



GRAND DUCHY OF REME

PATHFINDER SOURCEBOOK



PATHFINDER
COMPATIBLE



FROG GOD
GAMES



GRAND DUCHY OF REME

CONVENIENT REFERENCE GUIDE TO REME

PATHFINDER

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ADVENTURES
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CONVENIENT REFERENCE GUIDE TO REME PATHFINDER

BY MATT FINCH WITH CASEY CHRISTOFFERSON, RHIANNON LOUVE, ANTHONY PRYOR, KENNETH SPENCER
PATHFINDER RPG DEVELOPMENT: MICHAEL RUSSELL



ROLES AND BACKGROUNDS

This section contains rules for player character backgrounds, and class specialties and related equipment.

ARCANUM COLLEGIUM GRADUATE (FEAT)

You have earned a degree from the prestigious Arcanum Collegium in the city of Reme. This is no small feat, for the coursework is grueling and the exams at the end are very thorough. You need not have studied the arcane arts, for the Collegium offers courses in all manner of subjects from history to medicine. Having attended and graduated from the Collegium, you likely participated in the Student Houses, spent at least one night at the Blue Rooster, and took part in other activities the students of the college are known for.

Although you focused your studies on one discipline or set of disciplines, like any graduate of the Arcanum Collegium you studied a wide range of topics. You might not be as knowledgeable about history as someone who has dedicated a great deal of time to the study of it, but you know much more than the common person. This goes for other topics and disciplines, and a little knowledge can go a long way. Your education was broad and comprehensive; you know more about a variety of topics than those who have simply studied a text or listened at the feet of a scholar. Even more, you can usually use your knowledge of one subject to support gaps in your knowledge of another.

Graduates of the Arcanum Collegium are a diverse group who come from across Akados. They share a love of lore and learning, the experience of attending one of the finest institutions of higher education on the continent, and a certain degree of pride in their accomplishment.

COLLEGIUM EDUCATION

You have been educated at the Arcanum Collegium or similar institution of higher learning.

When you choose this feat, you gain the following:

* Choose two of the following skills; they become Class Skills: Knowledge (Arcana), Knowledge (History), Knowledge (Local), Knowledge (Nature), or Knowledge (Religion)

* If you are not trained in any of the skills from the above list, you may attempt them untrained.

BANDI (REGION TRAIT - REME)

You are or were a trained and equipped journeyman of the city of Reme's Honorable and Courageous Band of Free City-Holders. As a full-time artisan and part-time city watch, you are trained in combat, though you are likely not as good as someone who spends their full time preparing for war. Although you have the full complement of arms and armor required of a journeyman, these are kept at a guardhouse and you can't take them out without special permission.

Like most Bandi, you are used to being the big person on the street, the force of law, and the best armed and armored combatant on the block. The common people of the city of Reme respect the Bandi, and if they don't, they learn to. You are more than just an artisan, and the guilds of lesser cities are kept well informed that the Bandi are warriors and workers. When you walk into a room, you reflexively scan the crowd and assess the threats before settling down to business.

The Bandi are an elite group in the city, and they tend to show it. Not just warriors or watchmen, they are also educated artisans. As the official city watch and guard, they can wield enormous power, and this shows in how they deal with people outside their guild. While your flaws tend to represent this arrogance and strength, your ideals tend toward pride in working hard and fulfilling your duties.

You gain a +1 trait bonus to Intimidate, Sense Motive, and a single Craft skill of your choice, and one of them is always a class skill for you.

DUKE'S LESSER JUSTICE (REGION TRAIT - REME)

You are one of the Grand Duke's lesser justices, sworn to not just the ducal service but to Yrsa the Dove, the Duke's Justice. Tasked with proactively enforcing the law, or failing that, justice, throughout the Grand Duchy of Reme, you spend most of your time traveling the land. The people chosen for lesser justices are not just warriors willing to battle evil; the grand duke and duke's justice both want arrests, trials, and executions to be conducted with all proper law and due process. This means that many if not all of the lesser justices are more than capable of infiltrating criminal organizations, gathering information from the lower reaches of society, attending noble balls and parties, and even breaking into locked rooms to acquire incriminating evidence. It is only when all the proof is in hand that they kick in doors and drag people off to the duke's dungeons.

The lesser justices are known throughout the grand duchy — not personally (as that would often defeat their purpose), but their office and existence are well known. While in disguise, most people will not believe you when you tell them whom you serve; when you present your badge, things change. The honest, true, and loyal will render aid; the lawbreakers will cower in fear or run. At least, that's the idea.

You gain a +1 trait bonus to Disable Device, Disguise, and Knowledge (Local), and one of them is always a class skill for you. You also gain an official badge of office that, if lost, can be replaced for a 50 gp fee.

TERRIER (REGION TRAIT - REME)

You are a Terrier, a member in good standing of the city of Reme's Guild of Rat-Catchers and Sewer Wardens. Sure, you're unappreciated, but the money is good and the work is an adventure. At least that is what the guild says. In truth, the pay is modest but fair, and the work is mostly dull and dirty with occasional moments of pants-soiling terror. You wouldn't have it any other way.

You know the city streets better than anybody. Even the most skilled thief doesn't know the hidden spots where the rats hide, the place where the Terriers work. Even more, you know the areas beneath the city streets, the sewers, basements, cellars, and even the occasional natural cave. The people who live there know you as well, and you can usually get along with the poorer segments of society.

Terriers are a small but fierce guild, proud in their work and often proud of their isolation from the rest of society. They tend to be brave, honest, and tough, if a bit coarse. Their flaws tend to reflect this coarseness and pride, for both can combine to produce prickly tempers.

You can move through areas at least half your size with no Penalty for squeezing. You can move through a space at least one-quarter your width using the penalties for squeezing through a space at least half your width. This ability does not stack with the Compression universal monster rule.

You begin play with Rat-catcher's tools (see side box) and a map of the city's sewer entrances.

RAT-CATCHER'S TOOLS

Cost 5 gp

Weight 10 pounds

Rat-catchers and other vermin hunters use rat-catcher's tools to do their job. They consist of traps, boxes, cages, a long pole with a spike on one end and a hook/basket arrangement on the other, heavy gloves, and various sharp instruments and mild poisons. You can use a set of rat-catcher's tools to trap a creature of Tiny of smaller size or the hooked pole to grab a creature of the same size at a range of 10 feet.

CIRCLE OF THE OLD OAK (DRUID ARCHETYPE)

The schismatic druids who worship at the base of the Old Oak have formed their own druidic circle, one that is far more infected with bloodlust than other circles in the grand duchy. The Old Oak is a mighty being, not quite a deity but not truly a mortal, and grants certain powers to its worshippers. These druids tend to be of evil alignment and make great foes, but not so great player characters.

DEDICATION TO THE OLD OAK (EX)

At 1st level, you must dedicate yourself to the Old Oak. You gain no strength now, but must forsake any other natural bonds. This ability replaces Nature Bond.

THE POWER OF SACRIFICE (SU)

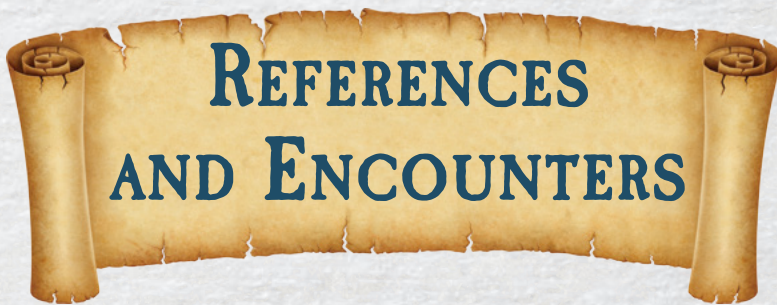
Beginning at 6th level, you may regain spent spell slots by sacrificing living creatures. This requires a one-hour ritual beneath the moon at the base of an oak tree (the Old Oak can feel the sacrifice through any oak in the Sternwood). You regain a number of levels of spent spell slots equal to the total hit dice of the creatures sacrificed. You may only do this once per day.

THE LORE OF PLANTS (Sp)

Beginning at 10th level, you may cast *speak with plants* at will. Furthermore, when you cast *tree stride* and enter an oak, you can exit from any oak in the Sternwood.

THE OAK'S BLESSING (Sp)

At 14th level you gain the ability to take on the form of the oak while still maintaining the flexibility of a fleshy being. Following a one-hour ritual and the sacrifice of at least 5 hit dice of living creatures to the Old Oak (or another oak within the Sternwood), you are under the effects of *Plant Shape III*, except this oaken form lasts for a number of hours equal to your Wisdom modifier, after which you revert to your natural form and become fatigued. You may only do this once per day.



1. THE RATHOLE

Fealie Olein CR 4

XP 1,200

hp 41 (Pathfinder Roleplaying Game NPC Codex, "Guild Initiate")

Borgo CR 1

XP 400

hp 28 (Pathfinder Roleplaying Game NPC Codex, "Dwarven Rager")

Cordut CR 4

XP 1,200

hp 51 (Pathfinder Roleplaying Game NPC Codex, "Grizzled Mercenary")

2. LECROIY LINENS

LeCroiy CR 6

XP 2,400

hp 42 (Pathfinder Roleplaying Game NPC Codex, "Freelance Thief")

Gavestone Rogue (20) CR 1

XP 400

hp 18 (Pathfinder Campaign Setting: Magnimar, City of Monuments, "Thug")

3. THE RED THUMB ROGUES

Ambrosguie Savion CR 11

XP 12,800

hp 93 (Pathfinder Campaign Setting: Inner Sea NPC Codex, "Secret Agent")

Red Thumb Rogue (20) CR 1

XP 400

hp 18 (Pathfinder Campaign Setting: Magnimar, City of Monuments, "Thug")

4. ROMBLAD MARSALLE AND THE WHEELWRIGHTS.

Romblad Marsalle CR 3

XP 800

hp 22 (Pathfinder Roleplaying Game GameMastery Guide, "Dealer")

Wheelwright Thug CR 1

XP 400

hp 16 (Pathfinder Roleplaying Game GameMastery Guide, "Street Thug")

Wheelwright Sneak CR 1/2

XP 200

hp 5 (Pathfinder Roleplaying Game GameMastery Guide, "Pickpocket")

5. SLAVERS

Slaver CR 3

XP 800

hp 30 (Pathfinder Roleplaying Game GameMastery Guide, "Slaver")

Street Thug (1d3+3) CR 1

XP 400

hp 16 (Pathfinder Roleplaying Game GameMastery Guide, "Street Thug")

6. ICE CULTISTS

Ice Cultist (2d4) CR 2

XP 600

hp 16 (Appendix A: Creature Stat Blocks, "Ice Cultist")

Sven the Gaunt CR 7

XP 3,200

hp 52 (Appendix A: Creature Stat Blocks, "Sven the Gaunt")

7. RED THUMB GANG

The Red Thumb Gang comprises 3d4 **spies**, 2d4 **scouts**, 1d4 **thugs**, 2 **assassins**, and a **captain**, as well as any number of **commoners**. Sometimes they are supported by up to 2 **magics**. Choose from amongst these depending on your party and the type of encounter.

Red Thumb Assassin (2) CR 8

XP 4,800

hp 63 (Pathfinder Roleplaying Game GameMastery Guide, "Slayer")

Red Thumb Captain CR 11

XP 12,800

hp 74 (Pathfinder Roleplaying Game GameMastery Guide, "Bandit Lord")

Red Thumb Mage (1d3 - 1) CR 5

XP 1,600

hp 33 (Pathfinder Roleplaying Game GameMastery Guide, "Battle Mage")

Red Thumb Scout (2d4) CR 1/2

XP 200

hp 11 (Pathfinder Roleplaying Game GameMastery Guide, "Bandit")

Red Thumb Spy (3d4) CR 1/2

XP 200

hp 10 (Pathfinder Roleplaying Game NPC Codex, "Cutpurse")

Red Thumb Thug (1d4) CR 1

XP 400

hp 18 (Pathfinder Campaign Setting: Magnimar, City of Monuments, "Thug")

8. WAYMARCH CAVALRY TROOP

The numbers and types of people encountered are as listed in the main text. All are mounted on **warhorses**. The equivalent stat blocks are indicated below.

Warhorse CR 2

XP 600

hp 19 (Pathfinder Roleplaying Game Bestiary, "Horse, Heavy")

Waymarch Calvary CR 2

XP 600

hp 23 (Appendix A: Creature Stat Blocks, "Waymarch Calvary")

Loreclannic Knight CR 2

XP 600

hp 23 (Appendix A: Creature Stat Blocks, "Loreclannic Knight")

Cavalry Officer CR 7

XP 3,200

hp 76 (Pathfinder Roleplaying Game NPC Codex, "Knight")

Loreclannic Scout CR 1/2

XP 200

hp 8 (Appendix A: Creature Stat Blocks, "Loreclannic Scout")

Cleric of Mithras CR 5

XP 1,600

hp 39 (Appendix A: Creature Stat Blocks, "Cleric of Mithras")

Journeyman Wizard CR 5

XP 1,600

hp 33 (Pathfinder Roleplaying Game GameMastery Guide, "Battle Mage")

9. WAYMARCH GARRISON TROOPS

This is a small military garrison with 30 foot soldiers, 25 archers and a few officers.

Watch Captain CR 6

XP 2,400

hp 57 (Pathfinder Roleplaying Game GameMastery Guide, "Watch Captain")

Guard Officer (3) CR 3

XP 800

hp 34 (Pathfinder Roleplaying Game GameMastery Guide, "Guard Officer")

Foot Soldier (30) CR 1/3

XP 135

hp 8 (Pathfinder Roleplaying Game GameMastery Guide, "Foot Soldier")

Archer (25) CR 1/2

XP 200

hp 15 (Pathfinder Roleplaying Game NPC Codex, "Brigand")

10. LORECLAN ENCAMPMENT.

The encampment has 30 Loreclan Scouts, 2 Loreclannic Knights and 20 noncombatant commoners.

Warhorse CR 2

XP 600

hp 19 (Pathfinder Roleplaying Game Bestiary, "Horse, Heavy")

Loreclannic Knight (2) CR 2

XP 600

hp 23 (Appendix A: Creature Stat Blocks, “Loreclannic Knight”)

Loreclannic Scout (30) CR 1/2

XP 200

hp 8 (Appendix A: Creature Stat Blocks, “Loreclannic Scout”)

11. HIGHWAYMEN

Black Jack Cutter is a **bandit lord**. The highwaymen are composed of **bandits**, **brigands**, and **cutpurses**, as desired.

Black Jack Cutter CR 11

XP 12,800

hp 74 (Pathfinder Roleplaying Game GameMastery Guide, “Bandit Lord”)

Bandit CR 1/2

XP 200

hp 11 (Pathfinder Roleplaying Game GameMastery Guide, “Bandit”)

Brigand CR 1/2

XP 200

hp 15 (Pathfinder Roleplaying Game NPC Codex, “Brigand”)

Cutpurse CR 1/2

XP 200

hp 10 (Pathfinder Roleplaying Game NPC Codex, “Cutpurse”)

12. MITHRAIC PRIESTS

Rector Aubree CR 5

XP 1,600

hp 39 (Appendix A: Creature Stat Blocks, “Cleric of Mithras”)

Initiate of the Bull (9) CR 1/2

XP 200

hp 5 (Pathfinder Roleplaying Game GameMastery Guide, “Acolyte”)

Venerate of Mitra (3) CR 2

XP 600

hp 20 (Appendix A: Creature Stat Blocks, “Venerate of Mitra”)

13. WHEELWRIGHT ENFORCERS

Wheelwright Thug (15) CR 1

XP 400

hp 16 (Pathfinder Roleplaying Game GameMastery Guide, “Street Thug”)

Wheelwright Captain (3) CR 3

XP 800

hp 30 (Pathfinder Roleplaying Game GameMastery Guide, “Slaver”)

Wheelwright Commander CR 6

XP 2,400

hp 53 (Pathfinder Roleplaying Game GameMastery Guide, “Highwayman”)

14. WHEELWRIGHT CARAVAN

The Wheelwright Caravan is led by Caravan Master David Wheelwright. It comprises 10 wagons pulled by 20 oxen and 2 yak-beasts and 1 battle-wagon pulled by 4 yak-beasts. Ten teamsters keep the caravan moving. It is guarded by 2 mastiffs, 20 cavalry, 12 archers, and 16 caravan guards. There are four merchants in the caravan:

Clinkem Darley, Ombert Shae, Guenivere Bartley, and Peter Miller

They have one passenger, a chaotic good male human mage by the name of Bartholomew Brown.

Archer (12) CR 1/2

XP 200

hp 15 (Pathfinder Roleplaying Game NPC Codex, “Brigand”)

Clinkem Darley, Ombert Shae, Guenivere Bartley, and Peter Miller CR 5

XP 1,600

hp 31 (Pathfinder Roleplaying Game GameMastery Guide, “Traveling Merchant”)

Caravan Guard (16) CR 1

XP 400

hp 16 (Pathfinder Roleplaying Game GameMastery Guide, “Caravan Guard”)

Caravan Master David Wheelwright CR 7

XP 3,200

hp 40 (Pathfinder Roleplaying Game GameMastery Guide, “Guide”)

Calvary (20) CR 2

XP 600

hp 23 (Appendix A: Creature Stat Blocks, “Waymarch Calvary”)

Mastiff (2) CR 1

XP 400

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

Oxen (20) CR 2

XP 600

hp 22 (Pathfinder Roleplaying Game Bestiary, “Herd Animal, Aurochs”)

Teamster (10) CR 1

XP 400

hp 15 (Pathfinder Roleplaying Game GameMastery Guide, “Vagabond”)

Warhorse CR 2

XP 600

hp 19 (Pathfinder Roleplaying Game Bestiary, “Horse, Heavy”)

Yak-Beasts (6) CR 4

XP 1,200

hp 42 (Pathfinder Roleplaying Game Bestiary, “Herd Animal, Bison”)

Cargo: One-and-a-half wagons' worth of empty space (0gp), one-half wagon of local trinkets (200gp), 2 wagons of full wine casks (2000gp total), half-wagon of rare spices (3000gp), 2 wagons of semi-rare spices (5000gp total), half-wagon of paper and parchment (500gp), 2 wagons of dyes (1000gp total), half-wagon of barreled nuts (500gp), half-wagon of carpets (2000gp)

Cash-box: 1038gp in varying denominations.

15. ROAD AGENCY GUARDS

The officer of this group of guards is a **guard officer** and the Road Agency Mercenaries use the stats of (50%) **bandits** and (50%) **guards**

Bandit CR 1/2

XP 200

hp 11 (Pathfinder Roleplaying Game GameMastery Guide, "Bandit")

Guard CR 1

XP 400

hp 19 (Pathfinder Roleplaying Game GameMastery Guide, "Guard")

Guard Officer CR 3

XP 800

hp 34 (Pathfinder Roleplaying Game GameMastery Guide, "Guard Officer")

16. AUDIT OF SEFAGRETH

Acolyte of Sefagreth (2d6) CR 1

XP 400

hp 11 (Appendix A: Creature Stat Blocks, "Acolyte of Sefagreth")

Auditor of Sefagreth (4) CR 4

XP 1,200

hp 28 (Appendix A: Creature Stat Blocks, "Auditor of Sefagreth")

High Auditor Maxim Crysios CR 6

XP 2,400

hp 39 (Appendix A: Creature Stat Blocks, "High Auditor of Sefagreth")

Loreclannic Knight (5) CR 2

XP 600

hp 23 (Appendix A: Creature Stat Blocks, "Loreclannic Knight")

Mastiff (2) CR 1

XP 400

hp 13 (Pathfinder Roleplaying Game Bestiary, "Dog, Riding")

17. PRIESTHOODS OF VANITTHU

Chaplain Kaisla the Bold CR 8

XP 4,800

hp 70 (Pathfinder Roleplaying Game GameMastery Guide, "Priest")

Knight of Vanitthu (12) CR 6

XP 2,400

hp 51 (Pathfinder Roleplaying Game GameMastery Guide, "Holy Warrior")

Ser Jarroth, Paladin Watchman CR 9

XP 6,400

hp 84 (Pathfinder Roleplaying Game NPC Codex, "Pious Guard")

18. THE COMPASS TOWER

Lord Marracin CR 14

XP 38,400

hp 109 (Pathfinder Campaign Setting: Inner Sea NPC Codex, "Mage of the Third Eye")

Cloette Herriot CR 12

XP 19,200

hp 81 (Pathfinder Roleplaying Game NPC Codex, "Pyromaniac Mage")

Rolphe Fennic CR 9

XP 6,400

hp 73 (Pathfinder Roleplaying Game NPC Codex, "Prankster Illusionist")

Change **Race** to **Human**

Apprentices CR 1/2

XP 200

hp 9 (Pathfinder Roleplaying Game NPC Codex, "Cautious Mage")

19. ANCIENT GREEN DRAGON

AUREENSAADOR

The **ancient green dragon** Aureensaador dwells in the Baronswood and has been the death of many an adventuring party there.

Aureensaador CR 17

XP 102,400

hp 310 (Pathfinder Roleplaying Game Bestiary, "Green Dragon, Ancient")

20. ANKHEG

Ankheg burrows are found throughout Reme, even alongside the roads. Bounties of 20 gp are paid for an ankheg's head in almost any large settlement in the Grand Duchy.

Ankheg CR 3

XP 800

hp 28 (Pathfinder Roleplaying Game Bestiary, "Ankheg")

21. BANDITS

Bandits are usually encountered in small groups, but in many cases these small groups are part of a much-larger encampment. Roll 1d20 to determine whether the encounter is with a small group or whether the characters have stumbled on the actual encampment. A roll of 1–17 indicates an encounter with a smaller patrol; a roll of 18–20 indicates an encounter with the encampment itself.

A small patrol would likely have 2d4 **bandits** and a **bandit captain**. The encampment itself houses 20 + 1d10 **bandits**, 5 **bandit captains**, and a **bandit lord** along with 10 or 20 **commoners**, 1d6 **mastiffs**, and several **riding horses**.

Bandit Lord CR 11

XP 12,800

hp 74 (Pathfinder Roleplaying Game GameMastery Guide, “Bandit Lord”)

Bandit Captain (1 or 5) CR 7

XP 3,200

hp 80 (Pathfinder Roleplaying Game GameMastery Guide, “Sellsword”)

Bandit (2d4 or 20+1d10) CR 1/2

XP 200

hp 11 (Pathfinder Roleplaying Game GameMastery Guide, “Bandit”)

Mastiff (1d6) CR 1

XP 400

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

22. BARGE

Barges and keelboats are the lifeblood of Reme’s trade between the interior and the city. A cargo barge typically has 1d4 **guards**, who double as polemen when needed, 4 **scouts**, and a **merchant**. Typical cargo might include cloth, grain, ale, and similar bulky goods. The value of the cargo is 1d6 x 100 gp. For a more detailed list, roll 1d4 twice on the table below and combine the results.

Guard (1d4) CR 1

XP 400

hp 19 (Pathfinder Roleplaying Game GameMastery Guide, “Guard”)

Merchant CR 5

XP 1,600

hp 31 (Pathfinder Roleplaying Game GameMastery Guide, “Traveling Merchant”)

Scout (4) CR 2

XP 600

hp 30 (Pathfinder Roleplaying Game NPC Codex, “Poacher”)

1d4	Goods	Total Worth
1	10 goats, 100 chickens, 5 pigs, 5 cows, and 1000 pounds of feed	100 gp
2	100 yards each of canvas and cotton cloth, 10 yards of silk	150 gp
3	200 pounds each of iron and copper, 20 pounds of silver	170 gp
4	500 pounds each of flour and wheat, 50 pounds of spices (ginger, cloves, cinnamon, saffron)	300 gp

23. BEARS

The type of bear encountered depends on the terrain.

In forests: 1d3 **black bears**

In mountains: 1d2 **cave bears***

In hills: 1d3 **brown bears**

In grassland: 1d3 **black bears**

In river terrain: 1d3 **black bears**

Black Bear (1d3) CR 3

XP 800

hp 32 (Pathfinder Roleplaying Game Bestiary, “Bear, Black”)

Brown Bear (1d3) CR 4

XP 1,200

hp 42 (Pathfinder Roleplaying Game Bestiary, “Bear, Brown (Grizzly)”)

Cave Bear (1d2) CR 7

XP 3,200

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

24. BLOOD HAWK

Blood Hawk (1d6) CR 1

XP 600

hp 6 (Tome of Horrors Complete, “Blood Hawk”)

25. BUGBEARS

Bugbear (2d6) CR 2

XP 600

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

26. BULETTE

Roll 1d20. The encounter is with 1 **bulette** unless the die roll is a 20, in which case there are 2 of the nasty critters.

Bulette CR 7

XP 3,200

hp 84 (Pathfinder Roleplaying Game Bestiary, “Bulette”)

27. CARAVAN

Roll 3d6 to determine how many wagons are in the caravan. This determines the rest of the of the caravan's composition:

03–06	4 wagons
07–09	5 wagons
10–12	6 wagons
13	7 wagons
14	8 wagons
15	9 wagons
16	10 wagons
17	11 wagons
18	12 wagons

Each wagon provides the caravan's total composition with:

- 1 **merchant**
- 2 **cavalry**
- 1 **teamster**
- 1 **archer**
- 1 **Caravan guard**
- 1 **mastiff** (trained for attack with caravan guard as handler).

Archer CR 1/2

XP 200

hp 15 (Pathfinder Roleplaying Game NPC Codex, "Brigand")

Merchant CR 5

XP 1,600

hp 31 (Pathfinder Roleplaying Game GameMastery Guide, "Traveling Merchant")

Caravan Guard CR 1

XP 400

hp 16 (Pathfinder Roleplaying Game GameMastery Guide, "Caravan Guard")

Calvary (2) CR 2

XP 600

hp 23 (Appendix A: Creature Stat Blocks, "Waymarch Calvary")

Mastiff CR 1

XP 400

hp 13 (Pathfinder Roleplaying Game Bestiary, "Dog, Riding")

Teamster CR 1

XP 400

hp 15 (Pathfinder Roleplaying Game GameMastery Guide, "Vagabond")

Warhorse (2) CR 2

XP 600

hp 19 (Pathfinder Roleplaying Game Bestiary, "Horse, Heavy")

28. CARIBOU

Caribou (4d6) CR 1/4

XP 100

hp 11 (Tome of Horrors Complete, "Herd Animal, Deer")

29. CATTLE DRIVE

Cattle (4d6) CR 2

XP 600

hp 22 (Pathfinder Roleplaying Game Bestiary, "Herd Animal, Aurochs")

Warhorse CR 2

XP 600

hp 19 (Pathfinder Roleplaying Game Bestiary, "Horse, Heavy")

Loreclannic Knight CR 2

XP 600

hp 23 (Appendix A: Creature Stat Blocks, "Loreclannic Knight")

Loreclannic Scout (1d4+3) CR 1/2

XP 200

hp 8 (Appendix A: Creature Stat Blocks, "Loreclannic Scout")

30. CAVALRY TROOP

A calvary troop has 1 or 2 **captains** mounted on **warhorses** accompanied by 10 + 1d10 **scouts** mounted on **warhorses**. They are a mix of loreclan and foerd.

Warhorse CR 2

XP 600

hp 19 (Pathfinder Roleplaying Game Bestiary, "Horse, Heavy")

Captain CR 2

XP 600

hp 23 (Appendix A: Creature Stat Blocks, "Loreclannic Knight")

Captain CR 2

XP 600

hp 23 (Appendix A: Creature Stat Blocks, "Waymarch Calvary")

Scout CR 1/2

XP 200

hp 8 (Appendix A: Creature Stat Blocks, "Loreclannic Scout")

31. CENTAURS

Centaur (1d4) CR 3

XP 800

hp 30 (Pathfinder Roleplaying Game Bestiary, "Centaur")

32. CHIMERA

Chimera CR 7

XP 3,200

hp 85 (Pathfinder Roleplaying Game Bestiary, "Chimera")

33. COCKATRICE

A gaggle of 3d4 **cockatrices** are bustling through the grass.

Cockatrice (3d4) CR 3

XP 800

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

34. CREATURES OF SHADOW

Roll 1d4 or choose on the table below.

1d4	Creatures
1	3 shadows
2	1 wraith
3	1 wraith and 1d4 shadows
4	2 wraiths and 3d4 shadows

Shadow CR 3

XP 800

hp 19 (Pathfinder Roleplaying Game Bestiary, "Shadow")

Wraith CR 5

XP 1,600

hp 47 (Pathfinder Roleplaying Game Bestiary, "Wraith")

35. CROCODILE

Some of the logs are moving. 1d4 **crocodiles** float nearby.

Crocodile (1d4) CR 2

XP 600

hp 22 (Pathfinder Roleplaying Game Bestiary, "Crocodile")

36. CUTE SQUIRRELS

Cute squirrels in the trees appear to be gathering nuts for wintertime.

37. DEER

A family of 2d6 **deer** stand nervously.

Deer (2d6) CR 1/4

XP 100

hp 11 (Tome of Horrors Complete, "Herd Animal, Deer")





38. DRAGON

Roll 1d100 to determine the type of dragon encounter:

1d100	Result
01–60	This encounter is with an insignificant and common wyrm, a youthful one that still hunts actively and fairly indiscriminately. You may substitute any type of dragon or age category, by whatever means desired, but the standard dragon encounter is with a young green or red dragon .
61–80	This is an encounter with one adult black or green dragon that is hunting.
81–00	This is an encounter with a hunting adult red or white dragon (white dragons are encountered only in mountainous or hilly terrain).

Adult Black Dragon CR 11

XP 12,800

hp 161 (Pathfinder Roleplaying Game Bestiary, “Black Dragon, Adult”)

Adult Green Dragon CR 12

XP 19,200

hp 172 (Pathfinder Roleplaying Game Bestiary, “Green Dragon, Adult”)

Adult Red Dragon CR 14

XP 38,400

hp 212 (Pathfinder Roleplaying Game Bestiary, “Red Dragon, Adult”)

Adult White Dragon CR 10

XP 9,600

hp 149 (Pathfinder Roleplaying Game Bestiary, “White Dragon, Adult”)

Young Green Dragon CR 8

XP 4,800

hp 85 (Pathfinder Roleplaying Game Bestiary, “Green Dragon, Young”)

Young Red Dragon CR 10

XP 9,600

hp 115 (Pathfinder Roleplaying Game Bestiary, “Red Dragon, Young”)

39. DRAGON, GREEN

This is 50/50 chance of being an **adult** or a **young green dragon**.

Adult Green Dragon CR 12

XP 19,200

hp 172 (Pathfinder Roleplaying Game Bestiary, “Green Dragon, Adult”)

Young Green Dragon CR 8

XP 4,800

hp 85 (Pathfinder Roleplaying Game Bestiary, “Green Dragon, Young”)

40. DRUID

This encounter is with a **druid** who has a 20% chance of having 1d4 **wolves** friendly to it nearby.

Druid CR 6

XP 2,400

hp 38 (Pathfinder Roleplaying Game GameMastery Guide, "Hermit")

Wolf (1d4) CR 1

XP 400

hp 13 (Pathfinder Roleplaying Game Bestiary, "Wolf")

41. DWARVES

3d6 **dwarf recruits** and a **dwarf thug**.

Dwarf Recruit (3d6) CR 1/3

XP 135

hp 8 (Pathfinder Roleplaying Game NPC Codex, "Recruit")

Dwarf Thug CR 1

XP 400

hp 28 (Pathfinder Roleplaying Game NPC Codex, "Dwarven Rager")

42. EAGLE OR HAWKS

1 **eagle** or 2d6 **hawks**

Eagle CR 1/2

XP 200

hp 5 (Pathfinder Roleplaying Game Bestiary, "Eagle")

Hawk (2d6) CR 1/3

XP 135

hp 4 (Pathfinder Roleplaying Game Bestiary, "Hawk")

43. ELK

Elk (4d6) CR 1

XP 400

hp 15 (Pathfinder Roleplaying Game Bestiary 3, "Herd Animal, Elk")

44. ELVES

An **elven warden** and 2d6 **elven scouts** are working their way through the woods.

Elven Scout (2d6) CR 4

XP 1,200

hp 47 (Pathfinder Roleplaying Game NPC Codex, "Cautious Archer")

Elven Warden CR 8

XP 4,800

hp 51 (Pathfinder Roleplaying Game NPC Codex, "Green Warden")

45. ETTIN

Ettin (1d2) CR 6

XP 2,400

hp 65 (Pathfinder Roleplaying Game Bestiary, "Ettin")

46. FIRE GIANTS

1d3 **fire giants** (90% chance) or 1 **fire giant king** and 2d6 **fire giants** (10% chance).

Fire Giant (1d3 or 2d6) CR 10

XP 9,600

hp 142 (Pathfinder Campaign Setting: Giants Revisited, "Giant, Fire")

Fire Giant King CR 19

XP 204,800

hp 313 (Pathfinder Campaign Setting: Giants Revisited, "Fire Giant, King")

47. FISHING BOATS (FOERDEWAITH)

Population of 1d3 fishing boats. Each has 1 or 2 **commoners** and a 10% chance of a more flightworthy crewmember (as **pirate**).

48. FISHING BOATS (LORECLAN)

As above

49. FOOT PATROL

This is for Road encounters in general and is 10 + 1d6 **foot soldiers** plus a **captain** and one serjeant (**veteran**) for each full group of four foot soldiers.

Captain CR 6

XP 2,400

hp 57 (Pathfinder Roleplaying Game GameMastery Guide, "Watch Captain")

Serjeant (1 per 4 foot soldiers) CR 3

XP 800

hp 34 (Pathfinder Roleplaying Game GameMastery Guide, "Guard Officer")

Foot Soldier (10+1d6) CR 1/3

XP 135

hp 8 (Pathfinder Roleplaying Game GameMastery Guide, "Foot Soldier")

50. FROST GIANTS

1d3 **frost giants** (90% chance) or 1 **frost giant jarl** and 2d6 **frost giants** (10% chance).

Frost Giant (1d3 or 2d6) CR 9

XP 6,400

hp 133 (Pathfinder Campaign Setting: Giants Revisited, “Giant, Frost”)

Frost Giant Jarl CR 18

XP 153,600

hp 305 (Pathfinder Campaign Setting: Giants Revisited, “Frost Giant, Jarl”)

51. FUR TRAPPERS

Fur trappers move about the countryside in groups for safety, going off individually for one or two days at a time. This encounter is with a group of them. Roll 1d6 to determine the composition of the group:

1d6	Trapper Crew
1–3	Mule train with 2d6 mules and 1d6 fur trappers
4–5	2 wagons, each pulled by a pair of riding horses , with 1d6 fur trappers and 2 archers
6	3 wagons, each pulled by a pair of riding horses , with 1d6 + 1 fur trappers , 2 archers and 1 cavalry scouting.

Archer CR 1/2

XP 200

hp 15 (Pathfinder Roleplaying Game NPC Codex, “Brigand”)

Calvary CR 2

XP 600

hp 23 (Appendix A: Creature Stat Blocks, “Waymarch Calvary”)

Trapper CR 3

XP 800

hp 30 (Pathfinder Roleplaying Game GameMastery Guide, “Trapper”)

Mule CR 1/2

XP 200

hp 13 (Pathfinder Roleplaying Game Bestiary, “Horse, Pony”)

Riding Horse CR 1

XP 400

hp 15 (Pathfinder Roleplaying Game Bestiary, “Horse, Light”)

Warhorse CR 2

XP 600

hp 19 (Pathfinder Roleplaying Game Bestiary, “Horse, Heavy”)

52. GIANT BADGER

Dire Badger (1d2) CR 2

XP 600

hp 22 (Pathfinder Roleplaying Game Bestiary 2, “Badger, Dire”)

53. GIANT BOAR

Dire Boar (1d6) CR 4

XP 1,200

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

54. GIANT CROCODIL

Crocodile (1d3) CR 2

XP 600

hp 22 (Pathfinder Roleplaying Game Bestiary, “Crocodile”)

Dire Crocodile (1d3) CR 9

XP 6,400

hp 138 (Pathfinder Roleplaying Game Bestiary, “Crocodile, Dire”)

55. GIANT EAGLE

Giant Eagle (1d2) CR 3

XP 800

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

56. GIANT ELK

Elk (2d6) CR 1

XP 400

hp 15 (Pathfinder Roleplaying Game Bestiary 3, “Herd Animal, Elk”)

Giant Elk (2d4) CR 4

XP 1,200

hp 34 (Pathfinder Roleplaying Game Bestiary 2, “Herd Animal, Elk (Megaloceros)”)

57. GIANT HYAENA

Dire Hyena (1d6) CR 3

XP 800

hp 26 (Pathfinder Roleplaying Game Bestiary, “Hyena, Dire”)

Hyena (1d3) CR 1

XP 400

hp 13 (Pathfinder Roleplaying Game Bestiary, “Hyena”)

58. GIANT MOUNTAIN GOAT (AND GIANT BIGHORN SHEEP)

These encounters are with 1d6 + 1 mountain **goats**, with a 10% chance for the goats to be accompanied by 1 **dire goat**.

Dire Goat CR 3
XP 800

hp 30 (Tome of Horrors Complete, "Herd Animal, Goat, Dire")

Goat (1d6+1) CR 1/3
XP 135

hp 5 (Pathfinder Roleplaying Game Bestiary 3, "Herd Animal, Goat")

59. GIANT OWL

Giant Owl CR 5
XP 1,600

hp 57 (Pathfinder Roleplaying Game Bestiary 3, "Owl, Giant")

60. GIANT SNAKE

This encounter is with either 1d2 **giant constrictor snakes** or **giant venomous snakes**, plus 1d3 normal **snakes** of the same type.

Giant Constrictor Snake (1d2) CR 5
XP 1,600

hp 59 (Pathfinder Roleplaying Game Bestiary, "Advanced Giant Snake, Constrictor")

Giant Venomous Snake (1d2) CR 5
XP 1,600

hp 51 (Pathfinder Roleplaying Game Bestiary 2, "Snake, Cobra (Emperor)")

Constrictor Snake (1d3) CR 2
XP 600

hp 19 (Pathfinder Roleplaying Game Bestiary, "Snake, Constrictor")

Venomous Snake (1d3) CR 1
XP 400

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

61. GIANT SPIDERS

There is a 10% chance of one lone **wolf-spider** and a 90% chance of a 3d4 **giant spiders**.

Giant Spider (3d4) CR 1
XP 400

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

Wolf-Spider CR 4
XP 1,200

hp 45 (Tome of Horrors Complete, "Wolf-Spider")

62. GIANT TOAD

A pair of **giant toads** surrounded by hundreds of (harmless) normal toads.

Giant Toad (2) CR 2
XP 600

hp 22 (Pathfinder Roleplaying Game Bestiary 2, "Toad, Giant")

63. GIANT WASPS

2d6 **giant wasps** are on the wing.

Giant Wasp (2d6) CR 3
XP 800

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



64. GNOLL TRIBE

Two gnoll warbands (see encounter 65, below), a **gnoll chieftain**, and 3d6 noncombatant gnolls (young and too old) are either (25% chance) on the march or (75%) encamped.

Gnoll Chieftain CR 9

XP 6,400

hp 124 (Pathfinder Roleplaying Game Monster Codex, “Gnoll Packlord”)

65. GNOLL WARBAND

2d6+3 **gnolls**, plus one **gnoll bruiser** for each 4 regular gnolls.

Gnoll (2d6+3) CR 1

XP 400

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

Gnoll Bruiser (1 per 4 gnolls) CR 3

XP 800

hp 27 (Pathfinder Roleplaying Game Monster Codex, “Gnoll Bruiser”)

66. GNOMES

This is a group of gnome traders. Roll 1d2 to determine the composition of the group.

1d2	Group Composition
1	Mule train with 2d6 mules with 1d6 gnome traders.
2	2 wagons, each pulled by 2 ponies , with 1d6 gnome traders, 2 gnome guards , and a 50% chance of 2d6 herd animals (roll 1d3: 1 — goats, 2 — donkeys, 3 — sheep.)

If there are six **gnome traders**, one of them is an **illusionist**.

Gnome Trader CR 1

XP 400

hp 21 (Pathfinder Roleplaying Game NPC Codex, “Daring Bravo”)

Gnome Illusionist CR 7

XP 3,200

hp 46 (Pathfinder Roleplaying Game NPC Codex, “Trickster Mage”)

Donkey CR 1/2

XP 200

hp 13 (Pathfinder Roleplaying Game Bestiary, “Horse, Pony”)

Goat CR 1/3

XP 135

hp 5 (Pathfinder Roleplaying Game Bestiary 3, “Herd Animal, Goat”)

Mule CR 1/2

XP 200

hp 13 (Pathfinder Roleplaying Game Bestiary, “Horse, Pony”)

Poney CR 1/2

XP 200

hp 13 (Pathfinder Roleplaying Game Bestiary, “Horse, Pony”)

Sheep CR 1/3

XP 135

hp 5 (Pathfinder Roleplaying Game Bestiary 3, “Herd Animal, Goat”)

67. GRIFFON

Griffon (1d4) CR 4

XP 1,200

hp 42 (Pathfinder Roleplaying Game Bestiary, “Griffon”)

68. HARPY

Harpy (2d6) CR 4

XP 1,200

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

69. HILL GIANT

Hill Giant (1d4) CR 7

XP 3,200

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

70. HIPPOGRIFF

Hippogriff (1d4) CR 2

XP 600

hp 22 (Pathfinder Roleplaying Game Bestiary 2, “Hippogriff”)

71. HOBGOBLINS

A hobgoblin raiding party, composed of 3d4 **hobgoblins** and 1 **hobgoblin lieutenant**.

Hobgoblin (3d4) CR 1/2

XP 200

hp 17 (Pathfinder Roleplaying Game Bestiary, “Hobgoblin”)

Hobgoblin Lieutenant CR 4

XP 1,200

hp 47 (Pathfinder Roleplaying Game Monster Codex, “Hobgoblin Lieutenant”)

72. HUMANOID WARBAND

There are 3d6 humanoids mounted on appropriate animals. Roll 1d3 for type (1 — **goblins** on **wolves**, 2 — **orcs** on **dire wolves**, 3 — **hobgoblins** on **worgs**). They are led by 1d2 **ogres** mounted on **dire boars**.

Goblin (3d6) CR 1/3

XP 135

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

Wolf CR 1

XP 400

hp 13 (Pathfinder Roleplaying Game Bestiary, “Wolf”)

Hobgoblin (3d6) CR 1/2

XP 200

hp 17 (Pathfinder Roleplaying Game Bestiary, “Hobgoblin”)

Worg CR 2

XP 600

hp 26 (Pathfinder Roleplaying Game Bestiary, “Worg”)

Orc (3d6) CR 1/3

XP 135

hp 6 (Pathfinder Roleplaying Game Bestiary, “Orc”)

Dire Wolf CR 3

XP 800

hp 37 (Pathfinder Roleplaying Game Bestiary, “Wolf, Dire”)

Ogre (1d2) CR 3

XP 800

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

Dire Boar CR 4

XP 1,200

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

73. HYAENAS

Hyena (2d6) CR 1

XP 400

hp 13 (Pathfinder Roleplaying Game Bestiary, “Hyena”)

74. KOBOLDS

Kobold (2d6) CR 1/4

XP 100

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

Kobold Master Trapper CR 4

XP 1,200

hp 31 (Pathfinder Roleplaying Game Monster Codex, “Kobold Master Trapper”)

75. LION

Lion (2d4) CR 3

XP 800

hp 32 (Pathfinder Roleplaying Game Bestiary, “Lion”)

76. LORECLAN RIDERS

Warhorse CR 2

XP 600

hp 19 (Pathfinder Roleplaying Game Bestiary, “Horse, Heavy”)

Loreclannic Knight CR 2

XP 600

hp 23 (Appendix A: Creature Stat Blocks, “Loreclannic Knight”)

Loreclannic Scout (1d6+5) CR 1/2

XP 200

hp 8 (Appendix A: Creature Stat Blocks, “Loreclannic Scout”)

77. LYCANTHROPE

Roll for 1d10 on the table below.

1d10	Lycanthrope Type
1–3	1d2 werewolves
4–5	1 werebear
6–7	1 wereboar
8–9	1d3 + 1 wererats
10	1 weretiger

Werebear (Hybrid Form) CR 4

XP 1,200

hp 46 (Pathfinder Roleplaying Game Bestiary 2, “Lycanthrope, Werebear”)

Wereboar (Hybrid Form) CR 2

XP 600

hp 30 (Pathfinder Roleplaying Game Bestiary 2, “Lycanthrope, Wereboar”)

Wererat (Hybrid Form) CR 2

XP 600

hp 20 (Pathfinder Roleplaying Game Bestiary, “Lycanthrope, Wererat”)

Weretiger (Hybrid Form) CR 4

XP 1,200

hp 37 (Pathfinder Roleplaying Game Bestiary 2, “Lycanthrope, Weretiger”)

Werewolf (Hybrid Form) CR 2

XP 600

hp 21 (Pathfinder Roleplaying Game Bestiary, “Lycanthrope, Werewolf”)

78. MANTICORE

Manticore (1d3) CR 5

XP 1,600

hp 57 (Pathfinder Roleplaying Game Bestiary, “Manticore”)

79. OGRES

Ogre (1d4) CR 3

XP 800

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

80. ORCS

2d12 **orcs** led by a (50%) **blood orc elder warrior** or a (50%) **black orc champion**.

Orc (2d12) CR 1/3

XP 135

hp 6 (Pathfinder Roleplaying Game Bestiary, “Orc”)

Black Orc Champion CR 5

XP 1,600

hp 43 (Appendix A: Creature Stat Blocks, “Black Orc Champion”)

Blood Orc Elder Warrior (Raging) CR 5

XP 1,600

hp 58 (Appendix A: Creature Stat Blocks, “Blood Orc Elder Warrior”)

81. OWLBEAR

Roll 1d10. On a 10, this encounter is with 2 **owlbears** and 1d3 **owlbear cubs**. Otherwise, it is with a single **owlbear**.

Owlbear CR 4

XP 1,200

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

Owlbear Cub CR 3

XP 800

hp 37 (Appendix A: Creature Stat Blocks, “Owlbear Cub”)

82. PASHTAR DRUID

Pashtars are the negotiators, mediators, scholars, and problem-solvers of the Plains of Reme. When traveling, they are usually accompanied by temporary retainers provided by Loreclans whose territory they are passing through. The **pashtar druid** is accompanied by 1d2 + 2 Loreclan scouts and 1 Loreclannic Knight.

Pashtar Druid CR 6

XP 2,400

hp 38 (Pathfinder Roleplaying Game GameMastery Guide, “Hermit”)

Warhorse CR 2

XP 600

hp 19 (Pathfinder Roleplaying Game Bestiary, “Horse, Heavy”)

Loreclannic Knight CR 2

XP 600

hp 23 (Appendix A: Creature Stat Blocks, “Loreclannic Knight”)

Loreclannic Scout (1d2+2) CR 1/2

XP 200

hp 8 (Appendix A: Creature Stat Blocks, “Loreclannic Scout”)

83. PASHTAR RANGER

Pashtars are the negotiators, mediators, scholars, and problem-solvers of the Plains of Reme. When traveling they are usually accompanied by temporary retainers provided by Loreclans whose territory they are passing through. The **pashtar ranger** is accompanied by 1d2 + 2 Loreclan scouts and 1 Loreclannic Knight.

Pashtar Ranger CR 8

XP 4,800

hp 51 (Pathfinder Roleplaying Game NPC Codex, “Green Warden”)

Change **Race** to **Human**

Warhorse CR 2

XP 600

hp 19 (Pathfinder Roleplaying Game Bestiary, “Horse, Heavy”)

Loreclannic Knight CR 2

XP 600

hp 23 (Appendix A: Creature Stat Blocks, “Loreclannic Knight”)

Loreclannic Scout (1d2+2) CR 1/2

XP 200

hp 8 (Appendix A: Creature Stat Blocks, “Loreclannic Scout”)

84. PEGASUS

Roll 1d10. On a 1–9, this encounter is with 1 **pegasus**; on a 10 there is a herd of 1d6 + 1.

Pegasus (1 or 1d6+1) CR 3

XP 800

hp 34 (Pathfinder Roleplaying Game Bestiary, “Pegasus”)

85. PERYTON

Peryton (1d3) CR 4

XP 1,200

hp 42 (Pathfinder Roleplaying Game Bestiary 2, “Peryton”)

86. PTERANODON

Pteranodon (1d6+6) CR 3

XP 800

hp 32 (Pathfinder Roleplaying Game Bestiary, “Pterosaur, Pteranodon”)

87. RAVENS

A **raven swarm** wheels in the sky — there may be something dead in the distance that attracts their attention.

Raven Swarm CR 3

XP 800

hp 27 (Pathfinder Roleplaying Game Bestiary 6, “Raven Swarm”)

88. Roc

Roc CR 9

XP 6,400

hp 120 (Pathfinder Roleplaying Game Bestiary, “Roc”)

89. SABER-TOOTHED TIGER

Saber-Toothed Tiger (1d2) CR 8

XP 4,800

hp 105 (Pathfinder Roleplaying Game Bestiary, “Tiger, Dire (Smilodon)”)

90. SATYR

Satyr CR 4

XP 1,200

hp 44 (Pathfinder Roleplaying Game Bestiary, “Satyr”)

91. SMALL SETTLEMENT (CENTAUR)

A settlement with 2d6 **centaurs**.

Centaur (2d6) CR 3

XP 800

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

92. SMALL SETTLEMENT (FOERDEWAITH)

Foerdewaith settlements in Reme are small villages of 1d6 x 10 **commoners** living in stone or wooden buildings. The Foerdewaith are more traditionally feudalistic than the Loreclans, so these villages are generally under the care of a **mayor** or a **knight**, ruled by a lord (who is most likely not present). Foerdewaith settlements cultivate crops and also keep domesticated cattle far more placid than the wild kind of the plains.

Knight CR 7

XP 3,200

hp 76 (Pathfinder Roleplaying Game NPC Codex, “Knight”)

Mayor CR 5

XP 1,600

hp 31 (Pathfinder Roleplaying Game NPC Codex, “Mayor”)

93. SMALL SETTLEMENT (GNOMES)

Gnomish settlements are small villages of 1d4 x 10 gnomes (**commoners**) living in well-built stone houses, often having interconnected basements and escape tunnels. These settlements are surrounded by guard animals (**mastiffs** and **eagles**), making it extremely difficult to take the gnomes by surprise. A **gnome illusionist** generally acts as the leader of such small settlements.

Gnome Illusionist CR 7

XP 3,200

hp 46 (Pathfinder Roleplaying Game NPC Codex, “Trickster Mage”)

Mastiff CR 1

XP 400

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

Eagle CR 1/2

XP 200

hp 5 (Pathfinder Roleplaying Game Bestiary, “Eagle”)

94. SMALL SETTLEMENT (HUMAN)

Human settlements in the High Downs are stone villages of 1d4 x 10 humans and 1d6 gnomes (**commoners**) with guard animals (**mastiffs** and **eagles**) and a **village elder**.

Village Elder CR 1/2

XP 200

hp 5 (Pathfinder Roleplaying Game GameMastery Guide, “Acolyte”)

Mastiff CR 1

XP 400

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

Eagle CR 1/2

XP 200

hp 5 (Pathfinder Roleplaying Game Bestiary, “Eagle”)

95. SMALL SETTLEMENT (LORECLAN)

Loreclan settlements are usually a mix of permanent wooden structures and the tents of visitors from other loreclans. These settlements usually have a total of (1d4 + 1) x 10 people with a Loreclan knight, 1d6 Loreclan scouts, and the rest **commoners**.

Warhorse CR 2

XP 600

hp 19 (Pathfinder Roleplaying Game Bestiary, “Horse, Heavy”)

Loreclannic Knight CR 2

XP 600

hp 23 (Appendix A: Creature Stat Blocks, “Loreclannic Knight”)

Loreclannic Scout (1d6) CR 1/2

XP 200

hp 8 (Appendix A: Creature Stat Blocks, “Loreclannic Scout”)

96. SNAKE

A den of 3d6 (50%) **venomous** or (50%) **constrictors snakes**.

Constrictor Snake (3d6) CR 2

XP 600

hp 19 (Pathfinder Roleplaying Game Bestiary, “Snake, Constrictor”)

Venomous Snake (3d6) CR 1

XP 400

hp 13 (Pathfinder Roleplaying Game Bestiary, “Snake, Venomous”)

97. STIRGES

Stirge (1d6+3) CR 1/2

XP 200

hp 5 (Pathfinder Roleplaying Game Bestiary, "Stirge")

98. STONE GIANTS

1d3 **stone giants** (90% chance) or 1 **stone giant elder** and 2d6 **stone giants** (10% chance).

Stone Giant (1d3 or 2d6) CR 8

XP 4,800

hp 102 (Pathfinder Campaign Setting: Giants Revisited, "Giant, Stone")

Stone Giant Elder CR 14

XP 38,400

hp 226 (Pathfinder Campaign Setting: Giants Revisited, "Stone Giant, Elder")

99. TRADERS

Small traders are essentially small-scale caravans, usually moving from town to town on a circuit rather than crossing hundreds of miles from one major market to another. Roll 1d3 to determine the composition of the group

1d6	Trade Caravan
1-3	Mule train with 2d6 mules and 1d6 traders
4-5	2 wagons, each pulled by a pair of riding horses , with 1d6 traders and 2 archers
6	3 wagons, each pulled by a pair of riding horses , with 1d6 + 1 traders, 2 archers and 1 cavalry scouting.

Trader CR 5

XP 1,600

hp 31 (Pathfinder Roleplaying Game GameMastery Guide, "Traveling Merchant")

Archer CR 1/2

XP 200

hp 15 (Pathfinder Roleplaying Game NPC Codex, "Brigand")

Calvary CR 2

XP 600

hp 23 (Appendix A: Creature Stat Blocks, "Waymarch Calvary")

Mule CR 1/2

XP 200

hp 13 (Pathfinder Roleplaying Game Bestiary, "Horse, Pony")

Riding Horse CR 1

XP 400

hp 15 (Pathfinder Roleplaying Game Bestiary, "Horse, Light")

Warhorse CR 2

XP 600

hp 19 (Pathfinder Roleplaying Game Bestiary, "Horse, Heavy")

100. TREANT

Treant CR 8

XP 4,800

hp 114 (Pathfinder Roleplaying Game Bestiary, "Treant")

101. TROLL

This encounter is with (80%) 1 **troll** or (20%) 1d3 + 1 **trolls**.

Troll (1 or 1d3+1) CR 5

XP 1,600

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

102. WEREBEAR

This encounter is with (95%) 1 **werebear** or (5%) 2 **werebears**.

Werebear (Hybrid Form) (1 or 2) CR 4

XP 1,200

hp 46 (Pathfinder Roleplaying Game Bestiary 2, "Lycanthrope, Werebear")

103. WILD CATTLE

There are 4d10 noncombatant wild cattle with 1d2 dangerous **bulls**.

Bull (1d2) CR 2

XP 600

hp 22 (Pathfinder Roleplaying Game Bestiary, "Herd Animal, Aurochs")

104. WILD HORSES

Horse (2d10) CR 1

XP 400

hp 15 (Pathfinder Roleplaying Game Bestiary, "Horse, Light")

105. WOLVES

Wolf (1d12+1) CR 1

XP 400

hp 13 (Pathfinder Roleplaying Game Bestiary, "Wolf")

106. WOOD ELVES (FOREST WOLF CLAN)

Wood Elf Warden (1d4+3) CR 8

XP 4,800

hp 51 (Pathfinder Roleplaying Game NPC Codex, “Green Warden”)

107. WORGs

Wolf (1d10) CR 1

XP 400

hp 13 (Pathfinder Roleplaying Game Bestiary, “Wolf”)

Worg (1d3) CR 2

XP 600

hp 26 (Pathfinder Roleplaying Game Bestiary, “Worg”)

108. WYVERNS

This encounter is with (90%) 1 **wyvern** or (10%) 1d4 **wyverns**.

Wyvern (1 or 1d4) CR 6

XP 2,400

hp 73 (Pathfinder Roleplaying Game Bestiary, “Wyvern”)

109. ZOMBIES

Zombie (3d6) CR 1/2

XP 200

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



APPENDIX A:

CREATURE STAT BLOCKS

Acolyte of Sefagreth

CR 1

XP 400

Human cleric of Sefagreth 2

N Medium humanoid (human)

Init +1; **Senses** Perception +3

AC 18, touch 11, flat-footed 17 (+6 armor, +1 Dex, +1 shield)
hp 11 (2d8+2)

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

Speed 40 ft. (30 ft. in armor)

Melee mwk rapier +1 (1d6-1/18-20)

Special Attacks channel positive energy 5/day (DC 13, 1d6)

Domain Spell-Like Abilities (CL 2nd; concentration +5)
6/day—bit of luck

Cleric Spells Prepared (CL 2nd; concentration +5)

1st—*bless*, *comprehend languages*, *floating disk*[D],
sanctuary (DC 14)

0 (at will)—*detect magic*, *guidance*, *light*, *read magic*

D Domain spell; **Domains** Luck, Travel (Trade subdomain)

Str 8, **Dex** 13, **Con** 10, **Int** 12, **Wis** 16, **Cha** 15

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

Feats Combat Casting, Versatile Channeler

Skills Appraise +6, Diplomacy +7, Sense Motive +8,
Spellcraft +6

Languages Common, Elven

Other Gear mwk chainmail, mwk buckler, mwk rapier, iron
holy symbol of Sefagreth

Special Abilities

Bit of Luck (6/day) (Sp) Target takes the higher of 2d20 for a
d20 roll.

Silver-Tongued Hagglar (+1, 6/day) (Su) +1 Bluff, Diplomacy,
or Sense Motive

Auditor of Sefagreth

CR 4

XP 1,200

Human cleric of Sefagreth 5

N Medium humanoid (human)

Init +1; **Senses** Perception +3

AC 18, touch 11, flat-footed 17 (+6 armor, +1 Dex, +1 shield)
hp 28 (5d8+5)

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

Speed 40 ft. (30 ft. in armor)

Melee +1 rapier +3 (1d6/18-20)

Special Attacks channel positive energy 6/day (DC 15, 3d6)

Domain Spell-Like Abilities (CL 5th; concentration +8)
6/day—bit of luck

Cleric Spells Prepared (CL 5th; concentration +8)

3rd—*bestow insight*, *discovery torch*, *fly*[D]

2nd—*hold person* (DC 15), *locate object*[D], *page-bound*
epiphany, *spiritual weapon*

1st—*bless*, *comprehend languages*, *floating disk*[D], *sanctify*
corpse, *sanctuary* (DC 14)

0 (at will)—*detect magic*, *guidance*, *light*, *read magic*

D Domain spell; **Domains** Luck, Travel (Trade subdomain)

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

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

Feats Channeled Shield Wall, Combat Casting, Selective
Channeling, Versatile Channeler

Skills Appraise +9, Diplomacy +11, Sense Motive +11,
Spellcraft +9

Languages Common, Elven

Combat Gear potion of cure light wounds (2), potion of
endure elements, potion of hide from undead, potion of
lesser restoration; **Other Gear** mwk breastplate, mwk
buckler, +1 rapier, bedroll, belt pouch, candle (10), flint and
steel, hemp rope (50 ft.), holy text (Sefagreth), masterwork
backpack, mess kit, pot, silver holy symbol of Sefagreth,
soap, spell component pouch, torch (10), trail rations (5),
waterskin, 37 gp

Special Abilities

Bit of Luck (6/day) (Sp) Target takes the higher of 2d20 for a
d20 roll.

Silver-Tongued Hagglar (+2, 6/day) (Su) +2 Bluff, Diplomacy,
or Sense Motive

Black Orc Champion

CR 5

XP 1,600

Black orc fighter 5

CE Medium humanoid (orc)

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

AC 20, touch 12, flat-footed 18 (+7 armor, +2 Dex, +1 natural)
hp 43 (5d10+15)

Fort +6, **Ref** +3, **Will** +0 (+1 vs. fear); +4 vs. undead attacks

Defensive Abilities ferocity; DR 1/—

Weaknesses light sensitivity

Speed 30 ft. (20 ft. in armor)

Melee +1 longspear +12 (1d8+10/×3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with +1 longspear)

Special Attacks weapon training (spears +1)

Str 19, **Dex** 14, **Con** 14, **Int** 9, **Wis** 8, **Cha** 6

Base Atk +5; **CMB** +9; **CMD** 21

Feats Brutal Coup De Grace, Dazzling Display, Gory
Finish, Power Attack, Weapon Focus (longspear), Weapon
Specialization (longspear)

Skills Acrobatics -3 (-7 to jump), Intimidate +6

Languages Common, Orc

SQ armor training 1, blessing of orcus

Other Gear banded mail, +1 longspear

Special Abilities

Blessing of Orcus (Su) Black orcs gain a +4 racial bonus on
all saving throws made to resist any attack or effect created
by an undead creature.

Brutal Coup de Grace (Longspear, DC 10) Successful coup de
grace disheartens nearby enemies.

Darkvision (60 feet) You can see in the dark (black and white
only).

Dazzling Display (Longspear) Intimidate check to demoralize
can affect those within 30' who see you.

Ferocity (Ex) Fight without penalty even while disabled or
dying.

Gory Finish Make an Intimidate check if you reduce an
opponent to negative hit points

Light Sensitivity (Ex) Dazzled as long as remain in bright
light.

Blood Orc Elder Warrior (Raging)**XP 1,600**

Blood orc barbarian 5

CE Medium humanoid (orc)

Init +1; **Senses** darkvision 60 ft., scent; Perception +6**AC** 13, touch 9, flat-footed 12 (+4 armor, +1 Dex, -2 rage)**hp** 58 (5d12+25)**Fort** +8, **Ref** +2, **Will** +1**Defensive Abilities** ferocity, improved uncanny dodge, trap sense +1**Weaknesses** light sensitivity**Speed** 40 ft.**Melee** +1 earth breaker +13 (2d6+11/×3), bite +7 (1d4+3)**Special Attacks** rage (14 rounds/day), rage powers (animal fury, reckless abandon)**Str** 24, **Dex** 13, **Con** 19, **Int** 8, **Wis** 6, **Cha** 6**Base Atk** +5; **CMB** +12; **CMD** 21**Feats** Furious Focus, Power Attack, Reckless Rage**Skills** Acrobatics -1 (+3 to jump), Intimidate +6, Perception +6, Survival +6**Languages** Common, Orc**SQ** fast movement, frenzy**Other Gear** chain shirt, +1 earth breaker**Special Abilities**

Animal Fury (Ex) Gain a d4 bite attack while raging

Frenzy (Ex) Once per day a blood orc who smells or tastes blood during combat may fly into a frenzy in the following round, biting and attacking with its weapons until it or its opponent is dead. It gains +2 Strength, +2 Constitution, and 2 AC. The creature cannot end its frenzy voluntarily

Rage (14 rounds/day) (Ex) +4 Str, +4 Con, +2 to Will saves, -2 to AC when enraged.

Reckless Abandon (+/-2) (Ex) Trade AC penalty for to hit bonus while raging.

Cleric of Mithras**XP 1,600**

Human cleric of Mithras 6

LN Medium humanoid (human)

Init +1; **Senses** Perception +3**AC** 21, touch 11, flat-footed 20 (+7 armor, +1 Dex, +3 shield)**hp** 39 (6d8+12)**Fort** +6, **Ref** +3, **Will** +8**Speed** 30 ft. (20 ft. in armor)**Melee** +1 warhammer +5 (1d8+1/×3)**Special Attacks** channel positive energy 6/day (DC 16, 3d6)**Domain Spell-Like Abilities** (CL 6th; concentration +9) 6/day—battle rage (+3), touch of law**Cleric Spells Prepared (CL 6th; concentration +9)**3rd—*archon's aura* (DC 16), *contagious zeal*[OA], *magic vestment*[D], *searing light*2nd—*arrow of law* (DC 15), *hold person* (DC 15), *marching chant*, *spiritual weapon*[D], *stalwart resolve*1st—*blessing of the watch*, *command* (DC 14), *magic weapon*[D], *sanctify corpse*, *sun metal* (DC 14)0 (at will)—*detect magic*, *guidance*, *light*, *stabilize*D Domain spell; **Domains** Law, War**Str** 10, **Dex** 13, **Con** 12, **Int** 8, **Wis** 16, **Cha** 16**Base Atk** +4; **CMB** +4; **CMD** 15**Feats** Combat Casting, Purifying Channel, Selective Channeling, Versatile Channeler

CR 5 Skills Acrobatics -3 (-7 to jump), Diplomacy +7, Knowledge (history) +3, Knowledge (nobility) +3, Knowledge (planes) +3, Knowledge (religion) +8, Sense Motive +7, Spellcraft +3

Languages Common**Other Gear** +1 breastplate, +1 heavy steel shield, +1 warhammer, silver holy symbol of Mithras**Special Abilities**

Battle Rage +3 (6/day) (Sp) Touch ally to grant +3 to melee damage rolls for 1 rd.

Touch of Law (6/day) (Sp) Treat all d20 rolls as 11 for 1 rd.

High Auditor of Sefagreth**CR 6****XP 2,400**

Human cleric of Sefagreth 7

N Medium humanoid (human)

Init +1; **Senses** Perception +3**AC** 22, touch 12, flat-footed 21 (+7 armor, +1 deflection, +1 Dex, +1 natural, +2 shield)**hp** 39 (7d8+7)**Fort** +5, **Ref** +3, **Will** +8**Speed** 40 ft. (30 ft. in armor)**Melee** +1 rapier +5 (1d6/18-20)**Special Attacks** channel positive energy 8/day (DC 16, 4d6)**Domain Spell-Like Abilities** (CL 7th; concentration +10) 6/day—bit of luck**Cleric Spells Prepared (CL 7th; concentration +10)**4th—*freedom of movement*[D], *restoration*3rd—*bestow insight*, *discovery torch*, *fly*[D], *locate object*2nd—*calm emotions* (DC 15), *locate object*[D], *page-bound epiphany*, *share language* (DC 15), *spiritual weapon*1st—*bless*, *comprehend languages*, *floating disk*[D], *liberating command*, *sanctify corpse*[UM], *sanctuary* (DC 14)0 (at will)—*detect magic*, *guidance*, *light*, *mending*, *read magic*D Domain spell; **Domains** Luck, Travel (Trade subdomain)**Str** 8, **Dex** 13, **Con** 10, **Int** 12, **Wis** 16, **Cha** 16**Base Atk** +5; **CMB** +4; **CMD** 16**CR 5 Feats** Channeled Shield Wall, Combat Casting, Extra

Channel, Selective Channeling, Versatile Channeler

Skills Appraise +11, Diplomacy +13, Sense Motive +13, Spellcraft +11**Languages** Common, Elven**SQ** good fortune (1/day)**Combat Gear** cassock of the clergy; **Other Gear** +1

breastplate, +1 buckler, +1 rapier, amulet of natural armor +1, ring of protection +1, golden holy symbol of Sefagreth

Special Abilities

Bit of Luck (6/day) (Sp) Target takes the higher of 2d20 for a d20 roll.

Good Fortune (1/day) (Ex) As an immediate action, reroll a die before result is known. Must take 2nd roll.

Silver-Tongued Hagglor (+3, 6/day) (Su) +3 Bluff, Diplomacy, or Sense Motive

Ice Cultist

XP 600

Human cleric of Althunak 3

CE Medium humanoid (human)

Init +0; **Senses** Perception +2

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

hp 16 (3d8+3)

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

Speed 30 ft. (20 ft. in armor)

Melee dagger +4 (1d4+2/19-20) or mwk greatclub +5 (1d10+3)

Special Attacks channel negative energy 6/day (DC 14, 2d6)

Domain Spell-Like Abilities (CL 3rd; concentration +5) 5/day—icicle (1d6+1 cold), touch of evil (1 round)

Cleric Spells Prepared (CL 3rd; concentration +5) 2nd—*align weapon* (evil only)[D], *hold person* (DC 14), *unholy ice weapon*

1st—cause fear (DC 13), cure light wounds, ice armor, protection from good[D]

0 (at will)—bleed (DC 12), guidance, light, resistance

D Domain spell; **Domains** Evil, Water (Ice subdomain)

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

Base Atk +2; **CMB** +4; **CMD** 14

Feats Alignment Channel, Combat Casting, Selective Channeling

Skills Acrobatics -5 (-9 to jump), Bluff +6, Diplomacy +7, Knowledge (nobility) +3, Knowledge (planes) +3,

Knowledge (religion) +3, Sense Motive +6, Spellcraft +3

Languages Common

Combat Gear ice troll phlegm, liquid ice (2), unholy water (2); **Other Gear** four-mirror, dagger (4), mwk greatclub, silver unholy symbol of Althunak, 37 gp

Special Abilities

Icicle 1d6+1 cold (5/day) (Sp) As a standard action, ranged touch attack deals cold damage to foe in 30 ft.

Touch of Evil (1 round, 5/day) (Sp) With a melee touch attack, target is sickened and counted as good-aligned for the purpose of [Evil] spells.

Loreclannic Knight

XP 600

Human fighter (roughrider) 3

N Medium humanoid (human)

Init +3; **Senses** Perception +1

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

hp 23 (3d10+6)

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

Speed 30 ft. (20 ft. in armor)

Melee dagger +3 (1d4+1/19-20) or mwk lance +6 (1d8+3/×3) or warhammer +5 (1d8+2/×3)

Ranged composite longbow +6 (1d8+2/×3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with masterwork lance)

Str 15, **Dex** 16, **Con** 13, **Int** 8, **Wis** 12, **Cha** 10

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

Feats Mounted Archery, Mounted Combat, Ride-by Attack, Spirited Charge, Two-weapon Fighting

Skills Acrobatics +0 (-4 to jump), Handle Animal +6, Ride +9 (+11 to stay in the saddle)

Languages Common

SQ armored charger, steadfast mount

Other Gear +1 breastplate, arrows (20), composite longbow (+2 Str), dagger, mwk lance, warhammer, military saddle, heavy horse (combat trained)

CR 2 Special Abilities

Armored Charger (Ex) Mount is not slowed for a medium load or barding.

Mounted Archery Ranged weapon penalty when mounted is halved to -2 or -4.

Mounted Combat (1/round) Once per round you can attempt to negate a hit to your mount in combat.

Ride-By Attack You can move - attack - move when charging mounted.

Spirited Charge Double damage when making a mounted charge (triple with a lance).

Steadfast Mount +1 (Ex) Mount gains +1 to AC and saves while you are adjacent or mounted.

Loreclannic Scout

CR 1/2

XP 200

Human fighter (roughrider) 1

N Medium humanoid (human)

Init +3; **Senses** Perception +1

AC 18, touch 13, flat-footed 15 (+5 armor, +3 Dex)

hp 8 (1d10+2)

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

Speed 30 ft. (20 ft. in armor)

Melee dagger +3 (1d4+2/19-20) or lance +3 (1d8+3/×3)

Ranged composite longbow +4 (1d8+2/×3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with lance)

Str 15, **Dex** 16, **Con** 13, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +1; **CMB** +3; **CMD** 16

Feats Mounted Combat, Ride-by Attack, Spirited Charge

Skills Acrobatics -1 (-5 to jump), Handle Animal +4, Ride +3 (+5 to stay in the saddle)

Languages Common

Other Gear scale mail, arrows (20), composite longbow (+2 Str), dagger, lance, military saddle, heavy horse (combat trained), 7 gp

Special Abilities

Mounted Combat (1/round) Once per round you can attempt to negate a hit to your mount in combat.

CR 2 Ride-By Attack You can move - attack - move when charging mounted.

Spirited Charge Double damage when making a mounted charge (triple with a lance).

Owlbear Cub

CR 3

XP 800

Young owlbear

N Medium magical beast

Init +7; **Senses** darkvision 60 ft., low-light vision, scent; Perception +12

AC 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)

hp 37 (5d10+10)

Fort +8, **Ref** +7, **Will** +2

Speed 30 ft.

Melee bite +7 (1d4+2), 2 claws +7 (1d4+2 plus grab)

Str 15, **Dex** 16, **Con** 14, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +5; **CMB** +7 (+11 grapple); **CMD** 20 (24 vs. trip)

Feats Great Fortitude, Improved Initiative, Skill Focus (Perception)

Skills Perception +12

Sven the Gaunt

CR 7

XP 3,200

Male human cleric of Althunak 8

CE Medium humanoid (human)

Init +0; **Senses** Perception +4

Aura body of ice (5 ft.)

AC 19, touch 11, flat-footed 19 (+7 armor, +1 deflection, +1 natural)

hp 52 (8d8+16)

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

Speed 30 ft. (20 ft. in armor)

Melee +1 frost greatclub +9/+4 (1d10+4 plus 1d6 cold)

Special Attacks channel negative energy 5/day (DC 16, 4d6), scythe of evil (4 rounds, 1/day)

Domain Spell-Like Abilities (CL 8th; concentration +12) 7/day—icicle (1d6+4 cold), touch of evil (4 rounds)

Cleric Spells Prepared (CL 8th; concentration +12)

4th—*blessing of fervor* (DC 18), *hunger for flesh* (DC 18), *lesser planar ally*, *unholy blight*[D] (DC 18)

3rd—*aura of cannibalism* (DC 17), *bestow curse* (DC 17), *blindness/deafness* (DC 17), *magic circle against good*[D], *protection from energy*

2nd—*align weapon* (evil only)[D], *enemy's heart*, *hold person* (DC 16), *resist energy*, *unholy ice weapon*

1st—*bless*, *divine favor*, *ice armor*, *infernal healing*, *protection from good*[D], *shield of faith*

0 (at will)—*detect magic*, *guidance*, *light*, *read magic*
D Domain spell; **Domains** Evil, Water (Ice subdomain)

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

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

Feats Aura Flare, Combat Casting, Energy Channel, Power Attack, Selective Channeling

Skills Acrobatics -3 (-7 to jump), Diplomacy +12, Knowledge (religion) +10, Linguistics +3

Languages Abyssal, Common

Other Gear +1 breastplate, +1 frost greatclub, amulet of natural armor +1, ring of protection +1, silver unholy symbol of Althunak

Special Abilities

Aura Flare (Cleric Channel Negative Energy 4d6 [5/day, DC 16] [Su], DC 16) Flare your alignment aura to fatigue or stagger those who oppose it.

Body of Ice (8 rounds/day) (Su) Ice form grants DR 5/-, Immunity to Cold, double damage from Fire.

Energy Channel Expend channel energy to grant weapon damage bonus equal to twice the number of channel dice.

Icicle 1d6+4 cold (7/day) (Sp) As a standard action, ranged touch attack deals cold dam to foe in 30 ft.

Scythe of Evil (4 rounds, 1/day) (Su) Touched weapon temporarily becomes unholy.

Touch of Evil (4 rounds, 7/day) (Sp) With a melee touch attack, target is sickened and counted as good-aligned for the purpose of [Evil] spells.

Venerate of Mitra

CR 2

XP 600

Human cleric of Mitra 3

LN Medium humanoid (human)

Init +1; **Senses** Perception +3

AC 19, touch 11, flat-footed 18 (+6 armor, +1 Dex, +2 shield)

hp 20 (3d8+6)

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

Speed 30 ft. (20 ft. in armor)

Melee mwk warhammer +3 (1d8×3)

Special Attacks channel positive energy 5/day (DC 13, 2d6)

Domain Spell-Like Abilities (CL 3rd; concentration +6) 6/day—battle rage (+1), touch of law

Cleric Spells Prepared (CL 3rd; concentration +6)

2nd—*hold person* (DC 15), *spiritual weapon*[D], *stalwart resolve*

1st—*blessing of the watch*, *command* (DC 14), *magic weapon*[D], *sanctify corpse*

0 (at will)—*create water*, *guidance*, *light*, *stabilize*

D Domain spell; **Domains** Law, War

Str 10, **Dex** 13, **Con** 12, **Int** 8, **Wis** 16, **Cha** 15

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

Feats Combat Casting, Purifying Channel, Selective Channeling

Skills Acrobatics -5 (-9 to jump), Diplomacy +6, Knowledge (religion) +5, Sense Motive +7, Spellcraft +3

Languages Common

Other Gear breastplate, heavy steel shield, mwk warhammer, silver holy symbol of Mitra

Special Abilities

Battle Rage +1 (6/day) (Sp) Touch ally to grant +1 to melee damage rolls for 1 rd.

Touch of Law (6/day) (Sp) Treat all d20 rolls as 11 for 1 rd.

Waymarch Cavalry

CR 2

XP 600

Human fighter 3

N Medium humanoid (human)

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

AC 18, touch 12, flat-footed 16 (+3 armor, +2 Dex, +3 shield)

hp 23 (3d10+6)

Fort +4, **Ref** +3, **Will** +2 (+1 vs. fear)

Speed 30 ft.

Melee dagger +6 (1d4+3/19-20) or

light mace +6 (1d6+3) or

mwk lance +7 (1d8+4/×3)

Ranged composite shortbow +5 (1d6+3/×3)

Space 5 ft.; **Reach** 5 ft. (10 ft. with masterwork lance)

Str 16, **Dex** 15, **Con** 13, **Int** 8, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +6; **CMD** 18

Feats Mounted Archery, Mounted Combat, Ride-by Attack, Spirited Charge, Trample

Skills Handle Animal +4, Profession (soldier) +5, Ride +7 (+9 to stay in the saddle), Survival +5

Languages Common

SQ armor training 1

Combat Gear potion of cure light wounds; **Other Gear**

mwk studded leather, +1 heavy wooden shield, arrows

(20), composite shortbow (+3 Str), dagger, light mace, mwk lance, military saddle, heavy horse (combat trained)

Special Abilities

Mounted Archery Ranged weapon penalty when mounted is halved to -2 or -4.

Mounted Combat (1/round) Once per round you can attempt to negate a hit to your mount in combat.

Ride-By Attack You can move - attack - move when charging mounted.

Spirited Charge Double damage when making a mounted charge (triple with a lance).

Trample Your target may not try to avoid your mounted overruns.

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