium humanoid (elf, extraplanar, kith-yin) (see	
Appendix) Init +1; Senses low-light vision; Perception +8	
AC 16, touch 12, flat-footed 14 (+3 armor, +1 Dex, +1 c +1 shield) hp 18 (4d8)	lodge,
Fort +1; Ref +2; Will +7; +2 vs. enchantment Immune sleep	
Speed 30 ft. Melee silver longsword +2 (1d8–1/19–20) Special Attacks psychic blast 1/day (30 ft. cone, 1d4 li damage and sickened 1d6 rounds, Will DC 15 resists)	nt
Str. 8. Dex 13. Con 10. Int 14. Wis 13. Cha 17	

Base Atk +3; CMB +2; CMD 14 Feats Dodge, Iron Will, Skill Focus (Perception) Skills Craft (any one) +9, Knowledge (planes) +6, Profession (any one) +9, Perception +8; Racial Modifiers +2 Spellcraft to identify magic items Languages Elf, Kith-Yin SQ +2 bonus on caster level checks to overcome SR Combat Gear studded leather armor, silver longsword

[D] This room is really a hallway. It leads to the chamber of the glabrezu demon mentioned above. The hallway's walls, ceiling and floor are pocked with holes that give out gouts of steam at what first seem to be random intervals. In fact, this steam follows a rhythm. If adventurers pause for a bit, they will learn that the rhythm is "boom-boom-pop-boom-pop-popboom-boom-pop". The pops represent when it is safe to walk, with each stride being 5 feet. The booms are the explosions of steam. As GM,

you can repeat the rhythm for each minute they stand watching, but each minute spent here has a 1 in 6 chance of summoning the attention of a medium water elemental. To cross the hallway, a player must repeat the rhythm. Any bit they get incorrect deals 1d6 points of damage and forces them to deduct their damage and then begin from the point at which they stopped.

#### **MEDIUM WATER ELEMENTAL** CR 3 XP 800

hp 30 (Pathfinder Roleplaying Game Bestiary "Elemental, Water")

[E] Here, then, is the final room, the prison of the glabrezu demon Parthok the Despoiler. When one enters this rather rough chamber, they must first be struck by the golden idol that dominates it -a depiction of a man, seated in the lotus position, in deep meditation, a sapphire embedded in his forehead as a "third eye". The idol appears to be made of wood covered by gold leaf, and rests upon a pedestal. Pedestal and idol are surrounded by a magic circle of silver dust anchored by five precious stones - bloodstones worth 200 gp each. The idol is, of course, not an idol, but rather an illusion thrown up by the glabrezu. Here he waits anyone foolish enough to step over the magic circle or greedy enough to steal one of the bloodstones and release him to work his evil.

#### PARTHOK, GLABREZU DEMON

XP 25.600

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hp 186 (Pathfinder Roleplaying Game Bestiary "Demon, Glabrezu")

**CR 13** 

CR 1/2

CR 3

# 1311 Goblin-Men

A clan of 15 goblin-men occupies what appears to have been a large inn in ancient times. The inn has two stories, with a large common room and stairs from there that lead to the upper floor of rooms (there are about 20 rooms on the top floor and 20 on the bottom floor. The rooms are dank and small, and most are empty. Those that are occupied are either used as living quarters for the goblin-men or kennels for their hounds. One room is used as an armory, and contains seven shields, fourteen short bows, 150 arrows and ten spears. Off the common room there is an old taproom (no spirits remain) as well as a large room used by Skork, the clan's biggest male and his retinue of thugs.

**GOBLIN-MEN (15)** XP 200 Male or female human warrior 1 N Medium humanoid (human) Init +1; Perception +1

AC 11, touch 11, flat-footed 10 (+1 Dex) **hp** 7 (1d10+1) Fort +3; Ref +1; Will +0

#### Speed 30 ft.

Melee battleaxe +2 (1d8+1/x3) or spear +2 (1d8+1/x3)

Str 12, Dex 13, Con 13, Int 8, Wis 10, Cha 9 Base Atk +1; CMB +2; CMD 13 Feats Athletic Skills Climb +7, Perception +1, Survival +1, Swim +3 Languages Common Gear hides and skins, battleaxe, spear

## SKORK

XP 800 Male goblin man fighter 1/rogue 3 CN Medium humanoid (human) Init +7; Perception +6

AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex) hp 35 (1d10+2 plus 3d8+6 plus 5) Fort +5; Ref +6; Will +0

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#### Defensive Abilities evasion, trap sense

Speed 30 ft.

Melee dagger +5 (1d4+2/19-20) or shortsword +6 (1d6+2/19-20)

**Ranged** shortbow +6 (1d6/x3)

Special Attacks rogue talents (weapon training), sneak attack +2d6

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

Base Atk +3; CMB +5; CMD 18 Feats Improved Initiative, Power Attack, Throw Anything, Toughness, Weapon Focus (short sword) Skills Acrobatics +10, Bluff +7, Climb +6, Disable Device +11, Intimidate +7, Perception +6 (+7 to locate traps), Sense

Motive +3, Stealth +10, Survival +6

Languages Common

**SQ** trapfinding +1

Gear masterwork leather armor, dagger, shortsword, shortbow, 15 arrows, backpack, thieves' tools, 2d4 sp

# 1312 Cathedral Rock

Cathedral rock is a barren rock face with a small temple carved into it about 200 feet above the ground and 40 feet below the top. The temple is about 20 feet long, 20 feet wide and 20 feet high. The floor is actually set four feet below the entryway, and is filled 4 feet deep with skulls and other bones. In the middle of the temple there is a pedestal (4 feet high) on top of which is set an idol depicting a deity with three torsos and heads atop six legs. There are hundreds of adamantine scarabs set into the walls. These are the temple guardians; they form a **swarm** and attack whenever a magical creature or spellcaster enters the chamber, for this temple is dedicated to a now forgotten deity of anti-magic. The swarm can attack all creatures within a 10-ft. radius.

#### SWARM, SCARAB CR 4 XP 1,200

hp 27 (The Tome of Horrors Complete 588)

The pedestal of the idol contains a secret door that grants access to a spiral stair that delves into the heart of Cathedral Rock, wherein there is a tomb of a high priest and his coterie of witch hunters. The tomb is protected by various anti-magic traps and mechanical monsters. The priest is interred in a lead vault, for he actually survives as a being of pure radioactive energy.

# 1403 Lonely Basilica

A strange basilica of limestone carved with bas-reliefs of dinosaurs sits here in the midst of the desert. The basilica has doors of thick glass, and windows of a similar material. The strange temple contains a number of sculptures that appear to be dinosaur-headed men wearing togas. A large idol sits at the end of the nave, a pulsating cube of spiraling colors. In the presence of the cube, adventurers feel themselves grow dizzy, and the spiraling colors move from the cube into the rest of the room. The statues appear to twist and melt, as do the walls, and for a moment, gravity is cancelled. All of a sudden, the effect stops and the adventurers come to their senses in a basilica that is now submerged. Outside the glass windows and doors, one sees a shallow sea in which dwell all manner of prehistoric shelled creatures and cunning ichthyosaurs, not to mention the original inhabitants of the land, crabmen and starfish-people, who waged great and terrible wars with one another. The submerged temple can be escaped by touching the cube, which teleports people to one of the mountain hexes in the region, poking above the sea level as islands. How adventurers get back to their own time (or if they ever get back) is a matter for them to figure out.

# 1518 Bleached Bones

A bleached skeleton pokes up from the sand here; just the skull, shoulder blades and a single arm. If one unburies it, they discover it was a centaur adventurer, its equine bits still clad in mail barding. Underneath this barding the centaur kept a silver mirror wrapped in thick cotton wadding.

# 1606 Fortress of Tears

A ramshackle fortress composed of some manner of strange stone (concrete, it turns out) has been erected here to guard the way to the north. Carvings in the fortress suggest it was the work of Halayans. There are thirty statues strewn about the castle, all of them depicting lovely men and women in togas. A slow trickle of tears falls from the eyes of the statues. If collected and rarified by a night bathed in moonlight, the tears act as magic potions. It takes 30 minutes to collect enough tears to make a potion, and a wizard or alchemist has a percentage chance equal to his or her level x2 to properly prepare the tears under the moonlight.

Roll	Statue	Potion
1	Mustachioed Warrior	Heroism
2	Debauched Lord	Cure Critical Wounds
3	Demure Lady	Invisibility
4	Wizened Sage	Clairaudience
5	Wanton Woman	Energy Resistance (10)
6	Defeated Barbarian	Bull's Strength

The fortress is home to a nest of **marble snakes**, who dwell in a series of caverns beneath the fortress that are connected (via a 4-ft. diameter hole) to the cellar, where one can also find mason's tools and a wooden chest holding 5 pounds of colored, ground glass. The snakes come out to hunt at night or when they hear people stirring above. Their caverns are winding and confusing, and permit access, via a long, narrow cleft in the rock, to the Red River several miles away.

#### MARBLE SNAKE

XP 600

hp 25 (The Tome of Horrors Complete 419)

# 1622 Moonlit War

When this hex is illuminated by a full moon, one sees ghostly figures fighting a great battle. The figures are some sort of toad-like humanoids in banded armor and wielding crescent-headed axes and barbed lances. One side of this battle fights for the forces of Good, and wear yellow tunics, while the other fights for Law, and wears white tunics. Two of the toad men are capable of sensing onlookers. Both are priests, and both attempt to lure other priests and paladins (in the case of the toad warriors of Good) to their aid. This can be accomplished by swallowing a small marble presented by one of these ghostly toad clerics. If the pebble is taken and swallowed, the cleric or paladin is thrust through dimensions into the battle, appearing now to others as a ghostly figure as well. The battle is an eternal one that is raging on grey, luminous dunes of the Moon. All told, there are 500 warriors on either side, and their ability to regenerate keeps them in the battle. Either side will direct helpers to undertake a special mission into the Sea of Tranquility in search of the brooding Moon King, who might sway the battle one way or the other.

TOAD-MAN WARRIORS
XP 600
Male or Female tsathar w

CR 2

CR 2

Male or Female tsathar warrior 1 (The Tome of Horrors Complete 419) CE Medium monstrous humanoid (aquatic)

Init +2; Senses darkvision 90 ft., scent; Perception +9

AC 22, touch 11, flat-footed 21 (+7 armor, +1 Dex, +4 natural) hp 20 (3d10+3 plus 1); regeneration 3(acid or fire) Fort +3; Ref +5; Will +4 Immune cold Weakness light blindness

**Speed** 20 ft., swim 30 ft. **Melee** battleaxe +4 (1d8+1/x3) or lance +4 (1d8+1/x3) or bite +4 (1d4+1) and 2 claws +4 (1d6+1) Str 12, Dex 14, Con 12, Int 12, Wis 12, Cha 10 Base Atk +3; CMB +4; CMD 15

Feats Skill Focus (Perception) Skills Acrobatics –1 (+23 high jumping, +11 long jumping, –5 jump), Climb –1, Escape Artist +9, Intimidate +6, Perception +9, Stealth +0, Swim +8

Languages Abyssal, Aklo, Tsathar SQ amphibious, implant, leap, slimy Gear banded mail, battleaxe, lance

**Implant (Ex)** Tsathar are sexless, reproducing by injecting eggs into living hosts. An egg can be implanted only into a helpless host creature. The host must be of Small size or larger. Giant frogs, bred for this very purpose, are the most common host. Implanting an egg requires one minute to perform.

Accompanying the egg is an anaesthetizing poison that causes the host to fall unconscious for the two-week gestation period of the egg unless the host succeeds on a DC 20 Fortitude saving throw; this save DC includes a +8 racial bonus. If the save succeeds, the host remains conscious, but is violently ill (-10 penalty on attack rolls, saving throws, ability checks, and skill checks) 24 hours before the eggs hatch. When the eggs mature, the young tsathar emerges from the host, killing it in the process.

A remove disease spell rids the victim any implanted eggs. A DC 20 Heal check can be attempted to surgically extract an egg from a host. If the check fails, the healer can try again, but each attempt (successful or not) deals 1d6 points of damage to the patient.

Leap (Ex) Tsathar are incredible jumpers, able to leap up to 30 feet horizontally or 10 feet vertically. They have a +14 racial bonus on horizontal jumps, or +24 on vertical jumps, and they do not need to make a 10-foot minimum running start before jumping to avoid doubling the jumping DCs. Tsathar can always take 10 when making an Acrobatics check to jump.

When a tsathar begins its round by jumping next to an opponent it can make a full attack in the same round. A tsathar wearing medium or heavy armor or carrying a medium or heavy load cannot use this ability. **Slimy (Ex)** Because tsathar continuously cover themselves with muck and slime, they are difficult to grapple. Webs, magic or otherwise, do not affect tsathar, and they usually can wriggle free from most other forms of confinement. This grants them a +12 racial bonus to their CMD to escape grapples, and to their Escape Artist checks.

#### TOAD-MAN PRIESTS (2) XP 4,800

CR 8

Male or Female tsathar cleric 6 LG or CE Medium monstrous humanoid (aquatic) Init +2; Senses darkvision 90 ft., scent; Perception +13 Aura good or evil

AC 22, touch 11, flat-footed 21 (+7 armor, +1 Dex, +4 natural) hp 54 (2d10+2 plus 6d8+6 plus 14); regeneration 3(acid or fire) Fort +6; Ref +7; Will +9 Immune cold Weakness light blindness

Speed 20 ft., swim 30 ft.

**Melee** +1 vicious warhammer +9/+4 (1d8+2/x3) or bite +7 (1d4+1) and 2 claws +7 (1d6+1)

Special Attacks channel positive or negative energy 3/day (3d6, DC 13)

**Spell-Like Abilities** (CL 6th; melee touch +7):

4/day—rebuke death, battle rage

Spells Prepared (CL 6th; melee touch +7, ranged touch +8):

3rd—magic vestment<sup>®</sup>, prayer, searing light 2nd—hold person (DC 13), remove paralysis, spiritual weapon, spiritual weapon<sup>®</sup>

1st—bless, divine favor, magic weapon<sup>B</sup>, obscuring mist, shield of faith

0 (at will)—bleed (DC 11), light, resistance, virtue D Domain spell **Domains** Healing, War

#### Str 12, Dex 14, Con 12, Int 12, Wis 13, Cha 10 Base Atk +6; CMB +7; CMD 18

**Feats** Armor Proficiency (heavy), Martial Weapon Proficiency (warhammer), Skill Focus (Perception), Toughness, Weapon Focus (warhammer)

**Skills** Acrobatics –1 (+23 high jumping, +11 long jumping, –5 jump), Escape Artist +9, Intimidate +7, Knowledge (planes) +10, Knowledge (religion) +10, Perception +13, Sense Motive +8, Stealth +0, Swim +8

Languages Abyssal, Aklo, Tsathar

**SQ** amphibious, healer's blessing, implant, leap, slimy, spontaneous casting

**Gear** banded mail, +1 vicious warhammer, holy or unholy symbol.

**Implant (Ex)** Tsathar are sexless, reproducing by injecting eggs into living hosts. An egg can be implanted only into a helpless host creature. The host must be of Small size or larger. Giant frogs, bred for this very purpose, are the most common host. Implanting an egg requires one minute to perform.

Accompanying the egg is an anaesthetizing poison that causes the host to fall unconscious for the two-week gestation period of the egg unless the host succeeds on a DC 20 Fortitude saving throw; this save DC includes a +8 racial bonus. If the save succeeds, the host remains conscious, but is violently ill (-10 penalty on attack rolls, saving throws, ability checks, and skill checks) 24 hours before the eggs hatch. When the eggs mature, the young tsathar emerges from the host, killing it in the process.

A remove disease spell rids the victim any implanted eggs. A DC 20 Heal check can be attempted to surgically extract an egg from a host. If the check fails, the healer can try again, but each attempt (successful or not) deals 1d6 points of damage to the patient.

Leap (Ex) Tsathar are incredible jumpers, able to leap up to 30 feet horizontally or 10 feet vertically. They have a +14 racial bonus on horizontal jumps, or +24 on vertical jumps, and they do not need to make a 10-foot minimum running start before jumping to avoid doubling the jumping DCs. Tsathar can always take 10 when making an Acrobatics check to jump.

When a tsathar begins its round by jumping next to an opponent it can make a full attack in the same round. A tsathar wearing medium or heavy armor or carrying a medium or heavy load cannot use this ability. **Slimy (Ex)** Because tsathar continuously cover themselves with muck and slime, they are difficult to grapple. Webs, magic or otherwise, do not affect tsathar, and they usually can wriggle free from most other forms of confinement. This grants them a +12 racial bonus to their CMD to escape grapples, and to their Escape Artist checks.

# 1702 Bat Caves

A valley here is screened by a thick copse of pines. Beyond the pines, the valley extends about 5 miles, with sandstone walls and a valley floor that has been carved into a sort of maze with low walls. The valley walls are pocked with caves in which dwell hundreds of **dire bats**. As night falls, the bats explode from these caves; any group of travelers in the maze are assaulted by 1d4 giant bats each round for about 10 rounds. If they are near death, the bats might continue their assault to feed on them. One of the bat caves (there are 30) contains the skeleton of a wizard in robes of

CR 2

cloth-of-gold (worth 50 gp if cleaned of guano) that hide an ivory scroll case (worth 30 gp) in which there is a scroll of wish.

**DIRE BAT** 

XP 600

hp 22 (Pathfinder Roleplaying Game Bestiary "Bat, Dire")

# 1816 Eyes of Zok

The barren landscape here is made significantly more interesting by the presence of two metal orbs that orbit one another about 40 feet above the ground. One orb is rubinescent and gives off a reddish aurora that sears the flesh (DC 15 Fortitude save each minute or suffer 1d4 points of damage). The other orb is blue in color and produces a white aura that is blinding and which implants suicidal thoughts into people's minds (DC 15 Will save once or become suicidal). The grey travelers worship these orbs, but do not know their origin. They say they can communicate with them, receiving visions of their ancestral homeland. They have constructed a small shrine here, most of it underground. Above ground, one finds a courtyard of black brick and a small steel dome. One climbs into the dome (actually a sphere) by a trapdoor. Once inside, the sphere rotates and one can climb back out the trapdoor and into the shrine.

The shrine is clad in black stone. There are two orbs embedded in opposite walls, one red and one blue. They can be removed by a person with a combined wisdom, intelligence and charisma of 40 or more. The orbs cannot be forced together, but they can be spun around one another. When this is done, all within the shrine are teleported into either one of the large orbs above ground.

The orbs are hollow, each one about 15 feet in diameter. Each one is guarded by a mercury ooze. The red orb contains a small, red, metallic cube that, when zapped with any amount of electricity, unfolds into a wall of metal and shifting force fields that are as dangerous as a blade barrier spell. The blue orb holds a crystalline scepter called an ethereal regulator. Also activated by electricity, it creates a 30-ft. diameter field that repulses ethereal beings and which can generate 1d6 magic missiles each round against ethereal beings (only).

#### **MERCURY OOZE** XP 1,200

hp 55 (The Tome of Horrors Complete 460)



# 1010 Red Brick Ruins

There is a ruin here of large, red bricks, piled high into many oddly shaped piles. Each of the piles has a secret door (difficult even for elves to find) that can only be opened by knocking on the correct brick (1 in 10 chance). Three incorrect knocks in a row seals the door tight for 6 days and 6 nights. There are 12 such piles, and all of them lead to a weird, subterranean maze of the red brick, a maze inhabited by ratings and their ratty kin, including a nobility of wererats. The rat king, Scabadar, is dashing (for a rat). He wears a golden crown encrusted with jewels (worth 2,500 gp) and carries a scimitar. His consort, Zimba the White, is an albino female wererat with magical abilities. Scabadar and Zimba command a small army of rats and ratlings. They spend their days and

nights plundering the deeper depths of gold and jewels, the remnants of a dwarven mine from elder days. The dwarves sealed many fell beasts here to guard their vaults. The ratlings have avoided these vaults, but would be happy to send adventurers in to plunder them for them.

CR 1/2

CR 3

#### RATLING

#### XP 200

NE Medium monstrous humanoid (see Appendix) Init +3; Senses darkvision 60 ft.; Perception +4

AC 16, touch 13, flat-footed 13 (+3 Dex, +3 natural) **hp** 6 (1d10+1) Fort +1; Ref +5; Will +2

#### Speed 30 ft.

Melee bite +4 (1d6+1 plus disease) and dagger +4 (1d4+1/19-20)Special Attacks diseased bite (DC 11)

Str 13, Dex 16, Con 13, Int 10, Wis 10, Cha 8 Base Atk +1; CMB +2; CMD 15 Feats Weapon Finesse Skills Intimidate +3, Perception +4, Stealth +7, Survival +4 Languages Common Other Gear dagger

Diseased Bite (Ex) Black Boils: Bite - injury; save DC 11 fortitude; onset immediate; frequency 1/day; effect 1d2 Con damage and target is fatigued; cure 1 save. The save DC is Constitution-based.

# ZIMBA

#### XP 800

CR4

Female human natural wererat sorcerer 3 CE Medium humanoid (human, shapechanger) Init +6; Senses low-light vision, scent; Perception +3

AC 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge) hp 19 (3d6+3 plus 3) Fort +2; Ref +3; Will +4 Defensive Abilities death's gift; DR 5/lethal; Resist cold 5

#### Speed 30 ft.

Melee bite +2 (1d4+1 plus disease and curse of lycanthropy; DC 15) Spell-Like Abilities (CL 3rd; melee touch +2): 6/day—grave touch (1 rd) **Spells Known** (CL 3rd; melee touch +2, ranged touch +3): 1 (6/day)—chill touch<sup>B</sup> (DC 14), grease (DC 14), mage armor, shocking grasp 0 (at will)—bleed (DC 13), daze (DC 13), detect magic, prestidigitation (DC 13), ray of frost Bloodline Undead

Str 12, Dex 14, Con 12, Int 10, Wis 12, Cha 16 Base Atk +1; CMB +2; CMD 15

Feats Combat Casting, Dodge, Eschew Materials<sup>B</sup>, Improved Initiative

Skills Appraise +4, Bluff +7, Diplomacy +3 (+7 to change attitude vs. animals related to lycanthropic form), Intimidate +9, Knowledge (arcana) +4, Perception +3, Spellcraft +4 Languages Common

SQ bloodline arcana, change forms, lycanthropic empathy Combat Gear wand of slow; Other Gear tattered robes, spell component pouch.

Curse of Lycanthropy (Su) A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Fortitude DC 15 negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.

**Disease (Ex)** Filth fever: Bite—injury; save Fort DC 12; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

#### SCABADAR XP 1,200

CR 4

Male human natural wererat rogue 4 CE Medium humanoid (human, shapechanger) Init +4; Senses low-light vision, scent; Perception +8

AC 17, touch 15, flat-footed 13 (+2 armor, +1 deflection, +4 Dex) hp 33 (4d8+8 plus 4) Fort +3; Ref +8; Will +2

**Defensive Abilities** evasion, trap sense, uncanny dodge

#### Speed 30 ft.

**Melee** dagger +7 (1d4+1/19-20) and rapier +8 (1d6+1/18-20) or bite +4 (1d4+1 plus disease and curse of lycanthropy; DC 15)

**Special Attacks** rogue talents (finesse rogue, weapon training), sneak attack +2d6

#### Str 13, Dex 18, Con 14, Int 10, Wis 12, Cha 12 Base Atk +3; CMB +4; CMD 19

Feats Double Slice, Two-weapon Defense, Two-weapon Fighting, Weapon Finesse, Weapon Focus (rapier) Skills Acrobatics +11, Appraise +7, Bluff +8, Climb +8, Diplomacy +8 (+12 to change attitude vs. animals related to lycanthropic form), Disable Device +10, Intimidate +7, Knowledge (local) +7, Perception +8 (+10 to locate traps), Stealth +11

Languages Common

SQ change forms, lycanthropic empathy, trapfinding +2 **Other Gear** leather armor, dagger, rapier, *ring of protection* +1, thieves' tools

**Curse of Lycanthropy (Su)** A natural lycanthrope's bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Fortitude DC 15 negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.

**Disease (Ex)** Filth fever: Bite—injury; save Fort DC 13; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

# 1911 Vega

Vega is a large village located on the golden meadows. Inhabited by a strange people called Vegans, it is surrounded by 12-ft. tall wall of large caliche blocks. Within the walls, the land is raised about 8 feet above the level of the surrounding grasslands. The village contains about 20 acres, most of which is grazed by the cattle of the Vegans. At the northern end of the village there is a conglomeration of stone buildings that are all connected with one another. The edges of the roofs are studded with spikes. Rope ladders lead up to the roof, where the only entrances to the complex are located. Vegan warriors always patrol these roofs, which range from 10 to 20 feet in height. In the center of the complex, the Vegans keep a temple to their god, which looks like a four-armed Vegan, two hands pressed together in prayer, the other two holding scimitars. This is Meshta, the Vegan's androgynous god of love and war (an Earthling that has been drawn into Namera through a portal – perhaps in an amusement park – would swear it was a statue of David Bowie). The Vegans gather here to pray and meditate, and to blindly drop marbles into bowls (white and black marble) to make decisions for the tribe.

VEGAN XP 200 Male or Female human warrior 1 N Medium humanoid (human) Init +1; Perception +1

AC 11, touch 11, flat-footed 10 (+1 Dex) hp 6 (1d10) Fort +1; Ref +1; Will +2

#### Speed 20 ft.

 Melee
 glaive-guisarme
 +2
 (1d10+1/x3)
 or scimitar
 +2

 (1d6+1/18-20)
 or spear
 +2
 (1d8+1/x3)
 Ranged
 Iight crossbow
 +2
 (1d8/19-20)

Str 12, Dex 13, Con 8, Int 9, Wis 11, Cha 12

Base Atk +1; CMB +2; CMD 13

Feats Iron Will, Skill Focus (Handle Animal) Skills Acrobatics -2 (-6 jump), Climb -2, Escape Artist -2, Handle Animal +8, Perception +1, Ride -2, Stealth -2, Swim -2

#### Languages Common

**Gear** scale mail, light wooden shield, glaive-guisarme, light crossbow, 20 bolts, scimitar, spear

# 1912 Black Pyramid

A pyramid of black glass rises about 30 feet above the surface of the land here. It has been broken into in one spot, but is otherwise intact (the glass does not break easily). Inside, one finds a small chamber filled with sand with four doors that lead into shafts that seem, from the angle, to run down the sides of the pyramid, which obviously extends more than 300 feet beneath the ground above. The walls of the pyramid were once lined with thousands of small chambers - probably used for burials or burial items - that are now used by a large tribe of bat-folk. The inside of the pyramid is a great atrium that has been turned into a sort of temple dedicated to fortuna, the goddess of luck and fate, who is represented here by a large idol in the Egyptian style. At her feet there is an idol of some exotic, dark wood covered by a green cloth marked with mystic symbols in a sort of grid of three columns and twelve rows. A wheel of fortune sits at the end of this altar, and the **bat-folk** use it decide the fate of those who fall into their clutches. The person is permitted to choose one of the 36 squares on the altar. The wheel is spun and the if the sacrificial victim's number comes up, they are permitted to leave with the blessing of the high priest (Skirree, an aged bat-woman in a tall, beaded headdress). Those who fail at this test of fortune are dropped into a pit, where they fall 20 feet into a series of catacombs. The lich Vazgar dwells in these catacombs, and seeks a mate in the form of an elven female. He has been crafting an army of iron cobras in these catacombs and plans on using them and his bat-folk to conquer the Vegans and eventually establish a great kingdom for himself, which his mate as the public queen. Vazgar has a treasure of 1,100 sp, 2,280 gp and five pounds of rare incense worth 200 gp per pound.

#### BATFOLK XP 135

CR 1/3

Male or Female batfolk warrior 1 (see Appendix) LN Small humanoid (batfolk) Init +2; Senses darkvision 60 ft.; Perception +6

AC 17, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 dodge, +1 shield, +1 size) hp 7 (1d10+2) Fort +4; Ref +2; Will +2

**Speed** 20 ft., climb 20 ft. **Melee** spear +3 (1d6+1/x3) **Ranged** javelin +4 (1d4+1)

Str 13, Dex 15, Con 14, Int 10, Wis 14, Cha 8 Base Atk +1; CMB +1; CMD 14 Feats Blind-Fight<sup>8</sup>, Dodge Skills Climb +12, Perception +6, Stealth +2; Racial Modifiers +1 Knowledge (dungeoneering), +1 to Survival checks made underground, Perception and Stealth are always class Skills Languages Common, Batfolk

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CR 1/2

SQ gliding wings Gear leather armor, buckler, spear, 2 javelins

**Gliding Wings (Ex)** Batfolk take no damage from falling (as if subject to a constant nonmagical feather fall spell). While in midair, Batfolk can move up to 5 feet in any horizontal direction for every 1 foot they fall, at 60 feet per round. A Batfolk cannot gain height with these wings alone; she merely coasts in other directions as she falls. If subjected to a strong wind or any other effect that causes the Batfolk to rise, she can take advantage of the updraft to increase the distance she can glide.

#### SKIRREE

CR 5

XP 1,600 Female batfolk cleric 5 (see Appendix) CN Small humanoid Init +1; Perception +10 Aura chaos

AC 15, touch 12, flat-footed 14 (+2 armor, +1 Dex, +1 shield, +1 size) hp 36 (5d8 plus 5) Fort +4; Ref +2; Will +5

Speed 30 ft., climb 20 ft. Melee heavy mace +3 (1d6–1/x2) Ranged dart +3 (1d3–1/x2) Special Attacks channel positive energy 3/day (3d6, DC 12) Domain Spell-Like Abilities (CL 5th; melee touch +2) 4/day—bit of luck, touch of chaos Spells Prepared (CL 5th; melee touch +2, ranged touch +4): 3rd—dispel magic, protection from energy<sup>D</sup> 2nd—aid<sup>D</sup>, hold person (DC 13), spiritual weapon 1st—command (DC 12), cure light wounds, divine favor, doom (DC 12), true strike<sup>D</sup> 0 (at will)—bleed (DC 11), detect magic, guidance, read magic

D Domain spell Domains Chaos. Luck

#### Str 8, Dex 12, Con 10, Int 10, Wis 13, Cha 10 Base Atk +3; CMB +1; CMD 12

Feats Alertness, Blind-Fight, Toughness, Turn Undead (DC 12) Skills Acrobatics +0, Climb +6, Diplomacy +4, Escape Artist +0, Fly +2, Knowledge (arcana) +4, Knowledge (religion) +4, Perception +10, Sense Motive +8, Spellcraft +4, Stealth +4, Survival +1 (+2 checks made underground) Languages Common

**SQ** gliding wings, spontaneous casting

**Other Gear** leather armor, buckler, heavy mace, 2 darts, holy symbol.

**Gliding Wings (Ex)** Batfolk take no damage from falling (as if subject to a constant nonmagical *feather fall* spell). While in midair, Batfolk can move up to 5 feet in any horizontal direction for every 1 foot they fall, at 60 feet per round. A Batfolk cannot gain height with these wings alone; she merely coasts in other directions as she falls. If subjected to a strong wind or any other effect that causes the Batfolk to rise, she can take advantage of the updraft to increase the distance she can glide.

#### VAZGAR

XP 19, 200

CR 12 BC

hp 111 (Pathfinder Roleplaying Game Bestiary "Lich")

# 1921 Slag Heaps

At the base of a cliff there is an old mine. A slope extends from the mine entrance about 200 feet at a 35-degree angle, and this slope is covered by a number of old slag heaps and the remnants of earthen ovens. The mine is currently inhabited by an **aurumvorax**, which has been left to guard a jade idol of an angel. The idol was hidden here by Halayan outcasts, who intended to return for it in the future, that they might place it in a church. Unfortunately, they were wiped out by grimlocks, and those who remain now labor in their slave pits. The idol weighs about 200 pounds and is worth 3,000 gp.

CR 9

CR 6

CR8

#### AURUMVORAX

XP 6,400

hp 114 (The Tome of Horrors Complete 42)

# 2004 Dwarf Prospectors

A party of **20 dwarves** has set up camp next to a small rivulet that flows from the mountains here, eventually flowing underground and reemerging in the springs of the Vegans. The dwarves are panning for silver, and, if they do well, plan on returning in greater numbers that they may challenge the goblin-men of the mountains and establish a fortified mine. The leader of the band is a dwarf lord named **Karack**. He is accompanied by his erstwhile comrade **Bolgum**. The rest are miners armed with heavy maces and leather armor, not to mention picks, hammers and other mining tools. The group has enough food here (iron rations) for 20 more days, and plans to plan another 5 and then head back for their home in the great mountains to the east, near the homeland of the Halayans. They currently have 50 pounds of silver ore to show for their efforts, and about 10 goblinman heads to decorate their shields.

KARACK XP 2,400 Male dwarf fighter 7 NG Medium humanoid (dwarf) Init +0; Senses darkvision 60 ft.; Perception +8

AC 17, touch 10, flat-footed 17 (+6 armor, +1 shield) hp 56 (7d10+7 plus 7) Fort +6; Ref +2; Will +3; +5 vs. fear, +2 vs. poison, spells, and spell-like abilities Defensive Abilities bravery +2, defensive training

#### Speed 20 ft.

 Melee +1 warhammer +10/+5 (1d8+4/x3) or dagger +7/+2 (1d4/19-20) or silver dagger +7/+2 (1d4-1/19-20)

 Ranged light crossbow +7/+2 (1d8/19-20) or dagger +7 (1d4/19-20)

 Special Attacks hatred, weapon training (hammers +1)

Str 11, Dex 10, Con 12, Int 10, Wis 12, Cha 8 Base Atk +7; CMB +7; CMD 17 (17 vs. bull rush and trip) Feats Blind-Fight, Combat Reflexes, Lunge, Point Blank Shot, Precise Shot, Quick Draw, Weapon Focus (warhammer), Weapon Specialization (warhammer) Skills Appraise +0 (+2 to determine the price of nonmagic items with precious metals or gemstones), Climb –4, Intimidate +9, Perception +8 (+10 to notice unusual stonework, such as traps and hidden doors in stone walls or floors), Stealth –4 Languages Common, Dwarven

SQ greed, hardy, slow and steady, stability, stonecunning +2 Gear chainmail, light steel shield, +1 warhammer, dagger, silver dagger, light crossbow, 10 bolts, backpack, pick, mining tools, 2d10 sp

#### BOLGUM XP 4,800

Male dwarf fighter 4/rogue 5 N Medium humanoid (dwarf) Init +7; Senses darkvision 60 ft.; Perception +13

AC 15, touch 15, flat-footed 11 (+1 deflection, +3 Dex, +1 dodge) hp 71 (4d10+8 plus 5d8+10 plus 4)

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Fort +7; Ref +8; Will +5; +6 vs. fear, +2 vs. poison, spells, and spell-like abilities

Defensive Abilities bravery +1, defensive training, evasion, trap sense, uncanny dodge

#### Speed 20 ft.

Melee dagger +10/+5 (1d4+1/19-20) or handaxe +11/+6 (1d6+1/x3)**Ranged** throwing axe +10/+5(1d6+1)Special Attacks hatred, sneak attack +3d6

#### Str 12, Dex 16, Con 14, Int 10, Wis 13, Cha 8

Base Atk +7: CMB +8: CMD 23 (23 vs. bull rush and trip) Feats Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Vital Strike, Weapon Finesse, Weapon Focus (handaxe)

Skills Acrobatics +15 (+11 jump), Appraise +0 (+2 to determine the price of nonmagic items with precious metals or gemstones), Bluff +4, Climb +9, Diplomacy +7, Disable Device +14, Perception +13 (+15 to locate traps, +15 to notice unusual stonework, such as traps and hidden doors in stone walls or floors), Sleight of Hand +11, Stealth +15 Languages Common, Dwarven

SQ greed, hardy, rogue talents (fast stealth, stand up), slow and steady, stability, stonecunning +2, trapfinding +2 Other Gear masterwork studded leather armor, 2 daggers, handaxe, 2 throwing axes, ring of protection +1, masterwork thieves' tools, backpack, mining gear, 2d4 sp

#### CR1 MINERS (18) XP 400

Male dwarf com 3 (Pathfinder Roleplaying Game NPC Codex)

CN Medium humanoid (dwarf)

Init -1; Senses darkvision 60 ft.; Perception +5 AC 11, touch 9, flat-footed 11 (+2 armor, -1 Dex)

hp 16 (3d6+6)

Fort +3, Ref +0, Will +2; +2 vs. poison, spells, and spell-like abilities

Defensive Abilities defensive training

#### Speed 20 ft.

Melee heavy mace +2 (1d8+1) or miner's pick -2 (1d6+1) Special Attacks hatred

#### Str 13, Dex 8, Con 14, Int 9, Wis 13, Cha 8

Base Atk +1; CMB +2; CMD 11 (15 vs. bull rush or trip) Feats Skill Focus (appraise), Profession (miner) Skills Appraise +3 (+5 to assess non-magical metals or gemstones), Climb +5, Knowledge (dungeoneering) +0, Perception +5 (+7 to notice unusual stonework), Profession (miner) +9

Languages Common, Dwarven

Gear leather armor, heavy mace, miner's pick, 10 pitons, 50 ft. rope, hammer, backpack.

# 2011 Hidden Library

The remains of a library of the ancients are hidden beneath the ground here. A small copse of cottonwood trees obscures a hollow that was once a stairwell. At the bottom of this stairwell, one might note two metal doors that have been forced open by desert sand. The sand spills into a concrete walkway which leads to a number of rooms of various sizes. Many of these rooms have metal shelves and on these shelves one has a small chance of finding the remnants of books and tomes from ancient days, in the strange alphabet of the ancients. There are two dozen rooms here, and each room has a 1 in 10 chance of containing 1d8 ancient books that have not completely disintegrated over time. There is a 1% chance that any one of these books will contain 1d4 arcane spells (roll 1d4 for level). Otherwise, they would be valuable to collectors. The ancient library is now home to 1d12 snakes.

#### VENOMOUS SNAKE

#### XP 400

hp 13 (Pathfinder Roleplaying Game Bestiary "Snake, Venomous")

# 2015 The Old Manor

In the southern reaches of the main valley, a large building composed of sandstone bears witness to the wealth that must once have filled this valley. The building is constructed upon a small rise with steep sides. It has a flat roof and is built in three circular sections that surround a large courtyard of white stone. The courtyard holds a pool (empty) and is cluttered with dry bones of humanoids and animals. A band of 30 kobolds has occupied this old ruin, hiding their plunder (110 cp, 133 sp, 117 gp and a smoky quartz worth 1 gp) here in one of the upper levels. One of the circular sections of the old manor appears to be a large auditorium - one wall is composed of glass bricks. The kobolds inhabit this room, their sleeping furs and cooking fires marring the white marble floors. Another section holds a feast hall and kitchen, the kitchen now occupied by a nest of three snakes. The third section holds living chambers that must have once been plush, but are now filled with rubble and refuse. This section is also haunted by a strange entity that manifests as a **black cloud** or pure negative energy that can fully manifest into the real world. Although it can move about this section, it cannot leave it. The corpses of a dead wizard and his apprentices can be found here. All are in tattered black robes and turbans. The body of the wizard holds 830 sp, 1,550 gp, 280 pp and a terracotta idol worth 180 gp.

#### KOBOLD

XP 100

hp 5 (Pathfinder Roleplaying Game Bestiary "Kobold")

**VENOMOUS SNAKES (3)** 

#### XP 400

hp 13 (Pathfinder Roleplaying Game Bestiary "Snake, Venomous")

#### **CLOUD ENTITY** XP 2.400

CR 6

CR 1/4

CR1

hp 59 (Pathfinder Roleplaying Game Bestiary 3 "Hungry Fog")

# 2018 Guksu

Guksu is the southern spirit of healing, who dwells in a simple hut of stacked, white stones in a pleasant valley of tall grass and wide mesquites. There is a pool here of clear water filled with silver fish. The animals that inhabit the valley have golden fur or scales, and they are quite intelligent. Harming one of them draws the wrath of Guksu, who can prevent one from healing naturally or magically for up to one month. Guksu appears as an old man with a long, red, pointed nose. He appears naked, his body striped with black, white and red paint, and he can take the form of a giant mosquito or a swarm of mosquitos if he wishes. Guksu carries a wand with a tuft of red feathers that also serves as a whistle. With this whistle, he can summon one of the other spirits – Calnis [32.08], Suupadex [21.02] or Xa-matutsi [01.15] – once per month and request a favor from them. Guksu is a kindly spirit, for the most part, though he dislikes mindless chatter and demands repayment for his services.

# GUKSU

CR 6

XP 2,400 CG Medium outsider (native) Init +2; Senses darkvision 60 ft.; Perception +16

AC 21, touch 13, flat-footed 18 (+2 Dex, +1 dodge, +8 natural) hp 57 (6d10+24) Fort +6; Ref +7; Will +12 DR 10/magic; SR 17

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

Melee 2 slams +7 (1d6+1) Special Attack healing curse Spell-like Abilities (CL 12th): At will—detect evil, light 3/day—cure light wounds, mirror image 1/day—charm monster (DC 19), dispel magic, hold monster (DC 19), invisibility (self only), remove curse, polymorph (self only) 1/month—summon spirit (100%, Calnis [32.08], Suupadex [21.02] or Xa-matutsi [01.15])

#### Str 12, Dex 14, Con 18, Int 16, Wis 25, Cha 20 Base Atk +6; CMB +7; CMD 20

Feats Ability Focus (healing curse), Dodge, Skill Focus (Heal) Skills Fly +11, Heal +15, Knowledge (history) +12, Knowledge (planes) +12, Knowledge (religion) +12, Linguistics +12, Perception +16, Sense Motive +16, Stealth +11 Languages Auran, Celestial, Common, Draconic, Dwarven, Elven, Gnome, Halfling Sylvan

**Healing Curse (Su)** At will, as a standard action, Guksu can pronounce a curse on those who have offended him. All targets within 60 ft. who hear this curse must succeed on a DC 20 Will save or be unable to heal, either naturally or magically, for up to 1 month. Guksu chooses the duration of the curse. The curse against healing applies to hit point damage, ability score damage, ability score drain, and nonlethal damage. This curse can be removed before the duration expire by *remove curse* or by appeasing Guksu. The save DC is Charisma-based.

# 2102 Suupadax

The northern mountain range hides a strange valley cloaked yeararound in ice. The walls of the valley are extremely treacherous, and most folk who attempt to win the valley wind up decorating it with their bones. The valley is the home of the northern whirlwind spirit **Suupadax**, who takes the form of a giant whirlwind with a great, black eye suspended in the middle of it. Suupadax actually dwells in a small, stone lodge in the valley. As one walks towards the lodge, it gets colder and colder, and fires almost always flicker and die. Stepping into the lodge actually sends a person to a demi-dimension of frigid air (or the Elemental Plane of Air, if you prefer). Herein dwells Suupadax, the center of this little cosmos, surrounded by wicked air creatures (sylphs who are a bit ruder than normal sylphs, and who dress like flappers and smoke and consort with mihstu and belkers).

Suupadax is sometimes invoked by wicked spell casters of the region, who come to the periphery of the valley and throw bound, sacrificial victims down the slopes, each having swallowed a gemstone of at least moderate value. They ask the wicked spirit for counsel in treachery and to curse their enemies.

# SUUPADAX, ELDER AIR ELEMENTAL XP 12,800

CR 11

**hp** 152 (Pathfinder Roleplaying Game Bestiary "Elemental, Air")

# 2109 Diamond House

The "diamond house" is a glass dome that is faceted like a gemstone. The natives call it the diamond house. It stands next to dry river bed filled with small trees and shrubs. From the outside, it looks to hold a pile of gemstones. This is an optical illusion (not magical). During the daytime, the only thing is contains are a number of nearly invisible rays of searing light (DC 15 Reflex save each round or struck for 2d6 points of damage). At night, the interior is safe, but holds nothing of interest. If, however, a powerful magical light is carried within the dome, it emits a single ray of white light that strikes the nearby hills in [21.07] and opens a portal in the side of that mountain. This portal leads to the spawning pits of the grimlocks.

# 2213 Ruined Town

The remnants of a town sit placid beneath the searing sun. One can find many building foundations, but there is little else to see aside from ground glass, bits of metal and stone and a single building that survives as a burned out shell. The Halayans claim that the town was once part of their empire, but was destroyed when the people turned against their faith. The surviving building is the home an old woman named **Mishka**, who happens to be a vampire. She guards several weird stones that look like large geodes. Within these stones are the bodies of **infant vampires**, waiting to be born when their "eggs" are anointed with blood. These infants burst forth as little, feral vampires. There are 15 eggs in all.

#### MISHKA XP 6,400

#### CR 9

Female human vampire adept 9 (Pathfinder Roleplaying Game Bestiary "Vampire") CE Medium undead (augmented humanoid, human) Init +8; Senses darkvision 60 ft.; Perception +21

AC 21, touch 15, flat-footed 16 (+4 Dex, +1 dodge, +6 natural)

hp 85 (9d6+36 plus 18); fast healing 5 Fort +9; Ref +9; Will +8; +4 bonus vs. channeled energy Defensive Abilities channel resistance +4; DR 10/magic, 10/ silver; Immune undead traits; Resist cold 10, electricity 10 Weakness vampire weaknesses

#### Speed 30 ft.

Melee slam +7 (1d6+4 plus energy drain) Special Attacks blood drain, children of the night 1/day, create spawn, dominate (DC 18), energy drain (2 levels) (DC 18)

**Spells Prepared** (CL 9th; melee touch +7, ranged touch +8): 3rd—lightning bolt (DC 15)

2nd— invisibility, mirror image, resist energy 1st—burning hands (DC 13), obscuring mist, protection from good, sleep (DC 13) 0 (3/day)—detect magic, guidance, read magic

#### Str 16, Dex 18, Con —, Int 12, Wis 14, Cha 18 Base Atk +4; CMB +7; CMD 22

Feats Alertness, Blind-Fight, Combat Reflexes, Dodge, Great Fortitude, Improved Initiative, Improved Natural Attack (slam), Lightning Reflexes, Mobility, Toughness, Weapon Finesse, Weapon Focus (slam) Skills Bluff +12, Knowledge (arcana) +13, Knowledge (religion) +13, Perception +21, Profession (herbalist) +6, Sense Motive +12, Stealth +20 Languages Common SQ change shape (dire bat or wolf; beast shape II), gaseous form (at will), shadowless, spider climb Gear ring of evasion, spell component pouch

Gedi ning of evasion, spell component po

**INFANT VAMPIRES (15)** 

#### CR 2

XP 600 CE Small undead (see Appendix) Init +2; Senses darkvision 60 ft.; Perception +6

AC 18, touch 13, flat-footed 16 (+2 Dex, +5 natural, +1 size) hp 13 (2d8+4) Fort +2; Ref +2; Will +4 Immune undead traits

Speed 30 ft., fly 40 feet (good) Melee bite +4 (1d4–1 plus poison) and slam +4 (1d4–1) Special Attacks poison (DC 13)

Str 8, Dex 14, Con —, Int 10, Wis 12, Cha 14 Base Atk +1; CMB –1; CMD 11 Feats Weapon Finesse

**Skills** Fly +13, Perception +6, Sense Motive +6, Stealth +11 **Languages** Common

**Poison (Ex)** Bite—injury; save Fort DC 13; frequency 1/round for 4 rounds; effect sleep for 1d4 hours; cure 1 save. The save DC is Charisma-based.

# 2312 Abandoned Velocipede

A velocipede (you know it better as a bicycle) has been abandoned here. This one is made of wood and metal, and has a large front wheel and two small back wheels. The wheels are made of wood and reinforced with strips of copper. This particular velocipede needs repairs, and even in working condition would be of little use over the sandy ground of the desert.

# 2316 Worm Tunnels

The walls of this pass have been bored through by purple worms that clearly turned back upon reaching the dry, hot air of the wastes. In some places, the walls of the pass have collapsed and created small rockslides. A small band of goblin-men is wandering through these tunnels, collecting worm droppings (which can serve as a very long-lasting fuel for fires) using a hand-drawn cart. There is a 2 in 6 chance per hour of running into the **1d6+4 goblin-men** and their cart of worm poop, and a 1 in 20 chance per hour of running into a **purple worm**.

GOBLIN-MAN XP 200 hp 7 (see 13.11)	CR 1/2
PURPLE WORM	CR 12

XP 19,200 hp 200 (Pathfinder Roleplaying Game Bestiary "Purple Worm")

# 2320 False Gods

A number of black, stone idols rise from a patch of creosote and Joshua trees. The idols have been down by wind (and a bit of rain) and are only vaguely humanoid now. All of them are tall and lean, and have hands outstretched and cupped. A small offering left in these hands incurs an old god's wrath, with the sacrificing character suffering a -1 penalty to attacks and saves for 24 hours. If the sacrifice is worth at least 100 gp, the person enjoys a +2 bonus to attacks and saves for 24 hours, followed by a curse (as above) that strikes at each full moon if they do not make an additional sacrifice.

# 2402 Rock Slide

A rock slide here (perhaps the adventurers will see the great plume of dust when they first enter the hex) has buried the entrance to a dungeon. A large band of dwarf adventurers was buried, though a few managed to escape. Most of the dwarves are normal members of their race, but the key adventurers were fighters and fighter/thieves ranging in level from 2nd to 5th. The dungeon entrance was a small cave. The 30-ft. long tunnel beyond the dungeon entrance opens into a 10-ft. cube room with smoothed walls of sandstone and three revolving doors of solid bronze [A].

**[A]** This passage is rough hewn. At the intersection there is a small pit holding the burnt remains of the lich Yazzabar. Any fire brought into this passage animates as a **small fire elemental** until the burnt remains are doused with holy water. This can be difficult, for in the presence of fire the charred corpse rises and attacks as a **wight**. The wight has a golden key around his neck.

#### SMALL FIRE ELEMENTAL

XP 400

**hp** 11 (Pathfinder Roleplaying Game Bestiary "Elemental, Fire")

WIGHT	CR
XP 800	
<b>hp</b> 26 (Pathfinder Roleplaying Game Bestiary "Wight")	

[B] This chamber contains a library of wax tablets, all very fragile. In all, there are 100 such tablets, some containing mystic secrets and formulae, some containing histories of the region, and others containing chants that seem to make no sense. The room also contains a deep well of black energy. Anyone in the room is attacked by the tendrils of energy (melee touch +3), and if struck must make a DC 15 Fortitude save or have a portion of the life and personality stolen away and inscribed on a blank tablet as one of those nonsensical chants. In essence, this counts as level drain. To regain these levels, one must search through the tablets (cumulative 1% chance per round per person searching) to find the one holding their essence and read it. Reading a different person's tablet does not bestow their life energy upon you. If a wax tablet is destroyed, that portion of the person's soul is also destroyed. The tendrils can be held back by a cleric using his or her channel energy (the tendrils are not damaged form the energy, but are stunned for 1d6 rounds) or a tendril can be stunned for 1d4 rounds with a splash of holy water or for 1d8 rounds with a *holy* weapon.

**[C]** This room contains a twelve glass spheres. Each one contains an insect (**spider**, **centipede**, **scorpion** or **wasp**) and a tiny chest. Touching a sphere transports a person into the sphere where they must fight the "giant insect". Grabbing a chest after a battle transports a person back outside the sphere (at normal size). The chests can be opened by the key found in **[A]**, and contain 1d4 x 100 gp each.

#### GIANT HISSING CENTIPEDE CR 1 XP 400 hp 15 (Pathfinder Roleplaying Game Bestiary "Centipede,

hp 15 (Pathfinder Roleplaying Game Bestiary "Centipede, Giant")

#### GIANT SCORPION

XP 800

**hp** 37 (Pathfinder Roleplaying Game Bestiary "Scorpion, Giant")

# GIANT SPIDER XP 400

**hp** 16 (Pathfinder Roleplaying Game Bestiary "Spider, Giant")

#### GIANT WASP XP 800

hp 34 (Pathfinder Roleplaying Game Bestiary "Wasp, Giant")

**[D]** This room's only contents are two statues; one represents a scholarly man, the other a stern, though attractive, woman. The man was Yazzabar, who became a lich. The woman was Amphiba, a zealous cleric of Good, who was once his lover. Passing between the statues (they flank the western door) causes a person to be struck by pink lightning emitted from their eyes. This deals 2d6 points of damage, and forces a DC 20 Will save or have the memories and personality of evil Yazzabar implanted into them (if male), or if female the memories and personality of good Amphiba implanted in them. This does not give the targets arcane or divine powers, and can be countered by a *remove curse* spell or *wish*.

**[E]** Five people, probably wizards from the look of them, are suspended here from the ceiling. They have been dipped in wax along with their spellbooks. Each of them was a rival of Yazzabar. Assume their spellbooks contain a daily complement of spells for a wizard of 1d4+1 level. The books must be released from the wax to be used, and doing so has a 1 in 6 chance of infecting a person with mummy rot. Magic is suppressed in this room, which is guarded by a **clockwork gorilla**.

#### CLOCKWORK GORILLA XP 1,200

CR4

CR 3

CR 1

CR 3

N Large construct The Tome of Horrors Complete 708 Init +1; Senses darkvision 60 ft., low-light vision; Perception +0

**AC** 16, touch 10, flat-footed 15 (+1 Dex, +6 natural, -1 size) **hp** 52 (4d10+30)

3



Fort +1; Ref +2; Will +1 DR 5/adamantine; Immune construct traits (+30 hp); SR 9

**Speed** 30 ft., climb 30 ft. **Melee** bite +9 (1d6+4) and 2 claws +9 (1d4+4) **Space** 10 ft.; **Reach** 10 ft. **Special Attacks** rend (2 claws, 1d4+6)

Str 23, Dex 13, Con —, Int —, Wis 11, Cha 1 Base Atk +4; CMB +11; CMD 22

# 2406 Ruined Fortress

The mountain pass here is guarded by a fortress that spans the pass. The fortress is about 200 feet wide and 100 feet tall, with a lower span of battlements about 50 feet above the ground. The castle is composed of the native rock, and was built expertly, possibly by dwarves. In the middle of the fortress, on either side, there is a massive set of doors (thick oak, bound in spiked steel), and between them a 40 ft. long court. Iron doors (locked) on either side of the courtyard grant access into the fortress. The place carries the smell of death, and indeed is filled with the skeletal remains of about 300 dwarf warriors, most still in their banded mail or chain mail armor, hand axes, warhammers, short swords and other weapons still in their grasp. Each of them has a pentagram carved or drawn onto their foreheads, and similar graffiti can be found throughout the place. It is now used by a chaos cult from Sanctum, who, once every year at the summer solstice, travel to the fortress to sacrifice a maiden to a chuul who dwells in a pit here. The chuul was summoned from nether dimensions and is bound in its pit, unable to escape, though the cult leader Vermes, a charismatic merchant is working on breaking this binding. Various chaos beasts roam the halls of the fortress, ready to give battle to intruders (they leave the cultists alone). The cultists normally number three 2nd level clerics, six 1st level clerics and twelve warriors, all of them in crimson robes with pointed hoods and wearing leather armor under their robes.

#### VERMES

CR 6

XP 2,400 Female human cleric 7 CN Medium humanoid (human) Init +0; Perception +9 Aura chaos

AC 17, touch 10, flat-footed 17 (+6 armor, +1 shield) hp 63 (7d8+14 plus 14) Fort +8; Ref +3; Will +9

Speed 20 ft. **Melee** +1 warhammer +7 (1d8+2/x3) Ranged light crossbow +5 (1d8/19–20) Special Attacks channel negative energy 5/day (4d6, DC 17), destructive smite 6/day (+3) Domain Spell-Like Abilities (CL 7th; melee touch +6): 6/day-touch of chaos **Spells Prepared** (CL 7th; melee touch +6, ranged touch +5): 4th—chaos hammer<sup>D</sup> (DC 17), poison (DC 17) 3rd—bestow curse (DC 16), cure serious wounds, dispel magic, magic circle against law<sup>D</sup> 2nd—cure moderate wounds, darkness, eagle's splendor, shatter<sup>D</sup> (DC 15), silence (DC 15) 1st—cause fear (DC 14), cure light wounds, doom (DC 14), magic weapon, shield of faith, true strike<sup>D</sup> 0 (at will)—bleed (DC 13), detect magic, light, resistance D Domain spell Domains Chaos, Destruction Str 12, Dex 10, Con 14, Int 8, Wis 17, Cha 14

Base Atk +5; CMB +6; CMD 16 Feats Armor Proficiency (heavy), Combat Casting, Improved Channel, Quick Draw, Toughness Skills Heal +7, Knowledge (religion) +6, Perception +9, Spellcraft +5, Stealth –6 Languages Common SQ spontaneous casting

**Combat Gear** potion of cure moderate wounds, acid, smokestick (2); **Other Gear** chain mail, light steel shield, +1 warhammer, light crossbow, 20 bolts, cloak of resistance +1, silver unholy symbol, onyx gems, 114 gp

CR1

CR 1/2

# CULTIST CLERIC XP 400

Male human cleric 2 CN Medium humanoid (human) Init +0; Perception +5 Aura chaos

AC 12, touch 10, flat-footed 12 (+2 armor) hp 19 (2d8+2 plus 5) Fort +4; Ref +2; Will +6

#### Speed 30 ft.

Melee light mace +3 (1d6+2) Ranged light crossbow +1 (1d8/19–20) Special Attacks channel negative energy 4/day (1d6, DC 12), destructive smite 6/day (+1) Domain Spell-Like Abilities (CL 2nd; melee touch +3): 6/day—touch of chaos Spells Prepared (CL 2nd; melee touch +3, ranged touch +1): 1st—bane (DC 14), cure light wounds, magic weapon, true strike<sup>D</sup> 0 (at will)—bleed (DC 13), detect magic, detect poison, read magic D Domain spell Domains Chaos, Destruction

Str 15, Dex 10, Con 13, Int 10, Wis 16, Cha 12 Base Atk +1; CMB +3; CMD 13 Feats Lightning Reflexes, Toughness Skills Knowledge (religion) +5, Perception +5, Sense Motive +7, Spellcraft +4 Languages Common SQ spontaneous casting Combat Gear potion of cure light wounds; Other Gear leather armor, light mace, light crossbow, 20 bolts, unholy symbol, 79 gp

CULTIST CLERIC XP 200 Male human cleric 1 CN Medium humanoid (human) Init +0; Perception +4 Aura chaos

AC 12, touch 10, flat-footed 12 (+2 armor) hp 11 (1d8+2 plus 1) Fort +4; Ref +2; Will +5

#### Speed 30 ft.

Melee dagger +2 (1d4+2/19-20) or warhammer +2 (1d8+2/x3) Special Attacks channel negative energy 4/day (1d6, DC 11), destructive smite 6/day (+1) Domain Spell-Like Abilities (CL 1st; melee touch +2) 6/day—touch of chaos Spells Prepared (CL 1st; melee touch +2, ranged touch +0): 1st (2/day)—bane (DC 14), magic weapon, true strike<sup>D</sup> 0 (at will)—bleed (DC 13), detect magic, read magic D Domain spell Domains Chaos, Destruction

Str 15, Dex 10, Con 14, Int 10, Wis 16, Cha 12 Base Atk +0; CMB +2; CMD 12 Feats Blind-Fight, Lightning Reflexes Skills Knowledge (religion) +4, Perception +4, Spellcraft +4 Languages Common SQ spontaneous casting Combat Gear potion of cure light wounds; Other Gear leather armor, dagger, warhammer, unholy symbol, 65 gp

CR 1/3

CR 7

CR 7

CR 5

#### CULTIST XP 135

Male or Female human warrior 1 CN Medium humanoid (human) Init +1; Perception +0

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

#### Speed 30 ft.

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

Str 14, Dex 12, Con 12, Int 8, Wis 11, Cha 10 Base Atk +1; CMB +3; CMD 14 Feats Combat Casting, Iron Will Skills Climb +6, Intimidate +4 Languages Common Other Gear leather armor, dagger, shortsword, unholy symbol, 3d4 sp.

#### CHUUL

XP 3.200

hp 85 (Pathfinder Roleplaying Game Bestiary "Chuul")

#### **CHAOS BEAST**

XP 3.200

hp 85 (Pathfinder Roleplaying Game Bestiary "Chaos Beast")

# 2510 Spirit House

A coven of druids has built a sweat lodge here. Each of the druids represents one of the peoples of the region; there is a Vegan female called **Da'szabor**, a goblin-man male called **Thurk** (an outcast from his people) and the human druid Corvin from Sanctum (a short man with blazing red hair and friendly, though mildly crazy eyes). The druids are in communing with the four great spirits of the region, Guksu, Calnis, Suupadax and Xa-matutsi, attempting to learn from them the mystic dances they must perform, and the times of those performances, to keep them friendly.

DA'SZABOR	
XP 1600	

Female vegan druid 6 NE Medium humanoid (human) Init +3; Perception +9

AC 17, touch 13, flat-footed 14 (+3 armor, +1 shield, +3 Dex) hp 46 (6d8+9 plus 6)

Fort +6; Ref +5; Will +8; +4 vs. spell-like and supernatural abilities of Fey and against effects that target plants Resist acid 10

#### Speed 30 ft.

**Melee** spear +5 (1d8+1/x3) **Ranged** sling +7(1d4+1)Special Attacks wild shape 2/day (animal, elemental) **Domain Spell-Like Abilities** (CL 6th: ranged touch +6): 6/day—acid dart

**Spells Prepared** (CL 6th: melee touch +5, ranged touch +6): 3rd—extended summon nature's ally II (x2), snare, stone shape<sup>D</sup>

2nd—barkskin, extended summon nature's ally I, resist energy, soften earth and stone<sup>D</sup>, summon swarm

1st—endure elements, faerie fire, magic fang, magic stone<sup>D</sup>, speak with animals

0 (at will)—detect poison, know direction, light, purify food and drink

D Domain spell Domain Earth

Base Atk +4; CMB +5; CMD 18 Feats Augment Summoning, Extend Spell, Spell Focus (conjuration), Toughness Skills Acrobatics +4, Bluff +1, Heal +7, Knowledge (nature) +11, Perception +9, Sense Motive +5, Spellcraft +7, Stealth +8, Survival +14, Swim +7 Languages Common, Druidic SQ nature bond abilities (earth), resist nature's lure, spontaneous casting, trackless step, wild empathy (+5), woodland stride Combat Gear wand of barkskin, wand of magic fang; Other Gear +1 leather armor, masterwork light wooden shield, spear, sling, 5 bullets, holly and mistletoe, spell component pouch, 50 gp THURK CR 3 XP 800 Male goblin-man druid 4 CN Medium humanoid (human) Init +1; Perception +8 AC 17, touch 11, flat-footed 16 (+4 armor, +1 Dex, +2 shield) hp 32 (4d8+8 plus 3) Fort +6; Ref +2; Will +5; +4 vs. spell-like and supernatural abilities of Fey and against effects that target plants Speed 30 ft. Melee mwk scimitar +9 (1d6+4/18-20) or spear +7 (1d8+6/x3) **Ranged** spear +4 (1d8+6/x3) Special Attacks wild shape 1/day (animal) **Domain Spell-Like Abilities** (CL 4th; ranged +4): 4/day—fire bolt **Spells Prepared** (CL 4th; melee touch +7, ranged +4): 2nd—bull's strength, produce flame<sup>D</sup>, summon swarm

1st—burning hands<sup>D</sup> (DC 12), faerie fire (x2), obscuring mist, pass without trace

0 (at will)—create water, know direction, light, stabilize D Domain spell Domain Fire

#### Str 18, Dex 12, Con 14, Int 8, Wis 13, Cha 10 Base Atk +3; CMB +7; CMD 18

Feats Natural Spell, Power Attack, Weapon Focus (scimitar) Skills Climb +2, Handle Animal +4, Heal +7, Knowledge (nature) +8, Perception +8, Spellcraft +3, Stealth –1, Survival +10, Swim +2

Languages Common, Druidic

SQ nature bond abilities (fire), resist nature's lure, spontaneous casting, trackless step, wild empathy (+4), woodland stride

Combat Gear potion of cure moderate wounds; Other **Gear** +2 leather armor, heavy wooden shield, masterwork scimitar, 4 spears, holly and mistletoe, 86 gp

#### CORVIN XP 3200

CR7

Male human druid 8 N Medium humanoid (human) Init +6; Perception +15

AC 17, touch 12, flat-footed 15 (+4 armor, +2 Dex, +1 shield) hp 63 (8d8+8 plus 16)

Fort +8, Ref +5, Will +11; +4 vs. spell-like and supernatural abilities of Fey and against effects that target plants **Defensive Abilities** lightning lord (8/day)

# Speed 20 ft.

Melee mwk scimitar +9/+4 (1d6+2/18-20) **Special Attacks** wild shape 3/day (animal, elemental, plant) Domain Spell-Like Abilities (CL 8th): 7/day—storm burst (1d6+4) 8/day—lightning lord

**Spells Prepared** (CL 8th; melee touch +8, ranged touch +8): 4th (3/day)—control water, flame strike (DC 18), freedom of movement, sleet storm<sup>D</sup>

3rd (4/day)—call lightning<sup>D</sup> (DC 17), greater magic fang, protection from energy, quench, wind wall

2nd (4/day)—barkskin, bull's strength, fog cloud<sup>D</sup>, gust of wind (DC 16), warp wood (DC 16)

1st (5/day)—cure light wounds (x3), endure elements, longstrider, obscuring mist<sup>D</sup>

0 (at will)—create water, detect magic, flare (DC 14), light D Domain spell **Domain** Weather

# Str 14, Dex 14, Con 12, Int 10, Wis 18, Cha 8

Base Atk +6; CMB +8; CMD 20

Feats Improved Initiative, Natural Spell, Toughness, Vital Strike, Weapon Finesse

Skills Climb +6, Fly +4, Handle Animal +4, Heal +11,

Knowledge (nature) +13, Perception +15, Spellcraft +7, Stealth –1, Survival +16, Swim +5

Languages Common, Druidic

SQ nature bond abilities (weather), resist nature's lure, spontaneous casting, trackless step, wild empathy (+7), woodland stride

**Combat Gear** 3 vials slchemist's fire, healer's kit, thunderstone; **Other Gear** masterwork hide armor, light wooden shield, masterwork scimitar, sling, 20 sling bullets, *cloak of resistance* +1, holly and mistletoe, spell component pouch, 4 gp

# 2619 White Caves

These chalk caves capture the shadows of creatures that enter and spend more than 10 minutes within, assuming they have a light source with which to cast those shadows. The **shadows** never leave the cave, but rather creep back into a deep cavern where they serve as the guardians of a well of black water. The water roils when people approach it. It can heal all wounds and negative effects, but a character must be lowered into the water and suspended for 3 days, during which time they seem to expire. When removed at the end of three days, they are restored to life and perfect health. During this time, the person is assaulted by terrible nightmares, and must pass one saving throw per day or permanently lose 1 point of wisdom.

#### SHADOW CR 3 XP 800

hp 19 (Pathfinder Roleplaying Game Bestiary "Shadow")

# 2712 Killer Shrimp

The skeleton of a giant catfish is bobbing on the surface here, having been picked clean by a swarm of **killer shrimp**. A net has become tangled with the skeleton. It contains several glass spheres, one of them a crystal ball. The swarm fills a 20-ft. diameter hemisphere (or 10-ft. diameter sphere if completely submerged) and swarms on any living creature it can reach.

#### **KILLER SHRIMP SWARM**

XP 1,200

hp 38 (Pathfinder Roleplaying Game Bestiary "Crab, Swarm")

# 2722 Grimlock Caves

A long shaft leads into an ancient network of mines that are now inhabited by a tribe of **50 grimlocks** and their cabal of **three encephalon gorger masters**. The mind eaters dwell on the lower levels of the mine complex, that once produced gold and silver, but which is now empty. There is a large slave population here and three slave pits. The grimlocks and their slaves are slowly constructing a crystalline matrix that fills a long, round tunnel. As one walks through the tunnel, their vision becomes wavy and a wave of nausea sweeps over them, as they feel space being twisted out of shape. The tunnel, when complete and fully powered, will act as a time tunnel, permitting the mind eaters to travel forward or backward to acquire either weird technologies from the future or powerful

artifacts from the past. The tunnel is about 50% complete. The grimlocks require gemstones of rare quality to complete their matrix. A captive **time elemental**, held within an iron flask until it is needed and properly sequestered in the matrix, will power the device.

#### XP 400

**GRIMLOCKS (50)** 

NE Medium monstrous humanoid (see **Appendix**) Init +1; Senses blindsight 40 ft., scent; Perception +9

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural) hp 15 (2d10+4) Fort +2; Ref +4; Will +2 Immune gaze attacks, illusions, visual effects Weaknesses blindness

#### Speed 30 ft.

Melee battleaxe +4 (1d8+2) or 2 slams +4 (1d4+2)

#### Str 15, Dex 13, Con 14, Int 10, Wis 8, Cha 6 Base Atk +2; CMB +4; CMD 15 Feats Alertness<sup>8</sup>, Skill Focus (Perception) Skills Climb +7, Perception +9, Sense Motive +1, Stealth +6 (+14 in stony environs), Survival +4; Racial Modifiers +8 Stealth in stony environs Languages Grimlock, Undercommon Gear battle axe

#### ENCEPHALON GORGERS (3) CR 8 XP 4,800 hp 65 (The Tome of Horrors Complete 272)

#### TIME ELEMENTAL, COMMON

XP 4,800 hp 102 (The Tome of Horrors Complete 259)

# 2801 Stone Bones

The petrified **skeleton** of an ichthyosaur lurks beneath the sands here. Animated long ago by a necromancer, it guards the hex from intruders, for hidden deeper beneath the sands there is a large bunker complex that the necromancer used as his base of operations. The bunker can be reached most easily by teleportation, but if one could clear the sands to a depth of 10 feet, they might find an iron trapdoor. The bunker is inhabited by a few dozen skeletal guards, as well as other, more dangerous undead, who guard a small treasure and armory (five pikes, seven suits of chain mail, 10,000 cp, 2,000 sp, 180 gp, a small clock and a small agate worth 40 gp), a library containing a couple old spellbooks (each holds 16 levels worth of spells, from level 1 to 4) and a laboratory.

# ICHTHYOSAUR SKELETON XP 1,200

#### CR4

CR 6

CR8

CR1

**hp** 45 (Pathfinder Roleplaying Game Bestiary "Young Dinosaur, Pleisiosaurus", "Skeleton")

# 2808 Bubbling Idol

There is a sinkhole here, at the bottom of which is a foaming pool of brackish water. The source of the foaming appears to be a strange, abstract idol that looks something like solidified green flame. The surface of the idol bubbles and pops, and green slime flows from it into the pond. **Five walking slimes**, the priests of their people (they cast spells as 5th level druids), can be found here much of the time, communing with their slimy deity. Caves branch from here into the suburbs of Slime City, which is located further below the ground and is said to be ruled by the most ancient of black puddings, a lake-sized entity whose wishes are interpreted by a legion of priests.

#### WALKING SLIME PRIESTS (5) XP 2,400

N Medium aberration (see Appendix)

#### Init +2; Senses darkvision 60 ft.; Perception +11

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural) hp 37 (5d8+10 plus 5) Fort +3; Ref +5; Will +7

Speed 30 ft. Melee 2 slams +4 (1d6+1) Special Attacks slime attack (DC 14) **Spells Prepared** (CL 5th; melee touch +4, ranged touch +5): 3rd—sleet storm, spike growth (DC 16) 2nd—resist energy, spider climb, summon swarm 1st—cure light wounds magic fang, obscuring mist, shillelagh (DC 14) 0 (at will)—detect magic, guidance, read magic, resistance

Str 12, Dex 14, Con 14, Int 10, Wis 16, Cha 12 Base Atk +3; CMB +4; CMD 16 Feats Blind-Fight, Lightning Reflexes, Toughness Skills Knowledge (dungeoneering) +5, Perception +11, Spellcraft +8, Stealth +10 Languages Common SQ ooze form

**Ooze Form (Su)** At will, as a standard action, the walking ooze can discorporate its forming bond, and can become a Medium ooze. This ooze form allows it to fit through cracks or holes far smaller then its mass, gives it a Speed of 10, climb 30; Immunity to piercing or slashing weapons; and it adds a constriction attack (1d6+1 plus slime attack) to Special Attacks.

Slime Attack (Ex) The touch of a walking slime does 1d6 of Constitution damage per round until the residue is removed. A Fortitude save halves this damage. It is similar in effect to green slime (see that Hazard for additional details). The DC is Constitution-based.

# 2904 Ghost Town

An old mining town has been abandoned here. The town consists of about 30 stone huts gathered around a mine shaft. The mine shaft descends about 60 feet into the ground (via a pulley system that is quite worn and very unsafe). At the bottom of the shaft, there are three exploratory tunnels, one of which shows signs of a meager vein of silver (a dwarf can determine this easily). This tunnel has caved in. The miners lost in the cave-in still dwell in these tunnels as three specters. If driven away, the mine could be reopened, and would produce about 1d10 x 5 gp worth of silver (after refinement) per month if worked by at least six humans (or three dwarves).

#### SPECTRES (3)

CR 7

XP 3,200 hp 52 (Pathfinder Roleplaying Game Bestiary "Spectre")

# 3009 Orchard of Blood

A valley here in the deep mountains is well watered by springs and filled with willow-like trees with coppery bark and dark green leaves. The branches are heavy with bunches of berries that look like white grapes. These berries are red on the inside and their flesh tastes of blood. Strange, gaunt squirrels inhabit these trees and favor these berries. When they are stolen, these creatures become quite irate and attack the invaders, revealing that they are also fond of humanoid blood. The only other inhabitants of the valley are a band of haggard-looking vampires. The vampires were once human adventurers who sampled the berries - each berry that is eaten carries with it a 5% chance of infecting the eater with a blood disease that slowly transforms them into vampires over the course of 30 days. There are 12 vampires in all, who come out at night to feed on the berries while the squirrels slumber. Their cave holds a treasure of 1,940 sp, 150 gp and a platinum ewer worth 950 gp as well as a roll of papers revealing the identities of the chaos cultists of Sanctum.



# VAMPIRIC SQUIRREL

CR 1/2

CR 8

XP 200 NE Tiny animal (see Appendix) Init +3; Senses low-light vision; Perception +4

AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size) **hp** 5 (1d8+1) Fort +3; Ref +5; Will +0

#### Speed 30 ft.

Melee bite +5 (1d3-2 plus 1 bleed) Space 2.5 ft.; Reach 0 ft. Special Attacks bleed (1), blood drain

Str 6, Dex 16, Con 12, Int 2, Wis 10, Cha 6 Base Atk +0; CMB +1; CMD 9 Feats Run<sup>B</sup>, Weapon Finesse Skills Acrobatics +3 (+7 to jump with a running start), Fly +7, Perception +4, Stealth +11

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

#### VAMPIRES (12) XP 4.400

**hp** 105 (Pathfinder Roleplaying Game Bestiary "Vampire")

# 3012 Submerged Cave

A partially submerged cave here on the shore holds a multitude of cave carvings that present a map to the catacombs in the center of the Golden Meadow. The cave is inhabited by a **giant catfish** which the locathah have nicknamed Lucifer. Lucifer has a few skeletons in his cave, and one of them carries a rusted iron flask that hides a small sapphire worth 200 gp.

#### GIANT ELECTRIC CATFISH

CR 6

CR4

**XP 2,400 hp** 75 (The Tome of Horrors Complete 663)

# 3018 Coruscating Falls

A small waterfall is located here. The water is multi-colored and spills into a shallow pool. The pool is covered by an oily sheen that is actually a **sentient entity**. It is terribly wise (**Int** 16, **Wis** 20) and can communicate telepathically. The creature could be destroyed with fire (**hp** 200), but it is not dangerous.

# 3021 Amazon Camp

A war party of red amazon's has made camp here. They have traveled from the wastelands to the southeast and seek loot and glory. The group is commanded by Azrash and her sister-wife, **Horeth**. They command **ten amazon warriors**, and all are mounted on light warhorses.

AZRASH XP 1,200
Female human fighter 5
CN Medium humanoid (human)
Init +4; Perception +4

AC 19, touch 13, flat-footed 16 (+6 armor, +3 Dex) hp 52 (5d10+15 plus 5) Fort +8; Ref +6; Will +1; +2 vs. fear Defensive Abilities bravery +1

Speed 20 ft.

Melee spear +5/+5 (1d8+3/x3) Ranged mwk composite longbow +10/+10 (1d8+3/x3) Special Attacks weapon training (bows +1)

#### Str 14, Dex 18, Con 16, Int 13, Wis 8, Cha 10 Base Atk +5; CMB +7; CMD 20

Feats Deadly Aim, Mounted Archery, Mounted Combat, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow) Skills Acrobatics +1 (–3 jump), Climb +4, Craft (bows) +7,

Escape Artist +1, Fly +1, Handle Animal +8, Perception +4, Ride +8, Stealth +1, Survival +3, Swim +4 Languages Common, Orc

**Combat Gear** potion of bear's endurance, potion of cure moderate wounds; **Other Gear** masterwork chainmail, spear, masterwork composite longbow [Str +2], 5 +1 arrows, 35 arrows, 5 cold iron arrows, 5 silver arrows, *cloak* of resistance +1, masterwork artisan's tools (craft [bows]), 65 gp

# HORETH

XP 1,600 Female human cleric 6 CN Medium humanoid (human) Init +0; Perception +8 Aura chaos

AC 19, touch 10, flat-footed 19 (+7 armor, +1 shield, +1 natural) hp 54 (6d8+12 plus 12) Fort +7; Ref +2; Will +7

Speed 20 ft.

Ranged javelin +3 (1d6+3/x2) Special Attacks channel positive energy 4/day (3d6, DC 14), destructive smite 5/day (+3) Domain Spell-Like Abilities (CL 6th): 5/day—bit of luck Spells Prepared (CL 6th; melee touch +7, ranged touch +4): 3rd (2/day)—prayer, protection from energy, rage<sup>D</sup> 2nd (4/day)—align weapon, bull's strength, darkness, shatter<sup>D</sup>, spiritual weapon 1st (4/day)—bane (DC 13), cause fear (DC 13), divine favor, shield of faith, true strike<sup>D</sup> 0 (at will)—bleed (DC 12), guidance, light, resistance D Domain spell Domains Destruction, Luck

Str 17, Dex 10, Con 14, Int 8, Wis 14, Cha 12 Base Atk +4; CMB +7; CMD 17 Feats Armor Proficiency (heavy), Power Attack, Toughness, Weapon Focus (warhammer) Skills Heal +6, Intimidate +5, Perception +8, Ride –4, Spellcraft +3, Stealth –4 Languages Common SQ spontaneous casting Combat Gear potion of cure serious wounds, 2 vials alchemist's fire; Other Gear +1 chain mail, masterwork light steel shield, warhammer, 5 javelins, amulet of natural armor +1, 172 gp

#### RED AMAZONS (10) XP 400 Female human fighter 2 CN Medium humanoid (human) Init +3; Perception +0

Melee warhammer +8 (1d8+3/x3)

AC 14, touch 14, flat-footed 10 (+3 Dex, +1 dodge) hp 19 (2d10+2 plus 2) Fort +4; Ref +3; Will +0; +1 vs. fear Defensive Abilities bravery +1

Speed 30 ft. Melee spear +5 (1d8+3/x3) Ranged composite shortbow +5 (1d6+2/x3)

Str 14, Dex 17, Con 12, Int 13, Wis 10, Cha 8 Base Atk +2; CMB +4; CMD 18 Feats Deadly Aim, Dodge, Point Blank Shot, Weapon Focus (spear) Skills Acrobatics +5, Intimidate +3, Knowledge (nobility) +2, Profession (soldier) +5, Stealth +5 Languages Common, Elven Combat Gear tanglefoot bag; Other Gear spear, composite shortbow [Str +2], 20 arrows, waterskin, 14 sp

#### WARHORSE XP 600

CR 2

CR1

N Large animal Init +4; Senses low-light vision; Perception +8

AC 18, touch 13, flat-footed 14 (+3 armor, +4 Dex, +2 natural, -1 size) hp 24 (2d8+10) Fort +8; Ref +7; Will +3

Speed 50 ft.

Melee 2 hooves +6 (1d4+5) Space 10 ft., Reach 5 ft.

Str 20, Dex 18, Con 21, Int 2, Wis 17, Cha 11 Base Atk +1; CMB +7; CMD 21 (25 vs. trip) Feats Endurance, Run<sup>B</sup> Skills Perception +8

Gear studded leather barding, saddle, saddlebags, bedroll and food for itself and its rider for one week.

**Trained for Combat (Ex)** The warhorse treats its hoof attacks as primary attacks. It knows the tricks attack, come, defend, down, guard, and heel.

# 3116 Gold Mine

A band of grimlocks is working a deep gold mine here, using human beings as their beasts of burden. The grimlocks have a fortified cavern underground, with various mining tunnels and shafts radiating out from it, and a series of slave pits located beneath it in a sort of dungeon arrangements. Most of the human laborers have had their minds scrambled by the mind eaters, and are thus virtual zombies. A few still have their minds, but are careful to hide this fact. In all, there are 40 grimlocks armed with picks, and 50 humans used as pack animals. One is called Yasbin. She was drugged in a tavern in Sanctum and woke up here. Her thief skills saved her from a visit by the mind eaters, but she is still shackled and without her tools. There is also a human merchant named Zixby (a rival of Vermes) and a silversmith of the golden men of the south called **Oomphalz**. The grimlocks acquire their slaves from unscrupulous traders of Sanctum (among them Vermes), who trade slaves for gold. The entrance to the mine has an illusion cast over it that resembles a green demonic face with an open mouth. The mouth is pitch black (even to darkvision) and seems to radiate intense cold. All of this is an illusion to keep snoopers out of the mine. Eight grimlock warriors wait within the entrance. They are armed with stone axes and a net, and will try first to waylay and enslave explorers.

GRIMLOCKS (40)	CR 1
XP 400	

hp 15 (see Area 27.22)

YASBIN XP 800 Female human rogue 4 CN Medium humanoid (human) Init +2; Perception +8

AC 12, touch 12, flat-footed 10 (+2 Dex) hp 21 (4d8) Fort +1; Ref +6; Will +2 Defensive Abilities evasion, trap sense, uncanny dodge

Speed 30 ft. Melee unarmed strike +2 (1d3–1) Special Attacks rogue talents (finesse rogue), sneak attack +2d6

Str 8, Dex 14, Con 10, Int 13, Wis 12, Cha 18 Base Atk +3; CMB +2; CMD 14 Feats Combat Expertise, Deceitful, Improved Feint, Weapon

Finesse **Skills** Acrobatics +7, Bluff +13, Climb +6, Diplomacy +11, Disable Device +11, Disguise +13, Heal +3, Knowledge (local) +8, Perception +8 (+10 to locate traps), Sense Motive +8, Sleight of Hand +9, Stealth +9 **Languages** Common, Elven **SQ** rogue talents (fast stealth), trapfinding +2

#### ZIXBY XP 400

Male human expert 3 N Medium humanoid (human) Init +0; Perception +9

AC 10, touch 10, flat-footed 10 hp 16 (3d8+3) Fort +2; Ref +1; Will +4

Speed 30 ft.

Melee unarmed strike +1 (1d3–1)

# Str 9, Dex 10, Con 12, Int 14, Wis 13, Cha 12

Base Atk +2; CMB +1; CMD 11 Feats Alertness, Persuasive, Skill Focus (Profession [merchant]) Skills Appraise +8, Bluff +7, Diplomacy +9, Disguise +4, Handle Animal +6, Intimidate +3, Knowledge (local) +8, Linguistics +8, Perception +9, Profession (merchant) +10, Sense Motive +9, Survival +4 Languages Common, Draconic, Dwarven, Elven, Gnome,

CR1

CR 2

Languages Common, Draconic, Dwarven, Elven, Gnome, Halfling

## OOMPHALZ

#### XP 400 Male human commoner 3 CN Medium humanoid (human) Init +3; Perception +5

AC 9, touch 9, flat-footed 9 (-1 Dex) hp 16 (3d6+3 plus 3) Fort +2; Ref +0; Will +1

#### Speed 30 ft.

CR 3

Melee unarmed strike +2 (1d3+1)

Str 13, Dex 8, Con 12, Int 11, Wis 11, Cha 10 Base Atk +1; CMB +2; CMD 11 Feats Improved Initiative, Simple Weapon Proficiency (spear), Skill Focus (Appraise), Skill Focus (Craft [jewelry]) Skills Appraise +4, Craft (gemcutting) +3, Craft (jewelry) +6, Perception +5, Profession (miner) +5 Languages Common

# 3202 Halayan Camp

A band of Halayan trappers has made camp here on their way to Sanctum, where they plan to live it up for a couple days away from their saintly wives. They number **12 hunters**, armed with their hand axes and shortbows, and are carrying about 200 gp worth of pelts and skins to trade, along with sacks containing 120 silver coins, not to mention bedrolls and blankets, about 3 days of iron rations, tinder boxes, flint and steel, etc. Unlike the traders, they wear only leather armor.

#### HALAYAN HUNTERS (12) XP 600 Male human ranaer 3

Male human ranger 3 N Medium humanoid (human) Init +1; Perception +7

AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex) hp 30 (3d10+6 plus 3) Fort +5 ; Ref +4; Will +2

#### Speed 30 ft.

Melee handaxe +7 (1d6+3/x3) and handaxe +7 (1d6+1/x3) Ranged shortbow +4 (1d6/x3) Special Attacks combat style (two-weapon combat), favored enemy (animals +2)

#### Str 17, Dex 12, Con 14, Int 8, Wis 13, Cha 10 Base Atk +3; CMB +6; CMD 17 Feats Double Slice, Endurance, Quick Draw, Weapon Focus (handaxe) Skills Bluff +0 (+2 vs. animals), Climb +9, Knowledge (geography) +3 (+5 vs. animals, +5 while in forest terrain), Knowledge (local) +1 (+3 vs. animals), Knowledge (nature) +5 (+7 vs. animals), Perception +7 (+9 vs. animals, +9 while in forest terrain), Sense Motive +1 (+3 vs. animals), Stealth +7 (+9 while in forest terrain), Survival +7 (+9 vs. animals, +9 while in forest terrain, +8 to track), Swim +3 (+7 to resist nonlethal damage from exhaustion)

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#### Languages Common

**SQ** favored terrain (forest +2), track, wild empathy (+3) **Combat Gear** potion of bull's strength, potion of cure light wounds, potion of hide from animals; **Other Gear** leather armor, 2 handaxes, shortbow, 10 arrows.

# 3208 Calnis

Calnis is the eastern spirit of mischief, who appears either as a handsome man in a cloak of crow feathers or as a black feathered serpent. Calnis dwells in the eastern mountains in a temple of black stone with a silver portal. The temple is guarded by black-feathered harpies, who demand offerings of fresh meat and pretty things. Once inside the building, petitioners discover that it is much larger than they could have imagined, a great hall of black marble and silver trimmings. There is no roof here, just a night sky illuminated by a full moon that seems to close you could reach out and touch it. The room swirls with dancing spirits (treat them as spectres if adventurers are stupid enough to attack). A black throne in the center of the great hall is the perch of Calnis, usually in human form, who beckons the petitioners forward that he might mock their pitiful pleas. Those who meet his gaze must pass a DC 19 Will saving throw or begin dancing uncontrollably, losing 1 hit point per round until they have but one hit point left, and then losing 1 point of Constitution per round until they die at 0 Constitution. To receive a favor from Calnis, one must tell him a good riddle, or in some other way trick him. They must also accept a curse in return for his favor.

CALNIS	CR 10
XP 9,600	
CE Medium outsider	
Init +8; Senses darkvision 60 ft.; Perception +14	

AC 19, touch 14, flat-footed 15 (+4 Dex, +5 natural) hp 85 (10d10+30) Fort +8; Ref +11; Will +8

Speed 30 ft., fly 60 ft. (good) Melee bite +9 (1d8 plus poison) and constrict +14 (1d8+1) or mwk rapier +15/+10 (1d6+1/18-20) Special Attacks gaze of the death dance (DC 19), poison (DC 20) Spell-Like Abilities (CL 10th): 1/day—charm person (DC 15), detect thoughts (DC 16), invisibility, polymorph (self only), shield, sleep (DC 15), suggestion (DC 17) 3/day—bestow curse (DC 18)

#### Str 12, Dex 18, Con 16, Int 11, Wis 12, Cha 18 Base Atk +10; CMB +11; CMD 25

Feats Ability Focus (poison), Flyby Attack, Great Fortitude, Improved Initiative, Weapon Finesse Skills Bluff +12, Fly +21, Knowledge (arcana) +10, Knowledge (planes) +13, Knowledge (religion) +5, Perception +14, Sense Motive +9, Stealth +12 Languages Common; telepathy (100 feet) Gear masterwork rapier

Environment Calnis's temple Organization unique Treasure standard

**Gaze of the Death Dance (Su)** Those who meet his gaze must make a Will save or begin dancing uncontrollably, losing 1 hit point per round until they have but one hit point left, and then suffering 1 point of Constitution damage per round until they die at 0 Constitution. The save DC is Constitution-based.

**Poison (Ex)** Injury-bite; save Fortitude DC 20; frequency 1/ minute for 10 minutes; effect 1d4 Str; cure 2 consecutive saves. The DC is Constitution-based, and includes a +2 due to Ability Focus.

#### HARPY XP 1,200

hp 38 (Pathfinder Roleplaying Game Bestiary "Harpy")

#### SPECTRE XP 3.200

**hp** 52 (Pathfinder Roleplaying Game Bestiary "Spectre")

# 3305 Valley of Fire

The valley of fire is a wide valley of sandstone walls and sandstone rock formations, all of them red-orange in color, and some resembling fantastic beasts or fairy castles. This alone could give the valley its name, but it is also filled with a flaming gas to a depth of about 5 feet. The gas flows from below the ground, and though the upper portions flow red and orange, the lower portions are blue and extremely hot. Falling into the fire means certain death to any who are not immune to fire. One of the larger rock formations in the valley is used as a small tower by a band of **azer** who use the roiling blue flames to work adamantine and mithral.

## AZER

XP 600

hp 15 (Pathfinder Roleplaying Game Bestiary 2 "Azer")

# 3320 Quartz Forest

The ground in this hex begins to descend as it nears the highlands, eventually funneling into a vast system of caves. Most of the caves are narrow, with low ceilings, but a few are more easily traversed and lead to a large cavern about 200 feet below the surface. The cavern is quite cold and completely dry. About one hundred quartz pillars run from floor to ceiling. A dwarf can tell that the cavern was carved by some agent, maybe as much as 500 years ago. Some of the pillars are trapped to collapse if leaned upon or chipped at (1 in 6 chance; collapsing pillar does 6d6 damage, DC 20 Reflex save for half). One of the pillars has been enchanted. If touched, all creatures within 30 feet suffer a delusion. They see the most fearsome thing they can imagine charging at them. If they run (player's choice), their fear will carry them out of the cavern and into the maze of tunnels, where they must make a successful DC 25 Survival check or they become hopelessly lost. If they stand fast, the creature washes over them as a weird energy, leaving them hairless (permanently) and with a strange blue mark on their heads - something like a crescent moon. The mind eaters and grimlocks will recognize this sign and regard those who bear it as worthies to be respected and, of course, devoured after the proper ceremonies have been carried out. The marked characters will also enjoy a +2 circumstance bonus to save vs. mind-influencing effects.

# 3413 Smuggler's Cove

A band of **smugglers** operates from this cove. They have about 500 gp worth of contraband here (pelts, grain, glassware), as well as a locked iron chest (**trapped** with a poison needle) containing 300 sp and 75 gp. The smugglers are led by Bonny Beph, who is currently in the custody of the bounty hunter Mazbury [**37.14**]. The smugglers are in a bad mood, and Beph's lieutenants, **Yolf** and **Krand**, are on the brink of fighting for control of the gang. The smugglers would rather have Beph back.

#### WYVERN ARROW TRAP XP 2,400

Type mechanical; Perception DC 20; Disable Device DC 20

#### Trigger touch; Reset none

**Effect** Atk +15 ranged (needle; 1 damage plus wyvern poison—injury; save DC 17 Fortitude; frequency 1/round for 6 rounds; effect 1d4 Con damage; cure 2 consecutive saves)

#### SMUGGLERS (12) XP 400 Male human rogue 1/warrior 2 CN Medium humanoid (humar

CR 1

CR 6

CN Medium humanoid (human) Init +2; Perception +5 CR7

CR 2

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hp 15 (1d8+2d10) Fort +3; Ref +4; Will -1

Speed 30 ft. Melee short sword +4 (1d6+1/19-20) **Ranged** shortbow +4(1d6/x3)Special Attacks sneak attack +1d6

## Str 13, Dex 14, Con 11, Int 10, Wis 8, Cha 9

Base Atk +2; CMB +3; CMD 16 Feats Dodge, Point Blank Shot, Weapon Finesse Skills Acrobatics +1, Climb +6, Disable Device +8, Escape Artist +1, Fly +1, Handle Animal +3, Intimidate +4, Perception +5 (+6 to locate traps), Ride +6, Stealth +7 Languages Common SQ trapfinding +1 Gear studded leather armor, short sword, shortbow, 20 arrows, thieves' tools.

#### YOLF XP 600

CR 2

Female human rogue 3 CN Medium humanoid (human) Init +3; Perception +9

AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex) hp 20 (3d8+3) Fort +2; Ref +6; Will +1 Defensive Abilities evasion, trap sense

#### Speed 30 ft.

Melee dagger +3 (1d4+1/19-20) or sap +3 (1d6+1) or short sword +3 (1d6+1/19-20) Ranged dart +5 (1d4+1) 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 (Perception), Stealthy

Skills Acrobatics +9, Appraise +8, Bluff +5, Climb +9, Disable Device +14, Disguise +5, Escape Artist +11, Knowledge (local) +8, Perception +9 (+10 to locate traps), Sleight of Hand +11, Stealth +11, Swim +7 Languages Common, Elven, Halfling

SQ roque talents (quick disable), trapfinding +1 **Combat Gear** potion of expeditious retreat, potion of feather fall, universal solvent; Other Gear leather armor, shortsword, dagger, 3 darts, sap, climber's kit, grappling hook, 50 ft. silk rope, masterwork thieves' tools.

#### **KRAND**

XP 800 Male human rogue 4 CN Medium humanoid (human) Init +2; Perception +8

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex) hp 21 (4d8) Fort +3: Ref +6: Will +2 Defensive Abilities evasion, trap sense, uncanny dodge

#### Speed 20 ft.

**Melee** short sword +6 (1d6–1/19–20) Ranged light crossbow +5 (1d8/19-20) Special Attacks rogue talents (finesse rogue, weapon training), sneak attack +2d6

Str 8, Dex 14, Con 10, Int 13, Wis 12, Cha 18 Base Atk +3; CMB +2; CMD 14 Feats Combat Expertise, Great Fortitude, Improved Feint, Weapon Finesse, Weapon Focus (short sword)

Skills Acrobatics –1 (–5 jump), Bluff +11, Climb –4, Diplomacy +11, Disable Device +8, Disguise +11, Escape Artist -1, Heal +3, Knowledge (local) +8, Perception +8 (+10 to locate traps), Perform (sing) +9, Sense Motive +8, Sleight of Hand +6, Stealth +6, Use Magic Device +11 Languages Common, Elven

SQ trapfinding +2

Combat Gear 2 alchemist's fire; Other Gear +1 studded leather armor, short sword, light crossbow, 20 bolts, thieves' tools, 119 gp

# 3501 Brothel

Adventurers may come across a circle of stone longhouses. The longhouses are a brothel, where the wizard **Malphas** has trained a wondrous menagerie of creatures in tantric secrets that, when practiced, thin the barriers between this world and another. The menagerie includes a haughty salamander called Yizbard, twin mermaids called Ophelia and Lily (their longhouse contains a pool), a highborn Venusian lady (green skin, four arms), a fallen deva named Uzrakiel (he has lost his wings), a sylph named Ephemera held in her house by a silver chain, two handsome men named Uth'laktru and Pekhmar covered with spines and man with silver skin and black eyes called **Novom**. The prices here are quite affordable, and the services are only occasionally lethal. Each time a service is used, there is a 1% chance that the hex will be filled with stinging, purple mists that will slowly (over the course of 24 hours) manifest as a gargantuan lamia noble called Bavylos, the goddess of a demi-plane of lust who will endeavor to make a new home for herself in this plane.

#### MALPHAS XP 2,400

Male human enchanter 7 NE Medium humanoid (human) Init +6; Perception +6

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

CR 6

hp 53 (7d6+14 plus 17) Fort +5; Ref +5; Will +7

#### Speed 30 ft.

Melee dagger +3 (1d4/19-20) or rapier +3 (1d6/18-20) Enchanter Spell-Like Abilitites (CL 7th; melee touch +3): 6/day—dazing touch Spells Prepared (CL 7th; melee touch +3, ranged touch +5): 4th—confusion (DC 18), greater invisibility

3rd—deep slumber (DC 17), dispel magic, hold person (DC 17), suggestion (DC 17)

2nd—alter self, daze monster (DC 16), hideous laughter (DC 16), invisibility, resist energy

1st—charm person (DC 15, x2), color spray (DC 14), mage armor, shield, ventriloquism (DC 14)

0 (at will)—daze (DC 14), ghost sound (DC 13), mage hand, resistance

Arcane School Enchantment Opposition School Divination, Necromancv

#### Str 10, Dex 14, Con 14, Int 17, Wis 8, Cha 12 Base Atk +3; CMB +3; CMD 16

Feats Combat Casting, Craft Wand, Improved Initiative, Iron Will, Scribe Scroll, Spell Focus (Enchantment), Toughness Skills Acrobatics +7, Bluff +6, Diplomacy +8, Intimidate +4, Knowledge (arcana) +13, Knowledge (local) +10, Knowledge (nobility) +8, Knowledge (planes) +8, Perception +6, Perform (dance) +4, Sense Motive +3, Spellcraft +13 Languages Common, Draconic, Gnome, Sylvan **SQ** +3 to hit points, arcane bonds (arcane familiar, toad), deliver touch spells through familiar, empathic link with familiar, share spells with familiar, speak with animals, speak with familiar

Combat Gear potion of cure moderate wounds, scroll of
dispel magic, scroll of suggestion, wand of charm person, wand of fox's cunning; Other Gear dagger, rapier, cloak of resistance +1, ring of protection +1, spellbook, spell component pouch, 303 gp

#### YIZBARD, FEMALE SALAMANDER CR 6

#### XP 2,400

**hp** 76 (Pathfinder Roleplaying Game Bestiary "Salamander")

#### **OPHELIA AND LILY, FEMALE MERFOLK** CR 1/3 XP 135

**hp** 7 (Pathfinder Roleplaying Game Bestiary "Merfolk")

#### **VENUSIAN LADY**

#### XP 600

hp 19 (The Tome of Horrors Complete 622 with the following changes: remove one head and the Multiple personalities)

#### **UZRAKIEL, MALE MONADIC DEVA CR 12**

#### XP 19,200

hp 95 (The Tome of Horrors Complete 26 with the following changes: remove **Speed** 90 ft. [no wings])

#### **EPHEMERA, FEMALE SYLPH**

XP 200 **hp** 9 (Pathfinder Roleplaying Game Bestiary 2 "Sylph")

### UTH'LAKTRU AND PEKHMAR

XP 9.600

**hp** 127 (Tome of Horrors Complete 653)

#### NOVUM

#### XP 800

hp 27 (Tome of Horrors Complete 44 with the following change: male)

#### BAVYLOS XP 38,400

CR 14

Lamia Matriarch (Pathfinder Roleplaying Game Bestiary 2 "Lamia Matriarch")

CE Gargantuan monstrous humanoid (shapechanger) Init +3; Senses darkvision 60 ft., low-light vision; Perception +24

AC 24, touch 9, flat-footed 21 (+3 Dex, +15 natural, -4 size) hp 237 (18d10+126 plus 18) Fort +13; Ref +14; Will +14 Immune mind-affecting; SR 19

Speed 40 ft., climb 40 ft., swim 40 ft. Melee touch +27 (1d4 Wisdom drain) Space 20 ft.; Reach 5 ft. Special Attacks wisdom drain (DC 25) **Spell-Like Abilities** (CL 12th; melee touch +27, ranged touch +17):At will—charm monster, ventriloguism 3/day-deep slumber, dream, major image, mirror image, suggestion **Spells Known** (CL 6th; melee touch +27, ranged touch +17): 3rd (4/day)-fly 2nd (7/day)—hold person (DC 18), web (DC 18) 1st (8/day)—doom (DC 17), mage armor, magic missile, protection from good 0 (at will)—acid splash, arcane mark, detect magic, prestidigitation (DC 16), read magic, resistance, touch of fatigue (DC 16)

Str 36, Dex 17, Con 25, Int 16, Wis 16, Cha 22 Base Atk +18; CMB +35; CMD 48 (can't be tripped) Feats Double Slice, Extend Spell, Improved Critical (scimitar), Improved Two-weapon Fighting, Toughness, Two-weapon Defense, Two-weapon Fighting, Two-weapon Rend,

Weapon Focus (scimitar)

Skills Acrobatics +7 (+11 jump), Bluff +28, Climb +21, Diplomacy +12, Disguise +12, Fly -3, Intimidate +27, Knowledge (arcana) +21, Knowledge (Planes) +15, Perception +24, Spellcraft +21, Stealth -9, Swim +21, Use Magic Device +22 Modifiers acrobatics (jump) +4 Languages Abyssal, Common, Draconic, Other Language **SQ** change shape (fixed medium humanoid form, alter self)

Wisdom Drain (Su) A lamia matriarch drains 1d4 points of Wisdom each time she hits with her melee touch attack. The first time each round that she strikes a foe with a melee weapon, she also drains 1 point of Wisdom. A DC 25 Will save negates the Wisdom drain. Unlike with other kinds of ability drain attacks, a lamia matriarch does not heal damage when she uses her Wisdom drain. The save DC is Charisma-based.

# 3503 Nightgaunt Canyon

This portion of the Red River runs through a canyon with steep, towering walls. There are narrow beaches on the sides of the canyon, and they are littered with wreckage from barges and keelboats. At night, the canyon is filled with fluttering **nightgaunts**, who snatch at folk moving down the river and carry them wherever the GM would like them to go. One of the smaller caves in the canyon walls is the entrance to a shrine of Tsathogga, a shrine tended by an old hermit with a lazy eye and fetid breath. The hermit is called Azbik, and he serves the chaos cult of Sanctum, who make their way to the spot during the new moon to give offerings of gold and blood to the frog god. An elf might notice blackened iron spikes pounded into the wall beneath the cave.

The cave extends back 20 feet and then opens into a temple of polished stone. There is an altar festooned with black candles atop human skulls. Azbik sleeps on a straw mat in front of the idol. He has a silver flute that summons a black pudding up from a deep pit, about 2 feet in diameter, located in the center of the temple.

# AZBIK

# XP 4.800

Male human cleric of Tsathogga 9 NE Medium humanoid (human) Init +6; Perception +10 Aura evil

**AC** 18, touch 12, flat-footed 16 (+6 armor, +2 Dex) **hp** 71 (9d8+18 plus 9) Fort +8; Ref +5; Will +10

#### Speed 20 ft.

**Melee** +2 spiked light mace +7/+2 (1d6+1) Special Attacks aura of destruction 9 rounds/day (+4), channel negative energy 4/day (5d6, DC 17), destructive smite 7/day (+4), scythe of evil 1/day (4 rounds) Domain Spell-Like Abilities (CL 9th; melee touch +5, ranged touch +8): 7/day—touch of evil (4 rds) Spells Prepared (CL 9th; melee touch +5, ranged touch +8): 5th—shout (DC 19), slay living (DC 19) 4th—freedom of movement, poison (DC 18), spell immunity, unholy blight (DC 18) 3rd—bestow curse (DC 17), contagion (DC 17), magic circle against good, prayer, summon monster III 2nd—bear's endurance, darkness, delay poison, resist energy, shatter (DC 16), summon monster II 1st—bane (DC 15), cause fear (DC 15), entropic shield, protection from good, protection from good, summon monster I. 0 (at will)—bleed (DC 14), detect poison, light, virtue D Domain Spell Domains Destruction, Evil

Str 8, Dex 15, Con 14, Int 10, Wis 19, Cha 12

**CR 8** 

CR 2

CR 1/2

**CR 10** 

CR 3

#### Base Atk +6; CMB +5; CMD 17

Feats Augment Summoning, Combat Casting, Command Undead (DC 17), Improved Channel, Improved Initiative, Spell Focus (conjuration)

Skills Craft (alchemy) +6, Heal +8, Intimidate +7, Knowledge (religion) +8, Perception +10, Stealth -1, Swim +2

Languages Common

SQ spontaneous casting

**Other Gear** masterwork breastplate, +2 spiked light mace, headband of inspired wisdom +2, unholy symbol of Tsathogga, silver dust for desecrate, unholy water, onyx gems, 162 gp

#### NIGHTGAUNT

CR 3

XP 800 NE Large outsider (see Appendix) Init +5; Senses darkvision 60 ft.; Perception +8

AC 13, touch 10, flat-footed 12 (+1 Dex, +3 natural, -1 size) hp 34 (4d10+12) Fort +4; Ref +5; Will +5

DR 5/bludgeoning, 5/magic; Immune cold, mind-affecting; Resist acid 5, electricity 5, fire 5

Speed 30 ft., fly 50 ft. (good) Melee 2 claws +8 (1d6+5) and sting +8 (1d6+5) Space 10 ft.; Reach 10 ft. Special Attacks tickle (DC 18)

### Str 20, Dex 12, Con 16, Int 10, Wis 12, Cha 14

Base Atk +4; CMB +10 (+12 to grapple); CMD 21 (23 vs. grapple)

Feats Ability Focus (tickle), Improved Grapple, Improved Initiative

Skills Acrobatics +5, Fly +10, Knowledge (planes) +7, Perception +8, Sense Motive +8, Stealth +4 Languages Common (can't speak) SQ travel through the void

Tickle (Ex) Nightgaunts have the ability to tickle creaturs they have grabbed into a helpless state, lasting 1d4 hours. A Will save negates, the DC reflects a racial +2 bonus. Travel through the Void (Ex) Nightgaunts travel through the voids of space, carrying passengers who come to no harm from the environment while within their grasp. This travel does not necessarily take normal amounts of time to cover the distance.

#### **BLACK PUDDING**

XP 3,200

CR 7

hp 105 (Pathfinder Roleplaying Game Bestiary "Black Pudding")

# 3606 Locathah

The locathah have a watch station here, near the shore. The locals know about it, and only a novice navigator would ever run into with their boat. The station is a stout tower that rises to within 3 feet of the surface. It is built of cut stone of various textures and colors, giving it a patchwork appearance. Three trident-armed locathah are always to be found atop the tower, occasionally poking their heads above the water to keep an eye on things. The locals usually know them by name (one can tell them apart by their tendrils and skin patterns), and they often stop to talk and trade a little tobacco (the locathah like to chew it) for some fish or simply for their goodwill of the locathah. In total, twenty locathah are assigned to the watch tower, one of them being the commander and two sub-commanders. They wear mail ponchos (treat as chain shirts) and are armed with tridents and light crossbows.

### LOCATHAH COMMANDER

#### XP 800

Male locathah fighter 3 N Medium humanoid (aquatic) Init +5; Senses low-light vision; Perception +6

AC 17, touch 11, flat-footed 16 (+4 armor, +1 Dex, +2 natural) hp 30 (2d8 plus 3d10 plus 8) Fort +6; Ref +2; Will +4; +5 vs. fear Defensive Abilities bravery +1

**Speed** 10 ft., swim 60 ft. Melee trident +7 (1d8+2) Ranged light crossbow +5 (1d8/19-20)

Str 14, Dex 13, Con 10, Int 16, Wis 13, Cha 17 Base Atk +4; CMB +6; CMD 17 Feats Blind-Fight, Improved Initiative, Iron Will, Toughness, Weapon Focus (trident) Skills Acrobatics +3 (-5 jump), Climb +1, Craft (weaponsmithing) +6, Intimidate +9, Perception +6, Stealth +5, Survival +9, Swim +17 Languages Aklo, Aquan, Common, Elven SQ amphibious Gear chain shirt, trident, light crossbow, 10 bolts, conch crown (150 gp value)

LOCATHAH SUB-COMMANDERS (2) XP 400 Male locathah fighter 1 N Medium humanoid (aquatic)

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

AC 17, touch 11, flat-footed 16 (+4 armor, +1 Dex, +2 natural) hp 18 (2d8 plus 1d10 plus 4) Fort +5; Ref +1; Will +1

**Speed** 10 ft., swim 60 ft. **Melee** trident +3 (1d8+1) Ranged light crossbow +3 (1d8/19-20)

Str 12, Dex 12, Con 10, Int 13, Wis 13, Cha 10 Base Atk +2; CMB +3; CMD 14 Feats Blind-Fight, Toughness, Weapon Focus (trident) Skills Acrobatics +0 (-8 jump), Intimidate +4, Perception +3, Stealth –1, Survival +6, Swim +11 Languages Aklo, Aquan SQ amphibious Gear chain shirt, trident, light crossboe, 10 bolts

# 3611 Golden Man Ship from South

Three keelboats are making their way across the lake. They carry trade goods of the golden men of the south, mostly leather goods (including armor, whips, sandals, boots, etc.) and dried fungus (some edible, some poisonous, some hallucinogenic). The three boats were ported from the Red River over a range of mountains and around the ancient dam that created the lake. Each of the boats has a captain and three crewmen, all armed. They also carry with them a secret message for the lord mayor of Sanctum from the Emperor of the South.

#### **CREWMEN (3)** XP 200

Male human expert 1/warrior 1 N Medium humanoid (human) Init +1; Perception +5

**AC** 14, touch 11, flat-footed 13 (+2 armor, +1 Dex, +1 shield) **hp** 12 (1d8+1 plus 1d10+1)

CR1

CR 3

Fort +3; Ref +1; Will +4

**Speed** 30 ft. **Melee** scimitar +2 (1d6+1/18-20)

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

Base Atk +1; CMB +2; CMD 13 Feats Iron Will, Skill Focus (Profession [sailor]) Skills Acrobatics +4, Climb +4, Craft (ships) +3, Escape Artist +0, Fly +0, Perception +5, Profession (sailor) +8, Ride +0, Stealth +0, Survival +4, Swim +4 Languages Common Other Gear leather armor, buckler, scimitar, 1d4 sp

### CAPTAIN

CR4

•....

XP 1,200 Male human expert 1/fighter 5 N Medium humanoid (human) Init +3; Perception +10

AC 19, touch 13, flat-footed 16 (+5 armor, +3 Dex, +1 shield) hp 48 (1d8+2 plus 5d10+10) Fort +6; Ref +4; Will +4; +5 vs. fear Defensive Abilities bravery +1

Speed 30 ft.

Melee mwk dagger +8 (1d4+2/19–20) and mwk scimitar +9 (1d6+4/18–20)

Special Attacks weapon training (light blades +1)

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

Feats Athletic, Quick Draw, Two-weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (scimitar), Weapon Specialization (scimitar)
Skills Acrobatics +12, Climb +11, Craft (ships) +6, Intimidate +5, Knowledge (geography) +5, Knowledge (nature) +5, Perception +10, Perform (sing) +4, Perform (wind instruments) +6, Profession (sailor) +10, Survival +5, Swim +14
Languages Aquan, Common
Gear +1 chain shirt, masterwork dagger, masterwork

scimitar, ring of swimming, masterwork flute, 2d6 gp

# 3704 Sanctum

Sanctum is a small, rollicking town (pop. 1,500) on the shores of the lake, where all sorts of folk from the surrounding lands meet to trade. Large caravans gather here to make the torturous journey into the eastern lands, over the mountains, to trade for exotic goods. The village is composed of about 100 odd buildings constructed of stones, bricks, timber (some of it driftwood) and whatever else the people could find. The town has no enemies, so it has no defensive walls, though it does have about **20 men-at-arms** (some of them ex-buccaneers) who patrol the town. They wear scale armor and carry spears and short bows.

The largest building in the town is a stone counting house, where merchants gather to trade goods and change money as needed. Next to this building stands the manor house (a 3-story Victorian that has seen better days) of **Grubnitz**, the Lord Mayor, a money-grubbing old lout who, nonetheless, has a keen mind and fine organizational skills. The town has cobblestone streets that are traversed by the colorful cattle of the southerners, the century worms of the westerners, pack mules led by prospectors, and the local well-to-do on Mad Marva's latest invention, the velocipede (which you know as bicycles). The streets are usually thick with people visiting the many taverns and gambling houses, traders, mercenaries and craftsmen. The food tends to be salty and the booze is often watered down, but in all the place presents a festive atmosphere, and considering that it is the last post of civilization for many days in any direction.

One can find just about anything they need to buy in Sanctum, though the prices are usually 2 to 5 times normal (roll 1d4+1) due to the transportation costs and the paucity of resources. Sanctum boasts a

number of small temples dedicated to a wide variety of deities (Arauc, the god of trade and patron deity of the town, Akatele, the irascible sky god with a heart of gold worshiped by the golden men of the south, the faceless and nameless blood goddess of the golden men of the west, the Great Spirit of the Halayans, and many gods and goddesses who probably had their origin in the drug-addled minds of their prophets), as well as a secret chaos cult dedicated to Tsathogga the frog god. The cult is led by **Vermes**, a charismatic merchant who weaves many webs of mistrust in a bid to seize power in Sanctum and eventually conquer the entire region in the name of his dread lord.

#### MAN-AT-ARMS (20)

CR 1/2

CR1

XP 200 Male and Female human warrior 2 LN Medium humanoid (human) Init +0; Perception +4

AC 15, touch 10, flat-footed 15 (+5 armor) hp 13 (2d10+2) Fort +4; Ref +0; Will +0

#### Speed 20 ft.

Melee spear +4 (1d8+3/x3) Ranged shortbow +2 (1d6/x3)

Str 14, Dex 11, Con 13, Int 10, Wis 10, Cha 8 Base Atk +2; CMB +4; CMD 14 Feats Alertness, Power Attack Skills Handle Animal +3, Intimidate +4, Knowledge (local) +2, Perception +4, Ride +0, Sense Motive +2, Stealth –4 Languages Common Other Gear scale mail, spear, shortbow, 20 arrows, 5 gp

#### GRUBNITZ XP 400 Male human expert 3

Nale numan expert 3 N Medium humanoid (human) Init +0; Perception +5

AC 10, touch 10, flat-footed 10 hp 13 (3d8) Fort +3; Ref +1; Will +4

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

Str 9, Dex 10, Con 10, Int 11, Wis 13, Cha 12 Base Atk +2; CMB +1; CMD 11 Feats Great Fortitude, Persuasive, Skill Focus (Profession [merchant]) Skills Appraise +6, Bluff +7, Diplomacy +9, Disguise +3, Intimidate +9, Knowledge (local) +6, Perception +5, Profession (clerk) +6, Profession (merchant) +10, Sense Motive +7 Languages Common Combat Gear smokestick, tanglefoot bag; Other Gear dagger, disguise kit (10 uses), light wagon, trade goods VERMES XP 2,400 Male human cleric of Isathogag 7

Male human cleric of Tsathogga 7 CE Medium humanoid (human) Init +0; Perception +7 Aura chaotic

AC 18, touch 10, flat-footed 18 (+7 armor, +1 shield) hp 53 (7d8+18) Fort +7; Ref +2; Will +8 Resist cold 10

Speed 20 ft.

Melee +1 spiked light mace +7 (1d6+2)

**Special Attacks** channel negative energy 5/day (4d6, DC 17) **Spell-Like Abilities** (CL 7th; melee touch +6, ranged touch +5): 6/day—icicle, touch of chaos

**Spells Prepared** (CL 7th; melee touch +6, ranged touch +5): 4th—chaos hammer<sup>D</sup> (DC 17), poison (DC 18)

3rd—bestow curse (DC 17), contagion (DC 17), dispel magic, water breathing  $^{\rm D}$ 

2nd—align weapon<sup>D</sup>, darkness, desecrate, eagle's splendor, silence (DC 15)

1st—cause fear (DC 15), deathwatch, doom (DC 15), magic weapon, obscuring mist<sup>D</sup>, shield of faith

0 (at will)—bleed (DC 14), detect magic, light, resistance D Domain **Spell Domains** Chaos, Water

#### Str 12, Dex 10, Con 14, Int 8, Wis 17, Cha 14 Base Atk +5; CMB +6; CMD 16

**Feats** Armor Proficiency (heavy), Combat Casting, Command Undead (DC 17), Improved Channel, Spell Focus (necromancy)

Skills Acrobatics –3 (–7 jump), Climb +3, Heal +9, Knowledge (religion) +6, Perception +7, Spellcraft +5, Stealth Ride –3, Swim +6

Languages Common

**SQ** spontaneous casting

**Combat Gear** potion of cure moderate wounds, acid; **Other Gear** +1 breastplate, masterwork light steel shield, +1 spiked *light mace, gloves of swimming and climbing, holy symbol* of Tsathogga, unholy water, onyx gems, 114 gp

# 3714 Beached Riverboat

A fancy riverboat has been beached on the lakeshore, the crew sitting about scratching their heads while their captain sleeps off a snoot-full. The boat's passengers are either raging at the crew, sunning themselves, exploring the rocky shore under the watch of **four sailors** armed with scimitars and longbows, or availing themselves of the liquor and card games aboard the ship. Prominent among the passengers are **three southmen** who are transporting a locked iron chest filled with a set of arcane scrolls (*read magic, locate object, arcane sight*) they are delivering to Old Wance in Sanctum, a grave Halayan bounty hunter called **Mazbury** (owns magnetic manacles that cannot be broken) and his prisoner, a Sanctumite smuggler called **Bonny Beph**, and the famed Sanctumite gambler **Mav**, in his characteristic finery milled in the far east.

#### SAILORS (4) CR 1/2 XP 200

**hp** 12 (Pathfinder Roleplaying Game: GameMastery Guide "Shipmate")

#### MAZBURY

CR 6

XP 2,400 Male human fighter 7 LE Medium humanoid (human) Init +3; Perception +8

AC 20, touch 14, flat-footed 17 (+6 armor, +1 deflection, +3 Dex) hp 57 (7d10+14) Fort +7; Ref +5; Will +3; +5 vs. fear Defensive Abilities bravery +2

#### **Speed** 30 ft.

**Melee** +1 brilliant energy whip +12/+7 (1d3+5) or +1 dagger +13/+8 (1d4+5/19–20) or mwk shortsword +13/+8 (1d6+5/19– 20) **Ranged** light hammer +10 (1d4+4)

**Special Attacks** weapon training abilities (light blades +1)

Str 19, Dex 16, Con 14, Int 13, Wis 12, Cha 8 Base Atk +7; CMB +11 (+13 to disarm, +15 to trip); CMD 25 (27 vs. disarm, 27 vs. trip)

Feats Combat Expertise, Combat Reflexes, Exotic Weapon Proficiency (whip), Greater Trip, Improved Disarm, Improved Trip, Power Attack, Quick Draw, Step Up Skills Acrobatics +0, Climb +11, Escape Artist +0, Fly +0, Intimidate +9, Perception +8, Ride +6, Sense Motive +5, Stealth +0, Survival +11, Swim +1 Languages Common, Dwarven

**Combat Gear** oil of magic weapon, potion of aid, potion of bull's strength, potion of cure moderate wounds; **Other Gear** chain mail, +1 brilliant energy whip, +1 dagger, light hammer, masterwork shortsword, ring of protection +1, magnetic manacles, 45 gp

### BONNY BEPH

CR 4

CR7

XP 1,200 Female human rogue 5 LE Medium humanoid (human) Init +8; Perception +7

AC 14, touch 14, flat-footed 10 (+4 Dex) hp 46 (5d8+10 plus 10) Fort +3; Ref +10; Will +0 Defensive Abilities evasion, trap sense, uncanny dodge

#### Speed 30 ft.

Melee unarmed strike +4 (1d3) Special Attacks rogue talents (finesse rogue), sneak attack +3d6

#### Str 12, Dex 18, Con 14, Int 10, Wis 8, Cha 13 Base Atk +3; CMB +4; CMD 18

Feats Improved Initiative, Lightning Reflexes, Point Blank Shot, Toughness, Weapon Finesse Skills Acrobatics +12, Bluff +9, Climb +9, Disable Device +12, Intimidate +9, Knowledge (local) +8, Perception +7 (+9 to locate traps), Sleight of Hand +12, Stealth +12 Languages Common SQ rogue talents (stand up), trapfinding +2 Gear well-worn dress

### MAV

XP 3,200 Male human rogue 8 NE Medium humanoid (human) Init +7; Perception +12

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 dodge) hp 55 (8d8+16) Fort +7; Ref +10; Will +4 Defensive Abilities evasion, improved uncanny dodge, trap sense

#### Speed 30 ft.

Melee unarmed strike +6 (1d3) Special Attacks rogue talents (finesse rogue), sneak attack +4d6

#### Str 10, Dex 16, Con 14, Int 16, Wis 12, Cha 8 Base Atk +6; CMB +6; CMD 19

Feats Dodge, Great Fortitude, Improved Initiative, Skill Focus (Profession [gambler]), Vital Strike, Weapon Finesse Skills Acrobatics +14, Appraise +14, Bluff +10, Climb +11, Diplomacy +10, Disable Device +23, Escape Artist +14, Knowledge (local) +14, Perception +12 (+16 to locate traps), Profession (gambler) +15, Sense Motive +12, Stealth +14, Use Magic Device +10 Languages Common, Draconic, Dwarven, Elven SQ rogue talents (fast stealth, ledge walker, quick disable), trapfinding +4 Gear entertainer's outfit

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**CR 8** 

# 3717 Silver Canyon

This canyon is about 3 miles long and quite rugged. A small stream flows through the canyon and then disappears into a pool and seeps underground. The river sands are rich with arsenical silver. Each hour spent panning has a 1 in 6 chance of producing 1d10 silver pieces worth of silver, but the silver is mildly poisonous, robbing people of one point of Con each day (DC 20 Fortitude save negates) until they die.

# 3805 Mad Morva's Workshop:

**Mad Morva** is an inventor with a rather chaotic (as in absent-minded and incredibly creative, not evil) mind. She lives in a cave complex that overlook Sanctum, where she works on her inventions and spells, aided by her three apprentices, **Orv**, **Yark** and **Trimble**, and her guard of **nine automatons**.

Her cave complex has been carved and refined into a mansion, with marble floors and wood panels in the foyer, hall and library. Her workshop is cluttered with ideas, most half-finished (or half-baked). There is a wide variety of tools and laboratory equipment, and a completed but nonactivated iron golem in the form of a giant centipede hangs by chains from the ceiling, and there are three velocipedes (bicycles) in various stages of completion in one corner, being worked on by the apprentices.

Morva is hard to communicate with, but can be helpful if her interest is piqued. She has an eye for oddities and relics of the ancients, and would pay 10,000 gp for a creature she calls a prismati **[04.20]**. She'll even provide a magic bottle that, if uncorked in one's presence, will suck it in and hold it.

MAD MORVA XP 4,800 Female human evoker 9 CN Medium humanoid (human) Init +3; Perception +13

AC 15, touch 10, flat-footed 15 (+4 armor, +1 deflection, -1 Dex, +1 natural) hp 83 (9d6+36 plus 13) Fort +7; Ref +2; Will +8 Resist fire 30

Speed 30 ft. Melee dagger +5 (1d4+1/19–20) Evoker Spell-Like Abilities (CL 9th; ranged touch +3): 1/day—elemental wall (9 rounds) 8/day—force missile **Spells Prepared** (CL 9th; melee touch +5, ranged touch +3): 5th—cone of cold (DC 20, x2), transmute rock to mud (DC 20)

4th—greater invisibility, stone shape, resilient sphere (DC 19) 3rd—dispel magic, fireball (DC 18), ray of exhaustion (DC 18), stinking cloud (DC 18)

2nd—acid arrow, bear's endurance, resist energy, scorching ray, spider climb, summon swarm

1st—burning hands (DC 16, x3), color spray (DC 16), feather fall, mage armor, ray of enfeeblement (DC 16)

0 (at will)—acid splash, dancing lights, detect magic, mage hand

Arcane School Evocation Opposition Schools Enchantment, Necromancy

#### Str 12, Dex 8, Con 18, Int 20, Wis 14, Cha 10 Base Atk +4; CMB +5; CMD 15

**Feats** Combat Casting, Craft Construct, Craft Magic Arms & Armor, Craft Wondrous Item, Improved Initiative, Scribe Scroll, Spell Penetration, Toughness

**Skills** Appraise +16, Climb +4, Craft (alchemy) +13, Craft (sculpture) +17, Fly +11, Knowledge (arcana) +17, Knowledge (dungeoneering) +17, Knowledge (engineering) +17, Perception +13, Sense Motive +5, Spellcraft +17

Languages Common, Draconic, Goblin, Infernal, Terran, Undercommon

**SQ** +3 to fly checks, arcane bond (arcane familiar, bat), deliver touch spells through familiar, empathic link with familiar, intense spells +4, share spells with familiar, speak with animals, speak with familiar

**Combat Gear** potion of cure moderate wounds, scroll of solid fog, scroll of stinking cloud; **Other Gear** dagger, amulet of natural armor +1, headband of vast intelligence +2, ring of protection +1, spellbook, spell component pouch, 663 gp

# ORV, YARK and TRIMBLE XP 200

#### CR 1/2

**hp** 36 (Pathfinder Roleplaying Game NPC Codex "Cautious Mage")

#### AUTOMATON XP 800

CR 3

**hp** 36 (Pathfinder Roleplaying Game Bestiary "Animated Object, Medium")

# New Monster Appendix

# Batfolk

This creature is a bipedal man-sized humanoid covered in fine brown fur. It has narrow bat-like features and wings.

#### BATFOLK XP 200

CR 1/2

Male or Female batfolk warrior 1 CN Small humanoid (batfolk) Init +2; Perception +6

AC 17, touch 14, flat-footed 14 (+2 armor, +2 Dex, +1 dodge, +1 shield, +1 size) hp 8 (1d10+2 plus 1) Fort +4; Ref +2; Will +2

**Speed** 30 ft., climb 20 ft. **Melee** spear +3 (1d6+1/x3) **Ranged** javelin +3 (1d4+1)

Str 13, Dex 15, Con 14, Int 10, Wis 14, Cha 8 Base Atk +1; CMB +1; CMD 14 Feats Blind-Fight, Dodge Skills Acrobatics +1, Climb +12, Escape Artist +1, Fly +3, Perception +6, Ride +1, Stealth +5, Survival +2 (+3 checks made underground), Swim +0 Languages Common SQ gliding wings Other Gear leather armor, buckler, spear, 2 javelins

Environment any Organization single, family (2–8) colony (10–100) Treasure standard

**Gliding Wings (Ex)** Batfolk take no damage from falling (as if subject to a constant nonmagical *feather fall* spell). While in midair, batfolk can move up to 5 ft in any horizontal direction for every 1 foot they fall, at a Speed of 60 ft per round. A batfolk cannot gain height with these wings alone; she merely coasts in other directions as she falls. If subjected to a strong wind or any other effect that causes the batfolk to rise, she can take advantage of the updraft to increase the distance she can glide.

Batfolk are a race often found near mountains or areas with a number of natural caves. They are gregarious, usually found in large family groups, led by a priest or priestess. They live in caves, sometimes adding additional structures within for privacy.

Batfolk are tall and slender; averaging 7 feet tall and 150 lbs. Their wings look delicate, stretching translucent membrane 14 feet from wingtip to wingtip, but are actually tough and fast healing. Their favored choice of movement is gliding, but they can move quickly on the ground as well.

Their females bear young usually in sets of two, with a single or triple birth looked on as an omen of some nature.

# Calnis

A handsome black haired man sits on a black throne. A mocking smile and tilted head give the impession of mischief.

### CALNIS

XP 9,600

CR 10

CE Medium outsider Init +8; Senses darkvision 60 ft.; Perception +14

AC 19, touch 14, flat-footed 15 (+4 Dex, +5 natural) hp 85 (10d10+30) Fort +8; Ref +11; Will +8

Speed 30 ft., fly 60 ft. (good)
Melee bite +9 (1d8 plus poison) and constrict +14 (1d8+1) or mwk rapier +15/+10 (1d6+1/18-20)
Special Attacks gaze of the death dance (DC 19), poison (DC 20)
Spell-Like Abilities (CL 10th)
1/day—charm person (DC 15), detect thoughts (DC 16), invisibility, polymorph (self only), shield, sleep (DC 15), suggestion (DC 17)
3/day—bestow curse (DC 18)

Str 12, Dex 18, Con 16, Int 11, Wis 12, Cha 18 Base Atk +10; CMB +11; CMD 25 Feats Ability Focus (poison), Flyby Attack, Great Fortitude, Improved Initiative, Weapon Finesse Skills Bluff +12, Fly +21, Knowledge (arcana) +10, Knowledge (planes) +13, Knowledge (religion) +5, Perception +14, Sense Motive +9, Stealth +12 Languages Common; telepathy (100 feet) Gear masterwork rapier

Environment Calnis's temple Organization unique Treasure standard

**Gaze of the Death Dance (Su)** Those who meet his gaze must make a Will save or begin dancing uncontrollably, losing 1 hit point per round until they have but one hit point left, and then suffering 1 point of Constitution damage per round until they die at 0 Constitution. The save DC is Constitution-based.

**Poison (Ex)** Injury-bite; save Fortitude DC 20; frequency 1/ minute for 10 minutes; effect 1d4 Str; cure 2 consecutive saves. The DC is Constitution-based, and includes a +2 due to Ability Focus.

Calnis is the eastern spirit of mischief, who appears either as a handsome man in a cloak of crow feathers or as a black feathered serpent. Calnis dwells in the eastern mountains in a temple of black stone with a silver portal. The temple is guarded by black-feathered harpies, who demand offerings of fresh meat and pretty things. Once inside the building, petitioners discover that it is much larger than they could have imagined, a great hall of black marble and silver trimmings.

There is no roof here, just a night sky illuminated by a full moon that seems to close you could reach out and touch it. The room swirls with dancing spirits (treat them as spectres if adventurers are stupid enough to attack). A black throne in the center of the great hall is the perch of Calnis, usually in human form, who beckons the petitioners forward that he might

mock their pitiful pleas.

To receive a favor from Calnis, one must tell him a good riddle, or in some other way trick him. They must also accept a curse in return for his favor.

# Camelop

This large, bactrian mammal is half again as wide as its cousin, with toned muscle under its twin humps, each smaller then a common camel.

#### CAMELOP

XP 400

CR 1

N Large animal Init +3; Senses low-light vision, scent; Perception +5

AC 13, touch 12, flat-footed 10 (+3 Dex, +1 natural, -1 size) hp 13 (2d8+4) Fort +5; Ref +6; Will +0

**Speed** 50 ft. **Melee** bite +5 (1d4+7)

Str 20, Dex 16, Con 14, Int 2, Wis 11, Cha 4 Base Atk +1; CMB +7; CMD 20 (24 vs. trip) Feats Endurance Skills Perception +5

Environment warm deserts Organization solitary Treasure none

Camelops are large camels, standing about 7 feet tall at the shoulder, weighing between 750 and 1100 lbs. They have small humps, and thus do not have quite the range of camels, but their greater carrying capacity makes them excellent pack animals. The average lifespan of a camelop is 35–40 years. They are in orther respects identical to common camels.

# Century Worm

This huge worm is transparent, allowing a view or rippling muscle below. It moves at a swift pace.

#### **CENTURY WORM**

CR 2

XP 600 N Large magical beast Init +0; Senses darkvision 60 ft., low-light vision; Perception +8

AC 13, touch 9, flat-footed 13 (+4 natural, -1 size) hp 42 (5d10+15) Fort +9; Ref +4; Will +2

**Speed** 40 ft. **Melee** slam +7 (1d6+4) **Special Attack** trample (1d6+4, DC 15) **Space** 10 ft.; **Reach** 10 ft.

Str 16, Dex 10, Con 17, Int 2, Wis 13, Cha 7 Base Atk +5; CMB +9; CMD 19 (can't be tripped) Feats Endurance, Great Fortitude, Run Skills Acrobatics +0 (+4 to jump with a running start, +4 jump), Fly -2, Perception +8, Stealth -4, Swim +7 (+11 to resist nonlethal damage from exhaustion)

#### **Environment** temperate land **Organization** single, band (2–10), or army (10–100) **Treasure** none

Century works are a large animal found in deserts, though they can tolerate a wide variety of habitat.

Like the worm of their name, they do not have limbs, and propel themselves forward by bracing the back portion of their body while pushing and extending the front portion. Then the century worm drops the front portion of their body, straightens and pulls the back portion along. It is very like throwing themselves forward. They can achieve great speed, but the process is not very comfortable for their rider, leading to them generally being used as pack animals.

Century worms are generally 15 feet long and about 6 feet tall. Their skin is translucent, giving a blurred view of their musculature. Century worms are omnivorous, but have a decided preference for protean, often gotten by eating animals that stray into their path.

Century worms attack by slamming their body against their assailant, then crushing them under the tough skin on their underside.

CR1

CR 3

# Fire Bee

Colored black and red, this enourmous bee radiates heat.

FIRE BEE XP 400 N Medium vermin (extraplanar, fire) Init +3; Senses darkvision 60 ft.; Perception +1

AC 14, touch 13, flat-footed 11 (+3 Dex, +1 natural) hp 16 (3d8+3) Fort +4; Ref +4; Will +2 Immune fire Weakness vulnerability to cold

Speed 30 ft., fly 30 ft. (average) Melee sting +2 (1d4 plus 1d4 fire) Special Attacks burn (1d4, DC 12)

Str 10, Dex 16, Con 13, Int —, Wis 12, Cha 10 Base Atk +2; CMB +2; CMD 15 Skills Fly +3

**Environment** subterranean **Organization** solitary, group (2–5), or nest (6–19) **Treasure** none

Originally inhabitants of the elemental plane of Fire, fire bees can also be found near weak points between the plane of Fire and the Material Plane.

These bees live in caves, often deep in the earth, generally near lava or in hot places. They fly out to gather nectar from crystal formations and large conflagrations in a process not well understood, and then create a hot spicy variety of honey.

Fire bees grow to approximately 6 feet in length, with a wingspan of about 8 feet. These creatures weigh 30 pounds and live in their adult form for 25-30 years. Fire bees' stingers can be used to sting foes repeatedly, with additional fire damage from their heat radiation.

# Giant Beetle Exoskeleton

Shaped like a huge insect, this creature boasts a built in sadlle. Wicked mandible gleam in the light.

## GIANT BEETLE EXOSKELETON

XP 800 N Large construct

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

AC 17, touch 10, flat-footed 16 (+1 Dex, +7 natural, -1 size) hp 57 (5d10+30) Fort +1; Ref +2; Will +2

DR 10/bludgeoning; Immune construct traits (+30 hp)

Speed 30 ft.

**Melee** bite +9 (2d6+7) **Space** 10 ft.; **Reach** 5 ft.

Str 20, Dex 12, Con —, Int —, Wis 12, Cha 10 Base Atk +5; CMB +11; CMD 22 (30 vs. trip) Skills Fly -1, Stealth -3

Environment any

Organization single, skitter (2–10), swarm (10–100) Treasure none

These constructs, used as steeds, are created from the carapaces of giant insects. Carefully assembled, the many legged lower abdominal section provides locomotion and the upper a cushioned shell for the rider. The front section is generally formed as a set of razor edged mandibles.

Giant beetle exoskeletons usually stand 5 feet high and are about 10 feet long. Their coloration varies according to the carapaces used to construct them.

In combat, a giant beetle exoskeleton attacks with its bite. It is relentless and fights to the death unless otherwise instructed by its creator. A giant beetle exoskeleton moves and walks with a jerky swift gait.

# Grimlock

This hulking stone gray humanoid is dressed in rags and torn clothes, and grips a sharpened axe in its hands. Its hair is filthy and dark, and its eyes are clouded milky white.

#### GRIMLOCK CR1 XP 400 NE Medium monstrous humanoid Init +1; Senses blindsight 40 ft., scent; Perception +9 AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural) hp 15 (2d10+4) Fort +2; Ref +4; Will +2 Immune gaze attacks, illusions, visual effects Weaknesses blindness Speed 30 ft. Melee battleaxe +4 (1d8+2) or 2 slams +4 (1d4+2) Str 15, Dex 13, Con 14, Int 10, Wis 8, Cha 6 Base Atk +2; CMB +4; CMD 15 Feats Alertness<sup>B</sup>, Skill Focus (Perception) Skills Climb +7, Perception +9, Sense Motive +1, Stealth +6 (+14 in stony environs), Survival +4; Racial Modifiers +8 Stealth in stony environs Languages Grimlock, Undercommon Environment any underground Organization gang (2-4), hunting party (5-8), pack (10-20), or tribe (10-60 plus 1 leader of 3rd-5th level per 10 adults) **Treasure** standard (battleaxe, other treasure)

Grimlocks are evil and foul subterranean dwellers believed to be descendants of an ancient human race. Legends speak of long ago wars between various races that drove humans underground. For a while, they survived on what food they could forage, but eventually turned to cannibalism; beginning with small underground animals such as rats and other rodents, and eventually turning to aboveground raids on other races. Grimlocks dine on humanoid flesh and blood (with humans and dwarves being their favorite meals). They are primitive creatures, living in tribal communities of up to 60 or more individuals in underground caves and tunnels. Raiding and hunting bands often venture to the surface world to attack nearby settlements, capturing or killing those they encounter and returning to their lair to feast upon their spoils. Raids such as these are always conducted at night under the cover of darkness when grimlocks have the advantage. Grimlocks detest sunlight but are not harmed by it.

When not raiding the surface world, grimlocks often battle with other subterranean races including drow, dwarves, duergar, and even other grimlock tribes. Such battles can consist of outright warfare, but most of the time the battles are simple raids into other underground lairs to procure food (usually human or dwarven slaves kept by the other underground races). When engaged in wars with other races, grimlock leaders often ride basilisks into battle. Some larger grimlock lairs often have at least one medusa in midst as well.

A grimlock stands 5 to 6 feet tall and weighs 150 to 200 pounds. Its skin is slate gray and its hair is oily and matted. The creature emanates a stench that most others find nauseating, yet to a grimlock, it's a means of identification, for each scent is unique to a grimlock. Such fine distinctions are noticeable to other grimlocks, and possibly other creatures with a strong olfactory sense.

Due to their lack of sight, grimlocks prefer melee to ranged combat and close on enemies quickly when engaged. They attack with their menacing axes or powerful slams, slashing or pummeling their foes until their opponents are dead. Opponents that attempt to flee are run down and killed. Grimlocks that fall in combat are "honored" by being carried off the field of battle and devoured by their own.

Recent forays into underground caverns and caves by an intrepid band of adventurers speak of another race of grimlocks, civilized, and noncannibalistic. These same adventurers speak of a large underground city full of these creatures. Whether these are truly advanced grimlocks or another race entirely is yet to be confirmed.

# Guksu

An old man appears, with a long, red, pointed nose. He appears naked, his body striped with black, white and red paint.

CR 6

#### GUKSU XP 2400 CG Medium outsider (native) Init +2; Senses darkvision 60 ft.; Perception +16

AC 21, touch 13, flat-footed 18 (+2 Dex, +1 dodge, +8 natural) hp 57 (6d10+24) Fort +6; Ref +7; Will +12 DR 10/magic; SR 17

Speed 30 ft., fly 40 feet (average) Melee slam +7 (1d6+1) Special Attacks healing curse (DC 20) Spell-Like Abilities (CL 12th) At will—detect evil, light 1/day—charm monster (DC 19), dispel magic, hold monster (DC 19), invisibility (self only), polymorph (self only) 3/day—cure light wounds, mirror image 1/month—summon spirit (100%, Calnis [32.08], Suupadex [21.02] or Xa-matutsi [01.15])

Str 12, Dex 14, Con 18, Int 16, Wis 25, Cha 20 Base Atk +6; CMB +7; CMD 20 Feats Ability Focus (Healing Curse), Dodge, Skill Focus (Heal) Skills Fly +11, Heal +16, Knowledge (history) +9, Knowledge (planes) +12, Knowledge (religion) +9, Linguistics +9, Perception +16, Sense Motive +16, Stealth +11 Languages Auran, Celestial, Common, Draconic, Dwarven,

Elven, Gnome, Halfling, Sylvan

**Healing Curse (Su)** At will as a standard action, Guksu can pronounce a curse on those who have offended him. All targets within 60 ft. who hear this curse must succeed on a DC 20 Will save or be unable to heal, either naturally or magically, for up to 1 month. Guksu chooses the duration of the curse. The curse against healing applies to hit point

CR 2

damage, ability score damage, ability score drain, and nonlethal damage. This curse can be removed before the duration expires only by *remove curse* or by appeasing Guksu. The save DC is Charisma-based.

**Summon Spirit (Sp)** Guksu carries a wand with a tuft of red feathers that also serves as a whistle. With this whistle, he can summon one of the other spirits—Calnis, Suupadex or Xa-matutsi—once per month and request a favor from them.

Guksu is the southern spirit of healing, who dwells in a simple hut of stacked, white stones in a pleasant valley of tall grass and wide mesquites. There is a pool here of clear water filled with silver fish.

The animal that inhabit the valley have golden fur or scales, and they are quite intelligent. Harming one of them draws the wrath of Guksu, who can prevent one from healing naturally or magically for up to one month.

Guksu appears as an old man with a long, red, pointed nose. He appears naked, his body striped with black, white and red paint, and he can take the form of a giant mosquito or a swarm of mosquitos if he wishes. Guksu is a kindly spirit, for the most part, though he dislikes mindless chatter and demands repayment for his services.

# Infant Vampire

Looking like an emaciated infant, this creature snarls, revealing a mouthful of fangs.

INFANT VAMPIRE XP 600	
CE Small undead	
Init +2; Senses darkvision 60 ft.; Perception +6	

AC 18, touch 13, flat-footed 16 (+2 Dex, +5 natural, +1 size) hp 13 (2d8+4) Fort +2; Ref +2; Will +4 Immune undead traits

Speed 30 ft., fly 40 feet (good) Melee bite +4 (1d4–1 plus poison) and slam +4 (1d4–1) Special Attacks poison (DC 13)

Str 8, Dex 14, Con —, Int 10, Wis 12, Cha 14 Base Atk +1; CMB –1; CMD 11 Feats Weapon Finesse Skills Fly +13, Perception +6, Sense Motive +6, Stealth +11 Languages Common

**Environment** any **Organization** single, family (2–5), or murder (5–10) **Treasure** none

**Poison (Ex)** Bite—injury; save DC 13 Fortitude; frequency 1/ round for 4 rounds; effect sleep for 1d4 hours; cure 1 save. The save DC is Charisma-based.

An undead variant, infant vampires hatch from blood soaked eggs rather than being created from living humanoids,.

These creatures are quite rare, created under unusual circumstances. Generally, a spell casting vampire will encase a stillborn child in a caullike substance that he or she creates, which then hardens as it preserves the body. Left near a source of Negative energy, they infant vampires gradually incubates, waiting for the necessary blood to hatch.

Infant vampires are generally 2 feet long and weigh 10–12 lbs. Appearance is based on the original infant, with the addition of fangs, claw like fingers, and glowing red eyes. Infant vampires do not speak, though there are instances of longer lived examples understanding simple orders.

Infant vampires attack with their bite, which contains an anesthetic which causes sleep.

# Kith-Yin

Tall and slender, this elf like creature is clad in armor and wields a silver sword.

### KITH-YIN

XP 600

N Medium humanoid (elf, extraplanar) Init +1; Senses low-light vision; Perception +8

AC 15, touch 12, flat-footed 13 (+3 armor, +1 Dex, +1 dodge) hp 18 (4d8) Fort +1; Ref +5; Will +4

Speed 30 ft.

Melee silver longsword +2 (1d8–2/19–20) Special Attacks psychic blast 1/day (DC 15)

Str 8, Dex 13, Con 10, Int 14, Wis 13, Cha 17 Base Atk +3; CMB +2; CMD 14 Feats Dodge, Iron Will, Skill Focus (Perception) Skills Acrobatics +0, Climb -2, Craft (any 1 +9, Escape Artist +0, Fly +0, Knowledge (planes) +6, Perception +8, Profession (any 1) +8, Ride +0, Stealth +0 Languages Common, Kith-Yin Gear studded leather armor, silver longsword

**Environment** the Astral Plane **Organization** solitary, group (2–8), or troupe (3–24) **Treasure** standard

**Psychic Blast (Ps)** Psychic blast (30 ft. cone, 1d4 Int damage and sickened 1d6 rounds, Will resists)

Kith-yin look like emaciated elves (they are, in fact related, and are sometimes called astral elves). These creatures are commonly encountered on the astral Plane.

Kith-Yin live in extended family groups on their ships, sailing the Astral Plane in search of food, materiel, and slaves. A successful clan will have a variety of ships, with the best guarded housing noncombatants. Raiding ships, called hawks, range far and wide seeking valuables to return to the family.

An individual Kith-Yin stands 6 and a half feet tall and weight 120 lbs. There is little differentiation in appearance or tasks between the sexes. Like their cousins, they are adept in the use of longsword and longbow, and their warriors often wield silver longswords. These are rumored to be able to banish travelers from the astral plane on a confirmed critical.

Kith-Yin attack using weapons or spells, depending on their abilities. Raiding parties will often retreat if an attack goes badly. If the family ship is attacked, however, Kith-Yin fight to the death.

# Nightgaunt

*This humanoid creature has wings and tail tipped with a sharp stinger. Disturbingly, this creature has no face.* 

#### NIGHTGAUNT XP 800

CR 3

CR 2

NE Large outsider Init +5; Senses darkvision 60 ft.; Perception +8

**AC** 13, touch 10, flat-footed 12 (+1 Dex, +3 natural, -1 size) **hp** 34 (4d10+12)

Fort +4, Ref +5, Will +5

**Defensive Abilities** faceless; **DR** 5/bludgeoning, 5/magic; **Immune** cold, mind-affecting, scent and inhaled effects; **Resist** acid 5, electricity 5, fire 5

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

Melee 2 claws +8 (1d6+5) and sting +8 (1d6+5) Space 10 ft.; Reach 10 ft. Special Attacks tickle (DC 18)

Str 20, Dex 12, Con 16, Int 10, Wis 12, Cha 14 Base Atk +4; CMB +10 (+12 to grapple); CMD 21 (23 vs. grapple) Feats Ability Focus (tickle), Improved Grapple, Improved Initiative Skills Acrobatics +5, Fly +10, Knowledge (planes) +7, Perception +8, Sense Motive +8, Stealth +4 Languages Common (can't speak) SQ travel through the void

#### Environment any Organization single or grab (2–5) Treasure incidental

Faceless (Ex) A nightgaunt has no face, yet it can still see with remarkable clarity in all directions as if its entire body were a single strange eye. This unusual form of vision renders it immune to gaze attacks, but not to illusions that rely upon vision to function. A nightgaunt feeds on the despair and horror of its victims, which replaces the creature's need to eat and drink. It has no need to breathe at all, and is immune to all inhaled or scent-based effects. Tickle (Ex) Nightgaunts have the ability to tickle creaturs they have grabbed into a helpless state, lasting 1d4 hours. A Will save negates, the DC reflects a racial +2 bonus. Travel through the Void (Ex) Nightgaunts travel through the voids of space, carrying passengers who come to no harm from the environment while within their grasp. This travel does not necessarily take normal amounts of time to cover the distance.

Nightgaunts are a race of night flying humanoids, often summoned for transport or to abduct persons for their summoner. They have an uncanny ability to traverse time and space, using routes unknown to other races.

Nightgaunts stand 10 feet tall and have wings and tails. A nightgaunt has no discernible facial features, and horns rise from their head, where their brow should be. Their skin has an unpleasant rubbery texture, and they are hairless. The prehensile tail has a wicked stinger.

Nightgaunts can travel the spaces between planets safely for themselves and their passengers, making them a valuable though risky mode of transport.

# Prismati

The cloud of energy flushes with energy, from pale pink to deep violet. Unseen energy crackles around its edges.

#### PRISMATI XP 1,200

N Medium outsider (extraplanar, incorporeal) Init +3; Senses darkvision 60 ft.; Perception +12

**AC** 19, touch 19, flat-footed 15 (+5 deflection, +3 Dex, +1 dodge)

hp 32 (5d10+5) Fort +2; Ref +7; Will +6

Fort +2; Ket +/; Will -

**Defensive Abilities** incorporeal; **DR** 5/magic; **Immune** critical hits, precision damage; **Resist** cold 5, electricity 5, fire 5

**Speed** 30 ft., flight 60 ft. (perfect) **Spell-Like Abilities** (CL 5th): 1/day—prismatic sphere

Str —, Dex 17, Con 12, Int 12, Wis 14, Cha 20 Base Atk +5; CMB +8; CMD 27 Feats Alertness, Dodge, Mobility Skills Bluff +13, Diplomacy +10, Fly +19, Knowledge (arcana) +6, Perception +12, Sense Motive +12, Stealth +11

**Environment** the astral plane **Organization** solitary, group (1–4), or aura (3–18) **Treasure** standard

Prismati are native to the astral plane, appearing as clouds of energy in shifting colors. These clouds produce a Strange hum that becomes higher pitched when they are angry or upset, and takes on a low, throbbing rhythm when they are content.

They are typically encountered on the material plane when travelling to or visiting a pilgrimage site of their, a well that emits prismatic energy. Communication, while possible, is difficult, given the alien nature of their speech. Due to their amorphous nature they are resistant to damage.

Prismati attack with their touch attack by brushing opponents and harming them with the energies of their form. If pressed, they use their prismatic sphere ability to gain time and the opportunity to flee.

# Ratling

This creature, while rat-like in many respects, rears itself up on hind legs in a humanoid stance. Clever paws hold a weapon.

#### RATLING XP 200

CR 1/2

NE Medium monstrous humanoid Init +3; Senses darkvision 60 ft.; Perception +4

AC 16, touch 13, flat-footed 13 (+3 Dex, +3 natural) hp 6 (1d10+1) Fort +1; Ref +5; Will +2

#### **Speed** 30 ft.

Melee bite +4 (1d6+1 plus disease) and dagger +4 (1d4+1/19–20) Special Attacks diseased bite (DC 11)

Str 13, Dex 16, Con 13, Int 10, Wis 10, Cha 8 Base Atk +1; CMB +2; CMD 15 Feats Weapon Finesse Skills Intimidate +3, Perception +4, Stealth +7, Survival +4 Languages Common Other Gear dagger

#### Environment any

Organization single, band (2–5) or colony (10–30) Treasure normal

**Diseased Bite (Ex)** Black Boils: Bite - injury; save DC 11 Fortitude; onset immediate; frequency 1/day; effect 1d2 Con damage and target is fatigued; cure 1 save. The save DC is Constitution-based.

Ratlings are a race of rats granted superior intelligence and manipulative digits. Their creation stories mention a being molding them from their lesser kin, giant rats, and granting them superior abilities for his own purposes. That creator is now gone, and the ratlings thrive, living with giant rats and an aristocracy of were rats.

Ratlings are 5 feet tall, and move equally well on four legs or two. Fur is generally brown or black, though there is a sizable albino minority. They retain the muzzle of giant rats, but have gained the ability to articulate, though to an unaccustomed ear they are difficult to understand. This leads many to underestimate their intelligence, to their later sorrow.

Ratlings either attack with their bite or with weapons according to their training. They have no qualms about retreat if the battle turns against them, though it is usually an organized retreat to fight another day.

CR4

CR 1/2

# Shimmering Radiance

This creature appears as a cloud of wispy smoke. Shimmering motes of color pulse inside it.

# SHIMMERING RADIANCE XP 200

N Large outsider (incorporeal, native) Init +3; Senses darkvision 60 ft.; Perception +12

AC 18, touch 18, flat-footed 14 (+5 deflection, +3 Dex, +1 dodge, -1 size) hp 68 (8d10+16 plus 8) Fort +4; Ref +9; Will +7 Defensive Abilities incorporeal; DR 10/magic; Immune critical hits, precision damage

Speed 30 ft., fly 60 ft., (clumsy) Space 10 ft.; Reach 10 ft. Special Attacks wasting disease (DC 21)

Str —, Dex 16, Con 14, Int 10, Wis 12, Cha 20 Base Atk +8; CMB +12; CMD 31 Feats Ability Focus (wasting disease), Dodge, Toughness, Weapon Finesse Skills Fly +4, Intimidate +13, Knowledge (dungeoneering) +8, Perception +12, Sense Motive +12, Stealth +10

#### Environment any Organization single or burn (2–10) Treasure none

Wasting Disease (Ex) Engulf - injury; save DC 21 Fortitude; onset immediate; frequency 1/week; effect 1d4 Con damage; cure 1 save and remove disease. The save DC is Constitution-based.

A shimmering radiance is a strange entity that appears as a cloud of wispy smoke and shimmering motes of light. These creatures can be found nearly anywhere, since they drift on the wind, especially after a strong storm

A shimmering radiance is usually about 10 feet in diameter and roughly spherical. It is resistant to damage due to its misty nature. One can determine the "mood" of a shimmering radiance by the color - blue means anger, red depression and green joy. Their minds are quite alien, and thus their actions do not always fit their moods.

A shimmering radiance cannot run, and it can be moved about by strong winds, though usually in such conditions they cling close to the ground and, though they cannot attack, are also unmoved by the wind.

A shimmering radiance's touch causes pronounced burns on the skin and can impart a wasting disease. In addition, they can make a single attack against any creature they have engulfed.

# Silent Knight

Black as pitch, this creature appears as a metal statue of an armored humanoid, face completely covered by its helm. A weapon is ready in its hand.

#### SILENT KNIGHT XP 1,600

CR 5

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

AC 17, touch 10, flat-footed 17 (+7 natural) hp 58 (7d10+20) Fort +2; Ref +2; Will +2 DR 5/magic; Immune construct traits (+20 hp); Resist cold 5, fire 5

**Speed** 20 ft. **Maloo** longsword +12/+7 (1d8+5/18)

Melee longsword +12/+7 (1d8+5/19-20) or slam +12 (1d4+7)

Str 20, Dex 10, Con —, Int —, Wis 11, Cha 11 Base Atk +7; CMB +12; CMD 22 Skills Acrobatics +0 (-4 jump), Stealth +0 (+20 when moving); Racial Modifiers +20 stealth when moving Other Gear longsword

#### Environment any Organization solitary or cadre (5–20) Treasure none

Silent Knights are an infernal construct, created to fight as foot soldiers in a never ending war against heaven.

Forged of evil tainted metal, quenched in bile, silent knights gain the ability to move with unnatural stealth. Often, they are unnoticed until they strike.

A silent knight stands 6 feet tall. They are humanoid in shape, forged entirely of lusterless black metal.

Silent knights attack with whatever weapon was forged in their hands, most commonly a longsword.

# Snapping Dragonet

This small dragon has thick tough scales. It hums a sweet song.

CR 3

#### SNAPPING DRAGONET XP 800

N Medium dragon Init +6; Senses darkvision 60 ft., low-light vision; Perception +7

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural) hp 22 (3d12+3) Fort +4; Ref +5; Will +4 Immune paralysis, sleep

Speed 30 ft., burrow 20 ft. Melee bite +5 (1d6+1) and claw +4 (1d4+1) Special Attacks haunting song (DC 13)

Str 12, Dex 14, Con 12, Int 6, Wis 12, Cha 14 Base Atk +3; CMB +4; CMD 16 Feats Improved Initiative, Weapon Focus (bite) Skills Climb +7, Perception +7, Stealth +8, Survival +7

Environment underground, plains Organization single or pack (2–5) Treasure none

Haunting Song (Ex) Once per day, a snapping dragonet can sing a mournful dirge. Any creature with the elf subtype within 60 ft. of the dragonet that can hear the song must succeed on a DC 12 Will save or be affected as if by a *crushing despair* spell for 1d6 hours. Only *good hope* or similar cheerful magic removes this effect. An elf who succeeds on the Will save can never again be affected by that snapping dragonet's haunting song. The save DC is Charisma-based.

Snapping dragonets are small dragons that burrow into the ground. They often come to the surface after sundown, then the light no longer hurts their sensitive eyes. They are nocturnal hunters, and not terribly intelligent.

A snapping dragonet is about five ft. long. Their necks, backs and limbs are covered by thick, protective scales. These scales are usually patterned red and blue, but other colors have been seen. Most prized by hunters are

the silver and white variety, which is quite uncommon, though spectacular in appearance.

Snapping dragonets can sing a haunting song that often causes creatures to fall into a deep reverie, essentially leaving them stunned for 1d6 hours. This aids with their hunting.

Snapping Dragonets attack with their claws and bite. They prefer to flee combat if at all possible if they do not initiate it.

# Synthoid

Appearing as a normal humanoid, upon closer examination this creatures skin is abnoramlly smooth and fine, lacking any scarring or weathering.

#### SYNTHOID XP 600

CR 2

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

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural) hp 31 (2d10+20) Fort +0; Ref +1; Will +0 Immune construct traits (+20 hp)

**Speed** 30 ft. **Melee** slam +2 (1d4)

Str 10, Dex 12, Con —, Int 10, Wis 10, Cha 14 Base Atk +2; CMB +2; CMD 13 Feats Improved Initiative Skills Diplomacy +4, Perception +2 Languages Common

Environment any Organization single or bevey (2–5) Treasure incidental

Synthoids are a variant type of flesh golem. Often created for companionship, they are generally granted intelligence when they are created.

Synthoids can have a variety of appearances, but are typically attractive and fit. Personality varies, but they are commonly friendly and companionable.

A sythoid will usually try to avoid combat, but when pressed, will use its slam attack before trying to flee.

# Vampiric Squirrel

With gleaming red eyes and ragged fur, this creature appears much like a squirrel.

#### **VAMPIRIC SQUIRREL**

CR 1/2

XP 200 NE Tiny animal Init +3; Senses low-light vision; Perception +4

AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size) hp 5 (1d8+1) Fort +3; Ref +5; Will +0

Speed 30 ft. Melee bite +5 (1d3–2 plus 1 bleed) Space 2.5 ft.; Reach 0 ft. Special Attacks bleed (1), blood drain

Str 6, Dex 16, Con 12, Int 2, Wis 10, Cha 6 Base Atk +0; CMB +1; CMD 9 Feats Run<sup>8</sup>, Weapon Finesse **Skills** Acrobatics +3 (+7 to jump with a running start), Fly +7, Perception +4, Stealth +11

Environment forest Organization single or scurry (2–10) Treasure none

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

Vampiric squirrels, often thought of as a tall tale told by adventurers to children, are a deadly pest.

Usually found near trees grown in soil imbued with evil or negative energy, vampiric squirrels are created when a squirrel ingests the fruit or nuts from these trees. The squirrel falls ill, and then some days later, recovers with a thirst for blood.

Vampiric squirrels attack with their bite and blood drain. Appearances to the contrary, they are not undead.

# Varghoul

While it appears similar to a wolf, upon closer inspection the faint odor of decay and mangy fur give away its undead status.

CR 2

### VARGHOUL XP 600

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

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural) hp 34 (4d8+8) Fort +3; Ref +3; Will +5 Immune undead traits

Speed 50 ft. Melee bite +5 (1d6+3 plus disease) Special Attacks disease (DC 16), trip Spell-Like Abilities (CL 4th): 2/day—invisibility

Str 15, Dex 15, Con —, Int 4, Wis 12, Cha 14 Base Atk +3; CMB +5; CMD 17 (21 vs. Trip) Feats Ability Focus (disease), Skill Focus (Perception) Skills Acrobatics +2 (+10 jump), Perception +9, Stealth +7; Racial Modifiers +4 to Survival when tracking by scent

#### Environment plains Organization solitary, pair, or pack (3–12) Treasure none

**Disease (Ex)** Bite—injury; save Fort DC 16; onset 1 hour; frequency 1/day; effect 1d3 Con and 1d3 Cha damage; cure 2 consecutive saves. The save DC is Charisma-based.

The scourge of plain and forest, varghouls are undead wolves with ghoulish appetites. When starving and desperate wolf packs feed on a fallen ghoul, varghouls arise as a result.

They are capable of becoming invisible for up to 6 rounds per day, and their bite injects a toxic disease that cause one's flesh to flake off if they fail a saving throw. Interestingly, they do not carry or pass on ghoul fever.

Varghouls attack in packs, harrying with their bite attack, bringing down prey. They only flee when more than half of a pack has been killed or incapacitated.

# Viper Hound

The creature looks like a large wolf with close-cropped, brownish-red fur and yellow eyes.

### VIPER HOUND

CR 2

XP 600 N Medium magical beast Init +2; Senses darkvision 60 ft., low-light vision, scent; Perception +5

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural) hp 34 (4d10+8 plus 4) Fort +6; Ref +6; Will +2

Speed 50 ft. Melee bite +5 (1d6+1) Special Attacks poison (DC 16)

Str 12, Dex 15, Con 15, Int 2, Wis 12, Cha 14 Base Atk +4; CMB +5; CMD 17 Feats Ability Focus (poison), Toughness Skills Acrobatics +2 (+10 jump), Perception +5, Stealth +6, Survival +3; Racial Modifiers +4 to Survival when tracking by scent

Environment temperate plains or forest Organization single or mated pair Treasure none

**Poison (Ex)** Bite—injury; save Fort DC 16; frequency 1/round for 6 rounds; effect 1d3 Con; cure 1 save. The save DC is Consitution-based.

The viper hound looks like a large wolf with close-cropped, brownishred fur and yellow eyes. They are found in most environments capable of supporting large predators. They have pronounced fangs, like those of a cobra, and a poisonous bite.

They are a solitary hunter, though once a pair mates, it is for life. Litters are typically 2-4 pups, able to hunt after about 8 weeks, Usually the pups leave after a year, right before a new litter will be born.

They can be trained a guard animal if acquired as a puppy. Generally the parents will defend a den to the death, so these puppies are rare and quite prized.

# Walking Slime

While humanoid in shape, the slime this creature is composed of is only held tenuously in place.

#### WALKING SLIME

CR 6

XP 2400 N Medium aberration Init +2; Senses darkvision 60 ft.; Perception +11

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural) hp 37 (5d8+10 plus 5) Fort +3; Ref +5; Will +7

Speed 30 ft. Melee 2 slams +4 (1d6+1) Special Attacks slime attack (DC 14) Spells Prepared (CL 5): 3rd—sleet storm, spike growth (DC 16) 2nd—resist energy, spider climb, summon swarm 1st—cure light wounds magic fang, obscuring mist, shillelagh (DC 14) 0 (at will)—detect magic, guidance, read magic, resistance



#### Base Atk +3; CMB +4; CMD 16 Feats Blind-Fight, Lightning Reflexes, Toughness Skills Knowledge (dungeoneering) +5, Perception +11, Spellcraft +8, Stealth +10 Languages Common SQ ooze form

**Ooze Form (Su)** At will, as a standard action, the walking ooze can discorporate its forming bond, and can become a Medium ooze. This ooze form allows it to fit through cracks or holes far smaller then its mass, gives it a **Speed** of 10, climb 30; **Immunity** to piercing or slashing weapons; and it adds a constriction attack (1d6+1 plus slime attack) to **Special Attacks**.

**Slime Attack (Ex)** The touch of a walking slime does 1d6 of Constitution damage per round until the residue is removed. A Fortitude save halves this damage. It is similar in effect to green slime (see that Hazard for additional details). The DC is Constitution-based.

Walking slimes are a race that is rumored to have been created in some horrific arcane experiment.

While they appear to be humanoid, and are quite intelligent, closer examination yields the fact that they are actually slime held together in a humanoid form. Powerful druids are not uncommon. While there is speculation on how they can retain their humanoid shape, there have only been a few who encountered them who escaped. Those who have say that they can shift between slime and humanoid forms with ease.

Walking slimes attack with weapons and with a touch attack.

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