Fields of Blood



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INTRODUCTION

Introduction

The term *plains* generally conjures images of sprawling flatlands covered by nondescript grass and waves of grain. There are no rolling hills, majestic peaks, wizened trees, colorful canyons or other topographical features present in other environments. The average person envisions the plains as a monotonous repetition of green and amber plants blanketing dull, flat ground. While the plains may lack the breathtaking landscapes encountered in other environments, civilization as we know it would not be possible without this unique and delicately balanced habitat. Men and beasts alike depend upon food to survive, and no other biome can produce as much nourishment as the fertile grasslands. The edible grains that thrive in the environment's rich soil are an essential staple of the humanoid diet. Though men cannot eat and digest most of the wild grasses that flourish in the fields, these abundant and resilient plants feed immense herds of grazing animals that humanity depends upon for meat, leather, wool, transportation and hard labor. What the plains lack in geographical scenery, they more than compensate for in biological diversity and sheer numbers. It is for mastery over this vibrant tapestry of flora and fauna that humanity has fought and died since the dawn of civilization.

The plains offer a wealth of opportunities for adventurers seeking to tame these wild lands and its feral beasts. Whether they began their adventuring careers as sedentary farmers tilling the earth, shepherds raising livestock in the pastures or nomadic hunter-gatherers born and bred in the saddle, the challenges and obstacles standing in the way of those endeavoring to make their mark in this environment are real and deadly. Evil men, fearsome beasts and covetous monsters represent just a few of the dangers that await men and women aspiring to further their own ambitions in their quest for fame, riches and glory. Adventurers must also prepare for the unseen as well as the plainly obvious. Fields of Blood provides players and characters alike with the tools needed to conquer their fears and foes in this ever-changing world. Sometimes, the keys to victory lie within the heart and mind. These abilities manifest themselves as new feats, spells, archetypes and alternate uses of existing skills specifically designed to overcome the rigors of this rugged, unforgiving environment. On other occasions, success depends upon

having the right equipment on hand to win the day. Magic items such as an enchanted weapon, a transformative beast skin, an airtight mask and incendiary beans can mean the difference between life and death. There are also times when mundane objects such as a flame-retardant suit, an alchemical substance or an ordinary set of horseshoes may save an adventurer's bacon in a tight spot. On the grasslands, shortcuts and easy ways out are few and far between. Adventurers that rely solely upon the whims of fortune and their tired routines frequently fertilize the rich soil in their unmarked and forgotten graves.

Fields of Blood also offers GMs innovative ideas and new enemies to test the mettle of novice and seasoned players alike. Weather is a fickle and perilous adversary in the GM's toolkit. Extreme temperatures, ferocious rainstorms, severe winds and the awesome might of an angry tornado can wreak more havoc than a marauding army. Monsters not previously seen before also lurk within the tall grasses, waiting to spring from their hiding places and count unwary adventurers among their victims. The three adventures that appear in this sourcebook use some of these unknown creatures and other dangers presented herein to defy conventional thinking and keep the players on their proverbial toes. Tactical prowess, roleplaying skills, deductive reasoning and the right tools are essential to survive all three of these deadly encounters and reap the just rewards. As in the wild, those that refuse to adapt to a changing environment ultimately perish.

Fields of Blood incorporates elements of flavor of the American, African, and Asian plains to integrate them with components from **Frog God Games'** *The Lost Lands Campaign Setting*. It is not necessary to be familiar with or use any of the preceding material to use this sourcebook. *Fields of Blood* works perfectly fine as a standalone product with no background information needed.

So gallop unfettered through the fields on a snow-white pegasus, raise a tankard (or two) at a jovial giant's brewery, run alongside a stampeding herd of angry buffalos, and discover a land where wonders never cease. In the words of a typical plains native, "the more one travels, the more one realizes there is even more that he has not yet seen."

A Plains Primer

A gentle breeze rolls through the endless fields, swaying grasses taller than the average man as if they were dancing to the beat of a silent drummer. The vast sea of greenery stretches for as far as the eye can see across a topographically featureless landscape. These are the images commonly associated with the plains. They are seen by many as a monotonous tapestry of green grass and amber grain. Yet, this flatland teems with life. Immense waves of migratory animals leisurely graze on the lush plants growing in the rich soil. Meanwhile, predators hidden in the grass wait for the opportunity to pounce on the herd's most vulnerable member. Unlike any other biome, these beasts are partly responsible for shaping their grassy environment. They devour and trample any tree saplings that attempt to take root in the earth. Their voracious appetites and thundering hooves help prevent the plains from transforming into forests.

In many respects, the plains, or the more accurate term — grasslands — act as a middle ground between the arid deserts and the moist forests. Many scholars thus refer to the grasslands as a transition zone because this fertile land separates the two extremes of the environmental spectrum. The grasslands receive enough rain to allow grasses and smaller flowering plants and legumes to take root and flourish, but there is usually not enough moisture and nutrients in the soil to support large shrubs and trees.

However, another natural and sometimes manmade force plays a more significant role in stifling tree growth in the grasslands — fire. Grasslands experience an annual rainy season and a dry season. During the drier months, the brown, desiccated stalks and withering blades of grass act as tinder. Raging infernos spawned by lightning strikes, extreme heat and careless people race across the plains at breakneck speed, consuming everything in their path. Grasses quickly rebound from the fiery conflagrations because their root crowns lie underground. Trees succumb to the flames. The blaze destroys the burgeoning sapling and the tree's shallow root system, which is too close to the surface to withstand the fire's intense heat.

The grasses also play a pivotal role in preventing the plains from turning into deserts. Their underground water storage structures and deep roots retain enough moisture to keep the soil damp and firm during the dry season and even during prolonged periods of drought. Without these root systems, even a mild drought can cause the thin layer of fertile topsoil to dry up and turn into worthless dust. A strong wind then lifts the dust off the ground and creates a dust storm much like the black blizzards that ravaged the United States during the 1930s. In addition to maintaining the ground's integrity, grasses are indirectly responsible for fertilizing the soil. Numerous animals eat the plant's exposed blades and, in turn, these creatures eventually return the nutrients back to the earth in the form of bodily waste. This process replenishes the soil's nutrient content on a continual basis and adds another layer of topsoil to the ground, thus improving the grassland's overall health.

This biome's moderate temperatures and adequate rainfall support a diverse assortment of flora and fauna. Naturally, grasses dominate the landscape, but other plants also thrive. Forbs such as clover and sunflower are common on the plains. Likewise, legumes, peas and beans also grow well in this environment. Grazers — animals that primarily eat grass and other low-lying plants - roam the plains in a constant search for food. Humanoids and many animals cannot digest grass. These creatures developed specialized adaptations over time that allow them to break down cellulose, the primary organic compound found in grass. These mechanisms include ridged teeth to grind grass into many parts, compartmentalized stomachs containing enzymes that break down cellulose, and the practice of regurgitating the grass and chewing it again even after it has been partially digested. The regurgitated plant matter is commonly known as cud. These social herbivores live in large groups that number into the thousands and, in some instances, into the millions. Sheep, cattle, buffalos, wildebeests, gazelles, deer, rabbits and prairie dogs are just some of the many animals that dwell in this habitat. Naturally, the abundance of prey animals supports a sizable predator population ranging from the relatively small coyotes and badgers to larger predators such as bears and lions. The circle of life is perhaps nowhere more evident than in the world's temperate and tropical grasslands.

Right Ingredients

Temperature and precipitation are the predominate factors in creating the plains, but it takes a delicate balancing act to sustain this vital biome. Too much heat and not enough water can turn the grasslands into a desert. Likewise, too much rainfall can transform the plains into forests. Yearround frigid temperatures stifle plant growth and prevent grasses from taking root and growing in the extreme cold. Maintaining the plains' ideal equilibrium of moisture and warmth is a difficult challenge. It is not just the amount of rainfall that is important, but also how and when the rains fall. Warmer grasslands typically experience a rainy season followed by prolonged periods of drought. This alternating cycle of drenching storms and dry spells is critical to the grassland's survival. Rainfall received during the wet seasons provides enough water to prevent the soil from drying out and reverting into a desert, even during an extended drought. When the rains finally subside, the damp, green blades of grass slowly transform into browned, dried husks. Any parched trees that attempted to take hold steadily wither in the thin, arid soil. The desiccated plants provide the perfect fuel for fires to sweep across the land and destroy any encroaching forests. The charred remains of plants and animals in the conflagration's path become the grasslands' newest layer of topsoil. If the rains fell year round, the moist, green grasses and damp earth would douse most fires before they even started, thus allowing trees and shrubs to establish a foothold in the grasslands.

Temperate grasslands differ from tropical grasslands in that the contrast between the rainy and dry seasons is not as extreme. They do, however, experience more dramatic seasonal temperature swings than tropical grasslands. Temperate plains typically receive less annual rainfall than tropical grasslands, but dry spells are shorter. On the other hand, temperatures vary wildly throughout the year. It is not uncommon for temperatures to soar in excess of 90° Fahrenheit during the hot summer months and then drop below zero degrees during the frigid winters. Grasses generally do not grow when the temperature falls below 50° Fahrenheit, so temperate grasslands experience a growing season and a dormant season, whereas plants in tropical grasslands grow year-round. Naturally, the growing season usually occurs from mid-spring through mid-autumn, followed immediately thereafter by the dormant season. Some regions have very short growing seasons that last only through the summer months. Because grasses grow from the bottom up, their stalks wither during the dormant season. The decaying plant matter becomes a source of fertilizer for the next growing season and prime fuel for any fires that beat back the encroaching trees. Winter's flames transform the desiccated husks into fresh topsoil for spring.

Without any trees, wind is a constant hazard for plains travelers, though it plays a critical role in regulating this unique biome. The steady breezes are a key ingredient in shaping the fires that ravage the grasslands. Wind constantly replenishes the fire's source of oxygen, but more importantly, it ensures the flames do not linger too long in a fixed location. The breezes buffet the flames like seeds on the wind, allowing them to burn dead and dying organic matter without charring the soil itself for a prolonged period of time. This prevents grass roots from sustaining significant damage from the raging inferno. Wind also blows away any loose surface dirt, creating dust storms that hurtle across the land during the dry and

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dormant seasons. The wind keeps the topsoil relatively thin and dry, thus preventing encroaching trees and shrubs from establishing roots in the ground and toppling over the rare few that actually manage to establish a brief foothold in the grasslands.

Though grasslands hug the coastlines in several parts of the world, most plains are found in interior regions next to deserts and mountain ranges. For instance, Africa's great savannahs border the Sahara Desert to the north and the Kalahari Desert and Namib Desert to the south and west. Likewise, the Great Plains of the American Midwest lie east of the Rocky Mountains and west of the Mississippi River. This particular configuration of geographical features leaves the Great Plains especially vulnerable to tornadoes. Warm, humid air surging northward from the Gulf of Mexico interacts with cooler, drier air passing over the Rocky Mountains and Canada. The collision creates violent thunderstorms that spawn fearsome tornadoes. The vast tracts of low-lying flat land provide no natural obstacles to the swirling vortexes of intense wind and flying debris. During the winter months, the same weather pattern produces ferocious blizzards that howl across the prairies.

The runoff from these intense thunderstorms and melting snows gives rise to rivers and streams that carve paths through this expansive landscape, as well as lakes and ponds where the waters eventually collect. Still, finding water can be difficult in the grasslands. Though the search is not as desperate as those encountered by desert travelers, fresh water is not as plentiful as in other environments. For that reason, animals and men frequently live near sustainable bodies of water. The watering hole is a common gathering place for animals inhabiting the savannahs. Likewise, villages, towns and cities spring up in close proximity to lakes and rivers that are used to irrigate fields during dry spells and to transport goods to distant locales.

The grasses themselves are a critical component of this precariously balanced environment. They are the glue that holds the semidry soil together. Their intricate network of roots extends deep below the ground and anchors the fragile dirt in place, preventing it from blowing away during the dry and dormant seasons. These subterranean tendrils function like countless strands of string literally tying down the earth. In comparison, trees and large shrubs have shallow root systems that are better suited for the forest's thick layer of damp earth. The fierce winds that rush across the plains deal no damage to the flexible grasses, but would quickly uproot any trees that stood in their path. Though trees provide a home for many animals, few creatures eat their leaves, stems and bark. Various species of grasses are a plentiful source of food for vast herds of herbivores and humanoids alike.

Grains of Truth

It is very likely that civilization as we know it would not exist without this remarkable biome. The temperate plains' endless cycle of growth, fire, decay and renewal creates a nutrient-rich soil conducive to largescale farming that is generally not possible in a desert or a forest without expending considerable resources to irrigate arid lands or fell numerous trees. This environment has the right temperature and moisture levels to produce food crops essential for human survival. None is more important than cereal grass, commonly known as grain. Grain is an essential dietary staple, whether it comes as rice, wheat, barley, corn, oats or rye. In addition to its nutritional value, grains can also be dried, milled and pressed for long term storage and usage in other popular food products. Though fruits and vegetables can be dried, and meat can be smoked and salted, grain is far easier to store and secure than these foodstuffs. Even today, grain silos are a common sight on many farms. The ability to preserve grain for future use allows large populations to withstand temporary disruptions to the community's food supply caused by prolonged drought, disease and fire. Grain has a nearly indefinite shelf life, whereas dried fruits, vegetables and meats can only be preserved for limited periods of time.

Wild grains differ dramatically from the domesticated varieties that most people are accustomed to seeing. The maize plant originally encountered by the ancient Mayans bears little resemblance to the cornstalks seen today throughout the Midwestern United States. Crossbreeding and selective planting processes transformed these raw materials into a more desirable end product. For instance, if a particular cornstalk developed sweeter kernels than the neighboring plants, farmers would exclusively plant the seeds from the sweeter plant the following year. Over time, these grains transformed into their current forms.

Rice and corn are commonly eaten in their original form, whereas wheat and rye are frequently ground into powder and combined with other ingredients to create bread. As a result, many people refer to the plains as civilization's "breadbasket." The fertile plains of North Africa and the Nile River Delta were known as the breadbasket of the Roman Empire in ancient times. Likewise, many Americans still use the term to describe the grain-producing areas of the Midwestern United States. Grains can also be used as the fermentable base for many alcoholic beverages that were usually safer to drink than untreated water. Barley and hops are the primary components in beer, while barley, corn and rye are often used to make whiskey. Dried grains are also used as a construction material for building homes. Though commonly applied to roofs, thatch, the name used to describe threshed grains, is sometimes applied to walls as well. Thatch insulates structures, allowing the building to maintain a comfortable interior temperature regardless of exterior weather conditions. In spite of its appearance, thatch does not burn easily, and it resists the ravages of wind and water with remarkable durability. Likewise, straw, the dry stems of threshed grain plants, serves as a bedding material, fuel, insulation and even a decorative material for making baskets or stuffing scarecrows and dolls. Grain's applications are virtually limitless.

Grass is also the primary food for many animals. Fortunately, the livestock found on the typical farm prefer to eat plants that few humanoids can digest. Cattle and sheep, perhaps the two most common domesticated animals, have specialized stomachs that break down grass. Horses also subsist on a diet of grass, though they can break down cellulose, the primary molecule found in grass, without a compartmentalized stomach. The omnivorous domesticated pig can eat both meat and plant matter, but most farmers feed them a corn-based diet supplemented with grass and other plants. These animals are responsible for nearly all dairy products, meat, leather, wool, and, in the case of horses, the primary means of long-distance transportation across the fertile plains.

Domesticated animals are not the only creatures that graze in the pastures. Immense herds of wild beasts also feast on the rolling fields. Luckily for them, grass is a renewable food source. Unlike trees and shrubs, grass grows back relatively quickly after an animal devours its stem. While it would take a forest years and perhaps even decades to ecologically recover from the devastation wrought by thousands of hungry herbivores eating its bark, stems and leaves, the hewn blades of grass reemerge from the soil within a matter of weeks. A diverse array of predators follows close behind the migratory herds on their constant search for greener pastures. No other biome can support such large animal populations without straining its resources to the absolute limit. Thanks to the wonders of grain, the grasslands bestow enough food to satisfy man and beast alike.

Game Applications

Grasslands often serve as a buffer between the arid deserts and the vibrant forests. As such, the residents of these biomes may cast an envious eye in the direction of their fertile and temperate neighbor. Desert inhabitants seeking water, food and shelter from the relentless heat frequently cross the border to trade with the nearby plains communities or in extreme cases, take up arms to acquire these valuable commodities from their fellow men. Though forest-dwellers lack the desperation of their desert counterparts, the grasslands' fertile soil is easier to work and more conducive to farming than the thick, damp forest floor. Likewise, plains residents need wood to build their homes and manufacture a variety of essential goods, such as furniture, weapons and tools. It is also possible that careless humans in either biome could deliberately or accidentally start a fire that spreads to the neighboring biome. In these circumstances, adventurers may be needed to repel desert raiders, to establish diplomatic ties with a foreign nation or to even extinguish a raging inferno before it destroys countless acres of valuable farmland. All it takes is a single spark to ignite a war between these competing interests.

Types of Grasslands

As the name implies, grasslands are a biome dominated by grasses, though not all grasses are the same. Some grasses tower higher than the average man, and others are little more than greenish-brown stubble coating the dry earth. Naturally, temperature and rainfall decide which path the land is going to follow. Warm, humid climates give birth to tropical grasslands, generally known as savannas. Africa is home to the world's best-known savanna, which is inhabited by many of nature's most iconic animals, including lions, cheetahs, giraffes, zebras and gazelles. Temperate grasslands, often referred to as prairies and steppes, receive less rainfall than their tropical counterparts and experience much greater seasonal temperature fluctuations as well as greater variations between daytime and nighttime temperatures. The Great Plains of the American Midwest and the Eurasian Steppe are the most recognizable examples of temperate grasslands.

Tropical Grasslands

Tropical grasslands, also known as savannas, are characterized by year-round warm temperatures and greater humidity than their temperate counterparts. Grasses are the most prevalent form of plant life; however, individual trees and even some clusters of trees can be found close to sustainable water sources, such as large lakes and rivers. Acacia trees are among the most common found in this habitat. Their fire-resistant bark and deep taproots allow them to withstand the seasonal fires and long periods of drought that plague this biome during the dry season. Baobab trees are also found here, though they adapted differently to life in the savanna. The leaves and branches of this tall tree lie far beyond the reach of the typical herbivore, including the giraffe. These plants also store water in their incredibly thick trunks. In addition to their unusual shape and size, some believe that these trees live for thousands of years. These claims remain unverified.

Temperatures peak during the summer months, though they rarely eclipse 90° Fahrenheit, and typically average around 80° Fahrenheit. Temperatures generally remain constant throughout the course of the day with the difference between the daytime high and the overnight low being no more than 15° Fahrenheit. Winter is more noticeable for its lack of rainfall rather than any discernible drop in air temperatures. Winter temperatures are roughly 15° Fahrenheit cooler than the summer highs, and also experience little variation between the daytime high and overnight low temperatures.

Savannas receive an average of 40 inches of rainfall per year, though the amount of rainfall is less critical than how it is distributed. Savannas have a rainy season, which lasts from six to eight months, and a dry season that encompasses the balance of the year. Roughly 90% of the average annual precipitation falls during the rainy season. Torrential downpours generally occur at the onset and conclusion of the rainy season, but are not exclusively limited to these periods. The typical rainy season starts in early April and ends in late October, give or take a month on either end. Violent thunderstorms and a persistent, drying wind usher in the start of the dry season. The dry season is critical for the savanna's continued survival because the prolonged lack of moisture keeps the soil thin and arid and allows fires to destroy burgeoning saplings and dead vegetation, thus killing invasive trees and replenishing the soil with vital nutrients.

Natural processes are responsible for the creation of most savannas, but men and even animals can give birth to this biome. The most common example of the former's role in breathing life into a savanna occurs when farmers fell nearby forests and burn the trees as fertilizer in a vain effort to transform the former forest floor into farmland. The plan succeeds for a short time until the crops exhaust the soil's limited nutrient content, and the farmers eventually abandon the withering fields. The surrounding trees make an attempt to reclaim the tilled land for the forest, yet the damage is

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already done. The neighboring grasses infiltrate the neglected earth, and seasonal fires do the rest to keep the encroaching forest at bay. In a similar fashion, massive herbivores with an appetite for tree leaves, branches and bark can wreak havoc on a forest. Unlike the humans, these animals did not intend to convert a copse of trees into grassland, but their insatiable hunger accomplished the identical ends by expending less energy.

Even in the preceding circumstances, grasses grow in a territorial manner. It is extremely unusual to see different grass species intermingled with one another in a particular area. In general, one and possibly two varieties of grass hold sway over a wide region, choking off any invaders that trespass on their space. Several species of grass found in the savanna can reach a staggering height of 9 feet, though the constant movement of immense migratory herds ultimately tramples even the hardiest plants. Most are roughly half that height. Savanna grasses adapted to the thin, porous soil and extended droughts by storing nutrients and water in their underground root network. During the dry season, the plant no longer supplies these precious commodities to its expendable stem and leaves. The plant's exposed parts turn brown and eventually wither, only to be replaced by fresh, green ones when the rainy season returns.

Savannas teem with animal life, especially during the hot, rainy season. Insects, rodents and birds are plentiful during the humid summer months. Unfortunately, many of these small creatures carry an unwanted passenger with them — disease. Mosquitoes transmit an entire host of virulent pathogens, including yellow fever, dengue fever, encephalitic viruses and the dreaded malaria, while rats and other rodents can transmit the rabies virus with their bite and are unwitting carriers of bubonic plague and hantavirus. Still, these pests take a backseat to the remarkable fauna that inhabit this lush habitat. The savanna is best known for the enormous herds of large herbivores that call this environment home. At any given time, a million or more wildebeests, gazelles, antelopes and water buffalos may be grazing on a fertile tract of grassland or drinking from the refreshing waters of a lake or river. Though they are not as numerous as the preceding animals, the mighty elephant and the odd giraffe must be mentioned among the biome's most-renowned and recognizable creatures. These animals do not stray far in search of food and water during the rainy season, yet the advent of the dry season sends them on an annual pilgrimage to find fresh, running streams and greener pastures. The savanna's iconic predators always trail close behind them. The sleek cheetah, the conniving hyena, the crafty leopard and the king of beasts, the majestic lion, occupy the highest rung of the habitat's extensive food chain. In the eyes of most humans, it is impossible to separate these creatures from the savanna.

Humans living alongside these creatures lead a similarly nomadic lifestyle. In spite of the fact that it is warm enough to grow crops on a year-round basis, the thin, arid soil and protracted droughts generally make farming a difficult and laborious endeavor. Like the animals, Man is a hunter-gatherer. Humanoids follow their prey's migratory patterns, practically walking side by side with the fearsome canine and felid predators that stalk the tall grasses. The hunt is a communal event in most humanoid settlements. A lone man is no match for an angry wildebeest, and faces grave danger when surrounded by agitated herbivores or in the sights of a larger predator. Like hyenas and lions, men organize themselves into groups in order to track down and slay their quarry. Numbers and strategies compensate for what men lack in raw size and strength.

Those that do not hunt forage through the grasses in search of wild grains, fruits and seeds, such as okra. In spite of their need to work together, humanoid settlements in the savanna are much smaller in size and population than those found in the temperate grasslands where wide-scale farming is possible. Most humanoids live in communities that consist of extended family members near a viable water source. The typical settlement consists of at least several moderate-sized huts. The residents that occupy these quarters share the space with their immediate families along with a few domesticated animals, most notably goats, that are used to produce milk, fur and meat. The crude abodes are constructed from plant matter, particularly grasses. There are some trees in the savannas, so structures crafted from tree branches and cut wood can be found in the largest and most established towns and villages. Because the climate is fairly stable throughout the year, the structures are designed to provide shelter against heavy rains and high winds rather than keep the residents warm during the winter months. The roofs and walls allow light breezes to pass through their porous surface, while repelling rainfall. In spite of their lightweight construction materials, the huts cannot be disassembled with ease.

Tropical Grassland Campaign

The tropical grasslands rank near the top of the most hospitable biomes in terms of weather. With the exception of the hot, humid summer, temperatures are generally comfortable throughout the rest of the year, allowing adventurers to explore the vast tropical plains without worrying about the dangers posed by intense heat and numbing cold. Still, finding water can be a challenge, especially during the dry season. Explorers therefore frequently carry sufficient quantities of water to last for the duration of their journey. Food poses less of a problem as wild grains, fruits and game are plentiful all year round, particularly along riverbanks, ponds and lakes. The same principle applies to most humanoid settlements found scattered throughout the savanna. Most communities are relatively small with transient populations and few, if any, permanent structures crafted from mud bricks or wood. Towns and cities constructed from stone do exist, though they are the exception rather than the rule. Most sprang up near coastal areas bordering oceans and other substantial bodies of water that facilitate commerce with neighboring regions. Here, the rural residents of the plains mingle and trade with the city's cosmopolitan inhabitants and exotic foreigners visiting these far flung shores. Adventurers find these distant locales to be the best places to acquire information from the local populace and trade for vital provisions and magical equipment.

The tropical grasslands are renowned for their unique and abundant flora and fauna. But other valuables buried beneath the thin, arid soil also command the attention of monsters and adventurers alike. Diamonds are perhaps the most valuable and sought after of the savanna's inorganic resources. Prospectors find the precious mineral in ores extracted from the earth as well as close to the surface in riverbeds, along the shores of lakes and in shallow ponds scattered throughout the savanna. Gold and platinum are also found in similar areas throughout the tropical grasslands. Makeshift towns and villages frequently spring up near the source of these valuable commodities. Naturally, conflicts between business rivals and the indigenous peoples and monsters take place on a regular basis. Adventurers are often hired by one or more of these parties to eliminate their competitors and protect their employer's financial and personal interests.

In addition to scouring the land for buried riches, some wealthy hunters contract the services of adventurers to accompany them on safaris in the feral tropical grasslands. These intrepid explorers endeavor to add the land's most dangerous game animals to their expansive trophy collections. Their prize kills include dire lions, rhinoceroses, elephants, leopards, water buffalos and cheetahs. Other hunters seek the assistance of adventurers to slay these creatures for commercial purposes. In addition to selling their fur, humanoids use the body parts of many of these animals for homeopathic remedies and magical concoctions. Furthermore, ivory culled from the tusks of elephants also fetches a hefty price on the open market.

Temperate Grasslands

Temperate grasslands are commonly referred to as plains, prairies and steppes. Most people use each of the preceding terms interchangeably, but there are subtle differences among the three. The word plain is actually a geographical term used to describe flat terrain. It became synonymous with temperate grasslands because North America's temperate grasslands are notoriously flat, thus earning the moniker The Great Plains. Prairies are temperate grasslands dominated by tall grasses. Short grasses are more prevalent on the colder and drier steppes. Regardless of the term used, grasses including wild cereal grains dominate the temperate grasslands. Trees and shrubs are difficult to find, but a few species, such as poplars and oaks, grow near riverbanks and lakebeds.

Temperate grasslands experience more seasonal and daily variations in temperature than their tropical counterparts. During the hot summers,

daytime highs soar above 90° Fahrenheit, and even exceed 100° Fahrenheit. Because there is less humidity in the air than in the savanna, overnight lows can drop by as much as 30° Fahrenheit, especially in interior areas far removed from the moderating influence of large bodies of water. The same extremes are felt during the biting, cold winters. Highs barely crawl above the freezing point, and lows routinely dip into the teens and single digits with the occasional flirtation with subzero temperatures. The frigid winds howling across the prairies make it feel even colder on the plains during the harsh winters.

Steppes receive between 10 inches and 20 inches of annual rainfall, while prairies get between 20 inches and 35 inches of annual rainfall. Steppes are often found adjacent to deserts and on the lee side of mountain ranges, which lessens the amount of rain received in the steppes because of the rain shadow effect. It is also common for prairies and steppes to border one another, especially in areas close to mountain ranges. In either case, precipitation occurs predominately from early spring through late summer, typically peaking in May followed by a slow and steady decline until October. The contrast between the wet season and dry season is less severe than that experienced in the savanna. Temperate grasslands are less dependent upon fire to eradicate burgeoning trees and shrubs, in large part due to the lesser amounts of rainfall and the bitterly cold winters. In addition, most precipitation that occurs during the dry season falls to the ground as snow. The coating of snow prevents most fires from igniting and spreading across a wide area. Still, the flames eventually come, burning away the rotting vegetation slain by the lack of moisture and winter's deep freeze.

The warm, moist months are better known as the growing season, whereas the colder, drier months are referred to as the dormant season. Farmers working the land sow their seeds at the beginning of the growing season and harvest their crops at the onset of the dormant season. This is especially true with cereal grass plants such as wheat, rye, barley, rice, corn and oats. In spite of the bitter cold winters and moderate rainfall, the temperate grassland's soil is slightly deeper and more fertile than the warmer savanna's thin, arid earth. This is particularly true on the prairies where the warmer and moister climate is more conducive to growing than the cooler and more arid steppes. During the dormant season, some plants succumb to the lack of moisture and the frigid temperatures. The decaying organic matter adds another layer of topsoil to the already nutrient rich dirt. This is especially true when grasses die. Their complex, subterranean network of roots rots beneath the surface thus increasing the soil's fertility. The decomposing plant matter also maintains a firm grip on the surrounding earth, which prevents it from drying up and blowing away. As long as the ground remains undisturbed, the land retains its stability and productivity; however the farmer's plow frequently sunders the unseen bonds holding the soil together. Unless properly irrigated and maintained, the rich earth can turn into worthless dust during periods of extended drought, as exemplified by the Dust Bowl that devastated the North American Plains during the 1930s. Likewise, men hew the trees in neighboring forests in an effort to transform the former forest floor into arable land. Success demands several years of careful planning and fertilizing to build up the ground's topsoil layers, yet permanent conversion ultimately depends upon climactic factors outside of humanity's control. Without man's intervention, the land may revert to forest over time or turn into grassland under the right conditions.

Grasses coexist better in the temperate grasslands than they do in the savanna. Naturally, some thrive in the warmer and moister prairies, while others prefer the colder and drier steppes. The slightest variations in temperature and rainfall frequently determine where a particular species grows best. Prairie grass can reach a staggering height of 10 feet, though most varieties average between 6 feet and 8 feet in height. Mixed in among these conventional types of grasses are the wild varieties of important food staples such as wheat and barley. Other important cereal grasses including oats, rice, corn and rye flourish in this fertile soil. Flowering plants also take root in the prairies. Most notable among these are some members of the legume family such as clover and alfalfa. On the other hand, the grasses encountered on the steppe are much shorter. The tallest grasses, often located in areas bordering forests, stand approximately 4 feet above the ground. Most other grasses grow to a maximum height of 2 feet. The few flowering plants found in the steppe generally bloom during the early spring. In spite of the inroads made by several types of flowering plants, grasses still dominate other forms of plant life in the prairies and the steppe.

Winter is an inevitable fact of life in the temperate grasslands, and the creatures that call this place home must adapt to their environment in order to survive. Bison, also known as buffalos, are probably the best known of the large herbivores that inhabit the lush prairies, and they make an ideal example to demonstrate this important principle. The massive beasts grow thick, dark brown, shaggy coats to insulate their bodies during the frigid winters. They also use their enormous, furry heads as a makeshift snowplow, allowing them to eat the dormant grasses that lie beneath the white coating covering the ground. As spring approaches, they shed their winter coat and replace it with a lighter brown coat that is better suited for tolerating summer's oppressive heat. Other animals cope with the changing temperatures in different ways. Some ride out the winter in subterranean burrows. The underground lair may be as simple as a hole in the ground, or it can be as massive as the prairie dogs' elaborate network of tunnels and chambers with multiple entrances. Larger herd animals huddle close together to preserve body heat and give them some protection against the frigid winds that howl across the plains.

Humanoids must also adapt to the changing seasons. How they do so depends upon whether they lead a nomadic or sedentary lifestyle. The prairie's hunter-gatherers live in portable shelters that consist of leather panels wrapped around retractable wooden frames. These hardy individuals spend their days in close pursuit of the migratory, herd animals that they hunt. They usually prey upon large game beasts such as bison, caribou and deer, though they are not averse to feeding on birds, rodents and smaller predators if left with no other choice. In addition to procuring meat, these nomads also harvest wild grains, fruits and vegetables that they use to make flour and meal.

These men and women roam the land as large family units that may number in the hundreds. They also loosely affiliate themselves with distant relatives living and hunting on neighboring lands. Despite rarely establishing any permanent roots, these nomadic people can be extremely territorial, especially when it comes to fending off rivals encroaching on their hunting grounds. Many migratory animals follow the same trail year after year; therefore, a territory that overlaps with the beasts' preferred route is highly sought after and coveted by hungry nomads. Territorial disputes sometimes end in violence, and blood feuds between rival groups can last for decades and even centuries.

Sedentary farmers dwell year-round in permanent shelters crafted from wood, thatch and other natural materials. Men work the land, planting seeds for their crops at the first signs of spring and harvesting their yields at the onset of the dormant season. In addition to growing cereal grasses, legumes and vegetables, many plains dwellers also raise livestock for milk, wool, leather, bone and meat. These animals graze on the bountiful grasses under the watchful eyes of their owners. For the most part, sedentary residents are self-sufficient. They have enough stored grain and livestock to outlast severe droughts and famines. This allows farmers to sell their surplus food and goods to others. Villages, towns and even cities spring up close to these agricultural centers to facilitate the trade of these vital commodities and to protect the citizens from would-be thieves and marauders. Of course, water is a necessity for farmers and townsfolk alike. The shrewdest architects build their settlements close to potable and navigable waterways. Cities usually develop near riverbanks and lakebeds that can accommodate commercial vessels.

Individualism runs deep among the inhabitants of the temperate grasslands. As the saying goes, "all politics are local," and the overwhelming majority of citizens have no interest in what happens 10 miles from their door, let alone across the vast breadth of the plains. In spite of their ability to feed, arm, equip and house large populaces, these communities are extremely insular and often completely apathetic about the prospects of nation building. The concept of taming and conquering vast swaths of territory is thoroughly unappealing and fruitless in their eyes. Surprisingly, the nomadic peoples are more apt to carve out an empire of endless grass than their sedentary, urban counterparts. The reason is rather simple: Nomads take whatever they need from those who already have it. This is especially true on the steppe, where vital resources are scarce and thus in greater demand. In fact, nomadic steppe people

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under the command of Genghis Khan carved out the largest contiguous land empire in human history, though his hard-won kingdom fragmented shortly after his death. While urban dwellers are bound together by commercial necessity and mutual convenience, the bonds of blood, kinship and desperation tie the migratory hunter-gatherers together.

Temperate Grasslands Campaign The temperate plains offer a good mix of wilderness and urban

adventuring opportunities. The untamed prairies and steppes are vast open spaces subject to the ever-changing whims of the savage beasts and hardscrabble nomads that constantly roam these lands in search of greener pastures. For those endeavoring to make their mark on this domain, it is practically impossible to do so without first taming the iconic symbol of these lands — the horse. Children are born and bred in the saddle and learn to fight from horseback at an early age. The temperate plains' fortunes are shaped by the ability to maneuver and attack in unison with a trusted steed. Fortunately, these skills are not always needed, as most residents harmoniously coexist with the land and each other. Still, some men and monsters exhibit no reverence for nature or their fellow man. Instead, they take what they want from others regardless of the consequences. In the absence of any governmental authorities, innocent civilians frequently turn to adventurers to protect them from raiders and brigands terrorizing their lands. In addition to human adversaries, heroes also battle against aggressive humanoids such as orcs and goblins, as well as predatory beasts and herd animals such as hyenas, dire lions and buffalos. Monstrous humanoids and other intelligent foes also stalk the tall grasses and abandoned camps in search of sentient prey.

Adventurers making their way in the villages, towns and cities scattered throughout the temperate plains face similar perils. Dark forces lurk behind closed doors in the halls of power and the depraved underbellies of these settlements, though they hatch their schemes and plots with more subtlety than the brazen marauders harassing passing travelers. Rare, exotic and illegal goods can also be bought and sold through the same illicit channels typically doubling as a legitimate business. An air of suspicion always accompanies newcomers; therefore, the average citizen usually keeps information about black markets and nefarious services close to the chest when dealing with strangers. In addition to the materials available within inhabited locales, abandoned settlements typically harbor vile secrets and forgotten treasures left behind in the haste to escape a long forgotten apocalypse.

Malevolent men and creatures are not the only dangers in the grass and grain fields. Weather on the temperate plains is harsh and fickle. Adventurers seeking fame and fortune must be prepared for nature's furious and sometimes unpredictable wrath. Hot, humid summers wither the hardiest warriors, and frigid winters literally chill the stoutest souls to the bone. Tornados destroy anything in their path and can even level a city in minutes. The fierce winds and blinding snow of a prairie blizzard can halt a giant in its tracks. A single lightning strike can transform a peaceful pasture into a roaring blaze in a matter of seconds. Plains adventurers soon discover that nature cannot be controlled.

Water

Drought is a constant fear and reality in the grasslands. Even under the best of circumstances, precipitation is generally scarce during the dry season, especially in the steppes. Weather offers no guarantees. Sometimes, rainy seasons come and go with little or no precipitation. The problem gets exponentially worse for every year that passes without enough rain to replenish the waters lost to evaporation and consumption. Whenever the rains fail to come, the shortage places an incredible strain on the available water resources. No area feels the effect more dramatically than the large cities and towns that depend upon water to quench their residents' thirst and also irrigate the surrounding fields that provide the overwhelming majority of the community's food supply. Prudent civic planners and farmers ideally plan their settlements with water needs foremost on their minds. Though this would seem to dictate developing villages, towns and cities along riverbanks and lakebeds, this course of action has its own set of problems. Flash floods from torrential downpours and rapid snow melt are just as much of a reality on the plains as drought, particularly in nearby low-lying areas. To avoid such a catastrophe, architects construct the settlement's infrastructure in an elevated location close enough to draw water from its source, but high enough and far enough away to avoid damage from flooding. Engineers must strike a careful balance between giving the residents easy access to water while ensuring public safety.

Rivers and Lakes

Grasslands are generally located on the continent's interior, a great distance from the oceans. Rivers and lakes are an important water source and means of travel for settlers. The largest rivers and lakes are generally found in the savannas, which receive more precipitation than the prairies and steppes. For instance, the African savanna's largest lakes, Lake Tanganyika and Lake Victoria are considerably larger than any lakes in the Great Plains and the Eurasian Steppe. Lake Victoria is also a source of the Nile River, which is generally considered the longest river in the world. Rivers and lakes in the savanna accumulate much of their water from direct precipitation and lie in valleys encapsulated by mountain peaks. Small vessels can navigate most parts of these rivers, bus some areas are too shallow and rocky to negotiate without risking damage to the boat. When the dry season comes, predators gather near these narrow straits and wait for the migrating herds to ford the treacherous waters. Once they spot suitable prey, the beasts charge toward the herd, sending the entire throng of animals into a mad panic that crushes and drowns far more escaping animals than the hunters do.

Most rivers in the prairies and steppes originate in adjacent mountain ranges or are tributaries of a much-larger river. This is particularly true in the case of temperate grasslands forming on the lee side of a mountain range emulating the rain shadow effect. Runoff from melting snow high atop the peaks accounts for most of the river's water content. An



individual river's navigability depends upon precipitation totals. If the annual rainfall is at or above its annual average, the waterway's entire length is usually navigable. Otherwise, large portions of the river are too shallow for vessels larger than a rowboat. Riverbanks and lakebeds are also important to plains settlers, because they are usually the only locations where trees grow. Wood is necessary to build shelters, weapons and other tools. Lakes found in the prairies and steppes are considerably smaller than those in the savanna and are used predominately as a source of drinking water and irrigation rather than commercial interests.

Aquifers

In the absence of a surface lake or river, settlements and farms sometimes rely upon underground rivers and aquifers to meet residents' needs. As an example, vast areas on the Great Plains rely almost exclusively upon aquifers to irrigate their crops. Because they not are readily visible, successfully locating an aquifer is a bit of a challenge. If one is present, a PC detects the aquifer with a successful DC 20 Knowledge (geography) check. Finding an aquifer is only the first part of the equation. Water sinks to its lowest level, so a pump or a well must be used to bring the water to the surface. For this reason, engineers build settlements that rely upon an underground water supply in a low-lying area close to the subterranean reservoir.

Watering Hole

The term watering hole does not describe an actual body of water, per se. The watering hole itself may be an accessible riverbank, a lake or a small pond. The term is used to describe an area where numerous animals come to drink from and bathe in the refreshing waters, particularly during the dry season when water is scarce. The breathtaking scene of watching hundreds and even thousands of animals gather around a small, blue oasis is one of the savanna's most indelible images. It is also one of the tropical grassland's most dangerous places. Predator and prey alike need water to survive, forcing the opposing factions in close proximity to each other. Even a sudden flinch from a thirsty lion can trigger a mad stampede. Adventurers approaching a watering hole must do so with extreme caution to prevent attracting unwanted interest from a hungry predator or setting off a mass panic among the nervous prey animals. To make matters worse, pathogens frequently lurk in the watering hole's stagnant liquid.

CHAPTER 2: PLAINS TRAVEL

Plains Travel

Travel across the plains frequently evokes iconic images drawn from classic Western movies and history. Whenever the thought first comes to mind, many envision a pitched battle between mounted bandits and the defenders of a horse-drawn stagecoach desperately trying to outrun one another as they barrel across the short grasses. Some watch in awe as cavalry archers under the command of the legendary Genghis Khan charge across the Mongolian steppe and fire arrows at their terrified enemies. Still others see the lone rider deftly maneuvering his trusted steed through the tall grass and across the shallow rapids in a frantic dash to warn others of an impending attack from hostile invaders. As the preceding images demonstrate, it is practically impossible to imagine trekking across the untamed grasslands without the horse. Though the horse plays a prominent role in plains travel, it is not the only means of journeying across the vast expanses. The mode of transport frequently depends upon the trip's purpose and the terrain. Leading a flock of sheep across the steppe in search of fresh grass is easily accomplished from horseback. Fording a raging river while mounted is almost a sure way to drown. Experience has taught the grasslands' residents that every situation is different, and those that succeed must adjust to overcome unique and unexpected obstacles.

Many plains dwellers, particularly in the steppes and savannas, lead a nomadic lifestyle, so travel is an integral part of their existence. Steppe peoples are constantly on the move. Animal husbandry is a way of life in this environment, and those that tend to the flocks must sate their livestock's voracious appetite. A hungry herd can devour an entire field in a single day, necessitating relocating the animals to greener pastures on a continual basis. Likewise, the dry season forces the savanna's hunter-gatherers to follow their migratory prey and locate new fresh water sources along with burgeoning fields of wild grain and ripened vegetables. Their long, circuitous journey often crosses tumultuous waterways and brings them in close contact with the animals they hunt and the fearsome predators that follow in their footsteps as well. The prairie's fertile farmlands attract a continuous influx of new settlers looking to build a better life on the rough and tumble temperate grasslands. These newcomers frequently travel great distances searching for the ideal tract of land to plant their seeds and build their new life. Though many establish permanent roots in this biome, they frequently sell their surplus of food products to local vendors and merchants from far-flung lands. The humanoids that inhabit the tropical and temperate grasslands likely travel more than the inhabitants of any other environment.

Trails

In spite of the fact that grasslands present few natural barriers to travelers, explorers frequently develop a preference for a particular route as they make their way across the vast plains. Though these roughhewn, dusty trails would not be considered roads in the traditional sense, they still serve their intended purpose — to provide a safe and efficient means for transporting people and goods through the uncharted wilderness. In many instances, these trails run parallel to the rivers and streams that bisect the land. Their close proximity to water



is not an accident. The men and animals that traverse the grasslands need water to survive. While a handful of men can carry enough water to complete their journey with relative ease, transporting enough water to quench the thirst of several hundred cattle, sheep or horses is completely impractical. The same waters that nourish man and beast alike also pose the greatest natural obstacle to those venturing across the plains.

Crossing a treacherous river with a herd of animals, a horse-drawn vehicle or a frail person requires tremendous bravery and skill. Few attempt the harrowing feat. A single misstep can subject the errant trespasser to one of the waterway's lethal currents and drag the creature to a watery grave. In the case of social animals, a frightened beast can send the entire herd into a mad panic as the terrified animals battle the current and each other to find firm footing on dry land. Bridges are rare, because width tends to be a greater challenge than depth. Spanning a 100-foot-wide river is an expensive proposition requiring enormous financial resources as well as tremendous amounts of men and materials. Whenever a trail fords a stream or river, it usually does so as the most navigable location rather than the seemingly more logical shallowest point. This is highly advantageous on the most heavily traveled trails, where industrious boatmen ferry passengers from one bank of the river to the other. In the absence of any available watercraft, finding a negotiable path across a straight, wide and shallow point or a location where the river breaks into several channels is usually a better proposition than exclusively looking for the narrowest and shallowest spot, which often has dangerous, swirling currents containing hidden debris.

Trails link humanoid communities together. Like the debate about the chicken or the egg, it is sometimes difficult to tell which came first — the trail or the settlement alongside it. Most trails are manmade, so the answer depends upon who first blazed the trail. Did the villagers or townsfolk create the trail to facilitate travel to a nearby location or did someone establish the settlement in order to accommodate the needs of passing travelers on the nearby trail? In either case, practically every permanent settlement has at least one trail passing through the center of it.

The following tables represent the percentile chance of encountering a settlement while traveling on a trail in a savanna, prairie and steppe. (Cities are not included on the table, because they are large enough to generally appear on a map of the immediate area.) The "Movement" section of Chapter 7 of the *Pathfinder Roleplaying Game Core Rulebook* indicates that creatures can travel through the plains without impediment on a trail and at three-quarters speed through trackless areas. (See the upcoming section **Are Plains Plain?** for details regarding movement through these areas.) The GM should consult the table every 24 miles, which is the amount of ground that an unencumbered man can cover in a single day on the trail. Naturally, creatures that move faster than 30 feet may require the GM to consult the table more than once over the course of the day, and those that move slower may roll on the table every other day instead. The GM should attempt only one roll for each 24-mile interval.

Table 2-1: Settlement in a Prairie

Settlement Type	PercentageChance of Presence
Thorp/Hamlet	01–25
Village	26–45
Town	46–60
No Settlement	61–00

Table 2-2: Settlement in a Savanna

Settlement Type	Percentage Chance of Presence
Thorp/Hamlet	01–20
Village	21–30
Town	31–35
No Settlement	36–00

Table 2–3: Settlement in a Steppe

Settlement Type	Percentage Chance of Presence		
Thorp/Hamlet	01–15		
Village	16–25		
Town	26–30		
No Settlement	31–00		

Blazing a Trail

Trails are born more than they are made. Pioneers exploring the wild grasslands almost never devise a deliberate plan of how they intend to get somewhere. Instead, they set foot into the wilderness with nothing more than a vague idea and an intended destination in mind. The land then dictates how they get there through trial and error. Trails mimic the laws of electricity. They normally follow the path of least resistance. Naturally, flat land near a plentiful water supply and lush, short grasses makes the best terrain, but nature is not obligated to accommodate humankind. Rivers, lakes, tall grasses, hills, gradients and other natural and manmade obstacles frequently stand in the intrepid explorer's way. Whenever these barriers confront the bold pioneer, he must use his ingenuity and experience to devise a feasible solution.

The easiest option is to go around the impediments, but efficiency and simplicity are important considerations in making that decision. Taking travelers 20 miles out of their way to avoid a vast tract of tall grass is grossly inefficient in comparison to using a controlled burn to carve a negotiable path through the high vegetation. Likewise, there are instances where rivers and streams can and should be crossed out of necessity rather than completely avoided. Trails must also be easy to follow in order for people to use them. It is very easy to get lost or stuck on a meandering route filled with switchbacks and steep inclines, which defeats the purpose of blazing the trail in the first place. Roads are not made from cobblestone and macadam. Over time, the passage of men and beasts beats the ground into submission and creates a well-worn, dusty trail that is readily visible to the naked eye even from afar. Though some contain periodic signposts and landmarks, they are primarily constructed from extensive use by living creatures.

Fields of Gold

Trails create opportunities. They take downtrodden farmers searching for a second chance to virgin farmlands they can call their own. They beckon shepherds and their flocks to greener pastures, and lead merchants to newfound markets in distant lands. Others follow in the footsteps of immense herds of prey animals on their endless search for food. Trails are the glue that hold civilization together even in a land dominated by vast fields of green and gold. This is especially true as it relates to neighboring domains. Though the grasslands produce an abundance of grain, meat, precious metals and gems, other important commodities are in high demand and short supply. Foremost among these are wood and salt, two goods respectively found in abundance in the adjacent forests and deserts. Trails allow suppliers to reliably transport their merchandise without incurring extensive delays caused by getting lost or following a circuitous and even dangerous route across the uncharted wilderness. In addition to connecting the people and products of the plains to foreigners, travelers hailing from the forests and deserts also establish overland trails across the grasslands connecting them with one another. For instance, the Great Silk Road that crossed the Eurasian steppe facilitated trade between the Mediterranean world and the exotic markets of the Far East.

Trails are also used to transport animals and information in a fast and dependable manner. The dry season renders much of normally edible plant life inert and worthless, so farmers must frequently relocate their herds to greener pastures or quickly transport their livestock to larger settlements for slaughter. Animals, especially domesticated ones, are generally fearful of water and any changes in their routines. Avoiding perilous treks across

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waterways and unfamiliar routes makes it safer and easier to move large herds without incurring substantial resistance from the animals and casualties along the way.

News also travels quickly along the trails, especially when they are combined with horse relay stations. Though most people are familiar with the Pony Express from the American West, the Persians and the Mongols had a mail delivery system that predated the Pony Express by more than 500 years. Fresh horses and riders would be stationed at varying intervals along the trail. As one rider galloped into the station, he would pass his message off to a new rider who would then repeat the process at the next designated interval. This system allowed messages and correspondence to move much faster than relying upon one person and one horse to carry the message the entire distance.

The passage of valuable goods and information along these trails attracts the unwanted interest of bandits and highwaymen. Unfortunately, the tall grasses that border many trails offer ideal ambush sites that these ne'erdo-wells use to their advantage. In the absence of any strong, centralized governmental authority, the responsibility for keeping the roads safe usually falls to the local citizens and private enterprises that use these routes to relocate their herds and ship their wares to markets. Few farmers and merchants have enough time and energy to deal with these problems themselves; therefore, they frequently hire adventurers to patrol the roads and bring the perpetrators of any crimes committed on the trails to justice. Of course, the exact parameters involved in dispensing justice to criminals are often left to the adventurers' imagination. Small villages, towns and individual merchants rarely have the logistical and financial means to incarcerate prisoners for extended periods of time. They generally prefer that adventurers mete out their concept of "frontier justice," which may consist of anything ranging from summary execution to a stern warning. Most punishments fall somewhere between these two extremes.

Traveling Plains Trails

Plains travelers generally view trails as a guide through the feral grasslands rather than an absolute necessity. Shepherds, farmers and merchants alike commonly seek out the road less traveled and make their own way across the fertile landscape only to once again converge with the well-worn trail miles down the road. The reasons for doing so vary. A rash of robberies on a particular stretch of trail may convince some to avoid the area for the time being. Others may try their luck at finding a verdant field of green grasses for their livestock some distance away from the beaten path. A few brave souls may even attempt to blaze a new trail across trackless ground en route to their final destination. In the end though, the majority opts for familiarity over the unknown.

Trails are vital for vehicular traffic. Men and horses fare well walking and striding across the open plains. The same cannot be said for covered wagons, carriages and stagecoaches. These vehicles are best suited for a flat, trampled-down surface and are easily jostled and damaged when rolling over uneven terrain. A large stone or a hidden depression may shatter its fragile wheels or even overturn the vehicle and destroy it. Likewise, water and mud also impede the vehicle's movement and can easily bring the entire contraption to a screeching halt. Drivers almost always stick to the roads, which also makes the vehicle an easy target for brigands and thieves. To deter would-be robbers and protect their valuable cargo, an armed contingent usually accompanies the shipment for the entire trek. While merchants can afford this luxury, settlers and pioneers headed for greener pastures are not as fortunate. Most cross their fingers and pray for the best on the perilous journey. Those who can afford it may pin their hopes on adventurers to safely guide them to their new life.

Roads Untraveled

Trails are primarily designed with long-distance commercial traffic in mind rather than short jaunts through the grasslands. Hunters are not going to find prey animals waiting for them on the side of the road. Farmers and shepherds looking for new arable land and fresh fields are unlikely to find unclaimed territory next to a trail. Some endeavors necessitate traveling off of the beaten path and across the untracked plains. In general, the land itself does not pose any significant obstacles to explorers. Tall grasses impede movement and obscure vision, but navigating a path through the vegetation merely requires extra work. The peril lies with what is hidden within the tall grasses. Predatory beasts and monsters frequently lurk behind the amber and green façade, where they patiently wait and watch as their unwitting victims draw closer to their ideal ambush site. In the blink of an eye, the attacker crashes through the stalks of grains and pounces on its startled prey. Rivers present a similar dilemma. Crossing the river is generally not a necessity, but it can be extremely dangerous for those that choose to do so. In addition to contending with the treacherous currents and murky depths, hungry crocodiles and alligators troll the muddy waters and savagely bite any creature that strays too close to the water's edge.

Animals and monsters are not the only creatures that use camouflage and deception to slay their quarry. The humanoid hunters that stalk the wildebeests, gazelles, buffalo and the grasslands' other large herbivores also use the untamed terrain to their maximum advantage. In addition to blending in with the tall grasses and remaining downwind of their target like most other predators, men can learn a great deal from the grasses. Many migratory animals follow the same paths year after year, so a trampled-down patch of grass may indicate the herd's annual route. This is especially true in areas with heavy undergrowth. If a herd passed through a cluster of contiguous squares with heavy undergrowth within the last year, characters attempting a Perception check to locate tracks or a Survival check to locate and follow tracks gain a +4 bonus to their check. Likewise, a field reduced to stubble is another indicator that a large group of animals recently grazed in a particular area. A successful DC 15 Knowledge (nature) check determines whether animals damaged the plants or other causes, such as disease, drought and fire, are responsible for razing the field. If the check is successful, and tracks are in the area, PCs searching the area gain a + 2 bonus to Perception checks to locate them and Survival checks to locate and follow the tracks leading into and out of the area. The preceding bonuses are in addition to rather than in lieu of the DC modifiers that appear in the "Survival" section of Chapter 4 in the Pathfinder Roleplaving Game Core Rulebook. The grasses sometimes have a tale to tell for those who know where to look for it.

Plains-dwellers often quip that "the common man commonly stays on the well-worn trail and remains common, while the extraordinary man blazes his own trail and becomes the stuff of legends." Whether or not one believes the adage to be true, adventurers seeking adulation and fortune in this rough-and-tumble world must stray from the beaten path and make their unique mark on the world in places where others fear to tread.

Are Plains Plain?

For gaming purposes, tropical and temperate grasslands are generally lumped together and categorized as the plains. (The "Plains Terrain" section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook* discusses farms, grasslands and battlefields.) Though prairies, savannas and steppes are properly classified as grasslands, they also differ from one another in many important ways that necessitate additional details about their impact on movement.

The table below describes in general terms how likely it is that a given square has a terrain element in it.

Table 2-4:	Terrain	Elements	on	the	Plains
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	Prairie	Savanna	Steppe
Typical Trees	—	5%	—
Light Undergrowth	40%	30%	15%
Heavy Undergrowth	15%	10%	5%

Cultivated land in any grassland may be treated as a farm (see the "Plains Terrain" section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook* for details). The effects of trees, light undergrowth

and heavy undergrowth are first described in the "Forest Terrain" section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*.

When determining movement through trackless grasslands, the GM should adjust movement rates in accordance with the prevailing terrain. It is appropriate to allow characters to move at three-quarter speed through trackless areas dominated by short grasses. Adventurers blazing a trail through trackless areas dominated by tall grasses, i.e. grasses tall enough to impede vision, move at half speed. Though short grasses generally do not impede movement, the reduction to speed is based upon the presence of natural obstacles on trackless terrain that are not normally encountered on roads and trails. These obstacles include streams, inclines and patches of tall grass.

Modes of Travel

Perhaps no other environment is as conducive to travel as grasslands. This lush biome has enough vegetation and water to support men and beasts alike for a long journey, but not enough to impede progress on most occasions. Steep hills, sharp declines and muddy earth are rare obstacles. Trees and other immovable objects are few and far between. These stomping grounds are ideally suited for most creatures, but no animal has had a bigger impact shaping this land's destiny than the horse. The horse singlehandedly altered the outcomes of wars, opened the wild frontiers for exploration, and facilitated trade between distant lands. It is impossible to imagine what the plains would be like without this remarkable creature.

Horses

Humanity's domestication of this noble creature indelibly changed the fortunes of those aspiring to make their mark on the plains. This is especially true in the temperate grasslands where cavalry soldiers reign supreme, as exemplified by the Mongols' conquest of vast territories in Asia and Europe during the Middle Ages. The flat, open terrain and firm earth are perfectly suited to accommodate the horse's many combat applications. Though deserts lack natural obstacles, the loose, shifting sands, undulating dunes and scorching heat limit the animal's ability to function in that hot environment for more than brief intervals. Likewise, the forest's abundance of trees and soft, yielding ground significantly reduce the horse's speed and ability to move through the congested terrain.

Under the ideal conditions found on the plains, the horse's size, strength, speed and maneuverability give its rider a significant advantage over infantry troops. The mere sight of an armored half-ton beast charging across the field of battle at breakneck speed can shatter the fighting spirit of the average foot soldier and send the panicked warrior into a mad dash for safety. The mounted archer may be the deadliest weapon on the battlefield. Armed with his fearsome composite bow, he can fire his arrows at a target up to one mile away. An entire column of these dreaded bowmen can unleash a coordinated barrage of projectiles that could turn the skies dark on a sunny day and rain down death upon their helpless foes.

Horses also play a critical role in reconnaissance missions and communications. A lightly encumbered unit of mounted soldiers can cover tremendous amounts of ground in a few hours and provide military commanders with detailed intelligence about enemy formations, sizes, locations and movement. Perhaps the horse's greatest military advantage is its ability to transport men and equipment vast distances in a single day on the temperate grasslands. Horses are grazers, so there is no need to carry immense quantities of feed to satisfy the animal's nutritional demands. When it is hungry, it stops in a field and devours enough grass and plant matter to re-energize itself and resume the journey. Its ability to forage for food in the grasslands without incurring any significant delays further enhances its usefulness and efficiency on the battlefield.

Though most commonly associated with their combat usage, horses also perform other important tasks that warrant mention. They are commonly used as pack animals. The average horse can carry a maximum load of 900 pounds. Doing so greatly encumbers the animal, however, and slows it down. The horse's handler can reduce the animal's strain by properly balancing the weight. To do so, the character must succeed on a DC 15 Profession (porter) check at the beginning of the day's journey when he places the saddlebags onto the animal. If he succeeds, he reduces the animal's encumbrance by one category, so a heavy load becomes a medium load, and a medium load becomes a light load. He cannot exceed the horse's maximum carrying capacity, even if he succeeds on the preceding skill check.

Obviously, packhorses never travel alone and are always accompanied by their humanoid masters and armed guards charged with safeguarding the animals and the goods they carry. The entourage may include up to 50 horses walking in single file. Their human traveling partners may walk alongside them, ride atop a horse or, in the case of a wealthy merchant, sit in a luxurious carriage. Horses can also pull covered wagons and stagecoaches. These vehicles substantially increase the animals' hauling capacity, but they function poorly on rough, uneven surfaces. For that reason, they are predominately confined to trails and are almost exclusively used for long-distance travel by those who can afford such amenities. See the "Land Vehicles" section in Chapter 4 of *Pathfinder Roleplaying Game Ultimate Combat* for details regarding the usage and game statistics for these overland vehicles.

Horses also play a prominent role speedily transporting words and ideas instead of goods and wares. The fastest and most-durable animals are chosen to perform the important task of delivering correspondence to distant lands. Some do so at the direction of an individual or small group of persons, while others are part of a centrally governed mail delivery system. In either case, many treasured and sacred documents began their journey into history within the closed confines of a mounted courier's saddlebags.

Without a doubt, horses are the preferred means of travel and transport among plains-dwellers. In addition to the animal's speed, practicality and self-sufficiency, the fastest, best-mannered and most-beautiful specimens serve as a status symbol among the gentry and the ruling elite. At a minimum cost of 75 gp, the typical horse is an expensive purchase beyond the reach of the average man. A champion racing stallion or a specially trained prancing pony can cost more than 10 times that amount. Regardless of whether an individual owns a prized steed or an old nag, the horse is often a household's most valuable and loyal asset.

Taking a Ride

There are some instances where being a passenger is a better alternative than being an active participant. Instead of buying horses and procuring provisions for a long overland trek, characters may decide to leave the logistics to someone else, while they sit back and take a ride. The vehicle's operator generally charges a fee dependent upon the quality of the accommodations and the total distance traveled. The "Transport" section in Chapter 2 of Pathfinder Roleplaying Game: Ultimate Equipment provides the costs normally charged for such a trip. Adventurers have many tricks up their sleeve, and hitchhiking ranks among the oldest. In lieu of payment, a character may attempt a Diplomacy check to convince the operator to allow him and perhaps even his friends to ride for free. The Difficulty Class of the check is 10+1 for every gp the trip would normally cost. If the operator is going in the same general direction as the character, decrease the check's DC by -5. If the character's destination takes the vehicle in the opposite direction of its intended destination, increase the check's DC by +5. If the check fails, the character and his allies may not attempt to hitch a free ride from the driver for the next 24 hours.

By Hoof or by Foot

Walking is a cheap alternative to purchasing a horse, though it is generally slower and more tiring than traveling on horseback.

CHAPTER 2: PLAINS TRAVEL

Still, walking has its advantages, especially in the savanna. Men are more predictable than horses. Large predators are more commonly encountered in the tropical grasslands than they are in the temperate grasslands. The average man is unlikely to bolt and run at the sight of a charging monster or an unearthly event. More importantly, fresh grass is often difficult to find during the savanna's severe dry season. For most residents of this warm environment, the expenditures in time and energy needed to feed the animal on a year-round basis do not justify the benefits of saving travel time. In comparison, a small goat consumes far less food and water, is not a finicky eater, may be sheared for wool, provides a renewable source of milk, and can be slaughtered for meat, leather and bone in a time of extreme famine. It also costs significantly less to purchase a goat than a horse.

Shoes are an absolute necessity for those that travel by foot. The undergrowth teems with sharp edges and spines from the indigenous vegetation. In addition, the grasses hide large quantities of debris and wildlife that can injure bare feet. Sandals are commonly worn in the savannas, as their open-foot design allows more air circulation and keeps the feet cooler than conventional shoes. The seasons determine the type of footwear worn in the temperate grasslands. Sandals are appropriate during the hot summers, but the cold, snowy winters demand insulated boots that protect the extremities from frostbite.

Exotic Mounts

Horses are not the only animals used for combat and transportation purposes. Other beasts and monsters sometimes cooperate with men to smite enemies and get them and their goods from one place to another. The massive elephant is perhaps the most impressive and feared combat mount, mostly because of its enormous size. Elephants lack the speed, grace and maneuverability of horses; therefore, they are predominately used to overrun and terrify enemy forces. Perhaps the best-known use of war elephants occurred during the Second Punic War when the Carthaginian general Hannibal Barca crossed the Alps and attacked the Romans with his unit of war elephants. In addition to their roles in combat, elephants are also used as pack animals, though their enormous food and water requirements limit their usefulness to short trips rather than long journeys. Powerful rulers and wealthy aristocrats occasionally use the immense beasts as mounts in an ostentatious display of their might and vast fortune.

Oxen, neutered male cattle, are used to pull carts and haul goods over short distances, though they are better known for lugging heavy ploughs across untilled fields. It is possible to ride an ox as a mount, but its slow speed and lumbering gait make for a slow, bumpy ride. Mules, the sterile offspring of a male donkey and a female horse, make excellent pack animals, especially in rugged terrain that requires sure footing. However, they and their donkey relatives have the same food demands as the horse, making them a poor substitute for their faster and considerably stronger kin. Though they can be ridden as mounts, mules and donkeys generally cannot be combat trained.

The domesticated animals presented above are docile and accustomed to being in close quarters with people, making it relatively easy to train them as mounts and laborers. Wild beasts present a much different challenge. These creatures must be tamed before they can be used for any of these purposes. Doing so requires the handler to rear the animal from infancy and then succeed on a Handle Animal skill check to domesticate the feral creature. Humanoids have attempted to rear many animals over the generations, but the most popular mounts include zebras, lions, leopards, buffalos, gazelles and even cheetahs, as well as the dire varieties of these and other animals indigenous to the grasslands.

Presented below are two tables with the costs to purchase plains mounts and the distance they travel over the course of a single day.

These prices are for untrained animals. Combat trained mounts generally cost 1-1/2 times the normal price. The speeds are based upon traveling on the trails across the plains without risking overexertion. Travel across difficult terrain and trackless expanses may reduce these speeds, while moving at a hustle or force marching the creature may increase these speeds albeit at the risk of injuring or killing the mount.

Table 2-5: Costs to Purchase Plains Mounts

Creature	Cost
Buffalo ¹	50 gp
Cheetah ¹	160 gp
Donkey or Mule	8 gp
Elephant	1,000 gp
Gazelle ¹	45 gp
Horse	75–300 gp based upon type of horse
Leopard ¹	100 gp
Lion ¹	200 gp
Ox	50 gp
Zebra ¹²	75 gp

Table 2-6: Distance of Overland Travel Per Day

Creature	Miles Traveled	
Buffalo ¹	32 miles	
Cheetah ¹	40 miles	
Donkey or Mule	32 miles	
Elephant	32 miles	
Gazelle ¹	48 miles	
Horse	40 miles	
Leopard ¹	32 miles	
Lion ¹	32 miles	
Ox	32 miles	
Zebra ¹²	40 miles	
¹ Animal must be successfully reared before it can be taught tricks. See the "Handle Animal" section in Chapter 4 of the Pathfinder Roleplaying Game Core Rulebook for details regarding rearing animals.		

² Zebras share the same game statistics as light horses.

Rivers and Lakes

Waterborne travel is an alternative to overland travel, but it too comes with its share of benefits and drawbacks. Unlike men and pack animals, boats do not need to stop for food or rest. As long as they have a sufficient crew to man the oars in shifts, the vessel moves around the clock without interruption. When propelled by even a modest current, a boat floating downstream can travel 50 miles or more in a single day. Unfortunately, ships moving in the opposite direction do not fare as well. Rowing a large watercraft upstream is an exercise in futility. The skippers of these vessels must devise an alternate means of propulsion to combat the natural flow of water. The options include using a rotating paddle powered by a team of men or a small contingent of giants, having pack animals on shore pull the vessel upstream, creating a magical means of propulsion or fabricating a mechanical engine. Rivers and oceans experience the strongest tidal variations with their water currents and waves. These natural forces also affect lakes, albeit to a lesser degree.

Waterborne travel is a feasible alternative for transporting goods and passengers that offers significant advantages over its land-based competitors. As previously discussed, superior speed tops the list of benefits. Watercraft operators do not need to feed and care for dozens of pack animals before, during and after long journeys. In spite of the frequently cramped, overnight quarters, a large ship offers more amenities and comforts than an animal's back or even the most luxurious carriage. It is possible to relax on deck, engage fellow passengers in conversation

and even dine in style aboard the vessel as opposed to the monotony and deprivation experienced during a long, overland journey. The "Transport" section in Chapter 2 of *Pathfinder Roleplaying Game Ultimate Equipment* provides the costs normally charged for water travel.

Traveling aboard a rowboat or keelboat seems like a wondrous alternative to the drudgeries of horseback travel and walking, but it is not as idyllic as it first seems. The most formidable obstacles are finding the materials and someone with the expertise to build a seaworthy vessel. Wood is in relatively short supply in the temperate grasslands, particularly in the steppe. Plains are typically located in landlocked areas far from the oceans, so sailors and shipbuilders are difficult to find in this environment. Hence, most seagoing vessels are constructed elsewhere at great expense to the purchaser. Those that are built locally tend to be small craft requiring few materials and limited expertise to build and operate, such as canoes, kayaks and rafts rather than keelboats and rowboats. The shift toward lightweight boats is partly attributable to the lack of building materials and skilled craftsmen, but it is also linked to the navigability of the waterways themselves. Many rivers are too shallow to support bulky, oceangoing ships. Rapids are another common hazard, especially during the height of the rainy season in the savanna and after the snow melts in the temperate grasslands. The jagged rocks and rough currents rip larger vessels' hulls to shreds. On the other hand, the people manning a canoe or kayak can lift the lightweight craft out of the water and carry it overland, allowing them to safely bypass the river's treacherous sections. Of course, doing so also prevents them from transporting large quantities of cargo.

Manmade creations also pose problems for waterborne commercial traffic in particular. Men and some monsters build dams along the course of a river in order to protect low-lying areas from flooding, to increase a river's depth in particular sections or to siphon off river water to construct a reservoir for a town or city's drinking water supply. Though these projects are built to benefit the community, they often create unintended consequences that transform the surrounding landscape. A dam may accidently divert water into a populated area and destroy a settlement, or it could transform a previously navigable stretch of river into rapids, thus defeating its original purpose.

Just as highwaymen plunder valuables from those traveling by land, pirates and ruffians also troll the waters for fresh victims. Pirate ships are rare on the rivers, but they are more common than expected on large lakes. (For those interested in naval combat, *Fire as She Bears* from **Frog God Games** is a valuable resource for building and outfitting vessels, as well as for resolving combat between them.) Pirates prefer lakes over rivers for several reasons. Fewer places exist along riverbanks to hide, whereas a lake may contain numerous small islands with hidden coves and foggy areas perfect for concealing pirates and their vessels. In addition, crossing the lake by boat is a much faster alternative to circumventing the lake by an overland route that could add hundreds of miles to an otherwise short trip.

The few brigands that stalk the rivers use the terrain to their maximum advantage. One of the most common tactics involves affixing a heavy rope or a chain to an immovable object on opposing riverbanks, thus creating a barrier that prevents larger boats from passing. Meanwhile, the thieves concealed within the vegetation on each side of the river demand that the crew pay a fee to continue past their illegal tollbooth or surrender their vessel to the concealed thieves. If the captain refuses to accept their terms, the concealed thieves fire their arrows at exposed crewmembers and lob other projectiles and spells at the boat until the skipper acquiesces to the brigands' demands, the crew destroys the barrier and continues their journey, or the crew repels the thieves.

CHAPTER 3: PLAINS HAZARDS

Plains Kazards

The world's grasslands may be the planet's most hospitable environment, at least from a weather standpoint. With the exception of a few weeks during the summer months, temperatures in the savanna remain comfortable year-round. Likewise, temperate grasslands also experience comfortable temperatures for roughly half of the year, with the remainder split between three months of hot, sticky weather and three months of numbing cold. In a world teeming with life, finding food and water rarely presents a significant challenge except during the frigid winters in the temperate grasslands. Daily survival is usually not the life-and-death struggle encountered in the hot and dry desert and the frigid taiga.

Still, the plains have their share of formidable hazards. Though frequently brief, the weather events that torment the grasslands rank among the deadliest. Animal predators often lurk in the grasses waiting to pounce on their next meal. Though these ferocious beasts generally target game animals, a sick, injured or vicious predator may zero in on a humanoid meal instead. The grasslands are home to many of nature's fiercest and deadliest creatures, but they are not all renowned for their sheer brawn. Some of them, like the mosquito, are barely visible to the naked eye, but they are far more lethal than a pride of lions or even a mighty tyrannosaurus. These tiny pests are the unwitting carriers of countless diseases, including dengue fever, malaria and yellow fever. Insects and beasts are not the environment's only living threats. Bandits, outlaws and highwaymen plague the land, depriving their unfortunate victims of their valuables and on some occasions, their lives. Savage, brutish monsters always pose a danger to those that stray too far from home to traverse the wilderness. Unseen hazards frequently hide behind the façade of tranquil fields and lush waves of grain.

Overview

This sourcebook organizes the plains' major hazards into four categories: • The first category — *terrestrial hazards* — presents rules and information to adjudicate the effects of non-weather related natural dangers. These include large-scale disasters such as grass fires, black blizzards, sinkholes, volcanic eruptions and earthquakes.

• The second category — *plants* — describes the dangers caused by the native flora, particularly those with toxic properties and those able to produce widespread allergic reactions.

• The third category — *plains inhabitants* — discusses the hazards posed by the indigenous species that inhabit this biome. Men, monsters, beasts and vermin hide in the tall grasses waiting to strike any hapless victim that crosses their paths.

• The final category — *weather* — discusses the environment's most fearsome weather events such as tornadoes and blizzards, and touches upon lesser-recognized dangers such as sunburn. This section also provides tables for generating random weather effects in a savanna, prairie and steppe.

Some of these sections summarize and expand upon rules that already appear in the *Pathfinder Roleplaying Game Core Rulebook*. Others are entirely new ways to look at old and overlooked hazards encountered in the plains.

Terrestrial Hazards

Fire is the force that shapes the plains. It simultaneously destroys and renews the landscape. The charred remains of burnt tree saplings and brown grass replenish the biome's fertile topsoil with vital nutrients. As previously discussed, the flames keep trees and shrubs at bay. Without it, tropical grasslands would eventually transform into forests, while temperate grasslands would teeter between turning into forests or deserts. Naturally, grassfires are most prevalent during the dry season, as the sere, withering plant stalks reach the peak of their flammability. Yet the dry season can also bring more than fire. Poor farming practices, arid soil and wind may turn a once-prosperous farm into a massive dust storm known as a black blizzard. Besides stripping essential topsoil from productive, cultivated land, the massive cloud of swirling dirt can damage life and property. While there is no mistaking a black blizzard, sinkholes are nearly impossible to spot until it is too late. Formed by natural processes, manmade construction and the underground activities of several animals and monsters, sinkholes can turn a tract of fertile farmland or a patch of grass into an inescapable deathtrap in a matter of seconds.

Yet none of the preceding dangers compares to the raw energy released by an erupting volcano or an earthquake. Grasslands are usually not associated with either natural disaster, because plains are typically located in the continent's landlocked interior sections, far removed from major fault lines and coastal regions. Despite this perception, earthquakes and volcanoes have ravaged the grasslands throughout history. The New Madrid earthquakes of 1811 and 1812 violently shook large portions of the Midwestern United States. Any significant eruption of the world's largest volcano, the Yellowstone Caldera, would utterly decimate the steppe and prairie land just east of the fiery cataclysm. Though these events are very rare, their wrath is often felt for generations afterward.

Grassfire (CR 4)

Whether ignited by a wayward lightning bolt, intense summer heat, a camper's carelessness or a deliberate act, grassfires can start in an instant and spread across vast swaths of land in mere minutes. Buffeted by the wind, grassfires move extremely quick and do not linger in the same place for more than brief intervals. During a forest fire, it takes an extended period of time to reduce even a dry tree to smoldering ash. But desiccated grass plants shrivel and burn in a matter of seconds, forcing the starving fire to find more combustible fuel elsewhere.

The "Forest Fires" section in Chapter 13 of the Pathfinder Roleplaying Game Core Rulebook provides the details for adjudicating the effects of a forest fire. Some adjustments are needed though to accurately depict the effects of a grassfire. The flat terrain makes it relatively easy to spot a burgeoning grassfire from afar. A character who succeeds on a Perception check, treating the fire as a Colossal creature (reducing the DC by 16), can spot a grassfire from as far away as 2d6 x 800 feet rather than 2d6 x 100 feet as in the case of a forest fire. The leading edge of a grassfire (the downwind side) moves extremely quickly, traveling at a speed of 2d6x20 feet per round in light to moderate winds, 2d6 x 30 feet per round in strong to severe winds, and 2d6 x 40 feet per round when influenced by winds in excess of 51 mph. As previously mentioned, grass fires exhaust their fuel supply relatively quickly, so once a particular portion of the grasslands is ablaze, it remains so for only 2d4 minutes (1d4 minutes in the steppe) before it reduces the withered grasses and plants to fine ash, rather than burning for 2d4 x 10 minutes as in a forest fire. Lastly, characters engulfed in the blaze gain a +4 bonus to their Reflex save to avoid catching fire because of the fire's speed as its races across the plains.

Of course, the preceding discussion relates to grassfires caused by unseen forces. Characters and their enemies may intentionally or accidently ignite a grassfire while fighting on the open plains. A dropped torch, a neglected campfire, a *flaming* sword and many spells that create fire can set the grasslands ablaze. The risk of starting a deadly inferno is a significant consideration when battling foes outdoors, especially during



the dry season. As a general rule of thumb, green plants subjected to an instantaneous flame do not catch fire, whereas dried, brown plants have a 50% chance of igniting. Fires that last for 1 round or more always ignite desiccated grasses, grains and other plants. On the other hand, every round there is a cumulative 10% chance that a green plant exposed to an open flame catches fire. Once a fire starts, the wind direction determines where it goes unless the characters or their adversaries use other means, such as a *gust of wind* spell to steer the blaze in another direction. Whether caused by nature or the actions of living creatures, virtually nothing can stop a raging grassfire except perhaps a torrential downpour.

Black Blizzard (CR 4)

Fires may be attributed solely to natural causes, but the dreaded black blizzard cannot spring into existence without human intervention. Grasses have deep and intricate root systems that keep the soil in place during prolonged dry spells. Whenever farmers till the fields where the plants once grew, the plow sunders these bonds to make room for new crops to grow in their place. Though the grassland's fertile soil produces wondrous yields, farmers often forget that the biome is always one precarious step away from turning into worthless desert. Experienced farmers know that in order to prevent desertification from happening, they cannot exclusively rely upon rain to water their fields. They must use water from another source such as a nearby river or aquifer to irrigate their plants. Those that do not learn this valuable lesson helplessly watch as their crops die and the rich topsoil becomes fallow. The dusty particulates fuel the black blizzard, but one more ingredient is needed to finish the devastating concoction.

Location is another critical factor that plays into the creation of a black blizzard. The flat land's lack of obstacles and undulations makes it easy to keep a close eye on the pastures and work the plow, but it also leaves the land vulnerable to the black blizzard's catalyst — wind. Hills, trees and shrubs provide some natural protection against the wind, as do manmade barriers such as berms, stone walls and earthworks. An open, dry field with no protection against the wind is a black blizzard waiting to happen, especially when combined with unsound farming techniques. Farmers that fail to rotate their crops and leave their fields bare during the windy, winter months practically ensure the creation of black blizzards.

Black blizzards reduce vision to 1d4 x 5 feet and turn the sky so dark that it blocks out the sun, turning day into night (dim light). They smother unprotected flames and can even choke protected flames (50% chance). Black blizzards are accompanied by windstorm-magnitude winds. The fine particulates deal 1d6 points of nonlethal damage each hour to anyone caught out in the open without shelter and also pose a choking hazard. (A character with a scarf or similar protection across his mouth and nose does not begin to choke until after a number of rounds equal to 10 plus his Constitution score). A character that begins to choke also has a chance of contracting dust pneumonia, a potentially deadly disease (see the subsequent sidebox for details regarding this ailment). The dust creeps in through all but the most secure seals and seams, chafing skin and contaminating gear. In addition, there is also a 10% chance that the swirling dust generates enough static electricity to deal 1d6 points of electrical damage to anyone who suffered nonlethal damage from prolonged exposure. Black blizzards typically last for 2d10 hours and leave 2d3-1 feet of fine sand in their wake. These dusty cyclones can travel for hundreds and even thousands of miles before finally dissipating.

Dust Pneumonia

Type—disease, inhaled; save Fort DC 13; onset 1d4 days; frequency 1/day; effect 1d2 Con damage, as long as character suffers Constitution damage, he suffers a –4 penalty on Stealth checks and has a 20% chance of spell failure when casting spells with a verbal component due to excessive coughing; cure 1 save.

CHAPTER 3: PLAINS HAZARDS

As if the black blizzard's physical damage were not bad enough, its economic and social toll is far greater. Farmland ravaged by black blizzards may be rendered useless for years, forcing the resident farmers to abandon their farms and seek work elsewhere. In addition to losing their land, livestock losses are often devastating. Homeless and penniless, these migrants rarely receive a warm welcome wherever they go. It is hoped most learn a valuable lesson from the experience and realize that those who live off the land must also be its caretakers.

Volcano

Volcanoes are hardly synonymous with the plains as the mid-continental land rarely experiences the fiery eruptions that plague many coastal regions and oceanic islands that are typically spawned by volcanic activity. The few volcanoes that scar the land differ from conventional volcanoes in the fact that they may not spew lava. Instead, some eject sodium and potassium carbonate minerals at a much lower temperature than the red-hot magma commonly associated with volcanic eruptions. This unique black lava is less viscous and behaves more like water than normal lava, so it moves at a speed of 120 feet per round. Creatures in the lava's path must succeed on a DC 25 Reflex save to avoid being engulfed in it. Because it ejects at a lower temperature than other types of lava, this lava deals 1d6 points of damage per round of exposure, and 10d6 points of damage per round to creatures engulfed by it. Damage from lava continues for 1d3 rounds after exposure ends, but this additional damage is only half of that dealt during actual contact (that is, 1d3 or 5d6 points per round). This lava is extremely rare and valuable for some arcane magic practitioners because of the material's unique ability to change mineral composition when exposed to air (see Chapter 5 for descriptions of the mystical applications of pseudomorphs).

The few active plains' volcanoes are typically found in rifts formed by continental plates attempting to separate from one another. Stratovolcanoes comprise the majority of plains' volcanoes. This type of volcano appears as an inverted cone. Numerous layers of ash, rock, pumice and other volcanic debris piled atop one another give the volcano its upside-down conic shape. In some instances, the volcano's weight becomes so great that it collapses upon itself, forming a caldera. These volcanoes are extremely dangerous and are usually categorized as supervolcanoes because of their immense power. The Yellowstone Caldera in Wyoming is considered by many to be a supervolcano, and its previous eruptions were so powerful that they transformed a nearby mountainous area into the Snake River Plain. Fortunately, eruptions are infrequent and brief, but the explosion is incredibly violent. Lava ejected by the blast travels at a speed of 60 feet per round. Creatures in the lava's path must make a successful DC 20 Reflex save to avoid being engulfed by it. Lava deals 2d6 points of damage per round of exposure, but it deals 20d6 points of damage per round to engulfed creatures. Damage from lava continues for 1d3 rounds after exposure ceases, but this additional damage is only half of that dealt during actual contact (that is, 1d6 or 10d6 points per round).

Earthquakes

Like most features of the natural world, man frequently takes the stability of solid ground for granted, but at any given time nature can literally shake this belief to its very foundations. The planet's surface is not fixed or immobile. Instead, it is more like pieces of an interlocking jigsaw puzzle floating upon a sea of molten rock. The "pieces" are known as tectonic plates that are large masses of contiguous land or ocean floor that interconnect with the tectonic plates around them. The space between adjoining plates is known as a fault or a fault line. The tectonic plates are constantly subjected to the tremendous pressure exerted by the tectonic plates can no longer withstand the pressure, they shift, resulting in an earthquake. Though the vast majority of earthquakes occur along a fault line, some occur within a contiguous tectonic plate as witnessed by the New Madrid



earthquakes of the 19th century. In addition, some earthquake activity may be attributable to a hotspot, a volcanic region where the earth's mantle is inexplicably hotter than the surrounding mantle. Earthquakes in these regions typically occur in conjunction with volcanic activity. However, these types of earthquakes are the exceptions rather than the rule.

Earthquakes are among nature's most powerful forces, but they pose no real danger to someone standing out in the open unless they are literally standing atop the fault line. Otherwise, the tremor would likely knock him to the ground and disorient him for a few minutes afterward. Grasslands generally lack trees, so there is little danger of being struck by a falling tree. On the other hand, settlements are extremely vulnerable to an earthquake's devastating effects. The violent shaking can easily damage poorly constructed buildings or extremely tall structures. Earthquakes deal 20d10 points of damage to all structures subject to its effects. GMs may want to increase the damage by up to 50% for buildings located near the epicenter and decrease it by up to 50% for buildings in outlying areas. Many plains natives believe that earthquakes are the handiwork of malevolent subterranean creatures such as the derros and the drow. Whenever one occurs, calls arise for adventurers to delve into the scarred earth and bring the responsible culprits to justice.

Sinkhole (CR varies)

Geologically, the plains are less susceptible to sinkholes than most other environments. Though the grasslands typically occupy elevated plateaus several hundred and sometimes several thousand feet above sea level, there is usually not enough groundwater to erode the rock layers beneath the surface that is needed to create a naturally occurring sinkhole. Instead, manmade subterranean structures and the burrowing activity of several animals and monsters account for the plains' seeming abundance of sinkholes. Abandoned mines are another common cause of sinkholes. Over time, the support structures holding the tunnels' ceilings in place steadily rot and weaken. When they fail, the mineshaft collapses, creating a sinkhole. Faulty sewer tunnels in urban areas can also lead to the development of a sinkhole. Men are not the only creatures that delve into the earth. Ankhegs burrow just below the surface, leaving tons of displaced and disintegrated soil in their wake. Likewise, prairie dogs dig elaborate networks of tunnels and chambers. Ultimately, the rocks and dirt above these complexes slowly give way until they completely collapse under their own weight or under the weight of a creature passing overhead, such as an unsuspecting adventurer.

The typical sinkhole measures 4d6 feet in diameter and descends to a depth of 2d4 x 10 feet, though they can be larger or smaller depending upon the circumstances surrounding their creation. Terrain conducive to creating a natural sinkhole can be spotted with a successful DC 15 Knowledge (geography) check, though a successful check does not verify the presence of a sinkhole or pinpoint one's exact location. It merely tells the character that a sinkhole is more likely to be found in a given region than elsewhere. Likewise, a character moving at a normal pace can notice a potential sinkhole with a successful DC 18 Survival check. (A character not actively searching or looking for a sinkhole should be treated as if he were taking 10 on his Survival check.) Creatures that fail to detect the sinkhole walk 1d6 feet past the edge before the ground suddenly collapses. A creature can avoid falling into the sinkhole by succeeding on a Reflex save (DC 15+1 per foot beyond the sinkhole's edge). Those who fall into the sinkhole suffer the appropriate falling damage (1d6 points of damage per 10 feet fallen). The damage caused by the sinkhole determines its CR (see the "Challenge Rating of a Trap" section in Chapter 13 of the Pathfinder Roleplaying Game Core Rulebook for guidance). In general, for every mile traveled in the savanna and prairie, there is a 1% chance of stumbling across a sinkhole. Passing through areas near abandoned mines, prairie dog complexes and ankheg lairs may increase the percentage chance of encountering a sinkhole to 5%. In this case, a successful DC 20 Knowledge (nature) check spots the telltale signs of these creatures' presence in the area. There are fewer sinkholes on the steppes, so there is a 1% chance of stepping onto a sinkhole for every two miles traveled across the steppe.

Plants

Green plants are endemic throughout the grasslands. Luckily, the overwhelming majority of the plains' plant life provides more benefits than detriments. Grasses, legumes and other edible species sustain vast populations of animals and people alike, yet mixed in among the vast fields of nourishing grain are several plants with unintentional and deliberate abilities to harm other creatures. Some expel immense clouds of irritating pollen, and others develop defense mechanisms to prevent hungry animals and people from eating and injuring them.

Grasses (CR 1)

Humanoids generally do not walk into a field and eat grass. However, most herbivores, including livestock and horses, regularly do. In general, poisonous plant species have a bitter, unpleasant taste, so after a few tentative mouthfuls, the animal wisely moves on to better-tasting fare with no ill effects. Still, some varieties do not display the outward signs of toxicity such as bad taste, prickly texture and odd coloration. Naturally, these varieties are the most dangerous because the animal's keen senses of taste and smell fail to protect it from the perilous meal. Johnson grass is perhaps the most invasive of these species. Under normal circumstances, eating a healthy Johnson grass plant's leaves and stems poses little danger to livestock and horses unless consumed in extremely large quantities. However, merely chewing on an injured, wilted or frozen specimen can be fatal. Under these conditions, a chemical compound within the leaves changes, coating the plant with lethal cyanide. Recognizing the presence of Johnson grass and other plants toxic to grazing animals, such as locoweed and larkspur, requires a successful DC 16 Knowledge (nature) check, Profession (gardener) check or Profession (herbalist) check. These grasses are most prevalent in the savannas and prairies (2% chance of encounter per square mile). They are less common in the steppe (1% chance of encounter per square mile).

While the preceding grasses only pose a danger to grazing animals, other species are not as kind. Stinging grasses are the most common and painful hazard to men and beasts alike. Fine, translucent nettles cover the plant's leaves and stem and inject a weak, yet painful acid into the skin. These plants blend into the surrounding foliage, making it difficult to see them and their nettles amid the sea of vegetation. Doing so requires a successful DC 15 Perception check. Once spotted, the plants can be easily avoided. Otherwise, creatures moving through the area take 1d6 points of piercing damage and 1d3 points of acid damage per round of exposure. A successful DC 12 Reflex save halves the damage. Natural and manufactured armor reduces the piercing damage by an amount equal to the creature's total armor and natural armor bonuses, but neither armor type lessens or negates the acid damage. It takes a successful DC 27 Handle Animal or DC 22 Ride check to coax an animal through the area containing stinging grasses after it sustains damage from the plants. Stinging grasses are most prevalent in the steppe where there is a 2% chance of encountering them within a 4-square-mile area. They are less common in the prairie (1% chance) and are extremely rare in the savanna (1% chance per 25-squaremile area).

Poison Ivy (CR 2)

In many respects, poison ivy is the chameleon of the plant kingdom. It can grow as a small vine along the ground, as a shrub or as a climbing vine, making it impossible to positively identify poison ivy without a successful DC 17 Knowledge (nature) check, Profession (gardener) check or Profession (herbalist) check. Poison ivy is commonly found along the transition zones between grasslands and forests. But it also grows in open fields where it is least noticeable and more dangerous. Even if the character can identify the plant, it is sometimes impossible to see it tangled amid the neighboring grasses. In this instance, a character moving at a normal pace locates poison ivy within a mixed field of greenery with a successful DC 17

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Perception or Survival check.

Whenever the plant's leaves or stem are injured, it releases a toxic concoction of oils known as urushiol. Injury occurs whenever a creature brushes against any part of the plant. The oil clings to skin, fur and clothing, though it only irritates skin. Removing and thoroughly washing any clothing or fur that came in contact with the poison ivy plant eliminates any possibility of future contamination. If these items are not removed in a timely manner, transferring the urushiol to the skin becomes a foregone conclusion. Poison ivy causes a severe rash and blisters to develop on the skin. In spite of its ugly appearance, the rash and blisters cannot be spread from person to person unless the second individual comes in direct contact with any urushiol residue still present on the first person.

Poison Ivy

Type—poison, contact, ingested, inhaled; save Fort DC 13; onset 8d6 hours; frequency 1/day; effect 1d2 Dexterity damage, as long as the character takes Dexterity damage, it is distracted; cure 1 save

Burning poison ivy to eradicate it from a field is an incredibly bad idea. Inhaling the smoke has the same effects on the lining of the lungs as it does on the skin. In addition to the effects detailed above, inhaling poison ivy also deals 1d2 points of Constitution damage.

Ragweed (CR 2)

Ragweed is the bane of many farmers and allergy sufferers worldwide. The flowering weed is an opportunist. It lacks the hardiness to compete with entrenched grasses for nutrients, and must rely upon natural forces and living creatures to eradicate its competitors before it can take firm root in disturbed soil. Ragweed commonly appears in recently tilled or burnt fields, along riverbanks and in other areas devoid of dominant plant species. Ragweed is most prevalent in the prairies, though it can also be found in lesser concentrations in the savannas and steppes. Identifying the plant and its allergic properties requires a successful DC 10 Knowledge (nature), Profession (gardener) or Profession (herbalist) check. The plant survives for only one season, but midway through the summer until the onset of winter, its flowers open and release up to a billion grains of pollen into the air. The wind propels the lightweight, roughly spherical grains across the plains, where they can travel for several hundred miles before finally settling back to earth. As a general rule of thumb, any creature within 3d6x10 feet downwind of the plant comes in contact with its pollen.

The pollen has no detrimental effects to living creatures other than humans. Ragweed pollen may trigger a severe allergic reaction in some people. Those affected by this irritant must endure several days of the classic symptoms associated with hay fever — watery eyes, runny nose, sneezing, itching and a sore throat. Whenever the character first comes into contact with ragweed that season, he develops an allergy unless he makes a successful Fortitude save. Creatures that succeed on the initial save are immune to ragweed allergen for 1 year. If the same creature is

Ragweed Pollen

Type—disease, contact, inhaled; save Fort DC 12; onset 2d4 minutes; frequency 1/day; effect 1 Con damage, as long as a character suffers Constitution damage from ragweed allergen, he takes a -2 circumstance penalty to Perception and Stealth checks and has a 20% chance of spell failure when casting spells with verbal components because of his watery eyes and frequent sneezing; cure 1 save exposed to ragweed pollen again, and he successfully saves, that creature gains lifelong immunity to ragweed pollen.

Every day from midsummer through late autumn, a character traveling through the prairie has a 5% chance of encountering ragweed pollen. The chances decrease in the savanna (3%) and the steppe (2%).

Plains Inhabitants

Vast herds of wild and domesticated herbivores thrive on the nutrientrich grasses. Likewise, the abundance of prey animals also supports a diverse predator population. These creatures generally do not pose a threat to humanoids, but there are always exceptions. Instead, the pests that they cannot see are a far greater danger than the behemoths that are practically impossible to miss. Mosquitoes, ticks and other creatures that feed on human and animal blood transmit a host of deadly diseases to their unsuspecting victims. In many ways, the bite of a minute tick can be deadlier than a lion's bite or the horns of an enraged buffalo. However, vermin, beasts and monsters are not the only living creatures that set their sights on humanity. Outlaws and highwaymen prowl the trails, farmlands and untamed fields in search of easy marks. Some resort to simple muggings, while others stage elaborate robberies holding up horse trains, carriages and even entire towns. Though some creatures deliberately intend to cause harm to others, plains inhabitants can unwittingly wreak tremendous damage.

Mosquitoes (CR 1/4)

Every so often, the typical plains traveler experiences an unwelcome sensation. Sometimes it feels as if something is moving across his skin. Other times, there is a sudden and urgent need to rub or scratch a swollen nodule that just appeared on his skin a few moments earlier. In certain cases, the person catches the bloodthirsty thief in the act of feasting on his warm, nourishing blood. The ordeal then ends with a quick slap or flick that crushes or removes the offending creature before it causes any more damage. Other than an irritating itch and mild annoyance, most people give no further thought to the brief engagement with the unwelcome parasite. Within hours, the swelling and redness subside, and the interlude becomes a distant memory. In most cases, this attitude is justified; however, there are rare instances where the pest leaves more than a passing mark on its unwitting host. Instead, the insiect's bite or proboscis transmits a virulent disease to the unsuspecting victim. Mosquitoes and ticks are the two creatures most responsible for spreading contagions in this manner.

In the real world, mosquitoes easily kill more people than all other non-sentient creatures combined. They have spread numerous diseases from antiquity through the present with malaria likely being the deadliest. Mosquitoes thrive in warm, humid environments, so they are most active in the savanna where the year-round warmth and abundance of animal and human hosts provides the ideal environment for feeding themselves and their offspring. Mosquitoes that live in the prairies and steppes hibernate during the long, cold winters. Female mosquitoes deposit their eggs in stagnant water. Small ponds, puddles and even manmade rain collection devices are ideal locations for mosquito larvae to feed and grow. Larvae that reach adulthood perpetuate the reproduction cycle, allowing the insects to multiply at staggering rates.

The *Pathfinder Roleplaying Game Bestiary 2* presents versions of the mosquito swarm and the giant mosquito. Likewise, **Frog God Games'** *The Tome of Horrors Complete* also includes a version of the giant mosquito. The giant versions are designed for characters to physically battle against these individual creatures or a swarm of them. An ordinary, solitary mosquito poses no combat threat whatsoever to even the tiniest and feeblest character. A flick of a finger is enough to kill the pest in most instances. Still, the common mosquito can inflict tremendous damage to even the mightiest warrior. The following table details the daily chances of encountering a disease-carrying mosquito based upon the grassland type and time of year. The GM can and should interject encounters with non-disease carrying mosquitoes to increase the characters' fear and paranoia of these pests.

Table 3-1: Daily Percent Chance of Encountering Disease-Carrying Mosquito

	Spring	Summer	Autumn	Winter
Prairie	01–03	01–05	01–02	—
Savanna	01–06	01–10	01–04	01–02
Steppe	01–02	01–03	01	_

Characters that encounter disease-carrying mosquitoes do not automatically contract a contagion. Adventurers may take preventive measures against these insects, including the use of mosquito repellents and mosquito nets (see **Chapter 5** for details regarding these items.) Mosquitoes are typically most active at dawn and dusk, so characters that protect their exposed skin and sleeping quarters are less likely to get bitten than those that take no precautions. Still, there are no foolproof ways to completely avoid any exposure to these creatures other than completely covering a person's entire skin, which is rather impractical.

Characters that run into a disease-carrying mosquito have two chances to avoid becoming infected by the unwelcome pest. They can spot and kill it before it strikes or detect its presence before it gorges itself on blood. Naturally, the first option is more difficult. Characters spot an approaching mosquito with a successful DC 26 Perception check. Unless the character is actively searching for something, the character is considered to be taking 10 on the check. If the check succeeds, the character kills the mosquito with a successful unarmed strike attack against AC 8. (Attacking in this manner does not provoke an attack of opportunity against the character.) If the attack misses, the mosquito flies away, but there is a 50% chance that it returns 1d4 rounds later. Each missed attack gives the mosquito an opportunity to hide, meaning the character must succeed on another DC 26 Perception check to locate the flying pest after a miss.

Mosquito-transmitted Diseases

DENGUE "BREAKBONE" FEVER

Bite—disease, injury; save Fortitude DC 14; onset 1d4+3 days; frequency 1/day for 1d6+1 days; effect 1d4 Dexterity and 1d2 Constitution damage, as long as a character suffers Constitution damage from dengue fever, he is fatigued; cure 2 consecutive saves.

ENCEPHALITIS

Bite—disease, injury; save Fortitude DC 12; onset 2d4+2 days; frequency 1/day for 2d4 days; effect 1d3 Wisdom damage, as long as a character suffers Wisdom damage from encephalitis, he is confused; cure 1 save.

FILARIASIS "ELEPHANTIASIS"

Bite—disease, injury; save Fortitude DC 12; onset 3d6 days; frequency 1/day for 4d6 days; effect 1d3 Dexterity damage, as long as a character suffers Dexterity damage from filariasis, he is slowed; cure 2 consecutive saves.

MALARIA

Bite—disease, injury; save Fortitude DC 13; onset 1d3 days; frequency 1/day; effect 1d3 Constitution and 1d3 Wisdom damage; cure 2 consecutive saves.

YELLOW FEVER

Bite—disease, injury; save Fortitude DC 14; onset 1d4+2 days; frequency 1/day for 3d4 days; effect 1d4 Constitution damage; cure 2 consecutive saves. An undetected mosquito lands on the character's exposed skin, inserts its proboscis into the epidermis and begins feeding. Though the insect secretes an analgesic designed to numb the area to avoid being caught in the act of stealing blood, sensitive individuals may still detect its presence through a one- or two-step process. A successful DC 11 Fortitude save negates the analgesic's effect on the character, allowing him to feel the mosquito's proboscis burrowing into his skin. A successful DC 16 Perception check is then needed to actually spot the mosquito before it gets its fill of blood and flies off in search of another host. Because the mosquito is now stationary, an unarmed strike against AC 0 is all that is needed to kill it. (Again, attacking the mosquito does not provoke an attack of opportunity.) Creatures that fail the Fortitude save notice the mosquito with a successful DC 26 Perception check before it detaches itself and flies away to find another victim.

Even if the character kills the mosquito in the act of feeding, the character must still succeed on a subsequent Fortitude save to avoid contracting whatever disease the pest carried. Killing the mosquito grants the character a +2 bonus on the Fortitude save. If the character killed the mosquito and succeeded by 5 or more on his initial Fortitude save, that individual gains a +5 bonus on his Fortitude save. Likewise, a character that killed the mosquito and succeeded by 10 or more on his initial Fortitude save gets a +10 bonus on his Fortitude save to avoid contracting the disease. These preceding bonuses do not stack. The following table may then be used to determine which disease the mosquito carries based upon the season and type of grassland. The sidebox provides details about the possible diseases.

Table 3-2: Disease Transmitted by Mosquito

	Dengue Fever	Encephalitis	Filariasis	Malaria	Yellow Fever
Prairie	01–05	06–80	81–85	86–95	96–00
Savanna	01–20	—	21–35	36–75	76–00
Steppe	—	01–90	91–95	96–00	—

Ticks (CR 1/4)

Mosquitoes are not the only critters that spread disease on the open plains. Ticks, a member of the arachnid family, also lurk in the grasses, waiting to hitch a ride on a suitable host for a future blood meal. Like mosquitoes, ticks prefer warm, humid habitats such as the savanna over the temperate grasslands' cooler and drier environment. Still, ticks can be found practically anywhere and are ideally suited for life on the plains. These insidious bloodsuckers cannot fly or jump. Instead, they use two pairs of legs to attach their bodies to a leaf or a blade of grass and use their forelegs to climb onto a victim as it passes their hiding spot. Ticks have acute senses that allow them to detect the nearby presence of a potential host and find a weak spot in the creature's skin so that it can easily burrow through the outer epidermis. Whereas mosquitoes use hit-and-run guerilla tactics to feed and find their next meal, ticks hang around for the long haul. A tick can attach itself to a single host for days at a time until it finally sates its appetite for blood. They are silent, tiny parasites whose coloration blends well with clothing and are difficult to locate without a thorough, tactile examination.

Like mosquitoes, the *Pathfinder Roleplaying Game Bestiary 2* and **Frog God Games'** *The Tome of Horrors Complete* present giant versions of these bugs, while the former also includes a tick swarm. A solitary, adult tick is no match for even a small child. The youngster can crush the arachnid with ease. Ticks are hard to spot and tricky to permanently remove. Smashing a tick kills the pest, but may leave its mouth and head buried beneath the skin, increasing the chance of contracting an infection from the creature. The following table details the daily chances of encountering a disease-carrying tick based upon the grassland type and time of year. The GM can and should interject encounters with non-disease carrying ticks to increase the characters' fear and paranoia of these pests.

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Table 3-3: Daily Percent Chance of Encountering Disease-Carrying Tick

	Spring	Summer	Autumn	Winter
Prairie	01–02	01–03	01	—
Savanna	01–03	01–05	01–02	01
Steppe	01	01–02	—	—

In order to come into contact with the tick, the person must brush against the tick's temporary home, and the tick must latch onto the target's clothing or its body. Ticks move relatively slowly and can spend 1d4 hours looking for an ideal feeding location on its host. This gives the character or his companions a chance to spot the hitchhiker before it has an opportunity to deal any damage. The character and anyone within 10 feet of him notice the tick with a successful DC 26 Perception check. Unless the character is actively searching for something, the character is considered to be taking 10 on the check. Light-colored clothing grants a +2 bonus to this Perception check. If the check succeeds, the character may kill or remove the tick without making an attack roll.

An undetected tick eventually settles on a feeding location and burrows into the skin. Because ticks stick around for a while, they secrete an anticoagulant that prevents the blood from clotting, giving the pest an uninterrupted flow of blood. A successful DC 11 Fortitude save negates the anticoagulant's effect on the character, alerting him to the presence of something biting on his skin. A successful DC 16 Perception check is then needed to actually spot the tick. A character that sees the tick may kill or remove the tick without making an attack roll. Creatures that fail the Fortitude save notice the tick with a successful DC 26 Perception check. Catching a tick in the act of feeding requires a delicate procedure to completely remove the hungry arachnid. Crushing the tick kills it,

Tick-Transmitted Diseases

ENCEPHALITIS

Bite—injury; save Fortitude DC 12; onset 2d4+2 days; frequency 1/day for 2d4 days; effect 1d3 Wisdom damage, as long as a character suffers Wisdom damage from encephalitis, he is confused; cure 1 save.

HEMORRHAGIC FEVER

Bite—injury; save Fortitude DC 12; onset 1d3 days; frequency 1/day; effect 1d2 Constitution and 1d2 Wisdom damage, as long as a character suffers Constitution damage from hemorrhagic fever, he takes 1 point of bleed damage every 1d4 hours; cure 2 consecutive saves.

LYME DISEASE

Bite—injury; save Fortitude DC 11; onset 2d6 days; frequency 1/day; effect 1d2 Dexterity damage; cure 1 save.

SPOTTED FEVER

Bite—injury; save Fortitude DC 13; onset 1d2 weeks; frequency 1/day; effect 1d3 Constitution and 1d3 Wisdom damage, as long as a character suffers Constitution damage from spotted fever, he is sickened; cure 2 consecutive saves.

TULAREMIA

Bite—injury; save Fortitude DC 12; onset 1d3+2 days; frequency 1/day; effect 1d2 Constitution damage; cure 1 save.

but its detached mouth and head remain buried beneath the skin, thus increasing the chances of contracting a disease from the pest. Other than using magical means, ticks are best removed with a steady hand and a small precision grasping tool. A character determines the best method for removing a tick with a successful DC 10 Knowledge (nature) check. It then requires a successful DC 10 Sleight of Hand or Heal check to remove the pest. If the character uses an appropriate tool, rather than his fingers, to grasp the tick, he gets a +2 bonus (+4 for a masterwork tool) to the check. Though there are countless homeopathic methods to remove a tick, these techniques fail at least 50% of the time. (The GM must adjudicate the exact chance of failure based upon the specific method used to remove the tick.)

Even if the character kills and properly removes the tick in the act of feeding, the character must still succeed on a subsequent Fortitude save to avoid contracting whatever disease the pest carried. Properly removing the tick grants the character a +2 bonus on the Fortitude save. Characters that succeeded on their initial Fortitude save to resist the arachnid's anticoagulant gain an additional +2 bonus to their saving throws against disease. Improperly removing the tick and leaving its mouth and head behind imposes a -2 penalty on the Fortitude save. (Decapitating the tick spills more of the arachnid's infected blood into the wound than merely leaving it alone.) Allowing the tick to eat its fill and exit the skin grants neither a bonus nor a penalty to the Fortitude save. The following table may be used to determine which disease the tick carries based upon the season and type of grassland, and the sidebar presents details on the diseases.

Table 3-4: Disease Transmitted by Tick

	Encephalitis	Lyme Disease	Hemorrhagic Fever
Prairie	01–35	36–50	51–55
Savanna	01–25	_	26–75
Steppe	01–35	36–75	_

	Spotted Fever	
Prairie	56–80	81–00
Savanna 76–85		86–00
Steppe	76–90	91–00

Animals

Wildlife abounds in great numbers on the plains, especially in the savanna and prairie. It is not unusual to see thousands and perhaps even millions of hungry herbivores mass together around a watering hole or along a migratory route heading toward a vast field of pristine grasses. Naturally, predators are rarely far behind, patiently watching and waiting for the opportune moment to strike an isolated and comparatively weak animal. Under normal circumstances, these animals pose minimal danger to humans. But there are occasions where they defy convention and become a deadly threat, either intentionally or unintentionally.

The large plains herd animals are generally docile creatures that display aggression only when humans and predators threaten them and most especially their offspring. Though they do not actively hunt other creatures, an angry wildebeest or bison is a powerful and dangerous opponent even for an experienced adventurer. An attack rarely comes without significant provocation and a warning, so in most instances, the character has ample time to back off and diffuse the tension between himself and the agitated beast. In some cases, an adventurer that fails to get the message may find himself engaged in combat with not just one animal, but an entire slew of them, particularly in the case of the more aggressive creatures. As a general rule of thumb, domesticated animals and noncombative animals — i.e. those that treat their natural weapons as secondary attacks — flee in the face of danger. Deer, sheep, cattle, antelopes and zebras fall into this category. The larger and more combative herd animals, such as aurochs and bison, typically stand their ground to fight off trespassers and predators.

Stampede (CR varies)

Herd animals sometimes react en masse to a singular event that can be as mundane as a clap of thunder and as extraordinary as a ghostly presence walking among them. In most cases, the sight or scent of a fearsome predator is responsible for frightening the herd. What ensues is a stampede — a chaotic, mad dash to escape the danger as quickly as possible regardless of what stands in their way.

The first step in the process of adjudicating a stampede is to determine whether it takes place at all. Herd animals are the only creatures that behave in this manner, although a stampede may include several different species at any given time. (Some animals, such as horses and mastodons, are not specifically identified as herd animals, but their descriptive text and ecology imply that they organize themselves into herds. At the GM's discretion, these animals may also be classified as herd animals.) The next ingredient is a catalyst — an event that potentially triggers a stampede. It can be as simple as an inexplicable sound from the opposite bank of a watering hole or as unusual as a *fear* spell. Once these two conditions are met, the GM must determine whether a stampede takes place. This is done by rolling Will saves for the herd animals. The following table provides the appropriate Will save DCs based upon the particular situation.

Table 3-5: Will Save DC

Table 3-5: Will Save DC		
Event	Will Save DC	
Inexplicable noise ¹	5	
Sight or scent of an unknown creature ¹	5	
Peal of thunder ¹	10	
Sight or scent of a nearby humanoid ¹²	10+1 for every two additional humanoids beyond the first	
Sight or scent of a recognizable predator ^{3, 4}	10+1/2 predator's HD+1 for each additional predator beyond the first	
Partially submerged in water ¹	15	
Herd member attacked⁵	15+attacker's HD+1 for each additional attacker beyond the first	
Completely submerged in water ¹	20	
Fire ¹	20	
Unnatural aura	20	
Sight or scent of an unnatural creature ⁶	20+creature's HD+1 for each additional creature beyond the first	
Spell or spell-like effect	DC of spell or spell-like effect	

¹ Aggressive (combative) herd animals gain a +4 bonus on their Will saves to resist panicking against these events.

 2 A humanoid that makes a successful DC 20 Handle Animal check or wild empathy check grants the herd a +2 bonus to its Will saves. These bonuses stack with one another.

³ The herd animals must be able to identify the creature as a predator through past experience. In the event that two or more different types of predators are present, use the creature with the most Hit Dice to determine the Will save's DC.

⁴ Aggressive (combative) herd animals gain a +4 bonus on their Will saves to resist panicking whenever they encounter other animals, plants and vermin. They do not get this bonus against any other creature type.

⁵ If the herd does not stampede, aggressive (combative) herd animals fight back against the attacker(s) on a one for one basis.

⁶ Unnatural creatures include aberrations, outsiders and undead.

It is impossible to roll several hundred or even several dozen individual Will saves to determine how the entire herd responds to the potential crisis. The GM should instead roll a sampling of Will saves to accurately gauge the herd's overall mood. Depending upon the herd's size, it is recommended that the GM attempt at least three saves for a small grouping (30 or less), five saves for medium-sized grouping (31–100), seven saves for a large grouping (101–250) and up to nine saves for a very large herd (251+). (Odd numbers are preferable to even numbers to eliminate any potential ties.) If there are several different types of herd animals present, such as sheep and cattle, each creature type should receive at least one saving throw. If there are any remaining saving throws to be divided based upon the herd's size, the GM may allocate them on a pro rata basis or distribute the rest to the most numerous animal within the herd. The following table details the outcome of these saving throws.

Table 3-6: Will Save Results

Result	Outcome	
Majority of animals fail their saving throws	stampede	
At least one animal fails its saving throw	herd is on edge but does not stampede, suffers a –1 penalty per failed saving throw to any future Will saves to avoid stampeding	
All animals succeed	herd remains calm, gains a +2 bonus to any future Will saves to avoid stampeding	

Bonuses and penalties accrued during this phase expire 1 hour later. A Will save must be made for each separate event (even if the herd is stampeding), unless the herd encountered an event within the last hour that had a Will save DC equal to or higher than the current event, and the herd did not stampede. If that occurs, the herd does not need to attempt another saving throw to avoid stampeding. For instance, if the herd spotted a pride of 10 lions thirty minutes ago and did not stampede (DC 21), a saving throw would not be needed to avoid stampeding because of a peal of thunder (DC 10).

If a stampede occurs, the entire herd turns and flees at maximum speed away from the perceived danger. In most cases, the animals run in the opposite direction from the threat, but that may not always be possible. Another obstacle or potential threat may stand in their way, in which case the herd bolts in a random direction. Any creature or object in the herd's path is subject to being trampled.

While stampeding, the herd animals gain the trample special attack and the stampede special ability, even if the base creatures do not have the ability (see the *Pathfinder Roleplaying Game Bestiary* "Herd Animal, Aurochs" for details regarding the stampede special ability.) If the herd animal already has the trample special attack, it deals the damage listed in its description to any creature occupying its path. Otherwise, the following chart lists the herd animal's trample damage based upon its size:

Table 3-7 Herd Animal Trample Damage

Herd Animal Size	Trample Damage
Small	1d3+1½ times its Strength modifier
Medium	1d4+1½ times its Strength modifier
Large	1d6+1½ times its Strength modifier
Huge	1d8+1½ times its Strength modifier
Gargantuan	2d6+1½ times its Strength modifier
Colossal	2d8+1½ times its Strength modifier

The herd encompasses an area measuring 5 feet wide for every two herd members and 5 feet long for every herd member. Thus, a herd of 30 animals would be 75 feet wide and 150 feet long. The herd runs as fast as its slowest member, and its members are considered to be adjacent to one

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another. A stampeding herd does not need to make a check to deal damage. It merely has to move over opponents in its path. A character staring down a stampeding herd has two options. He can make an attack of opportunity against the trampling creature, but at a -4 penalty, or he can attempt to avoid the trampling creature and receive a Reflex save to take half damage. The save DC against a creature's trample attack is 10+1/2 creature's HD+2 from the stampede special ability + creature's Str modifier. If the herd contains more than one type of herd animal, the GM may randomly determine which animal is attempting to trample the target creature. In the event that the herd animal is too small to trample the target creature, the GM may select a different herd animal. The herd can only deal trampling damage to each target once per round regardless of how many times the herd's movement takes it over the target creature. The herd continues running in the same direction until it encounters an impassable obstacle or a new event forces it to change course. The herd runs for a number of rounds equal to the herd's lowest Constitution score. The CR for a herd is equal to the highest herd animal's CR+1 for every 60 herd members (minimum 1).

Did Somebody Lose a Zebra?

Some of the plains' most iconic animals lack game statistics. Fortunately, there are many animals that share common features and characteristics with the missing animals. The following table details what other animals' game statistics can be used in their place.

Herd Animal	Substitute Stats
African buffalo, cattle, ox	see Pathfinder Roleplaying Game Bestiary "Herd Animal, Aurochs" for complete stats
Gazelle	see Pathfinder Roleplaying Game Bestiary 3 "Herd Animal, Antelope" for complete stats
Wildebeest	see Pathfinder Roleplaying Game Bestiary 2 "Herd Animal, Ram" for complete stats
Zebra	see Pathfinder Roleplaying Game Bestiary "Horse, Light" for complete stats

Table 3-8 Substitute Animal Statistics

Predatory Animals

The predators that stalk the great herds come in all shapes and sizes. One of the largest, the majestic lion, saunters across the savannas with the swagger of a mighty king. On the other hand, the crafty hyena skulks behind the confident feline as it waits for an opportunity to steal the big cat's most recent kill. In spite of their fearsome natural weaponry, predatory animals typically do not target humanoids, yet there are always exceptions to the rule. Humanity refers to beasts that deliberately hunt and eat humans as man-eaters. One of the most famous incidents of this behavior occurred in the late 19th century, when two man-eating lions mauled and devoured railway workers building a bridge over the Tsavo River in Kenya. Numerous theories abound as to why some predatory animals develop a taste for human flesh, but the consensus holds that most do so as a last resort or in response to human behaviors. Large predators scavenging the remains of dead soldiers littered about a battlefield may grow accustomed to eating humans and begin to see people as prey. A sudden and sharp population decline among their traditional fare may also force the hungry beasts to find alternative food sources. A man-eating big cat, crocodile and even a hippopotamus can be a frightful adversary for a farming community, nomadic people and adventurers alike.

The savannas are also home to these animals' prehistoric counterparts, the dinosaurs. These behemoths roam the tropical grasslands, devouring anything in their path. Fortunately, most are herbivores, but the carnivorous dinosaurs are not selective about their prey. A hungry dinosaur attacks and eats any living creature that crosses its path regardless of its appearance and size. The gargantuan tyrannosaurus is the largest and most-feared of these reptilian predators. A lone tyrannosaurus can level a building in a manner of seconds and can slay a bison with a single bite. The savanna's nomadic residents steer a wide berth around these monsters, yet conflicts are sometimes unavoidable. When they do occur, villagers seek adventurers to rid the tropical grasslands of this enormous, destructive beast. Though a few species can endure the temperate grasslands' frigid winters, most dinosaurs, especially the largest ones, fare poorly in cold environments. They generally remain within the warmer tropical grasslands and forests on a year-round basis.

Though food is often foremost on the minds of most predators, animals sometimes attack people for other reasons. Some lash out at humans that wander too far into their territory or stray too close to their young. More commonly, people stumble into a predator that they rarely see slithering through the tall grasses. From the dawn of time, humanity has feared and reviled snakes. These reptiles are often seen as wily deceivers that serve as the willing agents of dark deities and evil monsters. Reality is different than perception. Snakes avoid people whenever possible and usually give loud and ample warning of their displeasure. Some aggressive species do not back down from a confrontation with humanoid foes, however. Venomous snakes are described in the Pathfinder Roleplaying Game Bestiary under the entry "Snake, Venomous." Of course, some venomous snakes are deadlier than others, a harsh reality that is not reflected in a generic stat block. Frog God Games' The Tome of Horrors Complete provides a comprehensive list of variant snake venoms (Appendix D) that more accurately represent the potency and toxicity of numerous species, including those that slither through the grasses. Presented below are three tables to randomly determine the type of snake encountered in a savanna, prairie or steppe, as well as provide more individualized entries for the species' venom.

Type of Snake	Encounter Chance
Adder ^{N1}	01–30
Black Mamba ^{N1,2}	31–45
Boomslang ^{H1}	46–60
Cobra ^{N3}	61–80
Viper [⊬]	81–00

Table 3–9 Savanna Snakes

¹ Add +1 to the base creature's CR.

² Add the giant template to the base creature to create the black mamba. ³ GMs may add the advanced and/or giant templates to the base creature to create a king cobra. Add +1 to the advanced or giant creature's CR. ^H Hemotoxin

^N Neurotoxin



Table 3-10 Prairie Snakes

Type of Snake	Encounter Chance	
Copperhead ^H	01–30	
Rattlesnake⁺	31–00	

^HHemotoxin

Table 3–11 Steppe Snakes

Type of Snake	Encounter Chance
Adder ^ℕ	01–50
Viper ^H	51–00

^HHemotoxin

^NNeurotoxin

Snake venom comes in two general varieties — hemotoxins and neurotoxins. Hemotoxins destroy living tissue and red blood cells, which disrupts clotting. Neurotoxins are paralytic agents that shut down the victim's nervous system. Most snake venoms incorporate elements of both types of toxin, but one is generally predominant. Appendix D of *The Tome of Horrors Complete* by **Frog God Games** provides game statistics for the variety of snake venoms presented here. For reference, all the necessary details are presented in the sidebar.

Snake Venoms

ADDER VENOM

Bite—injury; save Fort DC 18; frequency 1/round for 6 rounds; effect 1d4 Str and suffocation; save 2 saves.

BLACK MAMBA

Bite—injury; save Fort DC 19; frequency 1/round for 6 rounds; effect 1d4 Str and suffocation; save 2 saves.

BOOMSLANG VENOM

Bite—injury; save Fort DC 18; frequency 1/round for 6 rounds; effect 1d4 Con and nauseated; save 2 saves.

COBRA VENOM

Bite—injury; save Fort DC 16; frequency 1/round for 4 rounds; effect 1d4 Con, 1d2 Str, necrosis and suffocation; save 1 save.

COPPERHEAD VENOM

Bite—injury; save Fort DC 13; frequency 1/round for 4 rounds; effect 1d2 Str; save 1 save.

KING COBRA VENOM

Bite—injury; save Fort DC 19; frequency 1/round for 6 rounds; effect 1d4 Str and suffocation; save 2 saves.

RATTLESNAKE VENOM

Bite—injury; save Fort DC 13; frequency 1/round for 6 rounds; effect 1d2 Con and necrosis; save 1 save.

VIPER VENOM

Bite—injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Con and necrosis; save 1 save.ç

Men and Monsters

Virulent pests and wild animals are not the only living creatures to torment the plains' humanoid inhabitants. Men and monsters also stalk the land searching for hapless victims to further their diabolical schemes. Villages, towns and especially cities typically have some form of organized criminal activity within the community. Some openly sell their illicit goods and services, and others lurk in the shadows in furtherance of their nefarious plots. Outlaws living outside of humanoid settlements typically resort to thievery as their primary occupation. Petty thieves steal agricultural products such as grain and livestock under the cover of darkness while their owners sleep.

The plains' more daring and violent crooks ply their craft on the trails and rivers that bisect the grasslands. Unlike their nocturnal counterparts, these brazen bandits and highwaymen attack horse-drawn vehicles and their passengers in broad daylight, which may result in a high speed chase across the plains and a bloody battle with the vehicle's hired defenders and occupants. The boldest criminals ride into villages, towns and cities and rob lucrative targets, such as armories, banks, museums and treasuries. In some remote circles on the rough-and-tumble prairies, their exploits frequently catapult them from hated villains into celebrated outlaws and the stuff of legends. To further enhance their exalted status, clever thieves redistribute some of their ill-gotten spoils among the impoverished local populace. Doing so buys them a network of spies and informers as well as vital logistical support and temporary safe houses in times of need.

Though some criminals go it alone like the savanna's solitary cheetahs and leopards, the vast majority follows the lead of the grasslands' social predators and forms gangs that closely emulate the animals' hierarchal order. The leader and second-in-command typically direct and coordinate the group's activities. The gangs are evenly split between those that lead a nomadic lifestyle on the outskirts of society, and those that adhere to a sedentary existence. In the latter case, they usually live under an alias, and typically lead unassuming lives in remote, rural communities far away from their criminal stomping grounds or dwell in the seedy underbelly of the grasslands' largest humanoid settlements. A handful even takes up residence with the region's malevolent giants, ogres, orcs and goblins in exchange for a percentage of their earnings.

Many adopt colorful monikers such as Rhett Smiley and the Haymakers, The Shrieking Buffalos, Kid Goat and the Wild Horsemen, and Death by Horseback that increase their reputation among their adoring followers and their aggrieved victims. Notoriety is a heavy burden. In many cases, the victims of their deeds seek restitution and revenge regardless of the potential costs. A few prefer to take matters into their own hands and mete out their own brand of justice. The rest defer to the expertise of bounty hunters and adventurers alike. The rewards offered for taking down a renowned and dangerous gang can exceed the haul gained from a royal tomb or a giant's lair. Capturing and killing wanted outlaws can be a very lucrative profession indeed.

Humanoid thieves are not the only sentient creatures that prowl the endless waves of grain and grass. Goblins and their tokoloshe cousins are prolific breeders that, left unchecked, could outnumber all other humanoids combined. In spite of humanity's constant efforts to rein them in, these savage creatures swarm across the land like a virulent plague. Gnolls are also prevalent in large numbers in the savannas where they scavenge kills from other predators alongside their hyena companions. These creatures boast the largest monstrous populations, but an individual goblin or gnoll is no match for the grasslands' mightiest creatures. Gold dragons hold sway in the savannas, though they rarely interfere in the affairs of others unless they are left with no other choice. In addition, many of the new monsters presented in Chapter 6 carve out their own niches in the tropical and temperate grasslands of the world. Some aid humanity willingly, like brew giants and yumboes, others assist humanity for a price, such as kayapis and rainmakers, but most oppose humanity at every turn. These creatures pose the greatest hazard to the adventurers that call this environment home.

CHAPTER 3: PLAINS HAZARDS

Weather

The grasslands' weather hazards tend to be extremely violent, but shortlived. The low-lying plains are highly susceptible to nature's most powerful weather event — the tornado. In addition to spawning this whirling cyclone of destruction, the vicious thunderstorms that rumble across the flat expanses occasionally transform into microbursts, a vortex of shifting winds and torrential rain that is the bane of all flying creatures. They can also produce lightning strikes that can transform a tranquil field into a raging inferno in a matter of seconds. During the winter months, the colliding masses of cold and warm air conjure fearsome blizzards packing high winds, bitter cold and blinding snows that blanket the landscape in a coating of ice and snow. The intense storms that wrack the plains wreak tremendous damage that can require years of extensive rebuilding and recovery.

Tornadoes (CR 10)

No weather event is as awe-inspiring and terrifying as a tornado. Its inverted cone shape and ferocious howling winds strike fear in the hearts of every creature that inhabits the plains. Though they can occur in almost any location, the majority occur in flat areas on the lee side of mountain ranges bordering warm coastal regions as exemplified by the portion of the United States commonly referred to as Tornado Alley. Cold, dry air passing eastward over the Rocky Mountains collides with warm, moist area surging north from the Gulf of Mexico. When the opposing air masses meet, thunderstorms erupt. Occasionally, these violent storms transform into locally intense bands known as supercells. Most tornadoes develop from these supercells, but tornadoes can form without the presence of a supercell. Still, the tornadoes spawned in this manner are often much larger and far more potent than tornadoes created by other atmospheric conditions. A successful DC 20 Knowledge (geography) check allows a character to determine if a particular region is conducive to the formation of these monstrous weather events. An accurate map of the region grants a +2 circumstance bonus on the preceding check. Likewise, a successful DC 20 Knowledge (nature) check determines whether the current weather conditions are likely to spawn a tornado, but it does not provide exact details — specifically where and when the tornado is going to form.

Tornados can occur at any time of year, but they are most common during the spring and least so during winter. They are difficult to predict and can form in a matter of minutes. Tornadoes come in varying shapes and sizes. The average tornado measures 10d10x5 feet across and moves at an average speed of 250 feet per round, making it virtually impossible to outrun. Tornadoes move in a haphazard manner. A GM should randomly determine the cyclone's direction each round. Tornadoes that occur in areas conducive to their formation may be ten times larger than average and can move twice as fast. Seeking secure shelter, preferably underground, is the only defense against the tornado. The average tornado lasts for 3d10 rounds before dissipating, though it is possible for a tornado to last for an hour. The "Weather" section in Chapter 13 of the Pathfinder Roleplaying Game Core Rulebook details a tornado's effects on characters caught within the vortex. In addition to the damage described in the preceding section, tornados that strike populated areas deal 1d6 additional points of lethal damage per round to any creature caught inside of the tornado on account of flying debris swirling around the vortex.

Microburst

Cousin to the tornado, a microburst is a dangerous downdraft of air that creates straight-line winds as opposed to the rotational winds encountered in a hurricane or tornado. A microburst is always associated with a thunderstorm. This weather event duplicates the effects of a windstorm and thunderstorm as described in the "Weather" section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook* with one notable exception: Flying creatures are especially vulnerable to the shifting downdrafts of wind that occur in a microburst. They suffer a -24 penalty to

Fly checks attempted within the microburst. In addition, flying creatures blown back by the wind are instead hurtled toward the ground at a rate of 2d6 x 10 feet per round. Creatures actually striking the ground suffer the appropriate falling damage. The microburst checks the progress of Huge-sized creatures, while it blows back Large-sized creatures and smaller. The average microburst encompasses an area measuring 2d6 x 1,000 feet in diameter and lasts for 1d4 minutes before dissipating.

Lightning

Thunder and lightning go hand in hand. It is impossible to have one without the other. It would also be difficult to have grasslands without lightning. These random bolts of electricity are frequently the sparks that set the desiccated plants ablaze and turn the formerly tranquil grasslands into a roaring inferno. Every 30 seconds during a thunderstorm, a lightning bolt crashes to the ground 2d4-2 miles away in a random direction from the storm's center (treat a result of "0" as less than 1 mile). The bolt deals between 4d8 and 10d8 points of electrical damage to everything in its path and ignites any flammable materials that it hits. There is a 1% chance of lightning striking any character less than 1 mile from the bolt. This chance is reduced to 0.5% if the character is curled into a ball in a depression or other low-lying area. The chances of getting struck are doubled for creatures wearing metal armor or standing adjacent to materials that conduct electricity. A character that succeeds on a DC 15 Knowledge (nature) check accurately determines his distance from the storm's center and ascertains that staying low to the ground lessens the chances of being struck. The "Storms" section in Chapter 13 of the Pathfinder Roleplaying Game Core Rulebook provides additional details about thunderstorms and lightning.

Blizzards

The savannas are spared the ravages of these ferocious winter storms, but the temperate grasslands are not as fortunate. Unlike the average snowstorm, high winds, heavy snow and frigid temperature accompany the arrival of these fearsome storms. The wind and precipitation are so intense that it restricts visibility to 5 feet, even if the character has darkvision. Creatures 5 feet away have concealment (attacks by or against them have a 20% miss chance). The "Rain, Snow, Sleet, and Hail" and "Storms" section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook* detail the blizzard's additional effects.

Temperature

The temperate grasslands are a study in temperature contrasts. While temperatures remain fairly steady throughout the year in the savanna, the variations in temperature between summer highs and winter lows can vary by as much as 100° Fahrenheit. Excessive heat and bone-chilling cold are serious dangers for plains adventurers. The "Cold Dangers" and "Heat Dangers" sections in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook* detail the effects of temperature extremes on unprepared characters. Random weather charts that appear at the end of this chapter allow the GM to determine the daily high and low temperatures along with the wind speed and chances of precipitation.

Sunlight

The sun's rays brings light and warmth to the world, but an invisible danger accompanies them — ultraviolet radiation. The ground absorbs some of this harmful radiation. However, the lack of shady vegetation and prolonged periods without significant cloud cover provide no respite from the sun's incessant rays. Ultraviolet radiation is particularly harmful to the body's largest organ — the skin. The damage is referred to as sunburn, and it is in fact a radiation burn rather than an injury caused by exposure to a heat source. As a result, it is equally possible to get sunburn on a bright, cold day than it is on a

warm, sunny day. Of course, the person would also have to remain outside for an extended period of time on a frigid day without wearing significant layers of clothing to keep his body warm. The same materials that protect his body from the cold also protect his skin from the sun's harmful rays.

Loose-fitting, light-colored clothing along with a hat provide the best protection against sunburn. A brim or visor to shield the eyes and face from the sun is also useful. Even so, these precautions are not perfect. Scarves protect the neck and lower face, but it is impossible to cover the eyes without sacrificing vision. The sun is at its peak from late morning through early afternoon. From 10 a.m. until 3 p.m. on bright, sunny days, humanoids exposed to direct sunlight must make a successful DC 10 Constitution check every hour to avoid getting sunburn on body parts not covered by clothing. These typically include the face, neck, hands and eyes. Constitution checks are not necessary whenever there is significant cloud cover.

Precaution	Sunburn Check DC Modifiers
Clothing ¹	-4
Every previous check that day	+1
Footwear	-1
Gloves	-1
Headdress	-2
Light-colored clothing	-2
Scarf	-2
Visor	-2

Table 3–12: Sunburn Check DC Modifiers

¹Clothing must cover the arms, torso and legs.

Sunburned humanoids feel its effects within 2d12 hours after exposure to the sun. Sunburn deals 1d4 points of nonlethal damage per day for the next 1d4 days. Characters can only get sunburned once per day, but its effects are cumulative and stack with one another. Whenever a character rolls a natural 1 on his Constitution check, his eyes become sunburned. In addition to taking nonlethal damage, the character suffers from light sensitivity and takes a -2 penalty to Perception checks for the next 1d4 days, even after the nonlethal damage is healed. Only a *remove blindness/ deafness* or similar spell cures the light sensitivity.

In addition, between 10 in the morning and 3 in the afternoon, creatures with light sensitivity suffer instead from light blindness unless they succeed on a DC 10 Constitution check. They must make this check every hour during this time frame and the check's DC increases by +1 for every previous check that day. Creatures that roll a natural 1 on an attack roll or saving throw while outside during this time of day must succeed on a DC 10 Constitution check to avoid suffering from light sensitivity for the next 1d4 rounds. This effect is not cumulative and does not stack with itself.

Daily Weather

The grasslands' weather can vary wildly from day to day and season to season. Temperatures are fairly constant in the savanna, but the prairies and steppes experience hot summers and frigid winters. Wet and dry seasons are also common on the plains, but they are most pronounced in the savannas where most rainfall occurs during a four-month period followed by a prolonged dry spell. Presented below are several tables that allow GMs to determine the weather in a savanna, prairie or steppe. The tables are organized according to grassland type, so the first group of tables applies to weather in a savanna, the second group applies to weather in a prairie, and the third group applies to weather in a steppe. The tables can be used to determine the daily high temperature, daily low temperature, wind speed and chance of precipitation. All of the tables are based upon percentile dice.

Savanna

The following tables generate the daily high temperatures, low temperatures, wind speed and chance of precipitation in a savanna according to season.

Table 3-13:	Daily	High	Tem	perature
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Die Roll	Spring	Summer	Autumn	Winter
01–10	84+3d4° F	88+3d4° F	78+3d4° F	68+4d4° F
11–20	82+3d4° F	86+3d4° F	76+3d4° F	66+4d4° F
21–30	80+3d4° F	84+3d4° F	74+3d4° F	64+4d4° F
31–40	78+3d4° F	82+3d4° F	72+3d4° F	62+4d4° F
41–50	76+3d4° F	80+3d4° F	70+3d4° F	60+4d4° F
51–60	74+3d4° F	78+3d4° F	68+3d4° F	58+4d4° F
61–70	72+3d4° F	76+3d4° F	66+3d4° F	56+4d4° F
71–80	70+3d4° F	74+3d4° F	64+3d4° F	54+4d4° F
81–90	68+3d4° F	72+3d4° F	62+3d4° F	52+4d4° F
91–00	66+3d4° F	70+3d4° F	60+3d4° F	50+4d4° F

To determine the daily low temperature, subtract the amounts shown on the following table from the day's high temperature. For instance, if the preceding table generates a high temperature of 100° F, and the low temperature generates a result of $25-4d6^{\circ}$, which results in a total of 36° , the daily low temperature is 73° F ($109^{\circ}-36^{\circ}=73^{\circ}$ F).

Table 3–14: Daily Low Temperatures

Die Roll	Low Temperature
01–10	-2+3d4
11–20	-4+3d4
21–30	-6+3d4
31–40	-8+3d4
41–50	-10+3d4
51–60	-12+3d4
61–70	-14+3d4
71–80	-16+3d4
81–90	-18+3d4
91–00	-20+3d4

The following table determines the wind speed measured in miles per hour based upon the season.

Table 3-15: Daily Wind Speed¹ (miles per hour)

Die Roll	Spring	Summer	Autumn	Winter
01–10	1d3	1d4	1d3	1d2
11–20	1d4	1d6	1d4	1d3
21–30	1d6	1d8	1d6	1d4
31–40	1d8	1d10	1d8	1d6
41–50	1d10	2d6	1d10	1d8
51–60	2d6	3d6	2d6	1d10
61–70	3d6	4d6	3d6	2d6
71–80	4d6	5d6	4d6	3d6
81–90	5d6	6d6	5d6	4d6
91–00	6d6	7d6	6d6	5d6

¹ Increase the daily wind speed by 6d6 mph in the event of a thunderstorm

CHAPTER 3: PLAINS HAZARDS

or blizzard.

Whenever the wind speed equals or exceeds 30 miles per hour, it triggers a dust storm during the dry season. A dust storm's effects are described in the "Storms" section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*.

The following chart determines the daily chance of experiencing a storm. It is also based upon the season.

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Result	Spring	Summer	Autumn	Winter
No Precipitation	01–80	01–60	01–78	01–97
Rain	81–82	61–68	78–84	98
Thunderstorm	83–00	69–00	85–00	99–00

Table 3-16: Daily Chance of Precipitation

Prairie

The following tables generate the daily high temperatures, low temperatures, wind speed and chance of precipitation in a prairie according to season.

Tuble ; M. Dully High Temperature				
Die Roll	Spring	Summer	Autumn	Winter
01–10	65+4d6° F	85+4d6° F	60+4d6° F	35+4d6° F
11–20	65+3d6° F	85+3d6° F	60+3d6° F	35+3d6° F
21–30	60+4d6° F	80+4d6° F	55+4d6° F	30+4d6° F
31–40	60+3d6° F	80+3d6° F	55+3d6° F	30+3d6° F
41–50	55+4d6° F	75+4d6° F	50+4d6° F	25+4d6° F
51–60	55+3d6° F	75+3d6° F	50+3d6° F	25+3d6° F
61–70	50+4d6° F	70+4d6° F	45+4d6° F	20+4d6° F
71–80	50+3d6° F	70+3d6° F	45+3d6° F	20+3d6° F
81–90	45+4d6° F	65+4d6° F	40+4d6° F	15+4d6° F
91–00	45+3d6° F	65+3d6° F	40+3d6° F	15+3d6° F

Table 3-17: Daily High Temperature

To determine the daily low temperature, subtract the amounts shown on the following table from the day's high temperature. For instance, if the preceding table generates a high temperature of 109° F, and the low temperature generates a result of 25–4d6°, which results in a total of 36°, the daily low temperature is 73° F (109°–36° =73° F).

Table 3–18: Daily Low Temperatures

Die Roll	Low Temperature		
01–10	-5+3d6		
11–20	-5+3d6		
21–30	-10+4d6		
31–40	-10+3d6		
41–50	-15+4d6		
51–60	-15+3d6		
61–70	-20+4d6		
71–80	-20+3d6		
81-90	-25+4d6		
91–00	-25+4d6		

The following table determines the wind speed measured in miles per hour based upon the season.

Table 3-19: Daily Wind Speed¹ (miles per hour)

Die Roll	Spring	Summer	Autumn	Winter
01–10	1d8	2d6	1d6	1d8
11–20	2d6	2d8	1d8	2d6
21–30	2d8	3d6	2d6	2d8
31–40	3d6	3d8	2d8	3d6
41–50	3d8	4d6	3d6	3d8
51-60	4d6	4d8	3d8	4d6
61–70	4d8	5d6	4d6	4d8
71–80	5d6	5d8	4d8	5d6
81–90	5d8	6d6	5d6	5d8
91–00	6d6	7d6	5d8	6d6

¹ Increase the daily wind speed by 6d6 mph in the event of a thunderstorm or blizzard.

The following chart determines the daily chance of experiencing a storm. It is also based upon the season.

Table 3-20: Daily Chance of Precipitation

Result	Spring	Summer	Autumn	Winter
No Precipitation	01–55	01–60	01–70	01–65
Rain ¹	56–90	61–75	71–94	66–90
Thunderstorm ²	91–94	76–95	95–97	91–98
Microburst	95–96	96–97	98	99
Tornado	97–00	98–00	99–00	00

¹ If the temperature is 32° F or less, the precipitation falls as snow.

 2 If the temperature is 32° F or less, the thunderstorm becomes a blizzard.

Steppe

The following tables generate the daily high temperatures, low temperatures, wind speed and chance of precipitation in a steppe according to season.

Table 3–21: Daily High Temperature

Die Roll	Spring	Summer	Autumn	Winter
01–10	65+4d4° F	80+4d4° F	45+5d4° F	20+2d4° F
11–20	63+4d4° F	78+4d4° F	43+4d4° F	18+2d4° F
21–30	60+4d4° F	75+4d4° F	40+4d4° F	15+2d4° F
31–40	58+4d4° F	73+4d4° F	38+4d4° F	13+2d4° F
41–50	55+4d4° F	70+4d4° F	35+4d4° F	10+2d4° F
51-60	53+4d4° F	68+4d4° F	33+4d4° F	8+2d4° F
61–70	50+4d4° F	65+4d4° F	30+4d4° F	5+2d4° F
71–80	48+4d4° F	63+4d4° F	28+4d4° F	3+2d4° F
81-90	45+4d4° F	60+4d4° F	25+4d4° F	0+2d4° F
91–00	43+4d4° F	58+4d4° F	23+4d4° F	–2+2d4° F

To determine the daily low temperature, subtract the amounts shown on the following table from the day's high temperature. For instance, if the preceding table generates a high temperature of 100° F, and the low temperature generates a result of $25 - 4d6^{\circ}$, which results in a total of 36° , the daily low temperature is 73° F ($109^{\circ} - 36^{\circ} = 73^{\circ}$ F).

Table 3-22: Daily Low Temperatures

Die Roll	Low Temperature		
01–10	-2+2d4		
11–20	-4+2d4		
21–30	-7+2d4		
31–40	-9+2d4		
41–50	-12+2d4		
51–60	-14+2d4		
61–70	-17+2d4		
71–80	-20+2d4		
81–90	-22+2d4		
91–00	-25+2d4		

The following table determines the wind speed measured in miles per hour based upon the season.

Die Roll	Spring	Summer	Autumn	Winter
01–10	1d3	1d2	1d3	1d4
11–20	1d4	1d3	1d4	1d6
21–30	1d6	1d4	1d6	1d8
31–40	1d8	1d6	1d8	1d10
41–50	1d10	1d8	1d10	2d6
51–60	2d6	1d10	2d6	2d8
61–70	2d8	2d6	2d8	3d6
71–80	3d6	2d8	3d6	3d8
81–90	3d8	3d6	3d8	4d6
91–00	4d6	3d8	4d6	4d8

Table 3-23: Daily Wind Speed¹ (miles per hour)

 $^{\rm 1}$ Increase the daily wind speed by 6d6 mph in the event of a thunderstorm or blizzard.

The following chart determines the daily chance of experiencing a storm. It is also based upon the season.

Result	Spring	Summer	Autumn	Winter
No Precipitation	01–65	01–50	01–70	01–75
Precipitation ¹	66–90	51–75	71–90	76–96
Thunderstorm ²	91–98	81–99	91–00	97–00
Tornado	99–00	00	—	_

Table 3-24: Daily Chance of Precipitation

¹ If the temperature is 32° F or less, the precipitation falls as snow.

² If the temperature is 32° F or less, the thunderstorm becomes a blizzard.

CHAPTER 4: SKILLS AND FEATS

Skills and Feats

Training is an important part of an adventurer's career. Those who hone their bodies to perform a specific task do so through endless practice and repetition until they reach the point where conscious thought fades into the background, and muscle memory takes control. Individuals striving to improve their minds improve their acumen through reading, formal study and creative thinking rather than physical exercise. Skills and feats define a character's mastery of these critical tasks. Skills measure a character's ability to walk across a tightrope, climb out of a pit or remember an obscure piece of knowledge picked up decades earlier. Anyone who devotes enough time and energy to a particular endeavor is bound to improve regardless of his innate talent. As a rule of thumb, skills represent generality, and feats represent specificity. Even a clumsy wizard can learn to jump with enough practice, but it requires much more dedication and specialized training to improve his martial prowess with a quarterstaff or to learn to wear armor. With those differences in mind, this chapter presents a number of alternative uses for existing skills and new feats to aid characters as they adventure throughout the plains.

Skills

Skills measure a character's ability to perform a variety of mental and physical tasks ranging from the spectacular to the mundane. They determine whether or not a character can miraculously leap across a gaping chasm or successfully operate an inn. Skill ranks represent the amount of practice, training and study that the individual devoted to a particular discipline. Naturally, the more ranks devoted to a particular skill, the greater degree of expertise in the field. In addition to skill ranks, the character's class also plays a significant role in developing skills. For instance, rogues are inherently adept at many skills, such as moving silently through dungeon corridors, but their chosen profession places little emphasis on recognizing religious symbols. Still, any character that sets their mind to it can ultimately accomplish anything, though the challenge may require more effort for some than others.

The *Pathfinder Roleplaying Game Core Rulebook* describes the game uses for all of these skills. In many cases, the description contains enough information to accurately adjudicate the outcome of a character's actions. Some situations are not addressed in the skill's description, however. The following section provides guidance for addressing unique circumstances that the GM may encounter during a character's journeys throughout the grasslands.

Acrobatics

Winters are harsh in the temperate grasslands. A deep blanket of snow frequently covers the hardened ground. The plummeting temperatures cause water to solidify, transforming lakes, ponds and occasionally rivers into a contiguous block of solid ice. Walking across these slick surfaces is tiresome and treacherous. Normally, it costs two squares of movement to enter a snow-covered square and four squares of movement to enter a square blanketed with heavy snow. Ice presents a similar hazard as it requires 2 squares of movement to enter a square covered by ice, and the DC for Acrobatics checks increases by +5. In most circumstances, ice and snow impede movement, but it is possible to turn an obstacle into a boon.

Ice skates and skis allow creatures to turn adverse weather conditions to their advantage. These items appear in the "Clothing" section in Chapter 2 of *The Pathfinder Roleplaying Game Ultimate Equipment*. A character wearing ice skates must spend only 1 square of movement to enter an ice-covered square. Similarly, a character wearing skis must spend only 1 square of movement to enter a square covered in snow, regardless of its depth. In addition, ice and snow are not considered difficult terrain for a properly equipped character. Though skis can be used on an icy surface with a +5 penalty to the check's DC, ice skates are ineffective in snow. The following rules regarding skiing apply to cross country skiing only. Downhill skiing is addressed in the upcoming *Mountains of Madness*.

It takes considerable practice and skill to master the arts of skating and skiing. The preceding section indicates that a successful DC 5 Acrobatics check is needed to skate across an icy surface at the character's normal speed. This check does not take stopping, turning and advanced maneuvers into account. A good skater can skate much faster than he can run. Likewise, an expert skier may reach breathtaking speeds in excess of 80 mph while skiing down a steep vertical drop, though the slower cross-country skiing is generally more applicable in the typical plains campaign. A character on skates and skis ignores the DC modifiers for moving across slippery surfaces discussed in the "Acrobatics" section in Chapter 4 of the *Pathfinder Roleplaying Game Core Rulebook*. The following tasks require checks and apply to ice skating and skiing.

Table 4-1: Skating and Skiing

Task	Acrobatics DC
Take a 5-foot step	0
Skate and ski in a straight line at normal speed	5
Reduce speed in half	10
Turn 45 degrees by spending 5 feet of movement	10
Complete stop	15
Increase speed to 1½ times base speed	15
Turn 90 degrees by spending 5 feet of movement	15
Charge ¹	20
Jump and land on feet	20+1 per 5 feet of distance jumped

¹ Includes successfully moving and stopping adjacent to your opponent.

The character must succeed on a separate check for each task attempted during his turn. A character that fails an Acrobatics check immediately falls prone (losing his move or standard action) and slides 1d4x5 feet in the same direction that he was traveling before falling unless a solid, immovable object impedes his progress. He provokes attacks of opportunity and cannot take any actions while sliding in this manner, including attempting an Acrobatics check to avoid an attack of opportunity due to movement.

A character that successfully moves in a straight line at his normal speed must fully complete his movement. For instance, a skater with a base speed of 30 feet must move 30 feet during the course of his move or standard action, unless he succeeds on a task to reduce his speed or stop. If he does not threaten an opponent at the end of his movement, he cannot attempt a melee attack unless he has a feat or special ability that allows him to move both before and after making an attack. Likewise, a character using a ranged weapon while skating or skiing takes a -4 penalty to his attack roll. Skating or skiing down a slope increases the character's speed by an amount of feet equal to half of the slope's steepest angle rounded down to the nearest 5-foot increment. Therefore, skiing down a 45 degree slope increases the character's speed by 20 feet during that round. In this circumstance, a successful Acrobatics check is not needed to increase his speed, though he could increase his base speed even further with a successful check. A character that falls while skating or



skiing down a slope greater than 10 degrees slides $1d4 \ge 10$ feet, instead of the normal $1d4 \ge 5$ feet and takes falling damage from the mishap if he slides into a barrier or obstacle. The distance that he falls is equal to half his total speed. Thus the character with a base speed of 30 feet that skis down a 45 degree slope at $1\frac{1}{2}$ times his base speed takes 3d6 points of damage because it would be the equivalent of a 30-foot-fall (20 feet from slope + [30-foot base speed $\ge 1\frac{1}{2}$]=65 feet/2=32.5 feet rounded down to 30 feet). He cannot attempt an Acrobatics check to ignore the first 10 feet fallen. It is impossible to skate or ski down a slope greater than 60 degrees.

Skating or skiing up an incline decreases the character's speed by an amount of feet equal to the angle of the slope rounded down to the nearest 5-foot increment. Whenever a character falls while moving uphill, he slides $1d4 \times 10$ feet back down the slope, though he takes no damage from the fall. It is impossible to skate or ski up a slope greater than 30 degrees.

Handle Animal

This skill is typically used to improve the attitude of a single animal. Circumstances may occur when it becomes necessary to improve the disposition of a large collective of animals instead of one individual. The grasslands are home to vast herds of social animals that gather together for mutual protection against predators. Though composed of numerous individuals, the animals often act with a singular mindset. Whenever one animal gets frightened, nearby beasts may follow the creature's lead, causing a stampede. As discussed in **Chapter 3**, a successful DC 20 Handle Animal check improves the herd's disposition and may prevent it from panicking.

In addition to its usage on wild animals, this skill can also be used to train domesticated riding animals to use a specific gait. On the surface, there seems to be little reason to teach a riding animal how to move. But some gaits are more aesthetically pleasing than others and offer more stability for rider and mount alike. Most riding animals canter and trot at slow speeds and gallop when they run. A few animals, such as camels, are instinctive pacers. In order to teach an animal to use one of these gaits on command requires the handler to succeed on a DC 15 Handle Animal check to teach it the gait trick. This trick includes the gaits canter, gallop, pace and trot. Likewise, an animal trained for the general purpose of riding knows the gait trick in addition to the come, heel and stay tricks. The canter and gallop are closely related strides, as the gallop is a faster variation of the canter. These two gaits are more comfortable for the rider than the pace and trot. Unless otherwise specified, a riding animal is either cantering or galloping at any given time.

The pace and the trot gait make for a much bumpier ride than the canter and gallop. Using either imposes a -2 penalty on attack rolls, concentration checks and Ride checks made while mounted atop a pacing or trotting animal. Though there seems to be no advantage for pacing and trotting, an animal exclusively using either of these gaits tires less easily than an animal cantering and galloping, allowing it to hustle for 2 hours without a problem (see the "Movement" section in Chapter 7 of the *Pathfinder Roleplaying Game Core Rulebook* for details regarding hustling). After 2 hours, the animal sustains lethal damage as normal. In addition to this benefit, an animal that is pacing or trotting provides a more stable ride for the driver and passengers of any vehicle the beasts are pulling. The penalties to the attack rolls of the occupants and driver of a moving vehicle pulled by animals pacing or trotting are halved.

Other Skills

Several skills may be used to maintain the animal's gait dependent upon the circumstances. A successful Handle Animal check always works as long as animals are involved. A mounted rider can make a successful Ride check to control his mount's gait, whereas a Profession (driver) check may be used to regulate the gait of animals pulling a moving vehicle. The GM must ultimately determine the applicability of each skill to the particular circumstances.

If the animals are not hustling or running, a successful DC 10 Handle Animal check allows them to maintain their gait for one hour. If the animals are hustling, the DC increases to 15, but the check is still made once per hour. Whenever the animals are running, a successful DC 20 Handle Animal check is needed to keep the animals pacing or trotting. This check must be made every minute. In all three cases, each subsequent, consecutive check after the first increases the check's DC by 1. A failed check indicates that the animals "break stride" and revert to a canter or a gallop. In this case, the animals are treated as if they were cantering or galloping for the entire duration of the check. In order to get the animals back on stride, the handler must succeed on another Handle Animal or other appropriate skill check using the same DC as the failed check.

Ride

Horses are endemic to the grasslands, and horse racing is a time-honored pastime throughout the plains. Owners proudly boast about their stable's greatest victories and legendary racers. Likewise, guiding such a prized asset to the winner's circle boosts the jockey's reputation and prestige in many illustrious circles. Many cultures refer to horse racing as the sport of kings — an allusion to its widespread popularity among society's elite and the exorbitant costs associated with breeding, raising and racing championship horses. In spite of its aristocratic nature, adventurers may become part of this grand spectacle as an observer, a wagering interest or even a participant. The following section provides guidelines for handling such an event.

A race requires all of the participants to have the same base speed. A light horse with a base speed of 50 feet is always going to outrun a human with a base speed of 30 feet in a normal race. These rules are solely intended to determine the outcome of a race between competitors with the same base speed, instead of providing a mechanism for a human to catch a horse in a foot race. The first step in adjudicating the outcome of a race

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is to establish a baseline. The creature with the lowest hit point total acts as the baseline. Every other participant then compares its hit point total to the baseline and consults the following table.

Hit Point Difference from Baseline	Number of Lengths Gained Per Hit Point of Difference
1–5	1 length
6–15	1/2 length
16–30	1/4 length
31+	1/8 length

Table 4-2: Determining Lengths

In a race, a length is a unit of measurement representing the creature's length measured from nose to tail. Lengths, rather than feet, are used to represent the distance separating each of the competitors in a race. In a race containing creatures of varying sizes, a length may be treated as 6 feet. As in all cases, fractions are rounded down. (It is important to note any fractional differences for later use.) For example, the following race has three entrants: Light Horse A, Light Horse B and Light Horse C. Light Horse A has 10 hit points, Light Horse B has 13 hit points, and Light Horse C has 17 hit points. Since Light Horse B has 3 more hit points than Light Horse A, so it receives 3 lengths. Light Horse C has 7 more hit points than Light Horse A. It receive 6 lengths ([5x1=5] plus $[2x\frac{1}{2}=1] = 5+1=6$). (The number of lengths that each horse has should be kept secret from the other competitors, if possible.) After determining the number of lengths that each participant has, the race may proceed to the next step.

The next step in the process is determining the race's distance, which is measured in furlongs. A furlong is equal to 1/8th mile, and each furlong comprises a competitor's turn. All of the race's participants move the same distance each turn (1 furlong). However, a competitor may add one or more of its lengths to its distance traveled during its turn. For instance, using the example that appears above, Light Horse B may use two of its three lengths during its first turn. Light Horse A has no lengths, and Light Horse C, which has six, decided not to use any of its lengths during this turn. Both Light Horse A and Light Horse C are currently two lengths behind Light Horse B at the end of the first furlong.

In addition to the horse's innate abilities, the rider or jockey also plays an important role in determining the race's outcome. Each turn, the rider may attempt a Ride skill check. A successful DC 20 Ride check adds one length to the horse's distance traveled during that turn. A check that succeeds by 5 or more and every 5 thereafter adds an additional length to the horse's distance traveled. The jockey must use these lengths during his turn, and their usage is not subject to any restrictions as discussed in the subsequent section. So a Ride check of 30 would add three lengths to the horse's distance traveled in addition to any lengths that the horse added during its turn. So if Light Horse B's rider succeeded on a DC 30 Ride check, it would stretch its lead to five lengths after the first turn.

This process continues until all of the turns are completed. The horse that finishes the race with the most lengths is the winner. In the event of a tie, the horse that began the race with the most lengths (including fractions) is declared the winner. If both horses still have the same number of lengths, the race ends in a tie (dead heat).

A horse cannot add more lengths to its distance traveled in a single turn than the race's distance measured in furlongs. For example, a quarter horse cannot add more than two lengths to its distance traveled in one turn, because the race's distance is two furlongs. Likewise, a horse cannot add more than half its total lengths + 1 to its distance traveled in a single turn. For instance, Light Horse C has six lengths. It cannot add more than four lengths ($[6x\frac{1}{2}=3]=3+1=4$) to its distance traveled in a single turn. It is important to remember that jockeys are not subject to these limitations.

Sprint races are short races that are run over any distance between 2 and 6 furlongs. Quarter horses typically run 2 furlongs, while the classic sprint distance is 6 furlongs. Stakes races are longer races that are run at any distance greater than 6 furlongs up to $1\frac{1}{2}$ miles. Again, the classic stakes race distance is $1\frac{1}{4}$ miles or 10 furlongs. Steeplechase races are

even longer, sometimes stretching out to distances in excess of 2 miles (16 furlongs). In addition, the participants must succeed on Acrobatics checks made to leap over obstacles placed at set intervals along the course.

Though most races involve a rider sitting atop the mount, these rules can also be used to simulate harness racing. A harness horse pulls a tethered cart similar to a chariot. The driver sits in the cart, which is commonly known as a sulky. Unlike traditional racehorses that gallop, harness horses are typically required to pace or trot. If the horse breaks stride, that competitor is immediately disqualified. The process is the same as outlined above with the exception that the driver must succeed on a DC 20 Handle Animal check every half mile (4 furlongs) to maintain the horse's gait throughout the race. The typical harness race is 1 mile or 8 furlongs long.

Survival

Rivers are the most formidable natural obstacles encountered in the grasslands. Reliable bridges are few and far between so, in most cases, creatures attempting to get to the other side must take their chances with the mighty waterway's treacherous currents and murky depths. A successful DC 15 Survival check identifies the safest location to ford the river, granting that character a +2 bonus on Swim checks made to cross the river at that point. The character may grant the same bonus to one other character for every 1 point by which his Survival check result exceeds 15. It is important to note that a successful check determines the best place to cross the river as it pertains to the depth, distance to the other side and the strength of the currents in the immediate vicinity. It does not identify the presence of hostile creatures lurking beneath the murky waters.

Feats

While it is possible for a character to be at least competent in every skill, the same cannot be said for feats. Even the mightiest adventurers can only master a handful of abilities among a universe of possibilities. Some characters opt for specialization by choosing a series of feats that are intertwined together. Others adopt a broad-based approach and select feats that improve a diverse array of talents. This chapter provides new feats beneficial to those that explore the plains as well as feats with more generalized applications.

Bamboozled

You can dazzle others with your speech and find loopholes in the words of others.

Benefit: You can attempt a Profession (barrister) check in place of a Bluff check when telling a lie to other creatures. The Bluff skill check modifiers also apply to the Profession (barrister) skill check. In addition, you get a +2 bonus on saving throws made against spells and spell-like effects with the language-dependent descriptor.

Between the Spokes (Combat)

Vehicles are vulnerable to your ranged attacks.

Prerequisites: Point Blank Shot, Precise Shot, Disable Device 5 ranks or Knowledge (engineering) 5 ranks.

Benefit: Your ranged attacks against vehicles deal double damage. Whenever you confirm a critical hit against a vehicle with wheels, your ranged weapon becomes lodged in the wheel's spokes. (Roll the confirmation roll even though vehicles normally aren't susceptible to critical threats.) The driver must immediately succeed on a DC 20 Profession (driver) check to prevent the vehicle from flipping over onto its side. Whether the check is successful or not, the vehicle gains the broken condition, regardless of its hit point total. If the vehicle already has the broken condition, it is wrecked instead, regardless of its hit point total. If the vehicle is already wrecked, it is destroyed, regardless of its hit point total.

Normal: Vehicles that have taken hit point damage in excess of half their total hit points gain the broken condition. Vehicles that have 0 or fewer hit points, but have not yet reached negative hit points equal to the number of squares of its space are wrecked. When a vehicle reaches a negative number of hit points equal to the number of squares it takes up, it is destroyed.

Cheetah Sprint You can increase your speed while charging.

Prerequisites: Fleet.

Benefit: Whenever you charge an enemy as a full-round action, your base speed increases by 10 feet. Your base speed does not increase if you are charging as a standard action. This feat allows you to charge enemies that you would not normally reach.

Clip Wings (Combat) Your ranged attacks can knock flying, winged creatures out of the sky. Prerequisites: Dex 13, Point-Blank Shot, Precise Shot, base attack bonus +11. Benefit: Whenever you confirm a critical hit with a ranged attack, in

addition to the normal damage your attack deals, a flying, winged creature can no longer flap its wings and falls to the ground unless it succeeds on a Fly check (DC equals your confirmation roll). A successful DC 15 Heal check or the application of any spell that cures hit point damage repairs the damage to the creature's wings and allows it to resume flapping.

Coagulant Your blood clots with astounding speed.

Prerequisite: Con 15.

Benefit: You take half damage from blood drain, bleed and wounding effects (minimum 1). As a free action at the beginning of your turn before taking bleed damage, you may attempt to a DC 10 Constitution check to stop the bleeding. You take a penalty on this roll equal to the amount of bleed damage you took during your last turn. You may also attempt to stabilize

while suffering from a bleed effect. However, the Constitution check's DC is 5 higher than normal (DC 15). Penalties still apply to this check.

Normal: Creatures suffering from a bleed effect automatically fail Constitution checks made to stabilize.

Concert Pianist

Years of practice on keyboard instruments have made your fingers strong and nimble.

Prerequisite: Perform (keyboard instruments) 5 ranks.

Benefit: You gain a +2 bonus on Disable Device checks made to disarm traps and Sleight of Hand checks made to take an object from another creature. This feat does not allow you to use these skill checks untrained. You also gain a +2 bonus to your CMD to avoid being disarmed.

Counterpunch (Combat)

You can immediately attack an opponent that failed on a Bluff check to feint in combat.

Prerequisite: Combat Reflexes, Sense Motive 5 ranks.

Benefit: You gain a +4 bonus on your Sense Motive checks to avoid being feinted in combat. Whenever an adjacent opponent unsuccessfully feints in combat, even if it attempted to feint another creature, you may attack that creature as an immediate action using your highest attack bonus. Once you use this feat, you cannot use it again until the beginning of your next turn. Its usage counts toward the number of attacks of opportunity you can make in a round.

Deadly Thrower (Combat)

You rely on brute strength to hurl thrown weapons at close range.

Prerequisites: Dex 13, Str 13, Close-Quarters Thrower, Dodge, Weapon Focus with selected weapon.

Benefit: Choose a type of thrown weapon. You cannot select a weapon that does not add your Strength modifier to your damage roll. Whenever



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you make a ranged attack with the selected weapon, you may add your Strength modifier instead of your Dexterity modifier on your attack roll. You cannot use this feat if you suffer a range penalty to your attack roll.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new thrown weapon.

Note: Close-Quarters Thrower can be found in *Pathfinder Roleplaying Game Ultimate Combat.*

Deceptive Thrower (Combat)

You are trained in using your intellect when throwing light weapons, as opposed to agility.

Benefit: With a light thrown weapon made for a creature of your size category, you may use your Intelligence modifier instead of your Dexterity modifier on attack rolls.

Special: An alchemist's bombs and most splash weapons are considered light weapons.

Disrespected

Your words cut to the bone.

Prerequisites: Cha 13.

You can demoralize opponents using Perform (act), Perform (comedy), Perform (oratory), Perform (sing) or Profession (barrister) rather than Intimidate.

Double Throw (Combat, Teamwork)

Your thrown weapon suddenly changes direction, catching your target by surprise.

Prerequisites: Dex 15, Deflect Arrows, Improved Unarmed Strike, Snatch Arrows.

Benefit: As an attack action, you may hurl a thrown weapon to an ally that also has this feat. If the ally catches the thrown weapon, he may immediately throw it as an attack (even though it is not his turn) at a target of his choice. If the target is within 30 feet of your ally, the target loses its Dexterity bonus to AC (if any). Your ally may not use the Deflect Arrows and Snatch Arrows feats again until the beginning of his next turn.

Frightening Snarl (Combat)

Your bark is worse than your bite.

Prerequisites: natural bite attack.

Benefit: Whenever you confirm a critical hit with your bite attack, you may attempt an Intimidate check to demoralize the creature you bit and any enemies adjacent to that creature as a free action.

Grass Runner

You can move through the grasslands without impediment.

Prerequisites: Plains Walker.

Benefit: While in plains terrain, you may move through any sort of undergrowth at your normal speed and without taking damage or suffering any other impairment. If this undergrowth has been magically manipulated to impede motion, it still affects you. You gain a +4 bonus to saving throws made to avoid being affected by such vegetation.

Hex Focus

Your hex is more difficult to resist

Prerequisites: Hex class feature.

Benefit: Add +1 to the Difficulty Class for all saving throws against the hex you select.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new hex.

Hurdling Charger (Combat)

Obstacles do not impede your ability to charge. **Prerequisites**: Acrobatics 5 ranks.

Benefit: While performing a charge, you may leap over obstacles in your path. If your attempt to leap over an obstacle fails, you fall prone in a randomly

determined unoccupied square adjacent to the obstacle and your turn ends. If you successfully leap over an obstacle within 10 feet of your target, you gain a bonus to your attack roll equal to the obstacle's height (measured in feet). This bonus stacks with the attack bonus gained from charging.

Normal: Obstacles in your path prevent you from charging.

Immunized

Your immune system quickly adapts to threats.

Prerequisites: Con 15, Great Fortitude.

Benefit: Whenever you succeed on a Fortitude saving throw against disease and poison, you are immune to that same disease or poison for the next 24 hours regardless of the source. Whether your save is successful or not, this feat cannot grant you immunity to diseases and poisons caused by spells and spell-like effects, such as *contagion* and *poison*.

Iron Psyche

Your mind is a fortress, which prevents other creatures from damaging your psyche.

Prerequisite: Iron Will.

Benefit: You gain a +2 bonus on saving throws against effects that deal Charisma, Intelligence or Wisdom damage as well as those effects that drain any of these abilities. The bonus also applies to effects that attempt to reduce or impose a penalty to any of these ability scores. You do not gain this bonus if the ability damage, drain or penalty is self-inflicted.

Jockey

Mounts achieve astonishing speeds under your guidance.

Prerequisites: Mounted Combat, Ride 6 ranks.

Benefit: You can spur your mount to greater speed with a free action. If you succeed on your Ride check, the mount's speed increases by 10 feet. If you succeed by 5 and every 5 points thereafter, the mount's speed increases by an additional 5 feet. If you roll a natural 20 on your Ride check, the mount takes no damage for that round. You can use this feat every round, but the mount becomes fatigued after a number of rounds equal to $1\frac{1}{2}$ times its Constitution score.

Normal: You can spur your mount as a move action. A successful Ride check increases the mount's speed by 10 feet for 1 round. The mount becomes fatigued after a number of rounds equal to its Constitution score.

Lion Tamer

You can tame wild animals faster than normal.

Prerequisites: Handle Animal 6 ranks.

Benefit: You gain a +4 bonus on Handle Animal checks made to a rear a wild animal. You do not have to rear the animal from infancy, but you must spend at least one continuous month in the animal's company. This feat does not allow you to exceed the number of animals you may rear. You may only rear one animal in this manner at any time.

Normal: Wild animals must be reared from infancy.

Mechanically Inclined

You can repair practically anything.

Benefit: You gain a +4 bonus on all Craft checks made to repair an item, even if you have no ranks in that particular Craft skill.

Military Historian

You may apply a detail from a past battle to your current situation. **Prerequisites**: Profession (soldier) 5 ranks.

Benefit: You may attempt a Profession (soldier) check in place of an initiative check once per day. When you gain 10 ranks in this skill and every 5 ranks thereafter, you may use this feat one additional time per day.

On the Lookout

You make the most of your cover. **Prerequisites**: Dex 15, Dodge.
Benefit: You gain a +6 bonus to AC whenever you have cover (including soft cover) and a +3 bonus on Reflex saving throws, though the saving throw bonus does not apply to soft cover. Partial cover grants you a +3 bonus to AC and a +1 bonus on Reflex saving throws. You do not gain these benefits if you are grappled, held, paralyzed, stunned or unconscious.

Normal: Cover grants a +4 bonus to AC and a +2 bonus on Reflex saving throws.

Passionate Speaker

Your words rouse passion in others.

Benefit: You get a +2 bonus on all Perform (oratory) and Profession (barrister) checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

Plains Walker

You move faster than normal in plains terrain.

Benefit: While wearing light armor or no armor, your base speed increases by 10 feet whenever you move across plains terrain. You lose the benefits of this feat if you carry a medium or heavy load.

Special: You can only take this feat once. Its effects stack with Fleet.

Plant Channel

You can channel your divine energy to harm or heal plants.

Prerequisites: Channel energy class feature.

Benefit: Instead of its normal effect, you can choose to have your ability to channel energy heal or harm plants. You must make this choice each time you channel energy. If you choose to heal or harm plants, your channel energy has no effect on other creatures. The amount of damage healed or dealt and the DC to halve the damage is otherwise unchanged. When used to heal plants, ordinary plants in the area benefit from the overgrowth effect of the *plant growth* spell. When used to harm plants, ordinary plants in the area suffer from the prune growth effect of the diminish plants spell.

River Dance (Combat)

Your dancing skill allows you to kick prone opponents and creatures smaller than you.

Prerequisites: Improved Unarmed Strike, Perform (dance) 6 ranks.

Benefit: Your unarmed strikes deal an additional 1d6 points of damage against prone opponents and non-flying opponents two or more size categories smaller than you. This damage is precision damage and is not multiplied on a critical hit.

Running Tackle (Combat)

You hurl your body at your opponent and knock him to the ground. Prerequisites: Improved Trip, Improved Unarmed Strike.

Benefit: When you hit an opponent with an unarmed strike as part of a charge attack, you may initiate a trip as a free action.

Saboteur

You are a master saboteur.

Prerequisites: Disable Device 6 ranks.

Benefit: You gain a +4 bonus on Disable Device checks made to sabotage devices, and you can do it in half the time. You ignore any modifiers to the check's DC when attempting to leave behind no evidence of your tampering. If your Disable Device check to sabotage a device succeeds by 5 or more, you know that you successfully sabotaged the device.

Saw It Coming

You anticipate the actions of others in combat. Prerequisites: Int 13.

Benefit: You may use your Intelligence modifier instead of your Dexterity modifier on your Combat Maneuver Defense.

Snow Bum

You are an expert ice skater and skier.

Prerequisites: Acrobatics 4 ranks.

Benefit: You gain a +4 bonus on all Acrobatics checks made to ice skate and ski. Whenever you succeed on an Acrobatics check to increase your speed while ice skating and skiing, your speed doubles instead.

Soft Spot

Weak spots cannot hide from you.

Prerequisites: Knowledge (engineering) or Profession (engineer) 5 ranks. Benefit: If you spend 1 minute visually and tactilely examining an unattended inanimate object, you may attempt to locate its most vulnerable spot. Doing so requires a successful (DC 10+ the object's hardness) Knowledge (engineering) or Profession (engineer) check. After locating the object's soft spot, the first attack you make against the unattended object completely ignores its hardness. After each successive attack that you make, the object regains 1 point of hardness until it returns to its original hardness. You may direct other creatures to attack the same spot, but they lack your insight and confidence. Whenever they strike the object, it regains 2 points of hardness per attack instead of 1 point. You cannot use this feat more than once on the same object.

Special: The benefits of this feat do not apply to sunder attempts or attacks against constructs, only on inanimate, unattended objects with one exception. You may use this feat to smash through magically created walls, such as a wall of stone.

Spot Tell

You excel at reading people's faces and seeing through their deceptions. Prerequisites: Sense Motive 4 ranks.

Benefit: You may use Sense Motive instead of Perception to see through another creature's disguise. If you successfully sense an enchantment on another creature, you may attempt another Sense Motive check to identify the spell's caster as a full-round action. You must be able to see the caster, and your Sense Motive check is opposed by the caster's Bluff check. If you are trained in Knowledge (arcana), you gain a +4 bonus to your check made to identify the spell effect in place on the enchanted creature.

Normal: Disguise checks are opposed by Perception checks.

Sting Operator (Teamwork)

You and your allies can make anything sound believable. Prerequisites: Bluff 5 ranks.

Benefit: Whenever you attempt a Bluff check to fool someone or a Disguise check to conceal your true appearance, allies within 20 feet that also have this feat can aid you with your Bluff and Disguise checks as if they were aiding another as an immediate action. (Your allies always roll a Bluff check to aid another, even if you are attempting to make a Disguise check.) The allies attempt their aid another rolls before you attempt your check. No more than four allies can grant you a bonus with aid another. If you failed to fool someone, further attempts to deceive them are at a - 10penalty. You gain a +2 bonus for every ally that aided you in your original attempt, however. You cannot use this feat to deceive the same creature more than twice. The creatures you are attempting to fool must be able to see, hear and understand your allies.

Supremely Confident You are confident that you know exactly what is going to happen. Prerequisite: Cha 15.

Benefit: You may use your Charisma modifier instead of your Dexterity modifier on initiative checks. Whenever you roll a natural 1 on an initiative check, you may reroll the initiative check, but you must accept the results of the second roll, even if you roll another natural 1.

Normal: You add your Dexterity modifier to initiative checks.

Thick-Headed

Enemies find it difficult to stun you.

Benefit: You gain a +4 bonus on saving throws made to resist being stunned. You gain this bonus only if the attack or effect that stunned you also dealt damage.

CHAPTER 5: PLAINS EQUIPMENT

Plains Equipment

The plains are renowned for sudden change. In a matter of seconds a single spark can transform the tranquil fields into a roaring conflagration. The rapid approach of ominous dark clouds on the horizon may be the harbinger of a deadly tornado or the dreaded black blizzard swirling across the land. Adventurers seeking to make their fortunes on the grasslands must prepare for the unexpected and the ordinary. While these events pose a significant danger to life and limb, this land of extremes also experiences soaring hot temperatures and bone-chilling cold snaps. In addition to the hazards that explorers can readily see and feel, unseen perils lurk in the grasses. Tiny, bloodsucking insects stalk the plains in search of their next meal. These unwelcome parasites transmit a plethora of virulent diseases to their blood feast's unfortunate victim. Adventurers hoping to tame their environment cannot rely on wits and experience alone. They need tools and equipment to survive in this constantly changing habitat.

Clothing

Clothing is the explorer's first line of defense against the brutal heat and deep freezes. It offers protection against the sun's incessant rays of warm, ultraviolet light as well as the frigid winds and chilling temperatures that roll across the temperate grasslands during the cruel winters. Lightweight, breathable fabrics are best suited for both extremes, though their application differs dependent upon the season. A single layer of clothing is most appropriate for the hot summers, whereas multiple layers of the same materials are ideal for coping with the icy winters. In addition to the basic clothing items, headgear, footwear and other accoutrements are necessary for survival on the harshest and most pleasant days alike. Presented below are a number of non-magical clothing items for the well-prepared plains adventurer.

Table 5-1: Clothing

Weight	Cost	Weight
Eyeglasses	50 gp	—
Eyeglasses, masterwork	500 gp	—
Fire-Retardant Outfit	200 gp	7 lbs.
Headgear	2 gp	1 lb.
Headgear, masterwork	40 gp	1 lb.
Leaden shirt	100 gp	3 lbs.
Sandals	1 gp	1 lb.
Sandals, masterwork	20 gp	1 lb.
Savanna blanket, masterwork	20 gp	1lb.
Savanna outfit	7 gp	4 lbs.
Savanna outfit, masterwork	150 gp	3 lbs.
Savanna robe	5 gp	2lbs.
Savanna robe, masterwork	100 gp	1 lb.
Scarf	1 sp	—
Skates, ice, masterwork	50 gp	2 lbs.
Skis, masterwork	250 gp	20 lbs.
Swarmsuit	20 gp	10 lbs.
Visor	2 gp	1 lb.

EYEGLASSES

Price 50 gp; Weight —

These glasses include two lenses fitted into a wooden or metal frame that sit on the bridge of the nose and are loosely wrapped around the wearer's ears. They afford the same protection against sunburn as a visor — i.e. -2 to the Constitution check DC to resist sunburn. In addition, they grant a +1 circumstance bonus on Constitution checks against light sensitivity or light blindness.

EYEGLASSES, MASTERWORK Price 500 gp; Weight —

Precision-crafted from the finest materials, masterwork eyealasses consist of two lenses fitted into a leather frame that forms a tight seal around the eyes. They afford the same protection against sunburn as ordinary eyealasses except that rolling a natural 1 on a Constitution check against sunburn does not result in the character's eyes becoming sunburned. Furthermore, these eyeglasses negate the effects of light sensitivity and light blindness, so a character suffering from either condition can see normally while wearing them. The eyeglasses grant a +2 circumstance bonus on Perception checks made to detect a mirage and a +4 circumstance bonus on Fortitude saves to resist blindness caused by foreign objects coming into contact with the eyes, such as a dirty trick maneuver to throw sand in the wearer's eyes.

FIRE-RESISTANT OUTFIT Price 200 gp; Weight 7 lbs.

Consisting of a lightweight wool coat, trousers, hat, neckwear, boots and gloves, this outfit provides some protection against open flames. The wearer gains fire resistance 2 and a +2 circumstance bonus on Reflex saves made to avoid catching fire. Repeated or prolonged exposure to fire denigrates the wool and ruins the outfit (typically after 1d10+20 rounds of exposure).

HEADGEAR Price 2 gp; Weight 1 lb.

Made from cotton, wool or flax, headgear protects the head against the ravages of the sun.

HEADGEAR, MASTERWORK Price 40 gp; Weight 1 lb.

Expertly tailored from a continuous piece of cloth, this headgear provides protection against sunburn and grants a +1 circumstance bonus on Fortitude saves made against exposure to hot weather. This bonus stacks with the bonuses granted from wearing a masterwork savanna robe and masterwork sandals. This version also includes a scarf that protects against sunburn and shields the nose and mouth against the choking hazards of a dust storm or black blizzard.

LEADEN SHIRT Price 100 gp; Weight 3 lbs.

Woven from a mixture of flax and wool, this shirt also contains numerous strands of lead sewn into the material. The shirt absorbs the sun's ultraviolet radiation, preventing the wearer from becoming sunburned. The shirt does not contain enough lead to shield the wearer against magical and non-magical effects that are normally blocked by a sheet of lead. The leaden shirt does contain enough of the metal to grant the wearer a +2 circumstance bonus on saving throws to resist the effects of radiation such as the metallurgic amber encountered in **Chapter 12**.

SANDALS

Price 1 gp; Weight Ib.

These simple leather sandals provide adequate protection against the heat and jagged rocks.

SANDALS, MASTERWORK

Price 20 gp; Weight 1 lb.

Solid, corrosive-resistant wood and leather provide exceptional protection against the savanna's hazards. The sandals grant a +1 circumstance bonus to Fortitude saves made against exposure to hot weather and taking damage from exposure to the ground.

SAVANNA BLANKET, MASTERWORK Price 20 gp; Weight 1 lb.

Usually sewn from tightly woven silk, wool and cotton fabrics, the savanna blanket grants a +2 circumstance bonus on Fortitude saves against exposure to cold weather. When wrapped around the body, it protects skin and carried gear against contamination from sand and dirt during a dust storm, sandstorm or black blizzard. When draped across the nose and mouth, it protects against choking during the same events.

SAVANNA OUTFIT

Price 7 gp; Weight 4 lbs.

The savanna outfit includes a savanna robe, headgear and sandals.

SAVANNA OUTFIT, MASTERWORK

Price 150 gp; Weight 3 lbs.

This variety includes masterwork versions of the savanna robe, headgear and sandals. When worn together, they grant a +5 circumstance bonus on Fortitude saves against exposure to hot weather.

SAVANNA ROBE Price 5 gp; Weight 2 lbs.

Fabricated from cotton, linen, wool or a combination of these materials, the savanna robe protects the body against the dangers of sunburn.

SAVANNA ROBE, MASTERWORK Price 100 gp; Weight 1 lb.

This intricately woven silk outer garment affords the same protection as an ordinary robe against sunburn, but it also grants a +3 circumstance bonus on Fortitude saving throws against exposure to hot weather. This circumstance bonus stacks with those granted from wearing masterwork headgear and sandals. A masterwork savanna robe also protects the skin and carried gear against the effects of sandstorms and black blizzards.

SCARF

Price 1 sp; Weight —

This simple band of cloth is used to cover the nose and mouth to protect against the choking hazards of a dust storm and a black blizzard.

SKATES, ICE, MASTERWORK Price 50 gp; Weight 2 lbs.

The common version of this item appears in Pathfinder Roleplaying Game Ultimate Equipment. Masterwork ice skates grant the wearer a +2 circumstance bonus on Acrobatics checks made to perform a task on the skates.

SKIS, MASTERWORK Price 250 gp; Weight 20 lbs.

The common version on this item appears in Pathfinder Roleplaying Game Ultimate Equipment. Masterwork skis grant the wearer a +2 circumstance bonus on Acrobatics checks made to perform a task on skis.

SWARMSUIT Price 20 gp; Weight 10 lbs.

This item appears in Pathfinder Roleplaying Game Advanced Player's Guide. In addition to providing damage reduction against swarm attacks, it also protects the wearer against ordinary mosquitoes and ticks. A character that sleeps in a swarmsuit is automatically fatigued the next day.

VISOR

Price 2 gp; Weight 1 lb.

Visors are made from wood and covered in fabric that is also used to fasten the item around the head. The item protects the eyes and face from sunburn.

Adventuring Gear

Those who step out their door and onto the grasslands in search of adventure need more than clothing if they plan to return home in one piece. Seasoned explorers also rely upon a host of tools and items to aid them in their journeys. Presented below are several non-magical items adventurers can use to improve their chances of success on the plains.

Table 5-2: Adventuring Gear

Item	Cost	Weight
Mosquito Net	1 gp	1 lb.
Mud Caulk (set of 4)	1 gp	3 lbs.
Tiblu's Anatomy (circulatory system)	1,200 gp	2 lbs.
Tiblu's Anatomy (muscular system)	1,400 gp	2 lbs.
Tiblu's Anatomy (nervous system)	1,000 gp	2 lbs.
Tiblu's Anatomy (respiratory system)	800 gp	2 lbs.
Tiblu's Anatomy (skeletal system)	800 gp	2 lbs.

CHAPTER 5: PLAINS EQUIPMENT

MOSQUITO NET Price 1 gp; Weight Ib.

Constructed from finely woven, tightly stitched fibers, a mosquito net is a see-through barrier that is draped around a tent. Though not entirely foolproof, mosquitoes and other small pests cannot fly through or crawl through the mesh material. A character sleeping in a tent protected by a mosquito net decreases his chances of encountering a disease-bearing pest by 50%. The mosquito net presented here is large enough to cover a Medium tent.

MUD CAULKS

Price 1 gp; Weight 3 lbs.

These specially designed horseshoes offer greater traction on wet, muddy surfaces. A horse equipped with these shoes can move through a shallow bog without impediment (see the "Marsh Terrain" section in Chapter 13 of the Pathfinder Roleplaying Game Core Rulebook) and ignores the DC modifiers to Acrobatics checks made when moving across slightly slippery surfaces. Mud caulks provide no benefits on stone surfaces, and they reduce the horse's base speed by 5 feet.

TIBLU'S ANATOMY (CIRCULATORY SYSTEM) Price 1,200 gp; Weight 2 lbs.

TIBLU'S ANATOMY (MUSCULAR SYSTEM) Price 1,400 gp; Weight 2 lbs.

TIBLU'S ANATOMY (NERVOUS SYSTEM) Price 1,000 gp; Weight 2 lbs.

TIBLU'S ANATOMY (RESPIRATORY SYSTEM) Price 800 gp; Weight 2 lbs.

TIBLU'S ANATOMY (SKELETAL SYSTEM) Price 800 gp; Weight 2 lbs.

Tiblu Ottika created these five papyrus diagrams of the human body shortly after he founded Tangjan College roughly 80 years ago. The painstakingly detailed sketches depict each of the major bodily systems: the circulatory system, the muscular system, the nervous system, the respiratory system and the skeletal system. His colleagues and students produced several dozen copies of each diagram before his descent into madness. Most were lost over the passing decades. The few surviving copies are usually kept in oversized scroll cases. Finding an intact copy is rare, and locating a complete collection is nearly impossible. Still, healers scour the grasslands hoping to stumble upon just one of these prized drawings.

A character must be trained in the Heal skill to understand any of the diagrams. It takes a character 24 hours to thoroughly study the diagram and gain its benefits. He must also spend at least 1 hour every week reviewing the diagram again to retain its benefits. A character that fails to review the diagram on a weekly must succeed on an Intelligence check every day thereafter (DC 10+1 per previous check) or he forgets what he learned from the diagram and can no longer use the diagram's benefits. Each diagram bestows the following benefits to the reader:

Circulatory System: This diagram grants the reader a +4 competence bonus on Heal checks made to stop bleed attacks and to treat poison.

Muscular System: This diagram allows the reader to attempt a Heal check to treat *slow* effects as a full-round action. To do so, the healer must succeed on a Heal check

using the slow effect's save DC. If he succeeds, the slowed character may attempt a new saving throw to end the effect on its next turn. This is a full-round action that does not provoke attacks of opportunity. A creature can only benefit from its slowness being treated within 24 hours of being slowed and never more than once per day. It also grants the reader a +4 competence bonus on Heal checks made to treat wounds from caltrops, spike growth or spike stones.

Nervous System: This diagram allows the reader to attempt a Heal check to treat paralysis as a full-round action. To do so, the healer must succeed on a Heal check using the paralysis effect's save DC. If he succeeds, the paralyzed character may attempt a new saving throw to end the effect on its next turn. This is a full-round action that does not provoke attacks of opportunity. A creature can only benefit from its paralysis being treated within 24 hours of being paralyzed and never more than once per day.

Respiratory System: This diagram grants the reader a +4 competence bonus on Heal checks made to administer first aid.

Skeletal System: This diagram grants the reader a +4 competence bonus on Heal checks made to provide long-term care.

Special Substances and Items

Any of these substances can be made by a character with the Craft (alchemy) skill.

Table 5-3: Special Substances and Items

Item	Cost	Weight
Extinguisher flask (flask)	30 gp	1 lb.
Instant ale (vial)	2 gp	—
Insect repellant (vial)	20 gp	—
Liquid courage (vial)	50 gp	—
Pseudomorph solution (vial)	50 gp	—
Skin saver (vial)	20 gp	—
Sunscreen (vial)	5 gp	—

EXTINGUISHER FLASK

Price 30 gp; Weight 1 lb.

Grassfires are an unfortunate reality on the plains, especially during the dry season. All it takes is an ignition source to breathe life into a massive blaze. Characters caught downwind of a rapidly moving fire are best served outrunning the approaching firestorm, but that is not always possible. When faced with no other alternative, crafty adventurers may fall back on one desperate, last resort — an extinguisher flask. Many plains residents colloquially refer to the alchemical creation as a "bottle of flameout." Concocted from a mixture of fire-suppressant chemicals, an extinguisher flask coats the ground with bubbly foam that instantly absorbs oxygen and deprives the flames of their critical fuel source.

An extinguisher flask can be thrown as a ranged attack with a range increment of 10 feet. When it strikes a hard surface (or is struck hard), the flask breaks and spreads the contents throughout the area. All non-magical flames within a 10-foot-radius spread are automatically extinguished. The foam coats the surface for 10 minutes or until it is exposed to at least 1 gallon of water. While the foam remains in place, the affected area is fireproofed. An extinguisher flask has no effect on magical fire, but it can be thrown as a splash weapon at a creature with the fire subtype. Treat this attack as a ranged touch attack with a range increment of 10 feet. The flask breaks if thrown against the body of a corporeal creature with the fire subtype and deals 2d4 points of damage with a direct hit. Each such creature within 5 feet of the point where the flask hits takes 1 point of damage from the splash. On the round following a direct hit, the target takes an additional 1d4 points of damage. If desired, the target can use a full-round action to remove the foam from its body before taking this additional damage. Doing so requires a successful DC 15 Reflex save. **Create:** Craft (alchemy) DC 20

INSECT REPELLENT Price 2 gp; Weight —

Disease-carrying insects are a constant danger to plains travelers, especially in the warm savanna. To ward off these unwelcome pests, alchemists blend several herbs and oils into a topical lotion intended to keep these annoying parasites at bay. The viscous liquid is pleasant to the humanoid nose, but unkind to the insects' olfactory senses. When applied to exposed skin, insect repellent reduces the chances of encountering a tiny mosquito or tick by 75% and grants a +4 circumstance bonus on Fortitude saves made to detect the presence of either critter. In addition, insect swarms deal half damage to characters doused in insect repellent. Insect repellent lasts for 24 hours or until exposed to at least 1 gallon of water. One vial of insect repellent contains enough oily liquid to coat 10 Mediumsized creatures. Unfortunately, the substance's strong aroma may give away the wearer's position. Creatures with the scent ability gain a +4 circumstance bonus on Perception checks made to locate someone using insect repellent.

Create: Craft (alchemy) DC 20

INSTANT ALE

Price 20 gp; Weight —

The bane of tavern owners and brewers alike, instant ale is an alchemical creation that instantly turns ordinary water and grain flour into delicious ale in under a minute. To make matters worse for such proprietors, the ale's alcohol content is almost always higher than those found in conventional brews (1d4+6% alcohol). Users can also add several of their favorite ingredients to the mixture, including honey, blueberries, apricots and other fruits, without affecting the alcohol content. Instant ale uses a mutated species of yeast and several other components to vastly accelerate fermentation. Detractors claim that instant ale is merely pure alcohol in a fancy vial, but instant ale produces colorful, full-bodied ale that would be impossible to create by simply pouring alcohol into a bland mixture of water and grain flour. In addition to creating a hearty, alcoholic beverage, instant ale also kills any harmful organisms in the water, though it does not neutralize poison. One vial is sufficient to transform 1 gallon of water into instant ale. Create: Craft (alchemy) DC 15

LIQUID COURAGE Price 50 gp; Weight —

The exact formula required to make this elixir remains a closely guarded secret in the alchemist community, but there is one ingredient that is an absolute certainty — whiskey. Some soldiers swear that liquid courage is nothing

more than an extremely strong variety of the potent spirit. Those in the know disagree. In either event, drinking a vial of liquid courage grants a +5 alchemical bonus on Will saving throws against fear effects for 1 hour. **Create**: Craft (alchemy) DC 25

PSEUDOMORPH SOLUTION Price 50 gp; Weight —

Some plains' volcances spew an extremely rare type of lava containing sodium and potassium carbonate minerals with the unique property of being able to change mineral compositions when exposed to air. The material is useless in its raw form, but alchemists devised a way to dissolve this unusual lava in a suspension solution that can be ingested without fear of illness and is surprisingly palatable in spite of its slightly metallic aftertaste. When an arcane spellcaster drinks the solution, the next transmutation spell that he casts with the earth descriptor, such as stone shape and transmute rock to mud, is extended as though using the Extend Spell feat. Use of the pseudomorph solution does not change the spell slot of the altered spell. It is permissible to combine a pseudomorph solution with metamagic feats possessed by the drinker. In this case, only the feats possessed by the drinker adjust the spell slot of the spell being cast. If it is not used within 1 hour after the liquid is consumed, its effects dissipate. Because of its high mineral content, characters that drink more than one vial of pseudomorph solution in any 24-hour period become nauseated (DC 14 Fortitude save negates) for 1d4 minutes. A nauseated character expels the pseudomorph solution in its entirety, thus negating its beneficial effects and rendering it permanently useless.

Create: Craft (alchemy) DC 25

SKIN SAVER Price 20 gp; Weight —

Crafted from a mixture containing honey, oats and several other ingredients, this balm provides soothing relief to skin ailments such as sunburn, rashes and minor irritation. An application of skin saver prevents the character from taking any additional damage from skin conditions such as sunburn and poison ivy for the next 24 hours or until the balm is exposed to at least 1 gallon of water. Skin saver does not cure the underlying condition; it only suppresses the symptoms for 24 hours. In the case of poison ivy, the character must still succeed on a Fortitude save to be cured of the condition, while sunburn can last for several days before it finally subsides. Skin saver grants a +4 circumstance bonus on Heal checks made to treat wounds from caltrops, spike growth or spike stones, as well as treating deadly wounds. Skin saver can be used multiple times to treat the same condition. One vial of skin saver contains enough balm to coat a Medium-sized creature's skin. Create: Craft (alchemy) DC 25

SUNSCREEN Price 5 gp; Weight —

Crafted from a blend of several plant oils such as sesame and coconut oil, sunscreen grants protection from sunburn when applied directly onto the skin. Sunscreen grants a +4 circumstance bonus on Fortitude saves made to avoid getting sunburn. Sunscreen lasts for 24 hours or until exposed to at least 1 gallon of water. One vial contains enough sunscreen to coat 10 Medium creatures. **Create:** Craft (alchemy) DC 20

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Magic Items

Adventurers are composed of greater stuff than the average man, and so is their arsenal of equipment. Though alchemical creations, tools and household objects can come in handy in a pinch, there is sometimes no substitute for raw magical power. When battling against the grasslands' fiercest denizens, warriors and wizards alike place their trust in radiant longswords etched with runes and mighty staffs crackling with mystical energy. Presented below are a diverse number of magical items to aid plains adventurers on their paths to greater glory.

Armor

SAFARI SHIRT

Aura moderate abjuration; CL 6th Slot armor; Price 7,160 gp; Weight 15 lbs.

This +2 leather armor has brown and beige undertones that allow the wearer to move through the tall grasses without being detected. The wearer gains a +5 competence bonus on Stealth checks made in plains terrain. Furthermore, the safari shirt allows the wearer to *hide from animals* as the spell. The ability lasts for 1 hour and may be used three times per day. This armor is particularly popular among big-game hunters who use it to move close to their chosen prey without being detected until it is too late.

Requirements Craft Magic Arms and Armor, hide from animals; **Cost** 3,660 gp

WAR BARDING

Aura faint enchantment; CL 5th Slot armor; Price 11.750 gp; Weight 80 lbs.

This +1 chain mail barding is designed to fit a light or heavy combat trained horse. In addition to granting the animal an armor bonus, the horse also gains the Improved Bull Rush feat even if it does not meet the feat's prerequisites. An animal with an Intelligence score of 2 or less cannot use the feat of its accord. Thus, the rider must command his mount to bull rush an opponent. Doing so requires a successful DC 20 Ride check.

Requirements Craft Magical Arms and Armor, charm animals; **Cost** 6.250 gp

Weapons

BOW OF UNSEATING Aura moderate transmutation; CL 10th Slot none; Price 13,400 gp; Weight 3 lbs.

Built from a combination of flexible wood, horn, sinew and resins, this +2 composite longbow (+2 Str bonus) is the bane of mounted warriors throughout the grasslands. Whenever the longbow confirms a critical hit, the longbow's wielder may instead deal normal damage and immediately make a free bull rush attempt. The arrow is Medium and uses the longbow's caster level as its base attack bonus with a Strength of 15. This gives the longbow a Combat Maneuver Bonus of +12. If the wielder makes a successful bull rush attack against a mounted opponent, the target is knocked off his mount and lands prone in a space adjacent to the mount that is directly away from the longbow's wielder. If the longbow's wielder used a ready action to attack a charging opponent, he gains a +4 bonus to his bull rush attempt.

Requirements Craft Magic Arms and Armor, telekinesis; Cost 6,900 gp

DISEASED ARROW

Aura moderate necromancy; CL 6th Slot none; Price 956 gp 6 cp; Weight 1/10 lb.

This +1 arrow is painted a sickening brown color and always has a sharpened bone tip. If it strikes a foe, it bursts into magical energy resembling a leprous hand placed on the target's body. In addition to dealing the damage it would normally deal, the target must succeed on a DC 14 Fortitude save or contract a disease. This ability duplicates the effects of the contagion spell. Bubonic plague is the most common disease placed onto the arrow.

Requirements Craft Magic Arms and Armor, contagion; **Cost** 481 gp. 6 cp



HANDAXE OF SCALPING Aura moderate transmutation; CL 6th Slot none; Price 8,306 gp; Weight 3 lbs.

This +1 handaxe is most commonly found among nomadic peoples living in the temperate grasslands. The haft is always fabricated from the bone of a large

predatory animal, and the blade is etched with images

of fearsome birds. Whenever the wielder confirms a

critical hit with this weapon, the handaxe crashes into the victim's skull and strips the flesh from bone. In addition to dealing the damage from the critical hit, the gaping wound deals 1 point of Charisma damage and dazes the victim for 1 round. A successful DC 14 Fortitude save negates the daze effect, but not the Charisma damage. The handaxe's wielder must be able to reach the victim's head to use this ability.

Requirements Craft Magical Arms and Armor, daze; **Cost** 4,306 gp.

RAPIER OF ADEPT FENCING

Aura faint enchantment; CL 5th Slot —; Price 9,320 gp; Weight 2 lbs.

This +1 rapier, popular among the urban aristocracy, settled many old scores throughout the ages. Precious gems such as garnets and rubies adorn its handle and guards, and inscriptions etched onto the blade describe the real and imaginary transgressions of the stately gentlemen and ladies who died at the hand of the blade's victorious wielder. The decorative weapon befits its privileged owner. Though not intelligent, the rapier takes fiendish delight felling opponents that exude confidence and personal magnetism. When the rapier's wielder confirms a critical hit with the blade, the wielder may choose to deal 1d4 points of Charisma damage instead of multiplying the damage dealt by the rapier. The preceding ability may be used up to three times per day. Until the beginning of the wielder's next turn, the opponent struck by the rapier suffers a morale penalty to attack rolls equal to the amount of Charisma damage dealt by the rapier. If the opponent's Charisma modifier (after the Charisma damage) is greater than the amount of Charisma damage dealt, the rapier's wielder may add the difference to his next attack roll made with the rapier against that opponent.

Requirements Craft Arms and Armor, touch of idiocy; **Cost** 4,820 gp

SPEAR OF BEAST SLAYING

Aura moderate transmutation; CL 6th Slot none; Price 15,302 gp; Weight —

Carved from acacia and painted dark brown, this +1 magical beast bane spear is a revered weapon and status symbol among the people of the grasslands. Whenever the weapon kills a magical beast, the wielder gains a number of temporary hit points equal to the slain magical beast's HD. The hit points last for 1 minute per HD of the magical beast killed. These temporary hit points do not stack. Whenever the spear is thrown at a magical beast, it returns to the wielder's hands on a successful hit. This functions as the returning special ability.

Requirements Craft Arms and Armor, *death knell*; **Cost** 7,802 gp

WAHUAPA HUSK

Aura faint enchantment; CL 5th Slot none; Price 750 gp; Weight 1 lb.

Created from the closed cornhusk of the murderous maizeman, this strange magic item still harbors some of the creature's hatred within its bloodthirsty kernels.

A wahuapa husk is a thrown weapon that has a range of 20 feet. On a direct hit, the wahuapa husk's outer fibers burst, dousing the target with corrosive dried blood that deals 4d6 points of acid damage. Though the acid dissolves quickly, the wounds it creates do not. The target continues to take 4 points of bleed damage at the start of its turn until the bleeding is stopped by a successful DC 15 Heal check or the application of any effect that heals hit point damage.

Requirements Craft Magical Arms and Armor, acid arrow, bleed; **Cost** 375 gp

Rings

RINGS OF SMOKE AND MIRROR

Aura moderate transmutation (Smoke) and moderate illusion (Mirror); CL 10th Slot ring; Price 21,600 gp (Smoke), 16,000 gp (Mirror), 45,600 gp (set); Weight —

This unusual pair of rings differs from most pairs as each ring looks and functions differently. The first ring, "Smoke" is a silver ring bearing etchings of wispy clouds cut into the band. On command, the ring transforms the wearer into an insubstantial, smoky outline that duplicates the effects of gaseous form. This ability may be used once per day and lasts for 20 minutes. Three times per day, Smoke's wearer may confer the ghost touch special ability to any handheld weapon. This ability lasts for 1 minute. Touch attacks and unarmed strikes always gain the benefits of the ghost touch special ability. This ability is a continuous effect.

The second ring "Mirror" is a silver ring infused with numerous flecks of glass. On command, the ring conjures illusory images of Mirror's wearer that duplicate the effects of *mirror image*. The ring creates 1d4+3 such images. This ability may be used once per day and lasts for 10 minutes or until all of the images have been destroyed, whichever comes first. Mirror's wearer also gains a +4 insight bonus on saving throws to disbelieve illusion spells and spell-like effects.

Though the two rings are usually found together, each ring functions independently of the other. When worn together, the rings' wearer gains a +2 deflection bonus to AC.

Requirements Forge Ring, gaseous form (Smoke), mirror image (Mirror); **Cost** 10,800 gp (Smoke); 8,000 gp (Mirror)

Staffs

STAFF OF THE GRASSLANDS TRAVELER

Aura moderate conjuration; CL 12th Slot —; Price 29,700 gp; Weight 5 lbs.

This staff is made from a twisted and gnarled corn stalk and is topped by a closed green husk of corn. This staff allows use of the following spells:

- calm animals (1 charge)
- diminish plants (2 charges)
- transport via plants (3 charges)

Requirements Craft Staff, calm animals, diminish plants, transport via plants; **Cost** 14,850 gp

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Wondrous Items

BEAN OF INCREDIBLE STALKING

Aura moderate transmutation; CL 6th Slot none; Price 7,200 gp; Weight —

This humble item appears to be nothing more than an ordinary salmon-colored, kidney-shaped bean. When the bean is tossed down and the correct command spoken, the bean transforms into a 40-foot-high, 5-foot-diameter beanstalk that burrows its roots into any solid foundation, including wood, stone and metal, and anchors the twisted, fibrous plant in place. Any creature occupying the beanstalk's square at the time of its creation finds itself atop the beanstalk on a 5-foot-diameter landing protected by a wall of thick vegetation that grants the occupant cover (+4 to AC and +2 bonus on Reflex saves). A creature occupying the beanstalk's square at the time of its creation can avoid being hoisted atop the beanstalk with a successful DC 16 Reflex save.

The beanstalk has hardness 2 and 150 hit points. When its hit points drop to 0, it crashes to the ground. If a creature attempts to topple a beanstalk, he must succeed on a DC 30 Strength check. Any creature atop a falling beanstalk takes 3d6 points of damage from the fall. If the beanstalk is destroyed in this manner, the bean cannot transform into a beanstalk again for 1 week. Climbing up and down the beanstalk requires a successful DC 21 Climb check. When the correct command word is spoken, the bean's owner may turn the beanstalk back into a bean. Any creature atop the beanstalk at the time harmlessly floats back down to earth as if it were affected by a *feather fall* spell. The bean may be commanded to transform into a beanstalk once per day for up to 1 hour at a time.

Requirements Craft Wondrous Item, plant growth; Cost 3,600 gp

Beast Skin

Crafted from the preserved hides and furs of wild animals, beast skins fit snugly over the wearer's torso regardless of the base animal's size. Nonmagical prototypes conferred no benefits other than to making the wearer appear to be another wild animal instead of a humanoid hunter. Over time, practitioners of arcane magic improved the *beast skins*' features to make them appear more lifelike. There are many varieties of *beast skins*, but they all share the same common characteristics. As a standard action, the *beast skin*'s wearer may use the item to transform himself into the corresponding beast for up to 10 minutes per day, usable in 1-minute increments. Those minutes need not be consecutive. The transformation functions as the *beast shape* spell. (The benefits conferred by each skin are described in the individual entries that follow.) It takes 24 hours for the *beast skins* commonly encountered in the grasslands.

BEAST SKIN (CHEETAH)

Aura moderate transmutation; CL 10th Slot chest; Price 13,400 gp; Weight 3 lbs.

Created from the skin of the fastest land animal, this item transforms the wearer into a Medium-sized cheetah. While in cheetah form, the wearer gains a bite and two claw attacks as well as a +2 size bonus to his Strength and a +2 natural armor bonus. The wearer also gains the low-light vision and scent special abilities.

Requirements Craft Wondrous Item, beast shape I; **Cost** 6,700 gp

BEAST SKIN (CROCODILE)

Aura moderate transmutation; CL 10th Slot chest; Price 17,750 gp; Weight 3 lbs.

Created from the scaly skin of this watery predator, this item transforms the wearer into a Large-sized crocodile. While in crocodile form, the wearer gains a bite and tail slap attack as well as a +4 size bonus to his Strength, a -2 penalty to his Dexterity, and a +4 natural armor bonus. Furthermore, the wearer gains low-light vision in addition to the grab special ability. The wearer gains a swim speed of 30 feet.

Requirements Craft Wondrous Item, beast shape II; **Cost** 8,875 gp

BEAST SKIN (PTERANODON)

Aura moderate transmutation; CL 10th Slot chest; Price 17,750 gp; Weight 3 lbs.

Created from the leathery skin of this primordial dinosaur, this item transforms the wearer into a Large-sized pteranodon. While in pteranodon form, the wearer gains a bite attack as well as a +4 size bonus to his Strength, a -2 penalty to his Dexterity, and a +4 natural armor bonus. Additionally, the wearer gains the low-light vision and scent special abilities. The wearer also gains a fly speed of 50 feet (clumsy maneuverability).

Requirements Craft Wondrous Item, beast shape II; **Cost** 8,875 gp

BEAST SKIN (ELEPHANT)

Aura moderate transmutation; CL 10th Slot chest; Price 22,200 gp; Weight 3 lbs.

Created from the hide of this majestic herbivore, this item transforms the wearer into a Huge-sized elephant. While in elephant form, the wearer gains a gore and slam attack as well as a +6 size bonus to his Strength, a –4 penalty to his Dexterity, and a +6 natural armor bonus. Additionally, the wearer gains low-light vision in addition to the trample and scent special abilities.

Requirements Craft Wondrous Item, beast shape III; **Cost** 11,100 gp

BEAST SKIN (HORSE)

Aura moderate transmutation; CL 10th Slot chest; Price 13,400 gp; Weight 3 lbs.

Created from the skin of the plain's most endemic animal, this item transforms the wearer into a Large-sized horse. While in horse form, the wearer gains a +4 size bonus to his Strength, a -2 penalty to Dexterity and a +4 natural armor bonus. He can also attack with both hooves as well as gaining the low-light vision and scent special abilities.

Requirements Craft Wondrous Item, beast shape II; **Cost** 6,700 gp

BEAST SKIN (HYENA)

Aura moderate transmutation; CL 10th Slot chest; Price 13,400 gp; Weight 3 lbs.

Created from the skin of this crafty canine predator, this item transforms the wearer into a Medium-sized hyena. While in hyena form, the wearer gains a bite attack as well as a +2 size bonus to his Strength and a +2 natural armor bonus. The wearer also gains the low-light vision and scent special abilities.

Requirements Craft Wondrous Item, beast shape I; **Cost** 6,700 gp

BEAST SKIN (LION)

Aura moderate transmutation; CL 10th Slot chest; Price 17,750 gp; Weight 3 lbs.

Created from the pelt of the king of beasts, this item transforms the wearer into a Large-sized lion. While in lion form, the wearer gains a bite and two claw attacks as well as a +4 size bonus to his Strength, a -2 penalty to his Dexterity, and a +4 natural armor bonus. The wearer also gains low-light vision as well as the grab, pounce and scent special abilities.

Requirements Craft Wondrous Item, beast shape II; **Cost** 8,875 gp

BEAST SKIN (VULTURE)

Aura moderate transmutation; CL 10th Slot chest; Price 13,400 gp; Weight 3 lbs.

Complete with feathers, this item transforms the wearer into a Small-sized vulture. While in vulture form, the wearer gains a bite attack as well as a +2 size bonus to his Dexterity and a +1 natural armor bonus. The wearer also gains the low-light vision and scent special abilities. The wearer gains a fly speed of 30 feet (average maneuverability).

Requirements Craft Wondrous Item, beast shape I; **Cost** 6,700 gp

BOOTS OF THE PLAINSTRIDER

Aura faint transmutation; CL 5th Slot feet; Price 3,500 gp; Weight 1 lb.

These supple leather boots grant the wearer a +5 competence bonus on Survival checks made to track other creatures in the plains. The wearer can hustle and perform a forced march across terrain without taking nonlethal damage and becoming fatigued. Upon command, the wearer can act as though affected by a *longstrider* spell for up to 6 hours per day while on the plains. The *longstrider* effect's duration need not be consecutive hours, but it must be used in 1-hour increments.

Requirements Craft Wondrous Item, *longstrider*, creator must have 5 or more ranks in Survival; **Cost** 1,750 gp

BRIDLE OF BITING

Aura faint transmutation; CL 5th Slot neck; Price 5,000 gp; Weight 2 lbs.

This bridle crafted from fine leather and thin, durable wood can be placed in the mouth of any animal or magical beast that can be used as a mount. While wearing the bridle, the creature gains a primary bite attack that deals1d6 points of damage for a Medium creature (or 1d8 for a Large creature) and counts as a magic weapon for the purpose of overcoming damage reduction. If the creature already has a natural bite attack, the bridle grants the creature a +1 enhancement bonus to the bite's attack and damage rolls.

Requirements Craft Wondrous Item, magic fang; **Cost** 2,500 gp

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BOX OF STRAWS Aura faint evocation; CL 5th Slot —; Price 6,000 gp; Weight —

There is a time-honored tradition on the plains that whenever a group of people must select one person to complete an extremely dangerous mission, the one among them who draws the shortest straw is then tasked with the perilous assignment. This item is designed for that exact purpose. Images of grinning skulls adorn the outside of this tiny, macabre bone box that stands upright. No amount of force can open the container's lid until the box's owner verbally commands it to do so. At that time, the box's owner must designate one specific creature that the owner expects to encounter in the next hour. The description does not require the owner to specify the creature by name, but it must contain enough detail to distinguish the chosen opponent from all others; otherwise the box remains closed. For instance, designating the fire giant chieftain provides enough specificity to activate the item's magic, whereas a general statement, such as the most-powerful demon, does not. If the GM determines that the chosen opponent satisfies the preceding requirement, the lid flips open to reveal the tips of 100 colored straws of identical size and shape that may be drawn from the box. Regardless of how the box is held or manipulated, the straws do not fall out of the box (even if held upside down), and each piece appears to be the same size. A living creature may remove one straw from the box as a free action. The same creature cannot remove another straw for 24 hours, however. Even after each straw is removed from the box, they still appear identical. After all of the participants draw a straw and the owner closes the box's lid, the straws then reveal their actual size. (The GM randomly determines who drew the shortest straw.) The shortest straw

radiates an azure blue aura for all to see.

The creature holding the shortest straw gains a +1 luck bonus on attack rolls, weapon damage rolls, saving throws, skill checks and ability checks made against that specific opponent for the next hour. At any time before the 1 hour expires, the creature may gain a +2d4 luck bonus (replacing the +1 luck bonus) to any failed attack roll, saving throw or skill check made against the designated opponent. If the bonus is enough to turn the failure into success, the roll succeeds and all benefits gained from the box immediately cease. Once the box of straws' lid closes, it may not be opened again for 12 hours. The box magically replaces any straws previously drawn and removed from the box. Furthermore, at least two creatures must draw straws from the box in order to activate its magic.

Requirements Craft Wondrous Item, divine favor; Cost 3,000 gp

BRAGGART'S MUG

Aura moderate transmutation; CL 6th Slot none; Price 1,250 gp; Weight 1 lb.

Fantastical images of unbelievable deeds and inspirational verses commemorating these allegedly true events adorn the sides of a large, porcelain drinking mug. Once per day on command, the mug fills itself with tasty, honey-flavored ale. Drinking the ale in its entirety, which is a full-round action that provokes an attack of opportunity, grants the imbiber a +10 competence bonus on Bluff checks made to fool someone, though it does not apply to any other uses of the Bluff skill. If a magical effect is used against the imbiber that would detect his lies or force him to speak the truth, the user of the effect must succeed on a DC 21

caster level check to succeed. In addition, the imbiber becomes so enamored with his superiority that he gains a +2 bonus on saving throws against compulsion spells and spelllike effects. Unfortunately, the creature's endless boasting and overbearing personality cause him to suffer a -5 penalty on Diplomacy checks. All of the preceding effects last for 1 hour.

Requirements Craft Wondrous Item, creator must have at least 5 ranks in the Bluff skill, *glibness*; **Cost** 625 gp

BUFFALO HORNS

Aura moderate transmutation; CL 6th Slot head; Price 7,500 gp; Weight 3 lbs.

This tight-fitting leather helmet is created from the horns of the savanna buffalo, a large, aggressive herbivore. The horns grant the wearer a gore attack that deals 1d6 points of damage for a Medium wearer (or 1d4 points of damage for Small wearers). Treat this attack as a primary natural attack. In addition, the wearer remains conscious and can continue fighting even if his hit point total is below 0. The creature is still staggered and loses 1 hit point each round. The wearer still dies when his hit point total reaches a negative amount equal to his Constitution score.

Requirements Craft Wondrous Item, magic fang, stabilize; **Cost** 3,750 gp

CAVALRY SADDLE

Aura faint transmutation; CL 5th Slot none; Price 17,500 gp; Weight 15 lbs.

This expertly crafted leather saddle with stirrups affixes itself to the back of any animal or magical beast suitable for riding. The saddle magically changes size and shape as necessary. The saddle grants the rider the Mounted Archery and Mounted Combat feats, even if he does not meet the feats' prerequisites.

Requirements Craft Wondrous Item, creator must have at least 5 ranks in the Handle Animal and Ride skills; **Cost** 8,750 gp

CHEETAH TAIL

Aura faint transmutation; CL 5th Slot belt; Price 3,400 gp; Weight 1 lb.

This odd belt is crafted from leather and its alternating pattern of painted spots resembles the cheetah's fur pattern. Once per hour, as a free action, the wearer may activate the belt. Doing so instantaneously conjures a long, feline tail that protrudes from the back of the belt and remains in existence until the beginning of the wearer's next turn. The tail allows the wearer to move at 10 times his normal base speed when he makes a charge. As part of his charge, he can make one 45-degree or less turn if he succeeds on a DC 20 Acrobatics check. If the check fails, he immediately falls prone in that square. He loses the charge and provokes an attack of opportunity from any creatures that threaten the prone character. This ability has no effect on other modes of movement, such as burrow, climb, fly or swim. In addition, the cheetah tail also arants a +4 competence bonus on Acrobatics checks, including those made to turn 45 degrees or less.

Requirements Craft Wondrous Item, *longstrider*; **Cost** 1,700 gp

CORN COB PIPE OF DREAMING

Aura moderate illusion; CL 10th Slot none; Price 36,000 gp; Weight —

Carved from a hollowed-out cob of corn, this simple 6-inch-long pipe can and frequently is used to smoke ordinary tobacco or any other combustible material. The pipe's magical effects require no fuel and no ignition source. Upon command, as a standard action, wispy strands of gray smoke suddenly billow out of the pipe's bowl that the smoker can manipulate to duplicate the effects of a shadow conjuration spell or a shadow evocation spell. The smoker can use the pipe to cast each of the preceding spells once per day.

Requirements Craft Wondrous Item, shadow conjuration, shadow evocation; **Cost** 18,000 gp

DIE OF FATE SAVING Aura strong abjuration; CL 13th

Slot neck; Price 11,450 gp; Weight —

This seemingly ordinary, six-sided bone die sits inside of an opaque, translucent crystalline sphere. The sphere is attached to a piece of dried sinew that hangs around the wearer's neck. The unusual die freely floats within the sphere, as it constantly spins and rotates in varying directions. The die's movement has no visible effect except whenever an opponent scores a critical threat against the wearer. The sphere then glows and bathes the wearer in a strange, pink aura that grants a +1d6 luck bonus to the wearer's AC for the opponent's confirmation roll. In addition, once per day as an immediate action, the wearer can add a +1d6 bonus to any saving throw he just rolled. The wearer must activate this ability before the saving throw's results are revealed. If the added bonus turned a failure into a success, the die loses its magical properties for 1 hour. If the added bonus saved the wearer's life, the sphere shatters and the die is permanently destroyed.

Requirements Craft Wondrous Item, limited wish or miracle; **Cost** 5,725 gp

FLESH GLUE

Aura moderate transmutation; CL 10th Slot none; Price 2,000 gp; Weight —

As the name suggests, this thin, sticky ointment contains several fast-acting resins and glues. If an ounce of flesh glue is rubbed over the skin, the creature gains DR 2/bludgeoning and immunity to bleed effects for 1 hour. The price and creation cost given are per ounce.

Requirements Craft Wondrous Item, stoneskin; Cost 1,000 gp

HAT OF POTION STORAGE

Aura moderate conjuration; CL 10th Slot head; Price 2,000 gp; Weight 1 lb.

This silk hat looks like an ordinary top hat. The hat's wearer may pour a potion into the hat to store it in an extradimensional space for future use. The hat can store a maximum of four potions at any time. If the wearer pours another potion into a hat that already contains four potions, the new potion replaces one of the previously stored potions (owner's choice), which is then destroyed. The wearer can remove the hat from his head as a free action and command it to convert one of the stored potions into its liquid form as a swift action. Neither action provokes an attack of opportunity. Drinking the potion is still a standard action that provokes an attack of opportunity. The hat

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stores only potions. It cannot be used to store other liquids, including oils, elixirs and alchemical creations. It takes 24 hours for the hat to attune itself to its wearer. Potions poured into it before it attunes to its wearer are permanently lost.

Requirements Craft Wondrous Item, secret chest; Cost 1,000 gp

HEADDRESS OF THE THUNDERBIRD

Aura moderate evocation: CL 6th Slot head; Price 14,400 gp; Weight 1 lbs.

This wondrous, feathered headdress wraps around the wearer's head. Made from the feathers of the legendary thunderbird, natives recognize this headdress as a symbol of the wearer's exalted status within the community. A brand-new headdress has 40 feathers, but the typical headdress has 4d10 feathers still attached to its base when first discovered. Once per round, the wearer may detach a single feather from the headdress and attach it to one arrow. Doing so requires a move action that does not provoke an attack of opportunity. If the wearer has the Quick Draw feat, he may remove one feather and attach it to the arrow as a free action. Any attempts to detach additional feathers require a move action to complete. The arrow becomes a +1 arrow that deals 1d6 points of electrical damage and 1d6 points of sonic damage on a successful hit. A creature critically hit by this arrow is stunned and deafened for 1 round if it fails a DC 16 Fortitude save. Whether the arrow hits or not, it is destroyed after the attack.

Requirements Craft Wondrous Item, lightning bolt, sound burst; **Cost** 7,200 gp

JOUSTING SADDLE

Aura moderate conjuration; CL 6th Slot none; Price 15,800 gp; Weight 15 lbs.

This exquisite handmade leather saddle has brass plates that afford the rider added protection against enemy lances and other reach weapons. The saddle magically changes size and shape as necessary. Melee attacks made against the mounted rider with a reach weapon suffer a 20% miss chance (similar to the effects of concealment). The preceding benefit applies only to manufactured weapons with the reach special feature, such as a lance. In addition, the saddle grants the rider the Mounted Combat feat, even if he does not meet the feat's prerequisites and a +4 bonus to his Combat Maneuver Defense against any combat maneuver that attempts to knock the rider off his mount.

Requirements Craft Wondrous Item, creator must have at least 5 ranks in the Handle Animal and Ride skills; **Cost** 7,900 gp

LAVENDER NECKLACE

Aura moderate abjuration; CL 8th Slot neck; Price 18,000 gp; Weight 1 lb.

This floral necklace contains a mixture of herbs, particularly lavender and dried pieces of cedar and other insectrepellent wood. The necklace creates an invisible barrier around the wearer, preventing vermin with 2 HD or fewer from penetrating the barrier and coming into physical contact with the wearer. Vermin with 3 HD or more can penetrate the barrier with a successful DC 16 Will save, though the barrier still deals 2d6 points of damage to them as they cross. The barrier causes pain to vermin, deterring most from coming into contact with the wearer. In addition to its effects against individual vermin, the wearer only takes half damage from vermin swarms.

Requirements Craft Wondrous Item, repel vermin; Cost 9,000 gp

LUCKY TANKARD

Aura faint evocation: CL 5th Slot none; Price 4,000 gp; Weight 1 lb.

Brew giants take the credit for creating the first of these fortuitous tankards. The makers typically etch cultural symbols for good luck onto the tankard's silver body. Once per day on command, the tankard fills itself with sweet, apricot-flavored beer. Drinking the beer in its entirety, which is a full-round action that provokes an attack of opportunity, grants the imbiber a +1 luck bonus on attack rolls and weapon damage rolls for 10 minutes. In addition, the imbiber may also use one of the following benefits:

The imbiber can take an additional standard action during his turn. This additional standard action cannot be used to cast a spell.

The imbiber may reroll an attack roll he just made before the results of the roll are revealed. He must take the result of the reroll even if it is worse than the original roll. The imbiber may take 20 on one skill check, even if he is threatened or distracted, and the skill being attempted carries a penalty for failure.

Using one of these abilities immediately ends the lucky tankard's effects.

Requirements Craft Wondrous Item, divine favor; Cost 2,000 gp

MAGIC PEBBLE

Aura faint illusion: CL 5th Slot none; Price 500 gp; Weight -

The wicked tokoloshes are renowned for using these magic pebbles to escape from a sticky situation. Of course, humanoids always aspire to do better than their goblinoid foes, and the magic pebble is one such example. The magic pebble must be kept in the user's mouth for 1 hour before it attunes itself to its owner. If the user removes the pebble from its mouth at any time, the user must begin the attunement process anew. The user may only keep one magic pebble in his mouth at any time. As a free action, the user may swallow the pebble and become invisible for the next 5 rounds. The magic pebble then loses its magical properties.

Requirements Craft Wondrous Item, invisibility; Cost 250 gp

MASK OF FILTERING

Aura moderate transmutation; CL 7th Slot head; Price 25,000 gp; Weight 1 lb.

This form-fitting ceramic mask can be worn only by humanoids. It completely covers the wearer's nose and mouth. Leather bands affixed to the mask hold it in place. It magically adjusts its size and shape to accommodate the wearer's face, creating an airtight seal between it and the wearer's skin. Minute pinholes invisible to the naked eye allow air to pass through the otherwise impenetrable barrier. While wearing the mask, the wearer ignores all effects dependent upon breathing. The wearer is immune to inhaled poisons, debris that inhibits breathing such as sand and dust, cloudkill, stinking cloud and similar effects. The wearer cannot suffocate and can breathe normally underwater. The mask prohibits the wearer from eating or drinking. Donning the mask and removing it is a full-round action that provokes an attack of opportunity.

Requirements Craft Wondrous Item, water breathing; Cost 12,500 gp

MOJO AMULET

Aura varies: CL varies Slot neck; Price 4,150 gp (charm amulet), 3,600 gp (fortune

amulet), 5,000 gp (luck amulet), 8,000 gp (spirit amulet); **Weight** 3 lbs.

Also known as a relic bag, this amulet consists of a flannel or linen bag attached to a leather cord that hangs around the wearer's neck. A small bone from a magical beast or a divine spellcaster must be placed inside of the bag. The mojo amulet grants the wearer one of the following abilities:

Charm Amulet: Twice per day, the wearer can cast *charm* person as per the spell. Faint enchantment; CL 5th; Craft Wondrous Item, *charm* person; 2,075 gp.

Fortune Amulet: Once per day, the wearer can detect gold. This functions as *locate object*, but it can only be used to locate gold. Moderate divination; CL 6th; Craft Wondrous Item, *locate object*; 1,800 gp.

Luck Amulet: Once per day, the wearer can increase any die roll he just made by rolling 1d6 and adding it to the result. Using this ability is an immediate action taken after the original roll is made and the results are revealed. Moderate transmutation; CL 6th; Craft Wondrous Item, divine favor; 2,500 gp.

Spirit Amulet: The wearer gains a +4 deflection bonus against melee attacks made by evil, incorporeal undead creatures. Moderate abjuration; CL 6th; Craft Wondrous Item, shield of faith; 4,000 gp.

The creator determines the amulet type at the time of its creation, and it can never be changed. It takes the mojo amulet 24 hours to attune itself to the wearer.

Requirements Craft Wondrous Item, divine favor; **Cost** 2,075 gp (charm amulet), 1,800 gp (fortune amulet), 2,500 gp (luck amulet), 4,000 gp (spirit amulet)

PEACE PIPE Aura faint enchantment; **CL** 5th

Slot —; Price 4,500 gp; Weight 2 lbs.

This ornately decorated wooden pipe measures nearly two feet in length and is open at both ends to allow two people to simultaneously puff on its smoke. The pipe has no magical properties until it is filled with tobacco and ignited, which requires a full-round action. Once lit, the pipe remains active for 10 minutes. The pipe's smoke grants the user a +5 competence bonus on all Diplomacy checks while the pipe remains active. To use this effect, the user must inhale the pipe's smoke for 1 minute. It can grant this bonus to only one creature at a time. In addition, when two creatures smoke the pipe at the same time, the smoke cements a bond of friendship between the two creatures, duplicating the effects of charm person. This usage generally requires two willing participants and is often done for ceremonial purposes to celebrate the conclusion of a successful negotiation. In this circumstance, both parties willingly forego their saving throw and accept the pipe's effect. An unwilling creature negates the pipe's effects by succeeding on a DC 14 Will save. Attempting to force an unwilling creature to smoke the peace pipe requires a successful grapple check to pin the target and force the pipe into its mouth. Even then, an unwilling creature can continue to hold its breath to prevent it from inhaling the pipe's smoke.

After remaining active for 10 minutes, the peace pipe extinguishes itself. The peace pipe cannot be used again until 1 hour passes after it extinguishes itself.

Requirements Craft Wondrous Item, Heighten Spell, charm person; **Cost** 2,250 gp

PEAS IN A POD

Aura moderate evocation; CL 6th Slot none; Price 1,350 gp; Weight —

Though the item's name frequently evokes snickers and laughter from rubes, those on the receiving end of this

strange item's powers know there is nothing funny about it. This small, dull gray hollow sphere no larger than a pinecone is constructed from a brittle, lead alloy. A gentle shake reveals that numerous smaller objects lie inside of the sphere's outer casing. *Peas in a pod* can be thrown up to 40 feet with no range penalties. Upon sharp impact, the sphere shatters, spreading 1d6 tiny pellets into every square within a 10-foot radius. Each pellet then detonates in an instantaneous flash of light that deals 1d6 points of radiation damage to any living creature that shares the square. A successful DC 17 Reflex save halves the damage. Radiation mimics the effects of fire. Fire resistance offers no protection against radiation damage. Any living creature that lingers in the blast area suffers 1 point of Constitution damage for every 10 minutes spent there.

Requirements Craft Wondrous Item, fireball; Cost 675 gp

RAINMAKER DERBY

Aura strong transmutation; CL 14th Slot head; Price 29,500 gp; Weight 1 lb.

This tall, often black derby hat resembles those that sit atop the heads of the sinister fey beings that bear the same name. In fact, most of them actually did sit atop the creatures' heads at one point in their existence. Like their tempestuous namesake, the *rainmaker derby* is an unpredictable item. Three times per day as a standard action, the wearer can command the hat to unleash one of the following spell-like effects:

- lightning bolt (DC 14 Reflex half)
- fog cloud
- gust of wind (DC 13 Fortitude negates)
- ice storm

Lightning bolt and gust of wind originate from the cavity in the overturned hat's crown and affect a target that the wearer designates. On the other hand, the cavity in the overturned hat's crown is the center points for fog cloud and ice storm. The rainmaker hat can be removed from the wearer's head and dropped to the ground as a free action. There is a 50% chance that the hat lands on the ground right side up rather than upside down. Placing the hat on the ground so that the top of the crown is in contact with the ground rather than the brim requires a move action. If the hat lies on the ground in its normal, upright position as if it were resting upon the wearer's head, the hat's magical effect is negated and still counts toward its daily usage limitation. If the hat is still atop the wearer's head when he activates any of the magical effects, he becomes the target and the center point of the magical effect. It takes the hat 24 hours to attune itself to its wearer. If the hat's wearer uses the hat to create a new spell-like effect while another is still in place, the previous spell-like effect immediately ends and is replaced by the new spelllike effect. In addition to these preceding effects, the hat's wearer also gains a +2 bonus on saving throws and Constitution checks made to resist the effects of naturally occurring weather events. The preceding bonus does not apply to spells, spell-like effects and supernatural abilities.

Requirements Craft Wondrous Item, control weather; **Cost** 14,750 gp

SEED OF INSTANT UNDERGROWTH

Aura faint transmutation; CL 5th Slot none; Price 900 gp; Weight —

This small green seed can be thrown up to 60 feet with no range penalties. When it lands atop soil able to support plant life, the seed immediately sinks into the ground. At the beginning of the user's next turn, heavy undergrowth

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suddenly fills the 40-foot-radius around the seed. The undergrowth supplements the existing plant life in the area instead of replacing it, though over time the undergrowth may eventually choke off and kill the existing plants. The heavy undergrowth costs 4 squares of movement to move into and provides concealment with a 20% miss chance. It increases the DC of Acrobatics checks by 5 and grants a +5 circumstance bonus on Stealth checks. Running and charging are impossible. The seed has no effect when it lands atop a stone, wood or metallic surface, as well as earth lacking any surface moisture such as desert sand and gravel. The undergrowth created by the seed is permanent but it can be destroyed or removed in the same manner as ordinary plants.

Requirements Craft Wondrous Item, plant growth; Cost 450 gp

STILL OF INTENSE SPIRITS

Aura moderate transmutation; CL 6th Slot none; Price 8,750 gp; Weight 5 lbs.

This still can used as an ordinary still to produce nonmagical hard liquor, but most owners call upon its magical properties to handcraft specialty spirits more useful to adventurers than connoisseurs. The still can produce 10 ounces of magical liquor each day, and it takes 1 hour to complete the distillation process. The still owners can make only one type of spirit at a time, though he can use the still to create different types of spirits during the course of the day. However, the still cannot exceed its 10 ounce per day limit, and it still takes 1 hour to produce each variety of spirit. Spirits produced in this manner retain their potency for 24 hours before losing their magical properties. In order to gain the benefits of any magical spirit, the imbiber must drink a jigger (2 ounce shot) of the liquor. Once consumed, the magical spirit's effects last for 1 hour. The still of intense spirits can produce any of the following spirits:

Absinthe: Also known as the "Green Fairy," absinthe has been the favored drink of poets and artists for centuries. Absinthe grants the imbiber a +2 competence bonus on all Perform skill checks.

Brandy: Made from distilled wine, brandy is commonly associated with the aristocracy rather than the common man. Brandy grants the imbiber a +4 bonus on all Diplomacy and Knowledge (nobility) checks.

Gin: Juniper is the dominant flavor of this clear spirit. Gin grants the imbiber a +4 bonus on saving throws made to avoid being sickened or nauseated.

Rum: Produced from sugar cane and molasses, rum grants the imbiber a +4 bonus on all Initiative checks.

Tequila: Made from the agave plant that is typically found in neighboring semi-arid desert regions, tequila grants the imbiber a +4 bonus on saving throws made against illusion spells and spell-like effects.

Vodka: This spirit can be produced using a number of differing base ingredients. Vodka warms the imbiber as if he were affected by an *endure elements* spell, though the spell's benefit apply to exposure to a cold environment only.

Whiskey: Grains, such as barley, rye and corn, are whiskey's primary ingredient. Whiskey grants the imbiber a +4 bonus on saving throws made against fear effects.

Requirements Craft Magical Arms and Armor, create food and water, purify food and drink; **Cost** 4,375 gp

TALISMAN OF STOLEN KNOWLEDGE

Aura moderate transmutation; CL 8th Slot neck; Price 8,000 gp; Weight 1/2 lb.

This odd-looking talisman resembles a tightly clenched, mummified humanoid fist. In spite of its macabre appearance, the item is actually made from recycled leather book covers fitted over a quill framework. The *talisman of stolen knowledge* grants the wearer a +2 competence bonus on all Intelligence-based skills and allows the wearer to use any Intelligence-based skill untrained. In addition, once per day, the wearer can take 20 on any Intelligence-based skill check, even if he would normally be unable to do so. This item is especially valued by alchemists, bards, witches and wizards.

Requirements Craft Wondrous Item, creator must have at least 5 ranks in any Craft and Knowledge skill, fox's cunning; **Cost** 4,000 gp

TINDERBOX OF TALL TALES

Aura moderate transmutation; CL 12th Slot none; Price 16,000 gp; Weight 2 lbs.

Forged from cast iron, this small, cylindrical box contains all the ingredients needed to start a fire. Its components include flint, firesteel and tinder (typically dry straw or another charred textile). Whenever the tinderbox is used to start a campfire, the tinderbox's owner may activate the item's magical power by beseeching the tinderbox to "bring my tales to life." The tinderbox then ignites a campfire that must remain lit for at least 1 hour, and any living creatures wishing to be affected by the campfire's magic must remain within 10 feet of the flames for at least 1 continuous hour. After meeting these prerequisites, any living creature sitting around the campfire may tell a "tall tale" to the others around the campfire. The tall tale must last at least 5 minutes. Though the tale may be accompanied by music or dance, it must contain verbal components that relay a fictitious story. Any attempts to recount real events result in immediate failure. At the conclusion of the tall tale, the speaker attempts a DC 20 Bluff check. If the speaker incorporates music, dance or any other performance element into the tall tale, he may attempt a Perform check for the appropriate skill. During the recitation of the tall tale, he may use as many Perform skills as possible. For instance, he can sing, dance and play a stringed instrument at the same time. Ultimately, the GM must determine how many Perform skills the speaker can simultaneously use. Each successful DC 10 Perform check grants the speaker a +2 bonus on his Bluff check.

If the speaker fails his Bluff check, the speaker takes a penalty to Charisma equal to the difference between his Bluff check and DC 20. This penalty remains in effect until the campfire is extinguished. If the speaker succeeds on his Bluff check, he gains a +2 enhancement bonus to his Charisma for the next 12 hours. If the check succeeds by 10 or more and every 10 thereafter, the enhancement bonus increases by 2. Like other temporary enhancement bonuses, bards, paladins, and sorcerers (and other spellcasters who rely on Charisma) affected by this item do not gain any additional bonus spells for the increased Charisma.

The tinderbox's magical abilities may be used once per day, and a living creature may tell only one tall tale every 24 hours. Any attempts to tell additional tall tales immediately fail. The *tinderbox of tall tales* cannot affect more than 24 HD of creatures per usage (including failed attempts). Upon reaching this limit, the campfire immediately extinguishes itself. Likewise, the tinderbox's owner can also extinguish the campfire upon command, and it is also subject to effects that douse magical fires. Whether used to create a magical fire or an ordinary fire, the tinderbox always replenishes its supply of tinder.

Requirements Craft Wondrous Item, eagle's splendor; **Cost** 8,000 gp

New Monsters

The plains teem with life. Vast herds of migratory animals crisscross the grasslands on their endless quest for fresh fields to graze upon and temporary safety from the countless predators that stalk the land in search of fresh prey. In addition to these plentiful wild beasts, other more dangerous monsters also call this domain home. Most of these creatures live in the expansive savannahs, prairies and steppes, while the remainder takes up residence within and close to humanoid settlements. Below are a collection of new monsters ready to challenge or assist any adventurers endeavoring to tame the plains.

CR4

Adze

Membranous wings protrude from the body of a tiny flying insect with multifaceted compound eyes and an elongated proboscis. In the blink of an eye, the creature transforms into a human toddler.

ADZE XP 1,200 N Tiny magical beast (shapechanger) Init +4; Senses darkvision 60 ft., low-light vision; Perception +1

AC 17, touch 17, flat-footed 12 (+4 Dex, +1 dodge, +2 size) hp 27 (5d10) Fort +4; Ref +10; Will +2 DR 5/cold iron

Speed 10 ft., fly 40 ft. (average) Melee touch +11 (attach plus blood drain) as insect only Space 2-1/2 ft.; Reach 0 ft. Special Attacks blood drain in insect form, deep slumber gaze in human form

Str 3, Dex 19, Con 10, Int 6, Wis 12, Cha 15 Base Atk +5; CMB +7 (+15 grapple); CMD 14 Feats Dodge, Lightning Reflexes, Weapon Finesse Skills Fly +13, Perception +1, Stealth +18 Languages Common (cannot speak) SQ change shape (insect and human, polymorph)

Environment temperate plains Organization solitary, pair, swarm (4–16) Treasure none

Attach (Ex) When an adze hits with a touch attack in its insect form, its six legs grab hold of its target, anchoring it in place. An attached adze is effectively grappling its prey. The adze loses its Dexterity and dodge bonuses to AC and has an AC of 12. It latches onto its victim and inserts its proboscis into the grappled target's flesh. An adze has a +8 racial bonus to maintain its grapple on a foe once it is attached. An attached adze can be struck with a weapon or grappled itself. If its prey wins a grapple check or Escape Artist check against it, the adze is removed.

Blood Drain (Ex) An adze drains blood at the end of its turn if it is attached to a foe, inflicting 1d2 points of Constitution

damage. The acts of inserting its proboscis into its victim and then draining the victim's blood are nearly painless. The Constitution damage does not wake a sleeping creature (magical sleep or natural sleep) unless the victim succeeds on a DC 14 Fortitude save. The victim may attempt a new saving throw every time it sustains Constitution damage from the adze's blood drain, but the saving throw's DC

increases by 1 for every previous save the victim attempted. Once an adze deals 10 points of Constitution damage, it detaches and flies off to digest the feast. If its victim dies before the adze eats its fill, the adze detaches and seeks a new target.

Change Shape (Su) An adze has two forms. Its natural form is that of an insect, but it can also take the form of a human. An adze's human form is fixed - it cannot assume different human forms. An adze can fly and drain blood in its insect form. It can use its deep slumber gaze ability in its human form, but it cannot fly. Likewise, it can attach to another creature in its insect form only. An adze can shift into either of its forms as a move action. Equipment carried by the adze in its human form shifts with and is absorbed into its insect form. Magic items do not function in its insect form. When an adze shifts back into its human form, equipment (including magic items) returns to its true state and functions normally. Deep Slumber Gaze (Su) Sleep for 5 minutes, (standard action rouses the creature as does

damage, except for the adze's blood drain), 30 feet, Will DC 14 negates. A creature that succeeds at the saving throw cannot be affected by the same adze's deep slumber gaze for 24 hours. This is a mindaffecting sleep effect. The save DC is Charisma-based.

Nothing is perhaps more terrifying than being attacked in bed, especially within the confines of home while fast asleep. The realm of dreams is supposed to be a safe haven, but the dreaded adze turns a restful slumber into a lethal nightmare. In the dead of night, the tiny shape changer slips through the smallest cracks to feast on the warm blood of a sleeping humanoid victim. In many cases, the victim remains completely unaware of the adze's presence until it is too late. For those that do awaken during the assault, the frightening sight of an unwelcome parasite attached to its body proves worse than any horror that any nightmare could possibly conjure.

In their insect form, adzes are poor combatants. They rely upon agility, flight and stealth to carry out their nighttime assaults. Hungry adzes preferably target those people least likely to fight back. Very young children, the elderly and the chronically ill constitute its ideal victims. In addition to offering little resistance against the bloodsucking monsters, an untimely death among these high risk groups is often wrongly attributed to natural causes rather than a deliberate killing. However, seasoned

plains dwellers realize that a sudden uptick in the community's body count, even among this pool of individuals, is likely the handiwork of the dreaded adze. Under these circumstances, citizens take extra precautions. They ensure that all entry points are closed shut and tightly secured. Some families even sleep in shifts to prevent an adze from slipping into their residence unnoticed. When confronted in its insect form, the adze abruptly assumes its humanoid form. Though it remains a relatively weak melee opponent, the creature may use its gaze attack to put its opponents back to sleep. In either form, escape is foremost on the adze's primitive mind.

Learned men and women speculate that the shape-changing adzes are an offshoot of stirges. In their insect form, the creatures appear similar to their common ancestor. The typical adze weighs 1 pound, is 8 inches long and has a 1-foot wingspan. The adze has six legs and its body shape is akin to a firefly, though it lacks that creature's bioluminescent abilities, and it is not a vermin. In human form, the adze is nearly indistinguishable from an ordinary human 1-year-old. It is the same size as the small child and has fine, black hair growing atop its head. The only clues to its true parentage are its unsteadiness while walking upright and the constantly shifting colors of its irises.

Male adzes lead a solitary existence, and female adzes live in colonies. Both sexes drink blood and are particularly active during mating season, which occurs at the changing of every season. Adzes are marginally intelligent; their limited brains are solely focused on feeding and reproducing. They have no concept of treasure.

Demon, Kaasi

Thick, muscular humanoid legs support a hairy, bestial torso with long, powerful arms, wickedly keen claws and a wild boar's head with black tusks and clumps of coarse hair.

CR 8

KAASI DEMON

XP 4,800 CE Large outsider (chaotic, demon, evil, extraplanar) Init +4; Senses darkvision 60 ft.; Perception +21

AC 21, touch 9, flat-footed 21 (+12 natural, -1 size) hp 105 (10d10+50) Fort +12; Ref +3; Will +9 DR 10/cold iron or good; Immune electricity, poison; Resist acid 10, cold 10, fire 10 SR 19

Speed 30 ft., climb 20 ft. Melee 2 claws +17 (1d6+7 plus grab), bite +16 (1d8+7 plus taste of blood) Space 10 ft.; Reach 10 ft. Special Attacks constrict (2d6+7), taste of blood Spell-Like Abilities (CL 12th): At will—cause fear (DC 14), teleport (self plus 50 lbs. of objects only) 1/day—summon (level 4, 1 kaasi 35%) 3/day—bull's strength (granted to a mortal humanoid only), fear (DC 17), rage (granted to a mortal humanoid only), scare (DC 15)

Str 24, Dex 11, Con 21, Int 12, Wis 15, Cha 16 Base Atk +10; CMB +18 (+22 grapple); CMD 28 (32 grapple) Feats Cleave, Improved Initiative, Power Attack, Skill Focus (Perception), Weapon Focus (claw) Skills Climb +24, Intimidate +16, Knowledge (nature) +10, Knowledge (planes) +12, Perception +21, Sense Motive +15, Stealth +9, Survival +15 Languages Abyssal, Common; telepathy 100 ft.

Environment any (Abyss) Organization solitary Treasure none

Taste of Blood (Su) Every time a kaasi demon deals damage to a living creature with its bite attack, the kaasi gains a number of temporary hit points equal to 1/2 the victim's Hit Dice. Temporary hit points gained from this ability stack, but only to a maximum number of temporary hit points equal to the kaasi's Hit Dice. These temporary hit points last for 10 minutes. Furthermore the victim must succeed on a DC 18 Will save or become frightened for 1d4 rounds. Whether or not the save is successful, an affected creature is immune to this ability for 24 hours thereafter. Creatures that are already frightened become panicked instead for 1d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

Hunting is a necessity in the grasslands. Men hunt other creatures for food, leather, bone and other materials that cannot otherwise be found in nature. Most plains' cultures revere the animals and beasts they kill for sustenance. Yet for some men, the thrill of the hunt is not enough. Their egos drive them to seek greater challenges, and none is more formidable than the most-dangerous game — their fellow man. No creature derives more pleasure from this spectacle than the demonic kaasi. People believe that killing another person solely for sport is an act . Lunada of bloodlust and even insanity; these malevolent demons perceive the murders for what they truly are — the ultimate exercise of mortal man's control over another sentient being. This is the weakness the kaasi seeks to exploit as it leads its newfound protégé down the path of corruption. Kaasi demons ultimately seek to transform these steely, dispassionate hunters into feral cannibals. In the incessant wars on their home plane, demonic overlords deploy these sinister demons to hunt down and assassinate designated targets. After

slaying their foes, kaasi mutilate their victims and feast on their flesh. Likewise, they endeavor to turn rational, composed mortals into wild, cannibalistic beasts. The kaasi strives to replace human pride and the desire to control other creatures into raw, primeval emotion. It accomplishes this task with words and magic. The amoral demon verbally reinforces the notion that passion and zeal are far more powerful tools than thought and deliberation. The kaasi then demonstrates the notion by imbuing its target with the same magical rage that the fiend itself takes into battle. Under the influence of its mystical might, the mortal hunter first tastes the flesh of its kin and sinks into the depravity that defines this immortal monster.

> This vile fiend is a frightful sight in the throes of combat. The powerfully built, 10-foot-tall, 600-pound man beast is an enraged juggernaut. Hunger for carnage and meat gnaw at the very fiber of its being as the creature lashes out at its enemies with its savage claws and powerful jaws. Though perfectly content to

rend its foes into pieces, it prefers squeezing the life out of its helpless victims with its huge arms before devouring them in a carnal feast. In spite of their formidable magical powers, kaasi only resort to wielding magic as a last resort. Spells deprive the demon of its favorite pleasure feeling the life ebb out of a hopeless opponent. After defeating a hapless mortal, the kaasi always saves a memento from the kill. The trophy can be as mundane as a severed body part, a personal item or even an artifact formerly in the creature's possession. Over the course of its enormous lifespan, the average kaasi is almost certain to have accumulated an impressive treasure trove of souvenirs from its fallen prey.

Forlorn Soul

This abomination of a woman skulks about like a feral animal. An angry scowl contorts her face into a twisted visage of pure hate above a grotesquely distended abdomen, stretching the mottled, leathery skin to its absolute breaking point.

FORLORN SOUL

CR 5

XP 1,600 NE Medium undead Init +8; Senses darkvision 60 ft.; Perception +9

AC 18, touch 14, flat-footed 14 (+4 Dex, +4 natural) **hp** 52 (7d8+14 plus 7) Fort +4; Ref +6; Will +4 Defensive Abilities rejuvenation Immune undead traits Weaknesses love forlorn

Speed 30 ft.

Melee 2 claws +9 (1d6+3) or touch +8 (unborn touch) Special Attacks kiss from the grave (DC 15), unborn touch (DC 15)

Str 16, Dex 18, Con —, Int 9, Wis 9, t 15 Base Atk +5; CMB +8; CMD 22 Feats Improved Initiative, Skill Focus (Stealth), Toughness, Weapon Focus (claw) Skills Intimidate +8, Perception +9, Sense Motive +6, Stealth +17 Languages Common

Environment urban **Organization** solitary **Treasure** incidental (jewelry)

Kiss from the Grave (Su) As a standard action, a forlorn soul can kiss a humanoid creature of equal size or smaller. The forlorn soul must arapple an unwilling target before it can use this ability. The kiss causes the subject to fall in love with the forlorn soul duplicating the effects of charm person unless the creature succeeds on a DC 15 Will save. The charm effect wears off 2d4 minutes later. A creature that successfully saves is not subject to the same forlorn soul's kiss for 24 hours. This is a mind-affecting charm effect. The save DC is Charisma-based.

Love Forlorn (Ex) A forlorn soul is instinctively drawn to its former lover and attempts to use its kiss from the grave ability on its target. It continues to do so until it succeeds. In contrast, the forlorn soul pursues and attacks its killer to the exclusion of all others. It continues the assault until it slays its killer or

the creature disappears from its sight. When given a choice between its former lover and its killer, the forlorn soul always chooses its former lover.

Rejuvenation (Su) The only way to permanently destroy a forlorn soul is to reunite it with its former lover. If that person is still alive, he or she can destroy the forlorn soul by willingly or unwillingly kissing the undead creature. If that person is deceased, the forlorn soul can be destroyed by interring it next to its former lover. Otherwise, the "destroyed" forlorn soul reappears 1d4 days later at a location where the former lovers once met. When this occurs, the creature's corporeal body is restored and is teleported to the location where it reappears. Spells and effects that prevent a creature from teleporting, such as dimensional anchor, also succeed at temporarily preventing the forlorn soul from rejuvenating and reappearing in its normal location. When the effect or condition preventing the forlorn soul from teleporting is removed, the forlorn soul immediately reappears at the location as normal.

Unborn Touch (Su) As a standard action, the unborn child within a forlorn soul can make an incorporeal touch attack through its distended abdomen. The touch afflicts the victim with overwhelming sadness if it fails a DC 15 Will save. The victim can take no actions other than to sob and weep while in this state and is considered dazed. On the victim's next turn, it may attempt a new saving throw to end the effect as a full-round action that does not provoke attacks of opportunity. If this save is successful the effect ends. If not, the victim continues to sob uncontrollably for the next 5 rounds and remains dazed. A victim with an Intelligence score of 2 or lower is not affected. This is a mind-affecting effect. The save DC is Charisma-based.

No tale touches the heartstrings more than the tragic deaths of starcrossed lovers. For the heroes and heroines of these forbidden unions, passion's intense flames burned bright for a fleeting instant before cruel fate extinguished their light far before its time. Some loves refuse to die. Rare instances exist when a wrongly slain woman with an unborn child rises from the grave to avenge the foul deed. In her savage quest for revenge, the forlorn soul proves numerous adages about a woman's fury and the thin veil that separates love and hate.

Slain female humanoids carrying an unborn child are the only creatures that can undergo the ghastly transformation into this undead abomination. Furthermore, betraval is the catalyst that stirs this monster from the solemnity of death. The forlorn soul's murderer must be someone she trusted during her mortal existence, but it cannot be her lover. The list of suspects includes family members, friends and even former lovers. Forlorn souls begin their unnatural existence in the predawn hours on the morning after their untimely death. Corpses buried beneath the ground crawl through the dirt up to the surface, while those interred in crypts and mausoleums pound on the doors and exterior surfaces until they escape. Once freed from the trappings of the grave, the forlorn soul begins her murderous rampage as she hunts for both her killer and her former lover. The marginally intelligent forlorn soul prefers rending her foes with her claw attacks, especially when outnumbered. She reserves her kiss from the grave ability for any male humanoid creature with a Charisma score of 14 or higher. Any creature may be subjected to the wrath of her unborn touch. The undead monstrosity fights until destroyed, secure in the thought that she is destined to soon rejuvenate and resume her loathsome existence.

In general, forlorn souls appear much as they did in life with several noteworthy exceptions. Though she still walks upright, her gait and posture are decidedly simian. A feral glare and an angry scowl replace the forlorn soul's formerly innocent, loving eyes, gentle lips and soft cheeks. However, her most disturbing new feature is the gruesomely swollen abdomen as if her pregnancy had taken on some malignant new life and was stretching the

enclosing skin to the point of bursting. If exposed, this abdominal flesh is tight and leathery with mottled bruising and striations. The forlorn soul intermittently moans and groans, as she shambles about searching for her killer and her former lover. In the absence of either, the spiteful monster is perfectly content slaying any hapless creature that crosses her path.

Forlorn souls have no concept of treasure except for those items given to them by their lovers during their mortal lives. They closely guard and covet these objects. Otherwise, they display no interest in acquiring and amassing worldly goods. Forlorn souls are typically found in out-of-theway places where she and her earthly lover used to rendezvous for their romantic trysts.

Geresun

Long, shaggy hair pours down the face and back of a slender, 5-foot-tall, ivory-skinned humanoid with sunken eyes, a tiny nose and thin, pale lips.

GERESUN

CR 1/2

XP 200 Male geresun ranger 1 CE Medium humanoid (geresun) Init +1; Senses low-light vision; Perception +4

AC 12, touch 11, flat-footed 11 (+1 Dex, +1 shield) hp 13 (1d10+3) Fort +5; Ref +3; Will +0; +2 vs. fear

Speed 30 ft. Melee club +3 (1d6+2) Ranged javelin +2 (1d6+2) Special Attacks favored enemy (elves +2), first blood

Str 15, Dex 13, Con 16, Int 8, Wis 10, Cha 12 Base Atk +1; CMB +3; CMD 14 Feats Mounted Combat, Step Up^B Skills Handle Animal +5, Heal +4, Knowledge (nature) +3, Perception +4, Ride +6, Survival +4; Racial Modifiers +2 Ride SQ born in the saddle, fearless Languages Geresun SQ track +1, wild empathy +1

Environment temperate plains **Organization** Solitary, pair, family (3–10) **Treasure** NPC gear (3 javelins, club, light wooden shield)

The geresuns are the surviving outcasts from an ancient race related to modern elves. Contemporary humanoids commonly refer to them as the "wild men of the steppes," a nickname they earned on account of their aggressive nature and primitive culture. The geresuns' distant ancestors were simple and peaceful isolationists. Unlike the burgeoning neighboring humanoids, their population grew at an alarmingly slow rate. Most males were born sterile, and women rarely delivered more than four children over the course of their lifetimes because gestation took as long as five years. When the humans, elves and other humanoids encroached into their territory, the pacifist majority offered no resistance and meekly accepted the newcomers. The morenumerous invaders quickly diluted their genetic heritage and within the span of several hundred years they were absorbed by the other races and ceased being a unique people. Those few that refused to acquiesce to the upstarts fled deeper into the steppe. Over time, they abandoned many of their old, nonviolent ways

and instead adopted a policy of violent aggression toward other humanoid races. These people developed into the race now known as geresuns.

Over the intervening centuries, their ancestors' highly artistic and sophisticated culture steadily devolved into a primitive, militaristic society. They replaced their forebears' love of poetry and music with bloodthirsty screams and war chants. Geresuns are nomadic raiders that take what they need from other humanoids, particularly elves and humans whom they blame for their miserable existence. Geresuns typically attack their foes from horseback, hurling a javelin at a nearby enemy before dismounting and engaging their opponent in hand-to-hand combat. Geresuns lack any metalworking skills, so they usually wield wooden clubs and shields. They rarely wear armor into battle.

For lack of a better term, geresuns are "cannibalistic vegetarians." They steal fruits, vegetables, grain, leather and worked metal from their civilized neighbors, but never harm the resident wildlife and livestock. However, they cheerfully slay their fellow humanoids and drag their corpses back to their temporary shelter to devour their flesh during an orgiastic feast that also includes debauched fertility rites. Like their ancestors, geresun females give birth no more than twice a decade. To increase their population at a faster rate, geresun witches brew potions that increase a woman's chances of conceiving twins and triplets during these raucous ceremonies.

Geresun men and women are practically identical in height and build. The average geresun is 5 feet tall with an athletic physique. Skin tones range from pale white to olive complexion, though most are some

shade of ivory. Dark brown is the dominant hair color, but black, red and even purple are not uncommon among the race. Hair is a personal source of pride for all geresuns. They never cut or trim their shaggy hair. Losing one's hair at the hands of another is a certain death sentence for the aggrieved. For that reason, most immediately flee and make their way in the world as adventurers. Unfortunately for them, geresuns get along with virtually no humanoids other than orcs and some of the larger goblinoid races whom they admire for their warmongering culture. They occasionally forge alliances with these races to battle against their despised elf kin.

Geresun Characters

Geresun are defined by their class levels — they do not have racial Hit Dice. They have the following racial traits.

+2 Constitution, +2 Charisma, -2 Wisdom: Geresuns are hardy people with strong personalities, but they are prone to acting in a rash manner.

Born in the Saddle: Geresuns receive a +2 racial bonus on Ride checks. In addition, the DC to fast mount or dismount is 15 instead of the normal 20.

Fearless: Geresuns receive a +2 racial bonus on saving throws against fear effects. This bonus also applies to any check made to allow his mount to approach a creature that has an unnatural aura.

First Blood: Geresuns take particular delight killing humanoids. The first time a geresun deals damage to a humanoid with a melee attack, the geresun gains a +1 morale bonus on his next weapon attack and damage roll against that humanoid opponent. The geresun can use this effect against multiple humanoid opponents during the course of a single combat. He cannot use this effect against the same humanoid opponent more than once during the combat.

Step Up: Geresuns receive Step Up as a bonus feat at 1st level, even if they do not meet the prerequisites.

Weapon Familiarity: Geresuns treat any nonmetallic weapon other than an improvised weapon as a martial weapon.

Languages: Geresuns begin play speaking their own language, Geresun. Geresuns with high Intelligence scores can choose from the following: Common, Elven, Giant, Goblin, Gnoll, Halfling and Orc.

Giant, Brew

This burly giant with a round belly and bushy beard exudes a carefree outlook and zest for life.

BREW GIANT

CR 7

XP 3,200 CG Large humanoid (giant) Init +0; Senses low-light vision; Perception +9

AC 20, touch 9, flat-footed 20 (+11 natural, -1 size) hp 85 (10d8+40) Fort +11; Ref +3; Will +7; +4 vs. nausea, sickening and ingested poisons Defensive Abilities rock catching, strong stomach

Speed 40 ft. Melee greatclub +13/+8 (2d8+9) Ranged barrel +6 (1d6+9) Space 10 ft.; Reach 10 ft. Special Attacks barrel throwing (60 feet)

Str 23, Dex 10, Con 18, Int 12, Wis 15, Cha 15



Base Atk +7; CMB +14; CMD 24 Feats Iron Will, Martial Weapon Proficiency (greatclub), Power Attack, Skill Focus (Profession [brewer]), Weapon Focus (greatclub) Skills Handle Animal +9, Heal +7, Intimidate +9, Perception +9, Profession (brewer) +12, Profession (engineer) +9, Profession (woodcutter) +9, Survival +9 Languages Common, Giant Environment temperate plains Organization solitary, pair, family (3–6) Treasure standard

Strong Stomach (Ex) Brew giants gain a +4 racial bonus on saves against nausea, sickening and ingested poisons.

As the name suggests, the temperate grasslands are home to many species of the humble grass plant. Unfortunately, humanoids cannot properly digest most types of grass, but there are exceptions. Barley is one of the most noteworthy of these. Though it is used as an ingredient in breads, soups and stews, it is most widely used as the primary fermentable component for beer and ale. Its counterpart, the hops plant, also thrives in the same environment, and the two crops can often be found side by side. Beer plays a vital role in civilization. The process of making beer not only produces alcohol, it also kills the harmful pathogens found in untreated water. The intoxicating beverage comes in many forms, but true connoisseurs agree that no one makes a tastier and more satisfying beer than the renowned brew giants.

Brew giants always live in aboveground structures near vast fields of wild barley and a renewable water source. Before settling down in a particular area, the family's brewmaster always samples the local plants and water supply before making a final decision. If the barley's taste and the water's purity please his discriminating palette, the entire family takes up residence at that site. Otherwise, the family moves on to another location. The typical brew giant community consists of a male patriarch and his descendants. Though every family member plays a part in harvesting the grain and producing beer, the brewmaster oversees the operation from start to finish. In most cases, the patriarch and the brewmaster are the same person. However, anyone blessed with innate talent and expertise can attain the coveted position regardless of their age and gender. Aspiring brew giants work their way up the ladder as apprentices. Others branch out into growing and harvesting more exotic ingredients that are used to produce specialty ales. An apiary is a common sight in brew giant communities for the bees' ability to pollinate flowering plants and produce honey, an added ingredient in many beers. Likewise, apricots, blueberries, hops, raspberries and other fruits find their way into the brew giants' wort. After completing the fermentation process, the family consumes the finished product and sells any excess to local humanoid communities where the beers and ales are in high demand.

Brew giants are outgoing, colorful characters with eccentric personalities and unbridled enthusiasm. They enjoy friendly relations with most humanoids with the exceptions of goblins, orcs and especially their oafish hill giant cousins. On those rare occasions where someone rouses a brew giant to anger, the mighty humanoid bashes the fool with its greatclub that frequently doubles as a spoon used to stir and mix beer ingredients. The massive creature may even hurl a keg of beer at an enemy, though much deliberation goes into the decision to potentially destroy so much of the precious liquid. As in the beer-making process, the patriarch and the brewmaster coordinate the family's actions and movement in battle. The normally reserved brew giants are fierce combatants that fight to the bitter end in defense of their homes and loved ones.

Brew giants are not particularly tall by giant standards. The average male reaches a maximum height of 9 feet, and females are 1 foot shorter. What they lack in height, they make up for in girth. Their barrel chests and bulbous bellies give the appearance that they are just as wide as they are tall. Brew giants weigh 1,500 pounds with some individuals topping the one ton mark. Their skin color ranges from light bronze to pale white, and their bushy hair also tends toward the blonder shades. Males always grow thick beards and moustaches. Brew giants often keep large dogs and birds of prey as pets and guardians over their fields and stores of beer.

Grainworm, Giant

Rigid, amber plates shaped into interlocking rings comprise the body of a large worm with an enormous, malodorous maw. Disgusting slime oozes between the junctions of its interlocking rings.

GIANT GRAINWORM

CR 6

XP 2,400 N Large vermin Init –1; Senses darkvision 60 ft., tremorsense 30 ft.; Perception +0

AC 19, touch 8, flat-footed 19 (-1 Dex, +11 natural, -1 size) hp 76 (9d8+36) Fort +10; Ref +2; Will +3 Defensive Abilities slime; Immune mind-affecting effects

Speed 20 ft., burrow 20 ft.
Melee intoxicating bite +9 (2d8+6 plus grab and intoxication)
Space 10 ft.; Reach 10 ft.
Special Attacks intoxicating bite, swallow whole (2d8+6 bludgeoning damage, AC 15, 7 hp)

Str 19, Dex 8, Con 18, Int —, Wis 11, t 10 Base Atk +6; CMB +11 (+15 grapple) CMD 20 (30 vs. grapple, can't be tripped) Skills Stealth –5 (–1 in plains); Racial Modifiers +4 Stealth in plains

Environment temperate plains Organization solitary Treasure none

Intoxicating bite (Ex) Pure grain alcohol coats the creature's teeth. Any living creature bitten by the giant grainworm must succeed on a DC 18 Fortitude save or go blind for 1d4 rounds and take 1d4 points of Dexterity and Wisdom damage. A successful save negates the blindness and halves the ability damage (minimum 1). The blindness' duration stacks with itself, but not with other blindness spells and effects. Creatures immune to poison are immune to this effect. Likewise, bonuses to saving throws made to resist poisons also apply to this effect. The save DC is Constitution-based.

Slime (Ex) Giant grainworms produce slime that allows them to tunnel below the ground with relative ease and makes them extremely difficult to grapple. They gain a +10 racial bonus on Escape Artist checks and combat maneuver checks made to escape a grapple, and to their CMD to avoid being grappled.

The giant grainworm bears no animosity toward mankind. That sentiment is not mutual, however. The large, ravenous vermin subsists on a diet of grain, particularly barley, corn, rye and wheat. Naturally, the creature's food preferences bring it into conflict with humanoid farmers who also grow these crops. A single giant grainworm can decimate a thriving field in a matter of hours. Unlike most other pests, there are no natural or manmade defenses that can stop the grainworm. It has no natural predators, it can topple the sturdiest fences or burrow underneath them, and it fears nothing. In simplest terms, the giant grainworm is a voracious eating machine. Many farmers consider the monster to be the greatest threat to their livelihood.

The giant grainworm slithers through the fields and grasses in a constant search for food. The large herbivore is primarily active during the daylight hours. It burrows into the earth a few hours after sunset and remains there until dawn unless disturbed by the presence of another creature on the surface above its subterranean sleeping quarters. Though not aggressive by nature, the giant grainworm can be territorial. Whenever roused to action by a perceived trespasser, the creature deals with the threat by biting it and attempting to swallow the intruder whole. If the battle turns against the giant grainworm, the creature burrows into the earth until it reaches a safe location. Farmers trying to kill or drive the monster from their land attack the creature en masse, hoping to slay it before it slithers beneath the soil. However, most of the time, residents hire seasoned adventurers to eradicate the hungry menace.

Giant grainworms measure 16 feet in length and are 4 feet in diameter. Small, spiny teeth surround the boundaries of their gaping maws, and a horrific stench emanates from the undigested, fermenting grain in their gullets. The slime dripping from their bodies aids their burrowing, and their amber coloration offers some camouflage to these large creatures as they move through tall grasses and tightly packed cornfields. Giant grainworms are usually solitary nomads, though not by choice. The creatures' ravenous appetites make it difficult for them to share their territory without exhausting their food supply in a matter of days. For that very reason, large farming communities tremble at the sight of one giant grainworm since more of the hungry beasts may also be on the way.

Hag, Azimu

Tendrils of wiry, black hair pour down the warty face of a hideously ugly crone.

AZIMU HAG

CR 6

XP 2,400 CE Medium monstrous humanoid Init +1; Senses darkvision 60 ft.; Perception +10

AC 19, touch 11, flat-footed 18 (+1 Dex, +8 natural) hp 60 (8d10+16) Fort +6; Ref +7; Will +7 SR 17

Speed 30 ft.

Melee 2 claws +12 (1d4+4 plus blood fright) or lance +12/+7 (1d8+6/x3) Ranged longbow +9/+4 (1d8/x3) Spell-Like Abilities (CL 8th): Constant—pass without trace, tongues At will—dancing lights, disguise self, ghost sound (DC 12), mount 3/day—death knell (DC 14), phantom steed

Str 19, Dex 12, Con 14, Int 13, Wis 13, Cha 14 Base Atk +8; CMB +12; CMD 23

Feats Alertness, Blind-Fight, Deceitful, Great Fortitude Skills Bluff +8, Disguise +12, Handle Animal +6, Knowledge (geography) +5, Perception +10, Ride +12, Sense Motive +3, Stealth +12 Languages Aklo, Common SQ mimicry

Environment temperate plains Organization solitary Treasure standard

Blood Fright (Su) Every time an azimu hag deals damage to a humanoid victim, the creature struck must succeed on a DC 16 Will save or be shaken for 1d4 rounds. Creatures that succeed on this save cannot be affected again by the same azimu hag's blood fright for 24 hours. Creatures that are already shaken become frightened instead for 1d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

Mimicry (Su) An azimu hag can imitate the sounds of any horse.

The nomadic azimu hag endlessly stalks the open plains in search of fresh victims. Its relentless hunger for humanoid flesh and bloodlust drive this loathsome creature to travel great distances over the course of a single day to sate its appetite for meat and suffering. Azimu hags are unique in the respect that they are adept riders and — barring unusual circumstances — are always first encountered atop a magically summoned or conjured steed. These cunning predators typically appear to other humanoids disguised as mounted hunters armed with a light lance and a longbow. In spite of their innate cruelty, azimu hags can temper their overwhelming thirst for bloodletting long enough to gain the trust of their fellow travelers. After the sun sets and the campfire embers finally die, the azimu hag springs into action and slays her unfortunate companions. She then feasts on her prey with carnal delight. It is for that very reason that many seasoned plains travelers keep one eye open in the company of strangers.

> The cannibalistic azimu hag is a ferocious combatant, but the wily crone prefers subterfuge over brute force. Because of their nomadic lifestyle, azimu hags almost always use their disguise self spell-like ability to appear like attractive human females. The coy seductress typically flirts with the men in her traveling company. However, nothing gives her more pleasure than watching her stunned victim tremble at the sight of her true appearance. Just as the female mantis devours her doomed mate, the azimu hag tears her suitors to pieces as soon as she is done with them. In the rare instances where her illusions fail, she attacks her opponents with her jagged claws or from horseback. She continues to rend her prey until she kills her foe, or her enemy forces her to retreat. She never surrenders.

Azimu hags are 6 feet tall with green, warty skin and gangly arms ending in long fingers culminating in sharpened claws. Their chiseled faces and steel gray eyes reveal no emotions except for a lascivious grin and a slight gleam whenever they taste fresh blood on their tongues and lips. Azimu hags do not have lairs; therefore they are rarely accompanied by other types of hags. Most azimu hags lead a solitary life; however whenever they do form covens, the group

CR8

almost always consists exclusively of azimu hags. They carry all their worldly goods with them, so their treasures tend to be lightweight items such as gems and jewelry. They especially prize magic rings. They keep these objects on their person and their mount whenever possible.

Hestovato

Jagged barbs protrude from the elbows of a leprous humanoid with two faces on its head. A kind, human face looks forward, while a sinister, demonic face looks backward.

HESTOVATO

XP 4,800

CE Medium monstrous humanoid Init +3; Senses all-around vision, darkvision 60 ft.; Perception +17

AC 21, touch 13, flat-footed 18 (+3 Dex, +8 natural) hp 95 (10d10+40) Fort +7; Ref +12; Will +9

Speed 30 ft. Melee 2 elbows +15 (1d8+4) Special Attacks paralyzing gaze

Str 19, Dex 16, Con 18, Int 14, Wis 15, Cha 16 Base Atk +10; CMB +14; CMD 27 Feats Blind-Fight, Cleave, Lightning Reflexes, Power Attack, Weapon Focus (elbows) Skills Acrobatics +9, Bluff +9, Climb +15, Disguise +13, Intimidate +12, Perception +17, Stealth +18, Survival +13; Racial Modifiers +4 Perception, +4 Stealth Languages Common, Elven

Environment temperate plains Organization solitary, gang (2–4) Treasure standard

All-Around Vision (Ex) A

hestovato has two faces that allow it to see in all directions. Hestovatos gain a +4 racial bonus to Perception checks and cannot be flanked. **Paralyzing Gaze (Su)** Paralyzed with fear for 2d4 rounds, 30 feet, DC 18 Will save negates. This is a mind-affecting fear effect. The save DC is Charisma-based.

The tribal peoples of the plains generally refer to the malevolent hestovato by a more colloquial name - two-face. The wicked creature's first appearance in folklore practically dates back to the dawn of man, yet despite its lengthy history, its origins remain shrouded in uncertainty. The most plausible myth claims that an angry god transformed a traitorous mortal into this wretched creature as punishment for his betrayal. Other legends relay a similar tale with subtle nuances. Whatever their history, there is no doubt that the grasslands' nomads greatly fear the hestovato and always keep a wary lookout for this hideous monster in the glow of their evening campfires.

Hestovatos roam the open plains

under the cover of darkness. They avoid large humanoid communities, preferring to stalk small parties of men and women from afar as they travel across the vast prairies. Like predatory animals, hestovatos target the group's weakest members, particularly children, pregnant women and the injured. The creature moves through the grasses with great stealth as it approaches its prey. In the warm light of the dying flames, the hestovato turns its back to its victim and gazes at the terrified creature with its demonic face. The ghastly sight is enough to paralyze the bravest of men, let alone a frightened child or expectant mother. The hestovato then uses its barbed elbows to finish the deed, tearing its target into pieces. Though carnivorous, these monstrous humanoids kill other sentient beings for the sheer thrill of doing so. They take greater delight mutilating the corpse than consuming the raw flesh.

From the front, hestovatos look no different than the average man. During the day, the creatures keep their distance from other humanoids and often wear loose fitting clothing to conceal their blotchy skin and elbow barbs, as well as a headdress to cover their demonic face. Hestovatos caught spying on their future victims quickly concoct a bogus explanation for their odd behavior. They typically claim they are lost merchants, hunters and even holy men en route to a sacred site. Hestovatos are usually encountered alone, but small groups of these asexual monsters occasionally band together to pursue a large, humanoid party. These alliances never last long. The greedy creatures soon squabble over their choice of victims and the allotment of spoils.

CHAPTER 6: NEW MONSTERS

Horse, Mustang

The spirit of raw freedom still burns in the heart of this majestic horse as it thunders across the prairie.

CR2

MUSTANG

XP 600

N Large animal Init +3; Senses low-light vision, scent; Perception +8

AC 14, touch 12, flat-footed 11 (+3 Dex, +2 natural, -1 size) hp 17 (2d8+8) Fort +7; Ref +6; Will +3

Speed 50 ft.; sprint Melee bite +5 (1d4+5), 2 hooves +0 (1d6+2) Space 10 ft.; Reach 5 ft.

Str 21, Dex 17, Con 19, Int 2, Wis 17, Cha 11 Base Atk +1; CMB +7; CMD 20 (24 vs. trip) Feats Endurance, Run^B Skills Acrobatics +3 (+7 when balancing and jumping), Perception +8; Racial Modifiers +4 Acrobatics when balancing and jumping SQ combat trained

Environment temperate plains **Organization** solitary, pair, herd (4–40) **Treasure** none

Sprint (Ex) Once per minute, a mustang may sprint, increasing its land speed to 70 feet for 1 round.

Horses played an integral role in man's conquest of the plains. The domestication of these proud animals was a pivotal moment in human history; however some horses refused to be tamed without a protracted struggle. Men generally refer to these wild beasts as mustangs. These feral horses live in herds that roam the open grasslands. Their constant search for food and fresh water can take them upward of miles in a single day. Men covet these animals for their speed and durability, but breaking the free spirit of one of these headstrong animals is a dangerous task. Mustangs are far more territorial and aggressive than their domestic counterparts. They instinctively bolt at the first sign of a potential predator, including humanoids, and attack any would-be captors with unbridled ferocity. For those that succeed in subduing these wild beasts, the prize is a superior mount that can be managed yet never truly tamed.

Fighting is a way of life for all mustangs, but especially the males. Like most other social animals, mustangs have an established hierarchy. A dominant mare serves as the herd's leader, directing the activities of other group members comprised mostly of other mares and juveniles. The typical herd consists of twenty individuals.

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Kayapi

Thick, grayish wool covers the body of a brawny, 6-foot-tall humanoid with cloven hooves for feet and an ovine head. Two large, curved horns protrude from the top of its head with their sharpened tips facing forward.

KAYAPI

CR 4

XP 1,200 CN Medium monstrous humanoid Init +4; Senses darkvision 60 ft.; Perception +6

AC 17, touch 10, flat-footed 17 (+7 natural) hp 37 (5d10+10) Fort +3; Ref +4; Will +7

Speed 30 ft. Melee gore +9 (1d6+6) Special Attacks powerful charge (gore, 2d6+6) Spell-Like Abilities (CL 5th): At will—detect magic 3/day—cure light wounds 1/day—remove disease

Str 19, Dex 10, Con 15, Int 12, Wis 13, Cha 16 Base Atk +5; CMB +9; CMD 19 Feats Improved Initiative, Iron Will, Skill Focus (Bluff) Skills Bluff +11, Climb +8, Heal +6, Knowledge (arcana) +6, Perception +5, Spellcraft +6, Stealth +4, Survival +5 Languages Common

SQ thumbless

Environment temperate plains Organization solitary, pair, family (2–6), community (10–60) Treasure standard

Thumbless (Ex) A kayapi lacks an opposable thumb, making it difficult to grasp manufactured weapons and other objects in its hands under stressful conditions. Any time a kayapi rolls a natural 1 on an attack roll with a manufactured weapon, the kayapi drops the weapon. If the kayapi wields the manufactured weapon with both hands, the kayapi holds onto the weapon if it succeeds on a DC 12 Reflex save. Likewise, whenever a kayapi rolls a natural 1 on a Reflex save, it drops everything held.

Many sages believe that the saying "beware of wolves in sheep's clothing" traces its origins back to man's first dealings with the clever kayapi. Legend claims that the creature owes its creation to a powerful sorcerer who transformed a treacherous apprentice into this wretched monster after he caught the charming young man in bed with his ravishing wife. The myth's widespread acceptance among plains settlers can be attributed to the kayapi's deceitful nature. Logic would dictate that humanity has nothing to do with these conniving monsters, but the kayapis sometimes aid other creatures in times of need. They are skilled healers, and their intervention has saved many lives throughout the years. Naturally, the kayapis do not lend their assistance out of pure altruism. They always have an ulterior motive and have no regard for the consequences that result from achieving their goals. Anyone who accepts the kayapis' help does so at his own peril.

Kayapis live on the fringes of civilization near the rugged cities, towns and villages that dot the grasslands. They are sedentary farmers that construct permanent settlements housing as many as 100 individuals, though most kayapi communities are much smaller with an average population around 20. In spite of their well-earned reputation for deviousness and their fearsome appearance, kayapis are not militaristic or greedy. They show no interest in expanding their territory and amassing great fortunes. Instead, kayapis firmly believe in the legend surrounding their creation, and they do everything they



can to find a way to undo the curse that afflicts their race. The determined humanoids no longer seek the mundane spells and items that have failed them for centuries and now fixate their attention on the exotic and bizarre. Long forgotten artifacts, homemade remedies, experimental magic, rare ingredients and even cursed items capture their fancy. Whenever they aid other creatures, locating and acquiring a means of undoing their unfortunate malady always drives their actions. They let nothing stop them in their quest to regain what they perceive to be their lost humanity. Kayapis first try to trick those who stand in their way, but when all else fails, they lower their terrifying horns and charge headlong at their opponent. Though they can use manufactured weapons, their four-fingered hands lack opposable thumbs, which makes it difficult for them to wield conventional weapons in battle.

The typical kayapi stands 6 feet tall and weighs 300 pounds regardless of gender. Their skin is always pink, but it is rarely visible beneath the thick coat of light gray wool that covers their entire bodies, including their heads and faces. While gray is the most prevalent wool color by a wide margin, white, ivory and brown can be found in larger communities. Kayapis immediately slay any of their kin born with black wool, though rumors persist that flocks of these creatures dwell on remote pastures far from their brethren. Their heads are distinctly ovine with immense rigid horns protruding from the top of their skulls that loop around the back of their heads and culminate in a sharp end that ultimately points in the same direction as their nose. Kayapis hate their appearance and are most embarrassed about their cloven hooves, which they usually try to hide with ill-fitting shoes and socks whenever they interact with other humanoids. Despite these efforts, many people derogatorily call them the "ugly shepherd's bastard children," an obvious reference to the purported circumstances of their conception and birth.

Malingering Spirit

This apparition stares with hate-filled eyes. A wry, malignant sneer spreads across its thin lips.

MALINGERING SPIRIT

CR 6

XP 2,400 NE Medium undead (incorporeal) Init +6; Senses darkvision 60 ft.; Perception +10

AC 17, touch 17, flat-footed 14 (+4 deflection, +2 Dex, +1 dodge) hp 76 (9d8+36) Fort +7; Ref +7; Will +9 Defensive Abilities incorporeal, rejuvenation; Immune undead traits Weaknesses desecration bound

Speed fly 40 ft. (perfect) Melee nether touch +8 (1d6 plus 1 negative level) Special Attacks obscene touch, planar sacrifice

Str —, Dex 14, Con —, Int 14, Wis 12, Cha 19 Base Atk +6; CMB +8; CMD 23 Feats Blind-Fight, Dodge, Improved Initiative, Iron Will, Lightning Reflexes Skills Bluff +10, Fly +19, Intimidate +11, Knowledge (arcana) +11, Knowledge (planes) +8, Knowledge (religion) +11, Perception +10, Sense Motive +8, Spellcraft +11, Stealth +9 Languages Abyssal, Common, Infernal

Environment any Organization solitary Treasure standard

Desecration Bound (Su) A malingering spirit is mystically bonded to a single desecrated altar, shrine or permanent fixture dedicated to its deity or aligned higher power. It must remain within the radius of the *desecrate* spell plus an additional amount of feet equal to the spell's radius. In most instances, it cannot move more than 40 feet from

the bonded object without suffering consequences. A malingering spirit that strays too far from its bonded object immediately takes 1d6 points of Charisma damage. Each minute thereafter, the malingering spirit takes an additional 1d6 points of Charisma damage. Eventually, the separation reduces the malingering spirit's Charisma to 0, thus "destroying" the malingering spirit. It rejuvenates 2d4 days later, if possible.

Nether Touch (Su) The malingering spirit bristles with negative energy. Its touch deals 1d6 points of damage and bestows 1 negative level on a successful hit. The malingering spirit does not gain 5 temporary hit points for each negative level it bestows on an opponent. Instead, it can opt to temporarily assume corporeal form for up to 5 rounds for each negative level bestowed on an enemy. While in this form it loses its deflection bonus to AC and fly speed. Reverting to and from its incorporeal form is a move action. Malingering spirits use this ability to once again feel the physical sensations that they savored during their perverse mortal existence. Any negative levels can be removed after 24 hours with a successful DC 18 Fortitude save. The save DC is Charisma-based.

Obscene Touch (Su) This incorporeal touch attack only affects living creatures with an Intelligence score of 3 or higher. As a standard action, the malingering spirit momentarily merges its incorporeal body with its foe's body. The perverse violation is a tremendous distraction that causes self-loathing and despair. The target must succeed on a concentration check to cast spells. If a different condition requires the target to attempt a concentration check, the DC increases by +5. In addition, the subject suffers a -4 penalty to all Intelligence-based and Wisdombased skill checks. The subject creature no longer trusts anyone and cannot be an ally to another creature. This prevents it from benefiting from spells and spell-like effects that target allies or use feats and other abilities that require an ally's assistance. The subject cannot aid another, and any spells it casts no longer affect allies. A successful Will save (DC 18) negates these effects. Every 10 minutes, the target may attempt a new saving throw to end the effect. This is a

full-round action that does not provoke attacks of opportunity. A creature that successfully saves against the obscene touch cannot be affected by the same malingering spirit's obscene touch for 24 hours. This is a mind-affecting effect. The save DC is Charisma-based. Planar Sacrifice (Su) By sacrificing a humanoid victim in physical contact with its desecrated, bonded object, the malingering spirit can duplicate the effects of a lesser planar ally spell. The malingering spirit only chooses sacrificial victims consistent with those it preyed upon during its mortal existence. The ritual always fails if it attempts to sacrifice other creatures

for this purpose. Like the spell, the sacrificial ritual lasts for 10 minutes and can be completed once per day. The deity or aligned higher power attuned to the altar, shrine or permanent fixture then sends the outsider to the malingering spirit; however, the sacrificed creature's soul serves as its payment for performing a service. The called outsiders remain under the malingering spirit's control for one week. The malingering spirit can control 18 HD worth of outsiders. If the malingering spirit exceeds this number, the newly called creatures fall under its control, and any excess outsiders from previous sacrifices return to their home plane. Casting consecrate, hallow or any similar magic upon the bonded altar, shrine or other permanent fixture releases called outsiders from their service unless the malingering spirit succeeds on a Will save against the caster's DC for a spell of that level. Likewise, dousing the bonded altar, shrine or other permanent fixture with a sufficient amount of holy water to cover the entire surface releases the called outsiders for their service if the malingering spirit fails a DC 11 Will save. The malingering spirit must attempt a Will save for each outsider under its control. Permanently or even temporarily destroying the malingering spirit also releases called outsiders from its service. A freed outsider immediately returns to its home plane.

Rejuvenation (Su) It is impossible to destroy a malingering spirit by force of arms: the "destroyed" spirit restores itself in 2d4 days. The only way to permanently destroy a malingering spirit is to "destroy" its incorporeal form and then cast consecrate, hallow or any similar magic upon the bonded altar, shrine or other permanent fixture or douse the object with enough holy water to cover its entire surface. Consecrating the altar without first "destroying" the malingering spirit's incorporeal form deals 3d6 points of positive energy damage to the creature; however it does not permanently sever the bond between the creature and the object. The creature's force of will and connection to its malevolent benefactor restore the desecration effect 1d4 rounds later.

Some people's lies and deceptions are so brilliantly flawless that they are said to lead a double life. By day, they show the world their upstanding public façade. Yet, when night falls and the world's attention turns elsewhere, their true nature emerges from the shadows. They become unfaithful spouses, abusive parents, corrupt leaders and untrustworthy friends. However, the charade cannot continue indefinitely. In the end, those they hurt pull back the veil and reveal the ugly truth for all to see. There are some though, whose sins are so terrible and perverse that their hidden existence endures even after their mortal life ends. On these rare occasions, dark and vile entities take notice and magically bind the malevolent creature's soul to a profane object where it lives out the rest of eternity as a malingering spirit.

The wicked apparitions owe their existence to the evil forces that took an interest in them. While there is no consensus about the exact criteria needed to attract these beings' attention, it appears certain that the creature's crimes must be so grave that even other evildoers could not bear to witness their heinous deeds. Sadism, perversity, deception and murder compromise the key components to becoming a malingering spirit. In fact, death only seems to intensify the compulsion to indulge its sick, violent and deviant fantasies. The spirit's drive to once again engage in the pleasures of the flesh is so strong that it motivates the creature's every action. It is most interested in temporarily attaining corporeal form, which it does using its nether touch ability. Fortunately for humanity, the malingering spirit is limited by the fact that it cannot venture far from its desecrated object and must act through others. To accomplish its ends, the malingering spirit strikes bargains with mortals, offering them the services of an outsider in exchange for fresh sacrifices. Those foolish enough to make a deal with these malevolent creatures soon rue their decision.

These incorporeal creatures appear as they did in life with the exception that they no longer hide behind their façade. They frequently lick their puffy lips and always have a salacious grin on their faces. Their callous eyes burn with desire, and they frequently make provocative gestures and contort their bodies into bizarre, suggestive positions. A malingering spirit is always encountered alone in the desolate places where it led its clandestine second life. Most craved earthly riches during their lifetimes, and their greed endures even after their deaths.

Ngomifari

Though more upright than the typical ape, this bipedal creature is undoubtedly simian. It has the head, arms and upper torso of a chimpanzee with hairy, humanoid legs and feet.

CR4

NGOMIFARI XP 1,200 NE Medium monstrous humanoid Init +3; Senses darkvision 60 ft.; Perception +9

AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural) hp 37 (5d10+10) Fort +3; Ref +7; Will +7

Speed 30 ft., climb 30 ft. **Melee** 2 claws +10 (1d4+4)

Special Attacks stunning surprise Spell-Like Abilities (CL 5th): 3/day—disguise self, ventriloguism (DC 14)

1/day—invisibility

Str 19, Dex 16, Con 14, Int 13, Wis 13, Cha 16 Base Atk +5; CMB +9; CMD 22 (26 vs. trip) Feats Deceitful, Iron Will, Weapon Focus (claw) Skills Bluff +9, Climb +17, Disguise +14, Intimidate +9, Perception +9, Sleight of Hand +6, Stealth +15, Survival +6; Racial Modifiers +4 Bluff, +4 Disguise, +4 Stealth Languages Common, Sylvan SQ knuckle-walk

Environment urban

Organization solitary, pair, pack (5–10), gang (12–144) **Treasure** standard

Knuckle-walk (Ex) Though they walk upright with relative ease, Ngomifaris are treated as quadrupeds and receive a +4 bonus to their Combat Maneuver Defense when resisting a trip attempt while standing on the ground.
Stunning Surprise (Ex) Whenever a Ngomifari scores a hit against a flat-footed creature, that creature is considered flat-footed until the end of the Ngomifari's next turn regardless of any class features and abilities it may have. If the Ngomifari scores a critical hit against a flat-footed creature is also stunned for 1 round (until just before the Ngomifari's next turn) unless it succeeds on a DC 16 Fortitude save. A successful save negates the stunning effect, but the creature is still considered flat-footed until the end of the Ngomifari's next turn.

Some sages believe that men and apes shared a common ancestor somewhere in the distant past. If that is the case, the conniving Ngomifari



may be the best living proof of this theory. In spite of its undeniable simian origin and appearance, the cunning beast is more at home in and around humanoid communities than it is in the wild. The resident humanoids would prefer that these loathsome creatures remain in their natural habitat — the copses scattered across the neighboring savannahs. Their reputation for causing havoc precedes them in every city, town and village they visit. Upstanding citizens always keep an eye out for these sinister monsters that lurk in the dark alleys and lawless underbellies in large cities and towns. In the dank cellars and sewers, they conduct their nefarious business with the settlement's criminal elements. These masters of disguise and deception are willing to undertake any illegal enterprise for a handsome fee. Burglary, forgery, confidence schemes, rigged games of chance and smuggling comprise their areas of expertise, though they have no qualms expanding their operation to include more violent endeavors. Many plains settlers often quip, "For every one Ngomifari you can see, there are 100 victims that you cannot see."

Ngomifaris rely upon subterfuge and stealth to get the upper hand on their enemies. Their preferred tactics include using their powers of disguise to attack an unsuspecting foe and dropping down onto a surprised opponent from a concealed position. When forced into melee combat, the powerfully built monsters wield vicious claws that they use to slice through armor and flesh. Ngomifaris are not renowned for their bravery. They flee in the face of danger and retreat to a safe location in order to plot their revenge. In spite of their innate cowardice, they keep trying to exact their vengeance against their designated target until they finally succeed, even if it demands numerous attempts.

Male and female Ngomifaris are virtually identical in size and appearance. They are still slightly taller than the average man even with their stooped postures. Thick, black hair covers their bodies from head to toe, though it is not visible beneath their fine clothing. Their long arms nearly touch the ground, allowing them to easily walk on all fours whenever doing so is advantageous to them. Their long fingers are remarkably dexterous, but they never wield manufactured weapons. Instead, they adorn their hands, wrists and fingers with extravagant jewelry. Ngomifaris especially prize magical rings, gloves and gauntlets, and they value these items above all others. Likewise, they often wear veils, hats and headdresses to conceal their faces when moving among humans.

Ombu Horse

This majestic, wooden steed trots with tremendous grace and agility as it parades across the grasslands.

OMBU HORSE CR 3 XP 800 N Large construct Init +1; Senses darkvision 60 ft.; Perception +0

AC 16, touch 10, flat-footed 15 (+1 Dex, +6 natural, -1 size) hp 52 (4d10+30) Fort +1; Ref +2; Will +1 Immune construct traits; Resist fire 5

Speed 40 ft. Melee bite +5 (1d4+2) Space 10 ft.; Reach 5 ft. Special Attacks gout of flame

Str 14, Dex 12, Con —, Int —, Wis 10, Cha 1 Base Atk +4; CMB +7; CMD 18 (22 vs. trip) SQ Trainable

Environment any Organization solitary Treasure none

Gout of Flame (Su) As a standard action

Construction

An ombu horse is assembled from pieces of fire-resistant wood, typically ombu wood, and a masterwork leather saddle that are doused with exotic oils infused with crushed herbs and horsehair worth at least 300 gp.

CL 6th; Price 8,300 gp

Craft Construct, animate objects, geas/quest, limited wish, mount, resist energy (fire), scorching ray, creator must be caster level 6th. Skill Craft (carpentry) DC 17; Cost 4,150 gp

once every 1d4+1 rounds, an ombu horse can spit a gout of flame dealing 3d6 points of fire damage to a single target up to 20 feet away. A successful DC 13 Reflex save halves the damage. The save DC is Reflex-based. Trainable (Ex) An ombu horse can follow the simple directions of its master in spite of the fact that it is mindless. It is treated as if it were combat-trained. It can be directed to move in combat if the rider succeeds on a Ride check to guide with knees. Likewise it can be commanded to fight if the rider succeeds on a Ride check to fight with a combat-trained mount. The same check is also needed to command the ombu horse to use its gout of flames attack. Finally, the rider can get the ombu horse to leap if he succeeds on a Ride check to leap. The rider can perform the stay in saddle, soft fall and fast mount or dismount tasks without the ombu horse's cooperation. The rider cannot use the spur mount task on the ombu horse. (See the "Ride" section in Chapter 4 of the Pathfinder Roleplaying Game for details regarding these tasks.)

According to legend, Prince Aluuwatto is responsible for directing the construction of the first ombu horse 700 years ago. The king's haughty son felt that no living horse was worthy of carrying his noble person in

all of his triumphant glory. He commissioned his clan's wizard to fashion him a steed befitting of his lofty position. Pressed for time and resources, the crafty magician built a horse from the parts of several children's rocking horses made from soft ombu wood and spare riding

equipment. Though the construct was slower and less fit for combat than a trained heavy horse, it compensated for these deficiencies with its regal bearing and endless stamina. Much to his surprise, the wooden beast pleased the arrogant prince as he strode into his newly acquired territory on the back of the world's first ombu horse. Since then, other practitioners of arcane magic followed suit and created more ombu horses for themselves and anyone else with a large enough coin purse to afford the wondrous creation.

Ombu horses are ill suited for combat. The construct's soft, wooden legs are not strong enough to gallop and to strike opponents with any significant force. The creature can only trot. Though this particular gait is aesthetically pleasing to watch, it is slower than a conventional gallop. However, ombu horses are not defenseless. They are always constructed from fire-resistant wood and can periodically expel a jet of flame to scorch their enemies. Their lightweight construction materials allow them to leap over barriers that would impede the typical combat horse. They do not know fear and never bolt in the face of danger and unnatural auras. Still, an ombu horse is viewed more as a status symbol than a feared combatant. Noblemen and aristocrats ride these creatures into battle to show off their wealth and importance while occasionally blasting an enemy with gouts of searing hot flames. Likewise, they are also used for long journeys as the ombu horse has no need to stop for food, water and rest along the way. On occasion, powerful kings use a pair of these constructs to pull their royal carriages on important diplomatic missions.

An ombu horse resembles a living specimen in every detail. They are slightly smaller than the typical light horse and their coloration is also similar. Most are chestnut brown with black as the second most-prevalent color. White and gray lag far behind these two colors. Ombu wood is the most-common construction material on the plains, but ombu horses in other environments may use different types of fire-resistant wood.

Though it is mindless, an ombu horse can follow simple directions. An ombu horse only obeys its master, which is determined at the time of its creation. It tries to unseat anyone else who attempts to ride it, and it expels a jet of flame at any creature that attacks it.

Protean, Phambente

Covered by colorful bluish-green scales, this serpentine creature has a rounded, snakelike head with an elongated, protrusive snout filled with razor-sharp teeth. Its disproportionally undersized arms and fingers end in wicked claws.

PHAMBENTE PROTEAN XP 1,600

CN Medium outsider (chaotic, extraplanar, protean, shapechanger) Init +5; Senses blindsense 30 ft., darkvision 60 ft., detect law; Perception +7

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural) hp 51 (6d10+18) Fort +8; Ref +8; Will +0 Defensive Abilities amorphous body, freedom of movement; DR 5/cold iron; Immune acid, mind-affecting effects, polymorph; Resist electricity 10, sonic 10; SR 16

Speed 30 ft., fly 30 ft. (perfect) Melee bite +10 (1d6+3 plus delusion), 2 claws +9 (1d4+3) Spell-Like Abilities (CL 6th): Constant—detect law At will—lesser confusion (DC 12), sleep (DC 12) 3/day—see invisibility 1/day—chaos hammer (DC 14), magic circle against law

Str 16, Dex 13, Con 16, Int 11, Wis 6, Cha 13 Base Atk +6; CMB +9; CMD 20

Feats Improved Initiative, Lightning Reflexes, Weapon Focus (bite)

Skills Bluff +8, Fly +18, Intimidate +6, Knowledge (arcana) +7, Knowledge (planes) +9, Perception +7, Spellcraft +7, Stealth +8 Languages Abyssal, Protean SQ change shape (polymorph)

Environment any (Limbo)

Organization solitary, pair, choir (3–6) **Delusion (Su)** A creature struck by a phambente's bite attack is infused with raw insanity and must succeed on a DC 16 Will save or become delusional for 1 round. Rounds of delusion dealt in this manner stack. A delusional character cannot discern what is real and what is not. He is unsure how to act, causing him to suffer a –2 penalty to attack rolls, weapon damage rolls, saving throws, skill checks, concentration checks and ability checks. Spells cast by a delusional character have a 20% chance of failure. In this state, he is particularly vulnerable to illusions, treating all saving throws against these spells as if he rolled a natural 1. This is a mind-affecting effect. The save DC is Constitution-based.

Rational minds institute law and irrational minds sow chaos. Insanity is the seed that grows entropy and chaos. Sunder the bonds of reality, and the universe reverts to its disordered, primordial state. These statements best describe the phambentes' philosophy. These outsiders aspire to spread delusion and delirium to every living creature and inanimate object they encounter. They believe they are the agents of lunacy and entropy in a world destined to come undone.

Phambentes rarely seek to corrupt sane minds, and instead focus their energies on those already afflicted with madness. Some even masquerade as asylum staff and patients, where they roam the hallways whispering their inane babbling into the welcoming ears of their crazed minions. Insane mortals summon these creatures to advance their absurd plots, and these creatures are all too willing to aid them in their endeavors. Phambentes achieve these goals by instilling madness into their opponents using their magical abilities. They are particularly fond of confusing their enemies as well as using their delusion attack to implant doubt into their foes' uncertain minds. They prefer to spread the plague of insanity to other sentient creatures rather than outright kill them whenever possible. With that said, they are not averse to slaving those that stand in their way.

Like other proteans, phambentes are decidedly snakelike with bluishgreen scales covering the length of their serpentine bodies. Though undoubtedly reptilian, their heads are shaped like a typical humanoid skull. They have a crocodilian snout filled with serrated teeth that protrudes from their scaly faces, and stubby, prehensile hands with sharp claws. Phambentes are equally comfortable slithering across the ground or taking to the air. In spite of their entropic outlook, these creatures hoard precious gems and are particularly covetous of brightly colored, shiny jewelry.

CR 5

Psychic Devourer

Grossly elongated fingers, a slight head tilt and a blank, inquisitive facial expression are the only traits that distinguish this creature from an ordinary man.

PSYCHIC DEVOURER XP 1,600

CR 5

XP 1,600 NE Medium monstrous humanoid Init +6; Senses darkvision 60 ft.; Perception +10

AC 17, touch 13, flat-footed 14 (+2 Dex, +1 dodge, +4 natural) hp 51 (6d10+18) Fort +5; Ref +7; Will +6 Immune mind-affecting effects

Speed 30 ft. Melee 2 slams +10 (1d4+3 plus grab) Special Attacks expert grappler, memory gaze, psyche feed

Str 16, Dex 14, Con 16, Int 1, Wis 12, Cha 1 Base Atk +6; CMB +9 (+13 grapple); CMD 22 (26 vs. grapple) Feats Dodge, Improved Initiative, Weapon Focus (slam) Skills Perception +10 Languages Common (cannot speak, see psyche feed)

Environment any Organization solitary Treasure incidental

Expert Grappler (Ex) The psychic devourer is a skilled grappler allowing it to use its grab ability against any Medium–sized creature or smaller.

Memory Gaze (Su) Modify memory, range 30 feet, Fortitude DC 16 negates. The save DC is Constitution-based. Once per day as a standard action, the psychic devourer can eliminate all memory of an event the target actually experienced as per the modify memory spell. Psychic devourers use this ability immediately after feeding to erase all recollections of their attack against the victim.

Psyche Feed (Su) A psychic devourer wraps its elongated fingers around its target's head and feeds on its psyche. An unwilling victim must be successfully grappled and then pinned before the psychic devourer can use this ability. The psychic devourer deals 1d3 points of Intelligence and Charisma drain each round the pin is maintained and then adds the amount of Intelligence and Charisma drained from its victim to its own Intelligence and Charisma scores. These additional points of Intelligence and Charisma fade from each ability score at a rate of 1 point per day. After each successful psyche feed attack, the victim must succeed on a DC 16 (+1 for every previous save) Will save to avoid being stunned for 1d3 rounds. A stunned creature is not required to

make additional saving throws to resist this effect as long as it remains stunned. Likewise, the psychic devourer must also succeed on a DC 16 (+1 for every previous save) Will save after every successful psyche feed attack to continue feeding. A failed save causes the psychic devourer to end the grapple and prevents the creature from feeding again until its Intelligence and Charisma scores are reduced to 1.

This ability has no effect on creatures other than humanoids and monstrous humanoids. The psychic devourer must be able to reach the victim's head to feed in this manner. This is a mind-affecting effect. The save DC is Constitution-based.

There are rare instances where the failure to resist a baleful incantation creates unintended consequences. The psychic devourer is one such example. Being deprived of one's mental faculties in the blink of an eye is a terrifying prospect, especially for those who devoted their entire lifetime to developing their minds. The unnatural process of quarantining a man's intellect and personality to the brain's deepest recesses is too traumatic for a few, unique individuals. When subjected to a *feeblemind* spell or another ability that reduces their Intelligence and Charisma scores to 1, these beings transform into psychic devourers. At first, the physical metamorphosis is virtually unnoticeable. Unable to speak, the psychic devourer monotonously moans and groans in a futile effort to communicate. Over time, the creature's fingers elongate as it seeks to feed on the minds of others.

Psychic devourers lead a solitary, nomadic life, traveling from one community to the next in search of humanoid prey. When it arrives in a new location, the residents often crown the dimwitted, groaning monster as the settlement's newfound village idiot. The ignorant, yet cunning creature plays along with the charade. It lets the townsfolk ridicule and abuse it as it looks for future victims among the populace. The psychic devourer targets the most vulnerable humans - the sick, the young and the very old. When night falls, the creature takes to the fields, alleys and residences in search of the potential prey it identified earlier in the day. It attacks first with its slam attack and attempts to grab its foe. Once it has a firm grasp on its opponent, the psychic devourer wraps its elongated fingers around the victim's head and feeds on its knowledge and personality. As it does so, the monster laughs with giddy delight, slowly and deliberately uttering words and phrases that it frequently spoke in its previous existence. After it has had its fill, the psychic devourer releases the victim and erases the victim's memory of the attack. If the psychic devourer fails to modify the creature's memory, it resumes its slam attacks against the victim until it slays its opponent. Otherwise, the slightly smart and more charismatic psychic devourer resumes its role as the village idiot until it is ready to eat again.

Psychic devourers dress in bedraggled clothes with long sleeves to partially conceal their unusual hands. They have no interest in acquiring worldly goods, and they despise all forms of magic. The monsters especially abhor any creature that can cast arcane spells. If the psychic devourer sees that person using magic, it immediately targets that individual above all others. This is especially true whenever it encounters the person that *feebleminded* it. In that particular instance, the psychic devourer dispenses with all pretenses and charges headlong toward its intended target. It never retreats and always fights to the death regardless of the circumstances.

Raggedy Man

This 2-foot-tall creature looks like a limp, cloth doll missing its hands and feet. Two red glass shards serve at its eyes, and bright scarlet hair protrudes from its head.

RAGGEDY MAN XP 800

CR 3

CE Tiny aberration Init +3; Senses darkvision 60 ft.; Perception +8

AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size) hp 26 (4d8+4 plus 4) Fort +2; Ref +6; Will +5 Defensive Abilities unstructured DR 5/cold iron; Immune mind-affecting effects, paralysis, poison, polymorph, sleep effects and stun

Speed 10 ft.

Ranged ranged touch +8 (burst of strength or strand of weakness) **Space** 2-1/2 ft.; **Reach** 0 ft. Special Attacks beguiling gaze (DC 14), burst of strength, strand of weakness (DC 14)

Str 2, Dex 16, Con 12, Int 6, Wis 12, Cha 14 Base Atk +3: CMB +4: CMD 10 Feats Lightning Reflexes, Toughness Skills Perception +8, Stealth +22; Racial Modifiers +4 Stealth Languages Common (cannot speak)

Environment urban Organization solitary, pair, pack (3-6) **Treasure** none

Beguiling Gaze (Su) Any creature within 30 feet that meets the radaedy man's daze is beduiled for 2d4 rounds if it fails a DC 14 Will save. A beguiled creature can take no actions, but is not helpless. Each round on its turn, a beguiled creature may attempt a new saving throw to end the effect. This is a full-round action that does not provoke attacks of opportunity. A creature that successfully saves is immune to the same raggedy man's beguiling gaze for 24 hours. This is a mind-affecting effect. The save DC is Charisma-based.

Burst of Strength (Su) A raggedy man that has drained Strength within the last hour can unleash a glowing sphere from its eyes at any target within 30 feet. The raggedy man must succeed on a ranged touch attack to strike its target. The sphere deals 2d4 points of force damage. The raggedy man can use this effect a number of times equal to the amount of Strength drain it dealt within the last hour. Strand of Weakness (Su) A raggedy man can use this ranged touch attack to target any living creature within 30 feet. When a raggedy man hits with its strand of weakness attack, it attaches a strand of gossamer to its victim. While attached, the raggedy man drains 1 point of Strength each round as a swift action. The effect is so subtle that the victim must succeed on a DC 14 Fortitude save each round to even notice the strand and its effect. The victim gains a +2 bonus to its Fortitude save for every previous save the creature made against this effect. Creatures that cannot see the raggedy man add +5 to the saving throw's DC. Sleeping creatures instead add +10 to the saving throw's DC. The strand instantly breaks as soon as the attached creature moves more than 30 feet away from the raggedy man. Likewise, any creature, including the attached

creature, can use a move action to automatically sever the strand. The raggedy man cannot attach to more than two creatures at any one time. The save DC is Charisma-based. Unstructured (Ex) A raggedy man has no internal bodily structures and organs. It is not subject to critical hits or flanking. It is immune to bleed, mind-affecting effects, pain effects, paralysis, poison, polymorph, sleep effects and stunning. It cannot be constricted and takes no damage from grappling attacks. It does not take additional damage from precision-based attacks, such as sneak attack.

Bizarre and enigmatic are the best words to describe the raggedy man. At first glance, the odd aberration seems to be a neglected child's toy. Whether by design or a wildly fortuitous stroke of luck, the creature uses its resemblance to an inanimate doll and the ubiquitous scarecrow to blend into its environment without rousing suspicion. Raggedy men effortlessly breathe through their clothlike skin, which is more akin to a thin membrane than actual epidermis. Because of this unique feature, they can remain perfectly still and appear lifeless for hours and sometimes days at a time. Raggedy men also lack any internalized structure. They have no bones, no organs and no blood. There is nothing beneath their thin outer coating other than countless strands of silky gossamer tightly wound into a spongy stuffing. The creature's weird anatomy leads many scholars to conclude that raggedy men are magical creations that somehow found a way to propagate descendants from an original prototype. Regardless of the circumstances surrounding their genesis, raggedy men are hideous monsters that subsist on strength sapped from other living creatures.

Raggedy men primarily dwell near farms and settlements. In a rural setting, they pose as small scarecrows. Raggedy men living in an urban environment play the role of a discarded doll waiting to be rescued by an unfortunate family. Unless they are engaged in combat, they move only when they are certain no one is watching. In either guise, these predatory aberrations bide their time before striking. They wait until their intended victim is alone and preferably asleep. In most

cases, raggedy men prey on family pets and young children, but a group of raggedy men may even attack an adult human or farm animal. After selecting a target, the creature sneaks up on his opponent and releases a strand of silky gossamer that attaches to its enemy's skin. The raggedy man draws strength from its target through this conduit. The process of extracting strength from a foe is subtle and practically unnoticeable, especially if the creature is asleep. If the victim detects the raggedy man's presence, the creature uses its beguiling gaze to subdue its startled enemy. When all else fails, raggedy men fight to the bitter end,

as they cannot fathom the meaning of death.

The typical raggedy man reaches an average height of 2 feet and weighs a mere 3 pounds. Its body shape resembles that of a skinny child, though its arms and legs end in rounded stumps instead of hands and feet. Their skin coloration ranges from bright white to taupe, and their hair is usually some shade of red. The glass shards that function as eyes are always red. Consistent with their other bizarre physiological features, raggedy men can survive for weeks on end without eating. Their alien minds do not grasp the concept of wealth.

Rainmaker

Attired in the finest clothing, a derby hat and a handcrafted mahogany cane, this handsome, affable man turns heads and exudes an air of mystery and confidence wherever he goes.

RAINMAKER

CR 4

XP 1,200 NE Medium fey Init +4; Senses low-light vision; Perception +11

AC 16, touch 14, flat-footed 12 (+4 Dex, +2 natural) hp 33 (6d6+12) Fort +4; Ref +9; Will +7 DR 5/cold iron; SR 15

Speed 30 ft. Melee mwk rapier +9 (1d6+1/18–20) Special Attacks instigate Spell-Like Abilities (CL 6th): 3/day—entangle (DC 15), fog cloud, obscuring mist 1/day—call lightning (DC 17), command plants (DC 18), diminish plants, plant growth

Str 13, Dex 18, Con 15, Int 14, Wis 15, Cha 18 Base Atk +3; CMB +4; CMD 18

Feats Quick Draw, Weapon Finesse, Weapon Focus (rapier)

Skills Bluff +17, Diplomacy +13, Escape Artist +11, Knowledge (geography) +9, Knowledge (local) +9, Knowledge (nature) +11, Perception +11, Sense Motive +11, Sleight of Hand +9, Stealth +11; Racial Modifiers +4 Bluff Languages Aklo, Common, Sylvan SQ call rain, woodland stride

Environment temperate plains Organization solitary Treasure standard

Call Rain (Sp) Once per day, a rainmaker can create steady light rain or snowfall if the temperature is cold enough. This effect functions as *control weather* save that it can only be used to create light precipitation, and it affects a circle with a 2-mile radius or less as designated by the rainmaker. The rainstorm created is static.

Instigate (Su) A rainmaker always knows the right words to sow discord and mistrust among other creatures. As a standard action, a rainmaker implants a suggestion into the mind of another living creature. The target must be within 30 feet of the rainmaker, and it must also hear and understand the rainmaker. The subject resists the effect with a successful DC 17 Will save.

A failed save allows the rainmaker to suggest that another creature within the target's line of sight means to harm the subject. Each round, the subject has a 50% chance to attack the creature allegedly intending to harm it using all methods at the subject's disposal. Otherwise, the target spends the round shouting and gesturing at its alleged assailant. The subject can take no actions while doing so, but is not considered helpless. The creature being attacked by the subject is free to react in any manner it chooses, up to and including attacking the subject. If the alleged assailant attacks the subject, the subject attacks that creature and continues doing so until the effect ends. The effect lasts for 6 rounds. After the effect ends, the subject's attitude toward its alleged assailant is treated as unfriendly regardless of any previous relationship between the two parties.

Whether the save is successful or not, the subject is immune to the same rainmaker's instigate effect for 24 hours. Likewise any creature, including the alleged assailant, that heard the rainmaker's instigate effect is also immune to the same rainmaker's instigate effect for 24 hours. Rainmakers use this effect sparingly, as listeners that save against the effect may turn against the rainmaker. When this occurs, the crafty fey creatures try to bluff their way out of the sticky situation. This is a mind-affecting, languagedependent effect. The save DC is Charisma-based.

Woodland Stride (Ex) A rainmaker can move through any sort of foliage at full speed without taking damage or suffering impairment. Areas of foliage that have been magically manipulated affect it normally.

> Farmers can be a competitive lot. Though they are renowned for working together through tough times, envious eyes are easy to find in every farmhouse and field. Only the most cantankerous misanthropes wish for the outright ruin of their neighbors, but there is still a burning desire to do better than others. Hard work, sound planning, fertile soil and a good business model are the tools used by most aspiring farmers to achieve their goals. However, a few avaricious souls look to an easier alternative — the charismatic rainmaker. This charming fey creature looks and acts the part of a dashing gentleman. He promises his prospective clients plentiful rainfall, remarkable plant growth and spectacular crop yields, and unlike the typical huckster, the rainmaker actually delivers incredible results. In spite of barely lifting a finger, the lucky farmer enjoys astounding prosperity and good fortune. In exchange for his assistance, the rainmaker asks for only one thing - a future service. The rainmaker deliberately omits any details about the nature of this service, but he assures his mark that it is just a small favor. Meanwhile, much to the rainmaker's delight, jealous competitors bemoan the lazy upstart's undeserved success

These malicious fey creatures revel in sowing discord and spawning bitter feuds within farming communities. Of course, the rainmaker has an ulterior motive for his actions. He wants to expel the humanoid farmers from the land and return the earth to its natural state. The rainmaker can think of no better way to simultaneously accomplish this goal and derive some amusement from this endeavor than to turn the residents against each other and watch the divisive spectacle unfold from afar. He lights the powder keg's fuse with his small favor, which always turns out to be a malicious prank that ignites a war between competing families. As the battle rages on, the rainmaker destroys selected crops in a deliberate effort to escalate the hostilities and expand the conflict into new territory. In due time, the rainmaker's scheme may reduce an entire town to cinders.

Naturally, the rainmaker shies away from combat and uses his proxies to take up arms on his behalf. When left

with no other alternative, the gentlemanly fey uses his mastery of plants and the weather to *entangle* his enemies and call bolts of lightning down upon his foes. The devious rainmaker's cane also doubles as a scabbard for its masterfully crafted rapier. If victory seems improbable, the rainmaker's thoughts turn to escape. Rainmakers typically use *fog cloud* to conceal their getaway. A cornered and defeated rainmaker cordially surrenders and graciously offers his humble services to his vanquisher. He bides his time in the victor's company until he can later escape or win his captor's trust.

Rainmakers appear as handsome men with long, brown hair that they tuck underneath their tall derby hat. They have an olive complexion and an athletic physique. A rainmaker's eyes are always green, and many humans claim to see a gleam in their eyes whenever they see their schemes come to fruition. The fey creature wears fine, twill trousers and a gentleman's coat, but he is always barefoot. Rainmakers are exclusively male and are usually solitary creatures, though they sometimes combine forces to throw a large farming settlement into total disarray. Rainmakers amass sizable personal fortunes from the plundered treasuries of their ruined victims.

Spiradillo

Hard yet flexible scales akin to plate armor cover the body of what otherwise looks like a large, sleek, predatory cat with an elongated snout filled with sharp, jagged teeth.

SPIRADILLO

CR 5

XP 1,600 N Large magical beast Init +0; Senses darkvision 60 ft., low-light vision, scent; Perception +6

AC 18, touch 9, flat-footed 18 (+9 natural, -1 size) hp 57 (6d10+24) Fort +9; Ref +5; Will +3

Speed 30 ft., swim 20 ft. Melee bite +11 (1d8+5), 2 claws +10 (1d4+5) Space 10 ft.; Reach 10 ft. Special Attacks bowling trip

Str 21, Dex 10, Con 18, Int 6, Wis 12, Cha 6 Base Atk +6; CMB +12; CMD 22 (26 vs. trip) Feats Power Attack, Skill Focus (Stealth), Weapon Focus (bite) Skills Perception +6, Stealth +8, Swim +18; Racial Modifiers +4 Stealth Languages Common (cannot speak)

Environment temperate plains Organization solitary or pair (plus 2–4 young) Treasure standard

Bowling Trip (Ex) As part of a charge, a spiradillo can tuck its head and legs into its body akin to a tightly packed ball as it hurtles itself into its target's legs like a modern bowling ball, allowing it to trip its target without provoking an attack of opportunity. If the target has more than 2 legs, the spiradillo adds +4 to its combat maneuver attack roll for each additional leg the target has. (The spiradillo can use this attack against a creature that cannot be tripped, but the attack always fails.) If the attack succeeds, the target is knocked prone and takes 1d6+7 points of damage. A creature that takes damage from this attack must succeed on a DC 17 Fortitude save or its speed is reduced

by half. The penalty lasts for 24 hours or until the creature receives magical healing that cures all the damage dealt by this attack. If the target has more than 2 legs, the Fortitude save's DC increases by +1 for each additional leg it has. The spiradillo ends the charge on the opposite side of the target or in the nearest open space behind the creature if there are other creatures occupying that space. It can return to its upright state as a free action or it may remain in a tightly packed ball until the end of its turn. If it chooses the latter option, it can take no actions, but it gains a +4 enhancement bonus to its existing natural armor. If the attack fails, the spiradillo unwinds from its tightly packed posture and stops in the space directly in front of the opponent. It is also knocked prone. The save DC is Constitution-based.

Natural selection takes some strange twists, and the spiradillo is one of the odder divergences. Most assume that the monster is an unnatural cross between a leopard and an armadillo, but reality is even more bizarre. In spite of its resemblance to these animals, the spiradillo actually descends from an ancient species of crocodiles that transitioned to life on land countless millennia ago. This creature originally emerged from the rivers bisecting the grasslands for brief intervals before retreating back into the water. However, it found more plentiful prey on land than in the shallow waterways. As it transitioned to its new habitat, the beast's body adapted in kind. Though it retained its impressive musculature and formidable natural armor, its legs grew longer, its torso slimmed significantly, its snout became less pronounced, and the length and girth of its tail greatly diminished.

Spiradillos target large herbivores, especially horses, buffalos and cattle. These creatures developed an unusual tactic that greatly differs from those used by other predatory animals against these sizable enemies: They barrel toward their foes at full speed and at the last instant wrap their armored body into a sphere much like a living

bowling ball. The attack is intended to topple its intended target and damage its often fragile legs to reduce the victim's speed. Unable to outrun the aggressive predator, the injured creature must stand and fight against the armored beast's frightening claws and bite. Spiradillos are still good swimmers, and it is not uncommon for them to chase their prey into the water where they likely hold a decided tactical advantage. Spiradillos are not picky when selecting prey. They eat anything and are not averse to assaulting wayward humanoids who cross their path.

The average spiradillo is 10 feet long, stands 4 feet high and weighs 450 pounds. Females are marginally larger than males. As vestigial remnants of their reptilian heritage, spiradillos are hatched from eggs that their mother lays along the edges of lakes, streams and rivers. Spiradillos are highly territorial and are encountered alone or in mated pairs along with their young. Over the passing millennia, their coloration faded from dark green to a yellowish-green color that helps the low-lying predators slyly move through the tall grasses. Their pale yellow eyes are also more forward set than their crocodilian relatives and their tails are significantly shorter and thinner. Spiradillo eggs are quite valuable, fetching as much as 1,000 gp on the open market, as plains-dwelling giants and even dragons use the creatures as guardians and hunting companions. Some wealthy humanoids also raise the creatures as exotic pets in spite of the monster's surly disposition and aggressive nature. Spiradillos cannot be trained and attack any creature that they deem to be prey.

CR 5

Tear Collector

A watery, blue sheen surrounds a spindly, childlike creature with bulbous eyes and a depressing frown etched onto its innocent face.

TEAR COLLECTOR

XP 1,600 NE Small outsider (extraplanar, water) Init +5; Senses darkvision 60 ft.; Perception +11

AC 19, touch 13, flat-footed 17 (+1 Dex, +1 dodge, +6 natural, +1 size) hp 39 (6d10+6) Fort +6; Ref +5; Will +7

Speed 20 ft., swim 40 ft. **Melee** melancholy touch +9 (1d10 plus 1d3 Charisma damage, Fort DC 15)

Special Attacks melancholy touch (DC 15), tears of suffering (DC 15)

Str 14, Dex 13, Con 12, Int 12, Wis 15, Cha 15 Base Atk +6; CMB +7; CMD 19

Feats Dodge, Improved Initiative, Lightning Reflexes Skills Escape Artist +10, Knowledge (planes) +10, Perception +11, Sense Motive +11, Spellcraft +10, Stealth +14, Swim +19

Languages Aquan, Common; telepathy 100 ft.

Environment any (Elemental Plane of Water) Organization solitary Treasure none

Melancholy Touch (Su) A tear collector's touch deals 1d10 points of damage plus 1d3 points of Charisma damage. A DC 15 Fortitude save negates the Charisma damage but not the physical damage. The save DC is Charisma-based.

Tears of Suffering (Su) As a standard action once every 1d4 rounds, a tear collector can spray bitter, stinging tear drops in a 20-ft.-cone dealing 4d6 points of acid damage. Creatures in the area may attempt a DC 15 Reflex save to halve the acid damage. In addition, living creatures that take damage from the teardrops are also overcome by tremendous sadness. For the next six rounds, the subject falls prone and intermittently sobs and weeps. The affected creature may take a single move action or standard action each round (but not both, nor can he take full-round actions, but he can still take swift, immediate and free actions). The impulsive blubbering and wailing imposes a 20% chance of spell failure when casting spells with verbal components. A successful DC 15 Will save negates this effect. A creature that successfully saves against the sadness effect is immune to the same tear collector's sadness effect for the next 24 hours. Creatures with an Intelligence score of 2 or less are not affected by this ability. The sadness effect is a mind-affecting effect. The save DCs is Charisma-based.

> Legends say that a child's imagination can bring most anything to life. That assertion remains unverified, but this wicked monstrosity proves that a child's suffering can give birth to a creature of pure evil. Some believe that these creatures coalesce from the actual tears of innocent children subjected to unspeakable acts of cruelty and depravity. Others contend that they are the manifestation of their tormentors' twisted nightmares. The malevolent tear collectors waste no time contemplating their origins and are instead singularly focused on spreading sadness and melancholy to every living creature they encounter.

Tear collectors constantly relive the horrific crimes that sprang them into existence. They replay the dreadful events over and over in their warped minds, savoring every agonizing cry and bloodcurdling scream with voyeuristic delight. Because of this connection to the past, they rarely stray far from the locations where these terrible crimes brought them into existence. Tear collectors do not go out of their way to seek new victims. They are content waiting for other living creatures to come to them. When this occurs, the tear collector prefers to remain hidden until it can ambush its foes and blast them with its tears of suffering ability. On subsequent rounds, it attempts to touch its enemies until its tears of suffering ability fully recharges.

Their affinity for water coats their small, thin bodies in a blue sheen. The sadness needed to create even one tear collector is so great, that it is very unusual to encounter more than one in a particular location. There are rare instances where perpetrators' crimes are so heinous and prolific that two or more tear collectors' territories overlap. In these cases, the clever outsiders coordinate their attacks in battle, taking turns unleashing their tears of suffering attacks against their opponents. Whenever possible, tear collectors spend most of their time in water. If they amass any treasure, they usually hide it underwater.

Tokoloshe

Standing no more than 3 feet tall, these scrawny, hairy humanoids have proportionally oversized heads that feature bright red eyes, a mouth full of jagged teeth, long pointed ears, scraggly beards and a wide, flattened nose. Their wrinkled skin is always some combination of red, brown and green.

TOKOLOSHE

CR 1/3

XP 135 Tokoloshe warrior 1 NE Small humanoid (goblinoid) Init +2; Senses darkvision 60 ft.; Perception +3

AC 16, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 shield, +1 size) hp 7 (1d10+1 plus 1) Fort +3; Ref +2; Will +0

Speed 30 ft. **Melee** short sword +2 (1d4/19–20) **Ranged** shortbow +4 (1d4/x3)

Str 11, Dex 15, Con 12, Int 10, Wis 9, Cha 6 Base Atk +1; CMB +0; CMD 12 Feats Alertness Skills Climb -8, Perception +3, Ride +5, Sense Motive +2, Stealth +9; Racial Modifiers -8 Climb, +4 Stealth Languages Goblin SQ magic pebble

Environment temperate plains and forests **Organization** gang (4–9), warband (10–16 with goblin dog mounts), tribe (17+ plus 100% noncombatants; 1 witch; 1 chieftan of 6th–8th level, 2–4 lieutenants, 10–40 goblin dogs, wolves, or worgs)

Treasure NPC (leather armor, light wooden shield, short sword, shortbow with 20 arrows)

Magic Pebble (Su) All tokoloshes keep a single, magic pebble in their mouths at all times. Once per day as a free action, the tokoloshe can swallow the pebble and become invisible until the beginning of its next turn. A new pebble must remain in the tokoloshe's mouth for 24 hours before it gains this magical property.

Tokoloshes are wild, unruly cave dwellers that typically live on the fringes of the civilized world. They are predominately found on the open plains where their small size and agility make them adept at ambushing prey in the tall grasses. The cunning goblinoids are exclusively carnivorous, hunting all manner of creatures to sate their voracious appetites. Tokoloshes take whatever meat they can get, though they have a strong preference for humanoid flesh, particularly elves and humans. Goblin dogs and wolves typically accompany them on their hunting expeditions.

Tokoloshes sometimes cooperate with their goblin cousins, though each race's leaders vie for supremacy. They undoubtedly share a common heritage with their more prevalent goblin cousins, but their innate magical abilities hint at some fey or outsider lineage. The wily monsters have the supernatural ability to momentarily vanish from sight, affording them the opportunity to either outflank a vulnerable opponent or get a head start on their escape. They use this unique power with great effectiveness on the battlefield in conjunction with their swarming tactics. Like other tribal societies, the strongest warrior ultimately ascends to the coveted role of chieftain. In this capacity, the tokoloshes' supreme ruler asserts his dominance over his weaker brethren as well as other humanoid and goblinoid races in the area.

Tokoloshes are short, wiry humanoids with disproportionally large,



bestial heads and a thick coat of hair. Male tokoloshes occupy every position of power within the tribe except one — the tribal witch. Like their goblin cousins, the highly superstitious tokoloshes greatly fear the power of the witch's hex and to a lesser extent their mastery of arcane magic. Witches are always female, and in some unusual cases, they may not even be a tokoloshe. Though the witch does not lead the tribe into battle, she exerts tremendous influence over the actions of its chieftain.

Tokoloshes have a ravenous appetite for food and riches. They are the ultimate binge-eaters, able to devour roughly one-quarter of their bodyweight in a single meal and also go for several days without a morsel. Tokoloshes are particularly fond of jewelry and gold. Their chieftains and clerics love to adorn their bodies with the spoils of war.

Tokoloshe Characters

Tokoloshes are defined by their class levels — they do not have racial Hit Dice. They have the following racial traits.

+2 Dexterity, +2 Wisdom, -2 Charisma: Geresuns are hardy people with strong personalities, but they are prone to acting in a rash manner.

Small: Tokoloshes are Small creatures and gain a + 1 size bonus to their AC, a + 1 size bonus on attack rolls, a - 1 penalty to their CMB and CMD, and a + 4 size bonus on Stealth checks.

Fast: Tokoloshes are fast for their size, and have a base speed of 30 feet.

CR 1

Darkvision: Tokoloshes can see in the dark up to 60 feet.

Magic Pebble: A tokoloshe has the ability to create a magic pebble, as described above.

Skilled: Tokoloshes are sneaky and hard to spot; they gain a +4 racial bonus on Stealth checks. However, as plains natives they lack the opportunity to develop skill at climbing; coupled with their exceptionally large head, this leads to them having a -8 penalty on Climb checks.

Languages: Tokoloshes begin play speaking their own Goblin. Tokoloshes with high Intelligence scores can choose from the following: Common, Giant, Gnoll, Halfling and Orc.

Tsetsabu

Fear fills the eyes of a 4-foot-tall, slightly built humanoid with amber skin and frizzy, straw-colored hair.



AC 14, touch 14, flat-footed 11 (+2 Dex, +1 dodge, +1 size) hp 9 (2d8) Fort +0; Ref +5; Will +1; -4 vs. fear Weaknesses fear monger

Speed 30 ft. Melee short sword +4 (1d4–1/19–20) Special Attacks sneak attack +1d6

Str 8, Dex 14, Con 10, Int 12, Wis 12, Cha 8 Base Atk +1; CMB -1; CMD 12 Feats Dodge, Weapon Finesse^B Skills Perception +3, Stealth +12, Survival +6; Racial Modifiers +4 Stealth Languages Common, Elven SQ hide in plain sight

Environment temperate plains Organization pack (6–10) Treasure NPC gear (short sword)

Fear Monger (Ex) Tsetsabus are easily frightened. They suffer a -4 penalty to all saves against fear effects.

Hide in Plain Sight (Ex) A tsetsabu can use the Stealth skill even while being observed. A tsetsabu can hide itself in the open without actually hiding behind anything. A tsetsabu can use this ability only while it is being observed by humanoids. The ability has no effect while being observed by other creature types.

Sneak Attack (Ex) Tsetsabus have a sneak attack for +1d6 points of damage that is identical to the rogue ability. This ability stacks with any sneak attack damage that a tsetsabu gains from another source.

For adolescent boys, their first hunt with the tribe's men is an important rite of passage on their path to adulthood. Many boys spend their childhood looking forward to the critical event with anticipatory delight. Proud fathers teach their eager sons how to blend in with their surroundings, sneak up on their quarry and ultimately slay their intended prey. Practicing hunting techniques with small, harmless creatures is one thing. Staring a fearsome boar or an angry buffalo in the face is something entirely different. When that moment of truth arrives, the majority performs admirably, but a small number freeze at the most inopportune time. Hesitation is a natural response to a young person's first real encounter with peril, and many overcome their fear on subsequent attempts. There are a few though who cannot cope with fear. For this unfortunate handful, life in their community becomes unbearable. Incessant ridicule follows them everywhere they go. The shame takes a heavy, psychological toll on the developing youngsters, forcing them to leave their homes and venture out into the unforgiving wilderness. Those that survive the first weeks eventually come across others just like them. Those they left behind in their native towns and villages refer to these outcasts as tsetsabus, which they define as the "frightened ones."

Tsetsabus always travel in groups of six to ten individuals, and are never encountered alone. Tsetsabus scour the open plains searching for wild fruits, vegetables and grains. They also follow human hunters from afar, hoping to steal or scavenge precious scraps of meat from their former counterparts. What they lack in strength and bravery, they make up for with ingenuity and stealth. Tsetsabus are extremely adept at avoiding detection by their fellow humanoids. In fact, they can even go unnoticed whenever another humanoid directly observes them. They use these skills to infiltrate humanoid campsites, homes and villages on their endless quest for food. In the unlikely event that they are caught in the act of stealing, escape is foremost on their minds. However, tsetsabus never willingly leave another tsetsabu behind, even if they must fight to save their friend's life. In combat, tsetsabus attack with their short swords. They rely heavily on sneak attacks, whether they gain them from flanking their enemies or using their Stealth skill. They continue to fight until their morale finally breaks.

Tsetsabus are commonly thought of as a human offshoot. Human is the predominant racial heritage for all tsetsabus, but most also have some measure of elf, goblin, halfling and even orc blood coursing through their veins. The typical tsetsabu is short and spindly with small hands and dexterous fingers. Skin color ranges from a light brown to pale white. They always wear drab clothing intended to help them blend in with their surroundings. Tsetsabus live in caverns and abandoned humanoid settlements on the outer fringes of thriving humanoid communities. As many as 100 tsetsabus may inhabit their lair, but the average population is usually around 20 individuals. Their society is almost exclusively male. Tsetsabu females are rare; most tsetsabus kidnap an infant humanoid girl during their raids and rear her as their own. Once she reaches adulthood, the tsetsabus crown her as their queen. She wields absolute authority over the community and is free to select a consort of her choosing. Most tsetsabu queens bedeck themselves with wondrous jewelry stolen from their humanoid neighbors.

Wahuapa (Maizefolk)

Two short, truncated stalks serve as legs for a 7-foot-tall corn plant with a central stalk, closed husks and serrated leaves. An open husk atop the mass of leaves is vaguely humanoid in shape and appears to function as the creature's de facto head.

WAHUAPA

CR 4

XP 1,200 N Medium plant Init +0; Senses low-light vision; Perception +8

AC 17, touch 10, flat-footed 17 (+7 natural) hp 37 (5d8+15) Fort +7; Ref +1; Will +1 Immune plant traits

Speed 20 ft. **Melee** slam +8 (1d4+6 plus bleed)

Special Attacks bleed (1d3) Spell-Like Abilities (CL 5th): 3/day—entangle (DC 11)

Str 18, Dex 10, Con 16, Int 7, Wis 10, Cha 10 Base Atk +3; CMB +7; CMD 17 Feats Power Attack, Skill Focus (Perception), Weapon Focus (slam) Skills Perception +8, Stealth +14 (+22 in plains); Racial Modifiers +8 Stealth (+16 in plains)

Languages Common (cannot speak) **SQ** blood meal, grasswalk, serrated leaves

Environment temperate plains **Organization** solitary, crop (3–6) **Treasure** none

Blood Meal (Ex) If a wahuapa spends 10 minutes absorbing the freshly spilled blood (within the last hour) of a humanoid creature, the blood heals 5 hit points or grants it 5 temporary hit points that last 1 hour. Once the wahuapa feeds in this manner, it may not do so again until at least 8 hours later.

Grasswalk (Ex) A wahuapa can move through any undergrowth (including magically manipulated undergrowth) at its normal speed, and can even make a 5-foot step within such terrain. A wahuapa can move normally through the area affected by its own entangle spell-like ability.

Serrated Leaves (Ex) The wahuapa's serrated leaves are extremely sharp. Anyone striking a wahuapa with a natural weapon or unarmed strike takes 1d3 points of slashing damage. A creature that grapples a wahuapa or is grappled by one takes 1d6 points of slashing damage each round the grapple persists.

The cultivation of corn is a way of life for many plains settlers. When extreme drought plagues the land, desperate farmers in need of rain sometimes take drastic measures to appease the gods and simultaneously provide life-giving moisture to their precious crops. On those rare occasions where prayers and offerings fail, the community may revert to a gruesome last resort human sacrifice. As the fresh blood soaks the soil, thirsty corn plants longing for nourishment absorb the sacred fluid's water content. In most cases, nothing remarkable happens to the plant, but there are instances where the victim's spilled blood instills sentience and a desire for vengeance into the otherwise mindless corn stalk. Within hours of its first feeding, the malevolent creature uproots itself from the ground and seeks out

those responsible for its ungodly creation. The monsters are generally known as wahuapas, though some people also call them maizefolk.

There is no accepted consensus to explain why a tiny minority of plants exposed to blood become wahuapas and the remainder does not. The current theory contends that the affected plants already tasted human blood before their transformation into wahuapas. Whatever the case may be, there is no uncertainty that the metamorphosis imbues the creature with limited intelligence that it uses to exact revenge against its unwitting creators. If nothing else, wahuapas are cunning. During the daylight hours, the monstrous plant takes root in the cornfields where it blends in with the other plants while it waits for its intended victims to come to it. Under the cover of darkness, it stealthily makes its way into the civilized world and slays its enemies. The wahuapa's serrated leaves are extremely sharp and make excellent weapons. In addition, the sentient plant also exerts some influence over its mindless brethren. Wahuapas do not know fear and never retreat even in the face of an angry mob.

After their transformation, wahuapas stop growing and producing seeds. The wahuapa looks like an ordinary corn plant in every respect except for one — a bulbous ear of corn shaped like a humanoid head sitting atop its central stalk. This open husk functions as the creature's brain. The wahuapa's head lacks a mouth; it still relies upon its roots to absorb nutrients from the earth. It keeps its stubby legs buried beneath the ground when it is not moving. Wahuapas are usually encountered alone, but there are recorded instances where the malevolent plants banded together to defeat their human adversaries. Though they target the persons who slew the original blood sacrifice, over time wahuapas become indiscriminate killers that murder any humanoid that crosses their path. In many cases, the plant lingers long enough to absorb the victim's spilled blood. In spite of its intelligence, the creature exhibits no interest in material goods and treasure. Any items found in its vicinity were left behind by its unfortunate victims.

Yumbo

This 2-foot-tall pearly white humanoid with silver hair wears traditional local garb. It moves with great agility and a playful smile spans from ear to ear.

CR 2

YUMBO

XP 600

CG Small fey Init +4; Senses low-light vision, detect chaos, detect evil, detect good, detect law; Perception +9

AC 16, touch 16, flat-footed 11 (+4 Dex, +1 dodge, +1 size) hp 18 (4d6+4) Fort +2; Ref +8; Will +6 DR 5/cold iron

Speed 20 ft. Melee short sword +7 (1d4–2) Ranged javelin +7 (1d4–2) Spell-Like Abilities (CL 4th): Constant—detect chaos, detect evil, detect good, detect law 3/day—dancing lights, ghost sound (DC 12), mage hand, prestidigitation (DC 12) 1/day—charm person (DC 13), sleep (DC 13), ventriloquism (DC 13)

Str 6, Dex 19, Con 12, Int 15, Wis 14, Cha 15 Base Atk +2; CMB –1; CMD 14 Feats Dodge, Weapon

Finesse

Skills Acrobatics +11, Craft (traps) +9, Escape Artist +11, Knowledge (nature) +9, Perception +9, Perform (dance) +9, Sleight of Hand +11, Stealth +19; Racial Modifiers +4 Stealth

Languages Common, Elven, Sylvan

Environment temperate plains **Organization** solitary, pair, warren (4–24) **Treasure** standard (short sword, 5 javelins)

According to popular folklore, yumboes are the reincarnated spirits of deceased friends. The clever yumboes know better than to ruin a good thing, so they play along with this commonly held belief. To make the ruse even more convincing, they frequently name their offspring after the recently departed members of the surrounding human communities. Most humans never catch onto the deception, though not because the yumboes are particularly convincing in their role as reincarnated spirits. Few humans even make a halfhearted effort to pierce the illusion. The notion that beloved friends still live among them brings comfort to those still grieving their loss. The truth provides no solace.

Yumboes are actually fey creatures. They dwell in underground burrows close to humanoid settlements. These subterranean complexes consist of an expansive network of tunnels and chambers akin to those built by prairie dogs. Yumboes are playful and friendly, but they are also flighty and restless. They lack the patience to grow crops and rely upon the local humanoids to unwittingly do it for them. They sneak into the farmers' fields during the dead of night and steal bushels of corn as well as other fruits and vegetables. After hours of preparation, the yumboes partake in an extravagant feast the following evening. In addition to their kin, the fun-loving fey also invite the local humanoid residents to join in the celebration under the warm glow of the moon. In this respect, the yumboes believe that they are sharing the harvest with their neighbors rather than stealing from them.

Yumboes are lithe, attractive creatures with bubbly personalities and boundless energy for playing and celebrating. Yumboes live in family units that are directly proportional in size to the local human population. A yumbo complex near a large city can number in the hundreds. Those close to small, rural outposts frequently consist of tightknit immediate families. Yumboes defend their homes and their relatives with their lives. They use their illusion magic to deceive their enemies and lead them into traps and ambushes. They prefer to scare their enemies away and resort to killing only when left with no other choice. Yumboes sometimes hold captured foes for ransom and demand magic, gems and jewelry in exchange for the prisoner's freedom.


Akin to a master potter sculpting a lump of ordinary clay into an artistic masterpiece, those that dabble in the art of magic constantly shape and reshape magic into unique, new forms. Whether they derive their power from a divine entity or harness their energy from an arcane source, innovation is the common bond that unites them. For those adventurers who seek their fortunes on the vast expanses of the tropical and temperate grasslands, the spells they design take several different tacks. Some aspire to mastery of their environment. Others seek to manipulate it, and the balance dream of conquering it. Presented below are a repertoire of spells intended to accomplish any of these preceding goals and more.

ACID WATER

School transmutation; Level alchemist 1, sorcerer/wizard 1 Casting Time 1 standard action Components V, S, M (powdered gold worth 10 gp) Range touch Target flask of water touched Duration instantaneous Saving Throw Will negates (object); Spell Resistance yes (object)

This spell transforms a flask (1 pint) of water into corrosive acid that deals 1d6 points of acid damage on a direct hit. (See the "Special Substances and Items" section in Chapter 6 of the *Pathfinder Roleplaying Game Core Rulebook* for additional details.)

BLADES OF GRASS

School transmutation; Level druid 2, ranger 2 Casting Time 1 standard action Components V, S, DF Range medium (100 ft. + 10 ft./level) Area light and heavy undergrowth in a 40-ft.-radius spread Duration 1 minute/level (D) Saving Throw none; Spell Resistance no

This spell causes tall grasses, weeds and other plants to develop sharp, serrated leaves and grow spiny needles from their stems. Any creature that enters a square containing light undergrowth affected by this spell takes piercing damage equal to 15 (20 for heavy undergrowth) minus the creature's AC. Dexterity and dodge bonuses to AC do not count for this calculation. (Creatures with an AC of 15 or higher [20 or higher for heavy undergrowth], without considering Dexterity and dodge bonuses, take no damage from contact with the affected undergrowth.)

Any creature within the area of the spell when it is cast takes no damage until they attempt to move. Creatures with the ability to pass through overgrown areas unhindered can pass through affected undergrowth at normal speed without taking damage. If you cast this spell on plants that have already been magically manipulated to impede movement, the previous spell immediately ends and is replaced by this one.

BLOOD BROTHERS

School transmutation; **Level** cleric/oracle 3, druid 3, inquisitor 3, ranger 3, witch 4

Casting Time 1 round

Components V, S, M/DF (a drop of the caster's blood) Range touch

Target you plus one living creature touched per five levels Duration 1 minute/level (D)

Saving Throw Will negates (harmless); Spell Resistance yes

This spell forms a mental and physical bond between the affected creatures. As long as they are on the same plane of existence, the affected creatures are aware of the others' general condition — unharmed, wounded, dying or dead and the other creatures' whereabouts if the other creatures' location is a familiar place, or an obvious one.

When the spell is cast, each subject, including you, rolls 1d6 and consults the following table:

Table 7-1: Abilities	Table	7-I:	Abi	lities
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1d6	Ability	
1	Strength	
2	Dexterity	
3	Constitution	
4	Intelligence	
5	Wisdom	
6	Charisma	

The subject then compares its score in the randomly chosen ability to its blood brothers' scores in the same ability. Enhancement bonuses and other temporary ability score modifiers are not considered in this comparison. If the subject's ability score is higher than any of its blood brothers' ability scores, the blood brothers use the subject's ability score or their own score, whichever is higher, for the duration of the spell. If the subject's ability score is the lowest ability score, the subject uses the next highest ability score in place of its own. Any increase to your ability score or another creature's ability score is treated as an enhancement bonus to that score.

For instance, you cast *blood brothers* and touch your allies Gelfon, the fighter, and Hallaway, the sorcerer. You, Gelfon and Hallaway are the spell's targets. You start the process of sharing abilities. You roll a 3. Your Constitution is 12. Gelfon's Constitution is 16 and Hallaway's is 14. Because you have the lowest Constitution score, you get a +2 enhancement bonus to your Constitution so that your modified Constitution of 14 matches Hallaway's score, which is the next highest. Gelfon goes next and rolls a 1. Gelfon's Strength is 18. Your Strength is 14 and Hallaway's is 13, so both your scores are lower than Gelfon's 18. You get a +4 enhancement bonus to Strength and Hallaway gets a +5 enhancement bonus to Strength. Hallaway goes last and rolls a 5. Her Wisdom is 14, which is lower than your 17, but higher than Gelfon's 12. Gelfon gets a +2 enhancement bonus to Wisdom, and your Wisdom score remains the same.

Subjects cannot share the same ability more than once. If a subject rolls the same ability as a previous subject, he continues rolling until he gets a different result than the other subjects. Multiple castings of this spell do not stack. A creature can only be affected by one *blood brothers* spell at a time. Casting a new one ends the previous one.

CIRCLE THE WAGONS

School conjuration (creation); Level sorcerer/wizard 4 Casting Time 1 standard action Components V, S, M (a splinter from a wagon wheel) Range 40 ft. Target all foes within a 40-ft.-radius burst centered on you Duration instantaneous Saving Throw none; Spell Resistance yes

You conjure into existence a spinning wheel that hovers above you and fires a bulletlike projectile at every enemy within the area. It uses your base attack bonus plus your Intelligence or Charisma modifier (wizard and sorcerer respectively). Your feats or combat actions do not affect the wheel's attacks.

CHAPTER 7: SPELLS

The projectiles deal 1d10 points of damage per hit +1 point per every five caster levels (maximum +4 at 20th level) and have a critical multiplier of x3. You suffer no penalties for firing at an opponent engaged in melee. Intervening creatures and objects may provide cover. The projectiles strike as a spell, not as a weapon, so it can damage creatures that have damage reduction.

The wheel cannot be damaged, but it can be dispelled as normal. It disappears out of existence as soon as it finishes resolving its attacks.

CLUMSINESS

School enchantment (compulsion) [mind-affecting]; Level bard 1, inquisitor 1, sorcerer/wizard 1, witch 1 Casting Time 1 standard action Components V, S, M (a drop of olive oil) Range close (25 ft. + 5 ft./2 levels) Targets one living creature/level, no two of which may be more than 30 ft. apart Duration instantaneous Saving Throw Will negates; Spell Resistance yes

A subject affected by this spell drops everything held, as if the subject were stunned. Because this is a compulsion effect, an object held in two or more hands is just as likely to be dropped as an item held in one hand. Picking up a dropped item is a move action that provokes an attack of opportunity.

COLIC

School necromancy; Level cleric/oracle 2, druid 2, inquisitor 2, ranger 1, witch 2 Casting Time 1 standard action Components V, S, DF Range close (25 ft. + 5 ft./2 levels) Target one animal/level, no two of which can be more than 30 ft. apart Duration 1 round/level (D) Saving Throw Fortitude negates; Spell Resistance yes

This spell nauseates animals. Horses are particularly susceptible to this ailment, causing them to suffer a -2 penalty on their Fortitude save. A mount affected by this spell attempts to unseat its rider. This only occurs once, when the spell is cast. A mount attempting to unseat its rider rolls a combat maneuver check opposed by the rider's Ride check. If the mount's combat maneuver check exceeds the results of the rider's Ride check, the rider is knocked off the mount and lands prone in a space adjacent to his mount. For the remaining duration of the spell, the animal can take only a single move action each turn, though it no longer tries to unseat its rider, if any. Directing the animal's movements under these circumstances requires a successful DC 20 Handle Animal or Ride check (master's choice). Otherwise, the animal moves in a random direction for the remainder of the spell.

COWARDICE

School enchantment (compulsion) [fear, mind-affecting]; Level bard 2, magus 2, sorcerer/wizard 2, witch 2 Casting Time 1 standard action Components V, S, M (a piece of preserved flesh from an invertebrate creature) Range touch Target living creature touched Duration 1 round/level (D) Saving Throw Will negates; Spell Resistance yes

Your touch instills tremendous cowardice in the subject. The subject cannot willingly enter a square that an enemy threatens, though it suffers no penalties to its attack rolls, weapon damage rolls, saving throws, skill checks or ability checks. Another creature can magically compel the target to enter a threatened square or move it into a threatened square through physical force, such as a bull rush maneuver or a throw. The subject can still make ranged attacks and melee attacks that allow it to attack from a non-threatened square, such as those made with a reach weapon or by a subject with a 10 foot or greater reach.

This spell does not prevent enemies from entering a square threatened by the subject. If an enemy threatens the subject at the beginning of the subject's turn, the target takes 1 point of Charisma damage (no saving throw allowed). The threatened subject must attempt to escape the threatened square on its turn, but it still cannot enter another threatened square in order to do so. If escape is impossible, and an enemy still threatens the subject at the end of the subject's turn, the target again takes 1 point of Charisma damage and is frightened (no saving throw allowed). This damage stacks with itself and other sources that deal ability damage. A creature reduced to 0 Charisma cannot exert itself in any way and is unconscious. A frightened subject still cannot enter a square that an enemy threatens. The subject remains frightened until it begins its turn in a square that is not threatened by an enemy. It can be frightened again if it ends a later turn in a square that an enemy threatens.

DIVINE RETRIBUTION

School evocation; Level cleric/oracle 4, inquisitor 4, paladin 3 Casting Time 1 standard action Components V, S Range personal Target you Duration 1 round/level (D) Saving Throw Will half (see below); Spell Resistance no

Whenever an enemy of an opposing alignment successfully hits you with a melee attack, ranged attack or a spell requiring an attack roll, your deity infuses you with divine retributive energy that you may use to smite that foe. As an immediate action you may then target the opponent that hit you with a ranged touch attack. You must do so immediately after determining the damage caused by the enemy's successful hit. Your ranged touch attack deals the same amount of divine damage as the attack that just hit you. This damage is not multiplied on a critical hit, and you cannot add precision-based damage or other modifiers to the damage. A successful Will save halves this damage. This attack does not count as one of your attacks of opportunity for the round, but you may not make another such attack until the beginning of your next turn.

For the purposes of this spell, the enemy needs to oppose only one component of your alignment (chaotic vs. lawful, good vs. evil) for the spell to be effective. If the target opposes both components of your alignment, you gain a +2 morale bonus to your ranged touch attack roll, and the spell's save DC increases by +2. Multiple castings of this spell do not stack. A creature can only be affected by one *divine retribution* spell at a time. Casting a new one ends the previous one.

FALLOW EARTH

School transmutation [earth]; Level druid 3, ranger 3 Casting Time 1 standard action Components V, S Range medium (100 ft. + 10 ft./level) Area dirt in an area up to 1,000 ft. square and up to 10 ft. deep (S) Duration permanent Saving Throw none or Fortitude negates (see below); Spell Resistance yes

You turn a tract of earth into infertile soil incapable of supporting any form of plant life. Ordinary plants in the affected area at the time of the spell's casting wither and die over the next 1d4 days. Seeds cannot take root in the lifeless soil, and any existing plants transplanted into the area also die 1d4 days later. A plant creature that enters the area takes 1d6 points of damage unless the plant succeeds on a Fortitude save. Plants that fail the saving throw also treat the entire area as if it were difficult terrain. Each time a plant leaves the area and later returns, it must attempt another Fortitude save to avoid taking additional damage. Though this spell has

some effect on plant creatures, it is frequently used by rival farmers to ruin their competitors' crops. In spite of the fact that this spell's effects are permanent, wind and erosion frequently sweep away the fallowed topsoil over time and distribute it over a much wider area, negating its effects.

FAUX MOON

School enchantment (compulsion) [mind-affecting]; Level cleric/oracle 2, inquisitor 2, sorcerer/wizard 2, witch 2 Casting Time 1 standard action Components V, S, M/DF (a tiny pebble from a meteorite or other heavenly body) Range medium (25 ft. + 5 ft./2 levels) Target up to one creature/3 levels, no two of which can be more than 30 ft. apart

Duration 1 round/level (D)

Saving Throw Will negates; Spell Resistance yes

Faux moon affects only afflicted lycanthropes in humanoid form. All other creatures (including natural lycanthropes and afflicted lycanthropes in their hybrid or animal form) targeted by the spell ignore its effects and experience nothing out of the ordinary. An afflicted lycanthrope in humanoid form that fails its save experiences great discomfort. Though the spell does not force the afflicted lycanthrope to change shape, the subject becomes visibly nervous, causing the target to involuntarily and uncontrollably fidget, twitch and wretch. The target can attempt to hide its discomfort with a successful Bluff check, though it suffers a -12 penalty on such a check. You and any other creatures observing the subject may attempt an opposed Sense Motive check to see through the ruse. Otherwise, the discomfort is obvious.

As long as an affected subject remains in humanoid form, it suffers a -2 penalty on attack rolls, saving throws, skill checks and ability checks. (This penalty is already included in the Bluff check penalty to hide the subject's discomfort.) These penalties remain in effect for the duration of the spell or until the subject reverts to its animal or hybrid form, whichever comes first.

FIELD OF DARK DREAMS

School illusion (phantasm) [mind-affecting, evil]; Level sorcerer/wizard 7 Casting Time 10 minutes Components V, S Range medium (100 ft. + 10 ft./level) Area one 10-ft. cube/level (S) Duration 2 hours/level (D); see text Saving Throw Will negates; see text; Spell Resistance yes

You transform ordinary terrain into a terrifying haunted locale in the minds of subject creatures. When you first cast the spell, you must imagine the nightmares and visions that would haunt your potential victims. Naturally, you are most familiar with the dark dreams that would haunt others of your kind. The difficulty of the save therefore depends upon your affinity with the subjects:

Table 7-2: Will Save Modifiers

Connection to Subject	Will Save Modifier
Subject same race as you	-2
Subject same creature type as you	0
Subject different creature type than you	+2
Subject has alien mindset	+4

The illusion affects the designated area for 2 hours per caster level. Though the area appears like any other from a distance, any living creature that enters the area is instantly overcome by horrific dreams and graphic images. Any living creature that fails to resist these nightmares falls into a semiconscious trance. A subject in a semiconscious trance may take a single move action or standard action (but not both, nor can he take full-round actions). The target can still take free, swift and immediate actions. The subject suffers a -4 penalty on saving throws made to resist enchantment and illusion spells, in addition to suffering a 20% miss chance on attack rolls. The subject remains in this semiconscious trance for 1 round per 2 caster levels up to a maximum of 1 minute.

On the creature's next turn, it may attempt a new saving throw. This is a full-round action that does not provoke attacks of opportunity. If this save is successful, the effect ends. If not, the target falls into a magical slumber for the remaining duration of the spell, where it experiences an endless montage of gruesome visions and is considered helpless. Slapping or wounding awakens a sleeping creature, but normal noise does not. Waking a creature is a standard action (an application of the aid another action).

The dark dreams prevent restful sleep and cause 1d10 points of damage. The dark dreams leave the subject fatigued and unable to regain arcane spells for the next 24 hours. The preceding effects apply even if another creature prematurely awakens the subject.

FIND TRACKS

School divination; Level cleric/oracle 2, inquisitor 3, ranger 3 Casting Time 1 standard action Components V, S Range personal Target you Duration 1 min./level (D)

You gain intuitive insight when looking for footprints and other telltale signs of another creature's passage through a particular area. You gain an insight bonus equal to half your caster level (maximum +10) on Survival checks made to locate and follow tracks while the spell is in effect. You receive a check to notice tracks within 10 feet of you, even if you are not actively searching for them, though this ability does not let you notice tracks that have been magically erased, obscured or concealed.



FORTUNE'S FAVOR

CHAPTER 7: SPELLS

School divination; Level bard 3, cleric/oracle 2, sorcerer/ wizard 2, witch 2 Casting Time 1 standard action Components V, S, M/DF (a deck of playing cards) Range 40 ft. Area all allies within a 40-ft.-radius burst centered on you Duration 1 round/level (D) Saving Throw none; Spell Resistance yes

You gain a limited ability to change the fortune of allies around you. Every time an ally rolls an attack roll, saving throw, skill check or ability check, you may roll two d20s. If one of your die rolls is the same as your ally's, you grant that ally an insight bonus equal to your caster level (maximum +20) to that die roll. At 6th level and every three levels thereafter, you may roll an additional d20 up to a maximum of 6 d20s at 18th level. If your ally's attack roll threatens a critical hit, he may use your matching die roll to confirm the critical threat or roll his own confirmation roll (ally's choice). A natural 1 on an attack roll still is an automatic miss, and a natural 1 on a saving throw is still an automatic failure.

This spell negates any other spells or effects that allow an ally to reroll an attack roll, saving throw, skill check or ability check.

GHOSTLY ANIMAL

School necromancy; Level druid 1, ranger 1 Casting Time 1 standard action Components V, S, DF Range close (25 ft. + 5 ft./2 levels) Target one animal Duration 10 min./level Saving Throw Will negates; Spell Resistance yes

Though not perceptible to humanoids and other sentient creatures, this spell gives the subject an unearthly appearance. Animals avoid the subject at all times and do not willingly approach the target unless the animal's master succeeds on a DC 25 Handle Animal, Ride or wild empathy check. The subject is unaware of its unnatural aura.

GRIEVOUS INSULT

School enchantment (compulsion) [mind-affecting]; Level bard 1, inquisitor 1, sorcerer/wizard 1, witch 1 Casting Time 1 standard action Components V, S, M (an ordinary shoe or boot) Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration 10 min./level Saving Throw Will negates; Spell Resistance yes

This spell causes the subject to always say the wrong thing at the wrong time. He suffers a -5 competence penalty on all Diplomacy checks and Knowledge (local) checks made to gather information. When interacting with another creature, he can never improve that creature's attitude beyond indifferent. Whenever he rolls a natural 1 on a Diplomacy check or a Knowledge (local) check made to gather information, the creatures he attempted to influence become hostile, regardless of the check's results. *Grievous insult* does not affect the subject's ability to cast spells, communicate with allies or utter command words.

HERD WHISPERER

School transmutation; Level druid 1, ranger 1 Casting Time 1 standard action Components V, S Range personal Target you Duration 1 hour/level (D) Your presence calms the jitters of herd animals and domesticated animals in your midst. You gain a +10 competence bonus on Handle Animal checks made to prevent a herd from stampeding. This bonus does not apply to any other uses of the Handle Animal skill, such as handling an animal, "pushing" an animal, teaching an animal a trick, training an animal for a general purpose or rearing a wild animal.

HOGTIE

School conjuration (creation); Level bard 2, sorcerer/wizard 2, summoner 2 Casting Time 1 standard action Components V, S, M (a small piece of silk rope)

Components V, S, M (a small piece of silk rope Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round/level Saving Throw none; Spell Resistance yes

You conjure into existence a silk lasso that you may hurl at any target within range with no range penalties. You must succeed on a ranged touch attack to hit the target. On a successful hit, the silk lasso attempts to grapple the target as a free action, using your caster level as its base attack bonus plus your Charisma modifier (bard, sorcerer, and summoner) or Intelligence modifier (wizard) in place of your Strength modifier. The lasso adjusts its size to accommodate the target; its size modifier is always the same as the target.

If your grapple check succeeds, the lasso pins the target. As a standard action, a pinned opponent can attempt to free itself, usually through a combat maneuver check or Escape Artist check. A successful escape immediately ends the grapple. Likewise, another creature may attempt to sever the silk lasso, which has hit points equal to your caster level and AC 12. Destroying the silk lasso immediately ends the spell. You can also release an opponent from the lasso's grip as a free action.

Whenever the lasso fails to hit the target or is not pinning the target, the silk lasso instantly returns to your hand. You may attempt to hurl it at another target within range on a subsequent round. The lasso cannot pin creatures that cannot be grappled.

HUSK

School conjuration (creation); Level druid 2, ranger 2 Casting Time 1 standard action Components V, S, DF Range close (25 ft. + 5 ft./2 levels) Target one Medium creature or smaller Duration 1 round/level (D) Saving Throw Reflex negates; Spell Resistance yes

You conjure into existence a vegetative husk that emerges from the ground and completely encapsulates and traps the target creature. The husk is rooted into the ground and cannot move. The husk resembles the fibrous plant matter that surrounds an ear of corn. The husk must lie on earth that can support plant life. You cannot target a creature standing on a stone or metal surface, though you can target a creature standing on a wooden floor or similar organic material.

The husk provides the benefits of total cover to the creature trapped inside of it. Furthermore, the creature inside the husk gains the grappled condition. A grappled creature inside of the husk can try to cut its way out of the husk with a light slashing or piercing weapon (the amount of cutting damage required to get free is equal to 1/2 your total hit points), or it can just try to escape the grapple. The husk's AC is 10 + 1/2 your caster level with no modifiers for size or Dexterity. When determining the husk's CMB and CMD, the husk uses your caster level as its base attack bonus. It gains no modifiers to its CMB and CMD for size, Dexterity, Strength or other AC bonuses, such as dodge and deflection, but you do add your Wisdom modifier to the husk's CMB and CMD. If the trapped creature escapes the grapple, success pries the fibrous vegetative matter apart. In either of the preceding cases, the creature within the husk must use a standard action, move action or 5-foot step to actually step out of the

husk. As in the case of being swallowed whole, another creature outside of the husk can also cut the subject free.

When subjected to spells and effects that require a saving throw, the husk uses your base saving throw without any modifiers. When the husk's total hit points are reduced to 0 or less, it immediately withers and turns to useless dust. Otherwise, the husk remains in place until the spell ends, even if the target is no longer inside of the husk. Once vacated by the target creature, another creature of equal size or smaller can step inside of the husk. If the spell's original target escapes the husk by cutting its way free, the husk cannot grapple the new occupant, and it provides the benefits of cover (rather than total cover) to the creature with total cover. The husk cannot accommodate more than one creature at a time regardless of the current occupant's size.

INSECTOID CLOUD

School conjuration (creation); Level sorcerer/wizard 2, summoner 2 Casting Time 1 standard action Components V, S Range medium (100 ft. + 10 ft./level) Effect cloud spreads in 20-ft.-radius, 20 ft. high Duration 1 min./level Saving Throw Fortitude half; Spell Resistance yes

This spell generates a wispy cloud of translucent vapor that is toxic to insects and arachnids, but causes no harm to other creatures. Creatures within the vaporous cloud have concealment (attacks have a 20% miss chance). An insect or arachnid (including a swarm of such creatures) takes 1d4 points of Constitution damage on your turn each round while in the cloud (a successful Fortitude save halves this damage). Insects and arachnids lack the ability to hold their breath while within the cloud, but insects and arachnids immune to poison are unaffected by the spell.

A moderate wind (11+ mph) disperses the cloud in 4 rounds; a strong wind (21+ mph) disperses the cloud in 1 round. A *fireball, flame strike* or similar spell burns away the cloud in the explosive or fiery spell's area. A *wall of fire* burns away the cloud in the area into which it deals damage. The cloud's vapors are highly flammable. All creatures within the cloud's flaming vapors take 2d4 points of fire damage from the flames.

The *insecticide cloud* moves away from you at 10 feet per round, rolling along the surface of the ground. Figure out the cloud's new spread each round based on its new point of origin, which is 10 feet farther from the point of origin where you cast the spell.

Because the vapors are heavier than air, they sink to the lowest level of the land, even pouring down dens or sinkhole openings. It cannot penetrate liquids, nor can it be cast underwater. An insect or arachnid that is not a creature does not receive a save. It immediately dies.

LION EYES

School divination; Level druid 2, ranger 2 Casting Time 1 standard action Components V, S, DF Range 30 ft. Area cone-shaped emanation Duration 10 min./level Saving Throw none; Spell Resistance no

You sense whether another creature is being affected by a physical condition. You instantly know whether each creature that you can see in the area is wounded, dying, disabled, diseased, poisoned, sickened or nauseated. You cannot determine whether creatures in the area are under the influence of a mind-affecting effect or a curse such as lycanthropy.

MAD DASH

School transmutation; Level druid 1, ranger 1 Casting Time 1 standard action Components V Range personal Target you Duration see text

You gain a sudden, short-lived burst of speed that allows you to charge enemies normally far beyond your reach. You can move at ten times your normal base speed when you make a charge (if it is made before the end of the next round). The spell does not increase your base speed other than to charge. It also has no effect on other modes of movement such as burrowing, climbing, flying or swimming.

MAGIC MIRROR

School conjuration (creation); Level magus 2, sorcerer/ wizard 2, summoner 2 Casting Time 1 standard action Components V, S, M (a sliver of glass from a silver mirror worth 10 gp) Range personal Target you Duration 10 min./level or until discharged

Magic mirror conjures into existence an invisible, insubstantial mirror that hovers in front of you. You are immune to gaze attacks specifically directed at you. Furthermore, *magic mirror* reflects the gaze attack back upon the creature gazing at you, forcing it to save against its own gaze attack, if applicable. *Magic mirror* does not protect you from the effects of looking directly or indirectly at a creature with a gaze attack.

As an immediate action, you can give physical form to the *magic mirror*, allowing it to reflect a magic ray directed at you back at the ray's caster. You must decide to use this ability after the initial attack roll is made, but before the results are revealed. You must be aware of the attack and cannot be flat-footed. The caster uses its initial attack roll to determine whether the reflected ray hits, if the spell's range permits it to reach the caster. The use of this ability shatters the *magic mirror*, thus ending the spell.

MOTION SICKNESS

School necromancy; Level sorcerer/wizard 1, witch 1 Casting Time 1 standard action Components V, S, M (a spinning child's toy) Range touch Target creature touched Duration 1 min./level Saving Throw Fortitude negates; Spell Resistance yes

You must succeed on a melee touch attack. The subject cannot move more than half its base speed. If the subject is being transported by another moving creature or vehicle, the subject becomes sickened, regardless of whether the creature's or vehicle's speed exceeds more than half the subject's base speed. The subject remains sickened until he gets off the moving vehicle or is no longer being transported by another creature.

NEEDLE IN A HAYSTACK

School transmutation; Level alchemist 2, bard 2, inquisitor 2, ranger 2, sorcerer/wizard 2, witch 2 Casting Time 1 standard action Components V, S, DF Range personal Target you Duration 1 round/level (D)

For the duration of the spell, you are able to spot details that others easily overlook. You treat all Perception checks that you make as if you had taken 20 on the check. You are not subject to the normal restrictions applicable to taking 20. You are considered to be taking 20 even when you are faced with threats or distractions, and doing so does not take 20 times as long as making a single check would take.

PAINFUL RIGIDITY

CHAPTER 7: SPELLS

School necromancy [pain]; Level antipaladin 4, cleric/ oracle 3, inquisitor 3, witch 3 Casting Time 1 standard action Components V, S, M/DF (a small chunk of calcium) Range touch Target living creature touched Duration 1 round/level Saving Throw Fortitude negates; Spell Resistance yes

Debilitating pain surges through the subject's body whenever it performs certain actions requiring extensive motion. A target that moves more than its base speed in a round, attacks, casts a spell with somatic components or uses any Strength- or Dexterity-based skill takes 1d6 points of nonlethal damage. This damage occurs immediately before the action is completed, requiring spellcasters to make a successful concentration check in order to cast spells with somatic components. If the subject performs two of the preceding actions in a single round or performs an activity that takes a full-round action to complete, such as a charge, a full attack or running, the subject takes 2d6 points of nonlethal damage instead. The subject cannot take more than 2d6 points of nonlethal damage in a single round, even if another effect allows it to perform an additional action that would deal damage, such as *haste*. The subject does not take damage when performing a free, immediate or swift action, nor does it take damage from taking a 5-foot step, even if it would normally take damage from performing such an action. The subject does not take damage from making an attack of opportunity.

PARIAH

School enchantment (compulsion) [mind-affecting]; Level antipaladin 2, cleric/oracle 2, druid 2, inquisitor 2, paladin 2, ranger 2 Casting Time 1 standard action Components V, S, DF Range touch Target creature touched Duration 1 round/level Saving Throw none; see text; Spell Resistance yes

The subject's allies view him with suspicion and mistrust. Spells and effects that target allies no longer affect him unless the caster succeeds on a Will save. If the save succeeds, the spell's or effect's creator still considers the subject an ally and is not affected by this spell. If the save fails, the spell or effect does not affect the target (though it is still cast and may benefit other creatures), and in that creature's eyes, the subject is no longer considered an ally until the spell ends. That creature's attitude toward the subject shifts to indifferent. The subject may attempt a Diplomacy check to change his former allies' attitude towards him. Doing so takes at least 1 minute.

Likewise, any creature attempting to use the aid another action or cast spells that increase the subject's ability scores, cure damage or otherwise aid the target in any manner must also succeed on a Will save, otherwise the spell or action is lost, and the creature's attitude toward the subject shifts to indifferent. In similar fashion, if the Will save succeeds, that creature is not affected by this spell.

PAST GLORY

School divination; Level bard 2, cleric/oracle 2 Casting Time 1 immediate action Components V Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration instantaneous Saving Throw Will negates (harmless); Spell Resistance yes

A single word reminds the target of a glorious success. Cast this spell when a creature rolls a saving throw or skill check that generates a success. The creature may use the die roll again on another saving throw or skill check made before the beginning of the target's next turn. For instance, if the target rolled a natural 20 on a saving throw, it may use that natural 20 again on another saving throw made before the beginning of its next turn. The second roll must be for the same purpose as the first. A die roll that is not used before the beginning of the subject's next turn is lost.

PHANTOM SCARECROW

School conjuration (creation); Level bard 2, magus 2, sorcerer/wizard 2, summoner 2 Casting Time 10 minutes Components V, S, M (a piece of straw and linen) Range close (25ft. + 5 ft./2 levels) Effect one quasi-real scarecrow Duration 1 hour/caster level or until discharged, then 1 round/caster level; see text Saving Throw Will negates; see text; Spell Resistance no

You conjure into existence a Medium, quasi-real phantom scarecrow. It then guards the area where it was conjured (it does not move). A phantom scarecrow has a dull, brown head resembling an inverted burlap bag stuffed with straw, black buttons for eyes and black stitching for a mouth. Its limbs and torso appear to be constructed from the same materials, and the quasireal creature typically wears tattered trousers and an overcoat (the garments' color and style can be customized as you wish). Animals do not willingly approach within 100 feet of a phantom scarecrow, unless the animal's master succeeds on a DC 25 Handle Animal, Ride or wild empathy check.

The phantom scarecrow immediately moans if any Small or larger creature approaches within 100 feet of it and continues doing so until the spell ends, even if the intruder that triggered the moaning moves out of the area. You and any other creatures that you designate at the time the spell is first cast may approach the phantom scarecrow without triggering a response. Creatures within 1,000 feet of the phantom scarecrow can hear the sickening wail. The phantom scarecrow sees invisible and ethereal creatures. It does not react to figments, but it does react to shadow illusions.

If an intruder approaches to within 5 feet of the phantom scarecrow, the creature delivers a slam attack (+8 attack bonus, 1d8+3 points of bludgeoning damage) once per round. The scarecrow is considered ready to slam trespassers, so it delivers its first slam on the intruder's turn. Its slam is treated as a magic weapon for the purpose of overcoming damage reduction. The phantom scarecrow can be attacked or dispelled. It is AC 16 (+6 natural armor) and has 20 hit points + 2 hit points per caster level. Any attack against the scarecrow causes it to moan. This includes any spell that targets the scarecrow or whose area or effect includes the scarecrow. Causing harm to the scarecrow indirectly is not an attack. The spell lasts for 1 hour per caster level, but once the scarecrow begins moaning, it lasts only 1 round per caster level.

PLACEBO

School illusion (phantasm) [language-dependent, mindaffecting]; Level bard 1 Casting Time 1 full-round action Components V, S, M (a small chunk of pyrite) Range touch Target living creature touched Duration instantaneous; see text Saving Throw Will disbelief; see text; Spell Resistance yes

This complex spell causes the target to believe that it has been affected by any 3rd-level or lower conjuration (healing) spell of your choice. You are not required to know the spell, but it must appear on your spell list. The chosen spell must be an instantaneous touch spell that affects one living creature. The spell cannot have a range of personal or potentially target more than one living creature. When you cast the spell, you must communicate your intentions to the subject in a language and manner that the subject understands. If not, the spell fails.

Placebo alters the subject's perception, causing the subject to

believe that the chosen spell has been cast upon itself, thus temporarily duplicating the spell's effects on the target. When the spell is cast, you must make a Bluff check. (You may make a Perform [act] or Perform [comedy] check, instead of a Bluff check if you selected either Perform skill as your versatile performance. You cannot make a Perform [string] check instead of a Bluff check.) If your Bluff (or Perform) check exceeds the results of the subject's Will save, the subject believes the illusion and is temporarily affected by the designated spell. If the subject's Will save exceeds your Bluff (or Perform) check, he disbelieves the illusion and is unaffected by *placebo*. The subject cannot voluntarily forgo or fail his Will saving throw. Whether the save is successful or not, the subject is immune to *placebo* for the next 24 hours, regardless of who casts the spell.

The spell's temporary effects last for 1 minute per caster level. If the spell cured hit point damage, these points are treated as hit points gained by the barbarian's rage special ability. They disappear when *placebo* ends and are not lost first like temporary hit points. If the spell cured a condition, poison, disease or similar effect, *placebo* temporarily delays the onset of that effect. When the spell ends, the subject is immediately affected by the delayed condition, poison, disease or similar effect unless curative magic that eliminates or negates the condition is cast upon the subject before the expiration of this spell.

PREMATURE BURIAL

School illusion (phantasm) [fear, mind-affecting]; Level sorcerer/wizard 3 Casting Time 1 standard action Components V, S, M (a piece of wood from a coffin) Range close (25 ft. + 5 ft./2 levels) Target one humanoid creature Duration 2 rounds Saving Throw Will disbelief; then Fortitude partial; Spell Resistance yes

You create a phantasmal image of the subject suddenly awakening to find itself buried alive in a cramped coffin beneath the earth. Only the spell's subject can see the coffin. You see only a vague, translucent outline of a wooden coffin. When the spell is first cast, the subject is treated as if it were being grappled. It cannot take any actions other than scratching against the lid of its imaginary coffin and gasping for breath, but it is not helpless. Any act by you or your apparent allies that threatens the subject breaks the spell. On the creature's next turn, it must succeed on a Fortitude save or take 1d6 points of nonlethal damage per two caster levels (up to a maximum of 5d6) and is stunned. A subject that succeeds on its Fortitude save remains confined in the imaginary coffin and is dazed instead.

At the GM's discretion, humanoid targets coming from a culture obsessed with death and the afterlife may suffer a –2 penalty on their Will save to disbelieve this effect. If the subject of a *premature burial* spell succeeds in disbelieving and possesses telepathy or is wearing a *helm of telepathy*, the spell can be turned upon you. You must then disbelieve it, or you believe that you are being buried alive.

PREOCCUPY

School enchantment (compulsion) [mind-affecting]; Level bard 1, magus 1, sorcerer/wizard 1, witch 1 Casting Time 1 standard action Components V, S, M (a golden spinning toy worth 1 gp) Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration 1 round/level (D) Saving Throw Will negates; Spell Resistance yes

The subject's mind becomes preoccupied with an obsessive thought. The target cannot take 10 or take 20 on any skill checks or ability checks. The subject suffers a -4 penalty on concentration checks. It cannot ready an action or take an immediate action during another creature's turn. Whenever an enemy enters a square that the subject threatens, there is a 50% chance that the subject is too preoccupied to take an action, such as an attack of opportunity, against that creature. (This chance applies to each threatened square that an enemy enters.)

PROTECTION FROM LIGHT

School abjuration; Level alchemist 3, antipaladin 2, cleric/ oracle 3, druid 3, inquisitor 3, ranger 2, sorcerer/wizard 3, summoner 3 Casting Time 1 standard action Components V, S, DF Range touch Target creature touched Duration 10 min./level or until discharged Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)

Protection from light grants temporary immunity to damage caused by spells and effects with the light descriptor, such as *sunbeam* and *sunburst*, as well as the harmful effects of sunlight, including sunburn. When the spell absorbs 12 points per caster level of damage from such spells (to a maximum of 120 points at 10th level), it is discharged.

Protection from light does not absorb energy damage (acid, cold, electricity, fire or sonic), even if the spell or spell-like effect contains the light descriptor. A target with light blindness, light sensitivity or vulnerability to sunlight, such as certain undead, may ignore penalties from those qualities.

ROYAL CARRIAGE

School conjuration (creation); Level bard 5, magus 5, sorcerer/wizard 5, summoner 5 Casting Time 10 minutes Components V, S, M (a pumpkin seed) Range close (25 ft. + 5 ft./2 levels) Effect 6-ft.-high, 10-ft.-wide, 15-ft.-long covered carriage and two quasi-real horselike creatures Duration 1 hour/level (D) Saving Throw none; Spell Resistance no

You conjure a sturdy carriage made of material that is common in the area where the spell is cast and two Large, quasi-real, horselike creatures that are magically tethered to the carriage. The carriage shares the same characteristics as the carriage described in the "Land Vehicles" section in Chapter 4 of *Pathfinder Roleplaying Game Ultimate Combat* with a few exceptions. The carriage has plush seating, decorative trim and responsive suspension. It resists flames and fire as if it were stone. The doors are secure against intrusion, being secured with *arcane lock*. An *unseen driver* is conjured to drive the carriage for the duration of the spell, though you or another creature that you designate when the spell is first cast may drive the vehicle instead. Two *phantom steeds* tethered to the carriage provide its means of propulsion. If the *phantom steeds* are separated from the carriage, they immediately disappear.

The carriage's hit points are equal to 90 or double your total hit points, whichever is higher. The vehicle is broken when it is reduced to 44 hit points or half your total hit points, whichever is lower. You must remain within 100 feet of the carriage or the spell ends.

SACRED BREAD

School transmutation; Level cleric/oracle 3, druid 3, inquisitor 3, paladin 2, ranger 2 Casting Time 10 minutes Components V, S, M (1 lb. of grain, sprinkle of yeast and salt, and a drop of water) Range close (25 ft. + 5 ft./2 levels) Effect 2d4 loaves of bread

Duration 24 hours; see text Saving Throw none; Spell Resistance no

Casting *sacred bread* makes 2d4 fresh loaves of magical bread. Each loaf of sacred bread provides nourishment as if it were a normal meal for a Medium-sized creature. The loaf also cures hit point damage equal to 1/2 your caster level (maximum 10 points) and 1 point of ability damage when eaten. A creature can eat multiple loaves of bread over the course of a day, but it cannot benefit from the bread's curative properties more than once in any 24-hour period. Sacred bread decays and loses its curative properties after 24 hours. Casting a *purify food and drink* spell on a loaf of *sacred bread* before it decays extends its freshness for another 24 hours. Though such preserved bread can still be eaten and is treated as a normal meal for a Medium creature, it does not heal hit point damage and ability damage.

SINKHOLE

School transmutation [earth]; Level druid 5, sorcerer/wizard 5 Casting Time 1 standard action Components V, S, M/DF (a chunk from a stalagmite or stalactite) Range medium (100 ft. + 10 ft./level) Area 40-ft.-radius spread Duration 1 round/level or permanent; see text Saving Throw Reflex negates; see text; Spell Resistance no

This spell turns sand, earth, dirt, rock and stone into a wildly unstable, patchwork surface riddled with concealed sinkholes. There is a percentage chance equal to your caster level that each square within the affected area contains a hidden sinkhole. (A safe square remains that way for the duration of the spell.) A creature standing in a square that contains a sinkhole or that later enters a square containing a sinkhole must make a successful Reflex save to jump to safety in an adjacent square. If the creature jumps into a square with another sinkhole, the creature must succeed on another Reflex save to avoid falling into that sinkhole. This process continues until the creature falls into a collapsing sinkhole, reaches safety or runs out of movement in which case the creature falls into the sinkhole. Creatures that are forcibly pushed, moved or thrown into a square containing a sinkhole do not receive a Reflex save to avoid falling into it. Creatures of Tiny size and smaller are too light to collapse a hidden sinkhole. On the other hand, creatures of Huge size and larger are too big to fall into a 5-foot-square shaft.

Any creature that fails its saving throw falls into the earth and lands on the bottom of the sinkhole (up to 10 ft./2 levels beneath the surface). Creatures that fall into the sinkhole take falling damage as normal. The sinkhole's smooth walls have a Climb DC of 25. A creature with a Strength score of 5 or more that is equipped with a pole or similar device may spend a move action to determine whether a particular square contains a sinkhole or solid ground.

Freestanding, unattended objects weighing 20 pounds or more that occupy the same square as a sinkhole cause the ground to collapse. Large stone structures are generally immune to the spell's effect, since *sinkhole* cannot affect worked stone and is too localized to undermine such buildings' foundations. Smaller structures such as cottages and homes that are supported by two or more solid and diametrically opposed points remain standing. Sinkholes that come into existence during the spell's duration are permanent. Those that remain undisturbed become solid ground again when the spell ends.

STRAW TO WOOD

School transmutation; Level alchemist 2, druid 2, sorcerer/ wizard 3 Casting Time 1 standard action Components V, S, M (a piece of carved mahogany worth at least 25 gp) Range medium (100 ft. + 10 ft./level)

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Target 5 lbs. of straw/level, all of which must be within a 30-ft.-circle

Duration permanent

Saving Throw Will negates (object); Spell Resistance yes (object)

This spell permanently transforms normal straw into hard, durable wood that must be shaped into either a 6-foot-long, 4-inch-wide, 2-inchdeep wooden plank, a wooden quarterstaff or a wooden spear. It takes 5 lbs. of straw to create each of the objects. Any attempt to transform a lesser amount of straw into another object always fails.

Casting *straw to wood* against a construct made from straw, such as a scarecrow, slows the creature (as the *slow* spell) for 1d4 rounds (no save).

STUNT DOUBLE

School evocation [force]; Level sorcerer/wizard 3 Casting Time 1 standard action Components V, S, M (a lock of your hair, a spool of thread and a 100 gp gem) Range close (25 ft. + 5 ft./2 levels) Effect one duplicate of force Duration 1 round/level (D) Saving Throw none; Spell Resistance you

A mindless duplicate of you created from force suddenly appears in a square designated by you. The duplicate cannot take any actions other than move. It cannot attack or threaten other creatures. It has no gear and cannot carry, wear or use any type of equipment. Each round after the first, you can use a move action to direct the duplicate to a new location. The duplicate has the same base speed as you and can move up to double its base speed each round. Other creatures (including incorporeal creatures) cannot move through a square occupied by the duplicate (though they can fly over it), nor can it move through a square occupied by another creature. The duplicate occupies space and may act as cover for another creature. The duplicate weighs the same as you. Therefore, any traps you may have triggered due to a pressure plate or similar device will also be triggered by the duplicate.

Whenever your duplicate is adjacent to an opponent that is adjacent to you, you gain a +2 bonus to AC on attacks made by that opponent. Likewise, whenever you are adjacent to the duplicate, you gain a +2 bonus on Reflex saves against spells and effects that also include the duplicate.

Your duplicate cannot be attacked or harmed by physical attacks, but *dispel magic, disintegrate*, a *sphere of annihilation* or a *rod of cancellation* affects it. Your duplicate's AC against touch attacks is 10 adjusted by your size modifier.

THUNDERING STAMPEDE

School evocation [force]; Level magus 3, sorcerer/wizard 3, summoner 3, witch 3 Casting Time 1 round Components V, S, M (a fragment of bull's horn) Range close (25 ft. +5 ft./2 levels) Effect three bull-like creatures of force Duration instantaneous Saving Throw Reflex half; Spell Resistance yes

Three bull-like creatures made of force, occupying an area measuring 30 feet wide, 10 feet long and 10 feet high, appear where you designate and act immediately, on your turn. If the spell appears in an area already occupied by another creature or a solid object, the spell automatically fails and is lost. Though *thundering stampede* appears to consist of three separate creatures, the line of force is solid and unbroken. You can direct it to move forward up to 120 feet in a straight line from its point of origin. The thundering stampede cannot turn or change direction in any way. The thundering stampede tramples any creature or object of Huge size or smaller in its path, dealing 4d6 points of damage + 1 per caster level (maximum +20). A successful Reflex save halves the damage. The *thundering stampede* cannot be damaged, but



it can be dispelled. For the purposes of this spell, the *thundering stampede* is treated as a Gargantuan creature. As a spell, *thundering stampede* overcomes all types of damage reduction. Whenever the *thundering stampede* moves into a space occupied by a creature or object of Gargantuan size or larger, the obstacle halts its progress, and it can move no farther. At the end of the round, *thundering stampede* immediately dissipates into nothingness.

TOUCH OF ERGOT

School necromancy; Level cleric/oracle 3, druid 2 Casting Time 1 standard action Components V, S, M/DF (a handful of rye) Range touch Target living creature touched Duration 1 round/level (D) Saving Throw Fortitude negates; Spell Resistance yes

You infect the subject with the dreaded ergot fungus by making a successful melee touch attack. The fungal spores attack the subject's mind and body. He cannot perform any actions that require focus and concentration, including casting spells and performing any action that takes longer than 1 round to complete. The target's base speed is halved, and he is sickened. Any attempts to use Dexterity-based skills that require precise motor skills always fail, most notably using Disable Device to disarm traps and open locks, and Sleight of Hand to take an object from another creature. An infected creature can attempt a Fortitude save each round to negate the fungus' effects and end the affliction. *Touch of ergot* has no effect on creatures immune to poison.

UNCERTAINTY

School enchantment (compulsion) [mind-affecting]; Level

bard 3, magus 3, sorcerer/wizard 3, witch 3 **Casting Time** 1 standard action **Components** V, S, M (a small piece from a ship's anchor) **Range** touch **Target** living creature touched **Duration** 1 round/level (D) **Saving Throw** Will negates; **Spell Resistance** yes

You must succeed on a melee touch attack. When faced with a splitsecond choice, the subject is uncertain where to go. The subject's dodge bonuses to AC are negated while the spell is in effect. Likewise, the spell negates the effects of the evasion, improved evasion, improved uncanny dodge and uncanny dodge abilities. Arcane spellcasters sometimes jokingly refer to *uncertainty* as the "rogue killer."

UNSEEN DRIVER

School conjuration (creation); Level sorcerer/wizard 2, summoner 2 Casting Time 1 standard action Components V, S, M (a piece of a horse's rein) Range close (25 ft. + 5 ft./2 levels) Effect one invisible, mindless, shapeless driver Duration 1 hour/level Saving Throw none; Spell Resistance no

An unseen driver is an invisible, semi-intelligent force shaped into the likeness of a humanoid that can operate a vehicle at your command. The unseen driver cannot perform any task other than driving the vehicle that you designated it to operate at the time of the spell's casting. The unseen driver can follow simple instructions and has an innate sense of direction and distance. It can be commanded to steer a vehicle in a specific direction

CHAPTER 7: SPELLS es north," or the WALL OF DUST

for a specified distance, such as "drive the vehicle 10 miles north," or the unseen driver can be commanded to follow a clearly delineated path or road that you designate it to follow. The unseen driver can routinely make minor adjustments to its route to avoid visible barriers and obstacles as long as doing so does not require a Profession (driver) skill check with a DC higher than 10. The unseen driver cannot perform any driving actions with a DC higher than 10 even when you command it to do so. Whenever faced with the task of attempting to perform such a driving action, the unseen driver stops the vehicle and awaits your instructions regarding its next action.

The unseen driver has an effective Strength of 10. The unseen driver has 1 rank of Profession (driver). The unseen driver always takes 10 on its Profession (driver) skill checks. It cannot attempt a skill check roll. The unseen driver cannot fly, climb or even swim (though it can walk on water). Its base speed is 15 feet. The unseen driver cannot attack in any way; it is never allowed an attack roll. It cannot be killed, but it dissipates if it takes 12 points of damage from area attacks. (It gets no saves against attacks.) If you attempt to send it beyond the spell's range (measured from your current position), the unseen driver ceases to exist.

VACUUM

School transmutation [air]; Level druid 4, sorcerer/wizard 4 Casting Time 1 standard action Components V, S, M (a small leather bag filled with air) Range close (25 ft. + 5 ft./2 levels) Area cylinder (40-ft. radius, 40-ft. high) Duration 1 round/level (D) Saving Throw none; Spell Resistance no

You suck the air out of the affected area, creating a vacuum. Wind effects instantly cease. The range increment for all ranged weapons fired within the vacuum are doubled. All non-magical flames are immediately extinguished. Magical flames are unaffected, and creatures with the fire subtype take 1d6 points of damage per round of exposure to the vacuum. All actions that require breathing fail. Living creatures must hold their breath or eventually suffocate. There is no sound in a vacuum; all creatures within the vacuum are treated as if they were deafened. It is impossible to speak, cast spells with a verbal component or activate magic items that require a command word. Spells and abilities that deal sonic damage or depend upon sound, such as blindsight and tremorsense, do not function. School conjuration (creation) [earth]; Level cleric/oracle 2, druid 2, sorcerer/wizard 2, summoner 2 Casting Time 1 standard action Components V, S, M/DF (a handful of dust) Range medium (100 ft. + 10 ft./level) Effect vertical sheet of swirling dust up to 20 ft. long/level or a ring of dust with a radius of up to 5 ft./two levels; either form 40 ft. high Duration 1 min./level Saving Throw none; Spell Resistance yes

An immobile vertical curtain of swirling black dust springs into existence. Though composed of tiny particles, the wall obscures all vision and blocks ranged attacks (except for magic rays and the like). It does not require a firm foundation or anchor points and can rest on any surface, filling any gaps as necessary. The wall's stinging sands deal 1d6 points of nonlethal damage +1 point of nonlethal damage per two caster levels (maximum +10) to any creature passing through it.

If you evoke the wall so that it appears where creatures are, each creature takes damage as if passing through the wall. If any 5-foot length of wall is subjected to winds in excess of 30 mph that length goes away for as long as the winds persist.

WHITE LIGHTNING

School evocation [cold, electricity]; Level magus 6, sorcerer/ wizard 5 Casting Time 1 standard action Components V, S, M (a small piece of copper) Range 60 ft. Area 60-ft. line Duration instantaneous Saving Throw Reflex half; Spell Resistance yes

You release a powerful stroke of frigid electrical energy that deals 1d6 points of damage per caster level (maximum 15d6) to each creature within its area. The stroke begins at your fingertips.

Half the damage is electrical damage, and the other half is cold damage. If the damage caused to an interposing barrier shatters or breaks through it, the stroke may continue beyond the barrier if the spell's range permits; otherwise, it stops at the barrier just as any other spell effect does.

Archetypes

The most successful organisms are those that quickly adapt to a changing environment. Desirable features in one habitat may prove useless in another. Adventurers are no different than an entire species. They must also evolve to overcome threats and obstacles found in a particular biome. The grasslands are not the same as most environments. The desert is consistently hot and dry, the mountains are almost always chilly and windswept, and the forests are generally warm and humid. The plains are a land of wild extremes and vast expanses. A character that thrives in a warm and humid climate may do well during the hot summers, but withers and dies during the long, frigid winters on the steppes and prairies. Versatility is preferable to specialization when dealing with the fluctuating weather conditions in the grasslands. However, mastery of a particular skill or field proves more beneficial than a generalized approach when aspiring to bend the land and its inhabitants to the characters' wills. In order to achieve these goals, characters must view their class abilities in an alternate light. For these intrepid souls, conventional class features are parts of a flexible prototype rather than a finished product etched in stone. Though many components of the base model find their way into the new design, the shifting paradigm includes unique adaptations ideally suited for the character's intended purpose. These creations are known as archetypes.

Creating an archetype is akin to a modern-day vehicle assembly line. The basic platform rolls through production, where at varying points, different styles and features are added or omitted to create something slightly different or entirely unique in spite of the fact that every model shares the same chassis. The same concept applies to character classes. Though a daring acrobat and a cunning spy fill very different roles and have specialized abilities that set them apart from each other, they are still rogues at heart. Their base attack bonuses, skill ranks and save bonuses are the same, and they share many common class features. The following archetypes present numerous options that allow players to adapt their characters for a plains campaign, though nearly all of these archetypes are also suited for adventure in practically any other environment.

Barbarian Archetypes

The word barbarian almost always conjures images of ignorant, bloodthirsty savages living a primitive existence far beyond the reaches of civilized society. It is true that barbarians generally lag behind their urban counterparts in regard to their sophistication, cultural etiquette and formal education, but these men and women are more innately attuned to the land and its wild denizens than the brightest pupil in any cosmopolitan university. Barbarians are skilled animal handlers, riders and, most importantly, warriors. They tap the primordial beast dwelling within their souls to fuel the fury that propels them to victory on the battlefield. Barbarians in the grasslands use their wrath to varying effects and purposes. Whereas clerics, inquisitors, oracles and paladins use divine magic, honorable deeds, impassioned words and portents to sway converts to their faith, the ghazi relies on brute force to spread his faith and sway others to his beliefs. The nomadic brave is a tribal warrior that wanders the prairies and steppes defending his ancestral homeland against the encroaching forces of civilization. Though their motivations and goals differ, the same primeval rage burns in their hearts and minds.

Brave

The brave views the world in absolute terms. In his mind, life is an endless struggle between his tribal kin and the civilized men attempting

to tame them. Transgressions against his people -- real, exaggerated and imagined — fuel his rage. Though almost always affiliated with a tribe, the brave sees authority, even within his loosely configured society, as hindering rather than helping him in his battle against external forces trying to subjugate the lands and its inhabitants to their will. Chieftains and elders within the community admire the brave's courage and determination, but often disapprove of the actions and tactics he uses to advance his goals. In his eyes, and those of his fellow tribesmen, the brave is a hero unfettered by the bonds of politics and economics. In simplest terms, he is a one-man guerilla army devoted to the cause of protecting his kin and their hunting grounds from those seeking to exploit them. The brave believes that riding and training an animal is akin to enslaving it; therefore, he always travels on foot. Unlike most barbarians, the brave uses speed and stealth to maximum advantage. He prefers to sneak up on his guarry and emerge unseen from the tall grasses as he hurls his fearsome throwing axe at those who stand in his way.

Weapon and Armor Proficiency: A brave is not proficient with medium armor.

Skills: A brave does not gain Handle Animal (Cha) and Ride (Dex) as class skills; instead, he gains Knowledge (geography) and Stealth (Dex) as class skills.

Expert Thrower (Ex) At 2nd level, the brave's expertise wielding the throwing axe and any other thrown weapon improves by leaps and bounds. Increase the range increment of any thrown weapon or object by 10 feet. In addition, the brave gets a +1 bonus on attack and damage rolls with thrown weapons at ranges of up to 20 feet. This ability replaces uncanny dodge.

Terrain Expert (Ex) At 3rd level, the brave gains a +1 bonus on Acrobatics, Knowledge (geography), Knowledge (nature), Stealth and Survival checks made in plains terrain. These bonuses improve by +1 every three levels after 3rd. This ability replaces trap sense.

Plains Walk (Ex) At 5th level, the brave can move through 10 feet of difficult terrain each round as if it were normal terrain. At 10th level and every 5 levels thereafter, the brave can move through an additional 5 feet of difficult terrain each round. This benefit only applies when moving through grasslands, and it stacks with the benefits gained from the Acrobatic Steps and Nimble Moves feats. This ability replaces improved uncanny dodge.

Rage Powers: The following rage powers complement the brave archetype: bestial leaper**, fearless rage, hurling*, greater hurling*, hurling charge*, lesser hurling*, low-light vision, night vision, primal scent**, quick reflexes, raging leaper, scent, sprint**, swift foot and terrifying howl.

*These rage powers appear in the "Barbarian" section in Chapter 2 of *Pathfinder Roleplaying Game Advanced Player's Guide.*

**These rage powers appear in the "Barbarian" section in Chapter 1 of *Pathfinder Roleplaying Game Ultimate Combat.*

Ghazi

The ghazi leaves esoteric questions of faith and the nature of divinity to those better equipped to answer such complex inquiries. He is instead concerned with spreading his religious message in the only way he knows how — by defeating those who oppose his faith on the battlefield. Despite his religious fervor, the typical ghazi is too undisciplined and disorganized to lead a pious or devout lifestyle. He loathes perfunctory rituals, solemn oaths and sacred vows. In fact, the ghazi views all of the trappings of organized religion with mistrust and suspicion. Though the typical ghazi generally takes direction from his religious leaders, he perceives such

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orders as loose guidelines rather than firm doctrine. Outsiders swear that the ghazi uses his beliefs as a flimsy excuse for his warmongering, based on the fact that the ghazi typically amasses personal wealth from his plundering rather than offering his booty in tribute to his deity. In the ghazi's mind, gods do not need earthly treasures, so he treats material goods acquired during the course of his raids as just payment for his services. Like most temperate grasslands barbarians, the ghazi is a skilled horseman, though he is more adept at fighting as a cavalry soldier rather than a mounted archer.

Fast Rider (Ex) The speed of any horse the ghazi rides is increased by 10 feet. This ability replaces fast movement.

Divine Approval (Sp) At 2nd level, the ghazi gains the ability to cast a 0-level spell from the cleric and inquisitor spell list. The spell must appear on both lists, and it must be the same level to cast. This spell can be cast three times a day as a spell-like ability. The caster level for this ability is equal to the barbarian's level. The save DC for this spell is 10 + the barbarian's Wisdom modifier. The barbarian must have a Wisdom of at least 10 to gain this ability. This ability replaces uncanny dodge. If the barbarian has a Wisdom of 9 or less, he gains a rage power only at 2nd level.

Divine Mission (Ex) At 3rd level, no magical power can turn the ghazi away from his mission. He gains a +1 morale bonus on saving throws against enchantment spells and effects. This bonus increases by +1 for every six levels after 3rd. This ability replaces trap sense.

Divine Blessing (Sp) At 5th level, the barbarian gains the ability to cast a 1st-level spell from the cleric and inquisitor spell list two times a day as a spell-like ability. The spell must appear on both lists, and it must be the same level to cast. The caster level for this ability is equal to the barbarian's level. The save DC for this spell is 11 + the barbarian's Wisdom modifier. The barbarian must have a Wisdom of at least 11 to gain this ability. This ability replaces improved uncanny dodge. If the barbarian has a Wisdom of 10 or less, he gains no abilities at 5th level.

Rage Powers: The following rage powers complement the ghazi archetype: auspicious mark**, clear mind, disruptive*, fearless rage, ferocious mount*, ferocious trample*, greater ferocious mount*, greater ferocious trample*, renewed vigor, renewed vitality**, spirit steed* and superstition.

*These rage powers appear in the "Barbarian" section in Chapter 2 of *Pathfinder Roleplaying Game Advanced Player's Guide*.

**These rage powers appear in the "Barbarian" section in Chapter 1 of *Pathfinder Roleplaying Game Ultimate Combat.*

Bard Archetypes

Everyone has a story to tell, and bards are the ones who tell it. Though seen as pure entertainers in some cultures, bards play a significant role in the grasslands. They are the keepers of history in many societies, passing down tales and legends from countless generations through oral tradition. In a land often separated by great distances, bards also chronicle contemporary events. They are sometimes the best source of news and information about far-off lands and important events taking place thousands of miles away from their present location. Yet bards are more than ordinary heralds. Using their arcane magic and performance abilities, they shape these myths and deeds to inspire those around them. In that vein, the spectral dancer calls upon his dead ancestors to aid him and his allies in his adventures across the grasslands. The tuul, the voice of the warrior, uses epic poems to extol his allies to keep fighting even in the direst of circumstances. Such bards are more than street performers; they, too, are the stuff of legends.

Spectral Dancer

Whereas most bards seek the spotlight, the spectral dancer often treads in dreary locales that few dare to visit. He believes that when the living cannot defeat an enemy, one must beseech the dead for aid and guidance. The spectral dancer defies convention and adorns his face and upper torso with bone piercings and white paint, causing outsiders to gaze upon him with morbid curiosity and utter bewilderment. Even his kin perceive him as a macabre loner fascinated with spirits and the afterlife, but his relationship with the dead is more complex than mere wonderment. His spiritual connection to his departed ancestors infuses him with insight and inner strength that is beyond the understanding of living mortals. Furthermore, his link to the ghostly realm of the dead grants him newfound powers to wage war on the restless souls that rise from the grave or are reborn into twisted depravities in the foul depths of the Lower Planes. Though perceived as a ghost hunter by some, the spectral dancer believes he is a conduit that links the realms of the living and the dead.

Bardic Performance: A spectral dancer gains the following types of bardic performance.

Infuse Alignment: At 3rd level, the bard can make one weapon within 30 feet chaotic, evil, good or lawful, as he chooses. This performance functions as an *align weapon* spell for as long as the weapon's wielder can see the bard. The bard cannot use this performance to affect his weapons. This effect relies upon visual components. It replaces inspire competence.

Dead Can Dance: A bard of 6th level or higher can use his performance to give an incorporeal creature semi-physical form. The target must be within 60 feet and able to see the bard. This performance duplicates the effects of *ghostbane dirge* (from *Pathfinder Roleplaying Game Advanced Player's Guide*). A Will saving throw (DC 10 +1/2 the bard's level + the bard's Cha modifier) negates the effect. This ability affects only a single creature. This performance replaces suggestion.

Summon Spectral Warrior: This performance causes a humanoidshaped incorporeal creature to appear where the bard designates. The spectral warrior can immediately act at the beginning of the bard's next turn. The spectral warrior cannot appear more than 60 feet from the bard, and it must remain within 60 feet of the bard at all times. The spectral warrior has a fly speed of 60 feet and perfect maneuverability. The bard telepathically communicates his commands to the spectral warrior. The bard designates the spectral warrior's opponent, and its ghostly melee touch attack deals 1d10 points of damage on a successful hit. Each round after the first, the bard can use a move action to redirect the spectral warrior to a new target. If the bard does not, it continues to attack the previous round's target unless the target moves out of range. In this case, the spectral warrior returns to the bard's side and awaits a new command.

The spectral warrior uses the bard's base attack bonus plus his Charisma modifier as its attack bonus, though it cannot attack more than once per round. The bard's feats or combat actions do not affect the spectral warrior. The spectral warrior has an AC of 10 + the bard's Charisma modifier, which is treated as a deflection bonus, and half the bard's hit points. If the spectral warrior is reduced to 0 hit points, it is destroyed. This performance relies on visual components. This performance replaces inspire greatness.

Ancestral Recall (Ex) A spectral dancer gains a bonus equal to half his level on Knowledge (planes) and Knowledge (religion) checks made to identify outsiders and undead creatures as well as their special powers or vulnerabilities. This bonus applies only to those creatures created from the bodies or souls of mortal beings. This ability replaces bardic knowledge.

Spirit Touched (Ex) At 2nd level, a spectral dancer gains a +4 bonus on saves against spells and spell-like abilities cast by undead creatures and outsiders formed from the bodies or souls of mortal beings. This ability replaces well-versed.

Spectral Channel (Su) At 5th level, a spectral dancer gains limited ability to channel energy as a cleric and Alignment Channel as a bonus feat. He can only heal undead creatures, or he can deal damage to undead creatures. A good bard must channel positive energy, which deals damage to undead creatures. An evil bard must channel negative energy, which heals undead creatures. A neutral bard must choose whether he channels positive or negative energy. Once this choice is made, it cannot be reversed. The amount of damage dealt or healed is equal to 1d6 points of damage plus 1d6 points of damage for every five bard levels beyond 5th (2d6 at 10th, 3d6 at 15th, up to a maximum of 4d6 at 20th). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal

to 10 + 1/2 the bard's level + the bard's Charisma modifier. Creatures healed by channeled energy cannot exceed their maximum hit point total — all excess healing is lost. A bard may channel energy a number of times per day equal to 1 + his Charisma modifier. This ability replaces lore master and jack of all trades.

Tuul

Conquest is a way of life on the steppes. Hordes of mounted warriors ceaselessly crisscross the vast, uncivilized grasslands in search of fresh water, greener pastures and bountiful treasures. An ambitious leader can sweep across the land faster than a swift wind and carve out an immense, yet-often-fleeting empire in a fraction of the time it would take a conventional army. The songs and poems that recount these whirlwind feats and grand exploits must be as breathtaking and epic as the events themselves. The bards that relay these tales must be as familiar with the horrors of war as the warriors who partook in these deeds. Though he typically does not stand shoulder to shoulder with his armored comrades, he is close enough to smell the blood and carnage firsthand, which bestows even more power to his inspirational words and melodies. When all seems lost on the field, the great tuuls wade into the thick of battle alongside their brothers-in-arms in a last-ditch effort to pry victory from the jaws of defeat.

Battlefield Experience (Ex) The tuul is considered to be a fighter of the same level for the purpose of determining whether he meets the prerequisites of any Combat feat. This ability replaces bardic knowledge.

Bardic Performance: A tuul gains the following types of bardic performance.

Last Man Standing: At 1st level, a bard can use his performance to inspire his allies (excluding himself) to continue fighting even when gravely injured. To be affected, an ally must be able to hear the bard's performance. While this performance is in effect, an affected ally that is reduced to negative hit points, but is not dead, gains the benefits of the Diehard feat. This ability does not affect an ally that was already dying before the start of the performance. This effect requires audible components. This performance replaces fascinate.

Stand Your Ground: A bard of 3rd level or higher can implore an ally to stand firm in the face of a withering attack. That ally must be within 30 feet and be able to hear the bard. The ally gets a +2 competence on AC against an opponent's charge. This bonus increases by +1 for every four levels the bard has attained beyond 3rd (+3 at 7th, +4 at 11th, +5 at 15th, and +6 at 19th). An enemy using the Intimidate skill to demoralize the affected ally also adds this bonus to the skill check's DC. This is a mind-affecting effect that requires audible components. This performance replaces inspire competence.

Valorous Deed: At 6th level, a tuul can inspire an ally within 30 feet to perform great acts of heroism. This effect functions as a *heroism* spell that lasts as long as the target can hear the bard's performance. Unwilling creatures can also be affected if they fail a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier). Success renders the target immune to this power for 24 hours. The bard cannot target himself with the ability. This is an enchantment (compulsion) mindaffecting effect that requires audible components. This performance replaces suggestion.

Epic Deeds: At 18th level, a tuul can affect all allies within 30 feet when using performance to instill *heroism*. This performance replaces mass suggestion.

Strength of the Brave: At 2nd level, a tuul adds +1 to the save DC of spells and bardic performance against opponents suffering from a fear effect of any kind. This increases to +2 at 10th and +3 at 18th level. This ability replaces versatile performance.

Onward: At 2nd level, a tuul gains a +4 bonus on saving throws against effects that impede his movement, such as paralysis, *solid fog, slow* and *web*. In addition, he also gains a +2 bonus to CMD against grapple. This ability replaces well-versed.

Precision Wounds: At 5th level, a tuul receives a +1 circumstance bonus on attack rolls made to confirm critical hits. This bonus increases by +1 every five levels after 5th. This ability replaces lore master.

Cleric Archetypes

Despite their omnipotence, gods generally rely upon worshippers to carry out their objectives and spread their influence in the mortal world. Deities do not regularly descend from the skies or rise from the bowels of the earth to direct the actions of their followers. Instead, they appoint earthly representatives to lead their believers in a unified effort to accomplish their goals. Clerics are the most widely recognized emissaries of divine authority throughout the grasslands. Though other character classes swear allegiance to a particular deity or belief system, worshippers view the cleric as the most direct link between them and their divine patron. Clerics build churches, perform important ceremonies and are the most constant visible reminder of the deity's presence among the laic. The wuuntzu, commonly referred to as the village cleric, is the best example of the complex relationship linking the congregation, the cleric and the deity. The polyglot adopts a universal, play-it-safe approach to religion by paying homage to numerous gods and philosophies on a constantly shifting basis. Their differing views on faith do not lessen their devotion to those they serve - mortal and immortal.

Polyglot

The winds of fortune can change in the blink of eye on the rugged grasslands, and the polyglot is prepared for any contingency. At one moment, a plains traveler may need aid from a wind god, and a few seconds later, he may require the assistance of a thunder god. Whereas typical clerics venerate one deity or, in an extreme case, a closely knit group of deities, the polyglot pays homage to multiple gods often belonging to a variety of different pantheons. Skeptics dismiss the polyglot as a fickle sycophant that feigns devotion to the gods for his own betterment. Polyglots do not vigorously dispute this notion, but their relationship with divinity is more complicated than mere necessity. Polyglots believe that many forces, divine and natural, shape the world around them. In their minds, the concept of a monogamous relationship with just one of these powers seems to be a waste of resources. They see no harm in offering some devotion to each of these omniscient entities, regardless of how little influence they actually have on their lives. Polyglots consider their point of view to be a form of celestial insurance, because they believe that in a pinch it is better to have hundreds of acquaintances than one close friend.

Priest of Many Gods: The polyglot worships numerous deities, which grants him access to many different domains. Before preparing his spells for the upcoming day, the polyglot must pray to a deity of his choice, though his alignment must still be within one step of the alignment of his chosen deity. He must have some knowledge of this particular deity in order to serve it. When in doubt, the GM may require the polyglot to succeed on a Knowledge (religion) check in order to select that particular deity. The polyglot may then select one domain from among those belonging to his chosen deity with the exception that he may not choose an alignment domain (Chaos, Evil, Good or Law) that does not match his alignment. He receives that domain's granted powers and domain spells on that particular day, though he cannot select the same deity or domain more than once per week. He does not gain a second domain.

Worshipper of Many Deities: The polyglot is considered to be a worshipper of any deity that he selected as his patron any time within the last week. This may allow him to bypass a *glyph of warding* attuned to the worshippers of a particular deity or benefit from an effect that aids or harms the worshippers of a specific deity.

Wuuntzu

The grasslands' humanoid inhabitants differ from their urban counterparts. Whereas most people savor the comforts of a permanent home and aspire to amass vast tracts of property, these concepts are thoroughly alien to the plains' wandering residents. For the many inhabitants that lead a nomadic lifestyle, the bonds of kinship represent the only constant in an ever-changing world. Immediate and extended family members live

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together as part of a larger community. Though continual migration is a way of life, people still seek to add a greater sense of stability to a turbulent existence. In many cases, the tie that binds them together is their faith, and belief is typically synonymous with one person — the wuuntzu. The word loosely means "to walk from birth to death," and the wuuntzu accompanies most residents every step of the way. Outsiders call him the village cleric, but lifelong residents know the village is more than a place. It is a common experience and a shared journey rather than a collection of buildings and parcels of pasture. The wuuntzu encourages the hopes and dreams of his brethren, and he does everything in his power to see them to fruition and to protect his kin from harm.

Pillar of the Community: A wuuntzu must choose the Community domain. He does not gain a second domain. If the cleric worships a deity, that deity must be one that grants the Community domain. A wuuntzu must channel positive energy.

Weapon and Armor Proficiency: Wuuntzus are not proficient with medium armor.

In Touch with the Community: The wuuntzu gains Knowledge (local) rather than Knowledge (arcana) as a class skill.

Reassuring Touch (Sp) The wuuntzu's calming touch granted power also removes the exhausted, panicked and nauseated conditions, as well as healing nonlethal damage. The wuuntzu must spend two daily uses of this granted power to use this ability.

Keeper of Fields and Flocks (Sp) The wuuntzu may prepare and cast any spell that appears on the Animal domain and Plant domain spell list, provided that he can cast spells of that level. He does not gain the granted powers of either domain, and he cannot use these spells in place of his normal domain spells. He can still prepare and cast these spells even if they are not on the cleric spell list. He can prepare and cast any combination of spells from the Animal and Plant domain spell list as long as the total number of spells at each level does not exceed the number of bonus spells he receives due to a high Wisdom. If he does not receive any bonus spells at that level due to a high Wisdom, he cannot prepare and cast a spell from the Animal or Plant domain at that level.

Druid Archetypes

Whereas clerics pledge their allegiance and devotion to one god among many, druids revere the remarkable force that is nature. Some choose to venerate nature itself as a living, breathing entity, whereas others worship deities closely affiliated with the natural world. Regardless of how they opt to revere nature, druids generally believe that they serve as the caretakers and stewards of the world's wild places. It is their sacred task to maintain the circle of life's delicate balance in a turbulent world. Hunting, foraging and farming are integral parts of this natural cycle when they are performed in a responsible manner. Working the land and harvesting its bounties in an exploitive and irresponsible fashion may unravel the carefully woven fabric of an entire ecosystem. At this point, druids intervene to maintain nature's sanctity and preserve its wonders for generations to come. The herd master defends the vast populations of indigenous herbivores against those that would decimate their ranks for purely commercial purposes. The moon stalker seeks to rid the world of nature's greatest blasphemy - the curse of lycanthropy. Though both archetypes target two very different quarries, they share the same desire to return nature to its purest state.

Herd Master

The grasslands teem with immense herds of migratory animals. Their numbers are greatest in the warm savannas, but the chillier prairies and steppes are also home to substantial populations of these nomadic beasts. These ravenous creatures play a crucial role in maintaining the grasslands' uniqueness. They hungrily devour any tree saplings that attempt to take root in the soil, thus helping to ensure that grasses remain the biome's dominant flora. The herd master recognizes their essential part in the maintenance of this environment, though he also realizes that these



animals serve as prey for the environment's indigenous predators. What he strenuously objects to is the exploitation of these animals solely for economic gain. Slaying an animal exclusively for a body part, such as a horn or a tusk, and leaving the remaining carcass to rot in the fields, is a grievous crime against nature that demands a response. The herd master takes it upon himself to answer nature's call and deliver that response to the offender. In addition to relying upon his tracking abilities to find the perpetrator, the herd master also develops contacts within the local humanoid communities to further advance his investigation. In many respects, the herd master must be equally adept at moving through the surrounding towns and villages as he is traversing the wilderness' tall grasses in search of justice.

Shady Contacts: A herd master adds Diplomacy and Knowledge (local) rather than Climb and Fly as class skills and gains a +2 bonus on Diplomacy and Knowledge (local) skill checks. This ability replaces the nature sense ability.

Herd Bond: A herd master may not select a domain and must choose an animal companion that is a herd animal. This can include any animal specifically listed as a herd animal, such as an auroch or bison, or one that is organized as a herd, such as an elephant or horse. This ability replaces nature bond.

Wild Empathy (Ex) A herd master can use wild empathy with herd animals (defined above) as a full-round action with a +2 bonus. This bonus also applies to his animal companion.

Relentless Pursuer (Ex) At 2nd level, a herd master gains a bonus on Perception and Survival checks equal to his druid level in plains terrain, and he cannot be tracked in such environments. This ability replaces woodland stride.

Avenge Nature (Ex) At 4th level, a herd master gains a +1 morale bonus on attack and weapon damage rolls made against any creature that dealt damage to an animal, including the druid's animal companion, since the end of the herd master's last turn. The druid must be aware of the attack, and he must see the creature and the affected animal. This includes area spells that deal damage. This bonus increases by +1 for every four levels after 4th up to a maximum of +5 at 20th level. This ability replaces resist nature's lure.

Nature's Fury (Ex) At 9th level, a herd master may fly into a furious rage anytime he sees a creature with an Intelligence of 3 or more kill an animal. The druid must be able to see the killing, and it must take place since the end of the druid's last turn. This effect functions as a *rage* spell that lasts for a number of rounds equal to the druid's Wisdom modifier. The effect functions for twice as long if the slain animal is the druid's animal companion. The druid can use this ability once per day. This ability replaces venom immunity.

Moon Stalker

When the moon is full and a bloodcurdling cry rings out in the distance, the moon stalker springs into action. He is all too familiar with the sound of a tortured creature undergoing an involuntary and accursed transformation into something no longer human. Whereas other druids defend the wilderness, the moon stalker spends his nights hunting his unnatural quarry — lycanthropes. In his mind, the very existence of these monstrous men and women blasphemes nature itself. Though druids can and do transform into animals, the moon stalker believes that nature granted this gift to her willing servants. Lycanthropes, on the other hand, are cursed beings that nature condemned. As members of a damned race, he sees them as scourges that he must rid from the world. In this pursuit, the moon stalker makes no distinctions between good and evil or law and chaos. There is only one absolute in his mind — that all lycanthropes are a blight to nature that he must destroy. None may be better suited to eradicate these monsters than the moon stalker.

Nature Bond (Ex) A moon stalker may not select an animal companion. Instead, he must choose from the Darkness, Madness or Trickery domains in addition to those normally available.

Detect True Form (Sp) At 1st level, a moon stalker can detect the presence of creatures with the shapechanger subtype, including lycanthropes. This ability functions like *detect undead*. This ability replaces wild empathy.

Track Prey (Ex) Starting at 2nd level, a druid gains a bonus on Perception and Survival checks equal to his druid level on skill checks made to locate and follow tracks made by creatures with the shapechanger subtype, including lycanthropes. He also gains the same bonus on any Knowledge check made to identify a creature with the shapechanger subtype and their special powers or vulnerabilities. This ability replaces woodland stride.

Resist Shapechangers (Ex) Starting at 3rd level, a druid gains a +4 bonus on saving throws against the exceptional, spell-like and supernatural abilities of creatures with the shapechanger subtype, including lycanthropes. He also gains a +2 dodge bonus to AC against creatures with the shapechanger subtype and a +2 morale bonus on attack rolls and weapon damage rolls against such creatures. These bonuses increase by +2 at 9th level and every six levels thereafter. This ability replaces resist trackless step and nature's lure.

Natural Purity (Ex) At 9th level, a moon stalker gains immunity to all curses, including lycanthropy. This ability replaces venom immunity.

Enemy Tactics (Ex) At 13th level, a druid gains DR/silver equal to 1/2 his druid level. This ability replaces a thousand faces.

Fighter Archetypes

No character class is more devoted to the art of armed combat than the fighter. Other martial classes draw strength and might from their bonds with their primal fury, the forces of nature, a deity or the cause of good. The fighter derives his strength from muscles, bones and a stout heart. He has no supernatural abilities in his repertoire, yet in spite of his perceived shortcomings the fighter remains a force to be reckoned with on the battlefield and in the dungeon. Countless hours of sparring, repetitive exercises and innate courage make the fighter into a lethal killing machine. Though the goal remains the same — to defeat his enemies — the fighter's versatile training techniques allow him to vanquish his foes in many different ways. He can be an expert swordsman, a lethal crossbowman, a precise archer, a stalwart pikeman or a two-handed fighting specialist. Some look upon the typical fighter as an oafish brute, but the truth is usually much different. Many fighters are also skilled tacticians that can coordinate the actions of numerous creatures even in the chaotic din of battle. The tjuman is one such example, as this clever soldier uses his physicality, engineering skills and subterfuge to topple walled cities. The coachman is a highly skilled crossbowman and unarmed combatant who is often a carriage's last line of defense against armed highwaymen and kidnappers seeking riches or ignominious glory. In spite of their enormous differences, their skill at arms and indomitable spirit are what distinguishes them as fighters.

Coachman

A lonely stretch of road can be a very dangerous place in the grasslands. Highwaymen, monsters and wild animals stalk these vital thoroughfares, waiting for an opportunity to spring from the tall grasses and pounce on defenseless travelers. Those that deviate from the well-worn trails face even graver peril in the uncharted wilderness. Whether it is a carriage transporting wealthy passengers to a far-flung destination or a wagon laden with gold, one man may determine whether the trip ends in riches or ruin. He is known as the coachman in many parts. Armed with his trusty crossbow, this grizzled veteran of the highways is an astute navigator, a skilled driver and a formidable guardian of the people and goods entrusted to his protection. Many began their careers as tavern brawlers, professional crossbowmen or soldiers in conventional armies. However, their disdain for regimentation, the allure of the open road and the prospects of earning a more lucrative living than the average foot-soldier or barroom tough made them turn their backs on their former lives and experience life as a series of journeys from one distant, exotic locale to the next. Coachmen frequently adopt a fatalistic attitude, for death may hide behind the next bend in the road. Yet behind the gruff, introspective exterior is a wily combatant who can fell a charging auroch from several hundred yards

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away or fight toe to toe against a professionally trained and well-equipped brigand in defense of his merchandise and those charged to his protection.

Weapon and Armor Proficiency: A coachman is not proficient with tower shields.

Skills: A coachman gains Knowledge (geography) as a class skill.

Duke It Out (Ex) At 1st level, a coachman gains the Improved Unarmed Strike and Mounted Archery feats as bonus feats, even if the coachman does not meet the feats' prerequisites. This ability replaces the 1st-level fighter bonus combat feat.

Raw Grit (Ex) At 2nd level, a coachman gains a + 1 bonus on saving throws made against effects that cause him to become dazed or stunned. This bonus increases by +1 for every four levels beyond 2nd. This ability replaces bravery.

In My Sights (Ex) At 3rd level, a coachman can resolve an attack against touch AC instead of normal AC on readied attacks made with a crossbow. This ability replaces armor training 1.

Shielded Sniper (Ex) At 5th level, a coachman gains a +1 bonus on attacks and damage rolls made with a crossbow whenever he or his target has a bonus to AC from cover. This bonus improves by +1 for every four levels beyond 5th. This ability replaces weapon training 1, 2, 3 and 4.

Knockout Artist (Ex) At 7th level, a coachman gains the Stunning Fist feat as a bonus feat, even if he does not meet the feat's prerequisites. If he already has this feat, the coachman can choose any combat feat instead. In addition, he may use this feat a number of times per day equal to half his fighter level, plus one more time per day for every four levels he has in classes other than fighter (except for monk levels). This ability replaces armor training 2.

Roadside Brawler (Ex) At 11th level, a coachman that confirms a critical hit with an unarmed strike may start a grapple as a free action without provoking an attack of opportunity. He may only do so against targets of equal size or smaller than himself. This ability replaces armor training 3.

Skin of his Teeth (Ex) At 15th level, a coachman may add his base attack bonus to any ability or skill check. He must announce his intention to do so before attempting the ability check or skill check. He may use this ability once per day. This ability replaces armor training 4.

Tjuman

When one thinks of siege warfare, images of massive walls, stone battlements, trebuchets, cannons and other heavy artillery usually come to mind. It is impossible to deny their ability to batter down walls and break the wavering morale of a besieged populace. But it takes more than sheer firepower to conquer a fortified city. There are instances where a lone fighter proves mightier than a battery of cannons. Experience teaches the tjuman that there are ways to defeat an entrenched army other than smashing through its defenses. It is sometimes possible to climb over a wall or dig a tunnel beneath it. On other occasions, a tjuman can slip through the front gate unnoticed and wreak havoc from the inside. He may discover a hidden passage that leads out of the city or a group of disgruntled citizens and soldiers willing to lend aid to his cause. When left with no other alternative, the tjuman may resort to traditional modes of siege warfare with a peculiar twist. He combines armaments and psychology to instill terror into the frightened people behind the wall. Fortunately for many adventuring companies, these skills are very transferable to exploring dank, subterranean lairs and infiltrating enemy camps. If nothing else, the tjuman is a highly adaptable fighter with many uses on and off the battlefield.

Weapon and Armor Proficiency: A tjuman is not proficient with heavy armor.

Skills: A tjuman gains Diplomacy and Disguise as class skills.

Vigilant Infiltrator (Ex) At 2nd level, a tjuman gains a +1 insight bonus to AC and a +1 insight bonus on Reflex saves whenever his actions trigger an opponent's readied attack. His instinctive reactions to danger allow him to retain this bonus even when surprised, flat-footed or flanked. He does not gain the bonus if he is helpless, unconscious or paralyzed. He does not gain this bonus if another creature's actions triggered the readied attack. The bonus lasts until the beginning of the tjuman's next turn, and it applies to all

enemies, not just the opponent that readied the attack. This bonus increases by +1 for every four levels after 2nd. This ability replaces bravery.

Scale the Walls (Ex) At 3rd level, a tjuman no longer suffers armor check penalties on Climb skill checks. The Climb skill check penalty for accelerated climbing is reduced by 1, and this reduction increases by 1 for every four levels beyond 3rd (to a minimum of 0). This ability replaces armor training 1.

Siege Mastery (Ex) At 5th level, a tjuman gains the Siege Engineer feat (see *Pathfinder Roleplaying Game Ultimate Combat*) as a bonus feat, even if he does not meet the prerequisites. This ability replaces weapon training 1.

Leap from the Walls (Ex) At 7th level, a tjuman no longer suffers armor check penalties on Acrobatics skill checks. In addition, a tjuman within arm's reach of a wall can use it to slow his descent. At 7th level, he takes damage as if the fall were 20 feet shorter than it actually is. At 11th level, he takes damage as if the fall were 40 feet shorter than it actually is, and at 15th level, he takes damage as if the fall were 60 feet shorter than it actually is. This ability replaces armor training 2, 3 and 4.

Sticky Situation (Ex) At 9th level, a tjuman gains a +1 bonus on attack and damage rolls when two or more opponents threaten him. This bonus increases by +1 for every four levels after 9th. This ability replaces weapon training 2, 3 and 4.

Monk Archetypes

Discipline and introspection can shape the mind and body into a mystical force that transcends the boundaries of reality. The monk uses these powers to peer into the hidden depths of his soul. In the deepest recesses of his inner being is a reservoir of potent spiritual energy that allows him to make the impossible seem ordinary. Monks refer to this energy as ki. Though all monks derive their might from the same source, they acquire and use it in different manners. For most outsiders, the typical monk leads an ascetic, communal existence within the tranquil courtyards of a walled monastery, where a wizened master teaches him the arts of combat and meditation. In many cases, the stereotype is not far from the truth, but some monks deviate from convention and blaze their own trail on their spiritual journey to inner truth and higher understanding. Some lead a solitary, hermetic lifestyle far from the company of others. Others take solemn oaths vowing to deprive themselves of worldly vices and pleasures in order to accomplish wondrous marvels. The archetypes presented here adopt these approaches. The wild mbatsu lives alone among the animals, where he emulates their actions and endeavors to walk in their humble footsteps. Silent staff monks adhere more closely to the conventional monastic lifestyle. However, they abide by a vow of silence and devote their combat studies to the mastery of one weapon - the quarterstaff. Regardless of their deviations from the paths most chosen, monks aspire to be a pillar of lawful stability in an otherwise chaotic world.

Mbatsu

The hermetic mbatsu dwells in an untamed, remote realm far removed from the still ponds and serene gardens found in the traditional monastery. He lives in the vast reaches of the grasslands, in isolated fields well beyond the reach of even the most ambitious nomadic warlord. His shaggy, bestial appearance leads observers to believe that he is a savage feral child that miraculously survived to reach adulthood, yet the uncouth exterior conceals a fearsome warrior with a complex philosophical outlook of the world. He believes that animals are the gatekeepers to a primeval source of mystical energy greater than any that the most learned minds could possibly imagine. Within this unspoiled domain, the mbatsu carefully studies and mimics the motions of the beasts that live alongside him. To him, their subtle movements and instinctual behaviors are vestiges of a bygone age when the first living creatures emerged from primordial slime and walked in harmonious unison with Nature itself. Though he emulates the actions of wild animals and appears unfettered by any type of structure or rules, the mbatsu actually adheres to a rigid daily schedule. His activities coincide with those of the animals that he emulates. Throughout the day, the mbatsu studies the activities of numerous species in a carefully prescribed order. After completing his rounds for the day, the mbatsu then puts into practice all that he observed, transforming his body and spirit into a whirlwind of animalistic destruction.

Skills: An mbatsu gains Handle Animal, Knowledge (nature) and Survival as class skills.

Bonus Feat: At 1st level, 2nd level and every four levels thereafter, an mbatsu may select a bonus style feat from the following list of styles: Crane Style, Mantis Style, Monkey Style, Panther Style, Snake Style, Snapping Turtle Style and Tiger Style (these styles appear in the "Feats" section of Chapter 2 in *Pathfinder Roleplaying Game Ultimate Combat.*) He does not have to meet the prerequisites of that feat. Alternatively, an mbatsu may choose a feat in that style's feat path (such as Mantis Wisdom) as one of these bonus feats if he already has the appropriate style feat (such as Mantis Style). The mbatsu does not need to meet any other prerequisite of the feat in the style's feat path. This ability replaces a monk's standard bonus feats.

Instinctual Understanding (Ex) At 3rd level, an mbatsu may use his Wisdom modifier instead of his Strength modifier on melee attack rolls when making an unarmed strike or natural attack. This ability replaces maneuver training.

Wild Empathy (Ex) At 3rd level, an mbatsu gains this ability, which functions as the druid's wild empathy, but using the mbatsu's monk level in place of the druid class level. This ability replaces still mind.

Wild Fury (Ex) At 4th level, an mbatsu may spend 1 point from his ki pool as a swift action to gain a +4 morale bonus to Strength and take a -2 penalty to Armor Class for 1 round. This ability replaces slow fall.

Wild Understanding (Ex) At 5th level, an mbatsu adds his level to all Handle Animal checks. By spending 1 point from his ki pool as a swift action, a monk gains a +20 bonus on wild empathy checks made to influence animals for 1 minute. This ability replaces high jump.

Furious Powers (Ex) At 5th level, an mbatsu that spends 1 point from his ki pool to enter a wild fury may spend 1 additional point from his ki pool to apply one of the following barbarian rage powers to his wild fury ability: intimidating glare, low-light vision, night vision, no escape, raging climber, raging leaper, raging swimmer and scent. At 11th level, he may spend 2 additional points from his ki pool to add the following barbarian rage powers to those that he may apply to his wild fury ability: clear mind, internal fortitude, terrifying howl and unexpected strike. At 17th level, he may spend 3 additional points from his ki pool to add the following barbarian rage powers to those that he may apply to his wild fury ability: fearless rage and mighty swing, He may have only one rage power in effect at any time. This ability replaces purity of body, diamond body and timeless body.

Wild Charge (Ex) At 12th level or higher, a monk can spend 2 ki points from his ki pool as a swift action to move at 10 times his normal speed when he makes a charge and is treated as if he had the pounce ability. This ability replaces abundant step.

Silent Staff Monk

An old adage says that silence is golden. For most, remaining quiet is an act of courtesy, but for the silent staff monk it is a way of life. The members of this monastic order believe it is better to say nothing and strike with a hard stick than falsely boast about one's achievements and accomplish nothing. The preceding axiom defines two important aspects of these monks' lives — their vow of silence and their prowess with the quarterstaff. Contrary to popular belief, their vow of silence is not absolute. They can speak, though they do so only when necessary. In the heat of battle, a silent staff monk coordinating his allies' actions may seem downright verbose. On the other hand, he is unlikely to utter a single word at a crowded social event. In fact, the only sound that is usually heard in a silent staff monk's company is the twirling sound that his quarterstaff makes as he rhythmically swings it in a choreographed duel against an imaginary opponent. He devotes much of his time to his absolute mastery of this weapon, but it is not his only love. These monks are more than warriors. They are men and women of devout faith, though they do not worship a deity per se. They believe that battle and war are living entities that command solemn veneration, and victory is the greatest way to exhibit one's devotion to these powerful forces. The quarterstaff serves as the means to achieve this glorious end.

Battle Ready (Ex) At 1st level, a silent staff monk always seems prepared for battle. Whenever he rolls for initiative, he can roll twice and take either result. At 11th level, he can roll for initiative three times and take any one of the results. This ability replaces Stunning Fist.

Path of the Quarterstaff (Ex) At 2nd level, a silent staff monk gains Weapon Focus as a bonus feat with his quarterstaff. At 6th level, the monk gains Weapon Specialization with the same weapon as a bonus feat, even if he does not meet the prerequisites. This ability replaces evasion.

Vow of Silence (Ex) A monk of 3rd level or higher gains a +2 bonus on saving throws against language-dependent spells and effects. He is immune to all spells and effects that compel him to divulge information to another creature or otherwise speak against his will. This ability replaces still mind.

Reassess Tactics (Ex) At 4th level, a silent staff monk may spend 2 points from his ki pool to move up to a distance equal to the distance he would otherwise be able to slow fall as an immediate action. He cannot use this ability more than once per round. This ability replaces slow fall.

Reassess Strategy (Ex) At 5th level, a silent staff monk may spend 1 point from his ki pool as a swift action to gain the use of one combat feat for a number of rounds equal to his Wisdom modifier. These rounds must be consecutive, and he cannot change the feat once it is chosen. He must meet the prerequisites to use this feat. This ability replaces high jump.

Quarterstaff Mastery (Ex) At 9th level, a silent staff monk gains the Improved Critical feat with his quarterstaff as a bonus feat. At 13th level, he gains the Greater Weapon Focus feat with his quarterstaff as a bonus feat. He does not need to meet the prerequisites of either feat. This ability replaces improved evasion and diamond soul.

Diamond Skin (Su) At 12th level or higher, the monk's skin hardens and takes on the appearance of diamond, granting him DR 10/adamantine until the beginning of his next turn. Using this ability is a swift action that consumes 2 points from his ki pool. This ability replaces abundant step.

Avatar of Battle (Ex) At 17th level or higher, a silent staff monk may spend 3 points from his ki pool as a swift action in order to take a fullattack action and move up to his speed as a full-round action. He can move before or after the attacks as if he had the Spring Attack feat. Until the beginning of his next turn, he gains a +4 insight bonus to Armor Class and is immune to spells and effects that cause him to become blind, deaf, frightened, panicked, paralyzed, shaken or stunned. This ability replaces tongue of the sun and moon and empty body.

Paladin Archetypes

Paladins are the bearers of light in the darkness and the bringers of hope in the midst of despair. They champion all that is good and just in the world, sweeping away evil with unwavering courage and the strength of their convictions. Wherever their travels take them, paladins tend to the impoverished, the oppressed, the sick and the downtrodden. They speak for those who have no voice, and they aid those in the greatest need. When words and deeds are not enough, paladins take up arms and fight for those too weak to defend themselves. Paladins abide by a strict moral code that governs their actions. They do not have the luxury of choice. Wherever evil stalks the land, paladins must act in spite of great personal danger or the overwhelming odds against success. Though some perceive such a code as a burden, paladins see it as a blessing. In their minds, clarity sows conviction, whereas ambiguity encourages indecision. Free from the yoke of uncertainty, paladins never hesitate to uphold the noble principles that bring order to their lives and the world at large. The nomadic knight of the road and his trusty steed patrol the roads, defending weary travelers against the evil men and monsters that stalk the grasslands' thoroughfares. The sedentary village champion protects villagers and townspeople against wandering marauders and malevolent creatures seeking to raid, conquer, or destroy their settlement. Regardless of their role, all paladins share the same noble goal - to eradicate evil wherever it skulks.

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Knight of the Road

The sight of a brave mounted knight clad in shiny armor is a welcoming image for most travelers. Seated atop his noble horse, the knight of the road protects innocents and heals the injured on his endless trek along the thoroughfares that link far-flung destinations. Though he generally leads a nomadic existence wandering the roads that connect distant cities, towns and villages to one another, he may also agree to accompany a venturing party partaking in a noble endeavor. He may ride alongside the faithful on a long, religious pilgrimage, or he may ride in the company of a charitable group transporting vital supplies to a community in desperate need. As long as he deems the cause worthy, the knight of the road is willing to travel to the farthest reaches of the grasslands to accomplish the mission. Life can be cheap on the rough and tumble roads, and no one knows this better than this saintly paladin. Armed with his sword and crossbow, he is a formidable defender and a kindly traveling companion prepared to vanguish any evil creature that crosses his path and sacrifice his life to save the lives of others.

Skills: A knight of the road gains Knowledge (geography) as a class skill. **Tireless Traveler (Ex)** At 1st level, a knight of the road gains the Endurance feat and Mounted Combat as a bonus feat, even if he does not meet the prerequisites. In addition, as long as the paladin and his mount are adjacent, including when mounted, the mount also gains the Endurance feat as a bonus feat. This ability replaces detect evil.

Get to Safety (Su) At 3rd level, a knight of the road can spend one use of his lay on hands ability as a standard action to grant an ally within 30 feet the Mobility feat until the beginning of the paladin's next turn. At 9th and every six levels thereafter, the paladin can affect one additional ally up to a maximum of three allies at 15th level. Allies do not need to meet the feat's prerequisites. This ability replaces aura of courage.

Good Samaritan (Sp) At 3rd level, a knight of the road can cast the orison *stabilize* a number of times per day equal to his Charisma modifier as a spell-like ability. The caster level is equal to his paladin level. The



save DC is 10 + the paladin's Charisma modifier. This ability replaces divine health.

Road Warrior (Ex) At 3rd level, a knight of the road gains a +1 competence bonus to AC, attack rolls and weapon damage rolls when he and the creature he is fighting are on a highway, trail or road. At 9th and 15th level, this bonus increases by +1. At 6th level, the paladin's mount also gains a +1 competence bonus to AC, attack rolls and weapon damage rolls under the same circumstances. At 12th level, the mount's bonus increases by +1. This ability replaces mercy.

Divine Bond (Su) Upon reaching 5th level, a knight of the road must form a bond with a mount. This ability otherwise functions as the paladin ability.

Dead Stop (Su) At 8th level, a knight of the road who successfully hits an evil creature with an attack of opportunity can spend one use of his lay on hands ability as an immediate action to immediately end the target's move action. The paladin can only use this ability if the attack of opportunity was caused when the evil creature moved out of or within an area the paladin threatens. Evil creatures negate the effect with a successful Will save. The DC of this save is equal to 10 + 1/2 the paladin's level + the paladin's Charisma modifier. At 12th level, a paladin may apply this ability to any readied melee attack that successfully hits an evil creature, as long as the evil creature's movement triggered the readied attack. At 16th level, a paladin may apply this ability to any readied ranged attack that successfully hits an evil creature, as long as the evil creature's movement triggered the readied attack. This ability cannot be triggered by an evil creature taking a 5-foot-step, and it cannot be used to prevent an evil creature from taking a 5-foot-step. This ability can only be used to immediately end an evil creature's movement. This ability replaces aura of resolve.

Village Champion

Every settlement has its darkest hour. Whether it comes at the hands of a ferocious storm, a horde of marauding raiders or rampaging monsters, the community's continued survival sometimes hinge on the actions of one man. Legends in nearly every grassland city, town and village tell of a time when all seemed hopelessly lost until the sudden and unexpected appearance of a lone figure on the outskirts of town. As the mysterious stranger approached the frightened citizens, his radiant armor, steely resolve and aura of goodness dispelled any doubts as to whether he was a friend or foe. With a reassuring glance and a firm hand on his faithful weapon, the holy warrior rushed headlong into the fray and saved the citizens and their homes from certain doom. In the celebratory aftermath of the victory, the jubilant residents open their doors and hearts to their timely savior. The noble fighter asks for no recompense for his wondrous deeds. Instead, he takes a solemn vow to defend his newly adopted brethren from the evils that plague the land. Any time the forces of depravity and corruption appear at his doorstep, the village champion savors the chance to rid them from the world forever.

Presence of Greatness (Ex) At 3rd level, a village champion can expend one use of his lay on hands ability to grant one or more adjacent allies one combat feat he possesses as a bonus feat. This may be done as a swift action. All allies must receive the same feat, but do not need to meet the prerequisites of this bonus feat. This ability does not function if the paladin is flat-footed or unconscious. Likewise, affected allies cannot be flat-footed or unconscious. The ally loses the feat a number of rounds later equal to the paladin at all times; otherwise, the ally is no longer affected by this ability. This ability replaces divine health.

Channel Positive Energy (Su) Upon reaching 4th level, whenever the paladin is affected by another creature's channeled positive energy, he can spend three uses of his lay on hands ability to channel positive energy as an immediate action. This ability otherwise functions as the paladin ability.

Divine Bond (Su) At 5th level, instead of forming a bond with his weapon or a mount, a village champion forms a bond with a specific city, town, village or other settlement. As a standard action, a village champion can bind a celestial spirit to a 40-foot-radius area centered on him for 1 minute per paladin level. These minutes need not be consecutive. The

area can also be different, but it must be located somewhere within the limits of the bonded settlement. When called, the spirit basks the affected area in warm, glowing light. At 5th level, all good creatures (including the paladin) in the affected area gain a +1 morale bonus on attack rolls and on saving throws against fear effects. Undead creatures and evil outsiders entering the area suffer a -1 penalty on attack rolls, damage rolls and saves. Furthermore, the DC to resist positive channeled energy within this area gains a +2 sacred bonus. At 9th level, the paladin's divine bond duplicates the effects of the magic circle against evil spell with the exception of its area. At 13th level, good creatures also receive a +1 morale bonus on damage rolls and skill checks. In addition, the modifiers applicable to undead and evil outsiders double (-2 penalty on attack rolls, damage rolls and saves) and the DC to resist positive channeled energy also doubles (+4 sacred bonus). At 17th level, any dead body in the area cannot be turned into an undead creature. In addition, the paladin can fix a single spell effect to the area. The paladin may designate whether the effect applies to all creatures, creatures who share his faith or alignment, or creatures who adhere to another faith or alignment. Spell effects that may be tied to the area include daylight, death ward, discern lies, dispel magic, resist energy and zone of truth.

All for One (Su) At 8th level, whenever a spell or effect targets the village champion and one or more of his allies within 30 feet, he can spend one use of his lay on hands ability to allow one of his allies to use either the paladin's saving throw against the effect or his own. The ally must decide to do so after the rolls are made, but before the results are revealed. Using this ability is an immediate action. At 11th level and every three levels thereafter, the village champion can affect one additional ally. This ability replaces aura of resolve, aura of justice, aura of faith and aura of righteousness.

Ranger Archetypes

Impenetrable fields of thick, tangled grasses, raging rivers, and bitter cold pose insurmountable obstacles to a conventional army. Dense vegetation and roiling water can stop columns of infantry and cavalry in their tracks. Frigid temperatures, snow and ice can kill the hardiest troops in a matter of hours or condemn them to a slow, torturous death from starvation. In war, sometimes less is more, and rangers are the perfect example of this oxymoron. It takes little training and equipment to muster a large military force of green foot soldiers, but numerical superiority is not always enough to win the day. Speed, maneuverability, intimate knowledge of the terrain and the ability to live off the land give commanders a sizable tactical advantage over traditional foes. A lone ranger wreaks more havoc in the feral grasslands than a battalion of heavily armored swordsmen. His ability to move through the tall grasses undetected and without hindrance allows him to slip behind enemy lines and infiltrate enemy camps. The elusive commando is the master of wilderness warfare and an expert at silently debilitating foes that stand in his way. Where the commando relies on stealth and guile, the yuam relies on his horsemanship, speed and bravery to prevail over his rivals. In the wild places of the world, rangers are the ultimate warriors.

Commando

A commando succeeds where all others fail. No mission is too dangerous for this cunning, mobile soldier. He always travels light, placing him at a decided disadvantage against heavily armed and armored fighters in a fair fight. However like life, war is rarely fair. Instead of depending upon brawn and steel to win the day, the commando relies on stealth — both of foot and blade — deception and ingenuity to neutralize opponents that stand between him and his objective. Unlike conventional troops, which are organized into larger units, the commando is typically part of a small team or a lone warrior. In most military encounters, numerical superiority plays a decisive role in a battle's outcome, but not in the commando's case. He and his colleagues become one with the terrain, moving through tall grasses to halt infantry and cavalry troops dead in their tracks. The lightly armored and dexterous ranger uses such natural obstacles and barriers to slip behind enemy lines with relative ease and incapacitate foes without attracting attention to his clandestine activities. Though few, if any, witness the commando in action firsthand, the aftermath is unmistakable. Whether he rescued prisoners, destroyed a critical supply depot, slew an important military figure or dispatched a group of sentries, his destructive wake leaves a ruinous toll on the enemy.

Weapon and Armor Proficiency: Commandos are proficient with all simple and martial weapons and with light armor and shields (except tower shields).

Commando: At 1st level, a commando adds Disable Device to his list of class skills and removes Handle Animal from his list of class skills.

Sneak Attack (Ex) At 1st level, a commando inflicts +1d6 points of damage against targets within 30 feet that he flanks or that are denied their Dex bonus to AC against him. This damage increases by +1d6 at 5th level and every five levels thereafter. This ability replaces favored enemy.

Cover of Darkness (Ex) At 1st level, a commando gains low-light vision. If he already has low-light vision, he gains darkvision with a range of 30 feet. If he already has darkvision, the range of his darkvision increases by 30 feet. This ability replaces wild empathy.

Behind Enemy Lines (Ex) Commandos are accustomed to acting alone. At 4th level, when no ally is within 30 feet of the commando, he gains a +1 morale bonus on attack and weapon damage rolls. This bonus increases by +1 at 8th level and every four levels thereafter to a maximum of +5 at 20th level. This ability replaces hunter's bond.

Dastardly Finish (Ex) At 11th level, a commando gains the Dastardly Finish feat as a bonus feat, even if he does not meet the prerequisites. This feat appears in the *Pathfinder Roleplaying Game Advanced Player's Guide*. This ability replaces quarry.

Pinpoint Targeting (Ex) At 19th level, a commando gains the Pinpoint Targeting feat as a bonus feat, even if he does not meet the prerequisites. If he already has this feat, he can instead take any combat feat, but he must meet the feat's prerequisites. This ability replaces improved quarry.

Yuam

Knowledge is power, especially when one rules over a vast steppe empire. Outlying territories may be thousands of miles away from the center of power, making it seemingly impossible to transport important documents and communicate vital information from the capital to these far-flung locales. Still, like most other facets of life in the temperate grasslands, the horse provides a feasible and reliable solution to this problem. While a single mounted courier travels faster than a man on foot, fatigue eventually sets in, forcing rider and steed to rest for extended periods of time. Administrators solved this dilemma by devising a system that allows hundreds of men and horses to perform a task previously assigned to one rider and mount. They built stations with fresh men and horses at regular intervals along a designated route. Each rider and mount completes just one leg of the trek rather than the entire journey and then passes off his documents or information to a new rider at the next station who repeats the process until the papers or news reached their intended destination. Though outwardly simple, the job is not for the faint of heart. Robbers and monsters sometimes lie in wait for passing riders, and there are no respites for bad weather and poor riding conditions. Known as yuam, these specialized riders are more than ordinary couriers. They are exceptionally brave expert horsemen and fighters. Speed is of the essence so, unlike the armored knight, the mounted yuam carries as little armor, weapons and baggage as possible. He strikes a less-imposing figure than the typical horse archer or mounted warrior, but looks are often deceiving. One strike from the blade of a charging yuam is an experience that few would-be thieves and raiders soon forget. That is if they survive their encounter with this lethal courier.

Weapon and Armor Proficiency: Yuams are proficient with all simple and martial weapons and with light armor and shields (except tower shields).

Yuam: At 1st level, a yuam adds Knowledge (local) to his list of class skills and removes Knowledge (dungeoneering) from his list of class skills.

Charge of the Light Brigade (Ex) At 1st level, a mounted yuam gains a +2 bonus on attack rolls and weapon damage rolls on charges made

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with a light or one-handed melee weapon. This bonus is in addition to the attack roll bonus he gains from charging. The damage bonus is multiplied on a critical hit, but it is not multiplied when determining the damage dealt by a charging yuam with the Spirited Charge feat. At 5th level, and every five levels thereafter, this bonus increases by +2 up to a maximum of +10 at 20th level. This ability replaces favored enemy.

Fast Rider (Ex) The speed of any mount the yuam rides is increased by 10 feet. This ability replaces wild empathy.

Combat Style Feat (Ex) At 2nd level, a yuam must choose the mounted combat style that appears in the "Ranger" section in Chapter 2 of *Pathfinder Roleplaying Game Advanced Player's Guide*.

Horse Bond (Ex) At 4th level, a yuam forms a bond with an animal, which becomes his animal companion. A Medium ranger can select a horse. A Small ranger can select a pony. This ability functions like the druid animal companion ability except that the ranger's effective druid level is equal to his ranger level -3. The ranger gains a +2 bonus on Handle Animal and Ride checks with his animal companion mount. This ability replaces hunter's bond.

Lonesome Road (Ex) At 9th level, the yuam is immune to fear (magical or otherwise). This ability replaces evasion.

Strong Willed (Ex) At 16th level, the yuam gains a +4 bonus on saving throws against enchantment spells and effects. This ability replaces improved evasion.

Rogue Archetypes

Though synonymous with thieves in the eyes of many grasslands residents, rogues are far more than common criminals. Sure, there are some who earn a dishonest living stealing from others, but for those daring individuals that choose this path, the term "rogue" is perceived more as a concept than a profession. Blessed with an abundance and multitude of skills and talents, rogues use their diverse abilities to shape their unique destinies. During the course of his adventuring career, the typical rogue may be called upon to play many different parts. Spy, assassin, smuggler, bodyguard, detective and huckster are just some of the innumerable roles that a rogue can perform in a lifetime of life on the edge. Yet, there are rogues that opt to travel down the road of specialization and hone their abilities in furtherance of their chosen field. The bank robber is a master of disguise and safecracking who makes his living preying upon the security vulnerabilities in this new and rapidly expanding industry. On the other hand, the rustler sticks to a more traditional approach of stealing livestock from their rightful owners. Regardless of their varying fields, these rogues are more alike than they are different.

Bank Robber

In most campaign settings, banks — in the modern sense — are still in their infancy. Complex lending instruments and investment banking remain centuries in the future, yet individuals and businesses alike still turn to banks for loans to get them through a difficult farming season and to provide a more secure location for their money than inside of a mattress or behind a loose stone in the bedroom wall. Banks use active and passive means to safeguard their customers' enormous stockpiles of coins. Thick stone walls, complicated locking devices, armed guards and magical wards are the most-common security measures. Large institutions often employ networks of spies and ex-thieves to gather intelligence about the activities of local criminals and identify potential vulnerabilities in the bank's defenses. In spite of these formidable obstacles, the enormous rewards outweigh the tremendous risks. To carry out such a daring escapade, the typical bank robber recruits others to assist him in the risky endeavor. His team usually consists of other bank robbers and rogues but the leader may also add hired muscle to his ragtag gang. An experienced bank robber knows that the devil lies in the details. He may spend months casing his target searching for weaknesses that he can exploit. Subterfuge, coordination and speed are the main ingredients in a successful robbery. If the plot fails, death is a virtual certainty. Succeed, and the bank robber

gains riches far beyond his wildest dreams — and in many grasslands communities — he becomes the stuff of legends.

Mastermind (Ex) At 4th level, a bank robber receives a teamwork feat as a bonus feat. He must meet the prerequisites for this feat. By spending 1 minute, the bank robber can grant the use of a teamwork feat that he knows to one of his allies. The ally does not need to meet the prerequisites of these bonus feats. The ally retains the use of this feat for 3 rounds plus 1 round for every two levels the rogue possesses. The ally must be able to see and hear the rogue. If the rogue falls unconscious or cannot be seen and heard, the ally loses the benefit of the granted feat until the condition is remedied. The rogue can use this ability once per day at 4th level, plus one additional time per day at 8th level and every four levels thereafter. This ability replaces uncanny dodge and improved uncanny dodge.

Rogue Talents: The following rogue talents complement the bank robber archetype: black market connections**, canny observer*, charmer*, coax information*, fast getaway*, fast picks*, getaway artist**, quick disable, quick disguise*, quick trapsmith*, slow reactions, surprise attack, trap spotter and underhanded**.

Advanced Rogue Talents: The following advanced rogue talents complement the bank robber archetype: getaway master**, improved evasion, knock-out blow*, master of disguise*, rumormonger**, skill mastery and thoughtful reexamining*.

*These rogue talents and advanced rogue talents appear in the "Rogue" section in Chapter 2 of *Pathfinder Roleplaying Game Advanced Player's Guide.*

**These rogue talents and advanced rogue talents appear in the "Rogue" section in Chapter 1 of *Pathfinder Roleplaying Game Ultimate Combat.*

Rustler

Any object of value represents a potential target for a wily thief. In most cases, these items are small and easy to conceal. Coins, gems and jewelry are prime examples, but some rogues opt instead to steal livestock. Horses, cattle, sheep and other domesticated animals are their primary targets. Taking these beasts from their rightful owners presents unique challenges that other rogues rarely encounter. Without powerful magic, it is impossible to hide a cow in one's trouser pocket or inconspicuously pilfer a prize stallion grazing in an open field. Rogues that choose this profession must learn to interact with these animals in order to willingly coax them away from familiar pastures and toward ones of the rogue's choosing. Rustlers typically lead a nomadic existence on the edges of civilized society.

Weapon and Armor Proficiency: Rustlers are proficient with the lasso in addition to their normal weapon proficiencies. (The lasso appears in the "Weapons" section in Chapter 4 of *Pathfinder Roleplaying Game Advanced Player's Guide*.)

Rustler: At 1st level, a rustler adds Handle Animal and Ride to his list of class skills and removes Disable Device and Sleight of Hand from his list of class skills.

Steer Livestock (Ex) A rustler adds 1/2 his level on Handle Animal and Ride skill checks (minimum +1). This ability replaces trapfinding.

Charm Animal (Sp) At 3rd level, a rustler can use *charm animal* as a spell-like ability once per day. The rustler's caster level is the same as his rogue level. This ability replaces trap sense.

Rogue Talents: The following rogue talents complement the rustler archetype: camouflage*, fast stealth, firearm training**, grit**, rogue crawl, stand up, survivalist*, terrain mastery** and wall scramble**.

Advanced Rogue Talents: The following advanced rogue talents complement the rustler archetype: another day*, defensive roll, hide in plain sight**, hunter's surprise*, improved evasion and skill mastery.

*These rogue talents and advanced rogue talents appear in the "Rogue" section in Chapter 2 of *Pathfinder Roleplaying Game Advanced Player's Guide*.

**These rogue talents and advanced rogue talents appear in the "Rogue" section in Chapter 1 of *Pathfinder Roleplaying Game Ultimate Combat.*

Sorcerer Archetypes

Magic is an innate force woven into the soul of every living being. The typical creature lives an entire lifetime totally unaware of its existence. For most, the ability to draw forth this power is buried within the labyrinthine depths of the subconscious. Yet there are a few select individuals born with an instinctual connection to the magical might that roils beneath the surface of the conscious mind. For them, the ability to cast spells is as ingrained into their psyche as eating, breathing and sleeping are to the average person. The memories of a distant ancestor, the touch of divinity, the primordial heat of the flame and the mysteries of the world beyond the ordinary are a mere handful of the endless possible bloodlines that flow through the fibers of the sorcerer's being. Those blessed with this unique gift can tap into an immense reservoir of raw mystical energy. They can shape and harness this power to create the previously unthinkable. Presented below are two archetypes that derive their essence from their unusual bloodlines. The buga hails from nomadic stock, and the wanderlust that pervades his soul allows him to travel far beyond the means of ordinary men. The enigmatic wichanmuga dabbles in the dark arts and gains his energy from an exiled ancestor. These potent practitioners of arcane magic use the power of their bloodline to overcome any that dare oppose them.

Buga

For countless generations, hunter-gatherers have roamed the grasslands hunting the migratory herd animals and harvesting wild grains from pristine fields. With each changing season, nomads pull up their tents and leave their temporary home in search of greener pastures elsewhere. For the buga, this existence is more than a way of life. It is ingrained into his soul. He is born to be constantly on the move, never planting roots in any one location for more than a brief respite. In the buga's mind, familiarity brings staleness. His inquisitive mind and adventurous soul long to seek out new opportunities and challenges regardless of where they may be. Whereas sedentary people desire the comforts of home, the buga finds his peace of mind on the open road. Strange new places, uncharted landscapes and exotic people are his inspiration. In spite of the fact that his transient lifestyle implies a solitary existence, the typical buga is a gregarious extrovert that makes fast friends wherever he goes. In fact, many bugas accompany nomadic tribesmen on their long treks across the feral wilderness. For these wandering herdsmen, a buga in their midst is a most welcome sight. In turn, the buga aids his transitory companions through his connection to the Nomad bloodline.

Nomad (Bloodline)

You were born on the open road, and it is your destiny to travel to farflung locales in search of adventure. The blood of nomads courses through your veins and wanderlust roams in the deepest reaches of your soul. Your magic reflects your innate desire to seek out new experiences and visit foreign lands.

Class Skill: Survival.

Bonus Spells: expeditious retreat (3rd), whispering wind (5th), fly (7th), dimension door (9th), teleport (11th), shadow walk (13th), greater teleport (15th), discern location (17th), etherealness (19th).

Bonus Feats: Acrobatic Steps, Dodge, Endurance, Fleet, Mobility, Nimble Moves, Run, Skill Focus (Survival), Step Up, Strike Back.

Bloodline Arcana: Whenever you cast a spell that increases your speed or grants you a mode of movement that you normally do not have, such as burrow, climb, fly or swim, you treat your caster level as if it were one higher.

Bloodline Powers: Your burning desire to see the world allows you to move faster than normal.

Fast Movement (Sp) At 1st level, you can touch a creature as a standard action, increasing its base land speed by +10 feet for a number of rounds equal to 1/2 your sorcerer level (minimum 1). This adjustment is treated as an enhancement bonus. You can use this ability a number of times per

day equal to 3 + your Charisma modifier.

Woodland Strike (Ex) At 3rd level, you can move through any sort of undergrowth (such as natural thorns, briars, overgrown areas and similar terrain) at your normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect you.

Seen the World (Ex) At 9th level, whenever you teleport to another location, treat the destination as one step more familiar to you. In addition, when determining whether you successfully teleported to your intended destination, you may roll your percentile dice twice and use either result. The preceding benefits apply to all conjuration spells from the teleportation subschool. In addition, whenever you scry on a subject, treat the subject as one step more familiar to you.

Wanderlust (Ex) At 15th level, your base land speed increases by +30 feet. Unfettered (Sp) At 20th level, you can teleport once per day as the spell as a standard action. In addition you gain immunity to all effects that impede your movement. This ability duplicates the effects of the *freedom* of movement spell.

Wichanmuga

For some, exile is a fate worse than death. Forcefully depriving someone of everything they held dear can be a more traumatic experience than an appointment with the executioner's thirsty blade. Unable to go back to the life he formerly led, the exile must strike out on his own in an unforgiving world. Most wither and die shortly after their sentence is passed. Others persevere and find a quiet niche somewhere far away where they live the remainder of their existence in rueful anonymity. But there are a few that seek vengeance against those that sundered the bonds of home and family. Fearful of being discovered by their pursuers, these pariahs take refuge in remote wilderness areas and the seedy underbellies of large settlements where they plot their revenge. In the dark and feral places of the world, these desperate men and women sometimes turn to sinister, nefarious power to further their schemes. These wicked plans rarely succeed, but their dalliance with these otherworldly beings and the stigma of being ostracized leaves a festering scar on the outcast's descendants. Though he may not be an exile himself, the loneliness and isolation of being an outsider constantly gnaws on his fragile psyche. Far from the eyes of those that condemned his ancestor to his wretched fate, the wichanmuga endlessly conspires to punish those who sundered his forebear's bonds of family, friendship and homeland. The wichanmuga does so through his connection to the Exiled bloodline.

Exiled (Bloodline)

A powerful ruler or otherworldly being cast your family out of their homeland and condemned your ancestors to a life of exile. You get the sense that you never fit in no matter where you go and are constantly on the run. Your magic draws strength from this sense of desperation to grant you the ability to escape those who hunt you and consign them to the same fate.

Class Skill: Disguise.

Bonus Spells: *disguise self* (3rd), *darkness* (5th), *nondetection* (7th), *lesser geas* (9th), *dismissal* (11th), *geas/quest* (13th), *banishment* (15th), *maze* (17th), *freedom* (19th).

Bonus Feats: Agile Maneuvers, Alertness, Deceitful, Defensive Combat Training, Dodge, Lightning Reflexes, Mobility, Quick Draw, Skill Focus (Disguise), Stealthy.

Bloodline Arcana: Whenever you cast a spell with a range of personal, your resolve hardens, granting you a morale bonus on Will saves equal to the spell's level for 1d4 rounds.

Bloodline Powers: You long for others to experience the pain and loneliness of being an exile.

Touch of the Shunned (Sp) At 1st level, you can make a melee touch attack as a standard action to temporarily sever the target's bonds of friendship. On a successful hit, the target gains immunity to spells and effects that target allies. Furthermore, it must succeed on a Will save to be affected by any conjuration (healing) spells cast upon it. These effects last for 1 minute per sorcerer level. The target receives a Will save to negate

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both of these effects. The save DC is equal to 10 + 1/2 your sorcerer level + your Charisma modifier. You can use this ability a number of times per day equal to 3 + your Charisma modifier.

Otherworldly Alliances (Su) At 3rd level and every four levels thereafter, you gain a +1 insight bonus to AC against outsiders and on saving throws made to resist spells and effects created by outsiders.

Isolate (Sp) At 9th level, you point your finger and fire an invisible ray at any target within 60 feet. You must succeed on a ranged touch attack to hit. If you hit, the subject is invisible to all creatures except for you and your allies. This effect functions as the *greater invisibility* spell. In addition, the creature is affected by *silence* (as the spell), though the effect does not extend beyond the target. While the target is aware of the *silence* effect, it is generally unaware that it is invisible to other creatures. These effects last for 1 round per sorcerer level. A successful Will save negates these effects. The DC of this save is 10 + 1/2 your sorcerer level + your Charisma modifier. You can use this ability once per day at 9th level. At 17th level you can use this ability twice per day, and at 20th, three times per day.

Exile (Sp) At 15th level, once per day, you can force an extraplanar creature out of your home plane or force a creature from your home plane to return to its birthplace. Otherwise, this ability functions as *banishment*. This effect uses your sorcerer level as the caster level. At 20th level, you can use this ability twice per day.

Stay Put (Ex) At 20th level, you gain spell resistance equal to your sorcerer level + 5. You gain immunity to enchantment (compulsion) spells, as well as spells and effects that displace you from your current location and attempt to move you to another location. These spells include, but are not limited to *banishment*, *imprisonment* and *maze*. You are also immune to bull rush, drag and reposition maneuvers.

Wizard Archetypes

Mounds of dusty tomes, long beards, pointy hats and eccentricity are the objects and traits commonly associated with wizards. Those that do not practice the mystical arts perceive them as stodgy academicians that spend their days pouring through forgotten lore and esoteric ramblings in search of powerful new sources of magic. Wizards are more intellectual and learned than other practitioners of arcane magic, but they are not just bookworms. The grasslands demand a hardier breed of wizard than those found in bustling metropolises and ancient cities. Constant travel is a way of life for most residents of these vast expanses, and wizards are no exceptions. The wizards that succeed here are more attuned to nature than their cosmopolitan counterparts. Though they still derive their power from transcribing and memorizing arcane writings, the wizards of the steppes, prairies and savannas developed innovative ways to strengthen their bonds with the awesome might of the natural world. The ilumbo develops a connection with serpents while still retaining many of the traditional trappings of wizardry. The bestial arcanist takes his bonds with nature one step further by studying and eventually emulating the wild animals that surround him. These two archetypes defy convention, yet their scholarly and mystical roots allow them to tap into and harness tremendous magical power that serves them well in the wild places of the world.

Bestial Arcanist

At first blush, the bestial arcanist appears to be an uncouth hermit or wild man. The typically unkempt wizard lives in the grasslands for extended periods of time and often wears loose-fitting rags that make him look like a street beggar. Yet behind the feral façade is an intelligent naturalist who spends his days meticulously cataloging the activities and behaviors of the beasts that dwell on the plains. These creatures fascinate him, but his interest is not based solely upon curiosity, admiration and a search of knowledge. Instead, he uses his understanding of magic and nature to ultimately transform into one of them. Though sometimes mistaken for a druid, the bestial arcanist sees himself more as a student of nature rather than its sworn defender. Furthermore, intellect rather than instinct or an innate affinity for the natural world guides his actions. In keeping with his academic roots, his humble dwelling usually contains countless carefully drawn diagrams and extensive journals along with his most prized possession — his spellbook.

Arcane Bond (Ex) The bestial arcanist may not select an object and must form a bond with a familiar.

School of the Beast: The bestial arcanist devotes an inordinate amount of time to his study of animals that he forsakes three schools of magic. These opposition schools are chosen at 1st level and cannot be changed later. He cannot select transmutation as an opposition school. A bestial arcanist who prepares spells from his opposition school must use two spell slots of that level to prepare the spell. In addition, the bestial arcanist takes a -4 penalty on any skill checks made when crafting a magic item that has a spell from one of his opposition schools.

A bestial arcanist cannot specialize in a school of magic and does not receive the universalist school. However, he receives an additional spell slot of each spell level he can cast, from 1st on up. Each day, a bestial arcanist can prepare a spell that appears on both the wizard spell list and the druid spell list or any *beast shape* spell in that slot. This spell must be in the wizard's spellbook, and it cannot be from one of his opposition schools. A wizard can select a spell modified by a metamagic feat to prepare in his specialty slot, but it uses up a higher-level spell slot. This ability replaces arcane school.

Study of Nature (Ex) A bestial arcanist gains the wild empathy ability, which functions as the druid ability of the same name. For the purposes of this ability, he uses his wizard class level in place of druid class levels and his wizard class levels stack with all other classes with the wild empathy ability. The bestial arcanist adds his Intelligence modifier to these checks in addition to his Charisma modifier. This ability replaces scribe scroll.

Bestial Transformation (Sp) At 5th level, a bestial arcanist receives the Natural Spell feat as a bonus feat even if he does not meet the prerequisites. The duration of any *beast shape* spell cast by a bestial arcanist is doubled, as though affected by the Extend Spell feat, without altering the level of the spell. Applications of Extend Spell do not stack with this ability. This ability replaces the 5th-level wizard bonus feat.



Ilumbo

The serpent is more commonly associated with treachery than perhaps any other animal. Few people look kindly upon serpents, and the sentiment extends to anyone in the company of these wily reptiles. Mythology and folklore are full of instances describing the cunning reptile's proclivity to serve malevolent creatures and corrupt the innocent. Whether this correlation with evil is attributable to their dangerous bite, alien appearance or unpredictable nature is subject to debate, but the fact remains that the serpent is reviled in many mystical circles. The ilumbo is the rare exception. In many primitive grassland cultures, the ilumbo is derogatorily referred to as the "lying snake" and "he who speaks with forked tongue." Yet while snakes are disliked and mistrusted in many cultures, they are also greatly feared and the same trepidation precedes the ilumbo wherever he goes. The ilumbo's reputation for deceit is wellknown even in the grasslands' remotest corners. Though the ilumbo is frequently looked upon as being evil, his ethical outlook is better defined as an abstract shade of gray rather than a solid black or white. Deceit is a sinful act in many religions, but the ilumbo may foster an illusory truth to accomplish a greater good or he may spread his web of lies to destroy an entire civilization. These details determine whether the ilumbo is a conniving angel or a devil in disguise. Nearly all ilumbos specialize in the Falsehood focused arcane school of magic (see the "Focused Arcane Schools" section in Chapter 2 of Pathfinder Roleplaying Game Advanced Player's Guide for details regarding arcane schools of magic).

Arcane Bond (Ex) The iilumbo may not select an object and must form a bond with a familiar. His familiar must be a reptile.

Falsehood School

The deception wizard uses his illusory magic to conceal the truth and sow mistrust in the minds of others.

Associated School: Illusion.

Replacement Powers: The following school powers replace the extended illusions, blinding ray and invisibility field powers of the illusion school.

Born Liar (Ex) You gain a +2 enhancement bonus on Bluff, Disguise and Perform (act) skill checks. This bonus increases by +1 at 5th level and every five levels thereafter, up to a maximum of +6 at 20th level. At 20th level, whenever you succeed at a saving throw against a language-dependent spell or effect, as an immediate action you can attempt to frighten the caster to death, as per *phantasmal killer*. **Gullible (Su)** As a standard action, you can make a melee touch attack that makes the creature believe everything it sees and hears. If you hit, the target treats all Will saving throws made to disbelieve illusions and all Sense Motive checks to avoid being bluffed as if it rolled a natural 1 for 1 round. This is a mind-affecting effect. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

False Images (Sp) At 8th level, you can emit a 30-foot-radius aura of distorted images for a number of rounds per day equal to your wizard level. These rounds do not need to be consecutive. Enemies within this aura suffer a 20% miss chance on melee and ranged attack rolls. The miss chance does not stack with any miss chance granted by another form of concealment. This is a mind-affecting effect with visual components.

CHAPTER 9: FAITHS OF THE PLAINS

Faiths of the Plains

A popular aphorism in the grasslands states "the more one travels, the more one needs." Those unfamiliar with a nomadic lifestyle presume that the saying is logistical in nature, referring to the need to procure supplies and equipment for any long trek. However, the humanoid inhabitants of the plains typically use this saying in a spiritual rather than a worldly context. Sedentary people rarely travel more than 20 miles from their home over the course of an entire lifetime. Therefore, they narrowly focus their religious beliefs on a small number of crucial necessities — food, water, weather and shelter. With limited contact from those outside their tightly woven circle, religious thinking is frowned upon, as the faithful vigorously resist new ideas and tenaciously cling to their entrenched ways.

The wanderers who roam the plains' vast expanses adopt a more accepting viewpoint centered on inclusion rather than exclusion. Their travels across the immense, open terrain bring them into contact with many exotic peoples and faiths from distant lands. Rather than close their minds and hearts to innovation, many nomads incorporate elements of these religions into their own belief system. Necessity can change in an instant in the grasslands, so it makes perfect sense to keep all options available, especially in a tough spot. Fresh concepts and previously unknown deities may hold the key to salvation in an ever-changing world. These pragmatists readily embrace and add these new gods into their complex and constantly shifting pantheons with frequent regularity. Their willingness to stray from the path of orthodoxy leads outsiders to doubt the sincerity of their faith. This misguided accusation chafes the typical plains inhabitant who believes he is more spiritual than his stodgy, rulesoriented counterparts. He believes that divinity exists in all things, but recognizes that many gods from faiths different than his own hold sway over the fate of the cosmos. From his vantage point, there is no harm in paying at least passing homage to these deities in the event that one of their divine gazes glances in his direction.

With these concepts in mind, the pantheon of deities worshipped by plains' inhabitants is not mutually exclusive of other religions. Though the faith's core beliefs and deities form the foundation of their religion, bits and pieces of many other religions find their way into accepted doctrine. Humans bordering a plains area may add elements of their neighbors' religious beliefs into their own, or they may even incorporate some deities from other nearby humanoid races into their ever-growing pantheon of gods and goddesses. In spite of this widespread diversity and external influences, some core principles and beliefs remain sacrosanct throughout the grasslands. The following pantheon of gods and accompanying belief system are suitable for use in any plains campaign. This is especially true in *The Lost Lands Campaign Setting* of Frog God Games where the Shattered Folk scattered throughout the Haunted Steppe venerate the gods known as the Ethtuwate but usually referred to by the wandering tribes simply as the Elder Spirits.

Ethtuwate Pantheon (Elder Spirits)

Plains' inhabitants willingly accept many new ideas, but the story of creation is not subject to debate. Untold ages ago, Tunkaku the Great Giver, an immense roiling mass of organic and inorganic matter, inexplicably emerged from nothingness into the vast emptiness. No longer bound together by the stifling confines of its former existence, the densely packed, vaguely spherical shape literally tore apart at the seams hurling pieces of itself into the great beyond. The largest chunks of debris raced toward the farthest reaches of creation, where they eventually became the points of light that wander across the night sky. The living matter ejected to the depths of space transformed into the outsiders — the creatures born of the four elements and those forged from the forces of good, evil, law, chaos and neutrality. What remained of Tunkaku in the aftermath of the great sundering slowly coalesced over the course of countless millennia and became the center of the universe. This enormous expanse of rock and soil stretched for thousands of miles in every direction. The organic matter that resided on this expanse took shape during that time and eventually populated the world with all manner of plants, animals and living creatures, including humanity.

Overseeing this design were Tunkaku's grandest creations: Thaka, a radiant being astride a magnificent Pegasus, and Drethra, an equally majestic entity mounted upon a fiery nightmare. Each day at dawn, Thaka galloped across the sky, basking the world below in his warm, radiant aura. After he thundered across the heavens, Drethra appeared at dusk upon her bellowing, black steed, leaving nothing but shadow in her wake. They repeated this dance every day at varying intervals. During the summer, Thaka's pace slowed, and his nourishing light and heat brought life to a starving world. As winter approached, Drethra dominated the stage, ushering in extended periods of blackness and cold that slew innumerable plants and animals during her brief tenure. The earliest humanoids came to revere Thaka and despise Drethra, a development that Drethra yearned to remedy.

The Plains' Birth

At the dawn of time, the mighty trees ruled the land, and the humble grasses languished in their tyrannous shadow. Thaka bathed his resplendent wooden giants with his warm glow and refreshing rains, as the benevolent god rode in triumph atop the marvelous pegasus. Or at least, that is how Drethra perceived the present situation. Envy coursed through every fiber of her being, but she knew that the time would soon arrive when she would punish those who cursed her.

Then, as she predicted, a day came when even Thaka could not illuminate the world. It was as if a great object stood between him and the great forest, casting an immense shadow upon the yearning earth. As luck would have it, the strange event coincided with the winter solstice, the same day when Drethra lorded over the heavens for longer than any other on the calendar. She and her nightmare mount descended from the skies and plummeted to earth in a cloud of fire and billowing smoke. Wreathed in flames, the scorned goddess and her infernal companion carved a swath of fiery destruction through the maze of trees, setting the great forest ablaze. When Thaka rolled across the heavens to usher in a new day, even his radiant light could not pierce the thick haze of ash and smoke coming from the smoldering timber beneath him. Tears rolled down his divine face and doused the flames, yet he intervened too late. Drethra destroyed much of the great forest, leaving charred husks and scorched earth in her wake.

Yet a goddess sometimes cannot predict every outcome. Her plan to decimate the forest and punish her detractors succeeded, but even she could not anticipate what would happen next. As the trees rotted in the open fields, the previously dormant grasses sprung to life, aided by Thaka sowing their seeds across the land. Freed from the wooden giants' oppressive yoke, the hardy plants asserted their dominance and claimed dominion over the land that Drethra burned. Intent on creating a desolate wasteland, the envious goddess's actions instead gave birth to vast fields of nourishing grain and grasses that could feed enormous populations of men and beasts. On that fateful day, the survivors also discovered the secret and power of fire. Though she slew many men and beasts and laid waste to the great forests, Drethra accidentally gave humanity more control over

their environment than Thaka ever did — the gift of fire. For that reason, some of her former enemies came to revere her as their patron deity.

Since that day, Thaka and Drethra engage in an endless struggle for control over the grasslands. Thaka sows seeds and periodically deluges the thirsty earth with life-giving rain. To counteract him, Drethra uses fire to immolate the amber fields and burgeoning saplings, but the resurgent grasses quickly spring back to life. This delicate balancing act gives the plains its unique properties. The grasslands constantly straddle the boundary between deserts and forests, a balancing act that is sometimes aided or made more difficult by the intervention of two squabbling deities.

Thaka, "The Golden Rider," God of the Sun, Harvest, and Life

Alignment: Neutral good

Domains: Community, Good, Sun, Water Symbol: A golden orb surrounded by stems, flowers and leaves Typical Worshippers: Chieftains, farmers, shepherds

Favored Weapon: Light mace

At some point in the day, nearly every humanoid inhabitant of the grasslands offers a short prayer to Thaka, the bringer of light and warmth. It is impossible to pass through a settlement without seeing at least a makeshift shrine honoring the benevolent deity. As the most widely worshipped god in the pantheon, his temples and shrines are found in every camp and settlement throughout the plains. Though commonly perceived as being male, Thaka, like the other members of his pantheon, is androgynous. He appears to be a tall, slender humanoid with long, flowing vellow hair, bronze skin and glowing blue eyes. He wears a resplendent white robe and is always atop his mount, Hloctaw, the majestic white pegasus. Many of Thaka's worshippers consider him to be the pantheon's father and chief deity. However, Thaka does not express or espouse such a belief. Likewise, he does not claim to have any familial connection to Drethra, whom many worshippers erroneously deem to be his sibling.

Core Beliefs

Life is impossible without Thaka. He is the sun that streaks across the sky, bringing light, warmth and rain to a waiting world. His radiant aura nurtures crops and brings life to all creatures that feed upon them. Humility and compassion reflect Thaka's benevolent nature. Bounty and good fortune must be shared with the community, as his glowing face and generous tears make the harvest possible. Thaka abhors violence, but physical force is sometimes necessary to stop evil.

History

Thaka and Drethra came into existence when Tunkaku ripped apart at the dawn of time, making them the pantheon's oldest deities. None can adequately explain why these two entities ascended to divinity, whereas the remainder of Tunkaku's organic matter became mortal creatures. Some theorize that the god and goddess were originally destined to be one of the distant travelers that roams the night sky, but Tunkaku's dving essence instead chose them to remain among the world of men. Most shamans conclude that those far-off points of light are deities in their own right, a belief that many plains' inhabitants widely accept, as demonstrated by their willingness to incorporate gods and goddesses from other pantheons into their belief system. Whatever the case may be, Thaka never dwelt on such matters, and instead devoted his energies on illuminating and watering the fertile soil beneath Hloctaw's radiant hooves.

When the world was new, Thaka and Drethra had a harmonious relationship. The pair always met at dawn and dusk to exchange greetings and pleasantries as one's daily journey ended, and the other's trek began. Yet, with each passing generation of men, envy stirred within Drethra's soul, leading her to set the great forest afire and giving birth to the vast grasslands that took its place. After that fateful day, Thaka made repeated efforts to reconcile with his tempestuous counterpart. He begged her not to listen to the shortsighted opinions of fallible mortals, but to no avail. Drethra's outlook hardened, and his conciliatory overtures always fell on deaf ears.

In light of Drethra's destructive actions, the previously aloof god now pays greater attention to the creatures that wander the vast plains nourished by his radiant light, warmth and rain. Since that day, he has imbued several mortal heroes that piqued his interest with divine powers, giving them dominion and authority over various aspects of life on the plains. Many followers of these lesser deities owe at least some measure of fealty to the entity responsible for their patron's ascension into the heavens. Not to be outdone, Drethra also grants divinity to creatures she believes may further her cause. Over the intervening centuries, both gods have done battle against the other's minions in their continuing struggle for supremacy over the world.

Clergy and Worshippers Those who follow in Thaka's footsteps lead righteous and humble lives. The benevolent, gracious deity accepts any mortal being into his priesthood regardless of the candidate's race, gender, lineage or social status. Thaka demands only one prerequisite --- that his clerics place the needs of others above their own wants and desires. His worshippers often quip "those who serve Thaka serve many masters." It is true that Thaka's priests tend to the spiritual, physical and material needs of their followers. But his clerics also wield tremendous political influence in many of the communities they serve. Earthly rulers frequently look to them for guidance and advice in temporal matters of state. In fact, a handful of Thaka's priests occupy important positions of authority throughout the grasslands where they act as tribal chieftains or the leader of a small settlement. Such arrangements are usually temporary and occur out of an urgent need to combat an encroaching evil that must be repelled. Though Thaka detests violence, bloodshed is a necessary evil committed in the name of upholding a greater good. When such actions are justified, Thaka's priests stand at the forefront, toe to toe with their fellow defenders of goodness and righteousness.

Absent such exigent circumstances, Thaka's priests attend to more mundane affairs on a daily basis. They heal the sick and injured, till the fields, perform important rituals and resolve domestic disputes. Though Thaka's priests lend tremendous support to the families under their auspices, clerics cannot marry nor have children of their own. On the surface, this doctrine contradicts Thaka's mission as the god of life, but there is a logical reason for this prohibition. Without a family of his own, the needs of the community remain first and foremost in the cleric's mind. He never has to choose between serving his followers and serving his family. In spite of this policy, the priesthood encourages but does not mandate celibacy. Priests and priestesses that pursue intimate relationships normally exercise caution and discretion. Unintended pregnancies, extramarital affairs and any reports of deviant behavior are grounds for mandatory expulsion from the priesthood. In addition to these indiscretions, the clergy immediately removes any priest from its ranks that amasses a personal fortune at the expense of his followers. Though the clergy allows clerics to retain gear and equipment acquired in the battle against evil, monetary treasures must be used for the betterment of the community. Likewise, a priest of Thaka never asks for nor accepts any recompense for his services. Those who run afoul of these rules soon find themselves looking for another profession.

Every year on the Summer Solstice, 365 randomly chosen clerics gather at the largest temple to elect their supreme leader, known as the Son of the Sun. In spite of the name, females can and frequently do occupy this prestigious role. On most occasions, the election is a mere formality, as a serving leader rarely loses his position to an upstart. The vast majority of Sons of the Sun die in office. The election of a new leader to replace a departed predecessor is a politically charged affair. Behind the scenes wrangling and the formation of shifting alliances are commonplace during these events, but intrigue is extremely rare. Still, there have been occasions where a prospective candidate used a fabricated scandal to destroy a potential rival. Seasoned clerics of Thaka jokingly marvel at the number of illegitimate children and adultery accusations that mysteriously

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surface just before an election for a new Son of the Sun.

Worshippers openly profess their faith in Thaka and extol his virtues whenever an opportunity presents itself. Many families paint a golden orb on their home's front door, and wrap a dried vine or leaves around the image to recreate the religion's symbol. Though nearly all plains' dwellers show a modicum of devotion to Thaka, those who depend upon the sun and the rain for their livelihoods are his most-devout followers. Farmers, shepherds, field hands, fishermen and others who work the land begin their day at dawn with a short prayer to their divine benefactor and conclude the day with a small offering to their beloved deity. Regardless of the worshipper's profession, a brief prayer precedes every family meal thanking Thaka for the bounty of the harvest.

Temples and Shrines

Humility is a virtue, and Thaka's temples and shrines exemplify this ideal. The Mound of the Sun, the church's center of power, is a large earthen structure in the middle of the thriving settlement of Thian. Though large by any building standard, the temple lacks the ostentatious trappings of wealth and power commonly found in many other religions. A simple altar adorned with the bounty of the harvest and an open area for worshippers constitutes the basic design plan for Thaka's temples. In addition to their architectural features, Thaka's shrines and temples are always constructed in locales that offer a clear view of the sun on its daily journey across the heavens. Builders position windows and openings in the ceiling to allow sunlight to illuminate the temple or shrine's interior at regular intervals throughout the course of the day.

Clerics conduct prayer services at dawn, noon and dusk on all days except the holidays. The most sacred holiday, Xajira, or the Dawn of Fire, commemorates Thaka giving birth to the grasslands after Drethra burned the great forest. The celebration takes place on the morning after the Winter Solstice when Thaka sowed grain seeds across the scarred land and watered the scorched earth with his tears. All worshippers attend prayer services that morning and partake in the traditional meal of barley soup and fresh bread washed down with generous tankards of beer and ale. Shatku, or the Nightmare of Flames, begins at dusk the evening before Xajira. On this holy eve, worshippers extinguish all lights and flames and spend the overnight hours in complete darkness to mourn the great forest's destruction and Drethra's reign of fire on that fateful evening. The faith's other major holidays include the two equinoxes and the Summer Solstice. Otherwise, the typical worshipper attends prayer services at least once a week, though times of particular need may warrant additional visits and offerings.

Drethra, "Mother of Mayhem," Goddess of the Moon, Darkness and Fire

Alignment: Chaotic evil Domains: Chaos, Darkness, Destruction, Evil, Fire Symbol: A burning tree Typical Worshippers: Conspirators, lycanthropes, murderers, pyromaniacs, spies, thieves Favored Weapon: Dagger

None openly profess their love for the envious goddess of night, but the few worshippers who venerate the temperamental deity claim that they can feel her jealous glare and dark tendrils brush against their bodies during a moment of utter spontaneity. Drethra, the mother of mayhem, relishes such moments when a wicked deed comes to glorious fruition. Those who pay homage to Drethra do so under the cover of darkness in remote locales far from civilization or in secret chambers beneath the crowded streets. She is depicted as a pale, sickly humanoid with wiry jet-black hair, steely-gray eyes and parched, angry red lips. Burns adorn her cheeks, and she wears a phosphorescent silver cloak that conceals a dagger affixed around her slender hips. She strides across the night sky atop her fiendish nightmare mount, Calcetrix the Malevolent. Drethra bristles at the thought that she is somehow physically related to Thaka in any manner. The mere suggestion is enough to garner the transgressor a hateful gaze from the jealous mistress.

Core Beliefs

The world is there for the taking. Never allow others to claim ownership over what is deservedly yours. Darkness provides the means for acquisition, and envy is the fuel of ambition. Law stifles inspiration. Chaos encourages the unimaginable. Act on impulse whenever possible, as instinct is the mother of innovation. Fire is the tool of vengeance. New possibilities always emerge from the ashes.

History

Drethra's current ideology belies her nurturing origins. Though androgynous, Drethra gladly assumed the role of mother to an expectant world as a foil to Thaka's paternal nature. She believed that Tunkaku instilled her with a maternal instinct toward the creatures that dwelt in the world beneath her. In her divine mind, they were her children. The night she brought with her sowed rest and strengthened the bonds of family and friendship — or so Drethra thought. Her humanoid progeny believed otherwise. The prayers of gratitude and thanks from the world below resounded to the heavens and filled her waiting ears with one name — Thaka:

"Praise to Thaka for the light! Blessings upon Thaka for the rain! Great Thaka rides across the skies, and we bask in his warmth!"

Nearly every silent and spoken prayer celebrated Thaka. The few who even mentioned Drethra begged her to leave and return Thaka to his rightful place. Over the passing generations, Drethra's love for the world's creatures turned to ambivalence and culminated in loathing. She came to view humanity as a spoiled, ungrateful child. When the celestial forces finally aligned in her favor, Drethra's primal desire for revenge spurned her to fall from the heavens and set the great forest ablaze with her furious flames. But something unexpected happened to Drethra on that seminal evening. She gave humanity the gift of fire. Amid the vile curses and songs of hate that reached her ears, she heard the first words of gratitude from mortal lips. Those who lurked in the darkness finally spoke to her, and their doting mother answered their cries. Though small in numbers, there were men and women worthy of her interest. Each night when darkness crept in the world, her malevolent voice whispered her grand designs into the minds of those in her service:

"The shadows are your ally. Take what you wish from those that oppose me."

Drethra's influence slowly spread through humanity, though her worshippers never remotely rivaled the numbers of those who followed her beneficent counterpart. Still, she realized another valuable lesson from the great cataclysm — the ability to act through others. In addition to her mortal minions, Drethra imparted some of her divine powers into humanoids and beasts that could act in her stead, thus populating the Ethtuwate with an assortment of lesser gods and demigods willing to perform her bidding. Since that time, Drethra prefers to remain in the background, manipulating and orchestrating the actions of others to further her lust for darkness and anarchy. Drethra has no specific agenda other than to humiliate and weaken Thaka. Just as she did centuries ago, the Mother of Mayhem wants nothing more than to watch the world burn.

Clergy and Worshippers

Drethra's priests are a diverse lot. Many hail from society's dark underbelly, beginning their adventuring careers as rogues and assassins. Even those with no experience in the preceding professions usually share the same skill sets commonly associated with those classes. Likewise, those born with an innate talent for destruction or a mastery of fire, such as sorcerers born with the appropriate bloodlines, can also rise to a position of power within Drethra's ecclesiastic hierarchy. Still, clerics account for the largest percentage of her clergy, but they still comprise less than half of their overall numbers. In keeping with their mistress's philosophies, anyone with ambition can rise to a position of leadership within Drethra's priesthood.

Secular authority figures, however, lean heavily on Drethra's clerics for advice and insight regarding their divine patron's wants and desires.

The chaotic goddess's clergy lacks any semblance of centralized authority, and is instead based upon a localized power structure. A strong church in a particular area may exert control over a large region, but in most cases, a church's influence rarely extends beyond the borders of the village, town or city where the clergy and worshippers congregate. Power within the church's hierarchy usually depends upon the leader's ability to forge critical alliances with key people and placate the ambitions of those seeking to take his or her place. Surprisingly, violence within Drethra's clergy is exceptionally rare. Those that attempt to assert their authority through force of arms or mystical might almost always fail in the endeavor. Those jockeying for a better position within the hierarchy are all too aware that today's alliance may be replaced by a new one tomorrow. A demotion is temporary; death is permanent.

It is rare for someone to actively seek out Drethra's favor, so clergy and worshippers alike resort to other methods to increase their numbers. Newcomers who develop a reputation for causing trouble or playing with fire almost always attract her clergy's wary interest in their constant search for new recruits. Before allowing these initiates into the fold, Drethra's priests surreptitiously observe them commit an act that warrants inclusion. Contrary to popular belief, spontaneous, random acts of mayhem and mischief carry far more weight in the clergy's eyes than sadistic crimes of cruelty and violence. Impulsively torching a storefront goes a lot farther toward acceptance than beating and robbing a helpless beggar.

If the clergy decides that the individual is worthy of membership in the church, a lone priest approaches the subject and asks a variation of the following question: "When the moon is high and darkness falls across the land, who brings fire to those beneath the heavens?" Naturally, the correct answer is Drethra. Those who respond incorrectly or not at all receive no further consideration. Anyone who answers Drethra must correctly answer a cryptic and often roundabout series of probative inquiries to gauge their suitability for membership. There are no right answers to these additional questions. The priest uses this technique to measure the person's receptiveness to joining their community of worshippers. When it becomes clear that the person is not interested or unlikely to join, he politely and abruptly ends the conversation. Those who pass are invited to become a member of the local church. Those who decline at this juncture face an uncertain future depending upon their reaction. Anyone who gives the strange interlude no further thought or mention is likely to survive the encounter. Someone who discusses the odd event with others faces a drastically shortened lifespan.

The local church's leader, known as The Voice in the Darkness or The Maker of Mischief, directs the activities of Drethra's worshippers. These directions are more akin to guidelines and suggestions rather than specific plans or achievable goals. The Voice typically encourages her followers to "cause mayhem" or "sow chaos" throughout the area, rather than telling a particular individual to perform a designated task. There are some exceptions to this general rule, and on those rare occasions when Drethra's followers do act in this manner, they also resort to using their favorite tool to achieve their ends — arson. Fire is Drethra's calling card, causing many plains' residents to quip that one can see Drethra's bony fingers in the tendrils of smoke rising from the flames. The perpetrators of such acts can expect nothing in the way of financial, spiritual or physical aid from the clergy, though the church offers protection and sanctuary to those that commit crimes in Drethra's name. Those who partake in these activities quickly rise through the ranks of the church's hierarchy to take their place among the clergy's leadership caste. The popular adage --- those who do, lead, and those who deal, rule — best captures this political dynamic.

Temples and Shrines

In most communities, Drethra's clergy and worshippers operate in secret, so it is impossible to find one of her temples or shrines without extensive searching or assistance from a current member. The latter method is faster, but Drethra's followers do not point strangers in the direction of their clandestine hideaway on a routine basis. In settled environments, Drethra's temples and shrines are always constructed in a secure location with one entrance and an emergency escape route. Most are located underground, accessible through a concealed access point within an adjoining building or through the sewer system. Drethra's clergy calls upon their rogue, assassin and sorcerer members to construct mechanical traps and conjure magical wards to prevent unauthorized intruders from gaining entry to their subterranean temples and shrines. In rural environments, Drethra's places of worship can be found in remote caves far from the beaten path. Guards stationed within the cave mouth and the surrounding wilderness ensure that unwelcome visitors never set foot in Drethra's profane places of worship.

The temple complex itself contains a confusing network of passages, tunnels and chambers that seem to lead nowhere. Repetitive corridors, false doors and abandoned rooms are commonplace throughout the structure. In the end though, all roads lead to the inner sanctum. Regardless of location, this important chamber always features a dome with the faintly glowing image of the moon painted upon its apex. Every day at midnight, The Voice offers a percentage of the congregation's ill-gotten take from that day to their envious deity on a bejeweled stone altar. The thieves then give an even smaller percentage to The Voice and divvy up the rest of the spoils among the larceny's participants. Drethra's most devout priests and followers bequeath their worldly possessions to the church upon their death. The most valuable items fall into the hands of the current leadership, and the remainder is used to elaborately decorate the inner sanctum. Magnificent paintings, sculptures and other valuable objects with no combat applications find their way onto the inner sanctum's floor, walls and ceiling making the location a prime target for the most daring adventurers.

The faithful are expected to visit the shrine or temple on Xajira to celebrate Drethra's destruction of the great forest and her triumph over Thaka. Otherwise, her priests and followers perform no true religious rites or ceremonies other than the midnight sacrifice. Instead, the temple serves more as a gathering place than a spiritual center. To make the assemblies even more raucous, the largest temples and shrines keep an ample supply of beer, wine, whiskey and mead on hand to help fuel the debauchery. Thanks to the plentiful stores of alcohol, members discuss current events and future plans, relive past exploits and forge alliances with other likeminded followers in the never-ending circus that is Drethra's leadership hierarchy. The right words and coins cement most pacts, but the temple also boasts numerous discreet bedchambers to consummate the most intimate partnerships. In fact, many of Drethra's followers are born of such unions.

Lesser Gods and Demigods

Throughout their conflict for supremacy, Thaka and Drethra imbued divine power to mortal beings, albeit for different reasons. Thaka grants godhood to creatures that he deems deserving and worthy of such awesome responsibility. Drethra infuses creatures with divine might to aid her in her struggle against Thaka. Though each of these entities owes its creation to one of the Hun pantheon's two primary deities, their loyalties and allegiances sometimes shift over time. None has completely abandoned its benefactor, but a few straddle the line between obedience and treason.

Cajusta, "The Mocking Jester," God of Comedy, Festivals and Mischief

Alignment: Chaotic neutral Domains: Chaos, Fire, Travel, Trickery Symbol: A red, blue and green jester's cap Typical Worshippers: Children, comedians, performers, satirists

Favored Weapon: Quarterstaff

This jovial deity sports a wry smile, a bulbous red nose, a colorful jester's cap and a mismatching pair of trousers and shirt. Once Drethra's staunchest ally and closest confidante, Cajusta's personality slowly transformed from a cruel prankster and hurler of harsh insults to a witty, humorous clown that pokes as much fun at himself as he does others.

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Cajusta endured a difficult upbringing. Born out of wedlock to a Hundaei nobleman's servant, the misshaped bastard seemed destined for a life of buffoonery. Adults and children alike teased and insulted the young boy about his minor deformities and the embarrassing circumstances surrounding his birth. The endless barbs and jests took a heavy toll on the frail, spindly child's fragile psyche. He escaped his tormentors at every opportunity and idled his hours away juggling and reading books on a variety of topics. By the time he reached adolescence, Cajusta was an accomplished juggler, jokester and master of pyrotechnics, ready to turn the tables on his enemies. His talents earned him a place in the nobleman's court as his appointed jester. Cajusta seized the opportunity and used his sharp wit to hurl withering insults to his adversaries in court. Naturally, being the butt of Cajusta's jokes did not sit well with his foes, so they retaliated by throwing rotten food and other disgusting objects at him during his next performance in front of the entire court. The irate jester could take no more. He retreated backstage and returned with five flaming juggling pins that he used in his next act. As his detractors mocked him, a sardonic grin crossed his face. An instant later he lobbed the fiery projectiles at his enemies. Five loud explosions, a thick cloud of smoke and the stench of burning flesh suddenly filled the room. Coincidentally, Drethra witnessed the incendiary spectacle and immediately made Cajusta a demigod.

At first, Cajusta lived up to Drethra's expectations as the quintessential villain. The spiteful, angry deity delighted in tormenting others for even the mildest real or perceived slight. Likewise, he encouraged his growing contingent of worshippers to engage in cruel and even lethal pranks. Yet, something strange happened. As the details of Cajusta's sad life leaked out, he became more sympathetic in the public eye. The downtrodden, the oppressed and most especially bullied children came to view Cajusta as something of a hero. No other deity knew their pain as personally as Cajusta. Over time, he embraced this role and inspired his followers to use humor and harmless pranks rather than violence to fight back against their tormentors.

Cajusta now enjoys widespread popularity, especially among children, performers and satirists. In fact, bards make up the majority of Cajusta's priests, though clerics still occupy the higher echelons of the ecclesiastic hierarchy. Regardless of their class, all priests of Cajusta wear motley outfits and have at least some rudimentary skill in Perform (comedy). Many perform as clowns at children's birthday parties and other social events. In spite of these lighthearted festivities, Cajusta and his followers are still mischievous by nature. They are not above making an unfortunate bystander the butt of one of their saucy jokes or damaging property in the course of pulling a prank. Fire is also an integral part of any performance, sometimes with disastrous results. On special occasions, such as a notable birthday, wedding or coming-of-age celebration, two or more priests of Cajusta may engage in what worshippers call "The Fools' Duel." Each priest derides his fellow priests in rapid succession, hurling insults, jibes and slurs at each other. Followers dub the priest that gets the most laughs as Cajusta's Fool, and he becomes the co-guest of honor.

Cajusta's clergy leads a nomadic lifestyle, so there are no temples, shrines or other places of worship erected in his honor. As his worshippers frequently quip, "look for the cap and scepter if you seek Cajusta." Priests of Cajusta are always present in the grasslands' largest settlements. They pass through smaller settlements on an irregular basis spreading mirth and mayhem wherever they go. They sometimes spend several nights performing in a chieftain's house or earning a modest living entertaining worshippers and non-worshippers alike at local lodges.

Iluyugo, "The Parasite," Goddess of Disease and Suffering

Alignment: Neutral evil Domains: Air, Animal, Death, Evil, Plant Symbol: A gangrenous limb Typical Worshippers: Diseased and disease-causing creatures, evil humanoids, torturers, sadomasochists Favored Weapon: Shortspear

Iluyugo resembles a cross between a mosquito and an engorged tick. This loathsome monstrosity's silky wings propel this diminutive, ravenous creature through the air on its mission to spread contagion throughout the world. Few beings directly worship the bringer of pestilence, but nearly all pay some deference to the universally hated deity.

The exact circumstances of Iluyugo's ascension to godhood remain steeped in mystery, yet one fact is certain — Drethra created Iluyugo almost immediately after she set the world aflame. Though illness and disease existed before The Parasite's unwelcome arrival, Drethra sought to embody these invisible forces into something tangible that could instill fear and dread into the world of the living. Iluyugo's minute size does not lessen the sense of terror that accompanies her appearance. A fleeting glimpse of an airborne insect, a monotonous drone and an inexplicable welt on the skin sow trepidation in every humanoid community. Still, Iluyugo herself serves more as a symbol of humanity's inability to escape disease than as an entity that actually spreads contagions throughout the world. In fact, there are very few recorded instances of individuals encountering the despised goddess. In spite of Drethra's intentions, most people still treat Iluyugo as more of a bogeyman than a physical entity.

Only the most depraved creatures venerate Iluyugo. Those that delight in bringing sickness and pain to themselves and others are her most ardent followers. Iluyugo's worshippers congregate in small cells known as Contagions. Regardless of their class, her followers always wield a shortspear that they lovingly refer to as "Iluyugo's Sting." Contagions gather in secret meeting places concealed in large settlements where an outbreak of disease is likely to be less noticeable. A cleric, inquisitor or oracle always heads the cell. Believing they are tasked with a divine mission to spread illness and suffering throughout the world, these demented individuals use several methods to achieve this twisted goal. They sometimes release large swarms of infected vermin into a humanoid community. On other occasions, they distribute contaminated food and water to a starving and thirsty populace. Iluyugo's most devious devotees pose as physicians and healers in temples and hospitals, yet instead of curing the injured and dying, these sinister poseurs afflict those in their care with the most lethal diseases. In addition to their wicked efforts to sicken unsuspecting people, Iluyugo's most devout disciples use barbarous devices and techniques to inflict agony upon other creatures as well as themselves. Naturally, torturer is the occupation of choice for many of these warped minds.

Men and women not in Iluyugo's service still pay deference to the frightening goddess. At the first sign of plague, residents voluntarily spill a few drops of blood in her name and leave it in a small bowl as an offering to her parasitic minions. There is no evidence to suggest that the ritual actually mitigates the effects of a natural or unnatural disease, but no one is willing tempt fate and remove all doubt.

Srishwa, "The Queen of Beasts," Goddess of the Hunt

Alignment: Neutral good Domains: Animal, Good, Nobility, Strength Symbol: A wolf's face Typical Worshippers: Butchers, druids, good-aligned magical beasts, hunters, intelligent animals, rangers Favored Weapon: Spear

Srishwa appears to her worshippers as a mighty, dire wolf with golden fur. Thaka elevated this majestic animal to the status of godhood after she sacrificed her life to save the lives of her newborn cubs from an attack by a vile poacher and his vicious pack of coyotes. He restored the heroic martyr to life and granted her intelligence and divinity. As a predator in her own right, Srishwa recognizes the sanctity and significance of the hunt in humanoid society. She is Thaka's staunchest ally.

During her mortal existence, Srishwa was the unquestioned matriarch of the largest wolf pack in her region. While on the hunt for a fresh kill to feed her young offspring, Sedit, the notorious poacher, and his trained pack of coyotes laid eyes upon her cubs, which were being watched by two of the group's younger males. The hungry coyotes emerged from the tall grass and charged at Srishwa's cubs and the inexperienced pair caring for them. The

two frightened wolves fled, but the loud commotion reached their mother's terrified ears. As the ferocious canines bore down on the unsuspecting youngsters, Srishwa raced to the scene at breakneck speed and arrived just in the nick of time. Though badly outnumbered by the coyotes and their human master, Srishwa stood her ground long enough to allow the pack to arrive. Srishwa fell, but her precious cubs survived the savage attack. Moved by her unselfish act of courage in the face of insurmountable odds, Thaka rewarded the brave mother wolf with sentience and immortality. Thaka then gave her dominion over all aspects of the hunt.

Srishwa's priests and worshippers are most commonly found on the open plains where hunting is a cherished way of life and a daily necessity. In their minds, one creature's demise keeps countless others alive until the next kill. At the conclusion of a successful hunt, Srishwa's priests pray for the slain victim's soul and give thanks to their goddess for granting them her bounty. Her ecclesiastical ranks consist solely of clerics, druids and, to a lesser degree, rangers. Clerics perform the group's main religious rites, including The Taste of First Blood ceremony, which serves as a coming-of-age ritual for adolescent boys and The Feast of Life prayer that is said to honor the hunt's quarry. Druids and rangers defend the worshippers' hunting grounds and prey animals from poachers and large scale exploitation. Those that run afoul of Srishwa's laws face a rude awakening from nature's fiercest protectors.

In keeping with the goddess's rural roots, her simple shrines are only found outdoors and consist of a ceremonial stone slab placed in a prime hunting spot. They are always located in an important geographical location such as an elevated bluff overlooking a migratory route or a watering hole frequented by numerous herd animals. Priests and worshippers generally use the slab to dress the carcass of a recently killed animal, leaving the unused scraps behind as an offering to their goddess. Worshippers in settled areas, particularly butchers, always keep such a slab in an outdoor courtyard or even a rooftop area attached to their homes or shops.

Omay, "The Great Mother Corn," Goddess of Fertility, Health and Marriage

Alignment: Neutral good

Domains: Animal, Community, Good, Healing, Plant **Symbol**: A headless votive figure of a pregnant woman **Typical Worshippers**: Animal breeders, parents, lovers, midwives

Favored Weapon: Sling

Unlike the Ethtuwate's mostly androgynous members, Omay is undoubtedly female. She appears as a naked, pregnant woman with long, black hair that extends beyond her knees and covers her entire torso except for her distended belly. Stricken with a debilitating and fatal disease during her mortal lifetime, Omay willed herself to survive long enough to give birth to her beloved twin daughters before she succumbed to the rigors of childbirth and the ravages of her crippling illness. Omay's determination and act of self-sacrifice moved Thaka. At the moment of her death, he elevated her to the status of goddess.

Already the mother of six children, joy filled Omay's loving heart when she learned that she and her doting husband Utuko would be welcoming twins to their happy family. Yet experience taught Omay that there was something wrong with this pregnancy. In addition to the normal changes that affect an expectant mother, Omay also suffered from debilitating aches, extreme fatigue and inexplicable weight loss. Her twins grew inside her womb, yet in spite of the village healers' best efforts, the young woman's health steadily deteriorated. Omay knew that she was in a race against time. Insufferable pain ravaged her withering body and drove her to the brink of death, but Omay somehow endured the agony to give her unborn children more time to mature. After seven months of horrific torture, the dying woman summoned her last ounces of strength to give her infants a fighting chance in an unforgiving world. Her daughters' first cries were the last mortal sounds Omay heard before Thaka ascended her into the heavens to give comfort and solace to expectant mothers and all those in need.

Though anyone can worship Omay and offer aid to her followers, her formal priesthood is exclusively female. Any woman can become one of her clergy regardless of race or age, but one aspiring to be one of her clerics must have given birth at some point in her lifetime. There are no time limits, so a woman that had a child many years ago can still become one of Omay's clerics later in life. The church prohibits unwed mothers and adulterers from joining the ranks of her clerics, but the Mother Supreme, the head of the church, may grant an exception to this rule in extraordinary cases. Because of this restriction, the overwhelming majority of her clerics are married or widowed. In addition to tending to the needs of their own immediate families, many clerics work as midwives in the local community and oversee livestock breeding on nearby farms and pastures. Though typically associated with humanoid fertility, rural followers often ask her clerics to bless their crops, fields and barns at the start of the annual growing season.

Omay's priests shy away from building grandiose temples and shrines and instead renovate abandoned homes, corrals, and other simple structures that they use to host daily prayer services and more importantly provide essential services to the community at large. Plains' residents often quip "Omay turns no one away" in deference to her priesthood's willingness to aid young mothers and needy children regardless of their personal circumstances or beliefs. Her places of worship frequently double as hospitals, orphanages, veterinary clinics and temporary housing for unwed mothers with nowhere else to go. Within the reassuring walls of these buildings, Omay's priests restore health to broken bodies and tranquility to wounded souls.

On a more joyous note, her clerics relish the chance to unite two people in love. As the patron goddess of marriage, many couples get married at her temples and shrines, and then hold their receptions on the surrounding grounds. In addition to performing the ceremony, her priests also supply food, drink and entertainment for the lovers and their cherished guests. Celebrations can last well into the wee hours of the morning as priests and revelers alike feel the affair's aftereffects for days to come.

Orlik, "The Rotting Limb," God of Death

Alignment: Lawful neutral Domains: Death, Earth, Law, Repose Symbol: A skeletal arm Typical Worshippers: Assassins, embalmers, murders, soldiers Favored Weapon: Light pick

Like Zuxaca, Orlik does not owe his creation to Drethra or Thaka, and most shamans believe that the dour god of death predates those two primary deities and even Tunkaka. Even his most devout worshippers know very little about Orlik's creation, background or history. He reputedly dwells deep beneath the earth in a massive catacomb that stretches for thousands of miles in every direction. Artists and sculptors typically depict him as a humanoid skeleton mounted atop a large, decaying maggot or worm, though no one can say for sure whether the image is accurate or the product of an overactive imagination. The only thing certain about Orlik is his dominion over the realm of the dead.

Mystery shrouds the glum lord of the dead. Though few deny his existence, his most learned clerics and inquisitors vehemently disagree with one another about his origins and appearance. Orlik is a paradox in every sense of the word. The general consensus holds that Orlik existed before Tunkaku emerged into the great emptiness, but this is the most hotly debated topic within the church's hierarchy. Some believe that Tunkaku's separation spawned Orlik. Others contest that Orlik was a mortal being who ascended to godhood on his own accord rather than through the intervention of another deity. A handful of academicians go so far as to speculate that Orlik created Tunkaku, Thaka and Drethra, but the mainstream clergy vigorously disputes this theory. The subject of his appearance also generates significant debate among priests and worshippers alike, who most commonly portray him as a humanoid skeleton with varying amounts of rotting flesh clinging to his slender bones. The majority contends he rides through his subterranean domain atop a rotting worm, but it is not uncommon to see him mounted upon a

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mummified lizard, undead spider or not mounted at all. Though the details sometimes differ, there is near universal agreement that Orlik judges and presides over the spirits of the dead in a vast, underground cavern system hundreds or thousands of miles below the surface.

An acolyte must be able to cast divine magic to join Orlik's priesthood. Inquisitors account for the largest percentage of his clergy, followed closely by clerics with oracles running a distant third. In keeping with their deity's paradoxical nature, those in his service prepare his worshippers' soul for an eternity in the afterlife rather than concerning themselves with the matters of the flesh. They view Orlik's primary role as being the final arbitrator — the deity that rewards and punishes the actions committed during this lifetime. What happens to the corpse after death is of no concern to Orlik's priests and his followers. The body exists for a fleeting instant; the soul endures forever.

Every sentient, mortal being pays at least some homage to their ultimate judge. His places of worship can be found in every grasslands settlement. While the terms temple and shrine are frequently interchangeable, Orlik's clergy and worshippers differentiate the two. Temples are permanent, manmade underground structures complete with a communal area and catacombs. Shrines refer to natural caverns and sinkholes that worshippers use to inter their dead and pray to their enigmatic deity. Unlike most faiths, the individual graves encountered in these temples and shrines are intended to instruct visitors about the potential consequences of their mortal lives in the next world rather than to memorialize the decedent. Instead, those venturing to Orlik's places of worship more often than not seek to better their standing in the afterlife by learning from the examples set by those entombed within the temples and shrines.

Soncala, "The Horse Lord," God of War

Alignment: Lawful neutral Domains: Animal, Law, Nobility, War Symbol: A majestic white horse on an azure background Typical Worshippers: Diplomats, warlords, generals, riders, soldiers Favored Weapon: Lance

Soncala appears as an incredibly muscular white horse with silver hooves and a flowing silver mane. Thaka granted divinity to this brave steed countless ages ago, after it charged riderless into battle against the sorcerer Azzallagar's fearsome skeletal army. At the height of the Hundaei Empire, Soncala was effectively the chief god of the plains tribes. Under his banner of the White Horse, countless hordes rose against the pikes of the Hyperboreans legions. However, with the great civil war that caused the collapse of the Hundaei and decimation of its population, Soncala's stance toward war changed. Having seen its scourge virtually destroy the people that once revered him and leaving only scattered groups now called the Shattered Folk to roam the nearly empty plains, Soncala sees war as only a necessity of last resort, no longer a noble calling of conquest and destiny.

Soncala uses omens and dreams to communicate with his clerics. He urges his priests to resolve conflicts with diplomacy instead of violence whenever possible. Yet there are times when even Soncala agrees that war is the only solution, and it is during these circumstances where Soncala's clergy displays their mettle. Like their divine patriarch did thousands of years earlier, his priests take their place on the front lines alongside the rank-and-file soldiers standing next to them. It is hard to miss Soncala's holy warriors since most of them proudly display his emblem on their armor and shields and wear cloaks and tunics dved with his trademark azure and white coloration. In addition to his official priesthood, inquisitors, oracles and rangers complement his ranks on the battlefield. Soncala's divine servants frequently spearhead the initial assault against his enemies, extolling them to perform inspirational acts of courage and sacrifice in the face of a wicked and sometimes superior enemy. During the course of the battle, the role of Soncala's clergy shifts from combatant to defender before culminating in peacemaker. It is the priesthood's final role that attracts the largest percentage of his worshippers.

However, not all of the plainsfolk follow this "new" doctrine of Soncala. Many groups remain warlike and recall the martial glory of their distant ancestors. These groups still exist as raiders roaming the plains, though no longer in the numbers of the great hordes of centuries before. Ironically, though they often espouse a devotion to Soncala, these groups frequently do not have any clerics of the Horse Lord among their number, as he often looks unfavorably on their warlike ways and refuses to condone their needless violence.

Soncala's temples and clerics are found in every settlement with an organized warrior society. During peacetime, worshippers offer prayers to the receptive deity and offer gifts of food and other sundry items to help offset the costs of financing the local garrison. In times of war, those too young, old, sick and injured to fight are expected to donate their time and labor to the local temple. They perform household tasks such as cleaning the warrior lodges, mucking the horses' corrals, cooking meals, and repairing broken or damaged gear. Men and women that neglect to perform these sacred duties often wake one morning to find a yellow streak painted across the front of their dwelling. Plains' dwellers refer to the insignia as "Soncala's Scornful Glare." It is intended to communicate the citizens' displeasure with the residents' refusal to aid the cause. Strangely, it is rarely used to shame deserters that refuse to take up the spear in defense of a just cause.

Shrines are always smaller than temples. They are spontaneous creations usually built to commemorate a great battle that took place at the site or to memorialize a heroic deed that occurred at that particular location. The typical shrine is a simple affair consisting of a stele that explains the spot's significance. In most cases, the faithful rather than the clergy construct and maintain these shrines. The largest shrines may include a barrow housing the remains of unidentified warriors who died in the conflict or a monument that records the deceased warriors' names.

Tunkaku, "The Great Giver"

Alignment: Neutral Domains: None Symbol: A cornucopia overflowing with food Typical Worshippers: Few if any Favored Weapon: None

At the dawn of time, Tunkaku split into countless pieces, hurling organic and inorganic matter to the farthest reaches of the universe. Religious scholars frequently debate whether Tunkaku was a distinct, sentient entity or an amalgamation of innumerable beings conjoined into an incalculable mass. Whatever the case may be, there is no doubting that Tunkaku ceased to exist untold eons ago. Prayers and petitions spoken in his name go unanswered. Though some clerics profess themselves to be priests of Tunkaku, none receives any granted powers or spells from the extinct entity. Still, there are some humanoids that give thanks and homage to The Great Giver, which is revered more as a concept or an idea rather than an actual living being.

Ugutis, "The Sin Master," God of Vices

Alignment: Chaotic neutral Domains: Chaos, Charm, Darkness, Luck Symbol: A bunch of grapes Typical Worshippers: Addicts, gamblers, hedonists, poisoners, sadists, seducers, sots, thieves Favored Weapon: Dart

Though referred to as a god, Ugutis is the most androgynous member of the Ethtuwate, a worthy distinction considering his penchant for perversion and debauchery. He appears as an obese humanoid with gorgeous locks of jet-black hair, a corpulent body, flabby breasts and the rounded hips of a voluptuous woman. During his mortal lifetime, Ugutis indulged in every worldly pleasure imaginable, thus attracting Drethra's attention. After his body finally succumbed to several consecutive days of nonstop carousing, feasting and excess, Drethra made him a deity. He remains her staunchest ally to this very day.

Those who follow in his footsteps frequently blaze their own trails through the grasslands. In keeping with his nonchalant, devil-maycare attitude, Ugutis has no formal church, clergy or doctrines. Anyone with a penchant for lust, gluttony and greed can become one of his clerics regardless of race, gender or age. Like him, his clerics are free to follow their impulses and improvise to their heart's content. According to their philosophy, life is too short to waste one's times obeying rules and adhering to convention. With this outlook in mind, Ugutis' clerics encourage his worshippers to listen to their instincts and do whatever comes naturally. His worshippers are a mixed bag of deviants, miscreants and troublemakers. Most follow Ugutis' example and branch out to a life of crime to support their multitude of vices, but there are some that only indulge their inner demons after procuring the money necessary to do so with full vigor. Despite their reputation for bohemianism and evil, clerics and worshippers alike frown upon wanton acts of violence and murder. Pain is inflicted only for the purpose of deriving pleasure rather than to inflict injury. Death deprives Ugutis' potential worshippers the opportunity to indulge their darkest fantasies. In fact, his clerics and followers sometimes aid authorities in apprehending murderers and other violent criminals, which they naturally use as a bargaining chip during their dealings with the authorities on other matters.

Ugutis has no temples in the conventional sense, but makeshift shrines are commonly found in the dens of iniquity that harbor his favorite vices. Most consist solely of a small statue of the rotund deity surrounded by small offerings of coins, food, drink and narcotics in a recessed niche obscured by a retractable satin or silk curtain. In larger settlements, Ugutis' clerics and worshippers actually operate these houses of vice and use the offerings to partially fund the business' operating costs. Though renowned for partaking in thievery, clerics subject those caught stealing from one of Ugutis' shrines to the harshest punishment — castration. Followers refer to the discipline as "the deepest cut."

Regardless of religious beliefs, attending one of Ugutis' raucous celebrations is an unofficial rite of passage for many young men and women of the grasslands. Naturally, his clerics and worshippers use these opportunities as a recruiting tool, hoping to sway impressionable adolescents to adopting their decadent lifestyle and venerating The Sin Master. Consistent with their free-spirited ways, his minions never resort to forcibly converting someone to their faith. Likewise, they also allow disillusioned members to abandon the faith with one caveat — to never betray their former associates' secrets to non-worshippers. The deepest cut awaits anyone who violates this sacred trust.

Zuxaca, "The Serpent Trickster," Demigod of Madness

Alignment: Chaotic neutral Domains: Animal, Chaos, Madness, Trickery Symbol: A contorted eyeless serpent Typical Worshippers: Madmen, serpents, tricksters Favored Weapon: Scimitar

More than 100 feet long, the massive, gibbering serpent seems forever destined to spend the remainder of eternity in the chaos that is Limbo. Since his banishment to the distant plane countless millennia ago, he has slipped from public consciousness and exists only in the delusional babbling of those insane enough to venerate the divine embodiment of madness.

Religious scholars debate the exact nature of Zuxaca's divinity. Since the burning of the great forest, Thaka and Drethra have elevated several mortal beings to godhood. But Zuxaca's descent into inescapable madness predates this seminal event. The consensus holds that he is not a deity in the true sense, and is instead a mortal being with godlike powers and an unnaturally long lifespan. Whatever the case may be, the accounts of Zuxaca's origins, history and role in the world remain remarkably consistent.

At the dawn of time, Zuxaca, a massive, sentient serpent with an enormous ego, slithered through the great forest on his quest for immortality. One day during his travels, the wily snake happened upon Thaka's grand pegasus, Hloctaw, drinking water from a pristine spring. Believing the pool to be the source of endless life, he waited for Hloctaw to depart before he dipped his giant tongue into the refreshing waters. The pure water had a delightful taste, but much to his dismay, nothing magical happened. He felt the same as he did before he drank. Certain that the spring had some mystical property, Zuxaca waited for the majestic steed to return to the site the following morning. The instant that Hloctaw bent down to drink from the pool, the crafty Zuxaca sprang from his hiding spot among the trees and leapt upon the unsuspecting pegasus. With his body firmly wrapped around Hloctaw, Zuxaca called up to the heavens and insisted that Thaka speak to him at once. Without hesitation, the Golden Rider descended from the skies to confront the conniving serpent.

"Make me immortal," Zuxaca demanded.

Thaka contemplated the request for a moment before responding. "I cannot grant you immortality," Thaka explained, "but I can tell you the secret to attain it." The supremely confident Zuxaca did not hesitate for an instant. The prospect of acquiring eternal life consumed his every thought, as he stood on the threshold of godhood.

"Then make me a god!" Zuxaca exclaimed with giddy anticipation.

With those words, Thaka placed his divine hands on the serpent's head and instantly imparted the mysteries of the universe to the hungry beast. The sudden influx of knowledge overwhelmed Zuxaca and immediately transformed him from a cunning, intelligent monster into an incoherent, babbling lunatic. Thaka then hurled the gigantic serpent into the churning maelstrom that is Limbo, where Zuxaca remains to this very day while he vainly attempts to decipher everything Thaka told him ages ago. Though his mind swims in a bottomless morass of insanity and confusion, Thaka apparently granted the covetous serpent his ultimate wish — the secret of immortality.

Unlike typical deities, Zuxaca offers no discernible responses to his worshippers' pleas and seems to be completely unaware of their very existence. Likewise, nearly all of the insane demigod's delusional servants would be unable to understand the reply anyway. Still, there are a handful of creatures that pay homage to Zuxaca by spreading the contagion of madness to others. Some are clerics, but the majority belongs to races and classes that are linked to the forces of chaos and entropy. Zuxaca's most dangerous minions are those that still possess a lingering vestige of sanity, which allows them to concoct bizarre plots to further their maniacal causes. These frequently charismatic figures attract likeminded individuals to carry out their schemes. Zuxaca's cabals meet and hatch their plans in remote, wilderness locations and clandestine, subterranean guarters. Pockets of worshippers can also be found in madhouses and prisons. Whenever one of these schemes comes to fruition, Zuxaca's minions descend upon an unsuspecting world in a wild frenzy of bloodletting and destruction that resembles a plague of locusts devouring a lush field. These moments of chaotic sound and fury signify the introduction of madness and entropy into a formerly orderly and stable existence. Fortunately, the insanity frequently ends as quickly as it began.

Other Faiths

As the crossroads separating civilization from the wilds, the residents of grasslands frequently come into contact with people from exotic cultures with different religious beliefs. In most cases in the Haunted Steppe, these individuals are polytheists who worship a family of gods akin to the Ethtuwate. These faiths may include those that appear in other **Frog God Games'** products detailing *The Lost Lands Campaign Setting* such as the Aesir or the Ginnvaettir presented in *The Northlands Saga Complete* or any other campaign setting. No monolithic religion holds sway over all the dispersed tribes of the Haunted Steppe.

In addition, while the Ethtuwate is revered in the largest grassland of the world of Boros, it is by no means the only grasslands pantheon. The savannas of Libynos likewise exist as vast plains, and their inhabitants have little or no knowledge of the ancient Hundaei gods of the Ethtuwate. Libynos and its pantheons will be detailed in a future *Lost Lands* product, but the inhabitants of its grasslands know of and may well revere the monotheistic religion of Mah-Barek that appears in *Dunes of Desolation*, also from **Frog God Games**. Alternately countless waves of migrants,

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settlers, and conquerors have trod across those flatlands and left their own deities and pantheons among the inhabitants.

Finally, GMs seeking an alternative to conventional deities can use the philosophy known as The Path of the Circle (detailed below) instead. This complex, deeply cerebral school of thought dismisses the traditional concepts of life, death and ethos. It asserts that time follows a circular path instead of a linear timeline, and that reality is a matter of perception and not universal truth. It exists not only on the plains of the Haunted Steppe and the mountains and hill country of the Chi'en Hegemony but can easily have been exported to points farther abroad such as the plains of Libynos and beyond.

The Path of the Circle

Alignment: Neutral

Domains: Amoral*, Monastic*, Perspective*, Time* Symbol: A wooden scale in perfect balance Typical Worshippers: Academicians, artists, intellectuals, monks, philosophers, poets, scholars Favored Weapons: Unarmed strike *New domain. See "Clerics and Worshippers" below.

Existence has no beginning or end. That simple statement best defines the fundamental principle that guides the lives of those that follow the Path of the Circle. Though it expands from this modest starting point, this profound assertion lies at the core of this esoteric belief system. Bledja Ulgar, a nomadic spiritualist, laid the foundation of the faith nearly six centuries ago in his seminal religious works commonly referred to as The Concepts of Truthful Perspective. Within these tomes, Bledja outlines his unique and insightful vision of time, space, perception, and reality. Over the course of the intervening centuries, other great thinkers expounded upon Bledja's original tenets and took the creed in directions that even Bledja could not imagine when he first postulated his radical ideas almost 600 years earlier.

Core Beliefs

Existence has no beginning or end, because time is circular and not linear as commonly thought. All living creatures have a soul, but consciousness shapes an eternal state of being known as Tzu that transcends the physical body after death. Only balance leads one to attain the desired state of Venrani, which allows the Tzu to simultaneously exist in all times and places. The forces of good and evil and law and chaos prevent the Tzu from attaining Venrani. The gods are formerly mortal beings that attained a transitional state between Tzu and Venrani known as Falsana, which grants a limited form of immortality to their physical bodies. Reality is not an absolute. Instead, perspective shapes reality. Therefore, every living being's reality is different from all others.

Bledja Ulgar The humble circumstances of Bledja's birth belied the precocious youngster's astounding potential. The sixth child of an unremarkable shepherd and his domineering wife, Bledja spent his youth observing the animals grazing in the pasture and marveling at the diverse flora that flourished in the nearby fields. His hard-working parents bemoaned their son's laziness, as he seemed more preoccupied watching other creatures labor than performing his assigned chores and tasks. Every time they chastised him for his apparent loafing, the gifted child provided a complex rationale for skipping his duties and instead devoting his complete attention to observing the indigenous plants and animals. Bledja's explanations befuddled his simpleton father, but his musings intrigued his headstrong mother who realized her brilliant offspring's astounding mind. She sent the adolescent on an arduous voyage across the Nether Sea to a monastery in the distant Xaojing Mountains, where she felt his talents and genius would be better served than spending a lifetime on the grasslands herding sheep and harvesting corn. With a heavy heart, Bledja left home and ventured to the remote village of Kamatkhan to begin his studies.

Truly alone for the first time in his life, the naïve Bledja soon experienced life's grim realities on his long, perilous journey to his farflung destination. He spent the better part of a year on the road, witnessing firsthand the changing of the seasons and the daily struggle to survive on the harsh steppes. The harrowing experience physically transformed the teenager into a man and changed his outlook of the world. As he took passage aboard a small fishing boat across the sea, he experienced nature in all its wrath and pitiless judgment, transforming the man into a wise man. When he finally arrived at the gates of Kamatkhan monastery 10 months later, the seeds that would blossom into The Path of the Circle were already in the inquisitive young man's head. His teacher, the great monk Qataz, would bring them to fruition over the course of the following decade.

Under Qataz's tutelage, Bledja brought coherent meaning to the raw experiences he collected during his youth and arduous pilgrimage. He realized that existence was cyclical. Actions and events constantly repeated themselves in an unending cycle. Spring, summer, autumn, winter and spring again occurred every year. Birth, life, death and renewal followed the same pattern. While others perceived their lives to be legs on a journey with a finite beginning and a finite conclusion, Bledja came to believe that existence had definitive onset and no absolute finality.

Bledja explained his philosophy using the following analogy. Though he was undoubtedly awake as an infant, he has no memory of what he saw or experienced during those waking hours. Yet, Bledja had some awareness, in spite of the fact that he did not understand the concept at the time. Since it was impossible to establish the exact moment that Bledja became aware of his existence, the most logical explanation is that he always existed. To expound upon his belief, he also postulated that since he was the offspring of a union between his father and his mother, a part of him must have existed within them before his birth. Likewise, the materials that would eventually coalesce into the entity known as Bledja always existed. In order to always exist, time must be circular rather than linear.

Bledja's theory explains his existence before his actual conception and birth, but death challenges the validity of his beliefs, especially if the person has no offspring to carry on his legacy. In spite of humanity's best efforts to preserve flesh and bone, in time the organic matter that once comprised the person eventually decays into inert dust. To explain this apparent discrepancy, Bledja returned to his concept of awareness. Consciousness eventually gives shapes to an intangible state of being that he referred to as Tzu. Though it mirrors the traditional concept of the immortal soul, Tzu differs in the fact that all creatures are born with the potential to transform their soul into Tzu, but may not actually do so over the course of their lifetime.

According to Bledja's cosmology, the soul is an amorphous energy that powers the body. It exists in every creature regardless of the creature's intelligence, sophistication and size. At the time of physical death, the soul departs the body and is reincarnated inside of another creature. It has no specific recollection of its previous state, though it does have some measure of collective consciousness that it accumulates and passes down over the generations. Humanoids refer to this shared sense of awareness as instinct. So while every creature has a soul, non-sentient creatures and sentient creatures that never achieve any degree of awareness have no ability to attain Tzu. On the surface, the soul and Tzu appear to be two separate and distinct entities, although that is not the case. Over time, awareness and higher thought morph the nebulous energy that comprises the soul into a self-sustaining, insubstantial being that retains its unique consciousness for all eternity. This becomes the Tzu. Souls may be reincarnated countless times; Tzu is eternal.

Qataz and his pupil refined these concepts during their time together. They frequently debated the finer points of the Path of the Circle other contentious arguments such as the gods' role in Bledja's conceptual vision of the universe. Qataz, an avowed atheist, denied that deities even existed. At first, the spiritual Bledia refused to give up his long-held views about the gods and their important impact over nature and the lives of men. Over the passing years, Qataz's pointed arguments gained traction with his young protégé. Bledja came to perceive deities as exceptionally powerful creatures rather than divine entities that created the world and the creatures that populate it. He went on to deduce that the gods were

beings that divined a means to manifest their eternal Tzu into physical form, thus mimicking immortality.

Though Qataz's ideas greatly shaped Bledja's understanding of the gods, his influence is most pervasive in the faith's concepts of reality and perception. In fact, many religious scholars believe that Qataz is more responsible for formulating these ideas than Bledja. It is generally accepted that reality shapes perception. Qataz turned this concept on its ear by theorizing that perception shapes reality instead. Ten people witnessing the same event are likely to see 10 different events because their perception alters the fabric of their individual existence. If reality were absolute, all 10 witnesses would see and experience the same thing. Instead, their preconceived notions and inherent biases affect how they observe the world around them and thus shape their unique version of reality.

Bledja recorded the contents of these discussions in his groundbreaking spiritual works The Concepts of Truthful Perspectives. Written during his 10-year stay at Kamatkhan Monastery, the tomes form the foundation of his philosophy. Armed with six complete volumes of his writings, Bledia left his ascetic lifestyle behind and returned to the sea and open road to spread his newfound philosophy to the waiting masses. Over the course of the next 30 years, he traveled far and wide across the grasslands. He visited numerous settlements and wandering tribes during his long journey. He particularly enjoyed his extended stays at the monasteries and temples that he encountered along the way. There, Bledja engaged in vigorous debates with the resident monks, scholars, and shamans. Most listeners rejected his complex philosophy out of hand, but his beliefs resonated in the hearts and minds of an impassioned minority seeking a newfound understanding of the universe and its inner workings. Bledja's fledgling acolytes encountered stiff resistance from religious, secular and political authorities who saw these unorthodox ideas as a threat to their positions. Though initially kept underground, his ideologies slowly crept into the mainstream and public consciousness.

Unfortunately for Bledja, widespread acceptance did not come soon enough to spare him from his enemies. Three clerics of different deities rose up from the seated congregation and murdered the revolutionary philosopher as he reputedly stated, "I was born an ignorant child of instinct and ascend to eternity as a noble being of purest thought." In spite of his martyrdom at the age of 54, his philosophy survived his untimely death and spread in fits and spurts over the course of the next 600 years.

In Bledja's Footsteps

Bledja's savage killing left the philosophical movement without its dynamic founder. Naturally, all eyes initially turned to the distant and aged Qataz for leadership during these dark days, but the old man's deteriorating mind and body left him too feeble and senile to assume anything more than a symbolic role. Faced with a growing backlash from religious authorities and the absence of any recognizable leadership, the philosophy faded from the public spotlight for the next century and instead grew behind the scenes. It found its niche among bohemian artists and poets, intellectual circles and ordinary people discontent with the failings of organized religions. But the philosophy owes its revival one century after Bledja's demise to a cagey, traveling merchant named Irikiwa.

The crafty salesman lacked any academic credentials or formal education at all, yet he had a trait that the typical stodgy intellectual did not have — the insight to know what people wanted and the ability to sell it to them. After spending years on the dusty trails peddling a wide assortment of products with dubious efficacy, Irikiwa saw the Path of the Circle as his ticket to unfathomable riches. Though he did not fully comprehend the philosophy's every subtlety and nuance, he fully grasped the concept that existence is eternal, an idea that appealed to his customers. Naturally, Irikiwa wanted to avoid sharing Bledja's fate, so he approached the philosophy differently than his predecessor. He reached deep into his bag of vocabulary and retrieved one of his favorite words — supplement. He preached that Bledja never intended to replace the gods. Instead his beliefs should be seen as supplements to existing religious thought. There was no need to abandon one's faith and adopt a new one. The Path of the Circle worked perfectly fine alongside any deity. Irikiwa often quipped, "Give me a religion, and I can make it into a philosophy."

Arramon the Silent

Irikiwa crisscrossed the grasslands for the next 20 years selling copies of *The Concepts of Truthful Perspectives* out of his wagon almost as fast as he could get his hands on them. Though he played fast and loose with many of Bledja's cerebral concepts, the philosophy's sudden resurgence gained more widespread traction and acceptance than its earlier incarnation. After earning a king's ransom selling his books, Irikiwa happily disappeared from the public stage and lavishly spent his riches accumulating strange oddities. The task of taking the philosophy to the next level fell upon one of Irikiwa's last and most unlikely customers, Arramon the Silent, a mute street performer with a sharp mind that more than compensated for his idle tongue.

Arramon's difficult life on the rugged plains exposed him to life's grim realities firsthand. Orphaned at an early age, Arramon initially turned to a life of crime in order to survive, but a year-long stint as a slave to a man from whom he had stolen convinced him otherwise. During his servitude, the intelligent youngster honed his innate juggling and pantomime skills, which he combined with his innovative and daring stunts. More importantly, he learned to read and write. Upon his release from his indenture, Arramon earned a modest living as a traveling performer and spent every other waking moment with his nose buried in his books. No subject fascinated him more than philosophy, and in that regard one work in particular piqued his interest — *The Concepts of Truthful Perspectives*. After several years of searching, he finally found Irikiwa and purchased all six volumes.

Arramon dove into Bledja's philosophy with reckless abandon. Though unable to verbally exchange his thoughts with others, he furiously penned dozens of written commentaries about Bledja's philosophical outlook that he sent to the great minds of his day. Most discarded the unsolicited treatises without a second thought, but the few who forged through the clumsy opening paragraphs were rendered as speechless as the work's author. He boiled Bledja's belief system down to its core and dubbed it the Path of the Circle. Arramon even went one step further. He postulated that in order to achieve the penultimate state of Tzu, one must achieve a state of perfect balance. He believed that good, evil, law and chaos are corrupting forces that prevent sentient creatures from achieving the purest type of Tzu that he called Venrani. Those who attain a state of Venrani transcend the boundaries of the physical world and simultaneously exist in all places and all times.

Arramon believed that the gods are living proof of Venrani. But no deity ever fully abandoned his ethos, thus leaving him in a transitional state between achieving Tzu and Venrani that he referred to as Falsana. Those trapped in this intermediary stage experience "faux immortality." Their physical bodies are immune to the natural afflictions that plague mortals, but they are still vulnerable to injury and may be violently slain by another creature that attained Falsana or even an extremely powerful mortal. Though the gods do not simultaneously exist in all places and all times like those that reach Venrani, Arramon believed that they witnessed brief visions of events from the past and future that project the image that they are omniscient.

Arramon deviated from Irikiwa's populist teachings that true followers of the Path of the Circle may worship deities in conjunction with this faith. In Arramon's mind, the gods ultimately failed in their quest to achieve Venrani because of their allegiance to the outmoded concepts of law, chaos, good and evil. By promoting adherence to these alignments, the gods prevent their worshippers from ever attaining Venrani. Rather than reopen the old wounds that caused the philosophy's decline and Bledja's death, Arramon granted the gods the status of Desrani, which he defined as "spiritual teachers." The gods serve as examples leading one toward Venrani, but a true believer must look inside his own consciousness and embrace a moral code beyond good and evil and law and chaos to ultimately succeed where the gods previously failed. To make the philosophy more palatable to the prevailing religious authorities, Arramon decreed that all deities, regardless of ethos, belong to the exalted category of Desrani. Under his enlightened policies and teachings, the Path of the Circle enjoyed an unparalleled resurgence and finally gained widespread acceptance and tolerance within most societies and settlements.

CHAPTER 9: FAITHS OF THE PLAINS

Hulaglu the Balancer

The Path of the Circle enjoyed three centuries of unprecedented growth and expansion after Arramon's demise. Proponents of the philosophy could be found in nearly every settlement scattered throughout the grasslands. Yet a young monk named Hulaglu felt something was missing. While the teachings were clear, the true path to Venrani remained obscured in the trappings of convention. As a monk himself, he found many desirable components in his chosen career path, but there was one glaring problem with retaining a purely monastic outlook — its strict adherence to lawfulness. Attaining Tzu and ultimately Venrani requires the aspirant to remove all aspects of ethos from his outlook and adopt a detached perspective of the world. Unfortunately, the domains available to the divine character classes were hardly compatible with the Path of the Circle's philosophy. Hulaglu realized that he and his fellow followers must break with their monastic origins and follow a new road modeled after their clerical counterparts.

Hulaglu spent the next 20 years searching for a new path that would grant him greater insight on existence, consciousness and the road to Venrani. Along the way, others joined him in his quest to enhance his personal awareness and follow a unified road to achieving the desired state of perfect balance and harmony. He and those who followed in his footsteps became known as balancers, clerics that derive their strength from their connection to their amoral ethos and unique understanding of the world and the universe around them.

Clerics and Worshippers

The typical cleric prays to his deity for spells and granted powers, but those that believe in the Path of the Circle attain their divine might in a different manner. Instead of relying upon the blessings of a distant deity, they acquire their magical abilities by purging the outside influences of good, evil, law and chaos from their consciousness and attaining a state of incorruptible balance. The balancer relies upon the purity of his mind and body to spread his philosophy throughout the world and attain the penultimate form of existence known as Venrani.

The Path of the Circle lacks any centralized authority, so individual clerics frequently add subtle variations about the means to attain such an exalted state. Clerics that lead a solitary existence generally deviate further from the norm than clerics that still adhere to the philosophy's monastic origins by leading an ascetic lifestyle in the company of others. Clerics and worshippers alike refer to these supplemental restrictions and beliefs as schools of thought. Naturally, schools of thought originating from a traditional monastery are more pervasive than those founded by an individual cleric. At the end of the day though, the majority of clerics exhibit slight and barely noticeable deviations from the philosophy's fundamental principles. Regardless of these variations, all clerics gain their granted powers from one of the following four new domains.

Despite their inability to achieve Venrani because of their lawful tendencies, the Path of the Circle may be the most popular belief system among monks. These contemplative men and women rely upon meditation and discipline to guide them on their spiritual journey. On the other hand, academicians, artists, intellectuals, philosophers and scholars stimulate their minds with lively debates concerning the true path to attaining Venrani. Clerics occasionally participate in these raucous discussions, though the topics can change from time to time. Unlike religions that venerate a deity, a gathering of followers is more akin to a party than an actual ceremony. Few pay any more than passing attention to the when and where of such meetings and are more focused on the who, why and what aspects of these assemblies.

Temples and Shrines

The Path of the Circle has no temples and shrines in the conventional sense. Though many people mistakenly assume that monasteries serve this purpose, there are no structures or outdoor areas within these compounds that are specifically dedicated to meeting the needs of the philosophy's followers. Spontaneity is frequently the order of the day among believers, so a cerebral exchange of ideas can take place practically anywhere. A meeting of fellow worshippers is more likely to take place in the back room of an artsy tavern than it is on the austere grounds of a walled monastery.

Holy Texts

Bledja's seminal writings, the six volumes that constitute *The Concepts of Truthful Perspective*, boil the philosophy's complex ideology down to its rawest simplicity. The volumes are masterfully organized beginning with the introductory volume subtitled *Origins*, followed by *Perception*, *Gods*, *Soul*, *Tzu*, and the concluding volume subtitled *Circularity*. The six books gingerly walk the reader through the labyrinths of his complicated mind, using parables to explain the rationale behind his extremely complicated thought process. Copies of all six volumes are relatively easy to find in the largest cities and towns, though they are very scarce in rural communities.

After Bledja's death, Arramon picked up the philosophy's mantle and raised it to greater heights. However, unlike its founder, he never organized his copious volumes of letters and treatises into a coherent written work. Decades after Arramon's death, Sacawajia, a devout follower, compiled his vast collection of correspondence into a single tome, Path to Venrani. Arramon's important work differs greatly from Bledja's in style and tone. Path to Venrani has no narrative structure and is presented in its original format - as individual letters written to different members of a wideranging audience. Some letters roughly duplicate the contents of other letters. A smaller percentage of letters seemingly appears out of order and could best be described as rough drafts rather than finished products. In addition, whereas Bledia attempted to make complex ideas simple to follow, Arramon adopted the opposite approach. He posited simple conjectures and extrapolated them into a morass of complication and esoteric thought that very few could follow, let alone understand. Despite its flaws. Path to Venrani is nearly as important and widely owned as Bledja's six glorious volumes. Only a handful of intrepid souls dare to read the complete work. Most instead rely upon later interpretations in order to better digest its weighty subject matter.

To add to the book's history and controversy, it is not unusual for one of Arramon's "lost" letters to resurface. Many are blatant forgeries, but the genuine article fetches a handsome price and generates significant debate within the community. These letters are exceptionally valuable if they contradict a previously held belief or discuss a topic that does not appear in the *Path to Venrani*. The most important of these is *The Treatise of Fallen Idols*. Purportedly written by Arramon shortly before his death, this letter came to light roughly 50 years ago. Its content and authenticity are still the subject of heated debate. The heretical letter casts doubt upon many of Arramon's accepted assertions about the role of the gods within the philosophy's cosmology. It goes as far as saying that the gods are beings that once attained Venrani, but fell from this exalted state because their ambitious spirits desired even more. The consensus contends that the work is a fraud, but it still receives strong support in some highly respected academic circles.

Schools of Thought

The Path of the Circle lacks any dominant school of thought. For the most part, most followers accept the doctrines laid out in The Concepts of Truthful Perspectives and the Path to Venrani with only very minor adjustments concerning matters of nominal importance. However, there are a handful of schools that meander far from the beaten path. The most notable and largest is the Kamatkhan School of Thought, named after the monastery where Bledja first studied. Its followers believe that Venrani can only be attained by stripping the psyche of all emotions, particularly love and fear. Likewise, the Amarati School of Thought also named after another long-standing monastery holds that celibacy and self-deprivation are necessary to achieve Venrani. The Pawatachan School of Thought bears the name of its hermetic founder. Clerics that adhere to this school's traditions use psychedelic plants to commune with the gods for added insight about the path to Venrani. The most unusual school, the School of the Bloody Staff, contends that physical pain is the most formidable barrier on the path to Venrani. Clerics belonging to this school beat themselves repeatedly with a quarterstaff until they can no longer feel pain.

New Domains

Amoral Domain

Granted Power: You are beyond the constraints of good, evil, law and chaos. You gain Versatile Channeler as a bonus feat. You must meet the feat's prerequisites. This feat appears in the "Versatile Channeler" section in Chapter 3 of Pathfinder Roleplaying Game Ultimate Magic.

Touch of Amorality (Su) You can touch a willing creature as a standard action, making it more resistant to spells and spell-like effects based upon alignment. The target receives a bonus to saving throws against spells and spell-like effects with the chaotic, evil, good and lawful descriptors equal to 1/2 your cleric level (minimum +1). This effect fades after 3 rounds. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Adaptable Strike (Su) At 8th level, you can give your unarmed strike any one of the following four special weapon qualities — anarchic, axiomatic, holy or unholy — for a number of rounds equal to 1/2 your cleric level. You can use this ability once per day at 8th level, and an additional time per day for every four levels beyond 8th. You do not have to select the same special weapon quality for each additional use.

Domain Spells: 1st—sanctuary; 2nd—align weapon; 3rd dispel magic; 4th—spell immunity; 5th—atonement; 6th greater dispel magic; 7th—repulsion; 8th—greater spell immunity; 9th—astral projection.

Monastic Domain

Granted Power: You live communally and practice the meditative disciplines and fighting techniques commonly used by monastic orders. In addition, you gain Improved Unarmed Strike as a bonus feat.

Flurry of Blows (Ex) Starting at 1st level, you can make additional attacks using any combination of unarmed strikes. This ability lasts for one round. Otherwise, flurry of blows duplicates the monk's flurry of blows class feature in all other respects. If you already have flurry of blows from monk levels, your cleric levels stack to determine your base attack bonus and the number of attacks you can make that round. You can use this ability a number of times per day equal to 3 + your Wisdom modifier. Meditative Channeler (Su) At 6th level, after resting or meditating for 8 hours, you can channel energy one additional time per day at 12th and 18th levels. You gain no additional benefits from this ability for resting or meditating more than once per day. This ability stacks with the Extra Channel feat.

Domain Spells: 1st—feather fall; 2nd—bull's strength; 3rd—remove disease; 4th—dimension door; 5th—spell resistance; 6th—greater heroism; 7th—finger of death; 8th—clenched fist; 9th—etherealness.

Perspective Domain

Granted Power: Your perspective shapes the world around you, allowing you to see what you believe truly exists. In addition, you treat Perception as a class skill. **Unique Perspective (Sp)** Whenever you interact with an illusion spell or spell-like effect that you can disbelieve with a successful Will save, you can attempt a Perception check and use the Perception check result in place of your Will saving throw if, after the saving throw is rolled, the Perception check result proves to be higher. You can use this ability a number of times per day equal to your 3 + your Wisdom modifier.

See the Truth (Sp) Starting at 8th level, you can use *true* seeing at will as a spell-like ability using your cleric level as the caster level. You can use this ability for a number of rounds per day equal to your cleric level. These rounds do not need to be consecutive.

Domain Spells: 1st—deathwatch; 2nd—see invisibility; 3rd—obscure object; 4th—discern lies; 5th—true seeing; 6th—find the path; 7th—vision; 8th—discern location; 9th—etherealness.

Time Domain

Granted Power: You understand that time is circular and existence is eternal.

Compress Time (Ex) Starting at 1st level, you can perform a move action as a free action. You cannot use this ability more than once per round. You can use this ability a number of times per day equal to 3 + your Wisdom modifier. **Accelerate Time (Sp)** Starting at 6th level, you can use haste at will as a spell-like ability using your cleric level as the caster level. You can use this ability for a number of rounds per day equal to your cleric level. These rounds do not need to be consecutive.

Domain Spells: 1st—expeditious retreat; 2nd—gentle repose; 3rd—haste; 4th—sending; 5th—permanency; 6th—wind walk; 7th—limited wish; 8th—temporal status; 9th—time stop.

The Shadow

Any discussion on the primary religions of the plains in general and the Haunted Steppe in particular would be remiss in failing to mention the religious or quasi-religious cult that is believed to have brought about the destruction of the might Hundaei Empire almost two thousand years ago. Known simply as The Shadow — when it is mentioned at all — historians believe that it was a deity, entity, or powerful cult that was encountered when the Hundaei first dared to migrate to and begin to settle in the shadow of the Nam-i-Budhani — the Lost Mountains. Whatever it was, it introduced madness and violence to the peoples of the Great Steppe in unprecedented intensity and brought about the downfall and near extinction of the formerly indomitable empire after two years of civil war.

The Shattered Folk, as the scattered surviving tribes of the Hundaei are known, that wander the Haunted Steppe avoid the northern reaches of the plains and tell of how monstrous humanoids have swept down in great hordes of in the past, spurred on by the Shadow. When these hordes march, the Shattered Folk scatter and head to the far reaches of the plains to avoid them. In the past the elves of the Green Realm and the forces of the Foerdewaith have spent their strength to hold back these hordes, and only the creation of the legendary Wizard's Wall stymied the last incursion when strange shadow walkers drove the horde on. Always these hordes have dispersed and their mysterious masters have disappeared back into the distant northern regions of the Haunted Steppe, but whispers of The Shadow are never far behind. In fact, the cursed lands east and north of the Lost Mountains are called the Shadowlands, and no plainsman in his right mind would over go within a thousand miles of there. The steppes are huge and hold many secrets; The Shadow is one that folk of the plains hope never comes to light.

CHAPTER 10: FEAST OF FURY

Feast of Fury

"Put the sweets in my sack, Morsel, treat or sugar snack On the roof I eat all night And fill the tokoloshe with fright." — A Mwandu children's song

"Feast of Fury" is a 1st-level adventure of nightmarish terrors and a vengeful witch's fiendish plot against the people who forsook her as an innocent child.

Adventure Background

Twenty years ago in the small, Mwandu village of Wahm, Vumira Ungalla gave birth to twins — an infant boy and an infant girl. She and her husband Bongani named their son Atsu and their daughter Ramla. The new parents doted on their beloved children, showering them with love and attention as well as indulging their every whim. Atsu and Ramla flourished in their nurturing environment. The young boy quickly developed into a formidable warrior, felling his first wild beast at the tender age of 9. The precocious Ramla lacked her brother's martial prowess, and instead developed a close affinity with and understanding of the natural world. Otherwise, their childhood years progressed uneventfully until the fateful night when the youngsters celebrated their twelfth birthdays.

Coincidentally, it turned out that Vumira's children shared their special day with another local holiday - the Night of the Ravenous Belly. On the eve of this sinister-sounding, but festive occasion, the village's young children along with their parents and extended family members prepare an assortment of candies, confectionaries and other sweet treats that they place in a sealed sack for the following evening. The children then fast until sundown on the Night of the Ravenous Belly, when they climb onto their roofs and devour the tasty desserts until midnight. The entire spectacle commemorates the events that took place several decades earlier when a rampaging horde of marauding tokoloshes - a mischievous and malevolent goblinoid race - launched a widespread assault against numerous local villages. After a pitched battle, the residents defeated the monstrous brutes by climbing onto their roofs and hurling stones at the notoriously poor climbers from their secure rooftop perches. Unable to scale the homes' walls, the rampaging monsters retreated to their far off caves and disappeared into the stuff of folklore. Over time, the holiday's symbolism faded from memory. Children and adults alike forgot the day's true meaning and instead became engrossed in the gluttonous feast of sugary delights inevitably followed by an ill-feeling stomach later that morning.

Atsu and Ramla knew that this particular night would be their last opportunity to partake in the festivities as children, so they vowed to savor every moment of their fleeting youth. Just as they were about to take their first bite of the sweet morsels, the unthinkable happened — a dozen tokoloshes emerged from the darkness and savagely attacked the unsuspecting and horrified spectators. The tokoloshes slew five adults in less than a minute. Atsu and Ramla leapt off their roof and into action. The adolescent boy grabbed an unattended guarterstaff and brutally beat three of the monsters to death. Ramla did not fare as well. Though she had some combat training, she could not concentrate in the face of the frenetic and chaotic scene. Her dagger flew out of her hand, and the tokoloshes knocked her unconscious, leaving her to die in a pool of her own blood. Atsu saw what happened to Ramla and rushed towards his badly injured sister. Fury burned in his soul, granting him superhuman strength and endurance. He unleashed wild, powerful blows that tore the overmatched tokoloshes to shreds. When the dust cleared nine villagers including their father Bongani and all the tokoloshes lay dead, Ramla clung desperately to life and the village reveled in its newfound hero — Atsu.

In the aftermath of her husband's death and daughter's slow, painful recovery, the traumatized Vumira sank into psychosis. The grieving wife and mother became obsessed with omens and repetitious rituals in a futile effort to gain security and explain what happened to her family. One day, while she attended to her injured daughter, Vumira noticed a mark on Ramla's body that caught her eye. She could not describe whether it was a demon, a foul beast or a decapitated tokoloshe head, yet whatever it was, the previously undiscovered birthmark consumed Vumira's every thought and turned her against her only daughter. Despite Ramla's vehement denials and Atsu's protestations, Vumira believed that the strange blemish signified her daughter's allegiance to the tokoloshe or some dark power affiliated with the accursed creatures. No one, not even Atsu, could convince the irrational woman otherwise. Over the next few days, Vumira sowed the seeds of fear and ignorance within the community and told everyone that her daughter summoned the tokoloshes and secretly ordered them to kill the other villagers. In short order, her accusations and innuendo took firm root among the residents. Even Atsu succumbed to the relentless barrage of wild insinuations. Without even so much as a single word in her defense, the villagers cast the young girl out of Wahm and told her never to return upon pain of death. The adolescent Ramla lost her home and her family forever and set out for the untamed wilderness alone.

Young Woman Scorned

Absurdity, superstition and fateful coincidences ended Ramla's idyllic life faster than a festering wound spreads across the skin. She was barely back on her feet when the villagers unceremoniously turned their backs on her and literally threw her to the wolves. Death seemed certain, yet some mysterious, arcane power took an interest in the smart and talented young woman. It protected her, and as she grew into an adult, Ramla's connection to this strange force became stronger. Though she always felt an affinity for magic, she could never command its mystical energies until now. Under the tutelage of this unseen presence, Ramla learned to master witchcraft. Ramla was no longer the powerless young girl of her youth. Instead, she transformed herself into an adult woman with a frightening command of the magical arts. Ramla felt that the time for vengeance was now at hand.

The burgeoning witch scoured the surrounding caves and other dank corners of the world in a desperate search for the tokoloshes. When she finally happened upon a small tribe of the creatures in a cave complex less than a day's journey from Wahm, she used her magical might to awe the dim-witted creatures and force them to serve her. Though it seemed logical that she would visit her wrath upon them first, she in fact intended to make them the instrument of her revenge. Even her swelling anger could not lessen her sense of irony, but one formidable obstacle stood in her way — her twin brother Atsu. She remembered him mowing through the goblinoids' ranks like a farmer reaping his crop. In order to exact her revenge, she needed to eliminate her closest living relative. When her tokoloshe minions later recovered a magical *elixir of love* from a raid upon a merchant caravan, Ramla knew she now had the pieces she needed to complete her plan.
Six months ago, an alluring woman that no one had ever seen before arrived in Wahm. Though the villagers did not recognize the stranger, a few intuitive residents got the vague sense that they were all too familiar with the seductress who referred to herself as Mala. She garnered attention wherever she went in the village; however she squarely set her sights on one target — the brave and handsome Atsu. When their lovelorn eyes met, the fearsome warrior feigned disinterest, but his resistance weakened with every furtive glance in her direction. Mala won the battle of wills and lured her prey into her tangled web of lies and deceit. At a rendezvous later that night she shared with him a skin of wine, though she was careful not to actually drink of it since she had placed the *elixir of love* in it. He professed his undying love for her, and she extracted an oath upon his very soul that she would not agree to marry him until he had shown his worth by completing a quest to bring her a black pearl from the bottom of the Boiling Sea.

The love-struck youth joyfully agreed to the chance to win the fair maiden and immediately set out with his dog Tetsu on the quest, never suspecting that the virtuous maiden he had fallen in love with was secretly his manipulative twin sister. Ramla knew that even if Atsu survived to complete the quest, it would take him months, if not years, to do so and knew that she had plenty of time to complete her plans for her old village. For Atsu, even though the effects of the elixir had worn off within a few hours, the young love that he felt burgeoning in his heart and his solemn oath as a warrior and hero of his people propelled him to complete the quest and win the hand of the fair Mala.

Atsu never gave an explanation for his sudden departure. Many villagers including his mother Vumira presumed that he and Mala left Wahm to start a new life somewhere else. With Atsu gone, Ramla was certain that the tokoloshes could rampage through the village without facing any serious opposition. Not coincidentally, she planned to let her tokoloshe horde loose on the village during the next Night of the Ravenous Belly. Ramla had no way of knowing that a new group of heroes would rise to defend the village and do everything in their power to thwart her diabolic plans in the process.

Adventure Synopsis

The PCs arrive in the small village of Wahm as the residents prepare for their annual Night of the Ravenous Belly holiday. No one has seen a tokoloshe since their last attack eight years ago, so the villagers fully immerse themselves in the revelry of the occasion rather than worrying about another assault from the mischievous monsters. Yet, the spurned Ramla has other plans. During the height of the festivities, the tokoloshes under her command swarm into the village, expecting to make easy pickings of the frightened residents. On the surface, the vicious creatures' attack seems to have no rhyme or reason; however it soon becomes apparent to a trained eye that a small group of these creatures focus their interest on one person - Ramla's mother Vumira. After repelling the onslaught, the PCs learn that the village's former champion and greatest warrior Atsu inexplicably left the village several months earlier. The PCs also discover that eight years earlier, Vumira convinced the entire village to expel Atsu's twin sister Ramla from the settlement because her mother believed that she conspired with the tokoloshes or another dark entity to bring ruin to the village. Atsu's odd and sudden disappearance coupled with this evening's events convinces the village elders to enlist the PCs' aid to destroy the tokoloshes once and for all as well as anyone else giving them assistance or guiding their actions.

The trail leads the PCs into the grasslands surrounding the village and towards an extensive cave complex less than a day's journey from Wahm. Along the way, the PCs likely cross paths with another tokoloshe raiding party and also engage in several unrelated encounters with the wilderness' monstrous denizens and humanoid residents. In addition, the PCs' journey may also lead them to discover the sad fate that befell Ramla's cursed twin brother. After traversing across the plains for the better part of the day, the PCs arrive at the tokoloshes' lair. At this point, the PCs may decide to rest the night before assaulting the compound the following morning or proceed further.

To gain access to the goblinoid stronghold, the PCs must neutralize the guards that patrol the outer perimeter and their most fearsome guardian — a vicious wolf. Once inside the tokoloshe complex, the PCs realize

that the tribe is much stronger than they initially feared and is indeed led by Vumira's estranged daughter Ramla. During her exile from Wahm, the precocious girl channeled her connection to the mystical world granting her the ability to wield arcane magic as a fearsome witch. Accompanied by her bat familiar, the PCs must defeat the bitter woman to truly free Wahm from her vengeful glare and eradicate the tokoloshe threat for at least the foreseeable future.

Starting the Adventure

The adventure begins in the Mwandu village of Wahm sometime during the daylight hours preceding the Night of the Ravenous Belly. Wahm lies in the wide savanna of central Libynos, far from the great civilizations o that continent. The PCs may begin their adventuring careers as residents or visitors to the remote settlement. In either event, the run-up to the evening's festivities gives the PCs a brief opportunity to interact with one another as well as discover the symbolic significance of the upcoming celebration. Alternatively, the PCs may even arrive or be present in the village on the eve of the celebration to prepare some of the tasty treats meant to be consumed by the children during the course of the evening.

Wahm

The village itself is relatively small and should take no more than an hour to explore in its entirety. The settlement has no formal defenses in the traditional sense and consists of a central square with a few small shops. Residents generally conduct business in this area, and most of the villagers live in small homes in the immediate vicinity of the central square. The vast majority of the citizens are farmers, growing a variety of grain crops on their land and rearing grazing animals, particularly goats and sheep. Farmhouses surround the central square, and massive fields of grain stretch out as far as the eye can see to the village's distant boundary. During their stay in Wahm, the PCs may investigate some of Wahm's notable sites as detailed on the accompanying map of Wahm.

A: Mastercrafts

The object of Ramla's wrath, **Vumira Ungalla**, owns and manages her crafts store by herself. Vumira works and lives here, so she is always found in the immediate vicinity of her shop. The aloof and highly superstitious woman suffers from severe obsessive-compulsive disorder. The completion of every mundane task is governed by a ritual that usually has nothing to do with the assignment at hand. Because of the restrictions imposed by her condition, Vumira purchases most of her crafts from other villagers and traveling merchants. Those accustomed to dealing with her idiosyncrasies describe her as quirky and eccentric. Newcomers almost universally find her to be rude and abrasive, particularly if anyone innocently inquires about the wellbeing of her family. In terms of her merchandise, Vumira drives a hard bargain, but her prices are generally fair, if a potential customer can get past her roadblocks and strike a deal with her.

VUMIRA UNGALLA XP 200

CR 1/2

hp 7 (Pathfinder Roleplaying Game GameMastery Guide "Barmaid")

B: General Store

For a small shop in a backwater village, **Fumbe Turessi** (CN male human commoner 2; Cha 12; Profession [merchant]+5), the general store's proprietor does an excellent job stocking its shelves with quality goods. He specializes in selling all manner of grain products grown in the village as well as a full complement of sundry items acquired from passing merchants or purchased during his weeklong excursions to a distant city. Fumbe is a well-traveled man familiar with Wahm's surrounding area. He says that the lands north of the village are relatively safer than those to the east and



however the influx of strangers from other communities rouses some degree of suspicion among the locals causing most to alter this policy

G: Granaries

until the festivities subside.

is currently unoccupied.

F: Farmhouses

The local residents store grain in the silos and barns adjoining their personal residences.

In times of crisis, the village elders and residents meet here to discuss important matters. The building comfortably seats forty people, though it

Wahm's inhabitants reside in the farmhouses surrounding the village

square. The buildings come in all shapes and sizes, though all of them are

well-maintained. The villagers normally keep their front doors unlocked;

Thoroughfares

E: Village Meeting Hall

The entire village square and the ground leading to each of the surrounding farmhouses are completely trampled down and barren of vegetation other than fledgling blades of grass and dried weeds. Numerous small paths lead from the residences into the adjacent farmland; however the village's primary arteries of foot traffic and animal traffic lead north, east and south of Wahm. The north road is



west and particularly more so than those south of the settlement. In fact, he describes the surrounding areas east and west of the village as untamed, while referring to the area south of Wahm as "rough and tumble." Fumbe is a friendly man with the gift of gab, though it is extremely easy to sidetrack him onto another topic or experience once of his strange tangents.

C: Yeast or Famine

The Night of the Ravenous Belly is the busiest time of year at the local bakery owned and operated by Bohlale Arrutu (LN female human expert 2; Wis 12; Profession [baker] +6). Six local farmhands assist her during this hectic holiday as her ovens churn out an assortment of pastries, sweet breads and other delicious morsels for the annual festival. Though business is booming, Bohlale's nerves are at their breaking point. She is happy to sell her wares to the prospective customers who line up at her door day and night, but she has no time to dally in idle conversation.

D: Striped Tiger Inn The normally quiet inn and restaurant is overrun by visitors in the lead-up to Wahm's biggest celebration. The three story building boasts twelve rooms including an exclusive suite on the uppermost floor and an adjoining restaurant. Evan Broadtoe (CG male halfling expert 1; Cha 13; Profession [cook] +7) owns the establishment and is typically found in the kitchen preparing meals for his guests. His wife Filiu (CG female halfling expert 1; Cha 12; Profession [merchant] +4) and sister Marta (NG female halfling commoner 1; Int 12; Profession [merchant] +5) manage the inn and the front of the house. The service and quality of the food is typically excellent; however the inn and restaurant are strained to their limits from the throng of out of town guests and locals alike. If there is news to be



Wahm

WAHM N village Corruption –1; Crime –5; Economy –1; Law –1; Lore +0; Society +4 Qualities rumormongering citizens, superstitious Danger 0
Government council Population 85 (58 humans, 10 elves, 8 halflings, 9 others) Notable NPCs Vumira Ungalla, Rumormonger and shopkeeper (N female human commoner 2) Mosi Umagga, Village Elder (LN male human expert 2) Uzoma N'dou, Village Elder (NG male human adept 2)
Base Value 500 gp; Purchase Limit 2,500 gp; Spellcasting 1st; Minor Items 2d4; Medium Items 1d4

the largest route as it heads towards other prominent nearby settlements and eventually to the major cities. Traveling merchants and neighboring villagers frequent this commonly used thoroughfare. The east and south roads are sparsely traveled and are more akin to trails, as they are overgrown and strewn with debris in certain areas making them impassable for vehicular traffic. Most people travel these roads in the company of an armed escort only because of their reputation for attacks from wild animals, bandits and monsters, particularly on the south road. A few brave souls willing to risk their coin purses and their necks travel west towards area **G6: House of Cards** in the feral hinterlands to partake in a game of chance.

Three elders govern the village, though they act more as advisors and counselors than actual rulers. Wahm's human residents are exclusively Mwandu; therefore the elders act as the caretakers of the settlement's oral traditions. In that capacity, they oversee all activities and traditions related to the Night of the Ravenous Belly down to the last detail. Unfortunately, their attention to the village's security is much more lax. Wahm's defense comes down to its villagers' willingness to pick up a weapon and protect themselves from harm rather than relying upon a trained, professional military force. Other than hunting wild game with a bow, only a handful of survivors from the previous tokoloshe attack have any experience wielding a melee weapon in battle. By and large, the villagers are unarmed at most times, and the few that do carry a weapon typically wear no armor and carry a light blade such as a dagger or a short sword at best.

Events

While the PCs observe the spectacle unfolding before them, the GM may insert some or all of the following vignettes to give them a better flavor for the village of Wahm and its enthusiastic party goers.

A young boy, **Botswali** (LG male human warrior 1; Str 8; Profession [farmer] +4) swings a broom handle, as he pretends to strike imaginary foes. Throughout the staged battle, the child refers to himself as Atsu. If the PCs ask an adult resident about the name, the person tells them that Atsu was the hero of the last tokoloshe attack eight years ago that evening. A further inquiry about Atsu's current whereabouts or fate yields a vague shoulder shrug and a "no one knows" response.

Two teenage girls **Arjana** and **Candace** (CN female human commoner 1; Cha 11; Craft [clothing] +4) flirt with two of the male human or halfhuman PCs. They are particular attracted to a character with a beard or moustache, as they take turns running their fingers through it or along it and debating its authenticity. The girls are just being playful and immediately rebuff any serious advances.

Five young children skip through the streets and sing a few lines from a song. "Tokos are dumb, and they are glum, smack them on their stinky bums. Tokos have butts, and they have guts, so kick them in their smelly..." With that last line, the children giggle and run away, restarting the song a few minutes later.

An old man, **Gero** (LG male human commoner 1; Int 12; Knowledge [local] +5) feverishly nods his head and mutters under his breath that "it is not a game." If a PC approaches him to inquire further about his comment, he tells them that eight years earlier, the tokoloshes killed nine people. Forty-five years earlier during their first attack, the tokoloshes murdered twelve people and carried off six others that were never heard from again.

Innocent (NG male human expert 1; Cha 12; Diplomacy ± 5), a handsome young man carrying a full basket of sweet pastries, offers the delicacies to any attractive young woman that kisses him. After their playful smooch, Innocent gets down on one knee and proposes marriage to the startled young woman. He has been rejected on every occasion so far today.

Tawanda Machi (N male human expert 2; Cha 12; Bluff +6) hawks two broken suits of studded leather armor and three broken weapons — a dagger, light mace and longsword. He sells these items for normal retail value on the premise that the items are in full working condition. He begrudgingly lowers his prices to 75% of their normal value and admits that the items are broken with a successful Sense Motive check to avoid being bluffed by Tawanda. If the PCs ask him where he obtained the armor and weapons, he tells them that he purchased them from scavengers poking around a forgotten battlefield haunted by the bones of the soldiers who died there. Tawanda refers to area **G8: Field of Bones**.

Dayo and **Jengo**, a preteen sister and brother combination gingerly hold their stomachs and groan in obvious discomfort. The two youngsters snuck into their parents' kitchen and grabbed what they thought was a chocolate treat. It turned out that they actually consumed a chocolate-flavored laxative intended for their elderly grandmother. A PC may aid the beleaguered children with a successful Heal check. To simulate the laxative's effects, treat the substance as a DC 11 poison that requires a Fortitude save once every 10 minutes for 1 hour. The laxative's proverbial reign of terror ends by succeeding on a DC 11 Fortitude save. (The children have a Fortitude save of +0.)

Quinda (CE male human commoner 2; Int 11; Profession [gambler] +5), a drunkard walks up to the PCs and hands them a ragged shirt off his back and a seven of hearts from a deck of playing cards. He tells them that he lost his shirt in a game of faro at the House of Cards, and then he erupts into peals of uncontrollable laughter. He passes out immediately afterward from severe intoxication. If the PCs make any further inquiries about the House of Cards, they learn that it is a gambling establishment southwest of town that locals recommend avoiding unless the PC has a death wish or wants to give his money away.

Rumors

While mingling with the villagers in the lead up to the festivities, the PCs may learn the following rumors simply by overhearing others or striking up a conversation with a local resident. Skill checks are not necessary, as these stories are commonly heard throughout the village at any given time.

• The hero of the last tokoloshe attack abruptly left the village several months ago. He must have known that something bad was going to happen.

• The tokoloshes are gone. No one has seen one since the last attack eight years ago. They learned their lesson once and for all.

• There are a few children here from a neighboring village that went around the village gathering up sweets for the Night of the Ravenous Belly. They look a little older than twelve, so they must have come to Wahm because their own village would not let them participate in the feast.

• To mark the child's final passage into adulthood, it is a local tradition to arrange a marriage between a boy and a girl that are participating in their last Night of the Ravenous Belly. The villagers wildly speculate about the possibilities by tossing out more than a dozen names.

Part One: Holiday Horror

The first part of the adventure centers on the events that take place in the village of Wahm during the Night of the Ravenous Belly. On this evening, Ramla and her tokoloshe allies exact her revenge against her mother and the community that betrayed her. The cunning witch lets loose a wide-scale assault against the residents to obscure her true intentions to kidnap or kill her mother. In the aftermath of the chilling bloodbath, the PCs discover several clues pointing towards the conclusion that someone or something viler than the fierce tokoloshes guide their unsavory actions.

Holiday Prelude

The entire village, regardless of race, partakes in the activities leading up to the celebration. Every family spends the preceding evening baking sweet delicacies and making sugary candy. If the PCs are in the village, they are free to tag along with the local residents or even try their hands at making a tasty dessert with a successful DC 10 Profession (baker) or Profession (cook) check. An exceptionally delicious treat may garner the PC some well-earned praise from the villagers. Any human villager older than twelve years of age may not participate in the children's activities. There are no hard and fast rules for elves, halflings and other humanoids, so the first noticeable signs of puberty serve as the cutoff age for these races. In addition to the candy-making activities, many children also fashion thick, brown beards resembling the tokoloshes facial hair. They manufacture these faux beards from animal hair or their own hair that they then affix to their jawbone and chin with string or an adhesive material. Some wear outer cloaks or costumes resembling the reddish or dull brown tokoloshes, while others don frightening masks shaped into the image of the wild goblinoids. Adults feign terror at the sight of their costumed monsters.

About thirty minutes before sundown, the festivities officially get underway. The children parade through the village and perform a chaotic, frenzied dance eerily similar to the tokoloshe's battle movement. As they wind their way through the streets, the adults playfully jeer and hiss at the youngsters, pretending that they are the tokoloshes themselves. At sundown, the parents and other adult family members boost the children onto the family's roof where they spend the remainder of the evening happily indulging their sweet tooth until midnight. On the hour, every hour, each child must toss a piece of candy off the roof to symbolize the villagers hurling stones at the tokoloshe invaders during their previous incursions. The night ends with the children descending from the roofs at midnight to a wild-eyed sugar rush followed by a sickening feeling the following morning.

Ramla's Master Plan

As a former villager and childhood resident, Ramla is intimately familiar with the celebration's intricate details and how she can use them to her and the tokoloshes' greatest advantage. She intends to use the children's parade as a colorful ruse to sneak a contingent of tokoloshes into the village under her command. These creatures are charged with the primary tasks of defending the disguised Ramla from harm while she points out her mother, Vumira, to the tokoloshe strike force given the assignment of killing or kidnapping the woman who falsely accused her daughter eight years ago. The second and much larger unit hides in the tall grasslands surrounding the village and is poised to unleash their assault at the first sign of combat in the village. As soon as the adults hoist the first child onto the roof, the tokoloshe warriors surrounding the village spring into action and wantonly attack the closest target. While the villagers are preoccupied with fending off the main attack, Ramla's strike force hones in on Vumira and either captures or kill her. Once the deed is done, Ramla assumes a new disguise and slips out of the village with her captured mother in tow, if possible. She and the tokoloshes under her command return to their cave complex to regroup and prepare for their next action against Wahm.

Pieces into Motion (CR 1)

Ramla, the witch, uses her disguise hex to appear as a teenage girl leading a group of eight younger children in the parade. She and the creatures under her command venture to Wahm from the south and arrive in the village just in time to join the other children in the parade. Prior to entering the village, she casts mage armor on herself. Ramla is a fast talker, quick thinker and a good liar, so if anyone challenges her or questions her unexpected appearance, she uses her Bluff skill to convince that person that she wanted to bring her younger cousins and siblings to see the legendary Atsu. She also protests that her questioner should be talking to the suspected teenagers from other villagers intermingling with the local youngsters. Ramla defers any requests to unmask the children by claiming that doing so would ruin their costume beards. She reassures that person that her followers plan to take off their hoods and costumes soon enough. Ramla insists that the children spent a great deal of time preparing for the evening's festivities, and she does not want their efforts ruined to "indulge the whims of a jealous busybody."

Though she relies upon magic to conceal her true identity, she cannot use her mystical powers on the eight tokoloshes in her company. Instead, she resorts to more conventional means to mask their true appearance by outfitting them with elaborate tokoloshe costumes. Her followers wear dull red cloaks and gloves that completely cover their hands, arms, torso and feet. In addition, they wear loose fitting hoods over their heads painstakingly decorated in the image of a tokoloshe. The entire ensemble completely hides their skin color and facial features. To prevent any mishaps, the tokoloshes do not frantically dance like the other children, but are instead tightly bunched around Ramla. Some conceal sheathed short swords beneath their cloaks, while her strike force hides their saps.

Meanwhile, the remaining thirty tokoloshe warriors slowly creep through the grasses and surround the village. Like their goblin cousins, they are skilled in the art of stealth. Anyone keeping watch on the grasslands can spot the tokoloshes with a successful DC 20 Perception check. (The villagers are considered to be constantly "taking 10" if any of them are entrusted with the task of keeping watch on the village.) Once the tokoloshes are in place, i.e. at the edge of the grasslands approximately 80 to 100 feet from the perimeter of the village square, they halt their progress and wait for the signal. As soon as they see the first child hoisted onto a roof, the tokoloshes leap out from their hiding spots and surge into the village attacking anyone or anything that gets in their way. Meanwhile, Ramla points out her mother to the four tokoloshes that comprise her special strike force. These monstrous fiends attempt to subdue Vumira. If they are endangered in the attempt, they forego the intended plan and instead try to kill her. Amidst the raging carnage, Ramla distances herself from the tokoloshes and discreetly ducks out of sight and makes her way back to the designated rendezvous point — the tokoloshes' cave complex less than a day's travel from Wahm.

The GM may read or paraphrase the following description of the ensuing chaos.

Like rain pouring from the sky, a horde of small, hairy, bearded humanoid creatures pours into the village from every conceivable direction. The foul, scrawny monsters stand no more than a few feet tall and wield short swords in their spindly hands. Their proportionally oversized heads feature bright red eyes, a mouth full of jagged teeth, long pointed ears and a wide, flattened nose. Their skin color varies from individual to individual, but all of them share at least some hue of dull red, dark brown and drab green on their furry, wrinkled bodies. The creatures bear an uncanny resemblance to the costumes worn by the village's children, and as their reputation indicates, the foul creatures swing their blades with wanton bloodlust.

The tokoloshes enveloping the village intentionally attack first to distract attention away from the real target of Ramla's ire — her mother

Vumira. One round after the tokoloshes and the villagers exchange their first blows, the eight tokoloshes masquerading as children remove their costumes. It takes them an entire round to remove the mask and cloak. **4 tokoloshes** unsheathe their short swords and wade into the mass chaos. (None of these tokoloshes carry short bows). The remaining **4 tokoloshes** that comprise Ramla's strike force rush towards Vumira with the goal of knocking Vumira unconscious and dragging her away. Unlike the other tokoloshes, they are trained to wield saps that they use to deal nonlethal damage to Vumira. A PC may notice this unusual development with a successful DC 15 Perception check (DC 20 if otherwise engaged in combat). On average, it takes the tokoloshes 2 rounds to knock out Vumira and another round to lift her off the ground and drag her out of the village. Alternatively, the GM can conduct the combat between the strike force and Vumira using the following abbreviated stat block for Vumira.

VUMIRA UNGALLA	CR 1/2
XP 200	

hp 7 (Pathfinder Roleplaying Game GameMastery Guide "Barmaid")

Naturally the PCs are ill-equipped and unprepared to singlehandedly fend off an onslaught of nearly 30 tokoloshes in addition to the 8 tokoloshes that accompanied Ramla into the village. The tokoloshes approach the village from all directions, forcing them to square off with the villagers on most occasions. At any given time, the GM should match the PCs against one fewer tokoloshe; therefore a party of five characters should combat no more than 4 tokoloshes at any single time. As always, the tide of battle should ebb and flow, so at some point the number may climb slightly higher, while at others it is slightly lower. If there are too many tokoloshes then some break off and attack the villagers. Likewise if there are too few, additional tokoloshes take notice of the battle and join the fray. The tokoloshes' melee against the villagers should be a fairly one-sided affair as the savage goblinoids hack down roughly 2 or 3 villagers for every tokoloshe casualty. Most of the tokoloshes are here to serve as a distraction, while Ramla's strike force captures or kills Vumira. If the PCs intervene and defend Vumira, the tokoloshes swarm on her en masse, directing all of their attacks against her in an effort to quickly slay her. Once they accomplish that objective, the remaining tokoloshes retreat back to the surrounding grasslands and disperse in multiple directions before rendezvousing again back at their designated rally point one mile south of Wahm. From there, they return to their cave complex.

TOKOLOSHE	CR 1/3
XP 135	
Male tokoloshe warrior 1 (Chapter 6)	

NE Small humanoid (goblinoid) Init +2; Senses darkvision 60 ft.; Perception +3

AC 16, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 shield, +1 size) hp 7 (1d10+1 plus 1) Fort +3; Ref +2; Will +0

Speed 30 ft. **Melee** short sword +2 (1d4 /19-20) **Ranged** shortbow +4 (1d4/x3)

Str 11, Dex 15, Con 12, Int 10, Wis 11, Cha 6 Base Atk +1; CMB +0; CMD 12 Feats Alertness Skills Climb -9, Perception +3, Ride +5, Sense Motive +2, Stealth +9; Racial Modifiers -8 Climb, +4 Stealth Languages Goblin Gear leather armor, light wooden shield, short sword, shortbow, 20 arrows.

Magic Pebble (Su) All tokoloshes keep a single, magic

pebble in their mouths at all times. Once per day as a free action, the tokoloshe can swallow the pebble and become invisible until the beginning of its next turn. A new pebble must remain in the tokoloshe's mouth for 24 hours before it gains this magical property.

TOKOLOSHE STRIKE FORCE (4) CR 1/3 XP 135

Male tokoloshe warrior 1 (Chapter 6) NE Small humanoid (goblinoid) Init +2; Senses darkvision 60 ft.; Perception +1

AC 16, touch 13, flat-footed 14 (+2 armor, +2 Dex, +1 shield, +1 size) hp 5 (1d10+1 plus 1) Fort +3; Ref +2; Will +0

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

Str 11, Dex 15, Con 12, Int 10, Wis 11, Cha 6 Base Atk +1; CMB +0; CMD 12 Feats Martial Weapon Proficiency (sap) Skills Climb –9, Perception +1, Ride +5, Stealth +9; Racial Modifiers –8 Climb, +4 Stealth Languages Goblin Gear leather armor, light wooden shield, sap, shortbow, 20 arrows, manacles

Magic Pebble (Su) All tokoloshes keep a single, magic pebble in their mouths at all times. Once per day as a free action, the tokoloshe can swallow the pebble and become invisible until the beginning of its next turn. A new pebble must remain in the tokoloshe's mouth for 24 hours before it gains this magical property.

In contrast to the maniacal tokoloshes their leader, **Ramla Ungalla**, avoids combat or any other activity that may reveal her presence and her true identity. After leading the tokoloshes into the village and pointing out Vumira to her goblinoid charges, Ramla discreetly slips into the shadows and uses her disguise hex again to assume the guise of a frightened young mother frantically searching for her missing toddler. She uses this ruse to sneak out of the village altogether and heads for the designated rendezvous point with the surviving tokoloshes. She occasionally glances back to make certain that no one followed her back to the cave complex.

In the event that the PCs notice her or confront her, Ramla's first instinct is to flee. When confronted by a large group, Ramla casts a *web* spell at her intended targets and makes a break for it. She uses her slumber hex on a lone enemy, and uses her disguise hex to alter her appearance again. If she is forced to fight, Ramla calls the remaining tokoloshes to rally to her and distract the PCs, as she makes her getaway. Ramla has a *potion of invisibility* on her person; however she only drinks it as a measure of last resort.

RAMLA UNGALLA XP 600

CR 2

Female human witch 3 (Pathfinder Roleplaying Game Advanced Player's Guide "Witch") LE Medium humanoid (human) Init +5; Perception +1

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 mage armor) hp 16 (3d6+3) Fort +2; Ref +4; Will +4

Speed 30 ft. Melee mwk dagger +2 (1d4/19–20) Special Attacks hexes (cauldron, disguise [3 hours/day], slumber [DC 14, 3 rounds]) **Spells Prepared** (CL 3rd): 2nd—hold person (DC 15), web (DC 15) 1st—chill touch (DC 14), mage armor (already cast), summon monster I 0—daze (DC 13), detect magic, light, read magic **Patron** Trickery

Str 10, Dex 12, Con 12, Int 17, Wis 12, Cha 14 Base Atk +1; CMB +1; CMD 12

Feats Brew Potion, Extra Hex, Improved Initiative, Lightning Reflexes

Skills Bluff +4, Craft (alchemy) +12, Craft (clothing) +10, Disguise +5, Heal +7, Intimidate +6, Knowledge (arcana) +9, Knowledge (nature) +9, Spellcraft +9, Use Magic Device +6 Languages Common, Elven, Goblin, Orc

SQ witch's familiar (bat named Wassa [stores all prepared and patron spells, plus 1st—hypnotism (DC 14), sleep (DC 14) and 2nd—pox postules (DC 15)

Combat Gear potion of cure moderate wounds, potion of invisibility, potion of mage armor (CL 3), scroll of false life, scare, oil of magic weapon; **Other Gear** masterwork dagger, masterwork tools, disguise kit, witch's kit, healer's kit, 77 gp.

WASSU, BAT FAMILIAR

CR —

N Diminutive magical beast (augmented animal) (Pathfinder Roleplaying Game Bestiary "Familiar, Bat") Init +2; Senses blindsense 20 ft., Iow-light vision; Perception +6

AC 18, touch 16, flat-footed 16 (+2 Dex, +2 natural, +4 size) hp 8

Fort +0; Ref +4; Will +5 Defensive Abilities improved evasion

Speed 5 ft., fly 40 ft. (good) **Melee** bite +7 (1d3–5) **Space** 1 ft.; **Reach** 0 ft.

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Str 1, Dex 15, Con 6, Int 7, Wis 14, Cha 5
Base Atk +1; CMB –1; CMD 4
Feats Weapon Finesse
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Skills Bluff -1, Craft (alchemy) +0, Craft (clothing) +0, Disguise +0, Fly +16, Heal +3, Intimidate -2, Knowledge (arcana) +1, Knowledge (nature) +1, Perception +6, Spellcraft +1, Use Magic Device -2; Racial Modifiers +4 Perception SQ improved evasion, share spells, empathic link, deliver touch spells

Familiar The master of a bat familiar gains a +3 bonus on Fly checks.

Ramla's Role

Ramla is the adventure's main antagonist, so it is essential that Ramla survives the encounter and returns to the cave complex. The GM must take great care not to make Ramla obviously stand out before and during the battle without making the PCs feel as if they have no chance to notice something amiss. To prevent this from happening, the GM should make liberal use of the vast tokoloshe force to surround and envelope curious PCs in addition to using Ramla's magical abilities to aid in her escape. Ramla should never be alone except in those circumstances where her escape is a certainty.

Picking up the Pieces

In the aftermath of the tokoloshes' slaughter, the village elders and the survivors walk around in stunned disbelief. There is no rational explanation for the night's tragic events as family members mourn the dead and tend to the injured. Many villagers openly comment that the PCs' courage and valor likely saved the village from certain annihilation. The previously laissez-faire village elders realize that they must take swift and decisive actions to ensure the safety and wellbeing of the citizens entrusted to their care. Mosi Umagga, Uzoma N'Dou and the third elder Baako Iwabu (LN male human expert 2; Int 12; Profession [farmer] +6) approach the PCs to enlist their aid in eradicating the tokoloshe threat. Though they lack any true political or military authority, the trio members are the village's wealthiest residents. They offer each PC a 100 gp opal as well as ownership of a small tract of fertile land on Wahm's outskirts in exchange for their valuable services. A PC may increase the payment by an additional 25 gp with a successful DC 16 Diplomacy check. A check that succeeds by 5 or more may also win the lucky PC an arranged marriage with the son, daughter, grandson or granddaughter of one of the village elders. In the case of a daughter or granddaughter, the PC also receives a small dowry.

Solving the Puzzle

In the heat of the frenetic battle, the participants and onlookers alike generally overlooked the small details and instead focused on the big picture, i.e. getting out of the combat alive. In the absence of any immediate threat, the survivors piece together anecdotal observations that they ignored during the chaotic confrontation. In speaking with the elders and other villagers, the PCs gather some important clues about the attack. This information is readily known to the witnesses; therefore Diplomacy or Knowledge (local) checks are not needed to learn these details as long as the PCs converse with these people.

• A group of children dressed in tokoloshe costumes were, in fact, actually tokoloshes. Several of these creatures remained close to a teenage girl that no one recognized, while the others swarmed Vumira Ungalla. Unlike the other tokoloshe warriors, this particular group wielded nonlethal weapons.

• Vumira Ungalla's son Atsu was Wahm's greatest warrior and the hero of the tokoloshe attack eight years ago. If he were present for these attacks, the tokoloshes' casualties would have been much higher.

• The young girl and the costumed tokoloshes approached the village from the south, presumably traveling along one of the makeshift trails leading into the untamed grasslands beyond the village.

In comparison to previous tokoloshe attacks, this one was considerably more organized and better choreographed.

If Ramla's plan succeeded, the villagers can account for every resident, either dead or alive, except for Vumira Ungalla.

In addition to the information provided by Wahm's residents, the PCs are free to share their experiences with the elders and villagers in an effort to make more sense of the attack. Their observations combined with those of the eyewitnesses should focus their interest on Vumira Ungalla's connection to the attack. If the PCs fail to pick up on this fact, the GM should assist them by having Mosi or another elder suggest that the tokoloshes' attention towards her appears to be more than just a coincidence. Though the elders and villagers willingly convey that Vumira's son Atsu saved the village during the previous attack, they are much less reluctant to discuss her other child Ramla. Whenever a PC converses with a villager or an elder about Vumira's family at large, a successful DC 20 Sense Motive check gives the PC a hunch that the person he is speaking with is withholding an important fact. If confronted with this suspicion, the other party refuses to discuss the matter any further unless the PC succeeds on a DC 11 Diplomacy check or a DC 12 Intimidate check.

In either instance, the person begrudgingly admits that Vumira had another child — a daughter named Ramla. After the tokoloshes' attack eight years earlier, her mother discovered a previously unnoticed

birthmark on the girl's injured body. The extremely superstitious Vumira took the unusual blemish as a sign of her daughter's inherent evil. Under her incessant urging, the entire village, including her twin brother Atsu, banished her from Wahm forever. Naturally, the witness minimizes his or her role in the sordid affair by claiming that he or she merely went along with the others or stay out of another family's business.

If pressed about Ramla's fate, the general consensus agrees that the adolescent girl surely perished in the wilds, but no one can prove that she is dead or alive. Likewise Atsu's current whereabouts are equally unknown. If the PC already succeeded on a Diplomacy check or an Intimidate check, the person divulges that many villagers believe that Atsu fell under the spell of an enchanting seductress that came to the village the night before his disappearance. By the following morning, both he and the alluring woman had strangely vanished. Atsu left nothing behind to explain his abrupt departure from his ancestral home, and no one has seen Wahm's greatest warrior and his faithful canine companion, Tetsu, since that fateful evening.

In Search of Answers

By this point, it should be readily apparent that the Ungalla family's connections to the Night of the Ravenous Belly's horrific events cannot be chalked up to coincidence. The exact correlation may not be so clear, but it does seem evident that the answers lie outside of the village, presumably in the tokoloshes' hidden lair. Even if the PCs fail to pick up on Ramla's ties to the goblinoids' activities, picking up the creatures' trail is not too difficult. Though the tokoloshes fled in every direction, they eventually regrouped roughly one mile south of the village in a trampled down area of abandoned farmland. A PC searching around the village's perimeter can detect the presence of tracks with a successful DC 14 Perception or Survival check, though the PC can only follow the trail back to the rendezvous point with a Survival check. After they regroup, the filthy tokoloshes leave their mustering site in disarray, making it easy to figure out that a large group of creatures gathered there just a short time earlier. The PCs may then pick up the tokoloshes' trail from there. Otherwise, the PCs are free to roam the surrounding grasslands in search of their quarry.

Part Two: The Tokoloshes' Trail

The PCs leave the confines of Wahm and set out into the wilderness in search of the tokoloshes' lair and the person or creature controlling their actions. Multiple clues point towards the south, but the PCs are free to explore the surrounding environs in search of more leads towards the tokoloshes' stronghold or in pursuit of more adventuring opportunities. Along the way, the PCs learn of Atsu's fate and through him, the identity of the person responsible for the tokoloshes' actions and her current location. In addition to the set encounters detailed on the Grasslands of Wahm map, the PCs may run across men and monsters also traveling through the wilderness. By the conclusion of this part of the adventure, the PCs should have accumulated enough experience to advance to 2nd level, readying them for the descent into the goblinoids' subterranean realm. If the PCs seemed to be avoiding most or all of the set encounters, the GM may alter the location of encounters G3, G7 and G9 to give the PCs more opportunities to earn experience points.

Encounters

The open plains surrounding the village of Wahm feature ten locationbased encounters including the tokoloshes' lair which is the focus of **Part 3** of this adventure. In addition to these predetermined events, the GM may supplement the PCs' journey across the grasslands with one or more set encounters that may take place anywhere in the surrounding wilderness. The location-based encounters are presented first in numerical order followed by the remaining set encounters.

GI: Wambatu Bridge

The northern road heads straight for the fierce Wambatu River that separates Wahm from its northern neighbors. Though not particularly wide, the steady current and surprising depth makes it impossible to ford the waterway; therefore most foot traffic and all vehicles rely upon the Wambatu Bridge to reach the opposite bank. Its commercial and tactical value is so great, that **Kato Camatto** commands a garrison of **8 soldiers** permanently assigned to defend the vital span against monstrous attacks, deliberate sabotage and brigands. The GM may read or paraphrase the following description of the bridge.

Smoke rises from the chimney of a spacious cottage adjacent to a stone bridge that stretches roughly 80 feet across a roiling river of angry whitecaps and swirling waters. Two armed men stand guard on this bank maintaining a vigilant eye on the surrounding wilderness.

Two guards are stationed at each bridge entrance. The bridge's defenders are solely concerned with protecting the bridge from harm, especially against monsters. Humans and their kin attract little interest from its defenders other than a quick once over and a nonchalant wave to cross the span at their leisure. Meanwhile, the guards keenly observe the activities of anyone with even the slightest, noticeable monstrous heritage, such as half-orcs. Any individuals falling into this category are closely monitored and followed as they move across the bridge until the guards on the other bank take over.

Kato is usually positioned inside the cottage and ventures outside only when summoned by the guards on duty. Kato and his men gladly help others of their kin by answering questions, providing directions or relaying the latest gossip. The garrison soldiers know nothing about the tokoloshes' attack in Wahm or the goblinoids' current whereabouts. However, they are certain that the creatures did not cross their bridge and could not have survived the perilous journey to the other bank on their own. Other than Wambatu Bridge, Tikitta Ferry, two miles down the river is the only other viable means of negotiating the waterway. The river's depth and fearsome rapids make it impossible to cross the river at any other location in the immediate vicinity.

Kato and his men are not itching for a fight, so it takes a tremendous amount of provocation to escalate a confrontation into a full-scale battle unless the PCs make their intentions clear that they intend to destroy or otherwise harm the bridge. In the event that an altercation does take place, the garrison troops do not flee or surrender until Kato or half of their numbers fall in battle.

KATO CAMATTO XP 400

CR 1

CR 1/2

hp 16 (Pathfinder Roleplaying Game GameMastery Guide

"Caravan Guard")

GARRISON SOLDIERS (8) XP 200

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

G2: Tikitta Ferry (CR 1)

Few captains would dare negotiate the Wambatu River's rapids with an oceangoing ship, but **Tikitta Gamuchin** is both skilled enough and



foolhardy enough to prove his naysayers wrong. Manning the rudder and sails of a small skiff, Tikitta ferries passengers across the Wambatu River for the hefty sum of 1 gp per passenger. The price seems extremely steep given the fact that the 100–foot journey to the opposite side rarely takes more than a few minutes to complete; however Tikitta's clientele typically consist of those individuals that the men patrolling the Wambatu Bridge deem "undesirable." As a result, half-orcs, goblins, hobgoblins, orcs and fugitives bypass the conventional route, and opt to pay Tikitta's fee rather than get hassled by the garrison manning the bridge.

Like his colleagues at the bridge, Tikitta has no direct knowledge of the tokoloshes' raid on Wahm, but other humanoids told him that the creatures dwell in a cave complex southeast of Wahm. In addition, he also heard rumors that the village's former great hero wanders the countryside in an incontrovertible state of despair. He can also confirm that he never ferried any tokoloshes across the Wambatu River, though he mentions that he did ferry four orcs to this side of the river only a few days ago. Naturally, the cagey businessman does not reveal these tidbits for free. Instead, a successful DC 15 Diplomacy check and a 3 gp donation are needed to pry this information from his lips. If pressed about his source, Tikitta claims that a nomadic hobgoblin relayed these details to him a few months ago.

Tikitta's patience is limited, so persistent questioning wears thin on him. When he has had enough, Tikitta lashes out with a rambling tirade warning the PCs to leave immediately or risk evoking his wrath. If they still do not get the hint, Tikitta unsheathes his dagger and gives a final warning before he attacks. Should things go badly for him, Tikitta leaps onto his skiff and flees to the other side of the river.

TIKITTA XP 400

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

Feats replace Skill Focus (Intimidate) with Skill Focus (Profession [sailor])

Skills change to Climb +6, Intimidate +6, Profession (sailor) +8

G3: Orcish Outcasts (CR 1)

Power struggles are common and deadly in orcish society, as these **4 orcs** can attest. They are the sons of their tribe's former chief who was violently deposed by his younger half-orc brother. The quartet has been on the run ever since, fleeing across the Wambatu River in search of a new home. Though they were humbled by their uncle, the refugees are no less aggressive or forgiving towards any humanoids that cross their path, especially those with human blood. For now, the orcs have taken up residence a few paces away from the eastern road leading out of Wahm. Their makeshift camp consists of a roaring fire pit and two tents that house all of their worldly possessions, including a coffer containing their ousted father's spoils of war. The orcish brothers sleep in shifts and maintain around the clock vigils. They closely monitor the nearby road and the surrounding grasslands for any prey animals or people that may stray too close. When they spot a potential kill, the siblings spring into action and wildly charge the enemy with reckless abandon. Left with no place else to go, the orcs do not retreat or surrender even in the face of a superior foe.

ORCS (4) XP 135

hp 6 (Pathfinder Roleplaying Game Bestiary "Orc")

Treasure: In addition to their listed gear, the orcs' tent also contains their father's locked, iron coffer. Their father died with the only key, so they have been unable to open the secure container. A PC can open the coffer by dealing physical damage to it, busting it open or picking the lock.

CR 1/3

Iron Coffer: 1/4 in. thick; hardness 10; hp 2; Break DC 17; Disable Device DC 20.

The coffer contains 12 agate stones worth 10 gp each, 106 gp, a bronze ring with an amber inset worth 50 gp and a bone nose ring worth 15 gp.

CR1

CR 1/4

G4: Wahm Burial Ground (CR 1)

In accordance with local cultural and religious rituals, Wahm's residents bury their dead on a slight plateau less than a mile away from the village. Family members and friends only visit the cemetery during daylight hours on bright, sunny days and never venture here at night or even on cloudy days. Personal items of sentimental value exclusively mark the graves rather than the more conventional headstones or other permanent monuments. The GM may read or paraphrase the following description of the cemetery.

An eclectic mix of mementoes lies atop slightly raised mounds of bare earth on a cleared plateau. The objects are partially imbedded in the ground. The stench of rotting food and flavored spices mingle in the air creating momentary blasts of a pleasant aroma and a foul odor at the same time.

In many instances, loved ones leave the departed person's favorite foods atop the graves on special occasions. The tradition brings comfort to the living, but unfortunately it also attracts the interest of scavengers looking for a meal. In that vein, **5 barrow rats** built their underground nests a few feet beneath the plateau. The voracious rodents hide in their subterranean lairs during the day and emerge only at night to feast on the tasty morsels left behind by their unwitting human keepers. The ravenous creatures generally do not attack humanoids; however they lash out at anyone that comes between them and an easy meal.

BARROW RATS (5) XP 100

The Tome of Horrors Complete 501 N Tiny magical beast Init +2; Senses darkvision 60 ft., low-light vision, scent; Perception +1

AC 15, touch 14, flat-footed 13 (+2 Dex, +1 natural, +2 size) hp 5 (1d10) Fort +2; Ref +4; Will +1 Defensive Abilities stone skin

Speed 15 ft., climb 15 ft., burrow 15 ft. Melee bite +5 (1d3–3) Space 2 1/2 ft.; Reach 0 ft. Special Attacks swarm

Str 4, Dex 15, Con 11, Int 2, Wis 12, Cha 3 Base Atk +1; CMB -4; CMD 8 Feats Weapon Finesse Skills Acrobatics +10, Climb +10, Stealth +12; Racial Modifiers +4 Stealth, +8 Acrobatics. Barrow rats use their Dexterity modifier for Climb checks.

Stone Skin (Su) Once per day, as a standard action, a barrow rat can toughen its skin to the hardness of stone. It gains damage reduction 10/– for 1 minute.
Swarm (Ex) Barrow rats crawl over each other in an attempt to swarm an opponent. Up to four barrow rats can occupy a single 5-foot space.

Development: Wahm's graveyard dates back over six generations; therefore many older graves are no longer marked and are impossible to detect without succeeding on a DC 15 Perception check. There is one burial site in particular which stands out from all of the others. Unlike the small mementos and personal objects that adorn the rest of the graves, an expertly carved quarterstaff embedded into the ground marks this individual's final resting place. Carved from a single piece of mahogany, the ornate weapon does not rise to the level of being

masterwork quality or bestow any special properties; however its material component and elaborate carvings make it worth 75 gp. More importantly, the local residents recognize the quarterstaff as one that once belonged to Atsu. He left it on his father's grave one year ago, but it disappeared right after he left the village. The residents presumed that Atsu took it with him when he left Wahm. They have no explanation for its sudden reappearance.

G5: Tokoloshe Rendezvous Point

Before and after the assault on Wahm, Ramla and her tokoloshe allies gathered in a trampled down patch of earth a few hundred feet west of the road leading south from the village. In fact, on each leg of the journey, the tokoloshes used the main artery to travel to and from Wahm as well as navigate most of the trip back to their cave complex. The telltale signs of their presence are everywhere and practically impossible to miss. A successful DC 5 Perception check or Survival check reveals a large number of small humanoid tracks on the road and a hastily carved trail heading back and forth from the tokoloshes' mustering point. A PC can follow the tokoloshes' trail from this location all the way back to their lair with a successful DC 8 Survival check.

Treasure: In their haste to regroup their forces and depart the area, the tokoloshes left a few valuables behind. A successful DC 15 Perception check in the mustering area reveals a partially trampled coin purse containing 16 gp and 29 sp along with a childlike bronze bracelet worth 15 gp. A successful DC 20 Perception check discovers the preceding items in addition to a nearly buried gold ring with an amethyst stone worth 50 gp.

G6: House of Cards

Far removed from the judgmental glares of civilization, the House of Cards is a rough and tumble gambling establishment that runs faro games for anyone with the coin, the nerve and the bravado to participate. The GM may read or paraphrase the following description of the roundabout locale.

A ramshackle structure akin to a small cottage is the only sign of civilization on the open plains. The building has two front windows and a secure wooden door just beneath a carved sign reading "House of Cards." Four riding horses are tethered to a wooden rail post outside of the entrance.

The House of Cards is a small, cramped building with a bar and a faro table. It is open from late afternoon through mid-morning. Owned and operated by **Nestario Truesdale**, the business is known as a place where the drinks are watered down, the questions are few, and life is generally cheaper than a tankard of rum. Surprisingly, Nestario runs a legitimate game, and he expects the same courtesy from his patrons. Those that run afoul of this simple rule end up in what he calls the "dead pile" — a trench 200 feet away that he uses to dispose of those that violate his edicts. Nestario and his cantankerous barkeeper **Samuel Petra** enforce this death sentence without proof or mercy. For this reason, Nestario's frequent customers refer to a phenomenal run of good luck as the "dead man's lottery."

Nestario and Samuel live in the basement, though they sometimes venture to Wahm in search of supplies and fresh recruits for the game. Breaking into the establishment while it is closed guarantees a death sentence for the trespasser, provided that Nestario and Samuel are there to carry it out. If anyone knocks on the door, while the business is closed, Nestario or Samuel tells the person to come back later. At any given time, **2d3 customers** partake in a faro game where the stakes range from a handful of silver pieces per game for the small-timers to a maximum bet of 25 gp per game. Observers are welcome to watch

CR 2

CR 3

CR 1/2

the game, but comments about the game itself are unwelcome. The first transgression garners a stern look from Nestario, the second gets a last chance warning, and the third strike results in a severe beating from Nestario and/or Samuel. If the victim dies, the unfortunate soul joins the dead pile. Otherwise they wait for the person to regain consciousness and warn them to never come back again.

NESTARIO TRUESDALE

XP 600

hp 16 (Pathfinder Roleplaying Game GameMastery Guide "Burglar")

SAMUEL PETRA

XP 800

hp 23 (Pathfinder Roleplaying Game GameMastery Guide "Barkeep")

CUSTOMER

XP 200

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

Strong Wooden Door: 2 in. thick; hardness 5; hp 20; Break DC 25; Disable Device DC 24.

Development: Nestario keeps a close eye on the faro game, while Samuel tends bar and keeps the drinking patrons in line. PCs are free to strike up conversations with anyone in the establishment; however no one is there for idle chatter or local gossip. Still, if the PCs play their cards right and keep the questions to a minimum, the House of Cards' unscrupulous customers and employees alike provide valuable information relating to the events in Wahm. A successful DC 16 Diplomacy check yields the following vital clues.

• Atsu wanders the open plains accompanied by his faithful dog, though he lives in a ramshackle hut at the far end of the south road leading out of Wahm. Ever a passionate and high-tempered youth, in his shame Atsu blinded himself and now relies upon his loyal pet to guide him on his travels. The formerly self-assured hero of Wahm is a broken and bitter man wracked by guilt for some unknown act.

• A witch holds sway over the tokoloshes. She and the foul creatures live in a cave complex about six miles southeast of the House of Cards. The goblinoids have been on the move lately and seem to be heading north towards Wahm.

In a bit of unrelated news, the patrons and employees alike are very perturbed about a recent robbery that took place outside of the House of Cards a few hours earlier. They eagerly divulge that two thieves on horseback accosted a departing patron and deprived him of his valuables. They identified the assailants as two young adult Moglais, (humans native to the plains north of the Wambatu River). Nestario and Samuel plan to go after the thieves after closing time, though they offer a reward of 25 gp to anyone who returns the stolen items and another 75 gp for returning the perpetrators. (See the **Random Encounter Plain Young Thieves** for more details.)

Treasure: In addition to their gear, Nestario keeps the faro games' substantial proceeds in a locked safe built into the basement wall. Nestario also has the keys to the front door and the safe in his possession at all times. The safe presently holds 1,207 sp, 508 gp, a gold pendant worth 100 gp and a bronze letter opener worth 50 gp.

Iron Safe Door: 1 in. thick; hardness 10; 30 hp; Break DC 28; Disable Device DC 25.

G7: Tokoloshe War Party (CR 1)

Ramla stationed **4 tokoloshe warriors** to guard the south road against any pursuers. The small, cunning monsters divided their force into two equal units that are concealed 30 feet apart on opposite sides of the road. The creatures are always considered to be taking 10, so a successful DC 13 Stealth check is needed to sneak past the creatures without being noticed. Likewise, spotting them requires a successful DC 20 Perception check. The tokoloshes train their shortbows on the road, immediately loosing an arrow at the first available target. After giving away their position, the goblinoids drop their shortbows and rush forward pulling out their short swords in the process. The tokoloshes know there is nowhere for them to retreat, so they fight until killed. If captured, a successful DC 10 Intimidate check loosens the foul creatures' tongues. They reveal the location of their lair and admit that Ramla the witch guides their actions. Their information about any other topic is sketchy at best and outright wrong at worst.

TOKOLOSHE (4) XP 135

hp 6 (see "Pieces into Motion" above)

Treasure: In addition to their gear, these tokoloshes also carry a silver ring inset with a garnet stone worth 50 gp, 48 gp, 13 agate stones worth 10 gp each and a brass chain worth 5 gp.

CR 1/3

CR 1/3

G8: Field of Bones (CR 1)

War leaves an indelible scar on the land and the soul. Those that took their final steps and breaths on the battlefield linger long after the din of combat subsides. Iwakkaranda is such a place. No one remembers how or why these men fell a century ago, but what everyone does know about is the aftermath. (A successful DC 20 Knowledge [history] check reveals that two rival factions from the same tribe engaged in a bloody battle at this location and fought to a draw. Horrified by the carnage, the two brothers responsible for the savage conflict settled their differences a few days later and signed a peace treaty.) Many believe that the sheer waste of the folly causes the corpses of the long departed dead to shamble along this stretch of trampled down grassland searching for an imaginary enemy to defeat. Though most sane people avoid the area, the remnants and spoils of war still litter the ground attracting the curious, the greedy and the foolhardy to the haunted locale.

Iwakkaranda or the Field of Bones as the locals refer to it encompasses roughly thirty acres of land. A PC merely wandering through the area for at least 10 minutes has a 50% chance of running across a long lost object such as a broken weapon, a remnant of rusted armor, a shattered helmet or a similar instrument of war. In most cases, these sundered items are worthless; however a PC searching for treasures in the area may attempt a DC 15 Perception check every 10 minutes to find more valuable objects. In this instance, a successful check yields 4d6 coins of varying denominations, small personal items such as minor jewelry or gems worth 4d10 gp or functional weapons with a similar value. If the Perception check succeeds by 5 or more, the recoverable treasure is doubled. Using this methodology it takes 10 minutes for a group of PCs to search one acre of land. More than one character may attempt a Perception check in a given area, though the amount of treasure recovered in a specific location is the same regardless of how many PCs succeeded on the check. Furthermore additional attempts to search the same ground more than once do not yield any additional finds.

Of course, every 10 minutes spent in the Field of Bones has a 50% chance of attracting **1d4 skeletons** onto the scene. Like most mindless undead, the monsters attack until destroyed. Regardless of how much time the PCs spend searching the area no more than three groups of skeletons appear over the course of any 24-hour period.

SKELETONS (1d4) XP 135

hp 4 (Pathfinder Roleplaying Game Bestiary "Skeleton")

G9: Fallen Hero (CR I)

After recovering from the effect s of the elixir and having several months to think about it, Atsu realized who Mala was and how she had

tricked him. Wracked by guilt for condemning his twin sister and for unwittingly falling in love with her and being manipulated into making a fool of himself and swearing an oath he could not keep, Wahm's fallen hero refused to return to his village, filled with shame and disgrace. Unable to live with what he had done, the great warrior could not bear to look upon anyone else. In a fit of anger, he blinded himself and now relies upon his trusted canine companion, Tetsu, to guide him in his solitary journey. Atsu Ungalla always commemorated the anniversary of his father's death, so two days earlier, he left a staff atop his father's grave. On his return journey, he unexpectedly crossed paths with his twisted sister Ramla, who gloated about her assault against the village and her personal attack against their mother. The news left Atsu even more bitter and despondent, and his sister only narrowly escaped his anger. He sits at the end of the southern road, accompanied by Tetsu and the rotting carcasses of two tokoloshe warriors that he slew during his rage. Ramla left her broken twin brother to rot in a morass of his own self-loathing.

At the GM's discretion, he may alter the location of this encounter, particularly if the PCs are having difficulty getting a bearing on Ramla's current whereabouts or unmasking the culprits and the rationale for the tokoloshes' attack against Wahm. If this occurs, the GM must also adjust later details of this encounter, particularly the directions to the tokoloshes' cave complex.

Atsu wallows in a sea of his own self-pity within a dilapidated hut so unfit for human habitation that its former owner abandoned it. He sits in a chair beneath an overhang, as he tightly clutches his quarterstaff in his gnarled hands. Tetsu is always by his side, serving as his eyes and to a lesser extent, his ears. He barks loudly and tugs hard upon his leash whenever he detects someone approaching his master. The GM may read or paraphrase the following description of the unfortunate scene.

A disheveled man with long black hair, rotting teeth and bereft of both eyes sits in a rickety old chair outside of a ramshackle hut that appears unable to withstand even the gentlest breeze. The decrepit person's overall appearance indicates that he is at least approaching middle age; however his thin tufts of facial hair and boyish appearance belie that the battered figure is much younger than he appears. He wears masterfully crafted light armor and leans heavily upon an exquisitely carved quarterstaff that he holds in his wrinkled but muscular hands. An average-sized dog circles around him, barking and yelping as if conveying an encrypted message to his only companion.

Atsu rises to his feet when he detects or is otherwise alerted to the presence of others. After six months of complete darkness, Atsu's other senses are beginning to compensate for his lost vision. He suffers only a -2penalty on skill checks affected by his lack of sight, though his opponents still benefit from total concealment against his attacks. In his current condition, Atsu is highly suspicious and very impatient. He dispenses with all niceties and asks a blistering series of general questions: who are you, what do you want, why are you here and who sent you? Atsu wants answers and fast, and if he is not satisfied with the responses or the pace, he twists his quarterstaff into the ground in a motion emulating a drill or worse yet swings his quarterstaff over his head in a menacing fashion. Atsu immediately attacks anyone in league with Ramla or the tokoloshes. He reacts favorably towards anyone who mentions that the village elders hired him to rid the village of the tokoloshes or says anything about searching for his mother or avenging her death. Likewise, he also responds well to any inquiry about the exquisite staff left on one of the graves in Area G4. Any other avenues of discussion end in apathy or if the conversation lasts longer than he likes — ambivalence, at best and a quarterstaff to the head in the worst case scenario. As a barbarian, Atsu lacks patience and is prickly about his honor, quick to fly into a rage at the slightest provocation.

ATSU UNGALLA XP 400 Male human barbarian 3 CN Medium humanoid (human)

CR 2

Init +1; Perception +1 (all vision-based Perception checks automatically fail)

AC 11, touch 8, flat-footed 11 (+3 armor, -2 blindness, +0 Dex) hp 31 (3d12+6) Fort +5; Ref +2 (+1 vs. traps); Will +0

Defensive Abilities uncanny dodge, trap sense +1

Speed 40 ft.

Melee mwk quarterstaff +8 (1d6+4); 50% miss chance from blindness

Special Attacks rage (10 rounds/day), rage powers (scent)

Str 16, Dex 13, Con 15, Int 10, Wis 8, Cha 12 Base Atk +3; CMB +6; CMD 16

Feats Blind-Fight, Power Attack, Weapon Focus (quarterstaff) **Skills** Acrobatics +5, Climb +5, Handle Animal +7, Intimidate +7, Knowledge (nature) +5, Perception +1, Profession (farmer) +0, Profession (gambler) +0, Survival +5 **Languages** Common

SQ fast movement

Combat Gear potion of cure moderate wounds, potion of spider climb, 2 uses of oil of magic weapon, 2 doses of antitoxin x2; **Other Gear** masterwork quarterstaff, masterwork studded leather armor, 125 gp

CR 1/3

TETSU

XP 135

hp 6 (Pathfinder Roleplaying Game Bestiary "Dog")

Development: If Atsu takes a liking to the PCs, he reveals his sad tale — warts and all. He admits that he betrayed his sister Ramla eight years earlier by siding with his mother against her. Though he did not believe her wild accusations about the nature of Ramla's birthmark, his father's death left him too grief stricken and afraid to defy his mother's wishes. He immediately regretted his action, or as he more aptly describes his inaction. Afterward, he ventured into the surrounding wilderness looking for Ramla but to no avail. He searched for a month before giving up and accepting that she likely perished somewhere outside the village. To prevent the fate that befell his father, Atsu devoted his life to becoming a great warrior. In time, his guilt and melancholy passed, and he accepted his new life as Wahm's hero; however he never fully mended his relationship with his mother. Though he still loved her, he never completely forgave her or himself for condemning his twin sister to death.

Six months ago, a mysterious woman arrived in the village and instantly took his breath away. They spent a romantic evening together, and Atsu knew that he never wanted to be with anyone but her for the rest of his life. He professed his undying love to a woman he just met a few hours earlier, and she cajoled an oath from his to perform an impossible task in return for her hand in marriage. As he wandered on his perilous mission, the magic of their clandestine meeting slowly wore away and he began to see more clearly both the impossible nature of the oath that would now stain his honor as a warrior forever and the telltale signs that the woman was actually his twin sister in disguise. Guilt, betraval, self-loathing and disgust washed over him. Wracked by remorse and fearful of ridicule and shame, he remained away from his village; alone and unable to come to grips with what he had done, Atsu could no longer bear to look upon himself. In a fit of rage, he gouged his own eyes out, consigning himself to a world of eternal darkness. Accompanied only by his faithful canine companion, Tetsu, he took up residence in an abandoned cabin far from civilization. In his solitude, he attempts to make sense of everything that happened to him and Ramla.

To commemorate the anniversary of his father's death, he and Tetsu ventured to Wahm's graveyard to leave a staff on his father's grave. On the return trip, he and Ramla crossed paths once again. She told him about

her attack against the village and what she had done to her mother. (This portion of the story depends upon whether Ramla kidnapped or killed Vumira during the tokoloshes' assault against Wahm.) Ramla gloated about her newfound powers and taunted him for being unable to do anything to save the village or his mother's life. She said that she wanted her twin to spend the rest of his days powerless to alter his fate while he rued his inactions. With those words, she left and headed towards the southeast with a band of tokoloshe warriors in tow while he battled the few that remained behind to prevent his pursuit. Though he has no direct knowledge of her current whereabouts, he surmises that she and her minions live in a cave complex several miles southeast of his present location that he explored in his youth.

Atsu pulls no punches in telling his depressing story, but he also has no tolerance for ridicule or criticism. Insults and rebukes evoke his wrath. He gives one brief warning to stop. If the PCs ignore his warning and persist, he flies into a rage and attacks the offender. While in his frenzied state, he gains the scent special ability. Naturally, Tetsu joins in the melee

If the PCs ask him about Ramla's powers and abilities, he describes her as an evil witch that can change her appearance at will. Other than that, he has no specific details about her magical abilities or combat prowess.

Ad Hoc XP Award: Award 400 XP to PCs that obtain valuable information from Atsu without fighting him.

GIO: Tokoloshe Lair

Ramla and her tokoloshe allies dwell in a cave complex roughly ten miles southeast of Wahm. This area if fully detailed in Part Three of the adventure.

Random Encounters

In addition to the ten set encounters that take place around the village of Wahm, the GM may consult the random encounter table in the Appendix for additional random encounters, or she may challenge the PCs with any of the following scenarios. Regardless of the chosen methodology, the PCs at least should run across the tokoloshe hunting party or tokoloshe scouts during their travels in the area. Presented below are the random encounters suitable for the PCs at this stage of their adventuring careers.

Tokoloshe Hunting Party (CR I)

The tokoloshes are carnivorous by nature, so the ravenous goblinoids typically hunt for food in small groups. These 4 tokoloshe warriors comprise one such unit. The hungry goblinoids move slowly and deliberately through the grasslands; therefore they move at half speed and are considered to be "taking 10" at all times on their Perception and Stealth checks. The PCs can spot the stealthy creatures with a DC 20 Perception check. Likewise, a PC avoids detection with a successful DC 13 Stealth check. The tokoloshes prefer humanoid flesh, but they are more accustomed to hunting beasts and animals. They move about the grasslands with their shortbows in hand, ready to fire at anyone or anything that crosses their path.

TOKOLOSHE WARRIORS (4) CR 1/3 XP 135 hp 6 (see Encounter Area G7)

Treasure: Hunger drives the tokoloshes, so they retreat only when the situation becomes hopeless. Similarly, they do not surrender. In addition to their listed gear, the tokoloshes also carry a gold medallion worth 100 gp, six gems worth 50 gp (x3), 25 gp (x2) and 10 gp and 33 gp.

Tokoloshe Raiding Party (CR I)

Unlike their preceding comrades, the tokoloshe raiding party attempts to subdue and capture humanoids or even wild animals to serve as slaves. This group of 4 tokoloshes operates near the roads and other high traffic locales such as the outskirts of Wahm, Encounter Area G4 and Encounter Area G6. The raiding party employs different tactics than the hunting party. Instead of actively seeking victims, these tokoloshe warriors conceal themselves and lie in wait. Because they have sufficient time to procure ideal hiding spots, it requires a successful DC 30 Perception check to notice them. As a result, the tokoloshes almost always surprise their unwary foes, giving them an opportunity to catching them flat-footed and act before their opponents can react. They press the advantage, if they are able to drop or incapacitate at least one PC before they counterattack. Should the PCs weather the initial storm, the tokoloshes abandon the assault and flee in every possible direction. As guerilla fighters, the tokoloshes attack while the getting is good and retreat in the face of a clearly superior force.

TOKOLOSHE WARRIORS (4) CR 1/3 XP 135 hp 6 (see Part One: Pieces Into Motion "Tokoloshe Strike

Treasure: These tokoloshes always keep a souvenir from their past victims. Their spoils include a *potion of detect undead*, a vial of antitoxin, two masterwork manacles (in addition to two ordinary manacles), a flask of holy water and 49 gp.

Snake in the Grass (CR 1)

Snakes are among the most feared predators on the open plains. The tall grasses and vegetation provide the perfect camouflage and cover for an earth-hugging serpent slithering through the verdant, green blades. Always on the hunt for a fresh meal, this venomous snake uses its surroundings to its maximum advantage. It meanders through the plant stalks and terrain features using its scent ability to find otherwise concealed prey. Likewise, the cunning serpent masks its presence in the grass, requiring a PC to succeed on a DC 19 Perception check to spot it. Once in range of a potential victim, the snake lashes out with its venomous bite. It continues attacking until it fells its target or the PCs slay the crafty reptile.

VENOMOUS SNAKE XP 400

Force")

CR 1

CR 1/2

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

Blood in the Air (CR I)

If the PCs venture north towards the Wambatu River, they stumble upon the hunting grounds of 2 stirges that live near the water. The tiny bloodsuckers live close to shore and remain concealed in the tall grasses until potential prey draws close to their abode. A PC can spot the hidden monsters with a successful DC 26 Perception check; otherwise the minute beasts may approach undetected. As with others of their kin, the stirges attach their proboscises to an unfortunate victim and suck their blood to provide nourishment for their eggs. After getting their fill, they release their grip on the opponent and fly to the opposite bank to deposit their offspring in the mud. The stirges have no treasure and fight until slain.

STIRGES (2)

hp 5 (Pathfinder Roleplaying Game Bestiary "Stirge")

XP 200

Young Plains Bandits (CR 1)

On the lam from a robbery they committed against a patron outside of the House of Cards, these **2 bandits** are on their way towards the Wambatu River and presumed safety; however they never pass up an opportunity to score some extra coin. As a result, this encounter should always take place somewhere between the northern waterway and the backwoods gambling hall. Adept riders, the thieves sit atop their combat-trained light horses, literally and figuratively looking down upon anyone who crosses paths with them. The scions of a wealthy family, Hulaghu and his friend, Karblai, have no regard for the law or people other than those they deem to be worthy of life's fineries. Their parents always made their problems disappear, so they have no reason to think that their current predicament is any different. The PCs likely outnumber the pair. In that case, they do not attempt to rob them. Instead, they try to sell their stolen goods thus allowing them to profit from their score and get rid of any incriminating evidence.

BANDITS (2) CR 1/2 XP 200 hp 11 (Pathfinder Roleplaying Game GameMastery Guide

np 11 (Pathtinder Roleplaying Game GameMastery Gu "Bandit")

In addition to being snobbish boors and know-it-all teenagers, Hulaghu and Karblai are native Moglais. As such they easily stand out from the local Mwandu population making it very easy to identify them. Eager to cash in on their heist, the bandits brazenly approach the PCs with an offer to sell an eclectic collection of products including an ivory cane worth 65 gp, 5 gems worth 50 gp, 25 gp (x2) and 10 gp (x2), an amber and silver brooch worth 45 gp and a garnet encrusted dagger worth 35 gp. Unlike the typical merchant, the pair does not drive much of a bargain and gladly accepts any reasonable price. In fact, they even suggest a 50% discount for purchasing their entire lot at once. If asked about where they acquired the items, they claim that they inherited them from a relative. A successful Sense Motive check to avoid being bluffed reveals their lie. Regardless of what the PCs say, they vehemently deny stealing the valuables and steadfastly stick to their story that they inherited their sale items.

Development: Hulaghu and Karblai are not looking for a fight from the PCs. Unless the PCs threaten to return them to the House of Cards to face their accusers or administer their own brand of frontier justice, the bandits first inclination is to flee on horseback. They fight only when left with no other choice. In the face of imminent defeat or death, the frightened young adults surrender and beg for mercy. They promise a substantial reward for returning them safely to their parents, (an outright lie) or offer the PCs half of their spoils to let them go. Unfortunately for their sakes, they know nothing about the tokoloshe attack, Ramla or Wahm. Given the choice between going back to the House of Cards and facing punishment from the village elders, they jump at the latter option.

Part Three: The Tokoloshe Caverns

The tokoloshes' trail inevitably leads the PCs to their cavernous lair ten miles southeast of Wahm, in the heart of the surrounding grasslands. By this point in the adventure, the PCs should be 2nd level; however if they are not, the GM may remedy the situation by pitting the PCs against one or more tokoloshe hunting or raiding groups operating in the area. (Use the Tokoloshe Hunting Party and Tokoloshe Raiding Party encounters from **Part Two**.) In comparison to the preceding wilderness combats, the situation outside and inside the tokoloshes' lair is much more fluid. Exterior guards notify the complex to the presence of intruders, while interior defenders move about the complex reacting to the PCs' actions. For this reason, the GM should be thoroughly familiar with the stronghold's inner workings and its residents' actions, especially those pertaining to Ramla, the tokoloshe chieftain and their tribal adept.

Clear the Way (CR 2)

Like their fellow goblinoids, the tokoloshes use grisly displays crafted from the dead remains of their past victims to mark the boundaries of their perceived territory. The tokoloshes placed the macabre warnings at irregular intervals throughout a one-mile radius around the entrance to their lair. There is a 10% chance of coming across one of their gruesome trophies for every minute spent moving through the area. The GM may read or paraphrase the following description of these items.

Tufts of twisted hair cling to desiccated patches of skin on a partially mummified decapitated head impaled atop a 4-foot long wooden stake embedded into the ground.

The skull itself reveals no useful information, though a successful DC 10 Heal or Knowledge (nature) check positively identifies it as human. A check that succeeds by 5 or more also determines that the decedent was a Mwandu. None of the skulls belong to the victims of the tokoloshes' recent massacre.

In addition to this psychological deterrent, two groups patrol the outer grounds. Each group is comprised of **4 tokoloshes** accompanied by **1 goblin dog**. They monitor their territory in typical haphazard fashion. They do not follow any set patterns or abide by any established protocol. Instead, they randomly wander about the area stretching from the tribe's outermost boundary to within visual range of the lair's entrance. Unlike their counterparts in the grasslands, these tokoloshes make no attempt to conceal their presence. They move at full speed with their shortbows in hand, imposing a -5 penalty on their Stealth checks, and they exclusively rely upon the goblin dog to spot trespassers.

While within the tokoloshes' territory, there is a 20% chance of coming across one of these units for every minute spent in the area. Whenever they encounter an enemy, the tokoloshes fire an arrow at their targets, while the goblin dog charges towards their foes. After the initial round of combat, the tokoloshes drop their shortbows, draw their short swords and join the fray with their feral pets. The GM may read or paraphrase the following description of the scene.

Four tokoloshe warriors armed with shortbows and short swords hurry through the tall grass accompanied by a mangy, feral beast with a flat nose, beady eyes and protruding teeth belying its rodent lineage. The large, ratlike creature hurls itself into battle, as its alleged masters nock an arrow in their shortbows and set their sights upon their intended targets.

Throughout the combat, the tokoloshes make a tremendous racket, yelling at the PCs and shrieking in agony whenever a PC hits them. The reason for doing so is twofold. Their battle cries whip them into a frenzy, especially this close to home, but the cacophony of noise increases the chance of attracting the other patrols from 20% per minute spent in the area to 20% for every round of combat — provided of course that they are still alive. The patrols are careful to remain far afield from the entrance to their lair, so there is no chance of alerting the guards stationed outside of the cave complex.

CR 1

GOBLIN DOG XP 400

hp 9 (Pathfinder Roleplaying Game Bestiary "Goblin Dog")

TOKOLOSHE WARRIORS (4) CR 1/3 XP 135 hp 6 (see Encounter Area G7)

Treasure: In addition to their listed gear, each tokoloshe warrior also carries 1d4 gems worth 25 gp each, 2d6 gp and a bone fetish worth 5 gp that pierces their skin. The goblin dog has no items.

Outer Defense (CR 2)

The entrance to the tokoloshes' lair is a literal hole in the ground situated in the center of a small, undulating elevation several feet higher than the surrounding earth. The entrance itself faces the south and is only visible from that direction. The slight gradient allows defenders standing atop it to see intruders up to 800 feet away on the flat grasslands surrounding the opening. To further enhance the complex's security, the tokoloshes built a circular, 2-foot-high, 25-foot-diameter stone parapet around the perimeter. The wall grants cover to 4 tokoloshes perched behind it; however larger creatures only gain partial cover from the relatively low barrier. Similarly, Medium creatures and smaller treat the wall itself as difficult terrain, though an agile character leaps over the obstacle with a successful DC 12 Acrobatics check and thus passes through the square at his normal movement cost instead. Equally important, the visual obstacle also conceals a wolf that rests against the parapet's northern edge. When the PCs approach the area, the GM may read or paraphrase the following description.

A crudely built, low wall cobbled together from loose stones and hardened mud forms a circular perimeter atop a knoll overlooking the surrounding grasslands. The round undulation is relatively uniform throughout except for the sheer southern edge. Four tokoloshe warriors armed with shortbows stand behind the wall and scan the surrounding landscape. A steel pole topped by a gonglike device stands near the center of the parapet.

If the PCs approach the complex from the south, the GM may read or paraphrase the following added description.

Nestled between the converging furrows in the landscape is a 4-foot-diameter hole that descends into pitch blackness below the earth.

The 4 tokoloshes stationed behind the wall act as the tribe's last outer defense against intruders. They are on particularly high alert after the recent events in Wahm and maintain a keen lookout over the surrounding area; however their self-perceived exalted status makes them reluctant to immediately summon aid from the guards positioned inside the complex proper. They first attempt to deal with the problem themselves by firing their arrows and rousing the slumbering wolf. On their command the feral beast awakens and charges at the enemy, while they continue lobbing volleys of projectiles at their intended targets. As long as the tokoloshes remain behind the wall, they gain a +4 cover bonus to AC and a +2 cover bonus to Reflex saves against attacks originating from the other side of the wall. (See the "Cover" section in Chapter 8 of the *Pathfinder Roleplaying Game Core Rulebook* for additional details regarding the adjudication of cover.)

The tokoloshes raise the complex's alarm after the PCs slay one of their number or the wolf. They do so by striking the steel pole topped by the gonglike instrument. Any solid impact against the object emits a low-pitched humming sound in the nearby vicinity; however the device's shaft extends below the surface where it violently shakes an extremely noisy rattle and alerts the **6 tokoloshe warriors** occupying area **T1**. They arrive on the surface 2 rounds later to aid their comrades, though they do not alert anyone else in the complex to the presence of intruders. If the PCs circumvent the outer sentries and enter the caves undetected, the alert system still works, though not as effectively. When sounded from below the surface, the tokoloshe warriors and the wolf manning the parapet must succeed on a DC 15 Perception check to hear the faint noise. They rush from

their posts to defend the complex with their feral canine leading the charge.

TOKOLOSHE WARRIORS (4) and (6) from Area T1 CR 1/3 XP 135

CR 1

hp 6 (see Encounter Area G7)

WOLF

XP 400

hp 13 (Pathfinder Roleplaying Game Bestiary "Wolf")

Treasure: In addition to their listed gear, the tokoloshe warriors stationed in the parapet carry a *potion of cure light wounds*, a *potion of protection from evil*, 14 masterwork arrows, a tiny, marble votive figure worth 75 gp, 6 gems worth 10 gp and 6d4 gp in total. The wolf has no treasure. The items carried by the tokoloshe warriors stationed in **Area T1** are detailed in that encounter area.

Tokoloshe Lair

Natural forces are almost universally responsible for creating the tokoloshes' subterranean complex with only a few minor exceptions. The entire cave system is comprised of limestone capped by a layer of sandstone giving the underground structure added support. Stalagmites and stalactites are common, and the ceilings vary in height from 5 feet in a few, isolated and strategic areas to 8 feet everywhere else. The tokoloshes are poor builders, so there are no doors anywhere in the lair unless otherwise noted. Instead, the crafty monsters constructed traps and deadfall pits in false passageways scattered throughout their domain to protect it from intruders and ensnare unwary tokoloshes trying to pilfer treasures from their leaders.

The tokoloshes benefit from darkvision; therefore darkness prevails throughout the complex unless otherwise noted. Light sources prompt the tokoloshes to nock their shortbows and take up defensive positions in an area granting cover and/or concealment. Because Ramla relies upon artificial light to make her way through the lair, the hidden goblinoids do not fire their arrows until they succeed on a DC 10 Perception check to confirm that it is not her. Once one of the tokoloshes releases a shot, the others follow suit. As previously noted, the tokoloshes react appropriately to the presence of intruders. These tactics include making an enormous racket or breaking off from combat to gather help and luring the PCs towards a trapped area. The GM must be thoroughly familiar with the complex's inner workings to maximize the tokoloshes' defenses.

T1: Entry Chamber (CR 2)

Light from outside partially illuminates a cavernous chamber directly below the tokoloshes' parapet. Though a fresh, gentle breeze wafts through the room, it does little to dissipate the stench lingering in the air. The foul odor predominately emanates from a heap of rotting skins and furs piled against the near wall. An implement akin to a baby's rattle lies at the bottom of a steel pole affixed to the ceiling.

The rattlelike object attached to the metallic shaft is part of the warning system outlined in the previous area **Outer Defense**. It is used by the exterior guards to alert this chamber's occupants to the presence of intruders and vice versa. The furs and skins thrown against the side wall are decades old and in a terrible state of decay. Even the filthy tokoloshes decline to use them anymore.

If they were not previously alerted by the exterior guards, **6 tokoloshes** dwell here. Though they are assigned with guard duty, the inattentive goblinoids occupy themselves with other activities including rolling



dice, squabbling over treasure and insulting one another's parentage. The goblinoids are supremely confident that no one can slip past the outer guards unnoticed, so they do not react to any stimuli other than the alarm system. They are treated as taking 0 on their Perception checks. If they are caught unawares, they strike the steel pole protruding from the ceiling in an effort to summon help from the outer guards and the wolf. They do nothing to alert the rest of the complex to the danger.

TOKOLOSHE WARRIORS (6)CR 1/3XP 135hp 6 (see Encounter Area G7)

Treasure: In addition to their listed gear, each tokoloshe warrior carries 1d3 gems worth 25 gp each, a limestone votive statue worth 5 gp and 1d6 gp. Furthermore, one of the tokoloshes also has *bandages of rapid recovery**.

*See Pathfinder Roleplaying Game Ultimate Equipment for details.

Development: The passageway leading out of the room descends at a roughly 45-degree angle, reaching a depth of 10 feet below the surface at the same distance.

T2: Trapped Corridor (CR 2)

A featureless natural cavern turns sharply to the west and then apparently reverses itself a few feet later.

The tokoloshes use the cavern's inherent features to their advantage by using this narrow, abrupt change of direction to force intruders to step onto a concealed spiked pit trap, if they want to see what lies further down the corridor. The trap is positioned at the second U-bend leading into the large chamber beyond.

SPIKED PIT TRAPCR 2XP 600Type mechanical; Perception DC 20; Disable Device DC 20

Trigger location; Reset manual

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

Development: PCs that fall into the pit can escape with a successful DC 10 Climb check or with outside assistance, such as grabbing onto another character or a lowered rope. In addition to the damage dealt by the trap, the **4 tokoloshe warriors** manning area **T9** also hear the commotion with a successful DC 14 Perception check. When they arrive at the scene 1 round later, each attempts to hurl a vial of alchemist's fire at the unfortunate character at the bottom of the pit before engaging the other PCs in melee combat. Overmatched tokoloshe warriors flee to area **T4** where they muster reinforcements for a counterattack.

If the PCs opt to proceed further down the corridor, the GM may read or paraphrase the following description.

There is a pool of stagnant water in the center of a small, subterranean alcove. Small, hollow bones float atop the foul, brackish liquid.

The tokoloshes abandoned this chamber several months ago after they constructed the spiked pit trap. A PC identifies the bones as the femurs of several small animals with a successful DC 10 Knowledge (nature) check.

T3: Brooding Chamber

Loud wails and piercing cries are interspersed with the sounds of laughter and haunting melodies sung by an off-key chorus of shrill voices. Soiled linen undergarments litter the floor filling the room with the overwhelming stench of bodily waste. Meanwhile, twelve female tokoloshes tend to the needs of a roughly equal number of offspring. Half of the juveniles are asleep or resting on four bunk beds, while the remainder amuse themselves with other activities including fighting with one another, pouting, screaming and crying. Amidst the chaos, three female tokoloshes stir a boiling kettle of foul-smelling broth served in filthy, wooden bowls piled high along the edges of the kettle.

The juvenile tokoloshes range in age from newborns to rambunctious toddlers. This goblinoid race also breeds at a prolific rate, and even a cursory glance reveals that several of the female tokoloshes looking after the older children are at varying stages of pregnancy. There are **12 female tokoloshes** and **16 juvenile tokoloshes**, though none of them are combatants. The PCs' sudden appearance is a shock to the adults, as they are accustomed to viewing other humanoids as nothing other than food. In fact, the foul-smelling broth contains human and gnome meat, a delicacy among the ravenous creatures. To compound matters even further, some of their mates presumably died in the assault on Wahm, so the surviving widows have no love lost for the PCs or any other humanoids for that matter. They willingly provide no assistance or information and do whatever they can to harass the PCs including throwing excrement stained clothing at them and spitting at them.

In spite of their hostility, they can be intimidated into providing information. A successful DC 10 Intimidate check is sufficient to force one of the adults to talk. The tokoloshe reluctantly reveals that a witch now holds dominion over the tribe. She led the assault against Wahm and plans another attack in the near future. If Ramla captured Vumira, the tokoloshe also explains that Ramla brought a captive woman back with her. The tokoloshe females have no direct knowledge of any areas outside of those in the immediate vicinity. Furthermore, they are unable to provide logistical details about the tribe such as their overall numbers, troop deployment and the like.

T4: Tokoloshe Common Area (CR 2)

A cacophonous din of voices, roughhousing and other noises drowns out all other sounds in a cavernous chamber. Large puffs of smoke and soot bellow from a burning hearth recessed into the near wall where several tokoloshe adolescents recline on a large fur positioned in front of the glowing embers and wispy flames. Likewise, two tokoloshe warriors sit in finely crafted chairs also facing the flames. A cast-iron kettle filled with a hearty stew sits atop the fire. An assortment of tokoloshe men, women and children mill about the room or occupy one of three large tables scattered about the room. Numerous bowls, goblets and other cookware cover the tables, as some of the fearsome humanoids devour hastily prepared meals of raw and grilled meats.

Scattered among the tokoloshes occupying the room are 7 tokoloshe warriors who leap to their feet, draw their short swords and rush towards the unwelcome visitors. The remaining 14 females and 12 juveniles scatter in every direction with most of them heading towards areas T5, T6 and T7 to hide. There are no viable reinforcements in any of these areas, but the tokoloshes that flee down the southeastern passageway can summon aid from the guards in area T9. The tokoloshe warriors here stay and fight, while they await aid from their kin. Under

questioning, the tokoloshe noncombatants provide the same information as those found in area ${\bf T3}$.

The crockery, goblets and utensils on the dining tables are worth a grand total of 56 gp, though they are bulky and difficult to carry and store. The fur in front of the fire is badly singed in many areas and burned clear through in others, making it worthless. The two nearby chairs are obviously designed for Medium occupants and were likely pilfered from a wealthy residence. Surprisingly, they are in reasonably good shape and are worth 100 gp each. The stew bubbling in the hearth is shockingly tasty. Fortunately for any hungry PCs, the tokoloshes used a mixture of rabbit and venison to make the delicious meal, rather than their usual fixture of humanoid meat.

TOKOLOSHE WARRIORS (7)CR 1/3XP 135hp 6 (see Encounter Area G7)

Treasure: In addition to their listed gear, each tokoloshe warrior carries 1d4 gems worth 10 gp each along with a silver knife and fork worth 5 gp. One of them carries an *elixir of hiding*, while another has a vial of *silversheen*.

T5: Kitchen

A wave of stifling heat surges down the narrow passageway, and its source is plainly evident. A massive, blackened cast-iron kettle rests upon a metallic grate atop a roaring fire. The kitchen is abuzz with activity as six female tokoloshes cut, chop, filet, and cube indeterminate hunks of meat and bone on three stone pedestals akin to islands situated around the kettle. The frantic goblinoids then toss these morsels of food into the kettle, as two others of their kin constantly stir the soupy mess. Two large skins lie on the floor in a small niche accompanied by several smaller scraps of skin.

The **8 tokoloshe females** do not fight, but they put on a good show nonetheless. Though they are still fixated on their futile effort to quell their kin's voracious hunger, they are also likely aware of the PCs' intrusion thanks to their fellow tokoloshes who fled the combat in area **T4**. As soon as they notice the PCs, the female tokoloshes brandish their knives, cleavers and other cooking implements in a feeble attempt to threaten the PCs. A successful DC 10 Intimidate or Bluff check made to feint in combat causes them to drop their weapons and reveal the same information revealed by the noncombatants in area **T4**.

Like their fellow goblinoids, the tokoloshes loathe vegetables, so the stew bubbling on the kettle is exclusively meat-based with cracked bones tossed in for flavor. It is identical in taste to the one found in area **T4**. The tokoloshes' cooking implements include an assortment of knives, cleavers, ladles, spoons and forks that have no monetary value; however the knives, forks and cleavers could be used as improvised weapons in a pinch. A successful DC 10 Knowledge (nature) check determines that the chunks of meat found on the islands are rabbit and deer. Likewise, the same check verifies that the two large skins and six smaller skins found in the niche along the eastern wall belong to the same animals.

T6: Water Supply

An underground stream pours fresh, clear water into a 4-footdeep pond. Numerous small cups and bowls lie along its edges.

T7: Storeroom

Six large, open wooden crates blatantly pilfered from other humanoids contain a diverse array of foodstuffs and other household goods.

The tokoloshes that fled the combat in area **T4** hide within and behind the crates. Since they likely had several minutes to fashion an ideal cubby hole, they are considered to have taken 20 on their Stealth checks. Upon discovery, they cower in fear and create a tremendous racket, screaming, stomping and banging on the crates as makeshift drums. Now forced into a corner, a few tokoloshes reveal everything they know without prompting or a successful Intimidate check. They admit that there are several trapped, false passages deeper within the complex as well as stating that Ramla can magically alter her appearance to look like someone or something else.

The goods stored here are of exceptional quality. Though they are obviously stolen, there are no markings or other indications of the objects' original owners. In fact, the tokoloshes pilfered the crates from a group of bandits. The crates contain 19 bottles of exceptional wine worth 10 gp each, 14 bottles of whiskey worth 10 gp each, 18 wheels of aged cheese worth 5 gp each, 16 slabs of bacon worth 5 gp each and 105 pieces of porcelain dinnerware worth 1 gp each.

T8: Secondary Storeroom

A gutted deer carcass bearing several piercing wounds and a few slash marks hangs from a hook imbedded into the cave's ceiling as well as the skinned remains of six rabbits. The foul stench of spilt entrails and dried blood hangs heavy in the stagnant air.

The tokoloshes' hunting parties brought this game back to the tribe. Like their goblinoid kin, the tokoloshes prefer the taste of humanoid meat which they immediately cook and serve to their brethren. They eat animal flesh in lieu of their desired meal. A successful DC 10 Knowledge (nature) check verifies that the piercing and slashing wounds found on the deer carcass came from small arrows and a small, single-edged slashing weapon.

T9: Guard Chamber (CR 2)

There are two crudely painted leather wall hangings here, each depicting a tokoloshe horde swarming through a burning humanoid village. Scraps of food, an open bottle of whiskey, four cups and an assortment of coins rest atop a wooden table surrounded by four chairs in the center of the table.

The tokoloshes are not renowned for their artistic ability, and the decorative wall hangings found here demonstrate why. The almost childlike works lack any sophisticated techniques and are poorly drawn making them worthless. There are 15 gp and 39 sp on the otherwise nondescript wooden table.

This chamber marks the boundary between the average tokoloshes' living quarters and those of its leaders. It is more likely that the **4 tokoloshe warriors** assigned to this guard chamber joined in the battle in area **T4** after being alerted to the danger by fleeing noncombatants or responded to the spiked pit trap in area **T2**. If that is not the case, these tokoloshes occupy themselves by alternating singing verses from a favorite childhood song. They are considered to be taking 10 on their Perception checks for the purpose of spotting intruders.

By passing through the limestone, the water here is virtually iron-free. Otherwise, this natural pond serves as the tribe's primary source of fresh, drinking water.

TOKOLOSHES (4) XP 200

FIELDS OF BLOOD CR 1/2 TII: Kennel (CR 3)

Male tokoloshe warrior 2 (**Chapter 6**) NE Small humanoid (goblinoid) **Init** +2; **Senses** darkvision 60 ft.; **Perception** +4

AC 17, touch 13, flat-footed 15 (+3 armor, +2 Dex, +1 shield, +1 size) hp 15 (2d10+2 plus 2) Fort +4; Ref +2; Will 0

Speed 30 ft. Melee mwk short sword +4 (1d4/19–20) Ranged shortbow +5 (1d4/x3)

Str 11, Dex 15, Con 12, Int 10, Wis 9, Cha 6 Base Atk +2; CMB +1; CMD 13 Feats Alertness Skills Climb -9, Perception +4, Ride +5, Sense Motive +3, Stealth +9; Racial Modifiers -8 Climb, +4 Stealth Languages Goblin Gear masterwork studded leather armor, light wooden shield, masterwork short sword, shortbow, 20 arrows.

Magic Pebble (Su) All tokoloshes keep a single, magic pebble in their mouths at all times. Once per day as a free action, the tokoloshe can swallow the pebble and become invisible until the beginning of its next turn. A new pebble must remain in the tokoloshe's mouth for 24 hours before it gains this magical property.

Treasure: In addition to their listed gear, each tokoloshe carries a flask of alchemist's fire that they use to hurl at a character at the bottom of the spiked pit trap in **Area T2** or the pit trap in **Area T10**. One of them also has a gold ring inset with a garnet worth 100 gp, while another has a *potion of cure light wounds* and a *potion of shield of faith*.

T10: Trapped Alcove (CR 1)

There is an alcove carved into the northern wall of the passageway. A recessed niche supports a large piece of quartz carved into the image of a goblinoid skull. Several small bones and arrowheads lie next to the crystalline ornament.

The tokoloshes fabricated the quartz skull four decades ago from the death mask of Flayed Eye, the tribe's founder. The goblinoids venerate the decorative piece by leaving the spoils of their victories (the bones) or the implements of their triumph (the arrowheads) as offerings to their fallen leader. The skull is expertly crafted considering its creators and is worth 450 gp. However, removing the quartz masterpiece from its resting place triggers a trap. Both 5-foot squares in front of the recess collapse into a pit. The fall and its aftermath attract the interest of the tokoloshe warriors in **Areas T4** and **T10** whenever either group succeeds on a DC 15 Perception check. The tokoloshes responding from area **T4** fire their arrows into the pit and at any other available targets. Those originating from area **T10** each hurl a flask of alchemist's fire at creatures trapped in the pit.

PIT TRAP	CR
XP 400	
Type mechanical; Perception DC 20; Disable Device	:e DC 20

Trigger location; Reset manual

Effect 20-foot-deep pit (2d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area) PCs escape the pit trap with a successful DC 10 Climb

check or with outside assistance such as a lowered rope.

Loud sounds resembling a cross between a hiss and a growl emanate from a recessed pit beneath an outer ledge. Three large, mangy, ratlike creatures with beady eyes and protruding teeth squabble over a rancid hunk of gristle. Numerous bones and heaping piles of malodorous waste litter the floor of their filthy holding pen. An extremely narrow walkway runs over the creatures' lair connecting this ledge with two other ones adjoining other passageways.

Though they are not very skilled at Acrobatics, the small, agile tokoloshes navigate the narrow walkways with relative ease; however the thin strips of reinforced stone present a challenge for larger creatures. A successful DC 10 Acrobatics check is needed to walk across the thin archway without falling; however Small creatures benefit from a +4 size bonus to this check, while Large creatures suffer a -4 penalty to this check. (Medium creatures do not gain a bonus or suffer a penalty.) Any creature that fails the check falls into the pit, though they can grab hold of the walkways with a successful DC 20 Climb check. Likewise, an adjacent character may attempt to catch a falling character with an identical check. (See the "Climb" section in Chapter 4 of the Pathfinder Roleplaying Game Core *Rulebook* for additional details regarding catching another creature.) In addition to taking 1d6 points of falling damage, the 3 goblin dogs immediately attack any creature that finds itself inadvertently or deliberately in the pit. The tokoloshes train the vile monsters to kill all non-goblinoids on sight; therefore they fight to the death. Though they are not particularly bright, the goblin dogs are clever enough to retreat beneath the overhanging ledge against the north wall, giving them total cover against ranged attacks made from the ledge. In addition, the goblin dogs also know the location of the secret doors, so they can push those open, if necessary, to run through area T11A and emerge in the adjoining corridor.

GOBLIN DOGS (3) XP 400

hp 9 (Pathfinder Roleplaying Game Bestiary "Goblin Dog")

CR 1

Creatures in the pit can climb out with a successful DC 15 Climb check or with assistance from others. There is no visible means of entering or leaving the pit other than falling in and climbing out, yet that is not the case. The tokoloshes built a secret door into the south wall and a connecting door in one of the adjacent corridors allowing them to safely access the pit and train the goblin dogs. Both secret doors share the following statistics.

Secret Door: 2 in. thick; hardness 8; hp 30; Break DC 28; Perception 20.

The secret door opens with minimal effort once found and opens into a rough-hewn passageway.

TIIA: Secret Passageway

A rough-hewn passageway built at a severe slope progresses 15 feet before ending in a stone door.

There is nothing significant about the passageway other than granting easy access to the goblin dogs' pit. The goblin dogs make use of this clandestine corridor if the PCs resort to sniping them from the walkway or another location that does not offer them total cover.

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T12: Shrine

With his shortbow fully drawn, the life-size, limestone statue of a tokoloshe warrior faces the corridor as if poised to let loose a volley at imaginary enemies. Seven bowls of rotting food lie at his feet. Two quartz skulls rest atop elevated stone pedestals. A dank smell from an adjoining chamber occasionally wafts through the air.

The limestone statue is remarkable in its craftsmanship and detail. It depicts the tribe's founder, Flayed Eye, during his youth. The artwork is rather heavy weighing approximately 100 pounds, but it is worth 75 gp. The quartz skulls depict Flayed Eye's two sons, Bloody Blade and Searing Arrow; however they pale in comparison to the quality of the quartz skull found in area **T10**. They are worth 100 gp each.

Before battle, devout tokoloshe warriors leave offerings for their tribe's forefather at the feet of the statue carved in his likeness. The seven bowls of rancid food were left here the evening before the attack against Wahm.

T13: Ossuary (CR 2)

By quick count, at least 100 ceramic funerary urns occupy six rows of shelves that line the far wall. Obvious scorch marks mar the surface of a stone bier as well as the stalactites above it. Ashes and scraps of burnt kindling lie on the floor around the slab. A weighty pall hangs over the area.

The tokoloshes burn their dead and place their ashes in funerary urns stored in this ossuary. The overwhelming majority of these containers are nondescript and undecorated; however a small handful bears colorful images of tokoloshe warriors or personalized inscriptions. These examples include the remains of Flayed Eye which are stored in a vibrantly painted porcelain jar as well as his sons Bloody Blade and Searing Arrow. In spite of their craftsmanship, they have no monetary value.

Though most of the tokoloshe spirits rest in peace, three of their kin do not. This trio manifests itself as **3 lesser shadows**. The malevolent undead merely annoy and harass their former brethren; however they show no restraint towards other humanoids. They resemble tokoloshes crafted from living darkness, and they attack until destroyed.

LESSER SHADOWS (3)	CR 1/2
XP 200	
The Tome of Horrors Complete 541	
CE Medium undead (incorporeal)	
Init +2; Senses darkvision 60 ft.; Perception +8	

AC 14, touch 14, flat-footed 11 (+1 deflection, +1 dodge, +2 Dex) hp 6 (1d8+2) Fort +2; Ref +2; Will +2 Defensive Abilities channel resistance +1, incorporeal, shadow blend; Immune undead traits

Speed fly 40 ft. (good) **Melee** incorporeal touch +2 (1 Strength damage)

Str -, Dex 15, Con -, Int 5, Wis 10, Cha 14 Base Atk +0; CMB +2; CMD 15 (can't be tripped) Feats Dodge **Skills** Fly +6, Perception +8, Stealth +6; **Racial Modifiers** Perception +4

Strength Damage (Su) The touch of a lesser shadow deals 1 point of Strength damage to a living foe. A creature drained to Strength 0 by a lesser shadow dies. This is a negative energy effect.

Shadow Blend (Ex) In any light condition less than bright light, the lesser shadow's form blends into the surrounding shadows, granting it concealment.

Development: In addition to providing a non-combustible surface for burning corpses, the stone bier also conceals a hidden passageway. A PC notices small gouge marks in the floor with a successful DC 20 Perception check. The bier rotates in a counter clockwise direction with a successful DC 15 Strength check from above or below the bier. It opens into a tight fitting corridor leading west into area **T14**.

T14: Adept's Quarters (CR 2)

Grisly trophies fill a chamber that reeks of the macabre. The mummified remains of a man wearing an exquisitely made chain shirt and holding a masterfully crafted longsword in his skeletal hands occupies one corner of the room. The skulls of five other humanoids sit upon a shelf affixed to another wall. Amid these gruesome souvenirs are a bed covered with fine furs and a closed, wooden chest. The chamber's centerpiece is a stone altar splotched with dried blood stains and covered with severed animal appendages and humanoid extremities.

The mummified body in the corner was once Hmattu Wangbattu, a renowned adventurer. The tokoloshes' original chieftain slew him almost fifty years ago and transformed his corpse into a mummy. Though the goblinoids are not adept embalmers, their crude technique succeeded well enough for a PC to identify the remains with a successful DC 20 Knowledge (local) or Knowledge (history) check. In life, Hmattu referred to the masterwork chain shirt and masterwork longsword that still adorn his lifeless body as his "heart and soul." The equipment is still in excellent condition.

The skulls resting on the shelf are more recent additions to the tokoloshes' trophies. A successful DC 10 Knowledge (nature) identifies three of them as human with one gnome and one halfling skull, though it is impossible to gather any additional information about their identities absent magical means, such as *speak with dead*. The bed and furs exhibit exceptional craftsmanship even by the loftiest human standards. Constructed from mahogany and teakwood, the bed is worth 200 gp; however because of its small size it is suitable only for a human child or other small humanoid. Furthermore, its bulk and weight (35 pounds) make it difficult to transport through the narrow passageways. Two wolf pelts worth 25 gp each cover the bed. The wooden chest in the small niche is unlocked and contains the spoils of several recent tokoloshe raids in other faraway villages. It holds 477 sp, 385 gp, a bronze crown worth 100 gp and a pouch containing 6 gems worth 25 gp each.

Though macabre by human standards, **Gutbuster the tokoloshe adept** both lives and performs his ritualistic sacrifices in this chamber. In fact, the PCs' intrusion interrupts such a rite as he prepared to offer a human hand and foot to the tribe's fallen ancestors on the unadorned, limestone altar covered in pools of fresh and dried blood. Though he is treated as taking 10 on his Perception checks, his attention is so squarely focused on the exacting details of his religious ceremony that he suffers a -2 penalty to his Perception checks effectively reducing him to "taking 8" instead. Conversely, he gains a +2 bonus to notice even the slightest movement of the altar in the event that the PCs enter the chamber via the subterranean tunnel connecting this chamber to area **T13**.

Whenever possible, Gutbuster bolsters his defenses by casting *protection from good* on himself. The tokoloshes' resident adept relies upon his offensive spells *scorching ray* and *sleep* to defeat his enemies.

He only resorts to melee combat after exhausting his magical options. Gutbuster never surrenders; however when his death appears imminent, he cries for help and attempts a desperate dash towards reinforcements. His toad familiar, Croaker, finds a safe spot beneath the bed or in another difficult to reach location throughout the combat.

GUTBUSTER CR 2 XP 200 Male tokoloshe adept 4 (Chapter 6) NE Small humanoid (goblinoid)

Init +1; Senses darkvision 60 ft.; Perception +4

AC 15, touch 12, flat-footed 14 (+3 armor, +1 Dex, +1 size) hp 21 (4d6+3 plus 3) Fort +2; Ref +2; Will +7

Speed 30 ft. Melee mwk quarterstaff +4 (1d4) Ranged sling +4 (1d3) Spells Prepared (CL 4th): 2nd—scorching ray 1st—cure light wounds, protection from good, sleep (DC 14) 0—detect magic, purify food and drink, read magic

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

Base Atk +2; CMB +1; CMD 12 Feats Brew Potion, Light Armor Proficiency Skills Climb -8, Heal +9, Knowledge (nature) +5, Knowledge (religion) +6, Perception +4, Spellcraft +4, Stealth +10, Survival +7; Racial Modifiers -8 Climb, +4 Stealth Languages Goblin SQ adept's familiar Gear masterwork studded leather armor, masterwork quarterstaff, sling, 10 bullets

Magic Pebble (Su) All tokoloshes keep a single, magic pebble in their mouths at all times. Once per day as a free action, the tokoloshe can swallow the pebble and become invisible until the beginning of its next turn. A new pebble must remain in the tokoloshe's mouth for 24 hours before it gains this magical property.

CROAKER, TOAD FAMILIAR XP —

CR —

N Diminutive magical beast (augmented animal) (Pathfinder Roleplaying Game Bestiary "Familiar, Toad") Init +1; Senses low-light vision, scent; Perception +9

AC 17, touch 15, flat-footed 16 (+1 Dex, +2 natural, +4 size) hp 10 Fort +0; Ref +3; Will +6

Defensive Abilities improved evasion

Speed 5 ft. Space 1 ft.; Reach 0 ft.

Str 1, Dex 12, Con 6, Int 7, Wis 15, Cha 4 Base Atk +2; CMB -1; CMD 4 (8 vs. trip) Feats Skill Focus (Perception) Skills Heal +5, Knowledge (nature) +0, Knowledge (religion) +1, Perception +9, Spellcraft +0, Stealth +21, Survival +3 SQ improved evasion, share spells, empathic link, deliver touch spells

Familiar The master of a toad familiar gains 3 hit points.

Development: Pushing the stone altar in a clockwise direction reveals an underground passageway that connects this room with area **T13**. The altar moves relatively easily, requiring only a successful DC 12 Strength check to turn it. Because it rotates with such minimal effort and leaves no telltale signs of its presence, it is more difficult to detect the revolving altar in this chamber than in the adjoining room. A successful DC 25 Perception check is needed to spot it.

T15: Chieftain's Audience Hall (CR 3)

Interlocking femur bones from an assortment of humanoids and large animals comprise a crude throne that rests atop a raised dais at the far end of a spacious cavern. Two limestone statues carved in the likeness of tokoloshe warriors each armed with a pair of swords flank the elevated platform. An oddly shaped triangular table sits upon a dirty, reddish-brown carpet. Five chairs surround the table with two placed on each hypotenuse and one slightly larger and more ornate chair at the base.

Since Ramla's arrival, Toothcracker the tokoloshes' chieftain, occupies a subordinate role within the tribe. His acquiescence to Wahm's exiled witch does not sit well with the usurped leader who longs to rid his people of their human master. To further this end, he conspires with 2 tokoloshe warriors under his command. If the PCs overhear and understand his conversation with his two lieutenants, they can sway them to their side, albeit temporarily. The tokoloshes are hostile to the PCs, but their shared animosity towards Ramla grants the PCs a +5 bonus to their Diplomacy checks to convince Toothcracker and his subordinates to join the attack against Ramla. Of course, this alliance is short-lived as Toothcracker and the tokoloshes immediately turn on the PCs once they dispose of Ramla. Otherwise, the tokoloshes attack the PCs on sight and do not retreat or surrender regardless of the circumstances or hopelessness of their situation. In the event that the PCs compel them to talk either via magical means or a successful Intimidate check, they eagerly betray Ramla and tell the PCs everything they know about her such as her current location and mystical powers.

TOKOLOSHE WARRIORS (2) XP 200 hp 13 (see Area T9)	CR 1/2
TOOTHCRACKER XP 600	CR 2
Male tokoloshe barbarian 3 (Chapter 6) NE Small humanoid (goblinoid)	
Init +2; Senses darkvision 60 ft.; Perception +5	

AC 17, touch 11, flat-footed 15 (+4 armor, +2 Dex, -2 rage, +2 shield, +1 size) hp 37 (3d12+12) Fort +7; Ref +3 (+1 vs. traps); Will +5 Defensive Abilities uncanny dodge

Speed 40 ft.

Melee mwk short sword +9 (1d4+4/19–20) Ranged shortbow +6 (1d4/x3) Special Attacks rage (16 rounds/day); rage powers (no escape [1/rage])

Str 18, Dex 15, Con 19, Int 10, Wis 10, Cha 10 Base Atk +3; CMB +6; CMD 16 Feats Extra Rage, Iron Will Skills Acrobatics +4 (+8 when jumping), Climb –6, Handle Animal +5, Heal +2, Intimidate +5, Perception +5, Ride +5, Stealth +9, Survival +6; Racial Modifiers –8 Climb, +4 Stealth Languages Goblin Combat Gear potion of cure light wounds, oil of magic

Combat Gear potion of cure light wounds, oil of magic weapon, potion of shield of faith; **Other Gear** +1 studded leather armor, masterwork short sword, shortbow, 20 arrows, heavy wooden shield, key.

Magic Pebble (Su) All tokoloshes keep a single, magic pebble in their mouths at all times. Once per day as a free action, the tokoloshe can swallow the pebble and become

invisible until the beginning of its next turn. A new pebble must remain in the tokoloshe's mouth for 24 hours before it gains this magical property.

Rage When not raging, Toothcracker's statistics are **AC** 19, touch 13, flat-footed 17; **hp** 31; **Fort** +5, **Will** +3; **Melee** mwk short sword +7 (1d4+2/19–20); **Str** 14, **Con** 15; **CMB** +4, **CMD** 16; **Skills** Climb –8.

The tokoloshes' makeshift throne is inventive and gruesome, but valueless and impossible to move without dismantling it. The limestone statues weigh 100 pounds and are of average quality. They are worth 50 gp each. The table is intentionally designed so that the chieftain sits at the perceived position of power — the triangle's base — while his lieutenants occupy the lesser seats along the table's hypotenuse. The chieftain's seat is well-made and sturdy. It is worth 50 gp. His subordinates' four chairs are worth 20 gp each.

T16: Toothcracker's Chamber (CR 2)

The glint of shiny steel radiates from a weapons rack on the near wall stocked with fine blades and keen axes fitted for both small and man-sized creatures. The room's furnishings include a locked, iron chest and a bed fitted with linen sheets and inferior furs.

The display case holds three ordinary and one masterwork Small longswords, a Small masterwork battleaxe and a Medium masterwork battleaxe, a Medium falchion, and a Medium masterwork greatsword. Toothcracker acquired these weapons from fallen rivals and enemies alike. The bed and its coverings seem unworthy for a tribal chieftain; however the tribe's leader cares little for flaunting his station. The roughly woven sheets are worth 10 gp and the crudely sewn rabbit pelts piled atop the mattress are worth a grand total of 25 gp.

Treasure: Toothcracker keeps the tribe's spoils in an iron chest secured by the key kept on his person. Like most tokoloshe leaders, he wisely refuses to place his trust in his people's loyalty, so he secured the chest with a lock and booby trapped it as well. Opening the chest by any means other than unlocking it with Toothcracker's key triggers the trap.

BURNING HANDS TRAP CR 2 XP 600

Type magical; Perception DC 26; Disable Device DC 26

Trigger proximity (alarm); Reset none

Effect spell effect (burning hands, 2d4 fire damage, DC 11 Reflex save for half damage); multiple targets (all targets in a 15 ft.-cone)

Iron Chest: 1/2 in. thick; hardness 10; hp 15; Break DC 24; Disable Device DC 23.

The chest contains 931 sp, 404 gp, a vial of *nightdrops** and 3 *sleep arrows*. *See *Pathfinder Roleplaying Game Ultimate Equipment* for details.

T17: Stone Passageway (CR 2)

Jagged edges and small piles of loose stones mar the floor and walls of a narrow, rough-hewn passageway.

Shortly after her arrival, Ramla ordered the tokoloshes to carve this passageway and its adjoining chambers. A successful DC 10 Knowledge (dungeoneering) check confirms that the corridor was recently built using inferior construction techniques. Though it is not aesthetically pleasing, it is still structurally safe. The passageway's two wooden doors are identical in composition. They are both locked.

Good Wooden Door: 1-1/2 in. thick; hardness 5, hp 10; Break DC 18; Disable Device DC 20.

Like other portions of the tokoloshe complex, the corridor leading to Ramla's chamber also features a false passageway. In this instance, the northwestern branch is trapped and **4 dire rats** dwell in the alcove at the end of the passageway. Whenever a creature falls into the pit trap delineated by the "T" on the map, the small vermin scurry from their hiding places and climb down into the pit to attack the unfortunate victim(s). Because they have climb speeds, the animals navigate the recess's rough-hewn walls with ease.

PIT TRAP XP 600

Type mechanical; Perception DC 20; Disable Device DC 20

Trigger location; Reset manual

Effect 20-foot-deep pit (2d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area) PCs escape the pit trap with a successful DC 10 Climb check or with outside assistance such as a lowered rope.

DIRE RAT (4) XP 135

CR 1/3

CR 1

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

T18: Prison (CR 2)

Low moans fill the air, simultaneously conveying sensations of intense pain and mocking pleasure. Two men shackled to the far wall writhe in agony as a dark-furred humanoid with bulbous, milkywhite eyes sadistically torments them with a red-hot morningstar heated in the glowing embers of a nearby fire pit. This creature also dwells here as evidenced by a filthy bedroll shoved against a far wall. A scourging post occupies one of the near corners.

If the tokoloshes captured Vumira Ungalla during their raid on Wahm, she is chained to the scourging post. In that case, the GM may read or paraphrase the following supplement to the room's description.

Two strands of silk rope wrapped around her chest and her ankles fasten a middle-aged woman to the cruel torture device. She bears no signs of physical injury; however the weight of the world seemingly rests upon her furrowed brow and sagging shoulders. Despite being in comparatively better shape than her male counterparts, she seems more broken and defeated than they are.

Ramla and the tokoloshes captured their two male victims on their way back from the raid on Wahm. After an unsuccessful trip to the House of Cards, the two men, **Kgosi Hawasi** (CN male human commoner 2; Cha 12; Profession [gambler]+5) and **Zuberi Zandala** (CE male human expert 1; Int 12; Profession [gambler] +4) foolishly attempted to rob a small group of tokoloshe warriors within earshot of the main group. Instead of killing them outright, Ramla ordered the tokoloshes to capture the pair and determine if they were spies or adventurers sent after her. After several days of torture and beatings, the two malnourished and dehydrated gamblers are on the verge of unconsciousness and madness. Their pleas for mercy and protestations of innocence fall only on deaf ears.

Likewise, Kgosi and Zuberi provide little useful logistical information for the PCs. They know nothing about the complex's layout and their knowledge about Ramla is limited other than the fact that she is a witch. They are aware that Ramla chained her mother Vumira to the scourging post (provided, of course, that she is here). Though she is physically unharmed, Ramla verbally abuses her on a frequent basis. She calls her a liar, a traitor, a turncoat, an ugly hag and a wicked, selfish old crone. In addition, Ramla spits in her face and even splashes her with urine. She also boasts to her that she seduced her own brother and caused him to

CR 2

blind himself and wander the wilderness as a bitter, suicidal hermit.

Her guilt, Ramla's derision and Atsu's sad fate plunged Vumira into a state of deep catatonia. The unkempt woman stands motionless, refusing to speak or act under any circumstances. Her affliction can only be cured with time and compassion. See the "Sanity and Madness" section in Chapter 8 of the *Pathfinder Roleplaying Game GameMastery Guide* for details regarding adjudicating the effects of insanity.

Catatonia — type insanity; save Will DC 15; onset immediate; effect creature can take no actions.

If Vumira is eventually cured, she begrudgingly admits to condeming her daughter Ramla. She is extremely remorseful and guilt-ridden, dedicating her remaining days to acts of charity and kindness to atone for falsely accusing Ramla of aiding the tokoloshes.

The monster responsible for overseeing this house of pain is a **bugbear**. The sadistic brute launches into combat with unbridled ferocity. The monster's weapon glows from its exposure to the open fire pit. It remains heated for 1d4+1 additional rounds during which it deals an additional 1d3 points of fire damage. However, in its red-hot state, the weapon gains the broken condition whenever the bugbear rolls a natural 1 on an attack roll. In addition to its listed gear, the bugbear also has a pouch containing 5 pearls worth 25 gp each and the key to this room.

BUGBEAR XP 600

hp 16 (Pathfinder Roleplaying Game Bestiary "Bugbear")

Development: The PCs may decide to wait for Ramla rather than continue down area **T17**. If they opt for that course of action, **Ramla** arrives 10d10 minutes later without her **4 tokoloshe warriors**. Ramla is tipped off to the PCs' presence, if the PCs left some telltale sign of their stay, such as forcibly opening the door or damaging the outer lock. Naturally, a loud commotion may also cause her to investigate the disturbance much sooner. Every round, Ramla has a 40% chance of hearing the sounds of battle taking place and reacting to it. She dispatches her 4 tokoloshe warriors from area **T19** to check things out and awaits their response. If none is forthcoming within 3 rounds, she casts her defensive spells and imbibes her *potion of invisibility* in an effort to surprise her enemies before sneaking a peek down the corridor. See area **T19** for Ramla's combat stats and more information on her tactics during battle.

T19: Ramla's Quarters (CR 4)

Pungent steam roils from the surface of a small, bubbling, iron cauldron sitting atop white-hot charcoals. Numerous jars and vials rest upon a wooden table right behind it. An attractive young woman with flowing black hair and piercing hazel eyes attends to the brewing liquid. An angry scowl contorts her otherwise demure face into a twisted visage filled with rage. A lacquered dressing panel obscures one corner of the room, whereas a finely decorated canopy bed and a round table surrounded by four chairs are clearly visible. Four tokoloshe warriors mill about the lavish bedchamber in varying states of boredom.

Naturally, if **Ramla** and the **4 tokoloshe warriors** joined the fray in area **T18**, they are not here and should be deleted from the preceding description. Otherwise, the 4 tokoloshe warriors and Ramla attack the intruders on sight. The tokoloshe warriors always delay their first action, waiting for Ramla to react to their newfound foes. Whenever Ramla gets the jump on the PCs, and at least two of them are crowded in the outer corridor, she casts *web* on the threshold in an effort to trap and contain those PCs in the sticky morass. If that occurs, the tokoloshe warriors take up defensive positions behind the dressing panel or overturn the nearby table and fire their arrows at the PCs. Conversely, in a free-for-all, Ramla singles out the strongest melee opponents, who are also presumably the weakest-minded individuals, and targets them with her *hold person* spell and slumber. The tokoloshe warriors then form a ring around Ramla and fight any PCs that threaten her.

Ramla views the tokoloshes as a means to an ends rather than true allies. When faced with imminent defeat or death, she gladly sacrifices the tokoloshes to save herself. She begs for mercy and even claims that the goblinoids forced her to attack the village and her mother. She turns on the water works and offers a feeble apology feigning that she would have stopped the goblinoids if she could. (The PCs may attempt a Sense Motive check to determine Ramla's sincerity.) Ramla has no true intention to surrender in the face of imminent defeat, and instead turns on the PCs or attempts to escape at the first opportunity, particularly if she did not quaff her *potion of invisibility*. Though she is evil and has no qualms about harming others, Ramla's circumstances should evoke at least some sympathy. However, in the end her desire to injure those she holds responsible for her exile overrides any merciful qualities left in her.

RAMLA UNGALLA XP 600

hp 16 (see "Pieces in Motion" in **Part 1: Holiday Horror** above for full stats)

CR 2

CR 1/2

WASSU, BAT FAMILIAR CR — XP —

hp 6 (see "Pieces in Motion" in **Part 1: Holiday Horror** above for full stats; +1 to all saves via *cloak* of resistance +1)

TOKOLOSHE WARRIORS (4) XP 200 hp 13 (see Area T9)

Treasure: The dressing panel in the corner of the room conceals an alabaster bathing vessel worth 150 gp and a teakwood armoire worth 100 gp containing two nobles' outfits, eight pairs of expensive shoes worth 5 gp each and a collection of dresses and undergarments worth 100 gp. Of course, moving and transporting the extremely heavy furniture pieces may be a troublesome dilemma. The bed sports exquisite silk sheets worth 25 gp; however there is also a +1 chain shirt tucked underneath it. A PC merely passing by the bed notices the glint of steel from the armor with a successful DC 15 Perception check. A PC that actually looks under the bed sees the armor without making a Perception check.

The table next to the small cauldron holds an assortment of vials and jars containing spell components and potion ingredients. The collection of items including the small cauldron functions as the equivalent of an alchemist's lab. Though the contents of most containers are nonmagical, interspersed among the vials and jars are a *potion of blur*, a *potion of eagle's splendor*, a *potion of spider climb* and an *elixir of fire breath* along with three flasks of alchemist's fire and two vials of antitoxin. After her encounter with the PCs in Wahm, Ramla acquired a *cloak of resistance* +1 that she currently wears.

Concluding the Adventure

With the tokoloshe threat eradicated, Wahm appears to be safe from the creatures for the foreseeable future. The villagers and their elders welcome the PCs as celebrated heroes and pay them in full for their services. From this moment forward, the PCs can always count on a fresh meal and a warm bed whenever they visit Wahm. However, the homecoming is not so welcoming for Vumira, if the PCs rescued her from Ramla. Her madness and guilt run extremely deep and may take months or years to release her from their grip. The villagers share complicity with Vumira, so they aid her as best they can during her recovery.

After divulging his sad tale to the PCs, Atsu also returns to Wahm shortly after the PCs' arrival in the village. Though he is still wracked with guilt and shame for condemning his sister and being played the fool by her, he is prepared to give life another shot and make the best of his new existence. Once again, the villagers forgive his transgressions and welcome their heroic warrior back to the fold with open arms.

If the PCs secured the stolen goods or apprehended the two bandits from the **Young Plains Thieves** encounter, they may opt to return the items and the guilty parties to the House of Cards in the remote grasslands. Nestario is true to his word and gives the PCs their promised or implied reward in exchange for their services. The House of Cards provides a good starting point for the PCs' next adventure in Wahm or the distant grasslands, if the GM so chooses.

CHAPTER 11: RED WEDDING

Red Wedding

From this day forward I promise you Love eternal and forever true For none shall sunder the vow you gave Neither god nor man nor even grave — A traditional Moglai wedding vow

Red Wedding is a 4th-level adventure of forbidden passion and its unintended consequences. Though love creates life and beauty, its denial sows anger and hate. When young lovers are forever separated, one turns to a dark power for vengeance, and the other rises from the netherworld as a frightful monstrosity.

Adventure Background

From an early age, Crystal Biltumur exhibited a caring heart and a tolerant nature. Her mother Odval always encouraged her only child to look beyond appearances and to see the good in others. Her father Sukh outwardly and passively agreed with his beloved wife, but he never really shared her opinion. His experience as the mayor of the small town of Ubuka jaded his outlook toward those different from him. This held especially true when dealing with the more aggressive humanoid races such as goblins and their kin and his primary nemesis, the orcs that dwelt in the nearby village of Caaddan. In his mind, history proved him right time and again. Though a long-lasting, yet uneasy peace existed between the two peoples, mistrust spurred by the unsanctioned actions of rogue elements on both sides of the equation occasionally brought the two parties to the precipice of all-out war.

In an effort to alleviate tensions between the two sides and prevent future misunderstandings, the Seven Horsemen, a council of seven influential citizens, proposed a bold solution based upon a long-standing practice within their culture: One of the leader's children would live with the other side's leader and his family for six months and then vice versa. Such detested the idea of sending his daughter Crystal to live among a race he deemed to be savages, yet in the end the majority won out. Such reluctantly acquiesced to the Seven Horsemen's demands, so the accepting teenager went to live with the family of Splayed Tongue, the orcs' tribal chieftain.

Crystal's enthusiasm for adventure quickly waned in the light of the orcs' uncouthness and inherent barbarism. She found Splayed Tongue to be a hotheaded, gluttonous bully who showed little ability or concern for the welfare of his people. His orcish kin were much the same to varying degrees — yet one orc differed from all the rest. Stolen Tongue, the chieftain's eldest son, stood out from his race in most every way. Though he was a masterful warrior, he looked the most "human" and had a sharp mind, with a discerning ear for music and a love of history. Crystal immediately took an interest in her orcish counterpart, and the two became inseparable during her stay in Caaddan. Likewise, when the time came for Stolen Tongue to join Crystal and her family in Ubuka, their bond deepened. Sukh and Odval openly approved their daughter's burgeoning relationship with the orcs' likely future leader. Odval's feelings toward their orc guest were sincere, but Sukh secretly feared Crystal had become too close to someone belonging to a race he considered oafish brutes. After Stolen Tongue returned to Caaddan, Sukh forbade Crystal to ever see him again, even though the arrangement eased tensions and ushered in a new age of understanding between the two former enemies.

A Secret Affair

Love runs deep, and defiance courses through the veins of nearly every teenager. Crystal was no exception. She repeatedly assured her father that she would obey his wishes, yet she frequently slipped out of town and met Stolen Tongue at prearranged meeting sites. The clandestine rendezvous continued for the next four years, and their relationship rapidly progressed from friendship into a torrid romance. Sukh took notice of his daughter's disinterest in local suitors and frequent disappearances, leading him to suspect that something was amiss. Last night, Sukh followed Crystal to The Crossroads Inn just outside of town. He watched in horror as Crystal leapt into the arms of her orc lover and disappeared with him behind closed doors. When she emerged an hour later, Sukh waited for Stolen Tongue to leave before he stepped out of hiding and glared at his defiant child. His soul burned in a conflagration of pure anger toward Crystal and hatred for the savage who defiled her.

Such stammered for the right words, but Crystal spoke first. He heard nothing of what she said except for one word — pregnant. The thought of his unmarried daughter giving birth to an illegitimate child was bad enough, let alone a half-orc monstrosity. Such lost his mind. In an irrational fit of rage, he drew his blade and plunged it into his daughter's abdomen in a subconscious effort to remove what he perceived to be the scandalous byproduct of an unholy union.

Rivers of blood poured from Crystal's body as she collapsed, whispered "I love him," and died. The sight of his daughter's dead body jolted Sukh back to his senses. He looked up and saw Stolen Tongue in the distance rushing back to investigate the commotion. Their eyes met for a brief instant before Sukh dashed back to Ubuka. Stolen Tongue rushed to his beloved's side and held Crystal's lifeless body as he wept uncontrollably. Unfortunately, the ado attracted attention from a crowd of onlookers who saw the orc cradling the young woman's body. Stolen Tongue knew he had overstayed his welcome. He fled, knowing Sukh and the townsfolk would blame him for the killing, and seek revenge against him and his people. As his tribe's new chieftain, the clever tactician feared that the humans' numerical superiority, horses and cohesiveness would be too great for his people to overcome. Stolen Tongue was running through a list of his potential allies when he recalled a story from his youth about a malevolent spirit that dwelt within the haunted ruins of Zabladai, an abandoned orcish settlement near his homeland. Stolen Tongue and his people feared the place, but the heartbroken orc was ready to exact revenge and save his people regardless of the price.

Price of Vengeance

In the bowels of Zabladai, the brave warrior came face to face with its wicked resident, Cama Obuto. A century earlier, Cama Obuto, a mighty half-orc general, ruled over the entire region. Renowned as a great warrior and a masterful politician, the tyrant kept a closely guarded dark secret. During his murderous 12-year reign, numerous human and orc children mysteriously disappeared. Rumors spread throughout the land that Cama kidnapped the youngsters himself and disposed of them in a concealed dungeon deep within his stronghold. In time, the public outcry became too great, and even his most loyal and handsomely paid lieutenants could no longer turn a blind eye to Cama's sadistic diversion. They found the hidden entrance to his house of horrors and caught Cama with a young orc in a dank chamber where dozens or perhaps even hundreds of tiny skeletons lay strewn about the floor. The blubbering child serial killer

groveled and begged for mercy, but the six mortified soldiers slew their ruler with unbridled ferocity. To rid the earth of Cama's legacy, the citizens razed his stronghold and abandoned the settlement in its entirety. But Cama's malevolent spirit lingered and waited.

As the fly walks into the spider's parlor, Stolen Tongue fell into Cama's web of lies and deceit, and reluctantly struck a ghastly bargain with the wicked apparition. In exchange for bringing him young children, Cama agreed to give Stolen Tongue "murderous warriors" to perform his bidding. That night, Stolen Tongue's warriors abducted Bodi, a troubled adolescent and petty criminal who often loitered around the Crossroads Inn. They brought their first victim to Cama and received their promised gift — a hideous vulnadaemon — to serve them as they pleased.

Meanwhile, Sukh waited for news of Crystal's murder to reach Ubuka. When it did and the eyewitnesses reported Stolen Tongue at the murder scene and made no mention of him, Sukh immediately blamed the orcs for Crystal's murder and demanded Ubuka retaliate. He hastily buried his daughter's body to conceal any evidence that might implicate him, but the dead girl refused to rest in peace. That night, hatred stirred her and her unborn child from eternal slumber, and she rose from the grave as a forlorn soul.

When the townsfolk arrived at the cemetery the following morning, they found the caretaker dead and Crystal's body missing. Sukh accused the orcs of the heinous deeds and renewed his cries for vengeance. Though appalled by recent events, the Seven Horsemen resisted the mayor's cries for all-out war against the orcs and counseled patience, especially since many of them remembered Stolen Tongue from his youth.

Ubuka's citizens do not yet realize that they face imminent danger from the newly undead Crystal and Stolen Tongue's vulnadaemon servants. In addition, the crafty orc commander soon rues the proverbial deal with the devil that even he cannot undo. It takes a group of brave adventurers to unravel the mystery surrounding Crystal's murder and eradicate an ancient evil once and for all before it claims Ubuka and Caaddan.

Adventure Synopsis

The PCs arrive in the town of Ubuka in the midst of a great crisis. A long-standing peace between its residents and the orc inhabitants of nearby Caaddan hangs in the balance, as the tribe's chieftain, Stolen Tongue, stands accused of murdering Crystal Biltumur, the daughter of Mayor Sukh Biltumur. However, Stolen Tongue knows that Sukh actually murdered Crystal, though he does not know why. Realizing the humans would blame him for her death and attack his village, Stolen Tongue made a bargain with Cama Obuto, a vile malingering spirit that dwells in the haunted ruins of Zabladai. In exchange for bringing him young children, Cama summoned vulnadaemons to serve as Stolen Tongue's auxiliary army. Meanwhile, Crystal rose from the grave as a forlorn soul and slew the cemetery's caretaker, an act that Sukh wrongly believes the orcs committed. The PCs arrive in Ubuka several hours before Sukh makes an impassioned plea to his fellow citizens demanding that they bring Stolen Tongue and the orcs to justice.

Shortly after the mayor's rousing call to arms, the first vulnadaemon strikes in Ubuka, spreading fear and mayhem in its wake. Meanwhile, Crystal reappears to the townsfolk as an undead monster stalking the streets in search of Sukh. To make matters worse, Stolen Tongue dispatches a band of orcs to the outskirts of Ubuka and the surrounding environs to abduct a child and bring it to Cama in order to obtain the services of another vulnadaemon. The PCs are thrust into the fray of a three-way tug-of-war between the vengeful Crystal, the vulnadaemon and the marauding orcs. Through their interaction with the townspeople, the orcs and Crystal, the PCs gather important clues pointing to the fact that all three events are related. Depending upon their course of action, the PCs may learn that Sukh actually killed Crystal and that Stolen Tongue sought aid from a vile entity dwelling in the depths of the haunted ruins of Zabladai. After thwarting the orcs' attempts to kidnap more human victims, vanquishing the vulnadaemon and fending off Crystal as well as solving her murder, the PCs face the realization that they must destroy the horrible being responsible for bringing the evil outsiders into the conflict.

The scene then shifts from Ubuka and its environs to the haunted ruins of Zabladai where Cama and his minions await. Outside the fallen building, the PCs face his orc bodyguards and two lesser daemons. Within the foul halls and chambers of Zabladai, the PCs must vanquish the twisted souls of Cama's past victims as well as the other monstrosities that skulk in his dark domain before coming face to face with the regretful Stolen Tongue. The troubled orc chieftain may take up arms against the PCs, or he may join them to do battle against Cama Obuto. With or without Stolen Tongue's aid, the PCs must destroy the evil entity bent on sowing evil throughout the land and resuming his dastardly ways. In the fetid depths of his former stronghold, the PCs must confront and destroy the malevolent being forever or take their place among his countless victims.

The returning PCs expect to be greeted as conquering heroes, but they may be dismayed to learn that Crystal's lifeless body once again stalks the streets of Ubuka. They must correctly deduce that with her killer brought to justice, the forlorn soul now seeks her true love, Stolen Tongue. Reuniting the lovers in life or in death is the only way to save Crystal from eternal damnation as an undead monster and spare Ubuka from her ceaseless wrath.

Beginning the Adventure

The adventure begins in Ubuka on a bright, sunny morning. Last evening, the town's mayor, Sukh Biltumur, murdered his daughter, Crystal, and blamed the crime on his daughter's clandestine lover, Stolen Tongue, the chieftain of a neighboring tribe of orcs. To conceal any evidence of the crime, Sukh hastily buried her body a few hours later in the outlying cemetery. When the residents awoke this morning, they found the grave empty and the caretaker dead. Rumors fly fast and furious through the main square, as gossip-mongering citizens share their opinions on every facet of these strange events. Everyone's version of events differs dramatically from one person to the next, but they all agree on one thing. The town's mayor, Sukh Biltumur, is scheduled to publicly address the citizens later this morning and sound the call for adventurers and men of stout hearts and arms to thwart the orc menace. This gives the PCs an opportunity to explore Ubuka and gather more information about the settlement, its history and its important residents. Depending upon the depth of their inquiries, the PCs may accept Sukh's version of events at face value and do as he asks without question, or they may dig a little deeper and find that everything is not as it appears to be. The PCs must decide which road to take.

Part One: A Town on Edge

The adventure's opening chapter introduces the PCs to the town of Ubuka in central Libynos and its nearby locales. The PCs are free to explore the central square and its shops, along with several outlying areas. Along the way, they are likely to gather important information and evidence that serves them well after their encounters with the vulnadaemon and Crystal's risen corpse. Besides advancing the main plot, the PCs may also engage in several secondary encounters and minor events unrelated to the central story arc. The GM is free to lengthen or shorten the PCs' endeavors in Ubuka and its surrounding environs however he sees fit. In addition, the PCs may opt to forego these areas for the time being and visit them after the events described in **Part Two** of the adventure.

Ubuka

Like most grassland communities, the town of Ubuka encompasses roughly 15 square miles consisting predominately of outlying farms and pastures where the vast majority of its residents live. However, Ubuka's residents often venture far from home with their herds in pursuit of fresh grass and drinking water for their animals. With the exception of their

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actual living quarters and their tracts of self-sufficient farmland, the people here do not ascribe to the traditional definition of property. There are no delineated boundaries or competing claims for land. The grasslands stretch for miles in every direction, so Ubuka's residents see no need to squabble over petty matters when plenty of land exists to meet everyone's needs, even if one has to travel a little farther to do so.

Citizens conduct business in the centrally located town square. Ubuka's town square differs in the regard that its entrepreneurs are largely transient. Passing merchants and travelers simply pitch a tent in the ground and offer their wares for sale until they run out of merchandise or decide it is time to move somewhere else. In fact, the square's only permanent structures are the mayor's office, the Tired Horse Inn and the Flaming Coal Tavern. Though most homes lie several miles away from the center of commerce, the town's citizens were practically born in the saddle. Most travel by horseback and can make the round trip to and from the square in under an hour. Every landowner has at least one horse in his stable, but most boast a riding horse for every adult family member as well as work horses and the occasional racing stallion for the wealthiest residents. The settlement's horse culture also gives Ubuka a significant military advantage because the town can field a sizable cavalry unit. Few citizens have formal combat training or experience, but their numbers, equestrian skills and basic proficiency with a lance offset any martial deficiencies. Ubuka can field a cavalry force of roughly 100 riders, giving the human community a numerical and mobility advantage over Stolen Tongue's force of 80 foot soldiers. In time of need, the town can muster another 60 poorly trained and ill-equipped infantrymen, giving Ubuka double the number of available troops as Caaddan.

UBUKA CAVALRY SOLDIER CR 1/3 XP 135 hp 5 (Pathfinder Roleplaying Game GameMastery Guide "Sauire")

UBUKA FOOT SOLDIER CR 1/2 XP 200 bp 9. (Pathfinder Poleplaving Game Game Mastery Guide

hp 9 (Pathfinder Roleplaying Game GameMastery Guide "Farmer")

Mayor Sukh Biltumur governs the town. He made his reputation as a fine cavalryman and the scion of a wealthy landowner before assuming political office 11 years ago. Elections are held every year and he has run unopposed for the last six years. In theory, the mayor is empowered to exercise complete autonomy over political, military and economic matters affecting the community. But reality is much different. Sukh rarely acts

Ubuka UBUKA LN small town Corruption +0; Crime +0; Economy +1; Law +1; Lore +2; Society -1 Qualities prosperous, rumormongering citizens Danger 0 **Government** autocracy Population 475 (408 humans, 28 half-elves, 16 halflings, 14 elves, 9 others) **Notable NPCs** Sukh Biltumur, Mayor (N male human aristocrat 4) Tamir Tugluu, Merchant (LN male human expert 3) Janis Biltumur, Minstrel (CG female human bard 2) Base Value 1,300 gp; Purchase Limit 7,500 gp; Spellcasting 4th; Minor Items 3d4: Medium Items 1d6

without consulting the town's de facto powerbrokers, a group known as the Seven Horsemen. Much like nobles advising a king, these influential men and women enjoy unfettered access to the mayor and wield tremendous authority within the town. Their primary goal is to maintain the *status quo* at any cost, an outlook that sometimes puts them at odds with their mayor, especially in light of current events. Sukh wants to declare all-out war on the orcs as a punitive measure for Crystal's death. The Seven Horsemen are far less eager to upset the applecart and risk widespread devastation to their business interests, even if victory seems likely.

The town is on edge waiting to hear Sukh's public address and find out what is going to happen next. The downtime gives the PCs an opportunity to explore Ubuka and its amenities for several hours. The following sections describe the town's current activities, as well as its major locations and inhabitants.

Events

Ubuka is abuzz with speculation pending Mayor Sukh's major announcement and the repercussions of Crystal's death last evening. The GM may insert some or all of the following related and unrelated vignettes to add to the tension and anticipation:

Ragisan (CN male human aristocrat 3; Dex 13; Ride +10) walks through the town square openly challenging competitors to beat him in a horse race. The cocky, young noble claims that his gray steed, Roan Lightning, is the fastest horse in Ubuka, and he is willing to bet 25 gp to prove it. If someone accepts his wager, he faces off against his opponent in a quarter-mile race just outside the town square. Naturally, a crowd of curiosity seekers partakes in the exciting spectacle, though most root against the haughty aristocrat.

Kushi (CG female half-elf commoner 2; Int 12; Knowledge [local] +6) holds a bouquet of freshly cut flowers for sale. She is not her usual bubbly self today, owing to her grief over Crystal's death. She admits that they were merely acquaintances, but she always admired Crystal's taste in flowers as the mayor's daughter frequently received them and sometimes bought them from her. Kushi does not know who gave flowers to Crystal or the recipient of her flowers.

Four young boys roughhouse over a blunt, wooden short sword with a green gem embedded into its hilt. Whenever one of the youngsters gains possession of the weapon, he raises it into the air and proclaims himself the "new mayor of Ubuka," after which follows a renewed wrestling match for control. A successful DC 10 Appraise check verifies that the faux emerald is really a piece of glass. If questioned about the significance of the short sword, the boys explain that the weapon is a replica of the Mayoral Short Sword, an heirloom that symbolizes the mayor's authority. (It is important to note that Sukh no longer has the blade because he disposed of the weapon after slaying Crystal with it.)

A rambunctious, adolescent boy named **Khaymur** (CE male human commoner 1; Str 12; Climb +5) dropkicks a ragged doll of an orc warrior high into the air to the cheers of a few girls watching him. He and his teenage audience refer to the toy as Stolen Tongue, whom they believe killed Crystal. He loudly proclaims that Mayor Sukh wants to kill every filthy orc for what they did to his daughter.

A wide-eyed, hyperactive man named **Tugh** (CN male human commoner 2; Con 12; Bluff +2) accosts passers-by for spare coins to buy food. Whenever they refuse his overtures, the bedraggled senior citizen mutters an obscenity and gestures as if he were about to attack. A successful Sense Motive check determines that he is lying about the real purpose for the money. If confronted about his dishonesty, he quietly admits that he needs the coins to buy more opium, though he refuses to divulge his supplier. A successful DC 20 Sense Motive check notices that he subtly glances in the direction of the spice trader's tent when questioned about the source of his illicit goods.

An older teenage girl **Tuun** (CG female human aristocrat 2; Cha 12; Knowledge [local] +5) sits on the ground outside of the Flaming Coal Tavern and sobs as she clutches a bracelet crafted from small, colorful stones. Tears gently roll down the young woman's reddened cheeks. A successful DC 10 Diplomacy check is sufficient to temporarily stop her from crying. She then reveals that Crystal gave her the bracelet a few

months back as a gift. A successful DC 10 Craft (jewelry) or a DC 15 Profession (merchant) check determines that the bracelet's style and components are consistent with orcish jewelry. If questioned about the item's origins, Tuun tells the PCs that several years ago, Crystal lived with the orc tribe in Caaddan for six months and that the current orc chieftain, Stolen Tongue, lived with Crystal and her family for six months. She says that they were close friends, but Crystal had not seen him since he returned to his native land several years ago.

Rumors

While mingling among the townsfolk before Sukh's proclamation, the PCs may learn the following rumors simply by overhearing others or striking up a conversation with a local resident. Skill checks are not necessary, as these stories are commonly heard throughout the town at any given time:

• Crystal died in front of the Crossroads Inn outside of town. Several witnesses who heard the commotion ventured outside and saw Stolen Tongue holding Crystal's lifeless body in his arms. He was covered in blood. The orc noticed the onlookers and fled toward Caaddan, the orc settlement. The witnesses are likely still at the Crossroads Inn.

• The grief-stricken Sukh and Odval buried their daughter that night. Sukh was angry and did not want a protracted funeral to prolong retribution against the orcs. When Sukh and Odval ventured to the cemetery this morning, they found that someone had killed the caretaker, dug up Crystal's grave and stolen her body. Sukh believes that the orcs perpetrated these deeds for some nefarious purpose. They buried the caretaker's body in another vacant grave.

• Four years ago, Crystal spent six months living in the orc village of Caaddan to improve relations with them. Likewise, Stolen Tongue, the son of the orc's chieftain at the time, lived with Crystal and her family for six months. By all accounts, Crystal and Stolen Tongue became close friends and were almost inseparable during his stay in Ubuka. No one has seen Stolen Tongue since he returned to his homeland several years ago.

• Crystal and Stolen Tongue's mission was a great success. Many townsfolk came to like the impressive orc, though he begrudgingly admitted that most of his kin were nowhere near as sophisticated or well-learned as he was. In fact, some citizens express doubt about Stolen Tongue's guilt and believe he is being made into a scapegoat to cover up someone else's actions. Stolen Tongue was the son of the tribal chieftain when he lived here. A few years after returning to Caaddan, Stolen Tongue took control after his father died of acute alcohol intoxication during a wild night of debauchery.

Further Information

Besides the rumors that are readily available, the PCs may need to gather more esoteric information to solve the mystery plaguing Ubuka. Alternatively, the PCs may draw upon their knowledge to ascertain critical facts pertaining to the strange events troubling the town. In general, the PCs should not attempt Diplomacy, Knowledge (local) or Knowledge (history) checks without gathering a lead pointing them in a particular direction and the right source. For instance, it is appropriate to allow the PCs to make Knowledge (history) checks about Zabladai after learning about the locale from Khuluk, the local scholar. Likewise, asking farmhands about Cama Obuto is certain to yield nothing but shoulder shrugs and blank expressions because no one there has ever heard of him. In other words, the GM must exercise caution and force the PCs to find the valuable clues on their own rather than relying on skill checks and magic to do the tough work for them.

Caaddan

The PCs may learn the following information with successful DC 10 Knowledge (local) check or DC 10 Diplomacy checks made to gather information while in Ubuka. The PC may also know the same information with a successful DC 10 Knowledge (history) check.

• The orc settlement of Caaddan stands six miles west of Ubuka. The

orcs have dwelt there for more than a generation with some occasional skirmishes during that time.

If the check succeeds by 5 or more, the PC also learns the following.

• Caaddan consists of huts, lean-tos and tents encircled by an earthwork wall. About 150 orcs live there with roughly half being of fighting age. They do not have a cavalry, but they may have a handful of dire boar riders at their disposal.

Cama Obuto and Zabladai

The PCs may learn the following information with a successful DC 15 Knowledge (local) check or DC 15 Diplomacy checks made to gather information while in Ubuka. The PC may also know the same information with a successful DC 15 Knowledge (history) check.

• Cama Obuto was a half-orc general who ruled Zabladai and the surrounding area, including present-day Ubuka, about a century ago. The orcs revered him as a brilliant tactician and a masterful politician.

If the check succeeds by 5 or more, the PC learns the following.

• Zabladai was an orcish settlement with a sizable human population. The city-state ruled over the entire area for 50 years before its citizens razed the settlement and abandoned it after soldiers killed Cama Obuto, the last ruler.

If the check succeeds by 10 or more, the PC also learns the following.

• Stories claim that Cama Obuto murdered children for his own sadistic amusement. His crimes were so heinous that his own soldiers killed him to punish him for his brutal acts, and the citizens abandoned the community shortly thereafter.

Points of Interest

Three permanent buildings and five tents are scattered throughout Ubuka's town square. Presented below are the descriptions of each building and the people who typically inhabit them.

A: Mayor's Office

Despite being a part-time job, Ubuka's mayor occupies a spacious office and receives a weekly stipend derived from fees assessed on merchants and peddlers setting up shop in the town's central square. The two-story brick building features a small courtroom, two holding cells and a business office on the first floor, and second-story living quarters that Sukh Biltumur (N male human aristocrat 4; Cha 13; Diplomacy +8) uses on a regular basis. Ubuka lacks the resources and the patience to house prisoners on a long-term basis. Most criminal offenses result in a stiff fine and a permanent exile from the town. The most serious crimes, such as murder and treason, warrant an unusual punishment. Rather than detain convicts for the rest of their natural lives and incur considerable expenses, the town sells them into slavery to the orcs of Caaddan for a tidy profit. To ensure that the mayor does not turn this process into a lucrative side business, there is an unwritten agreement that the Seven Horsemen must unanimously agree on the offender's guilt and concur with his sentence. Of course, Sukh realizes that he cannot capture, try and sell Stolen Tongue to his own people.

The mayor's office is operational and open to the public whenever Sukh is present, which is typically during the late morning and early afternoon. He otherwise locks the door with his key.

Strong Wooden Door: 2 in. thick; hardness 5; hp 20; Break DC 23; Disable Device DC 22.

In addition to its furnishings, Sukh keeps the assessment fees in a locked drawer in his desk. The proceeds are rather meager (22 gp), so the drawer (hardness 5, hp 5) can be forced open with a successful DC 15 Strength check. After Crystal's slaying, Sukh thoroughly cleaned the office floor and got rid of the murder weapon and his bloody clothing. A successful DC 25 Perception check notices a tiny, stray streak and blotches of blood near the entrance and the stairs leading to the second floor.

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Sukh can be found here before delivering his speech. For more details regarding Sukh's actions and his complete stats, see the section on Sukh Biltumur in **Part Two** of the adventure.

B: Tired Horse Inn

As the establishment's name suggests, several horses are always tethered to a wooden post outside of the main entrance. There, the hungry animals consume oats from a nearby trough and drink fresh water pumped into a large container from a nearby well. Stable boys **Teghun** and **Keliqu** (LN male human commoner 1; Cha 10; Handle Animal +4) tend to the guests' horses while their owners rest in the comparative luxury inside. **Baitu Beg** (CN male human commoner 2/ expert 1; Int 12; Knowledge [local] +7) and his family run the three-story, sixteen room inn with military precision. The accommodations rival those found in most homes and include private baths, fine sheets and breakfast consisting of freshly baked bread and yogurt prepared in the structure's small kitchen. In fact, the majority of the inn's customers are local residents who would rather spend the extra coin to stay overnight rather than make the ride back home.

The take-charge Baitu is a friendly, gregarious fellow who can sometimes be a little much, especially for newcomers. He never forgets a name or a face, and he knows everything there is to know about Ubuka and its residents, though his information is true only half of the time, thus earning him the nickname "the wellspring of all rumors." In addition to providing gossip, Baitu can also steer customers in the direction of a trade partner for virtually any product, regardless of its legality or social acceptance. Likewise, merchants and purveyors refer to Baitu as the "Sign Man" for his ability to direct traffic to their storefront. Naturally, the enterprising innkeeper ensures that he gets a small percentage of the profit from any business transaction resulting from his involvement.

C: Flaming Coal Tavern

It is impossible to escape the smell of burning charcoal that permeates every nook and cranny of Ubuka's long-running eatery and tavern. Its owner Atabeg (LN male human expert 2; Wis 12; Profession [cook] +6) tends to the roaring, open flame grill, roasting a diverse variety of meats accompanied by yogurts, kefir and feta cheese. The tavern serves most of the standard alcoholic fare with the exception of wine and the addition of arkhi, a light drink made from kefir. Atabeg's wife, Kurta (N female human expert 2; Wis 13; Profession [merchant] +5), and his much younger mistress, Umamtu (LN female human commoner 1; Cha 12; Knowledge [local] +4), tend to their guests' needs. As long as Atabeg satisfies his wife's financial needs and helps rear their three teenage children, Kurta looks the other away at what is arguably the worst-kept secret in town. In addition, the crafty Kurta holds the affair over Umamtu's head, forcing her to perform the lion's share of the work in the tavern. Atabeg's unusual arrangement provides a constant source of amusement for its patrons who frequently make ribald jokes about the relationship. Atabeg and his lovers meekly smile and shrug off the jests on most occasions, though a few guests who cross the line feel a cold, steel blade against their throats or the heat of a red-hot skewer positioned within a whisker of their skin.

The Flaming Coal Tavern is open from mid-morning through the late evening. Naturally, it is most crowded during the early afternoon and late evening hours. Patrons are typically loud and somewhat rowdy. The regulars have no tolerance for public intoxication, however. As a sign inside the door states, "Cannot hold your liquor, we cannot hold you." Conversely, patrons have a boundless patience for gossip and rumormongering. A new story flies across the tavern every couple of minutes, though the tales' accuracy are often suspect.

Most news of the world comes from the tavern's resident minstrel, **Janis Biltumur**, the mayor's estranged cousin. The overly romantic and bohemian middle-aged woman and the town's pragmatic mayor had a nasty falling out over Sukh's demands that Crystal sever all ties with Stolen Tongue after he returned to Caaddan. They acknowledge each other's existence with a casual head nod, but have not spoken in four years. That may change as Janis is insistent about one thing sure to attract her kin's attention — Stolen Tongue did not kill Crystal. In fact, she goes on to say that they were madly in love with one another in spite of the fact that she has not seen the pair together since he left Ubuka four years earlier and has no evidence whatsoever to support her contention. Nonetheless, she asserts his innocence to anyone willing to listen to flowery, impassioned speech.

Janis is typically here during the evening hours when she regales her audiences with spellbinding stories of tragic loves, heroic deeds and great battles that changed history. Janis has a remarkable repertory of wondrous tales, but she lacks interpretative ability. She can convey every exacting detail of a protracted siege, but she does not understand the details' significance in determining the outcome of the battle. The same can certainly be said of recent events. She believes that Stolen Tongue is innocent, but she cannot explain what really happened or refute the evidence against him. She just knows that he did not do it. Though she is a viable source of information relating to what transpired at Zabladai or Cama Obuto's actions, she fails to see how current events may be tied into these past events. Therefore, she mentions nothing about the abandoned ruins or their former strongman unless the PCs directly ask her about them, likely having heard about them from another source.

JANIS BILTIMUR XP 400

hp 11 (Pathfinder Roleplaying Game GameMastery Guide "Storyteller")

CR1

D: Saddler

Ayurbada (LG male human expert 3; Int 13; Craft [leather] +10) manufactures some of the finest saddles found anywhere in the region. He pitched his tent here just a few days ago and intends to leave sometime later this evening or the following morning. He carries a full line of riding gear including saddles, bits, bridles, riding crops and any other leather-based equestrian implement available. He always has at least a few masterwork varieties in stock and may even have a few magical versions as well. Ayurbada is a strict, no-nonsense craftsman who offers reasonable prices for his products and minds his own business. He feels so strongly about the matter that he calls gossip "the tongue of the devils" and refuses to discuss any rumors about himself or others.

E: Bowyer and Weapons Maker

This tent is a two-man operation consisting of its resident bowyer Delbadai (LN male human expert 3; Int 13; Craft [weapons] +8) and melee weapons craftsman Tarbajin (N male human expert 3; Int 13; Craft [weapons]+8). The pair makes their weaponry exclusively from wood with the exception of any arrow, bolt and spear tips which are still made from iron or steel. Delbadai manufactures longbows and shortbows as well as arrows, though he does carry a light crossbow and a heavy crossbow that he acquired through a trade several months back. His inventory includes masterwork bows and composite bows along with masterwork arrows. At the GM's discretion, he may also have magical bows and arrows for sale. His partner Tarbajin produces quarterstaffs and spears, and he too has masterwork examples in stock as well. Their tent has been a mainstay in town for the past several weeks and with a potential war on the horizon, they work around the clock to meet the perceived weaponry needs of Ubuka's citizenry. Because of their longevity in town, the pair knows most of the rumors circulating through town; however they have one piece of information found only here. Earlier this morning, Sukh asked Tarbajin if he could make him a short sword according to a very specific design. Since Tarbajin has no forge, he declined the request. Not one to idly gossip about the mayor, Tarbajin provides this information only if specifically asked about any sudden or unusual requests for weaponry.

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F: Spice Trader

This small, crowded tent sells tobacco as well as common and exotic spices. Shalad (CE male human expert 1/rog 3; Dex 15; Craft [alchemy] +12), the proprietor, arrived in Ubuka just a few days ago. In addition to his legitimate business, Shalad also deals opium and other plant-based narcotics. Shalad's prices are steep, but the quality of his merchandise is exceptional. He charges twice as much as normal; however the intoxicating effects last 2d3 x 10% longer than usual. Naturally, there is some crossover between narcotics and poisons. Shalad carries most types of plant-based toxins at market prices, yet unlike his intoxicants, his poisons function as the standard variety. Likewise he is very discriminating when it comes to selling poisons to any client. Furthermore, he does not look kindly towards anyone asking questions about his business or his clients. If the person persists, he asks them to leave and never come back to his tent. Should that fail, he draws his envenomed masterwork dagger and holds it to the person's throat. If the confrontation escalates into a full-scale combat, Shalad attacks with his poisoned blade and then calls for help. Other merchants and bystanders arrive on the scene 1d3 rounds later to intervene.

SHALAD XP 800

CR 3

hp 22 (Pathfinder Roleplaying Game Gamemastery Guide "Dealer")

G: General Goods

While Ubuka's other transient shopkeepers specialize in one or two types of merchandise, Jalpa (LN male human expert 3; Wis 13; Profession [merchant] +7) sells virtually everything including clothing, crockery, cosmetics, sundry items, and adventuring gear. Jalpa has visited Ubuka several times a year for the past decade and typically stays in town for at least a month at a time. Every adult resident is at least acquainted with the outgoing salesman, and many citizens treat him as a friend rather than a business associate. Because of his close relationships with many of his customers, Jalpa is extremely reluctant to speak ill of anyone for fear of destroying his reputation as a trusted confidante. If the PCs ask any questions about Crystal, it is blatantly obvious that her untimely demise greatly saddened him. He is reluctant to say anything about her; however if a PC succeeds on a DC 15 Diplomacy check, he begrudgingly reveals some important information about the young girl. He admits that he sold her "eveningwear" on several occasions over the last year. Just a few days ago, she also purchased several articles of women's clothing that were too big for her. When he asked her who they were for, Crystal smiled and replied that they were for a close friend. Since he never told anyone else about these purchases, he asks the PCs to keep these details a secret.

H: Stables

Horseback riding is a way of life in Ubuka, and horse racing is a timehonored tradition among all Moglai people. **Dawber** (LG male human fighter 6; Str 16; Handle Animal +11), a former cavalry officer, sells some of the finest horses in all the land. His current stock includes four light horses, three combat-trained light horses, three heavy horses and two combat-trained heavy horses. He also has three lances, two masterwork lances and a +1 lance in his inventory along with a full assortment of barding and horseshoes made and shod by his assistant Aziz (LG male human expert 3; Wis 14; Profession [blacksmith] +8). Dawber is also an expert horse trainer who specializes in breaking wild horses and conditioning them for racing. Dawber remains in Ubuka from early spring to late autumn. During the off-season, he and Aziz roam the savanah looking for new horses to replenish their stock. Though Dawber is an experienced soldier, he refuses to fight under any circumstances other than self-preservation. During his time in the cavalry, the weary warrior saw too much killing and death for his liking, so he vowed never to do so again unless faced with no other choice.

CR 5

DAWBER

XP 1,600

hp 42 (Pathfinder Roleplaying Game Gamemastery Guide "Cavalry")

Other Locales

In addition to getting a lay of the land and snooping around Ubuka proper, the PCs may decide to investigate two other important areas just outside of town, the cemetery and the Crossroads Inn, or they may explore the outlying farms north, east and west of the town square. Presented below are descriptions and details about all three locales.

Ubuka Cemetery (CR 4)

The town's cemetery lies a half mile southeast of the town square. A clearly worn path leads to and from the final resting place of its deceased citizens. A dilapidated, warped wooden fence surrounds the cemetery's perimeter which is about 300 feet square, and its only other permanent structure is a small, well-maintained cottage where the caretaker presumably lived. The one-story building's dimensions are roughly 20 feet by 20 feet. It has no windows and its battered and splintered front door hangs precariously from its twisted and bent hinges. The structure's interior features an open living space with a bed, small kitchen and bathing area as well as a work area stocked with tools and digging equipment including several picks, spades and a primitive contraption resembling a modern day hoist fitted with ropes and pulleys. The signs of an intense struggle are everywhere. Loose objects, debris and overturned furniture litter the floor. Streaks of relatively fresh blood stain the floors, walls, objects and even the ceiling. Virtually nothing is intact. The attack against the sleeping caretaker took place during the overnight hours. Crystal battered down the door and slew the helpless caretaker. She then headed towards the Crossroads Inn in search of her missing love before heading to Ubuka. Because of the proliferation of tracks in the area, it is impossible to retrace her steps after she left the caretaker's cottage.

The cemetery is unremarkable with the exception of the two most recently dug graves. One is now the permanent resting place of the cemetery's former caretaker. Fresh earth has been heaped atop the coffin forming a bulge above the surface. If the PCs decide to unearth the caretaker's body, they find the shattered corpse of a middle-aged man covered in deep gouge marks and mottled bruises. Crystal's former resting place does not appear to have been unearthed. Instead, it looks like something crawled and scratched its way through the soil and onto the surface. In fact, most of the dirt covering her coffin appears undisturbed. Broken planks of wood and thick splinters are all that remains from much of the wooden box that once housed her body. Once again, the lower portion appears largely intact as if something smashed through a large hole in the coffin and then escaped. A flat stone bearing her name is the only indication that she was once buried here.

In a wild stroke of luck for Sukh, **8 orcs** hide in the surrounding grassland, waiting to pounce on any child that wanders into the cemetery. The orcs' presence here apparently bolsters his contention that they stole Crystal's body and murdered the caretaker for some ghastly ritual or offering to their dark gods. Though it seems odd that the orcs would stake out a cemetery, Stolen Tongue knows from experience that some adolescents and teenagers sneak out of Ubuka to get drunk, ingest narcotics and engage in sexual activity in and around the cemetery roughly 30 feet beyond the fence. They have been here since the early morning hours and went through great pains to conceal their positions. PCs can locate the hidden orcs with a successful DC 19 Perception check, though the DC increases by +1 for every 10 feet between the concealed orcs and the PCs.

The orcs are here to kidnap and abduct children for Cama Obuto; therefore they are not overtly looking for a fight with the PCs. However,



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it is near impossible for them to suppress their brutish inclinations indefinitely. As soon as the PCs aggressively move towards their location or otherwise indicate that they are aware of their presence, the orcs spring up from the tall grass and ferociously attack the PCs under the urging of their two unit leaders. They hurl their javelins before wading into melee combat with the PCs, swinging their falchions with both hands. If the unit leaders fall in battle, the remaining orcs flee for their lives and race towards Zabladai or surrender when faced with no other choice.

The PCs can extract limited but crucial information from captured orcs with a successful DC 9 Intimidate check or the PC may attempt a Diplomacy check treating the orcs as at least unfriendly and more likely hostile. Naturally, the orcs try to be as evasive as possible, yet they are certain of a few things. They claim that Crystal's father murdered her and blamed it on Stolen Tongue, though they do not know why he did it. They were given the task of capturing one human child to return to Zabladai. They know nothing about the ruins' history and greatly fear going there. They also do not know why Stolen Tongue wants them to kidnap a child and bring the youngster to Zabladai.

ORCS (6) XP 135

hp 6 (Pathfinder Roleplaying Game Bestiary "Orc")

ORC LEADERS (2) XP 400

CR 1

CR 1/3

Male orc warrior 3 (Pathfinder Roleplaying Game Bestiary "Orc") CE Medium humanoid (orc) Init +0; Senses darkvision 60 ft.; Perception –1

AC 13, touch 10, flat-footed 13 (+3 armor) hp 22 (3d10+3 plus 3) Fort +4; Ref +1; Will +0 Defensive Abilities ferocity Weakness light sensitivity

Speed 30 ft. **Melee** mwk falchion +8 (2d4+4 /18–20) **Ranged** javelin +3 (1d6+3)

Str 17, Dex 11, Con 12, Int 6, Wis 8, Cha 7 Base Atk +3; CMB +6; CMD 16 Feats Power Attack, Weapon Focus (falchion) Skills Handle Animal +2, Intimidate +3 Languages Common, Orc Combat Gear potion of cure moderate wounds; Other Gear studded leather armor, masterwork falchion, 4 javelins, 76 gp.

Treasure: In addition to their listed gear, the two orc commanders each carry a tiny jade votive figure worth 100 gp along with a pouch holding four gems worth 25 gp each. The rank and file orcs carry a grand total of 65 gp.

Crossroads Inn

Unlike the inn and tavern in Ubuka's town square, the Crossroads Inn is generally someplace where guests do not want to be seen or noticed. The three-story building boasts twelve rooms on the second and third floors with a spacious bar and restaurant occupying the entire first floor. **Seran Zul** (LN female half-elf commoner 3; Int 12; Knowledge [local] +7) owns and operates the establishment along with her teenage daughter **Narang** (N female half-elf commoner 2; Cha 12; Profession [cook] +6) and adolescent son **Shidsan** (N male half-elf commoner 1; Str 11; Craft [glass] +5). Seran runs her business with one rule in mind — for her and her family to mind their own business.

Three of the inn's regulars, **Yemur** (CN male human rogue 1; Dex 12; Sleight of Hand +5), Ragbal (NE male human rogue 1; Dex 13; Disable Device +5) and Tughtu (N male human aristocrat 2; Cha 13; Bluff +6) witnessed the events the night of Crystal's murder. The trio is initially reluctant to speak to outsiders about what they saw; however with a little financial coaxing they tell the PCs that they heard an argument outside that went on for what seemed like a few minutes, but it was probably much shorter. They then heard a loud scream similar to a war cry and when they went outside to see what was happening they saw an orc warrior covered in blood holding a young girl's body. As they rushed forward to confront him, the orc got up and fled. They tried to help the girl, but it was too late. She was dead, and the orc that killed her got away. The story is truthful as they understand it; however when pressed they admit that they did not see the orc actually stab her, and they begrudgingly admit that the voice they previously heard did not sound like an orc's.

As an aside the ruffians also mention that a young associate of theirs named Bodi recently went missing. They describe him as a tall, wiry 12-year-old boy with long black hair tied into a braid. They last saw him at the Crossroads Inn on the same night that Crystal died. They ask the PCs why no one is bothering to look for him, and openly question whether anyone cares since he was not some "rich man's spoiled brat." (Stolen Tongue and his warriors abducted Bodi near his makeshift campsite about one mile southwest of the Crossroads Inn.) If the PCs decide to go in search of Bodi, they can locate his tracks with a successful DC 16 Survival or Perception check. The trail leads to a desolate patch of grassland where the young man lived in a solitary encampment. The orcs happened upon the young man and captured him, though he managed to slay two orcs in the process. They then gave him to Cama Obuto as an offering. (See the subsequent encounter Bodi's Campsite for more details.) If the PCs ask the inn's other patrons and employees about him, they relay that the young man was a known thief with a knack for finding trouble. Many convey the sense that the petty criminal likely found himself among the wrong crowd of people or got what was coming to him anyway. They express virtually no sympathy for Bodi in spite of his youth and troubled upbringing.

Seran and Narang cannot idly watch and listen as three shady crooks condemn Stolen Tongue, so they disregard the family policy about looking the other way. They discreetly get the PCs' attention and take them into Seran's private office. Seran explains that she and Narang took a special interest in the bubbling and effervescent Crystal. In their eyes, Crystal, and to a lesser extent, Stolen Tongue, were family. Seran admits that she and Narang passed messages back and forth between the secret, star-crossed lovers so that they could arrange their trysts. Regardless of the evidence or the eyewitness accounts, Seran and Narang are insistent that Stolen Tongue did not kill Crystal. They swear that Crystal and Stolen Tongue were deeply in love and would never hurt each other. Though they cannot point to a suspect, they offhandedly mention that Crystal greatly feared that her father would discover their affair and put a stop to it.

Development: The murder scene outside of the Crossroads Inn is a trampled down patch of grass 50 feet away from the establishment's front entrance. Dried blood stains the firm soil and a scrap of bloodsoaked fabric from a woman's dress lies on the ground. The piece of material came from Crystal's dress when Sukh stabbed her. There is a convergence of human tracks throughout the area; however all but one set of tracks follows the familiar path to and from the Crossroads Inn. A PC notices this divergent trail with a successful DC 23 Perception or Survival check, though a Survival check is needed to follow the tracks. The trail leads about 1,000 feet into the untamed grasslands to the edge of a large, murky pond measuring 20 feet in diameter and 4 feet deep. It is impossible to see into the muddy water; however a PC that feels around the bottom of the pool for 1d4 minutes finds the mayoral short sword with a successful DC 25 Perception check and a torn, blood-stained noble's outfit with a DC 30 Perception check. A successful DC 15 Knowledge (local) or Knowledge (nobility) check correctly identifies the weapon as the mayoral short sword. Characters are free to search the area multiple times.

Bodi's Campsite (CR 5)

The wannabe young rogue dwelt alone in a remote campsite one mile southwest of the Crossroads Inn. After a night of drinking and picking a few pockets at his favorite haunt, Bodi returned to his solitary abode on the open plains hoping to count his spoils and settle in for the night. Eight orcs looking for victims had other plans. They spotted his campfire and surrounded him with the expectation of making an easy capture. Instead, the always alert Bodi heard the clumsy orcs rustling through the grass and made his move. He leapt to his feet and hurled a dagger at an orc warrior, slaying him where he stood. He took down another orc before they overwhelmed him and dragged him off to Zabladai. In their haste to escape, the orc contingent left their dead where they fell and never searched Bodi's abode for his ill-gotten proceeds.

Bodi's campsite consists of a crude lean-to, a nearby fire pit and a hole for disposing of refuse. When the PCs discover the young man's solitary abode, the GM may read or paraphrase the following description.

Tucked into the nadir of a small depression is a crude campsite consisting of an overturned wooden lean-to, a small fire pit and a hole dug several feet into the ground that emits a horrific stench.

The fire pit's stones are displaced and the lean-to is severely damaged indicating that some type of struggle took place here. A successful DC 15 Perception check detects splotches and pools of dried blood on the surrounding soil, stones and stationary objects. Likewise, a successful DC 14 Perception or Survival check detects the presence of numerous fresh tracks in the area. The trail leads further south to Zabladai.

The stains of evil are difficult to remove, especially in the case of Cama Obuto. Having been in his presence, the two fallen orcs rose from the dead as **2 wights**. The undead horrors move through the surrounding grasslands in search of living victims. Though they move at full speed, the wights are remarkably adept at remaining undetected, requiring a successful DC 21 Perception check to notice their presence. As soon as they get within 60 feet of the closest PC, the monsters charge their hapless prey. The wights fight until destroyed and never stray more than 200 feet from the campsite of their own volition, though they pursue fleeing victims beyond this range.

WIGHTS (2) CR 3 XP 800 hp 26 (Pathfinder Roleplaying Game Bestiary "Wight")

Treasure: Though Bodi led a harsh, solitary existence he managed to hoard a treasure trove of valuables that he hid beneath the stone in his fire pit. A successful DC 20 Perception check spots what appears to be a recess beneath one such stone in the fire pit. There is a locked iron coffer buried beneath a few inches of loose dirt underneath the stone. Naturally, Bodi has the coffer's only key.

Iron Coffer: 1/4 in. thick; hardness 10; hp 2; Break DC 17; Disable Device DC 20.

The coffer contains two emeralds worth 250 gp each, *silversheen*, one *screaming bolt*, two *sleep arrows*, a *potion of owl's wisdom* and 198 gp.

Outlying Farms

Twenty large farms are spread out over roughly half of Ubuka's 15-square-mile area, while 63 smaller residences occupy the remaining land. As mentioned, there are no established property lines, and many shepherds take their flocks beyond the town's perceived boundaries to graze in less-traveled verdant leas. If the PCs want to venture to Ubuka's hinterlands, the residents are rather difficult to track down

most of the time as they typically accompany their herds or tend to their crops during the daylight hours. These individuals are generally less informed about current events than the town square's frequent visitors. After two or three encounters with the local residents, the PCs should get the sense that the answers they are looking for are not going to be found in the far-flung pastures and fields. If the PCs venture to the **Biltumur Farm** where Crystal lived, however, see **Part Two** of the adventure.

Ubuka's farmers may ask the PCs to aid them in ridding their fields of troublesome monsters such as a pack of worgs devouring their animals. Or they may ask for help stopping a band of rustlers stealing their cattle and horses. Or PCs may need to detect a family of brownies living beneath the home of an unwitting resident. The GM may use the following encounters or supplement them with additional encounters from the Appendix or create several of his own.

Wolves in the Fold (CR $_4$)

Over the course of the past month, newlyweds **Gaan Oldubai** (NG human male commoner 2; Str 13; Profession [farmer] +6) and his young wife **Saranval** (CG human female commoner 2; Cha 13; Profession [farmer] +5) have lost three sheep and two goats to some unknown predator. The couple are at their wits' end and desperately seek aid to save their remaining livestock from the beast lurking somewhere in the grasslands. They have nothing to offer their would-be saviors except their gratitude. They are at a loss to explain why the creature never targets their neighbors' larger herds and believe they are cursed by an evil spirit trying to ruin them and destroy their marriage.

If the PCs investigate their claims, a successful DC 10 Profession [shepherd] or DC 20 Perception check notices that their neighbors' herds include several larger, more-aggressive animals such as bulls and buffaloes that likely keep opportunistic predators at bay. A search of the family's livestock pen reveals that a strong creature forced the outer gate open. More importantly, a successful DC 18 Perception or Survival check spots a pair of tracks within and around the livestock pen from the last attack three days earlier. The trail leads about 1,000 yards to an abandoned mine shaft where 2 worgs currently reside. The tunnel bores into the earth at a roughly 45-degree angle and descends 20 feet before opening into a 30-foot-by-30-foot chamber. The bones from their previous kills litter the floor. The monsters are typically here during the day and prowl the surrounding grasslands at night. The worgs are vicious fighters but they attempt to escape if badly injured and near death. The male worg willingly sacrifices itself to save its pregnant mate. They have no treasure.

WORGS (2) XP 600

hp 26 (Pathfinder Roleplaying Game Bestiary "Worg")

Rustlin' in the Wind (CR 4)

Ubuka's landowners rarely argue over property lines or claims to specific tracts, but they are very protective of their livestock. They are on edge after two head of cattle disappeared over the last three nights from their pastures. Nothing indicates that anyone or anything attacked or harmed the animals, so the aggrieved parties are convinced rustlers stole their livestock in the middle of the night. The two affected landowners, **Aghul** (LE male human aristocrat 4; Str 14; Profession [shepherd] +8) and **Toredei** (N male human aristocrat 5; Cha 14; Diplomacy +10), each own more than 100 head of cattle. The lifelong friends tracked the thieves to an abandoned stable on the eastern outskirts of town, but they have neither the muscle nor the stomach to forcibly take back their property. They offer a reward of 250 gp for the safe retrieval of each animal. Surprisingly, they also request that the PCs take the thieves alive so that they can face Ubuka justice instead of frontier justice.

The abandoned stable lies four miles due east of town beyond Ubuka's universally recognized border. The **4 thieves** hail from a distant village that recently expelled them for their criminal activities,

CR 2

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forcing the young men to move their operation to Ubuka. Though they succeeded at stealing the animals, the quartet of nitwits neglected to figure out what they would do with the animals once they stole them. They now sit and debate the dilemma in the dilapidated stable where they have taken refuge. The two-story structure is relatively small, measuring 20 feet in length and 40 feet in width. The only two entrances are the front door that the thieves keep locked and two small second-story openings.

Good Wooden Door: 1 1/2 in. thick; hardness 5; hp 15; Break DC 18; Disable Device DC 20.

The openings on the second floor are barely large enough to accommodate a Small creature; Medium and larger creatures cannot squeeze through the opening without enlarging it somehow. The second obstacle is that one of the thieves always keeps lookout through each window. These sentries are considered to be constantly taking 10 on Perception checks,, but PCs can elude detection with a successful DC 15 Stealth check. If the thieves spot the PCs, they fire heavy crossbows through the openings, which grant them cover. The thieves continue to rain crossbow bolts down upon their enemies. During the commotion, they neglect to keep an eye on the front door, so the PCs' distraction may give them an opportunity to burst open the front door without meeting any immediate resistance.

THIEVES (4)CR 1XP 400hp 16 (Pathfinder Roleplaying Game GameMastery Guide"Caravan Guard")

Development: If faced with imminent death, the thieves stand down. Faced with overwhelming evidence against them, they admit what they did and brazenly ask about the fine. Besides their listed gear, the thieves carry a sack containing 389 gp, 10 gems worth 50 gp each and a bronze belt buckle worth 25 gp. They believe that they have more than enough valuables to comfortably pay the fine and continue their criminal activities someplace else. If anyone mentions the possibility of instead being sold to the orcs as slaves, a worried expression comes over the thieves' faces as each internally debates his chance to escape from this mess alive. Armed thieves make a break for it, while those who have been disarmed resign themselves to their fate and hope for the best.

Tenants from Heaven (CR 4)

Though the previous encounters are unrelated to the main story, Sukh or the Seven Horsemen may send the PCs to speak with an eccentric sage about the vulnadaemon's possible origins. In that case, they get more than they bargained for from the intelligent, absentminded scholar who is initially more concerned with solving his own dilemma than saving the town from ruin. His name is **Khuluk** (LG male human expert 4; Int 15; Knowledge [dungeoneering] +10) and calling him disorganized would be a giant understatement. The intellectually brilliant, but scatterbrained aging scholar is a compulsive hoarder whose home is as neat as a pin despite his constant efforts to fill it with clutter and junk. Despite his academic prowess, he cannot figure out why his treasured objects and food items constantly vanish without a trace or are organized on newly constructed shelves or tucked away in wooden chests. He finds it even more baffling that tasty pies, baskets of fresh fruit, delicious cooked meals, and handcrafted ales and wines inexplicably appear in his home. Unbeknownst to him, a gang of 4 brownies has lived under his porch for the last 15 years. The honest fey sift through Khuluk's belongings while he sleeps and take what they need. In return, they help him in some way. The befuddled old man is at a loss to explain his strange circumstances, so he attributes the unusual phenomenon to senility.

At first, Khuluk is reluctant to discuss his situation. A successful DC 20 Sense Motive check reveals that he is withholding information. With a little prodding and a successful DC 15 Diplomacy check, the sage opens up about has been going on for the last 15 years. He complains about his missing items and laments that his precious possessions are too "well arranged" for his liking. Naturally, the PCs may be inclined to search his residence and the surrounding grounds for his lost objects. Anyone looking underneath the porch notices Khuluk's lost objects with a successful DC 20 Perception check, though that does not necessarily identify the culprits. The brownies typically wander the surrounding grasslands during the day and return to their cubbyholes beneath the porch at night, or enter Khuluk's house looking for food and valuables. When moving about, the cunning brownies always take 10 on their Stealth checks, requiring PCs to succeed on a DC 26 Perception check to notice the tiny creatures. If the PCs spot a brownie, the creature uses its *dimension door* ability to escape into the grasslands. In the event that the PCs capture or confront a brownie that cannot flee the scene, the brownie confesses and tells the PCs and Khuluk that he and his family are only trying to help the lonely, old man. Brownies typically sprinkle bizarre, nonsensical phrases into the conversation. They describe Khuluk as a "man missing a compartmentalized mind," "daffier than a bowl of screeching magpies," "more confused than a broken weathervane" and "more colorful than a maypole."

A rational explanation greatly relieves Khuluk. He suddenly regains his focus and thanks the PCs for intervening. Though he is unwilling to part with his treasures, he conveys some information useful to the PCs. He rambles about an abandoned settlement called Zabladai that he says collapsed under the weight of depravity and evil. He believes the spirit of its former leader, Cama Ubuto, haunts its ruins and greatly desires to return to the world of men to continue his evil ways. He cannot recall the precise source of his information and instead attributes it to an adventurer he met in his youth. If asked about a correlation between Crystal's murder and Zabladai, he cannot fathom one.

Part Two: A Call to Action

The second part of the adventure deals with the events that take place in Ubuka during and shortly after Sukh's rousing speech demanding retribution against the orcs. In the aftermath of his inspiring call to arms, Stolen Tongue's vulnadaemon and the risen Crystal make their first appearances in town. The timeline for this portion of the adventure is fluid, but the vulnadaemon's attack and Crystal's first appearance should occur fairly close to one another. Both entities are trying to sow chaos and mayhem, so spacing these events in rapid succession adds to the feeling that Ubuka is under siege from all directions and prompts Mayor Sukh and/or the Seven Horsemen to intervene. At this point, the PCs must decide where they stand in these matters. They must choose between following orders and finding the truth.

If the PCs chose the first option and accept Sukh's version of events without question, they may attack the orc settlement of Caaddan or hunt down and kill Stolen Tongue per Mayor Sukh's instructions. In this case, the PCs learn from his kin that they can find the orc chieftain in the ruins of Zabladai, as he fulfills the bargain he made with Cama Obuto. Likewise, PCs venturing outside of Ubuka also have a chance of running into a band of orc warriors looking to kidnap a wayward child as a sacrifice to Cama Obuto.

PCs who pursue the truth steadily realize that the strange events plaguing Ubuka point to the inevitable fact that someone else killed Crystal and the horror befalling Ubuka is rooted in the ancient evil in the ruins of Zabladai. In an effort to solve the killing, the PCs may venture to the Biltumur home to speak with Crystal's mother and examine the young girl's belongings. They may also examine Crystal's lifeless corpse and discover the explosive secret that set the current chain of events into motion. All roads eventually lead to Zabladai, regardless of whether they uncover the truth surrounding Crystal's murder.

A Rousing Speech

Such emerges from his mayoral office in the late morning or early afternoon to address a small crowd gathered outside the building's main entrance. The GM may read or paraphrase the following description.

Upward of fifty people coalesce around the front of the square's central administration building. Mumbling, grumbling and angry whispers fill the air as the crowd anticipates their civic leader's response to recent events. As the doors swing open, a hushed silence falls over the gathering. A middle-aged man with short, graying hair and a thin black moustache steps forward wearing a glum expression on his weary countenance. His piercing brown eyes are bloodshot and swollen, and his lips tremble. After a moment's hesitation, he clears his throat and speaks with renewed authority.

"I come before you on the darkest of days. There is no agony, no pain, no suffering greater than to bury your only child. As many of you are now certainly aware, this fate befell me last night. My beloved daughter, the light of my life, was forever extinguished in a callous act of brutality and betrayal that defies rational explanation."

The man pauses for a few moments and looks over the crowd. The mothers in the crowd fall to their knees and weep, while the fathers stand in stoic contemplation, fighting back the urge to cry with all their might.

"Last night, Crystal died. No words or deeds can bring her back. Nothing we can say nor do can restore her to life. But this injustice cannot go unpunished. When those we thought were friends take the life of an innocent and beautiful girl, there is no stopping them from killing any one of us for one simple reason — it is in their nature to do so. Many of you knew Stolen Tongue, the orc responsible for this heinous act. You may have even liked him. I know I did."

Once again, the man hesitates and gathers his thoughts.

"Some might call them people. Time and again their actions prove that no matter how hard they try, they are not like us. The plain truth is that they are monsters and should be treated as such. There are those among you that would counsel me to think about the repercussions that would affect this town and its people and let cooler heads prevail. How can one reason with butchers? How can one negotiate with beasts? There is only one thing that brutes understand — the sensation of cold steel tearing into naked flesh or sturdy wood smashing into raw skin."

Many in attendance nod their heads in agreement, and some fists rise toward the sky in a symbolic gesture of solidarity. Shouts of approval resonate from many in the crowd.

"There is only one possible response — action! The time is nigh for brave sons and souls of Ubuka to step forward and bring this criminal — this monster — to justice! Crystal's memory shall not fade into that good night as long as her killer walks free! This deed cannot stand, but only you and I can make that possible. Only by the courage of our convictions and the stoutness of our hearts can we uphold what we believe is true and sacred in this world. Who here is willing to walk beside me to right this wrong and restore order and goodness to our town, to ourselves and most importantly, to my daughter Crystal? The journey begins with a single step. Thank you and may the gods bless you."

The crowd erupts in approval at the rousing speech. After the tumult dies down a few moments later, the men in the group exchange wary and uneasy glances toward one another as each person hopes that the one standing next to him steps forward in his stead. The speaker surveys the crowd with intermittent expressions of pleasure and disappointment in response to their reaction. Though he succeeded in riling up their anger, none of them displays any intentions to accept his bold challenge.

Such retreats into the mayoral office at the conclusion of the speech as several townsfolk mill about outside debating who is best suited to undertake such a mission. Naturally, many eyes glance at the likely wellarmed and seemingly experienced strangers in their midst. In fact, several brazenly ask the PCs about their adventuring background and gauge their interest in the dangerous assignment.

Alternatively, the PCs may step forward at any portion of Sukh's speech and accept his challenge. Though he accomplished his goal, Sukh sees his oratory through to its conclusion and then gestures to the PCs to accompany him into his office to discuss the specific details of the mission and obtain more information about their intended target.

Sukh Biltumur (CR 2)

At some point in time, the PCs are likely to meet with Ubuka's mayor to discuss current events and his plans for dealing with the orcs. Sukh is an experienced and savvy politician who is skilled in the arts of diplomacy and deception. He plays his cards close to the chest and is very careful not to give the PCs too many details about Crystal's murder. He thoroughly emphasizes Stolen Tongue's involvement based upon the eyewitness accounts placing the orc at the scene of the crime.

Magical Monkey Wrenches

On the surface, spells such as detect thoughts, discern lies and zone of truth might look like game-breakers whenever PCs attempt to solve a mystery. Clever villains are often aware that investigators have such tools, so they exercise extreme caution when interacting with those capable of wielding such magic. Sukh is no exception. Knowingly telling a falsehood and omitting details are two different things. His recollection of events is deliberately vague and full of missing parts. For instance, Sukh never says that Stolen Tongue killed Crystal. He instead uses the truth to imply it by stating that the witnesses saw Stolen Tongue covered in blood at the crime scene. He then allows the listener to reach that conclusion on his own. Sukh's statement of events is truthful in its entirety; it just skips over or deletes facts that would incriminate Sukh. In this way, the villain can use the PCs' magic against them to lull them into the false belief that Sukh has nothing to hide when their spells show no evidence of dishonesty. It is the PCs' job to probe deeper and force Sukh to answer questions or address concerns that he would rather not, instead of sorting out the truth with spells only. Sukh attempts to counter that tactic by refocusing the PCs' attention on exacting revenge against the orcs. Magic is sometimes trickier and less reliable than its practitioners like to believe.

Sukh's version of recent events is simple and straightforward. Last evening, Crystal went to the Crossroads Inn just outside of town to meet someone. At some point, Crystal ran into Stolen Tongue. The witnesses said they heard a loud argument and a commotion outside of the building. When they investigated several minutes later, they saw Crystal on the ground in a pool of blood with Stolen Tongue cradling her dead body. Realizing that they caught him red-handed, he fled toward the orc village. The witnesses brought Crystal to Ubuka, but it was too late. No one could save her.

At this point, Sukh breaks down and sobs uncontrollably. His current state is part genuine and part ruse. He happily answers any questions about where to find Stolen Tongue or inquiries about a potential reward for bringing him to justice. But he claims he is too emotional to discuss any other matters pertaining to Crystal's murder. In the former vein, Sukh offers 200 gp to each PC for bringing Stolen Tongue to justice. In that regard, he explains the town's unique penal system, i.e. selling dangerous criminals to the orcs to serve as slaves. Because that is not a possibility in this case and a fine is too lenient, Sukh feigns reluctance in asking the PCs to kill Stolen Tongue as a means of "frontier justice." He also tells the

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PCs that Stolen Tongue can likely be found in or around the orc village of Caaddan roughly six miles west of Ubuka. He knows few details about the settlement other than it is surrounded by a sturdy wooden fence. He estimates the orc population at around 150 individuals, half of whom are capable of fighting. Sukh knows that the Seven Horsemen would not allow him to launch an all-out assault against the orc settlement, but that does not stop him from subtly suggesting that the PCs decimate Caaddan even though he refuses to pay the PCs more to do so.

Such is anxious to silence Stolen Tongue and rid himself of the orc menace once and for all. PCs can use his desperation as leverage to extract additional information.

Sukh, the politician, is extremely adept at spinning facts in his favor. But Sukh, the man, is not as resolute. As long as the PCs do as he says, he

Questioning Sukh

Sukh provides the following responses to the PCs' most likely lines of inquiry, though it cannot possibly cover any contingency. Sukh honestly knows nothing about the haunted ruins of Zabladai or Cama Obuto. A successful DC 15 Sense Motive check determines that Sukh is lying:

"Where were you at the time of the killing?"

Such claims he was walking to his office after checking on a few things at his farm about a half mile north of the town square. (This is a lie. Such committed the crime; he was obviously at the murder scene at the time of the killing.)

"Why did Stolen Tongue murder Crystal?"

Sukh has no explanation and merely says that murder and mayhem run in the orcs' blood.

"What is your opinion of Stolen Tongue?"

Such replies that he is an orc just like the rest of his barbarous, murdering kin. He laments that Stolen Tongue fooled some of his fellow townsfolk with his fake charm.

"Why did you ask Tarbagin to forge you a new short sword?" (See Area E: Bowyer and Weapons Maker)

Such considered taking matters into his own hands and exacting revenge against Stolen Tongue, but he later thought better of it. (This is a lie. Such threw his ceremonial mayoral short sword in a murky pond near the Crossroads Inn after he stabbed Crystal with it.)

"Where is your mayoral short sword?"

Such tells the PCs he rarely carries it with him and must have left it at home or misplaced it somewhere. (This is a lie as per the previous question. If the PCs make inquiries throughout town, residents universally claim that Sukh always carries the weapon on his person.)

"Who gave Crystal flowers?"

Such knows nothing about the flowers and says that he would only be guessing.

"Why did Crystal inquire about buying clothes too large for her and purchase 'eveningwear'?"

Sukh seems dumbfounded and provides no answer.

"What was the big announcement Crystal wanted to tell her mother?"

Sukh knows nothing about the announcement.

"Why did you bury Crystal last night?"

Such claims he is not a religious man and saw no need for a protracted and pointless ceremony. (This is true, but it omits a key detail that he interred her body so hastily because he did not want any potentially incriminating evidence coming to light, particularly the fact that she was pregnant.)

"Who took Crystal's body from the cemetery last night and why?"

Such blames the orcs for grave robbing and killing the caretaker. He cannot explain their actions other than being the sort of things that savages do. remains steady and determined. Once they deviate from his plan of action and amass evidence against him, Sukh withers under the pressure. He still dismisses bits and pieces of circumstantial evidence as "orc propaganda," though their cumulative effects take a toll on him. He cannot explain away some of the facts without painting himself into a corner. When confronted with overwhelming evidence of his guilt, such as the murder weapon or substantial quantities of circumstantial evidence, the grieving father admits he killed his daughter in a fit of rage over her clandestine relationship with Stolen Tongue and the resulting pregnancy. He explains the circumstances of the crime in great detail and begs forgiveness from everyone hurt by his actions, especially Crystal. Likewise, Sukh cannot bear to look upon the undead abomination that his daughter became. He immediately flees, fearing that she could somehow coerce him to divulge his loathsome secret. Sukh has no explanation for the forlorn soul's enraged reaction toward him, a fact that likely fuels further speculation about his involvement in her death. If pressed, he blurts out a nonsensical statement that all dead people resent their parents.

SUKH BILTUMUR XP 600

hp 20 (Pathfinder Roleplaying Game GameMastery Guide "Noble Scion")

CR2

Though unmasking Sukh as the real killer exonerates Stolen Tongue, it does not undo the chain of events already put into motion. The vulnadaemon, Crystal and, most importantly, Cama Obuto, still terrorize Ubuka and its residents. Sukh is at a loss to explain how to halt any of these threats. His only suggestion is to consult the eccentric scholar Khuluk. After coming to grips with what he did, Sukh becomes catatonic and is of little use to the PCs and Ubuka. The PCs must press on without him if they endeavor to save the town and its people from grave peril.

Biltumur Farm

The Biltumur residence is a well-maintained farmhouse a half mile north of the town square. Crystal lived here with her parents, though her father spent most of his time in the mayor's office, leaving Crystal alone with her mother, **Odval** (LG female human aristocrat 3; Cha 13; Craft [jewelry] +8). Over the years, Odval and Crystal developed an extremely strong and close bond. Crystal's murder devastated her doting mother, throwing her beliefs into doubt. She genuinely loved Stolen Tongue as a son, and she cannot fathom why he would kill a young girl whom he considered a close friend or, dare say, a sibling. To make matters even worse, the disinterment of her child's corpse has left her too traumatized to venture out of her home. She sits on Crystal's bed and catatonically stares at a childhood portrait of her daughter in the vain hope that she can relive that past moment indefinitely.

PCs who venture to the Biltumur home find Odval in this sad condition. She refuses to engage in conversation unless the PC succeeds on a DC 16 Diplomacy check. Even then, she gives halting answers and responds only when someone speaks directly to her. In response to general questioning, Odval describes Crystal as a loving, happy child with a good heart. She and Stolen Tongue were very close when they lived together, but she has not seen him since he returned to Caaddan four years ago. She does not believe her daughter kept any secrets from her, yet there were times when Crystal brought flowers home or would burst into spontaneous song and dance for no apparent reason. Last week, Crystal told Odval that she had an important announcement that would bring tremendous joy to her mother, but she wanted to wait for the appropriate time to tell her. As a jewelry maker, Odval can easily identify Tuun's stone bracelet as being of orcish design.

In response to specific inquiries about the events over the past 24 hours, Odval tells the PCs that Crystal left their house sometime in the mid afternoon. Such told her about Crystal's murder later that evening. Her husband insisted that they bury her body immediately, but when they arrived at the cemetery this morning, they found the caretaker dead and her daughter's body missing. If the PCs ask Odval about Sukh's activities yesterday afternoon, she tells them that he arrived home in the afternoon

to check on some crops and the livestock before returning to his office a few minutes after Crystal left. She did not see him again until he told her about her murder.

Crystal's room is typical of an affluent teenage girl's personal quarters. A collection of handcrafted dolls line the shelves, while frilly lace serves as her bed sheets and window dressings. Crystal's armoire is filled with stylish dresses, shoes, blouses and a formal gown. A successful DC 20 Perception check detects a sliding panel in the back of the armoire. Two racy pieces of lingerie are tucked carefully into the concealed recess. Odval is shocked at the startling discovery, especially since Crystal had no current or even past suitors to the best of her mother's knowledge.

The reserved Odval is normally patient and mild-mannered, but her demeanor abruptly changes whenever anyone insinuates or implies that Sukh played any role in Crystal's death. Her face turns bright red, and she demands that the offending party leave her home at once and never return. No amount of cajoling convinces her to change her mind. If the PC insists on speaking with her, she calls some of her farmhands to escort the trespasser off her property.

FARMHANDS XP 200

CR 1/2

hp 9 (Pathfinder Roleplaying Game GameMastery Guide "Farmer")

Childish Daemon (CR 4)

Stolen Tongue's bargain gives him control over one of Cama Obuto's infernal minions — a vulnadaemon summoned from the Lower Planes. The kneejerk reaction would be to send the infernal assassin to kill Sukh in retaliation for Crystal's murder, but the shrewd orc chieftain realizes doing so is more likely to galvanize the town's citizens against his people than break their spirit. He instead dispatches the vulnadaemon into Ubuka to wreak havoc within the town to force Sukh to take actions against the monstrous fiend rather than the orcs. Naturally, the wicked vulnadaemon delights in its role as the harbinger of death and spreader of fear. Its short stature and slight build make it appear as a child. To further enhance the illusion's effectiveness, the creature wears a dark cloak with a hood drawn over its head and around its face to conceal its true identity.

The vulnadaemon begins its rampage minutes after Sukh concludes his speech. Using *detect magic* and *detect good* spells, the creature notices that the PCs present an unexpected threat to its murderous schemes. The malevolent fiend takes a particular interest in creatures that radiate an aura of good, such as a good-aligned cleric and most especially a paladin. The vulnadaemon initiates a guerilla attack against the PCs to gauge their relative strength and abilities before deciding upon its course of action. It also casts minor image to create the illusion of another vulnadaemon and *blur* to give it added protection. Spotting the creature in the crowd requires a successful DC 26 Perception check. (If the PCs are not actively scanning the area, they should be treated as if they were taking 10.) As the PCs debate how to respond to Sukh's call to action, terrified screams and shouts ring out from the surrounding area. (The GM should determine the exact location, but it must be somewhere within the square somewhat near the PCs' current location.) The GM may read or paraphrase the following description.

Horrific shrieks fill the town's square as frightened citizens scramble to get away from two blurry hooded and cloaked figures. The creatures' mere presence causes the people around them to cower and tremble in fear. They look like small children except for their bloody, tooth-filled mouths. Each partially conceals a bloody, steel short sword in the folds of its garments, as their unfortunate victim, a young girl, bleeds out on the ground behind them.

Tactics: The vulnadaemon treats this encounter as a dress rehearsal for the mayhem yet to come when its anticipated reinforcements arrive.

After its initial attack against the innocent girl, the vulnadaemon ceased concentrating on its illusory duplicate, causing the figment to stand motionless over the wounded girl while the real vulnadaemon engages the PCs in combat with its short sword and bite attacks. Though it is badly outnumbered, the malevolent fiend is supremely confident that its resistances, damage reduction and *blur* keep it relatively safe. It is important to note that the vulnadaemon's intended goal is to measure the PCs' strengths and weaknesses rather than engage them in a fight to the death. Naturally, if it is winning handily, it presses the attack. Once the fight turns against the vulnadaemon, it casts *invisibility* and attempts to escape. It prefers activating this spell-like ability from a foolproof location rather than cast it on the defensive, even if doing so entails an attack of opportunity from nearby opponents. The invisible monster then deactivates its aura of doom and flees the town square and heads for the surrounding grasslands to plan its next attack.

Of course, if the PCs have some means of following the creature such as see invisibility, they are free to do so and continue their assault against the vulnadaemon. In that event, the creature attempts to summon cacodaemons to join the combat. Whether the effort is successful or not, it then attacks its most dangerous enemy with its inflict critical wounds spell-like ability. If it summoned allies to aid it in battle, it attacks that same foe in concert with its allies, using the cacodaemons to grant it sneak attacks against that creature. The vulnadaemon continues the fight only if it has no other option. Otherwise, escape remains its first inclination.

CR4

CR 1/2

VULNADAEMON XP 1.200

hp 39 (Pathfinder Roleplaying Game Bestiary 3 "Daemon, Vulnadaemon")

Treasure: In addition to its short sword, the vulnadaemon also carries abjurant salt and an archon's torch. Both items appear in Pathfinder Roleplaying Game Ultimate Equipment.

Development: In the aftermath of the vulnadaemon's attack, the crowd's attention focuses on the injured girl Bayorma (LG female human commoner 1; Int 10; Craft [clothing] +4), whose life hangs in the balance. The stab wound reduced her hit point total to -1, and she takes 1d4 points of bleed damage every round and dies when she reaches -9 hit points. As long as the battle shifts elsewhere, a local acolyte named Elrug (CG male human cleric of Thaka 1; Wis 15; Heal +8) rushes to aid the wounded child. If someone saves Bayorma and restores her to consciousness, she remembers nothing about the attack other than recalling being filled with tremendous fear and feeling the intense pain from her injury.

ELRUG XP 200

hp 5 (Pathfinder Roleplaying Game GameMastery Guide "Acolyte")

The brazen attack forces Sukh and to a lesser extent the Seven Horsemen to shift their focus from exacting revenge against the orcs to dealing with this new menace, especially if the vulnadaemon escapes. In light of the PCs' heroic fight against the wicked fiend, Marduul (NG male human aristocrat 3; Cha 14; Diplomacy +8), the Seven Horsemen's unofficial spokesman, steps forward and addresses the PCs directly. He doubles Sukh's offer, increasing the reward to 400 gp per PC if they agree to resolve all of the strange events plaguing Ubuka, including the vulnadaemon attack, the recent murders (Crystal and the cemetery caretaker), and the desecration of Crystal's corpse. Sukh reluctantly goes along with their offer, though he repeatedly emphasizes pursuing the orcs and slaying Stolen Tongue in spite of the Seven's protestations to the contrary. They are perplexed about the daemon's origin, but they direct the PCs to Khuluk, a brilliant but scatterbrained scholar whom the PCs may already have spoken with during the **Tenants from Heaven** encounter in Part One. He lives in a farmhouse outside of town. Because of Sukh's contentious relationship with his cousin Janis, Marduul discreetly takes the PCs aside and suggests speaking with her as well. She can be found at the Flaming Coal Tavern, which is also described in Part One.

In the face of stiff opposition from the PCs, the surviving

vulnadaemon adjusts accordingly. It uses its invisibility spell-like ability to slip in and out of town unnoticed while sizing up its next target and casting a wary eye in the PCs' direction. The vulnadaemon has nothing to fear from the average townsfolk, so the creature selects either isolated locales such as one of the outlying tents or a crowded area with multiple escape routes, as its next hunting grounds. Like its previous attack, the monstrous fiend's attack lasts only a few rounds at most before it slips away and escapes. Another vulnadaemon arrives in Ubuka every night about 1d4 hours after midnight. As in the previous attack, the creatures use their minor image spell-like ability to swell their illusory ranks. When their numbers equal or exceed half of the PCs' numbers, they attack the PCs. A lone vulnadaemon avoids attacking the PCs until reinforcements arrive, but it closely follows them if they leave town and head toward Zabladai. In that case, the creature rushes ahead of the PCs and tries to ambush them before they reach their destination. If that fails, the fiend retreats again and coordinates its efforts with the ruins' orcish defenders stationed throughout the area. (See All Roads Lead to Zabladai in Part Three of the adventure for details regarding the ruins' guardians.)

Love Interrupted (CR 5)

Love is a powerful emotion. The desire to spend an entire lifetime with one person can sometimes be so great that it transcends death. Crystal defied her father's wishes to spend every available moment with her beloved Stolen Tongue. Even the grave's cold embrace could not douse the fire of true passion. Yet, love wrongly denied has a will all its own. After her hasty burial, Crystal's unrequited soul defied the power of death and assumed a new existence as an undead horror bent on fulfilling her lifelong desire to be with the only love of her life — Stolen Tongue regardless of the price.

In her unearthly state, every living creature represents an obstacle keeping her from reuniting with the object of her undivided attention. In her twisted mind, the town's beggar is just as responsible for her melancholy as the enraged father who thrust his blade into his daughter's chest. Crystal does not actively hunt Sukh exclusive of all others, but she cannot restrain her unbridled ire whenever their paths cross. Every dashed hope and every dream of what might have been roils to the surface like an angry conflagration whenever he is in her presence.

Unlike the very deliberate and tactical vulnadaemon, the **forlorn soul** attacks Ubuka's citizens without a plan or forethought. The hateful, undead creature lashes out at anyone or anything blocking its way. By sheer coincidence, the vengeful monstrosity makes its debut shortly after the vulnadaemon's assault. The GM is free to determine the exact timing of this event. The GM may also read or paraphrase the following description of the gruesome scene.

Once again, terrifying screams ring through Ubuka's town square as horrified citizens scramble to get away from an oncoming monstrosity. The name "Crystal" echoes through the air as the residents simultaneously gawk and flee at the abomination in their midst. The partially clad corpse of an attractive, young woman with long brown hair and lifeless black eyes shambles past the tents and buildings, mindlessly lashing out at anyone or anything in its way. She moves with a simian gait and skulks about like a feral animal. An angry scowl contorts her formerly cherubic face into a contorted visage of pure hate, her distended abdomen protruding forward with skin stretched taut.

Crystal does not actively search for her killer. But if Sukh is in her line-of-sight, she has a 90% chance of seeing him and barreling toward him with a maniacal look in her cold, dead eyes. The terrified Sukh runs into the nearest building and closes the door with the forlorn soul in close pursuit. Fortunately for Sukh, the hateful monster loses interest in him once he ducks out of sight and attacks anyone unlucky enough to cross paths with her. Most try to escape, while some cower and others vainly try to reason with her to no avail.

Crystal is incapable and unwilling to converse in the conventional sense, but she repeatedly calls for Stolen Tongue in halting Common. Nothing short of actually seeing Stolen Tongue halts her attacks. Crystal can be fooled by the Disguise skill or illusory magic such as *disguise self*. If Crystal falls for such a deception, she ignores all other creatures and charges at Stolen Tongue's image in an attempt to use her kiss from the grave ability on the unfortunate creature. A successful DC 20 Sense Motive check reveals that Crystal's pleas for Stolen Tongue seem genuine and heartfelt in sharp contrast to the violent reaction evoked at seeing Sukh. This may lead some witnesses to question Sukh's version of events and cast further doubt on Stolen Tongue's guilt. In any case, the forlorn soul attacks until no living opponents remain or she is destroyed, albeit temporarily.

CR 5

CRYSTAL BILTUMUR XP 1,600 hp 52 (Chapter 6, "Forlorn Soul")

Development: Crystal's transformation into a forlorn soul raises more questions than it answers. Though it definitively solves the mystery of the cemetery caretaker's murder and clears the orcs of any involvement in disinterring and stealing her body, her strange appearance and actions raise suspicions about the official version of events. Theories surrounding these bizarre occurrences race through Ubuka faster than a champion stallion and range from the plausible to the outright ridiculous. However, the only known facts are Crystal's reaction toward Sukh, her calls for Stolen Tongue and the gruesome image of a pregnant womb. As grisly as it is, Crystal's corpse holds the only piece of tangible evidence to prove her pregnancy, yet the PCs must act quickly. If Sukh is present, he does everything in his power to destroy her corpse. In light of her undead status, many townspeople agree with him. The PCs and Sukh may attempt Diplomacy checks to influence the citizens and convince them that their course of action is the right thing to do. Even if the PCs ultimately win out, Sukh does not relent and attempts to burn her body unless he is forcibly prevented from achieving his desired end.

Crystal's pregnancy can be confirmed with a successful DC 15 Heal or Knowledge (nature) check on her body. This bombshell leads to the possible conclusion that Stolen Tongue fathered Crystal's child. Though this piece of evidence does not outright solve her murder, it provides a probable motive for her killer. In addition, a PC aware of the forlorn soul's special abilities may realize that the only way to permanently destroy Crystal is to reunite her with her true love — Stolen Tongue. If not, Crystal reappears 1d4 days later, most likely haunting the Crossroads Inn where she frequently rendezvoused with her orc lover.

After conducting Crystal's postmortem, the PCs are free to do what they wish with the "destroyed" forlorn soul's body. Crystal's pregnancy and Sukh's histrionics cast tremendous suspicion on Sukh. In light of his likely involvement in her death, the townspeople grudgingly ask the PCs to return Crystal to her original grave or cremate her body in a dignified manner.

Orc Raiders (CR 4)

Cama Obuto's hunger for more victims never abates, forcing the orcs to search harder and longer for more unfortunates to sate the beast's relentless appetite. Their first target, Bodi, was relatively easy to snatch and sadly unnoticed by anyone other than his nefarious associates. Recent events put a serious scare into Ubuka's unnerved citizens. People venture from their homes far less frequently and never do so alone. Children always travel in the company of adult relatives. The orcs find it much more difficult to add to the ranks of the dead and the missing in light of the recently implemented precautions. Still, some teenagers and adolescents are determined to defy their parents' wishes and ignore their advice. The orcs hope that they surreptitiously run into a few of them.

One group of orcs stakes out the cemetery in the hopes of finding fresh victims, while another group fans out across the grasslands on the edge of several farms looking to snatch a wayward youngster without being

detected. A third group remains hidden near the Crossroads Inn. This group captured Bodi last night and lies in wait for their next prey. The orcs in the cemetery remain concealed and stationary, but the two units spread across the outskirts of Ubuka are constantly on the move. These orcs are considered to be taking 10 on their Perception and Stealth checks at all times. Similar to their counterparts at the cemetery, these orcs are not looking to pick a fight with well-armed adventurers. They are hunting for easy, unsuspecting victims, so they avoid combat whenever possible. If captured, cornered or subdued, the orcs reveal the same information as those stationed at the cemetery.

ORCS (6) CR 1/3 XP 135

hp 6 (Pathfinder Roleplaying Game Bestiary "Orc")

ORC LEADERS (2) XP 400 hp 27 (see Ubuka Cemetery in Part One)

In addition to their listed gear, one of these orcs carries a curious statue of a withered, old man carved from bone. Though it is worth only 10 gp, a successful DC 20 Knowledge (history) check identifies it as a relic from nearby Zabladai. The others carry a *potion of remove disease*, a pouch containing eight gems worth 25 gp each and a grand total of 108 gp.

Caaddan

PCs under Sukh's influence may decide to launch a pre-emptive strike against the orc stronghold of Caaddan to search for Stolen Tongue and to punish the orcs for the heinous deed attributed to their leader. Obviously, Sukh is pleased at this chain of events as it simultaneously casts suspicion solely upon Stolen Tongue while eliminating his hated orc rivals in the process. The Seven Horsemen strongly lobby against this course of action, but if the PCs insist on attacking Caaddan, they threaten to decrease their payment to the PCs before ultimately acquiescing to their demands and upholding their previously agreed bargain.

Located six miles west of Ubuka, the orc settlement of Caaddan is more akin to a gathering place than a permanent community. Its exterior defense consists of a circular earthwork wall that surrounds its perimeter. The residents within the boundaries of this circuit wall live in primitive huts and lean-tos with one exception — the chieftain's quarters. At most times, the orcs' outer defenses are rather lax. Hunting parties scouring the surrounding grasslands in search of prey are also tasked with defending the settlement against monstrous or humanoid incursions. Because of recent events, Stolen Tongue significantly beefed up the tribe's patrols and stepped up its military readiness. Every man, woman and child with eyes and ears now keeps an around-the-clock vigil scanning the horizon for Sukh's retaliatory force.

Orc Patrol (CR 4)

With roughly one-third of their number searching the grasslands for fresh sacrifices to Cama Obuto, the orcs concentrate their forces and keep their patrols close to home. At any given time, two groups of orcs, each consisting of 2 orc leaders and 6 orcs, encircle Caaddan, never straying more than a quarter-mile from the settlement's outer wall. The troops move through the grasslands at a steady pace, allowing them to take 10 on their Stealth and Perception checks while doing so. Because they are tightly bunched outside of Caaddan. PCs have a 40% chance of coming across one of these groups for every minute spent within a quarter mile of Caaddan. If the PCs eliminate one of the orc patrols without being detected, the chance of running into the remaining patrol drops to 20%. Whenever they spot intruders, the orcs hurl a javelin at their foes and charge into battle. In addition, the orc warriors scream and shout as loudly as possible in a deliberate effort to summon reinforcements from the remaining patrol group, if any. There is a 40% chance that the other group is within earshot and hears the cries for help. In that case, the second group arrives 2d10 rounds after hearing their allies' cries.

ORCS (6) XP 135

CHAPTER 11: RED WEDDING

CR1

hp 6 (Pathfinder Roleplaying Game Bestiary "Orc")

ORC LEADERS (2)

XP 400 hp 27 (see Ubuka Cemetery in Part One)

Development: If the orc leaders fall in combat, the surviving orcs retreat toward Caaddan, screaming wildly and shouting the entire way. If they are subdued, captured or completely surrounded, the PCs can gather information from them with a successful DC 9 Intimidate check or the PC may attempt a Diplomacy check, treating the orcs as at least unfriendly and more likely hostile. These orc know that Stolen Tongue is at the ruins of Zabladai summoning "demonic" reinforcements, while three smaller patrol groups search the area around Ubuka looking for children to abduct and sacrifice to what they call the dark lord of Zabladai. When asked about their overall numbers and logistical deployment, they try to conceal Caaddan's true strength by telling the PCs that 100 orcs stand at the ready in and around their walls. Of course, these numbers include all of the female and juvenile orcs scanning the horizon looking for intruders. If pressed, the actual number of combatants is closer to 30 with an orc priest. Fiery Tongue, Stolen Tongue's younger brother, commands this force.

Inner Defenses (CR varies)

Caaddan's orcs rely more on ferocity and sheer numbers than battlements and sophisticated tactics to defend their homes. In the case of the former, the orcs line their female and juvenile noncombatants up to 60 feet beyond the earthwork wall surrounding Caaddan. Because there are so many of them (roughly forty individuals), the group is treated as if they took 20 every round for the purposes of adjudicating Perception checks. On the other hand, their show of force makes it impossible for intruders not to see the mass gathering of orcs around the crude settlement. At the first sign of trouble, they alert the tribe's warriors (half of whom are asleep at any time) and scramble back over the earthwork wall (treat as a berm) to perceived safety. (See the "Plains Terrain" section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook* for details regarding a berm as well as stealth and detection on the plains.) When the PCs come within range of this sight, the GM may read or paraphrase the following description.

At least 100 orcs of all ages and both genders stand behind a low, earthwork wall that surrounds a haphazard cluster of huts, lean-tos and one permanent building near the center. Of those gathered within this outer perimeter, roughly one-third appear to be battle ready. Loud wails, hoots and hollers resound from the cluster of orcs as their warriors whip themselves into a frenzy to defend their homeland. Several open campfires burn within the confines of the small, crowded settlement.

The orc forces consist of **8 orc leaders**, **24 orcs**, **Aglorakk the orc cleric** and **Fiery Tongue**, the orc's commander in Stolen Tongue's absence. A pack of **5 dire boars** also attacks in conjunction with their orc masters. Without Stolen Tongue to lead them, the orcs dispense with any semblance of military strategy and charge at their enemies en masse. They hurl their javelins as soon as they are within range and then draw their falchions to engage their foes in melee combat. Aglorakk supports them by casting *bane* against as many enemies as possible and then boosts his combat abilities with *protection from good* and *shield of faith* before wading in battle. Fiery Tongue rages and duels whomever he perceives to be the mightiest warrior among the PCs. Unwilling to leave their wives, mothers, sisters and children at the mercy of other humanoids, the orcs do not voluntarily retreat or surrender. They fight to the last man in defense of their families and their homes.

Interspersed among the orcs are **5 male human slaves**. Mayor Sukh sold them into bondage at various points over the last five years as punishment for their crimes. Like many long-term captives, the five men sympathize with

CR1

CR1

CR4

CR2

their orc masters and display much greater anger toward their fellow men that consigned them to this terrible fate. They are not much help to either side in their current condition and watch the drama play out from afar. Though the women and juveniles do not actively participate in the fight, at the GM's discretion, they may throw stones, dirt and other loose objects at PCs within range. In addition, they alert their warriors to the presence of any previously unseen foes.

ORCS (24)								CR 1			CR 1/3		
XP	135												
				_				-	-				

hp 6 (Pathfinder Roleplaying Game Bestiary "Orc")

ORC LEADERS (8)

XP 400

hp 27 (see Ubuka Cemetery in Part One)

DIRE BOARS (5)

XP 1,200 hp 42 (Pathfinder Roleplaying Game Bestiary "Boar, Dire")

AGLORAKK

XP 600 Male orc cleric of Grotaag 3 (Pathfinder Roleplaying Game Bestiary "orc") CE Medium humanoid (orc) Init –1; Senses darkvision 60 ft.; Perception +1 Aura Evil

AC 15, touch 9, flat-footed 15 (+6 armor, -1 Dex) hp 20 (3d8 plus 3) Fort +3; Ref +0; Will +4 Defensive Abilities ferocity Weakness light sensitivity

Speed 20 ft. (30 ft. unarmored)
Melee mwk falchion +7 (2d4+4/18–20)
Ranged javelin +1 (1d6+3)
Special Attack channel negative energy 6/day (DC 12, 2d6)
Domain Spell-like Abilities (CL 3rd):
4/day—battle rage (+1 damage), touch of evil (1 round)
Spells Prepared (CL 3rd)
2nd—align weapon (evil only)^D, spiritual weapon
1st—bane (DC 12), cure light wounds, protection from good^D, shield of faith
O—bleed (DC 11), detect magic, resistance, virtue
D Domain spell Domains Evil, War

Str 16, Dex 8, Con 10, Int 11, Wis 13, Cha 12 Base Atk +2; CMB +5; CMD 14 Feats Extra Channel, Weapon Focus (falchion) Skills Heal +7, Sense Motive +5, Spellcraft +5 Languages Common, Orc SQ aura, weapon familiarity Combat Gear potion of resist energy (fire); Other Gear masterwork breastplate, masterwork falchion, 4 javelins, bone necklace worth 25 gp, unholy symbol (wooden), 34 gp.

FIERY TONGUE

XP 800

CR 3

Male orc barbarian 4 (Pathfinder Roleplaying Game Bestiary "orc") CE Medium humanoid (orc) Init +1; Senses darkvision 60 ft.; Perception +7

AC 13, touch 9, flat-footed 12 (+4 armor, +1 Dex, -2 rage) hp 55 (4d12+20 plus 4)

Fort +9; **Ref** +4 (+1 vs. traps); **Will** +3

Defensive Abilities ferocity, uncanny dodge; **Resist** fire 2 **Weakness** light sensitivity Melee mwk falchion +11 (2d4+9/18–20) Ranged javelin +5 (1d6+6) Special Attack rage 19 rounds/day, rage powers (energy resistance[†] [fire] 2, powerful blow +2 [1/rage])

3, Dex 13, Con 16, Int 8, Wis 10, Cha 6 Atk +4; CMB +10 (+11 grapple); CMD 19 (20 vs.
ple)
Extra Rage, Lightning Reflexes
Acrobatics +6 (+10 when jumping), Handle Animal +3,
idate +3, Perception +7, Survival +5
uages Common, Orc
ast movement, weapon familiarity
+1 studded leather armor, masterwork falchion, 4 ins, armbands of the brawler*, copper bracers worth 25 ach, pouch containing eight garnets worth 10 gp each. nfinder Roleplaying Game Ultimate Equipment. nfinder Roleplaying Game Advanced Player's Guide

Development: Once Stolen Tongue learns of the PCs' attack against Caaddan, he refuses to negotiate with them. Worse still, he puts his reservations aside and redoubles his effort to find and locate children suitable for sacrifice, regardless of the risk. With the orcs' fighting force in shambles, the tribe's noncombatants begrudgingly surrender without a fight. The orcs' human slaves halfheartedly accept their freedom if liberated, but they exact their revenge against the people that sold them to the orcs. In the event that the orcs force the PCs to surrender, the orcs strip them of their gear and bind their hands behind their back and shackle them to an iron ring built into the north wall of Stolen's Tongue's residence. If the PCs eliminate all opposition, they are free to search the orcs' huts and lean-tos as well as Stolen Tongue's personal quarters. These areas are described in greater detail in the following sections.

HUMAN SLAVES (5)

XP 400

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

CR 1

A. Orc Hut

Filthy bedrolls, sweaty hide clothing and rotten food fill the cramped hut's space with a foul stench. Weapons, sundry items and other basic necessities lie on the floor sprinkled amid the tremendous clutter. Wooden beams driven into the firm earth and strong ropes form the structure's framework, while the outer covering consists of felt made from the wool of the flocks of sheep. The hut's door is a panel of felt that can be pulled back to allow access to the hut's interior and then drawn back to shield the interior from external weather conditions.

Personal space and privacy are luxuries unheard of in orc society. The orc warriors and their immediate families live in the cramped huts, sharing their space with up to 20 of their kin at any given time. Built from felt, wood and rope, the huts are surprisingly durable and offer adequate protection against the elements. The orcs are poor housekeepers who accumulate worthless junk and misplace important valuables. A PC searching through the refuse finds 10d10 gp, 1d10 gems worth 1d4x5 gp and 1d4 pieces of jewelry worth 5 gp each in a hut with a successful DC 20 Perception check. Successful Perception checks beyond the first do not yield any additional treasure.

Spd 40 ft.



B: Lean-To

Two perpendicular wooden poles support a wooden roof covered with felt. The roof slopes at a 45-degree angle, with one end of the roof sitting atop the wooden poles and the opposite end resting on the ground. Decaying and matted furs, clothing and other personal belongings cover the dirt floor.

Orc society's less-fortunate dwell beneath these crude structures, which offer little protection against the rain and no shelter from temperature extremes. These structures are less stable and structurally weaker than the huts. A successful DC 16 Strength check is enough to knock the wooden roof (hardness 5, hp 10) off its supports and onto the ground. A PC searching through the clutter finds 1d6 gp, 1d4 gems worth 5 gp each and 1d3 sundry items worth 1 gp each with a successful DC 20 Perception check. Successful Perception checks beyond the first do not yield any additional treasure.

C: Stolen Tongue's Quarters

Caaddan's lone permanent structure is a one-story building with no windows, a pitched roof and one door.

The door is locked, and Stolen Tongue has the only key.

Good Wooden Door: 1 1/2 in. thick; hardness 5, hp 10; Break DC 18; Disable Device DC 20.

After PCs open the exterior door, the GM may read or paraphrase the following description of the building's interior:

Though still cramped by typical human standards, this multifunctional room is very spacious for orcs. The front portion of the chamber functions as an audience hall with an upholstered, mahogany chair overlooking a table surrounded by six smaller seats. A hearth is in the near corner. A curtain normally separates this part of the room from the personal quarters beyond, but the curtain is tucked against the far wall to allow open access to this area. Exotic furs cover a man-sized bed flanked by a wooden armoire, a painting easel and a locked, iron chest.

Stolen Tongue uses the curtain to afford him privacy and to conceal his fondness for human furniture and art. While in Caaddan, he spends most of his time in his personal quarters, far removed from the squalor surrounding him. Stolen Tongue made many attempts to lift his people out of their filthy conditions, but his kinsfolk showed little enthusiasm for changing their age-old ways and adopting what they called "the soft comforts of humanity." Despite their outlook toward humans, Stolen Tongue prizes object made by human hands. The upholstered chair is the only publicly displayed item with obvious human origins. It is worth 50 gp. The table and chairs in front of it are intentionally inferior to Stolen Tongue's specially made seat. They are worth a grand total of 25 gp. The hearth in the corner provides heat and a means of cooking food.

Stolen Tongue's wooden armoire holds a collection of fine clothing, including three noble's outfits and one royal outfit as well as an assortment of shoes and undergarments with a total value of 50 gp. A nearly completed oil painting depicting the grasslands at night rests upon the easel. Even in its unfinished state, the artwork is worth 20 gp. The furs atop the bed come from a bear and a dire wolf. They are worth 100 gp. Stolen Tongue

normally keeps his most-valuable items in his locked, iron chest, but he decided to bring most of them with him because of his anticipated long absence and inability to trust his kin. Like the front door, the chest is locked, and Stolen Tongue has the only key.

Iron Chest: 1/2 in. thick; hardness 10; hp 15; Break DC 24; Disable Device DC 20.

Inside of the chest are 2,306 sp, 982 gp and a small bronze statue of a horse worth 450 gp.

Connecting the Dots

With so many different events going on simultaneously, it may be difficult for the PCs to connect the dots and figure out how they are related. If the PCs are having trouble finding their way through the maze of lies and deceit, the GM should focus their attention on the vulnadaemons and their connection to the ruins of Zabladai. This may be accomplished by having Khuluk travel to town to speak with them directly about the abandoned settlement's evil history or the PCs may run into another band of orc raiders looking for children to abduct and sacrifice to Cama Obuto. Though solving Crystal's murder is an important facet of the adventure, unmasking the culprit can wait until after the PCs destroy Cama Obuto and put a permanent halt to the influx of wicked fiends steadily infiltrating Ubuka and its surroundings.

Part Three: The Stain of Evil

None of the major events occurring in Ubuka took place in a vacuum, and it is now most apparent that whatever lurks in Zabladai is responsible for setting the vulnadaemons loose on Ubuka and spurring the orcs to abduct children as sacrifices for this dark power. This portion of the adventure takes place in the abandoned city's outer ruins, where the PCs must overcome its guardians and find their way into the depths below the settlement. Orc guards supported by two wicked daemons and a freelancing resident gargoyle stand in the PCs' way. In addition, a vulnadaemon may stalk the PCs and ambush them on their way here or launch a coordinated attack against the PCs within the city's ruins.

Zabladai

The grandeur and spectacle that was Zabladai is a far cry from the squalor and deprivation that is present-day Caaddan. The orc stronghold was groundbreaking in its age for its magnificent architecture and unique culture. Tall battlements towered above the ground. Its breathtaking temple awed its deities' followers. Its leaders indulged in the most luxurious fineries, including perfumed baths, exotic furnishings and wondrous artistic masterpieces. Despite the sophisticated window dressing among its elite, Zabladai remained orcish at its core. Humanoid slaves were common, and vicious blood sports were the entertainment of the day. Violence permeated every aspect of the orc society. The strong dominated the weak, and military conquest was a way of life, bringing treasure into Zabladai's coffers from its victories.

Fifty years after its founding, Zabladai reached the zenith of its power and influence during the reign of its last ruler, Cama Obuto, a half-orc general, who was the illegitimate son of Zabladai's previous ruler and his favorite human slave. In spite of his mixed heritage, the supremely talented commander rose through the ranks and ascended to the throne after his father's mysterious and untimely death.

Cama Obuto implemented even more reforms than his predecessors. He allowed human slaves to earn their freedom and integrated many freed slaves into Zabladai's army as foot soldiers and siege engineers. One such reform proved his undoing, however. Cama Obuto instituted a taxation system to supplement the traditional sources of income such as annual tributes and import tariffs. He instead levied select children from among the conquered peoples under the guise that he would personally train them to become administrators, advisors, scholars and soldiers rather than take them as common slaves. In addition to the obvious financial benefits, the system also offered the conquered peoples' children an opportunity for a better life atop Zabladai's hierarchy rather than at the bottom. The program also attracted the interest of less-fortunate orc families who saw it as a fast track to the upper levels of orc society.

In the first year of its existence, Cama Obuto's unique innovation recruited 10 youngsters for this exclusive opportunity to study under the tutelage of Zabladai's capable and charismatic ruler. Over the next decade, as more children poured into the program, some within Cama Obuto's inner circle questioned the institution's true intent. None of the levied children were ever seen again, let alone placed among Zabladai's elite. When others raised these concerns with Cama Obuto, he claimed that he sent them to the frontier to get more "hands-on" experience conducting the business of government or that they left the program and vanished after failing to meet its minimum standards. Cama's excuses allayed suspicions for a little while, but in the end, no amount of fast talking could conceal the unimaginable beast that hid beneath Cama's outwardly friendly and charismatic persona.

Twelve years into his reign, his most loyal and trusted advisors finally uncovered the ghastly truth: Cama Obuto, the innovator and the reformer, was truly the cruelest and most-sadistic monster imaginable. In a secret house of horrors beneath his quarters, Zabladai's ruler concealed his barbarous handiwork. There, his lieutenants caught the serial murderer in the midst of torturing a young orc girl. Horrified by the disgusting sight, they slew him where he stood. But nothing they did could erase the stain of evil that plagued Zabladai. Though violence and brutality are endemic among orcs, Cama's crimes were too great and sickening for even them to stomach. To make matters worse, the restless spirits of Cama's victims and Cama himself lingered long after their earthly demise. Within a year of his death, the orcs abandoned Zabladai and razed it to the ground, hoping to forever wipe away any vestige of Cama Obuto and his twisted legacy.

Future generations shunned the haunted ruins, but those few who dared venture close enough told of a malevolent presence lingering within the shattered walls of the former stronghold. In the bowels of the earth, the malingering spirit waited for a century until a desperate orc chieftain wrongly accused of murdering his lover walked into his lair and a struck a bargain with a being that knows only lies and deceit. In that way, Cama Obuto resumed his treacherous existence.

All Roads Lead to Zabladai (CR 4)

The PCs' travels through Ubuka and its environs eventually lead them to Zabladai. The locale's reputation precedes itself, as no humans stray anywhere near the haunted ruins. Even the wild beasts and birds avoid the location whenever possible. Stolen Tongue's recent arrival changed that in some respects; nearly all living creatures other than the orcs still stay as far away as they can.

After a century of neglect and erosion, the remnants of Cama Obuto's bygone stronghold have been reduced to piles of stone and mortar randomly littered across an open plain. None of its buildings survived the carnage, and its great circuit wall is a shadow of its former self. In spite of the devastation that befell Zabladai, its sundered structures and decrepit walls are still visible from as far as 1,000 feet away. When the PCs come within visual range, the GM may read or paraphrase the following description:

Haphazardly placed mounds of sundered rock walls and stone foundations are all that remain of a once-great settlement. Despite the wide-scale devastation, the outline of an exterior circuit wall is still visible around the ruins. Likewise, enough scattered remnants of a few buildings remain to form a mental image of how they would have appeared during their heyday. Though the grasses now lay claim to most of its land, the entire area is eerily quiet and seemingly devoid of wildlife.





Zabladai steadily comes into better view as the PCs draw closer to the ruins. At a distance of 500 feet, they make out the outlines of individual buildings within the exterior wall. At 200 feet and less, they can distinguish sundered stone statues and columns. More importantly, they may also notice someone lurking among the devastation.

Zabladai's current occupants await the arrival of another victim to bring before Cama Obuto. Scattered among the ruins are **8 orcs** and **2 orc leaders**. One leader hides behind the north wall in area **Z-2**, while the other leader skulks near the southernmost wall in area **Z-5**. The remaining orcs are evenly distributed throughout the area, with two near each corner of the exterior circuit wall. Because these orcs have had an ample amount of time to procure hiding spaces, they are extremely difficult to notice from a distance. A PC needs a successful DC 40 Perception check to spot them at a distance of 200 feet. The DC decreases to 30 at a distance of 100 feet. The DC then decreases by -1 for every additional 10-foot increment.

The orcs are not particularly attentive; they are treated as if they are taking 10 at all times. Likewise, the orcs suffer a -1 penalty to their Perception checks for every 10 feet of distance between them and the PCs. At night, the orcs' darkvision gives them a significant advantage over the PCs, who likely require an artificial light source to see in total darkness or near darkness.

The orcs remain still and charge the PCs at the first available opportunity. Requests to speak with Stolen Tongue and claims that he is innocent go unanswered. Fearing Cama Obuto's retribution, these orcs fight to the bitter end rather than surrender and flee, even if the PCs kill both their leaders.

ORCS (8) CR 1/3 XP 135 hp 6 (Pathfinder Roleplaying Game Bestiary "Orc") ORC LEADERS (2) CR 1

ORC LEADERS (2) XP 400 hp 27 (see Ubuka Cemetery in Part One) **Development**: Even when the orcs are no longer a concern, the PCs must still contend with the solitary gargoyle that mans a lonely tower in area **Z-4** and a pair of cacodaemons that guard the staircase in area **Z-6**. Neither of these potential enemies wanders far from its designated location.

Z-1: Gladiator Arena (CR 5)

Erosion took its toll on the elevated hemispherical terraces that surround a partially intact circular ring of stones. The terraces reach a maximum height of 10 feet with a steep gradient from the highest point to ground level. Several cracked, stone benches remain in place, and the remnants of rows and aisles are still visible as deep gouges in the soil. Patches of grass grow in the loose dirt and gravel that lines the floor inside the circular ring of stones.

Zabladai reveled in its blood sports, and this outdoor arena served as the venue for the carnage. Human prisoners from conquered lands squared off against each other in gladiatorial combats that could claim as many as 50 lives per day. The city's orc population had no qualms about watching women and even small children fight to the death. Dirt and grass cover most of the stones that made up the terraced benches, but erosion and the prevailing winds turned the terraces into an undulating surface rather than a flat, smooth one.

A careful search of the floor within the center ring (DC 15 Perception check) uncovers grisly reminders of these gruesome bouts. Rusted arrow tips, a rusty iron dagger, wooden splinters and several human finger bones from fallen warriors lie a few inches below the surface. Unfortunately for the PCs, the dead scarred the bloodthirsty earth with more than physical reminders.

Their horrific memories of their final moments linger here as well.

Development: Any human who spends more than 1d4 rounds within the gladiatorial pit brings one of these terrible memories to life (orcs and non-humans are unaffected). Multiple humans can experience the effect simultaneously, though the onset times may differ, thus alerting other humans to the danger. Observers see nothing other than the affected creature cowering in terror in the face of an unseen foe. The memory is neither alive nor real. Instead, the PC experiences a vivid recreation of a gladiatorial combat from Zabladai's heyday. It is impossible to detect the memory's existence with *detect magic* or a successful Perception check, and it cannot be disabled. The GM may read or paraphrase the following description of the scene the effected PC witnesses in his mind.

A bloodthirsty crowd of orcs and human slaves surrounds a pit occupied by a massive, scarred warrior clad in plate mail armor who wields a massive greataxe. The spectators cheer wildly with the veteran combatant's every move as he raises his mighty weapon and prepares to strike the killing blow.

The affected PC can make a DC 16 Will save to initially disbelieve the warrior's existence. If it succeeds, the illusion vanishes and the character snaps out of it. If it fails, the gladiator lands the killing blow on the following round. The PC must succeed on a DC 16 Fortitude save or immediately drop to -1 hit points. The PC is unconscious but stable. Even if the save succeeds, he still takes 3d6 points of damage. Whether or not the save is successful, a creature cannot be affected again by another false memory for 24 hours. Though the effect duplicates a spell effect, it cannot be dispelled nor is it subject to spell resistance. This is an illusory, mind-affecting, fear effect.

Z-2: Ruined Temple

Faded frescoes painted onto the ruined walls celebrate a bygone age of orcish military supremacy. Images of victorious orc warriors defeating vast humanoid armies and conquering humanoid cities adorn what remains of this building complex. Most of the curved southern wall is intact, though the same cannot be said of two stone statues of orc warriors. One is split in half at the waist, while the other is broken into multiple pieces.

The orc temple was a masterpiece of orcish architecture and art. Human craftsmen and artisans take most of the credit for its structural design and artwork. Though the structure served a religious purpose, Zabladai's orcs never permanently settled on the worship of any particular deity. Instead, their temple serves as a tribute to their greatest warriors and a celebration of their most significant military victories. The paintings that adorned the walls were the embodiment of this philosophy. A PC can determine that the paintings depict scenes from the Battle of the Bloody Field and the Siege of Tabakla with a successful DC 20 Knowledge (history) check. In addition to identifying the subject matter, the PC also knows that General Cama Obuto led the orc forces to victory on those occasions against an allied army of humans, half-elves and elves. Likewise, the ruined statues also depict Cama Obuto, which can also be determined with a successful DC 20 Knowledge (history) check.

Zabladai's orcs traditionally burned their dead, but revered generals, heroes and leaders secured a place of honor in the burial crypt beneath the temple. The crypt is accessible via a secret door built into the floor, but the portal is now covered by earth and grass, making it difficult to detect. Loose debris can be cleared away in 1d4 rounds. The door is a solid stone slab that can be lifted with a successful DC 18 Strength check. It can also be smashed open.

Secret Door: 1 in. thick; hardness 8; hp 20; Break DC 28; Perception DC 25.

Removing the slab reveals a stairway that leads into darkness. The GM may read or paraphrase the following description:

A musty smell from what seems to be a century of stagnant air emanates upward from a dusty, stone staircase that descends into pitch darkness.

The narrow staircase opens into area Z-7.

Z3: Marketplace

Sundered fluted columns and rotting wooden poles litter an otherwise pristine grassy field.

On a typical day a century ago, hundreds of merchants would pitch their tents and open their carts in the city's bustling marketplace. Since their departure, all that remains of Zabladai's central shopping district are ravaged stone columns and the wooden supports used to hold the peddler's tents. A PC searching the area finds 1d6 stray odds and ends with a successful DC 20 Perception check. Naturally, the merchants took everything of value with them. Any new finds are worthless.

Z-4: Armory (CR 4)

Huge piles of rubble and shattered walls measuring 1-foot thick in many places suggest that some building of great importance once stood here. Mounds of charred debris and ash are also here, though the large depressions in the ground around the mounds are more indicative of their original size. Rusted pieces of armor, bent blades and disjoined hilts lie heaped amid the refuse along with warped bows and broken javelins. Large sections of the outer wall in this area are also largely intact. Three stone statues of orc warriors stand atop the wall's ledges, peering out over the horizon in search of new enemies.

Zabladai's armory and military barracks stood on this site. The armory stood near Zabladai's main gate, the current breach in the southern wall. At the height of Cama Obuto's power, the four-story building housed 500 soldiers and produced dozens of new weapons every day. The orc warriors who dwelt here burned everything they could not take with them, including their bunks, tables, chairs and anything else that was too heavy and bulky to carry. Unfortunately, the weapons left behind were either broken or too damaged to be of any use.

To deter enemies, the orcs frequently resorted to placing statues upon their parapets to artificially bolster the number of defenders manning their walls. Only two of the statues are real; one, however, is actually a **gargoyle** that has lived here for more than a decade. The vicious monster did not harass the orcs because it feared Cama Obuto's wrath. But the PCs are fair game in its eyes. Though the gargoyle took on the facial features and torso of the orcs, it can do only so much to conceal its wings. From the ground, a PC spots this distinguishing feature with a successful DC 27 Perception check. Otherwise, the gargoyle appears to be identical to the two ordinary statues.

The monster lives atop a 20-foot-high section of the outer wall with an adjoining ledge. The gargoyle remains perfectly still and attacks only when the PCs come within 60 feet of its location. It then swoops down from its perch and attacks the closest foe with its vicious claws. On subsequent rounds, it hovers a few feet above the ground and unleashes all of its attacks against a single foe. If faced with imminent death, the creature flees to safety far from the ruins of Zabladai.

CR 4

GARGOYLE XP 1,200

hp 42 (Pathfinder Roleplaying Game Bestiary "Gargoyle")

Treasure: The gargoyle keeps a cache of items and coins on the ledge where it stood. The pile includes 1088 sp, 205 gp, a *belt of tumbling** and an *elixir of truth.*

*This item appears in *Pathfinder Roleplaying Game Ultimate Equipment*.

Z-5: Housing District

In most cases, a hearth, a few foundation stones and a stray wall are all that remain of the residences that once stood here. Two extremely large mountains of cracked stones and mortar coupled with numerous timbers and loose rocks lie strewn about the area. The layer of construction materials covering the ground measures at least 3 feet deep wherever something is not standing.

Like the armory and barracks, Zabladai's crowded streets and cramped tenements were home to 1,000 individuals. Huge, extended families lived in these multistoried buildings and back alleys. Because of the amount of debris, the entire area is treated as difficult terrain, and in most cases, jumping on top of the layer of construction materials requires a successful DC 8 Acrobatics check. PCs searching any 5-foot square for valuables come upon 2d6 gp worth of miscellaneous sundry items with a successful DC 15 Perception check. Subsequent Perception checks in the same 5-foot square yield no additional treasures.

Z-6: Palace (CR 4)

Chunks of marble, faded tile mosaics and the boundaries of a recessed pool filled with dirt and debris imply that the building's resident lived a life of luxury. A stone staircase near the middle of the building's foundation steeply descends to a closed, stone door bearing archaic writing.

Cama Obuto's magnificent palace sat upon this ruined foundation, though his swimming pool and several mosaics survived the cataclysm. The tile artwork is badly faded, but a successful DC 20 Perception check picks up enough details to identify all three mosaics as portraits of a male half-orc. In that vein, a successful DC 15 Knowledge (history) check verifies the likely hunch that Cama Obuto is the subject of these three pieces. In spite of the place's reputation, scavengers made away with the vast majority of the palace's sundered marble, leaving only a fraction of its original contents. Six large pieces of marble are scattered about the area. Each weighs roughly 20 pounds and is worth 100 gp.

A stone door at the bottom of the staircase 10 feet below the surface is not visible from the surface. The archaic writing etched onto the portal is written in Common and Orc. It states: "There is no place darker than one's twisted mind and evil soul." The inscription is meant as a warning about Cama Obuto's depravity. The door is unlocked and is designed to open with some effort.

Stone Door: 2 in. thick; hardness 8; hp 30; Break DC 16.

Hiding at the top of the staircase are **2 cacodaemons**. The tiny creatures disguise themselves as minute scorpions and scuttle across the ground searching for intruders. The creatures deliberately dart back and forth from one hiding spot to another at half speed. A PC must succeed on a DC 24 Perception check to notice the concealed guardians. Cama Obuto instructed them to attack everything they see except for orcs. In

addition to their visual senses, they always have *detect good* and *detect magic* in effect.

CR 2

CACODAEMONS (2)

XP 600

hp 19 (Pathfinder Roleplaying Game Bestiary 2 "Cacodaemon")

Tactics: At the first sign of intruders, they use their spell-like ability to turn *invisible* and move toward their enemies to deliver a bite attack, at which point they become visible again. They also abandon their guise and return to their natural form as tiny orblike creatures dominated by a gaping maw filled with jagged, overlapping teeth. After their initial foray, they resort to confusing their foes before turning *invisible* again. The cacodaemons repeat this pattern throughout combat. They do not retreat or surrender under any circumstances. If they kill a PC, they attempt to ingest the dead creature's soul using their soul lock special ability.

Treasure: Unable to wield conventional weapons, the fiendish monsters keep a sheathed +1 *longsword* at the base of the staircase, along with a coin purse containing 5 pp and 39 gp.

Z-7: Burial Crypt (CR 5)

Five stone sarcophagi carved into the likeness of different orc warriors are spread throughout a subterranean crypt. More than 200 skulls rest upon a row of shelves built into the far wall. A large, marble font is filled with viscous red goo similar to gelatinized blood.

In addition to the musty smell PCs encounter when they first open the secret door, a successful DC 10 Perception check notices the faint scent of embalming materials. However, the aroma emanates from the skulls resting on the far wall rather than the closed sarcophagi. The crypt's lone resident stripped the heads of their mummified flesh, leaving behind just the bones.

The thick, crimson protoplasm in the font is not congealed blood but is instead a **blood pudding**. The ravenous ooze survived all these years by devouring the rotting flesh of the crypt's dead occupants. The cunning monster waits for a PC to draw near before lashing out with its pseudopod and grabbing its intended victim. It then uses its infuse ability to merge its body with that of its target. If it succeeds, it attempts to force the affected creature's blood from its body using its disgorge ability. An affected PC can expel the blood pudding with a successful DC 17 Fortitude save. The mindless ooze then attacks the closest creature, even if it was the same creature that just expelled it. The blood pudding has no concept of selfpreservation and attacks until destroyed.

BLOOD PUDDING	CR 5
XP 1,600	
The Tome of Horrors Complete 483	
N Medium ooze	
Init +0; Senses blindsight 60 ft.; Perception +0	
AC 10 touch 10 flat footed 10	

AC 10, fouch 10, flat-footed 10 hp 52 (5d10+25) Fort +3; Ref +1; Will +1 Immune mind-affecting effects, ooze traits; Resist fire 10 Weaknesses racial vulnerabilities

Speed 30 ft. Melee slam +4 (2d4+1 plus grab) Space 5 ft.; Reach 5 ft. Special Attacks disgorge, infuse

Str 12, Dex 11, Con 20, Int —, Wis 10, Cha 7

Ruined Temple Crypt 1 square - 5 feet



Base Atk +3; CMB +4 (+12 grapple); CMD 18

Disgorge (Ex) A blood pudding that has infused itself with a host can force the creature's blood out through its pores, eyes, ears and mouth. This is a standard action that deals 1d2 points of Constitution damage each round. At Constitution 0, the host dies and the blood pudding feeds on the corpse. When sated, the pudding exits, and to onlookers it appears as if the slain creature is bleeding profusely.

Infuse (Ex) A blood pudding that makes a successful grapple check can forcibly merge its form with that of a living creature. If it succeeds, the blood pudding's form disappears as it soaks through skin, wounds and any other opening in the host's body. This special attack deals no damage but allows the blood pudding to use its disgorge special attack (see above).

A creature infused with a blood pudding can try to forcibly eject the creature once per round as a standard action (coughing it up, vomiting, and so on). This requires a successful DC 17 Fortitude save. The save DC is Constitutionbased.

A creature can be affected by the pudding's infuse attack again, but gains a +2 conditional bonus on its Fortitude save. This bonus lasts for one day and is effective against the infuse attack of that blood pudding only. Racial Vulnerabilities (Ex) Drinking alcohol weakens an infused pudding and reduces the Constitution damage sustained from its disgorge attack by one-half for the next 1d4+1 rounds.

Consuming pure vinegar causes an infused blood pudding to eject itself from the host in the same round the vinegar is consumed. A creature drinking pure vinegar must make a successful DC 12 Fortitude save or be nauseated for 1d3 rounds. A blood pudding will not use its infuse attack against that host for one day.

A blood pudding hit with a cold effect or attack is slowed for 3 rounds (as the slow spell) and loses its racial bonus to grapple checks for a number of rounds equal to the spell's level.

Slime Grapple (Ex) Because of the sticky slime it secretes, a blood pudding gains a +4 racial bonus to grapple checks.

The skulls have no value and are impossible to identify. Each sarcophagus bears the name of the coffin's occupant on its side. The bas-relief images atop the lid are roughly identical, with a few minor differences. Each carving shows an orc lying on its back clutching a greataxe in its hands. The sarcophagus' lids are extremely heavy. It takes a successful DC 20 Strength check to open a stone coffin without damaging it or its contents:

A: Vulgug Obuto

A successful DC 25 Knowledge (history) check reveals that Vulgug Obuto was Cama's great-great-grandfather and the founder of the Obuto dynasty in Zabladai. His coffin contains his skeletal remains, a tattered linen sash worth 5 gp and a diamond-encrusted dagger worth 500 gp.

B: Ghorgha

A successful DC 25 Knowledge (history) check reveals that Ghorgha was Vulgug's younger brother. Ghorgha died before his older sibling, so he never became chieftain. But he led Zabladai's army in many of its early, pivotal battles. His coffin contains his skeletal remains and his prized weapon, *Headcleaver* a + 1 greataxe.

C: Gradgar Obuto

A successful DC 25 Knowledge (history) check reveals that Gradgar Obuto was Cama's great-grandfather. He ruled Zabladai for a short time and was generally considered to be a halfwit, even by the orcs' extremely low standards for stupidity. His coffin contains his skeletal remains and a worthless cloth miter.

D: Yagnog Obuto A successful DC 20 Knowledge (history) check reveals that he was Cama's grandfather. He is generally considered as Zabladai's greatest ruler. His coffin contains his skeletal remains and a bone crown with imbedded agate stones worth 100 gp.

E: Sugnatz Obuto

A successful DC 20 Knowledge (history) check reveals that this was Cama's father. He was considered to be an average ruler who was more concerned with bedding young female slaves and drinking to excess than running the city. He died from severe alcohol poisoning 10 years into his reign, giving way to its greatest general who was also his oldest illegitimate heir. His coffin contains only his skeletal remains.

Part Four: Palace of Zabladai Lower Level

After dispatching Zabladai's exterior guardians, the PCs descend into the earth. The subterranean complex's uppermost level served a multitude of functions during its long existence. It housed Cama Obuto's private office, a jail, a torture chamber and his faux learning institution. During this portion of the adventure, the PCs discover more frightening facts about Cama Obuto's past.

Unless otherwise noted, the entire level is unlit. The walls, floors and ceilings are constructed from sandstone, and the ceilings are 10 feet high. Unless noted, the doors are unlocked but stuck.

Simple Wooden Door: 1 in. thick; hardness 5; hp 10; Break DC 13

Z-8: Antechamber (CR 4)

A modestly sloped stone staircase descends into an antechamber ending in a closed, wooden door.

The antechamber leads to Cama Obuto's governmental complex beneath the palace as well as his hidden house of horrors. To ward off unauthorized intruders, his priests protected the antechamber with a glyph of warding. To allow his child victims to pass unharmed, Cama Obuto set the trap so that it is triggered whenever non-orcs more than 5 feet tall pass through it. In that way, the half-orc Cama Obuto would not trigger the glyph, nor would human and orcish children.

GLYPH OF WARDING TRAP CR4 XP 1,200 Type magic; Perception DC 28; Disable Device DC 28

Trigger proximity (alarm); **Reset** none

Effect spell effect (glyph of warding, blast glyph [3d8 electricity damage], DC 14 Reflex save for half damage); multiple targets (all non-orcs more than 5 feet tall within 5-foot-radius burst)

The wooden door at the end of the antechamber is not locked, but it has swollen over the years, making it difficult to open. No one is behind the door, so triggering the trap does not alert anyone to the PCs' presence in the complex.



Good Wooden Door: 1-1/2 in. thick; hardness 5, hp 10; Break DC 16.

Z-9: Audience Hall

Strips of torn tapestry litter the floor, though parts of four shredded tapestries still cling to the walls. Four stone columns spread throughout the chamber fared no better. Sizable chunks of stone are strewn about and huge gouge marks mar the surface of these support beams. Likewise, an artistic bronze statue is nothing more than an overturned clump of dented metal.

After Cama Obuto's demise, his people destroyed every handiwork crafted in his image. The tapestries depicted him leading his army into battle, but even the heroic subject matter was not enough to spare them. In addition to being torn and shredded, his detractors poured urine and other caustic materials on the fabric. The columns were a particular affront to Cama's aggrieved subjects. He fashioned them in the likeness of impish children, which seemed innocent enough at the time. In the aftermath of his downfall, the columns and the bronze statue felt the people's full wrath. They repeatedly bludgeoned the objects until they are no longer recognizable.

The wooden doors are unlocked, though they are difficult to open.

Good Wooden Door: 1-1/2 in. thick; hardness 5, hp 10; Break DC 16.

Z-10: Court Room

Interlocking rusty iron bars combine to create a crude cage standing before an onyx throne atop an elevated platform. Four stone benches on the dais face the impressive seat. The painted images of a blindfolded orc holding a razor-sharp axe in one hand and a broken manacle in the other adorn the walls.

Cama Obuto and his predecessors presided over criminal and civil cases in Zabladai's central court. The city's ruler acted as the judge, jury and executioner in all legal matters. Naturally, Cama sat upon the throne during the trial while the accused stood in the cage awaiting the verdict and sentencing. Witnesses sat on the stone benches where they answered the judge's inquiries. By all accounts, Zabladai's justice system was considered to be relatively fair in comparison with that administered in a tribal setting. Like most societies, wealth, power and personal contacts played an important role in determining the outcome of most cases. Most ordinary citizens trusted the institution's integrity and attempted to resolve personal grievances and punish wrongdoers through the court system rather than by taking matters into their own hands. For that reason, the people did not destroy the courtroom after Cama Obuto's downfall. In fact, Cama commissioned the paintings decorating the walls. The artworks symbolize guilt and innocence. Naturally, the sharpened axe implies the punishment for the former, and the broken manacle represents freedom.

Strong Wooden Door: 2 in. thick; hardness 5, hp 20; Break DC 23.

Area Z-11: Holding Cells

Worn and chipped stone stairs descend through a narrow corridor before opening into a larger chamber. Six warped and broken chairs surround a decrepit table near the center of the room. Interlocking iron bars form doors that separate the room from a large recessed cell at the far end as well as two other recessed cells on opposite walls. Mold and dust cover most of the room's surfaces. Nothing is visible in the space just beyond the entrance.

Two more cells that are not visible from the vestibule line the walls, bringing the total number to five. Zabladai's jailors used this prison complex to house defendants during their trials. Afterward, the prisoners were executed, sent to a long-term penitentiary or freed. The cell doors are open and unlocked, and the cells are completely empty save for some loose dirt, scraps of linen and other bits of debris. A careful search of the largest cell (successful DC 25 Perception check) reveals a cracked piece of mortar that conceals a letter stuffed behind it. The tightly folded piece of parchment is in terrible shape, but still legible for the most part. It is written in Orc. See the sidebox for the contents of the folded letter.

Prison Note

Unlike the others, I am an innocent man who knows a terrible secret — my judge is guilty of sins far greater than those he passes judgment against. In the depths of Zabladai, he performs unspeakable acts of cruelty and murder.

(Four lines here are too damaged to read.)

Where can I turn? They are opening the door. Gods be merciful.

Tyzakko, one of Cama Obuto's lieutenants, wrote the letter 1 year before Cama's death. Nothing in the letter provides any insight pertaining to its author's identity. Zabladai's absolute ruler conducted Tyzakko's trial in absentia and sentenced him to death before a closed court. After Cama's downfall, many of Tyzakko's colleagues suspected that he discovered Cama's hidden house of horrors. Though Cama officially convicted him of treason, many orcs revere him as a martyr and a hero.

Z-12: Torture Chamber (CR 4)

The grim implements of pain and agony spread throughout the chamber make the room's intended purpose very obvious. Streaks of dried blood mar the surfaces of two iron maidens occupying the corners of the near wall as well as a wooden cross and two scourging posts. The torture chamber's apparent centerpiece is the rack, which sits practically in the center of the room.

Poor drainage has created several holes in the wall behind the iron maidens that allow mice to scurry from the surface into this chamber and back again. A PC can spot or hear these diminutive creatures with a successful DC 28 Perception check. The animals immediately run for cover at the first sign of light and the presence of a potential predator, including any humanoids. The mice are harmless and do not attack the PCs. More significantly, they served as sustenance for the far-more-dangerous creature that is still here.

The rack is really a **mimic**. Recognizing the mimic is extremely difficult and requires a successful DC 40 Perception check. The voracious

aberration lashes out with its sticky tentacle as soon as a living creature comes within 5 feet of the disguised monster. It automatically grapples anything it strikes and constricts the hapless foe on subsequent rounds. The mimic is too slow to escape so it fights to the bitter end. During Cama's reign, the half-orc general let the hungry beast devour his enemies to make them vanish without leaving a trace.

MIMIC CR 4 XP 1,200 hp 52 (Pathfinder Roleplaying Game Bestiary "Mimic")

Z-13: Cama Obuto's Office (CR 5)

Thick layers of soot cover the walls and ceiling, and tiny particles of ash still circulate in the air from a long-extinguished fire. The charred husks of hundreds of books occupy much of the room. One nearly empty bookshelf still stands on a near wall. The bookshelf that stood on the opposite wall is overturned, revealing a corridor that descends sharply. Two stone statues lie in pieces on the floor, though a nearby intricately carved mahogany desk and three chairs remain intact.

Like the adjoining chamber, Zabladai's vengeful residents destroyed everything that bore Cama Obuto's image. The two broken statues and the burnt books are another example of their anger. Large chips and cracks marring the statue's face render it impossible to identify the artwork's subject. Likewise, his collected written works are damaged beyond recognition. A handful of books still occupy the upright shelf, but they were merely left behind as an oversight and not for any hidden purpose. The seven remaining tomes are written in Common and are worth 2 gp each. Four of them discuss art and architecture, and the balance address the ancient history of the area, basic mathematics and geology.

Surprisingly, Cama's desk and chair survived the cataclysm that befell the rest of the room. His desk has three drawers, all of which are locked and appear undisturbed.

Wooden Drawer: 1/2 in. thick; hardness 5; hp 5; Break DC 12; Disable Device DC 20.

The first two drawers contain parchment, quills, eight jars of dried ink and a blank ledger book. The third drawer contains two potions — gaseous form and suggestion. A scroll case is in the drawer, but the document within contains nothing relevant and is merely a ruse to release an explosive runes spell on the unfortunate reader.

EXPLOSIVE RUNES TRAP	CR 5
XP 1,600	
Type magic; Perception DC 28; Disable Device DC 28	

Trigger location; Reset none

Effect spell effect (*explosive runes*, 6d6 force damage, no save for reader and DC 14 Reflex save for half damage); multiple targets (all targets within a 5-foot-radius burst)

Development: At one time, the overturned bookshelf concealed the entrance to Cama Obuto's hidden house of horrors. His killers destroyed the secret portal that granted unfettered access to his subterranean hell. The dark passageway descends at a sharp incline before turning due north and ending in a strong wooden door.

Strong Wooden Door: 2 in. thick; hardness 5, hp 20; Break DC 23.

Z-14: Classroom (CR 5)

A raised podium at the far end of the room overlooks two rows of desks with chairs tucked beneath them. Just inside the entrance are two circular tables surrounded by four chairs and two bookshelves containing a vast assortment of books. Many of the books are badly damaged with missing covers and pages, ripped bindings and obvious bite marks, particularly on the leather-bound tomes.

In the classroom's heyday, Cama Obuto conducted lessons on governance, politics and history from the elevated podium at the far end of the room. The students sat behind desks facing the dais. Cama Obuto used the antechamber leading into the classroom as a library, stocking it with the finest books of his day. Though many of the written works are irreparably damaged, 129 viable books are worth an average of 5 gp each. They cover a range of topics, but the majority focus on history and economics.

After Zabladai's downfall, a small colony of rats overran the library and ate many of the books. Most died out over the passing decades, but **10 shadow rats** endured and continue to feast on the books' leather coverings and parchment pages. The tiny creatures gnaw their way through the remaining books on the shelves. They are very difficult to spot and can be seen only with a successful DC 19 Perception check. As soon as they notice the PCs, the creatures immediately assume their incorporeal form and disappear into the shadows, making them impossible to see without a successful DC 24 Perception check. The clever, undead rodents attack whenever a PC passes close to a concealed shadow rat. Once the assault begins, the remaining monsters emerge from the shadows and join in the melee. They attack until they kill the PCs or vice versa. If they reduce a PC to 0 Strength, the shadow rats converge on the helpless character and gnaw him to death.

SHADOW RATS (10)

CR 1/2

XP 200 The Tome of Horrors Complete 504 N Tiny undead Init +2; Senses darkvision 60 ft., scent; Perception +8

AC 15, touch 14, flat-footed 13 hp 3 (1d8+1) Fort +1; Ref +2; Will +3 Defensive Abilities incorporeal form, shadow blend; Immune undead traits

Speed 40 ft., climb 15 ft. Melee bite +4 (1d3-2 plus 1d2 Strength damage plus disease) Space 2 1/2 ft.; Reach 0 ft.

Str 6, Dex 15, Con —, Int 2, Wis 12, Cha 12 Base Atk +0; CMB +0; CMD 8 (12 vs. trip) Feats Skill Focus (Perception), Weapon Finesse^B Skills Acrobatics +2 (+6 jump), Climb +10, Perception +8, Stealth +14; Racial Modifiers +4 Stealth. Shadow rats use their Dexterity modifier for Climb checks.

Disease (Ex) Filth fever: Bite—injury; save Fort DC 11, onset 1d3 days, frequency 1/day, effect 1d3 Dex damage and 1d3 Con damage, cure 2 consecutive saves. The save DC is Charisma-based.

Incorporeal Form (Su) A shadow rat can, as a standard action, assume an incorporeal form for up to 1 hour per day. In this form, the shadow rat loses its natural AC bonus but gains a +2 deflection bonus to AC. While in this form, the shadow rat is AC 16 (+2 deflection, +2 Dex, +2 size), touch

15, flat-footed 13. The shadow rat can still attack corporeal opponents while in its incorporeal form, but its attack only inflicts Strength damage and cannot cause physical damage. The shadow rat gains the incorporeal subtype while using this ability.

Shadow Blend (Ex) A shadow rat can disappear into the shadows as a move action, gaining total concealment in all levels of illumination save bright light.

Strength Damage (Su) A shadow rat deals Strength damage to living foes it bites. A creature reduced to 0 Strength cannot move but does not die — at least, not until the shadow rat's physical damage takes its toll.

Z-15: Girls' Dormitory

Two rows of beds covered with fine linen sheets line the walls. There are ten beds in all. A large, freestanding iron storage device with ten doors occupies the space between the beds, along with a wooden table surrounded by eight chairs.

Cama Obuto's female students lived in these quarters during their brief stay in the sadist's faux academy. Everything here remains exactly as it was the day Cama Obuto fell. The iron storage device in the center of the room is akin to a modern-day school locker. The doors are all locked, and all but one is empty. Cama Obuto made sure to take all of the children's belongings before they disappeared for their alleged assignment. Only his last victim's personal items remain. She kept her things in the easternmost locker on the north side.

Iron Door: 1 in. thick; hardness 10; 30 hp; Break DC 28; Disable Device DC 20.

Her locker contains an assortment of girl's clothing and undergarments, including a noble's outfit, three books on history, civics and philosophy worth 5 gp each, and a diary. The young girl's narrative is written in Orc and contains many entries detailing her friends' goodbyes. If the PCs read it in its entirety, i.e. about 30 minutes, she refers to her teacher Cama Obuto as a brilliant and caring person. However, she mentions several troubling incidents involving his cruel behavior that she glosses over or dismisses. Her final entry states that she is excited about leaving for her upcoming assignment later that night.

Z-16: Boys' Dormitory (CR 4)

Two rows of unkempt beds fill half of the room, while an armoire with five separate doors and a table surrounded by four chairs occupy the other half. The translucent outline of an enraged humanoid floats just above the beds. The angry spirit resembles a teenage boy with flowing black hair, gaunt facial features and a malevolent scowl etched onto its contorted visage as it lunges toward the nearest living thing.

A week before Cama Obuto's lieutenants slew him, the cagey general murdered one of his male students in the boys' dormitory. His victim, Kuulagu, realized that something was amiss with the academy and told Cama that he was going to leave and tell others. With no one else around, Cama flew into a rage and strangled Kuulagu. Yet even death could not quell the young man's determination. Unable to find eternal peace, his spirit endured.

Kuulagu rose from the dead as a **haunt**. The transformation turned the otherwise good-natured Kuulagu into a vengeful ghost with one mission — to rid the world of Cama Obuto forever. Along the way, the angry

haunt attacks every humanoid creature it encounters regardless of their intentions. The haunt attacks with its incorporeal touch, concentrating its attack against a single target with the intention of reducing the victim's Dexterity score to 0. Once it accomplishes this feat, the haunt uses its malevolence ability to merge with the creature and control its actions. As previously stated, the haunt exists to destroy Cama Obuto, a task it shares with the PCs. Once in possession of a means to accomplish this goal, the haunt leaves to search for its intended quarry.

Kuulagu answers when someone speaks to him about Cama Obuto. He repeatedly expresses his desire to destroy him, but he is not willing to even entertain an alliance to achieve that desired end. If asked, he admits that Cama Obuto killed him in the dormitory because he threatened to expose him as a fraud.

HAUNT

CR 4

XP 1,200 The Tome of Horrors Complete 364 N Medium undead (incorporeal) Init +6; Senses darkvision 60 ft.; Perception +10

AC 15, touch 15, flat-footed 12 (+2 deflection, +2 Dex, +1 dodge) hp 32 (5d8+10) Fort +3; Ref +3; Will +6 Defensive Abilities rejuvenation; Immune channel energy, undead traits

Weaknesses vulnerability to dispel evil/good/law/chaos

Speed 20 ft., fly 30 ft. (perfect)
Melee incorporeal touch +5 (1d4 cold plus 1d3 Dex)
Special Attacks Dexterity damage, malevolence (DC 14), strangle

Str —, Dex 15, Con —, Int 10, Wis 14, Cha 14 Base Atk +3; CMB +3; CMD 18 Feats Blind-Fight, Dodge, Improved Initiative Skills Fly +9, Intimidate +10, Perception +10, Stealth +10 Languages Common SQ alternate form

Alternate Form (Su) A haunt's natural form is that of a translucent image appearing much as the person did in life. As a standard action, it can alter its form so as to appear as a floating, luminescent ball of light (possibly being mistaken for a will-o'-wisp in this form). In this form, it cannot use its Dexterity damage_attack or its malevolence attack. It retains its incorporeal form and can make an incorporeal touch attack that deals normal damage (but not Dex damage).

A haunt remains in one form or the other until it chooses to assume a new one (as a standard action). A change in form cannot be dispelled. A haunt cannot change forms while using its malevolence attack (that is, while possessing a host).

Malevolence (Su) Once per round, a haunt can merge its body with a creature on the Material Plane whose Dexterity has been reduced to 0 (either through the haunt's touch or by some other means). This ability is similar to a magic jar spell (caster level_10th or the haunt's Hit Dice, whichever is higher), except that it does not require a receptacle. To use this ability, the haunt must be adjacent to the target. The target can resist the attack with a successful DC 14 Will save. A creature that successfully saves is immune to that same haunt's malevolence for 24 hours.

If the save fails, the haunt vanishes into the target's body (whose Dexterity temporarily returns to normal) and attempts to complete its unfinished task.

If the haunt completes its task, it leaves the host and fades away forever. When the haunt leaves the host, the

host's Dexterity drops back to 0. If the host body is slain while the haunt is in possession of it, the creature becomes tied to that area and can never leave. Its unfinished task remains the same.

Rejuvenation (Su) In most cases, it's difficult to destroy a haunt through simple combat: the "destroyed" spirit restores itself in 1d4 days. Even the most powerful spells are usually only temporary solutions. The only way to permanently destroy a haunt is to use *dispel evil/good/ law/chaos* (depending on the haunt's alignment) or determine the reason for its existence and set right whatever prevents it from resting in peace. The exact means varies with each spirit and may require a good deal of research, and should be created specifically for each different ghost by the GM.

Strangle (Su) If a creature possessed by a haunt has an alignment opposite to that of the haunt on either the law/ chaos or good/evil axis, it attempts to strangle the host using its own hands (i.e., the hands of the host body). Unless precautions are taken to restrain the possessed victim's hands, they immediately reach for the throat and begin strangling the haunt-possessed body. An opponent takes 1d4 points of damage each round until its hands are forcibly restrained with a successful CMB check, the haunt is ejected from the body, or the victim dies.

Vulnerability (Ex) A haunt can be forcibly ejected from a host if *hold person* is cast on the victim and the haunt fails its Will save. A *dispel evil/good/law/chaos* spell (depending on the haunt's alignmetn) instantly ejects the creature from the host and deals 1d6 points of damage per caster level to the haunt. A haunt slain in such a manner cannot rejuvenate and is permanently destroyed.

Two boys shared each locker in the armoire. Unlike the girls' dormitory, these storage cabinets are unlocked. Cama Obuto emptied the lockers and destroyed their contents shortly after he killed Kuulagu. The beds are old, rickety and worthless.

Z-17: Dining Hall

The door is half ajar, allowing full visibility into a once-stately dining hall. Sixteen chairs surround an immense dining table. Two full-length tapestries depicting young male and female humans and orcs leading great armies into battle adorn the walls. An opening in the far wall leads into an adjoining chamber.

Zabladai's students dined in this large hall in the company of their purported benefactor, Cama Obuto. He commissioned the tapestries adorning the walls to demonstrate what successful students could achieve under his tutelage. The artwork is exceptionally good, and the tapestries are worth 250 gp each. Of course, these images are a complete fantasy as none of his pupils ever left the school to accomplish anything. The opening in the east wall leads to the adjacent kitchen.

Z-17A: Kitchen (CR 4)

Hundreds of crockery pieces, utensils and goblets fill a massive cupboard. An open charcoal pit is covered by an iron grate and a corner hearth for cooking. Grease, soot and grime are everywhere. A hardened wooden worktable with drawers beneath it sits between them on the same wall.

Cama's human servants prepared meals in this crowded kitchen. They used the grill to sear meats and the hearth to make soups and stews. The plates, bowls, utensils and goblets are functional, but not decorative. There are 100 pieces in all worth an average of 1 sp each. The cooks kept their supply of food and spices in the drawers beneath the worktable. In the absence of any humans, the kitchen's vermin residents ran amok and devoured every last morsel of stored food.

With their food supply exhausted, **2 cockroach swarms** consume the grease, grime and soot within the hearth and the charcoal grill. At the first sign of light, the ravenous insects scurry for the cracks and crevices throughout the room. Finding them requires a successful DC 24 Perception check. Within 1d4 rounds of the PCs' arrival in the kitchen, the hungry insects pour out of their hiding places and attack in search of a fresh meal. The mindless vermin fight until destroyed and follow the PCs for 100 feet before giving up the chase and returning to their greasy feast.

COCKROACH SWARMS (2)

CR 2

XP 600

hp 26 (Pathfinder Roleplaying Game Bestiary 2 "Cockroach Swarm")

Z-18: Game Room

Toy soldiers, horses and dolls line two rows of shelves built into the walls. Gaming pieces and painted game boards cover four small tables, with a chair sitting on opposite sides. Two dartboards holding a dozen darts each hang from the far wall.

Zabladai's students indulged in various games to pass the time during their brief stay in Cama Obuto's academy. A successful DC 15 Knowledge (local), Knowledge (nobility) or Profession (gambler) identifies the games painted on the tables as chess and pachisi. The two tables closest to the entrance are chess tables, and the other two are pachisi tables. The workmanship on the tables and game pieces is very crude, making them worthless. The toy soldiers, horses and dolls are another matter. Many are expertly crafted. Ten soldier figurines are worth 10 gp each, six horse miniatures are worth 10 gp each, and 24 dolls are worth 25 gp each. A dozen darts are stuck into each dartboard. They function as Medium weapons dealing 1d4 points of damage.

Part Five: Palace of Zabladai Dungeon Level

In the darkest depths of Zabladai, the city's absolute ruler indulged his dark impulses in his private hell. All of Cama Obuto's ghastly secrets are brought to light here. In the adventure's conclusion, the PCs meet the remorseful orc chieftain who foolishly bargained with a dark entity borne of lies and deceit. In the dank recesses of Cama Obuto's personal house of horrors, the PCs must decide whether Stolen Tongue can be a friend or must be a foe. With or without his aid, they press forward and confront the malingering spirit that inhabits the foulest reaches of the ruined city and human existence. Cama Obuto's wretched soul longs to resume his murderous ways.

The formerly secret tunnel leading from Cama Obuto's private office to the dungeon level descends 15 feet and ends in a strong wooden door. Unless otherwise noted, all doors on this level share the same characteristics. In addition, the area is unlit, and all ceilings, walls and floors are carved from roughhewn stone. The ceilings are 10 feet high.

Z-19: Antechamber (CR 5)

The smooth, polished stone walls, floors and ceilings of the upper level give way to roughhewn chambers carved from solid rock. Two statues of a beautiful female warrior armed with a longsword are the only decorative features.

Until his destruction, Cama Obuto kept this antechamber and the adjoining subterranean complex secret. To prevent others from discovering his house of horrors, he commissioned the construction of two guardians that he programmed. The statues are **2 caryatid columns** that attack any non-orcs taller than 5 feet tall as soon as the caryatid columns see them or whenever a creature attacks them. This condition allowed him to bring children into his torturous realm and lets Stolen Tongue pass unharmed. Fortunately, the fearsome creatures also allowed his killers to enter his domain without hindrance. The columns do not move more than 50 feet from this area and fight until destroyed.

CARYATID COLUMNS (2) XP 800

The Tome of Horrors Complete 93 N Medium construct Init –1; Senses darkvision 60 ft., low-light vision; Perception +0

CR 3

AC 14, touch 9, flat-footed 14 (-1 Dex, +5 natural) hp 42 (4d10+20) Fort +1; Ref -1; Will +0 Defensive Abilities shatter weapons; DR 5/—; Immune construct traits, magic

Speed 20 ft. **Melee** longsword +6 (1d8+2)

Str 14, Dex 9, Con —, Int —, Wis 11, Cha 1 Base Atk +4; CMB +6; CMD 15

Immunity to Magic (Ex) A caryatid column is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A transmute rock to mud spell deals 1d6 points of damage per caster level to a caryatid column, with no saving throw, while transmute mud to rock heals all of its lost hit points.

A stone to flesh spell does not actually change the column's structure but negates its damage reduction and immunity to magic for 1 full round.

Shatter Weapons (Ex) Whenever a character strikes a caryatid column with a weapon (magical or nonmagical), the weapon must succeed on a DC 14 Fortitude save or shatter into pieces. A magic weapon uses its own save bonus or that of the wielder, whichever is higher. If the weapon breaks, the caryatid column takes no damage from the attack. The save DC is Constitution-based and includes a +2 racial bonus.

Z-20: Pool (CR 5)

Mildew-stained marble floors surround a half-empty pool of brackish water. Though badly faded, painted images of mermaids, sea creatures and vibrantly colored fish frolicking in clear, blue waters cover the walls. Two blue gemstones imbedded in the ceiling bathe the room in pale blue light.

Strong Wooden Door: 2 in. thick; hardness 5, hp 20; Break DC 23.



Despite the room's beauty, this pool often played host to Cama Obuto's most-despicable acts of torture as he drowned his unwilling guests. The beautiful marble floors and lively artwork cannot compensate for the horrors perpetrated in the pool's refreshing waters. Over the years, the tears of Cama's many victims fouled the waters and gave rise to a creature drawn to the suffering of others. The monster is a **tear collector**, an evil outsider that stalks the pool. Literally formed from the children's tears themselves, the tear collector is nearly impossible to spot in the water, though a PC notices the concealed outsider with a successful DC 31 Perception check. Ideally, the creature waits until an enemy nears the water's edge before leaping out of the pool and attempting to touch its unsuspecting victim. On the following round, it uses its tears of suffering ability to weaken and knock down its enemies. As a creature forged from pure sadness, it subconsciously desires its own destruction and fights to the bitter end.

s TEAR COLLECTOR e XP 1,600 e hp 43 (Chapter 6)

Treasure: The blue gemstones imbedded into the ceiling are flawless sapphires worth 250 gp each. They can be pried loose from the ceiling with a successful DC 15 Strength check. They emit light because of a *continual flame* spell cast on them a century earlier. In addition, Cama also enticed his young victims with fabulous riches that he kept at the bottom of the pool in the northeastern corner. The objects were plainly visible in their day, but the brackish water now makes it impossible to see them from the surface. A PC who wades into the pool and feels around the bottom detects their presence with a successful DC 20 Perception check. There are 409 gp, a platinum crown worth 350 gp, a *ring of protection* +1 and a +1 heavy steel shield.

Stolen Tongue

The orc chieftain realizes that he is between the proverbial rock and a hard place. He knows that he cannot defeat Cama and his daemons alone. Even if he succeeded in that endeavor, he would then have to contend with Sukh's forces without the daemons' help. He needs allies, but he is not sure whom he can trust. Stolen Tongue's starting attitude toward the PCs is unfriendly. Naturally, he believes that Sukh sent them to kill him and the daemons. Of course, if the PCs attack him, he fights back and is unwilling to listen to anything else they have to say.

This is likely to be the PCs' one and only opportunity to use their Diplomacy skill to sway Stolen Tongue to their side. Because of his unfriendly attitude toward the PCs, it takes a successful DC 27 Diplomacy check to change the orc's attitude. (The normal DC is increased by +5 because of the secrecy surrounding his affair with Crystal.) However, information that the PCs gathered during the course of their investigation may increase their odds of success. The following table details the modifiers to the DC of the Diplomacy check. The modifiers are cumulative and stack with one another.

Table 15-1 Diplomacy Check Modifiers

Information Given to Stolen Tongue	Diplomacy DC Modifier
Stolen Tongue did not kill Crystal	-2
Stolen Tongue and Crystal were lovers	-2
Vulnadaemon dead	-2
Sukh killed Crystal	-5
Crystal was pregnant	-5
Orcs kidnapped Bodi	+2
Sukh and/or Seven Horsemen hired the PCs	+2
Bodi's Abduction	+5
Caaddan attacked and destroyed	+20

If the PCs fail to improve Stolen Tongue's attitude, he attacks. Stolen Tongue's level of cooperation depends upon his attitude. If it is reduced to indifferent or better, the PCs may make additional requests of Stolen Tongue. The GM must remember that Stolen Tongue is looking for a way out of his current predicament, though he is not above blame in this affair. He ordered his troops to capture a teenage boy, whom he willingly sacrificed to Cama Obuto. Though few mourned his loss, Stolen Tongue still aided and abetted in the young man's death. Stolen Tongue is not proud of what he did, but he feels that Sukh's actions left no choice other than to save his people regardless of the cost. Unless the PCs wildly succeed on their Diplomacy check, in most cases, Stolen Tongue agrees to recall his warriors and prevent them from sacrificing more victims to Cama Obuto. He gives some general information about the complex, but he knows little about Cama Obuto himself other than his ability to summon daemons to his service. In the event that the PCs change Stolen Tongue's attitude to helpful, he accompanies the PCs through the remainder of their journey into the depths of Zabladai. The GM must adjust the ensuing encounters accordingly, adding more monsters and hazards to account for Stolen Tongue's assistance. The clever orc is no fool, and he insists on getting his fair share of treasure in exchange for assisting the PCs.

STOLEN TONGUE XP 1,200

CR 4

Male orc ranger 5 (Pathfinder Roleplaying Game Bestiary "orc")

N Medium humanoid (orc) Init +0; Senses darkvision 60 ft.; Perception +9 AC 16, touch 10, flat-footed 16 (+3 armor, +3 shield) hp 37 (5d10+5) Fort +6; Ref +5; Will +5 Defensive Abilities ferocity Weakness light sensitivity

Speed 30 ft.

 Melee mwk longsword +8 (1d8+3/19–20), +1 light steel shield +7 (1d3+2)

 Special Attack combat style (weapon and shield), favored enemy (animal +4, fey +2)

 Spells Prepared (CL 2nd):

 1st—longstrider, summon nature's ally l

Str 16, Dex 10, Con 13, Int 12, Wis 13, Cha 12 Base Atk +5; CMB +8; CMD 18 Feats Iron Will, Shield Focus, Two-Weapon Fighting, Weapon Focus (longsword) Skills Climb +11, Craft (painting) +6, Handle Animal +7, Heal +7, Intimidate +9, Knowledge (dungeoneering) +6, Knowledge (geography) +6, Knowledge (nature) +8, Perception +9, Ride +4, Stealth +7, Survival +8 Languages Common, Goblin, Orc SQ favored terrain (plains +2), hunter's bond (hunting companions), track +2, weapon familiarity, wild empathy +6 Combat Gear oil of keen edge; Other Gear masterwork

Combat Gear oil of keen edge; **Other Gear** masterwork studded leather armor, +1 heavy steel shield, masterwork longsword, cloak of resistance +1

CR 5

Z-21: Parlor (CR 5)

The crackling embers of a hearth's dying fire bathe the room in dim light. Thick layers of dust and soot coat the small table and leather couch in front of the hearth. Dust and ash also cover a nearly full wine rack and a macabre bronze statue of a sinister jester. An oil painting of the same figure hangs on a nearby wall.

As a lover of the fineries in life, Cama Obuto relaxed in this luxurious, subterranean hideout. The statue and painting both depict the vile halforc in a jester's costume that he sometimes wore to entertain his young victims. A successful DC 15 Knowledge (local) or Knowledge (history) check confirms that suspicion. Likewise, he also plied his unsuspecting guests with alcohol, though he, too, also had a taste for fine wine. Though most of the wine in the wine rack is no longer drinkable, 12 bottles valued at 50 gp each are still viable. A successful DC 5 Perception check is needed to separate the good wine from the spoiled wine.

Stolen Tongue lit the fire in the hearth several hours ago. There is a 20% chance that he returns to tend to the flames within 2d6 minutes of the PCs' arrival here. Otherwise, he returns 1d4 hours later to check on the hearth and uneasily nap on the couch.

The vulnadaemon did not arrive alone. The wily outsider brought a **shadow mastiff** with it to act as a guardian. The clever monster makes full use of the hearth's dim light, hiding in the shadows behind the couch. The creature has concealment, so it remains perfectly still until an enemy comes within 5 feet. The shadow mastiff then attacks with its bite and tail slap, ensuring that it remains in the shadows behind the light. On the following round, the shadow mastiff uses its bay ability to frighten PCs if they fail their saving throw and also alerts the complex to the intruders. Fearing that the shadow mastiff may have attacked his orc followers, Stolen Tongue arrives on the scene 1d4+1 rounds later to investigate. The creature is not particularly intelligent and fights until slain.

SHADOW MASTIFF XP 1,600 hp 51 (Pathfinder Roleplaying Game Bestiary 3 "Shadow

hp 51 (Pathfinder Roleplaying Game Bestiary 3 "Shadow Mastiff")

Development: Unless the PCs get the jump on the shadow mastiff and quickly kill it, the shadow mastiff's bay is going to lead Stolen Tongue to investigate. Stolen Tongue is surprised by the intrusion, but he is not instantly hostile. He regrets making his bargain with Cama Obuto, though he is unsure of how to get out of it without incurring Cama's wrath or turning the daemons against him and his people.

Z-22: Bedchamber (CR 5)

The paintings covering the walls have long since faded beyond recognition. An iron chandelier hangs from the ceiling near the center of the room, roughly above a sturdy, unmade four-poster bed. An iron chain is attached to each leg and ends in a rusty manacle.

The charming lothario used this secret hideaway to engage in clandestine trysts with his political enemies' wives and lovers. To gain their trust, he allowed them to chain him to the bed during their rendezvous. Of course, the crafty Cama Obuto used the chains as an added piece of insurance in the event that one of his partners tried to slay him *in flagrante delicto*. The 5-foot-long iron chains are magical and immediately transform into 5-foot-long rubbery tentacles upon Cama Obuto's command and in the presence of any non-human or non-orc creature. Other than their smaller size, the tentacles duplicate the effects of the spell *black tentacles*. The

chains only attack any target designated by Cama Obuto and any creature that caused them to animate.

ANIMATED CHAINS TRAP CR 5 Type magic; Perception DC 29; Disable Device DC 29

Trigger proximity (*alarm*) or verbal command; **Duration** 7 rounds; **Reset** none

Effect spell effect (*black tentacles*, Atk +12 CMB [1d6+4 damage plus grapple]; multiple targets (all targets in a 5-ft.-radius spread)

If the PCs sneaked past the shadow mastiff in area **Z-21**, they find **Stolen Tongue** lying on the bed contemplating what to do next. Stolen Tongue reacts as described in the sidebox found in area **Z-21** above.

Z-23: Cama's Dungeon (CR 5)

Cruel instruments of pain and torment fill the cavernous chamber. An assortment of whips and blunt weaponry adorn a decorative rack built into the wall near a stone scourging pillar. Two nooses imbedded into the ceiling hang 6 feet off the ground around an upright, X-shaped cross large enough to accommodate a man-sized creature. A heavy iron cage constructed from interlocking bars is attached to a crude pulley system allowing someone outside the cage to raise and lower the device. A large creature resembling a horned frog with a wide, toothy mouth oversees this carnal spectacle. Its tongue salaciously licks its lips as it ogles the impressive collection of torture devices. Amid these objects of agony and the room's savage occupant is a foppish jester's outfit draped upon a statue at the far end of the room. In spite of its bright colors and silly appearance, the creepy costume is more unnerving than anything else in the chamber.

Though most of its kin are summoned to this plane by ambitious wizards, this lesser ceustodaemon came of its own accord, drawn by the anticipatory delight of spreading pain under the tutelage of a longslumbering expert in the field, Cama Obuto. The monstrous fiend is so enraptured by these wicked implements that it pays nominal attention to its surroundings, including the shadow mastiff's bay from area Z-21 and Stolen Tongue's presence in area Z-22. That is not to say that the daemon is always caught off-guard by the PCs. It is simply too preoccupied to do anything about it at the present time. The malevolent fiend keeps a wary eye toward the room's entrance, relying upon its enhanced senses (detect good, detect magic and see invisibility) to spot unwanted intruders. It greets the first wave of enemies with a chilling cone of ice that it can use once every 1d4 rounds. It follows that attack with its *slow* spell-like ability before engaging its foes in melee combat, lashing out at its enemies with two vicious claw attacks and a powerful bite. The daemon can dimension door at will, but it does so only when it faces imminent destruction or to move to a more strategic location such as teleporting to area Z-21 in anticipation of blasting the PCs with its recharged chilling cone of ice. If the daemon flees, it heads toward the village of Ubuka to wreak more havoc with its vulnadaemon kin.

Though the monster appears in the *Pathfinder Roleplaying Game Bestiary 2*, the lesser variety requires applying the young creature simple template to the base creature's statistics. Presented below are the complete stats for the lesser ceustodaemon.

LESSER CEUSTODAEMON DAEMON

XP 1,600

CR 5

NE Medium outsider (daemon, evil, extraplanar) (Pathfinder Roleplaying Game Bestiary 2 "Daemon, Lesser

Ceustodaemon")

Init +3; **Senses** darkvision 60 ft., detect good, detect magic, see invisibility; **Perception** +15

AC 21, touch 13, flat-footed 18 (+3 Dex, +8 natural) hp 52 (8d10+8)

Fort +7; Ref +5; Will +8

DR 10/good or silver; **Immune** acid, death effects, disease, mind-affecting effects, paralysis, poison, polymorph effects, sleep effects; **Resist** cold 10, electricity 10, fire 10

Speed 30 ft.

Melee bite +10 (1d8+2), 2 claws +10 (1d4+2) **Special Attacks** breath weapon (30-ft. cone; 6d6 cold damage; Reflex DC 17 for half; usable once every 1d4 rounds)

Spell-Like Abilities (CL 8th):

Constant—detect good, detect magic, see invisibility At will—dimension door 3/day—dispel magic, fly 1/day—hold monster (DC 17), slow (DC 15)

Str 14, Dex 17, Con 12, Int 11, Wis 14, Cha 15 Base Atk +8; CMB +10; CMD 23

Feats Alertness, Blind-Fight, Power Attack, Step Up Skills Bluff +13, Intimidate +11, Knowledge (planes) +9, Perception +15, Sense Motive +15, Stealth +14, Survival +9 Languages Abyssal, Infernal; telepathy 100 ft. SQ drawn to service

Drawn to Service (Su) When brought to another plane with a planar binding or planar ally spell (or any similar calling effect), ceustodaemons take a –5 penalty on the initial Will save and on their Charisma check to refuse service. Ceustodaemons also take a –5 penalty on saves against binding, planar binding, and other spells designed to bind a creature to a particular plane as long as the daemon is commanded to serve as a guardian for a single area or small complex.

Stolen Tongue first encountered Cama Obuto's disembodied spirit in this torture chamber. There is a 10% chance that Cama Obuto arrives in the room 1d6 minutes after encountering the ceustodaemon and a 100% chance that he appears in the room 10d6 minutes after the battle with the lesser daemon. Cama Obuto never fights in this chamber. He instead passes through the west wall and retreats back to **Area Z-25**. Most of the instruments kept here are ordinary, but the rack of whips include a masterwork whip and masterwork nunchaku along with four normal varieties of each-The jester's costume is the same one depicted in previous images throughout the complex. Cama Obuto enjoyed wearing the self-deprecating attire during his torture sessions.

The secret door leading to Cama's inner sanctum may be opened by rotating the scourging post 45 degrees clockwise. It can be closed by turning it 45 degrees counterclockwise. It is carved from roughhewn stone.

Secret Door: 2 in. thick; hardness 8, hp 30; Break DC 28; Perception 25.

If the PCs open the secret door, the GM may read or paraphrase the following description:

The narrow passageway crudely carved out of the roughhewn stone descends sharply down a pitched slope with the occasional stair.

Z-24: Burial Chamber (CR 6)

Several large stones and a small pool of stagnant water are the only features of a damp, foul-smelling cavern.

Cama Obuto buried his countless victims in this mass grave concealed beneath a few inches of loose stones and hardened earth. Still, a successful DC 20 Perception check notices a stray long bone or the crown of a small, humanoid skull protruding through the surface. Most of the corpses rest in peace, but a ragtag handful of walking dead refuses to depart this world so easily. Despite their hatred for Cama Obuto, **4 cadavers** spread throughout the cavernous room now serve him. The restless dead rise from their shallow graves and attack any creature that sets foot in the burial area. The GM may read or paraphrase the following description:

Four creatures resembling living corpses emerge from their graves. Rotting flesh and hideous abscesses revealing their tightly corded muscles and sinew stretched across their skeletons belie their undead nature. Their eye sockets are hollow and emanate a hellish glow. Chipped and decaying teeth tenaciously cling to their upper and lower jaws, and their finger bones end in razorsharp digits akin to an animal's claws.

CADAVERS (4) XP 600

CR 2

The Tome of Horrors Complete 90 NE Medium undead Init +5; Senses darkvision 60 ft.; Perception +0

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural) hp 16 (2d8); reanimation Fort +0; Ref +1; Will +3 DR 5/bludgeoning; Immune cold, undead traits

Speed 30 ft.

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

Str 13, Dex 13, Con —, Int —, Wis 10, Cha 10 Base Atk +1; CMB +2; CMD 13 Feats Improved Initiative^B

Disease (Ex) Filth fever: Claw and bite—injury; save Fort DC 11; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Charisma-based.

Reanimation (Su) When reduced to 0 hit points or less, a cadaver is not destroyed; rather it falls inert and begins the process of reanimating by regaining 1 hit point per round. Hit points lost to magical weapons or spells are not regained. When the creature reaches its full hit point total (minus damage dealt by magical attacks and weapon), it stand up, ready to fight again.

If the creature is destroyed by channeled positive energy, it cannot reanimate. If a cleric casts gentle repose on the cadaver when it is reduced to 0 hit points, it cannot reanimate. A bless spell delays the reanimation, causing the creature to regain hit points at half the normal rate (i.e. 1 hit point every other round).

Tactics: The creatures recklessly charge anything they encounter, wildly flailing their jagged claws and serrated teeth into the flesh of the living. They hate light and focus their attacks against anyone equipped

with any type of a light source. The cadavers are tough to permanently destroy and reanimate after repairing any damage dealt to them by most non-magical sources. If the PCs leave the room before a cadaver fully reanimates, the enraged creature tries to follow them.

Z-25: Sacrificial Chamber (CR 6)

The chamber's decorative features span the spectrum of moods, ranging from the gruesomely horrific to the outright laughable. Juvenile and adult skulls, spines, ribs and long bones fill a recessed pit in front of an altar fashioned from the arched spine and attached shoulder blades of a massive reptile or beast. Leather and sinew straps are attached to several of the vertebrae. The scent of burning incense emanates from two golden braziers hanging from chains affixed to the ceiling. The lit braziers are suspended at opposite ends of the altar and bathe the area in dim light. Two bronze statues of a muscular half-orc male wearing nothing but a jester's hat are placed alongside a door at the far end of the chamber. Four human skeletons clad in broken chain shirts and armed with broken scimitars mill about the chamber.

In most cases, Cama Obuto unceremoniously buried his victims in the mass grave in area **Z-24**. He spared enemy generals, political rivals and powerful foes such an ignominious fate and instead sacrificed these individuals to the dark powers of the nether world. He now uses this chamber again for his grisly blood tributes to the daemons in his service. The sacrificial altar designed for this intended purpose is made from the spine and shoulder blades of an allosaurus, a fact PCs can determine with a successful DC 17 Knowledge (nature) check. The altar acts as a conduit between Cama Obuto and the Lower Planes. As such, it is permanently enchanted by a widened *desecrate* spell. The effects of the spell extend to a 40-ft.-foot radius around the altar. Since the altar is dedicated to an aligned higher power, its effects are doubled. Because of Cama Obuto's limitations as a malingering spirit, he cannot stray more than 80 feet from the altar for brief periods of time.

The bones in the recessed pit are a mixture of adult and juvenile human skeletons with a smaller percentage of orc, goblin and elf bones. The braziers hang from iron chains bolted into the ceiling. The golden braziers are worth 250 gp each. The bronze statues are idealized depictions of Cama Obuto. The PCs can correctly identify the subject with a successful DC 15 Knowledge (local) or Knowledge (history) check. Not even the most shameless art collector would want to add these bizarre sculptures to his collection.

The **4 skeletons** are mindless automatons under the command of **Cama Obuto**. Because he is incorporeal, Cama Obuto relies upon these undead minions to bring his victims to him and fasten them to the bone altar with the leather straps. About an hour before midnight, one such victim can be found here. Earlier that evening, Stolen Tongue's orcs captured Cerat, an adolescent runaway who wandered too close to Zabladai. On a dare to impress a girl, the brazen youngster snuck past the witless orcs but the cacodaemons guarding area **Z-6** spotted him and alerted the orcs, who then subdued and brought him here. The terrified child screams for help and struggles to escape his bonds. He repeatedly claims that the "ghost" flew into the altar and is still there.

Regardless of whether he has a victim or not, **Cama Obuto** always hides inside the altar. As an incorporeal creature, he must remain adjacent to the object's exterior edge. As such he can only sense the presence of other creatures within a square of the altar. He can attack from inside the altar, but his targets have total concealment (50% miss chance). He benefits from total cover while inside of the object, though PCs may ready an action to attack Cama Obuto when he emerges from the altar. In order to see beyond the altar, the spectral being must emerge from the object. Once he does so, the malingering spirit quickly assesses the situation before deciding on a course of action.

SKELETONS (4) CR 1/3 XP 135 hp 4 (Pathfinder Roleplaying Game Bestiary "Skeleton")

CAMA OBUTO (MALINGERING SPIRIT) XP 2,400 hp 80 (Chapter 6)

Tactics: Cama Obuto is arrogant, evil and thoroughly twisted. More than anything else, he wants to humiliate his foes and make them as uncomfortable as possible not just with his special abilities, but also with his words and actions. He has no qualms discussing his cruel pleasures and making crude, offensive comments about the PCs' appearance and physical qualities.

He opens combat by directing his skeleton allies to attack, while he uses his obscene touch against any opponent in the service of a deity or other higher power who may be able to permanently destroy him with a *consecrate* spell. He then focuses his nether touch attacks against divine spellcasters and creatures wielding ghost touch weapons or other attacks that bypass its incorporeal defenses. If severely pressed, he merges with a solid object and then re-emerges somewhere else in the room on the following round. He does not want to give his opponents a chance to regroup during the encounter, so he attacks them every round whenever possible. He never reverts to corporeal form during combat and is supremely confident in his ability to rejuvenate even if the PCs destroy him. To make the ruse even more convincing, he feigns fear by lamenting the loss that would befall the world if the PCs destroy him. A successful Sense Motive check notices something amiss about his comments.

Development: Destroying Cama Obuto's incorporeal form without consecrating the altar does not permanently rid the world of the grotesque malingering spirit. The vulnadaemons immediately return to their home plane, and the immediate danger appears to pass. But Cama Obuto returns 2d4 days later to once again haunt the bowels of Zabladai and await another willing pawn to fall into his malevolent clutches. The PCs may attempt and are likely to physically destroy the altar (hardness 5, hp 500), but pounding the vertebrae into tiny pieces does nothing to rid the profane magic creating of the conduit between the Lower Planes and Cama Obuto. The *desecrate* spell empowering the altar still remains.

The PCs can learn the means of permanently destroying Cama Obuto with a successful DC 16 Knowledge (religion) check or through divination spells such as *augury* and *divination*. The most efficient method of severing the unholy conduit is to cast *consecrate*, *hallow* or a similar spell on the altar. As an alternative, the PCs can douse the entire altar with holy water, though completely soaking the large altar requires a minimum of eight vials of the sacred liquid. The PCs must undertake these actions after they destroy Cama Obuto's incorporeal form before it rejuvenates; otherwise, they have no effect.

Z-26: Private Quarters

Stately elegance best defines a spacious bedchamber furnished with a large mahogany bed, matching armoire and writing desk. An upholstered wooden chair is tucked neatly beneath the desk, which oversees a bookshelf teeming with dusty, leather-bound tomes. A heavy marble bathing vessel and a golden candle-stand round out the private quarter's amenities.

Cama Obuto's private quarters present a stark contrast to the tawdry artwork and sadistic items found elsewhere in the complex. When not engaging in his cruel practices, Cama Obuto retired here. The mahogany bed has silk sheets and is covered by a rare mountain goat fur. The bed's accoutrements are worth 200 gp total. The armoire's two doors are closed, but inside the luxurious piece are four noble's outfits and two royal outfits, along with a full complement of undergarments and shoes. The marble bathing vessel is the envy of every wealthy family. It is worth 1,000 gp but weighs close to a ton, making it extremely difficult to transport without magical assistance or tremendous manpower. The mahogany desk has an ample writing surface and two closed drawers. The drawers are unlocked and contain six quills, 10 vials of ink, a signet ring, 25 pieces of parchment and an exquisite silver letter opener forged in the image of a dragon's tooth worth 75 gp. On the nearby bookshelf are 142 books. Unlike the chamber's other reserved features, the

books are equally divided between scholarly works and graphic erotica. None are particularly significant or rare. The library's total value is 800 gp. The golden candle-stand is 4 feet high and worth 250 gp, but it is bolted into the floor. Turning it 45 degrees clockwise opens a nearby secret wall.

Secret Door: 2 in. thick; hardness 8, hp 30; Break DC 28; Perception 23

Z-27: Treasure Vault (CR 5)

The stone staircase descends a few feet and opens in a room with two pedestals and a closed iron chest. A golden crown with inset diamonds and emeralds rests upon one of the pedestals, and a magnificent chain shirt lies upon the other. A coil of rope lies on the ground between the two pedestals.

Though most of Cama Obuto's tricks and traps allow orcs and Small creatures to bypass them, his treasure vault's guardian only lets him pass. As soon as a creature enters the room, the coil of ropes assumes a humanoid form and attacks. The creature is a **rope golem** programmed to defend Cama Obuto's treasure hoard. The construct uses its nooselike hands to pummel foes and then grapple them. As with most constructs, the creature does not know fear and attacks until destroyed.

ROPE GOLEM	CR 5
XP 1,600	
The Tome of Horrors Complete 340	
N Medium construct	
Init +0; Senses darkvision 60 ft., low-light vision; Perceptic	>n +0
$\Lambda \subset 17$ touch 10 flat footod 17 (+7 patural)	

AC 17, fouch 10, flat-footed 17 (+7 natural) hp 53 (6d10+20) Fort +2; Ref +2; Will +2 DR adamantine and slashing; Immune construct traits, magic

Speed 30 ft. Melee 2 slams +9 (2d6+3 plus grab) Special Attacks strangulation (1d8+3)

Str 17, Dex 10, Con —, Int —, Wis 11, Cha 1 Base Atk +6; CMB +9 (+13 grapple); CMD 19

Strangulation (Ex) A rope golem deals 1d8+3 points of damage with a successful grapple check. Because the rope golem seizes the opponent by the neck, a strangled foe cannot speak or cast spells with verbal components. Immunity to Magic (Ex) A rope golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature as noted below.

A disintegrate spell affects it normally. A rope trick or animate rope spell deals 1d6 points of damage to the rope golem per three levels of the spell caster (e.g. a 6th-level sorcerer deals 2d6 points of damage to a rope golem if it casts rope trick or animate rope). A mending spell heals the rope golem of 2d6 points of damage. Fire-based effects and spells affect it as described in its fire vulnerability above.

Treasure: The golden crown is worth 750 gp and the chain shirt on the other pedestal is a suit of *mistmail*. During his 12-year reign, Cama Obuto amassed a personal fortune that he kept in the closed iron chest against the far wall. The chest is unlocked.

Iron Chest: 1/2 in. thick; hardness 10; hp 15.

The chest contains 1,582 gp, 203 pp, eyes of the eagle, a + 1 dagger, an amulet of natural armor +1, daredevil boots*, a pearl of power (1st), an

arcane scroll (*false life, haste, magic missile, tiny hut*, CL 5th), a divine scroll (*augury, magic vestment, magic weapon, spiritual weapon*, CL 5th), an *anatomy doll** and a pouch holding three emeralds worth 250 gp each and six pearls worth 100 gp each.

*Pathfinder Roleplaying Game Ultimate Equipment.

Concluding the Adventure

"Destroying" Cama Obuto may end the immediate threat facing Ubuka, but the malingering spirit returns several days later unless the PCs forever sever the link between the wicked apparition and the higher power bestowing its malevolence upon him. Any remaining vulnadaemons instantly return to their home plane, though the lesser ceustodaemon from area **Z-23** may linger for a few more days to torment the local citizens before returning to its home plane or going elsewhere. Likewise, Crystal's "destruction" presents the same dilemma. She also returns several days later unless the PCs reunite her with Stolen Tongue. In either event, the PCs must find a way to stop both threats from returning, though Crystal's reincarnation presents a more pressing problem since Cama Obuto remains confined to the ruins beneath Zabladai. Without any fresh sacrifices on the horizon, the reconstituted spirit waits for another unfortunate creature to stumble into his lair. In either event, the town seeks the PCs' further assistance to permanently rid these menaces from their community.

Crystal's murder and its ramifications are the most urgent matters facing the PCs when they return to Ubuka. If the PCs already identified Sukh as her true killer, then there is no need to pursue the investigation any further. Their interaction with Stolen Tongue as well as additional clues discovered along the way strongly implicate Sukh's involvement in the crime. Obviously, Sukh attempts to suppress the PCs' statements and any evidence they gathered by claiming that they are agents of Stolen Tongue and the orcs. If the Seven Horsemen hired the PCs, they dismiss Sukh's allegations and are eager to hear the truth. If the PCs present a strong case against Ubuka's mayor, Sukh responds as detailed in his earlier sidebar.

Stolen Tongue's response to Crystal's killing also complicates his relationship with the town. He and his orcs kidnapped and sacrificed at least one person, Bodi, to Cama Obuto in exchange for the vulnadaemon's deadly services. If Sukh evades justice, he demands the orc chieftain's summary execution for his crimes as well as hefty reparations from any surviving orcs. The Seven Horsemen are far more lenient. They do not want open warfare with Caaddan and offer Stolen Tongue a full pardon. Of course, their benevolence does not come for free. They demand an annual tribute as well as the forfeiture of land. The proud Stolen Tongue knows he is in a difficult spot. His depleted forces are no match for Ubuka's military, but acquiescing to the Seven Horsemen's terms leaves him vulnerable to a coup. In the end, his personal magnetism and long-term relationships with the people of Ubuka allow him to negotiate a mutually acceptable settlement that earns him and his people a long-term peace in exchange for a lesser monetary payment and a worthless, remote tract of land. Over time, the people of Ubuka use this land for farming and grazing of their herd animals, adding it to the collective land of the community.

These suppositions are based upon the premise that the PCs did not attack and destroy Caaddan. If that occurred, Stolen Tongue becomes an outlaw sworn to destroy Ubuka and all those who slew his people. He assembles a ragtag orc guerilla force that constantly harasses Ubuka and its citizens. His soldiers burn homes, steal livestock and hijack supplies to the town. In addition, he swears a personal vendetta against the PCs for acting on Sukh's behalf. In the end, the PCs may be called upon to eradicate the continued threat that Stolen Tongue poses. He is also the only person who can let Crystal's vengeful soul rest in peace.

The PCs earn the town's eternal gratitude, and its leaders offer them a generous tract of grassland, seven sheep and seven goats as additional payment for services rendered. Of course, the PCs are more caretakers for this tract rather than owners, as Ubuka culture dictates that man does not own the land. Should PCs accept the tract, they are expected to maintain it properly, either on their own or — more likely — through the use of hired hands. The Seven Horsemen also bestow the coveted title of honorary mayor upon the PCs' de facto leader, preferably its resident cleric, paladin or other noteworthy champion of good. The PCs are free to continue their adventuring careers in Ubuka by dealing with any threats they missed during their travels, such as the young rustlers and the worgs, or they can move on to proverbial greener pastures. In any event, the PCs are always welcome back to Ubuka at any time.

Madness Grows

Hear them thunder across the plain A hundred brave men strong No fierce wind or driving rain Shall slow their ride for long — Tangjan College fight song

Madness Grows is a 7th-level adventure that sprawls across the Campacha Plains, the southernmost portion of Akados' great Haunted Steppe. It lies not far west of the Crynomar Gap and legendary Wizard's Wall at the eastern verge of the Lost Caleen Colonies. The adventure takes the PCs from the sleepy village of Petyan to the raucous campus of Tangjan College in an effort to stop an insane sorcerer's fiendish plan to spread her plague of madness throughout the region.

Adventure Background

Eighty years ago, the great scholar Tiblu Ottika of Gtsang Prefecture took ship from his homeland to explore the natural wonders of Boros's greatest land feature — the Haunted Steppe. He and his escort traveled overland for weeks through the ruins of the Lost Colonies of the Caleen and eventually reached the settlements of the Conroi Expedition. There amidst this strange and frontier of both old and new, he first laid eyes upon the sprawling, untamed plains of Campacha and experienced a spectacular vision. He saw a college standing atop the feral grasslands, an institution that would serve as a beacon of knowledge for the brightest minds of his day. His contemporaries and colleagues scoffed at the notion of building a university in the middle of these haunted wildlands. Determined to prove the naysayers wrong, the relentless and charismatic intellectual sank his considerable personal fortune into the project and cajoled every last silver piece he could from his friends, family and acquaintances. In two short years, Tiblu raised enough money to make his vision a reality.

Despite the numerous obstacles, the newly constructed Tangjan College succeeded beyond his wildest expectations. Renowned professors and sages from as far as both Chi'en and Courghais clamored for an opportunity to teach and conduct research in its welcoming and supportive environment. Enrollment soared as great minds from near and far flocked to his institution. Tiblu Ottika could not be happier. Tangjan College thrived on every level, and nothing could seemingly end its meteoric rise. That is, until a chance discovery changed everything.

One day, an eccentric and erratic prospector brought Tiblu a gift from one of his mine stakes. He would not say at which of his claims he found the strange metallic ore with a pale, iridescent brownish glow, but he wanted to donate the object to the college. Though Tiblu had his reservations about the odd fellow and his unusual endowment, he never declined an offer to help the college, especially one that piqued his innate curiosity. The school's founder graciously accepted the unusual gift and thanked the anonymous donor for his generosity.

An accomplished wizard in his own right, Tiblu believed that the eerie, glowing metallic substance's true value was in its usage as a spell component and magical construction material rather than as a precious metal. In his spare time, Tiblu studied the object at length. At first, Tiblu attributed its luminescence to some mystical property, but the substance did not radiate any magical auras. He sought the opinion of other sages, though much to his surprise none expressed any interest in unlocking the secrets of the glowing, brown metal. Likewise, Tiblu's curiosity about the metal quickly waned, and it soon found its place as a forgotten decorative piece on his desk.

A week later, Tiblu first noticed burn marks on his hands and face. Thinking that he spent too much time outdoors under the bright sun, he cast *endure elements* as protection against further sunburn damage. Much to his surprise, the spell proved ineffective, and the inexplicable burns grew more intense and painful. More alarmingly, Tiblu's personality abruptly changed. The friendly man and dispassionate scholar became an erratic and paranoid mess. Irrational, unprovoked outbursts became commonplace. In spite of any evidence, he frequently accused students and faculty members of committing plagiarism and academic fraud. Likewise, students and faculty who visited his office also experienced the same unusual burns and behavioral changes that plagued Tiblu, though the severity of their physical and mental injuries paled in comparison to his. In less than a month, the glowing brown metal transformed the brilliant genius into a delusional lunatic. With his last gasp of clarity, the gifted scholar and researcher suddenly realized that the mundane object resting atop his desk had caused his swift and frightening transformation. In the throes of his insanity, the renowned genius wryly smiled and accepted his new reality.

Birth of Madness

Ten years after its founding, Tiblu suddenly closed Tangjan College in the name of pursuing what he called "the greater truth." His longtime friends and associates begged and pleaded with him to recognize the madness of his folly, but the obstinate Tiblu refused. He even threatened to permanently transform his doubters into toads and newts. His friends and family reluctantly parted ways with Tiblu, leaving him to conduct his bizarre experiments and continue his quest to find "the greater truth" in solitude. In the absence of other people, Tiblu pored through his weathered books and tomes with maniacal and uninterrupted focus. There, he discovered the name Zuxaca from the local legends of the Shattered Folk (see Chapter 9 for more details about Zuxaca). The tales told him that at the dawn of time, the great god Thaka defeated Zuxaca, the trickster serpent, by imparting his vast knowledge into the monstrous beast's mind in the span of an instant. The deluge overwhelmed Zuxaca and drove him mad. Thaka hurled the gibbering, monstrous snake onto the Plane of Limbo, where the deranged demigod remains to this very day, consumed by his insufferable madness and awash in a sea of chaos and entropy.

A sane man would not give Zuxaca's tale a second thought, but Tiblu's obsession with the mighty serpent consumed his every demented thought. In time, he came to believe that Zuxaca held the key to unraveling the mystery of his "greater truth." Somewhere deep within the labyrinth of the beast's twisted mind lay the secrets of the universe ready for the taking. All one needed to do was to ask. Tiblu used his powerful magic to do exactly that. He contacted Zuxaca and implored him to share his knowledge with him, though he did not receive the answer he expected. Instead, the insane serpent sent Tiblu his protean minions to spread the contagion of insanity to others and leave the world awash in a flood of chaos. Tangjan College became a full-fledged insane asylum. A motley assortment of alien monsters roamed the grounds and the countryside to test their absurd theories upon unwilling victims. Fortunately for humanity, they unwittingly picked a fight with the great Campacha wizard Tunicamna and his band of warriors.

Tunicamna and his fellows repelled the chaotic creatures' initial attack and followed their trail back to Tangjan College. They assaulted Tiblu's stronghold and eventually prevailed in a pitched battle that killed half of the band's braves and nearly claimed Tunicamna's life. After defeating

CHAPTER 12: MADNESS GROWS

Tiblu and his minions, Tunicamna came across Tiblu's glowing, brown metal. The strange substance intrigued him, but he also approached it with great caution. After determining that it was not magical, he carefully placed it in a pewter receptacle with a lead glass window. Remarkably, Tunicamna did not suffer the ill effects that befell Tiblu. Though the metal had no mystical properties or aesthetic qualities, the learned wizard kept it as a keepsake. In his later years, he settled down in the village of Petyan. Shortly before his death 20 years ago, he donated the lead receptacle to the local Temple of Thaka where it remained as an unofficial relic and decorative ornament until its disappearance a few days ago.

Madness Reborn

Tiblu's road to madness was unintentional. The same cannot be said for Mila Sanguinatta. Born of a union between a hedonistic aristocrat and a seductive vampire in distant Castorhage, the dhampir sorcerer never fully embraced the concept of reality. She believed societal constraints and impressions fashioned during childhood shaped the world into something that was acceptable yet false. In her mind, sanity represented one's willingness to surrender to external pressures and live in a world of lies and pretenses created by others. On the other hand, the insane see their existence for what it truly is — ugly, futile and hopeless. In her mind, law was the glue that held sanity and the trappings of the real world in place. Chaos and entropy led the insane down the road to freedom. Mila Sanguinatta did not only want to liberate herself from the shackles of sanity, she also sought a way to emancipate others from the unwanted burden of reality.

In time, Mila learned of Tangjan College's dark history and its descent into chaos and insanity. The tales piqued her interest, so she and her demented followers traveled across the Wizard's Wall to the neglected campus to unearth its secrets. Though Tunicamna and his cohorts took everything of value they could find, they unwittingly left a valuable resource behind — Tiblu's writings. Mila pored through his rambling tomes that repeatedly referenced an odd metallic substance that inspired him to search for "the greater truth." He referred to the material as "metallurgic amber." Mila scoured the building and grounds looking for the object, but found nothing.

His incoherent writings also referred to Zuxaca as a guiding force during his descent into madness. Mila beseeched this powerful outsider for the assistance as well. The extraplanar entity responded to her pleas and dispatched his servants to aid her search for the missing substance. Mila grew to believe that Tunicamna took the metal with him after he defeated Tiblu. Finding Tunicamna became the key to unlocking the mystery. She spent three futile months searching the surrounding countryside for even the slightest trace of the legendary wizard until fortune finally smiled upon her. A distant cousin pointed her in the direction of the village of Petyan, where Tunicamna spent his final days. Fearful of losing the element of surprise, she immediately sent her bucentaur lieutenant and a company of four insane centaurs known as the Mad Stallions into the village to retrieve her precious metal. The quintet stormed the settlement and ransacked every building looking for Mila's prize until they found their prize in the temple of Zuxaca's mortal enemy — Thaka. Tiblu's metallurgic amber hung from a chain in a pewter-and-lead glass receptacle above the altar.

They brought the metallurgic amber back to Tangjan College for further examination. There, Mila and Blake Acamu, a burgeoning alchemist and devout anarchist of mixed Foerdewaith and Campacha heritage, studied the unusual ore. At first, the metal's relatively small size disappointed Mila, but the resourceful Blake quickly realized that the metal had another unique property — the ability to grow under the right conditions and with the proper additives. Blake immediately set upon the task of crystallizing the metallic material in a laboratory on campus. Meanwhile, Mila turned her attention to devising a way to deliver the metallic amber to as many unwitting recipients as possible so she could spread madness throughout the land. Mila pondered her options for several days, but the answer eluded her. As she nonchalantly watched three of her followers place wagers in a dice game, the means of spreading her madness suddenly hit her. She would mint counterfeit Reman coins (the primary currency used in the Conroi settlements) made from a copper alloy containing metallurgic amber and put them into circulation throughout the settlements. She and her bucentaur lieutenant acquired the coin-making equipment and expertise to set her maniacal plan into motion. At the present time, Blake crystallizes the strange metal in one of the college's laboratories, while Mila and her servants mint their tainted coins for widespread public usage. Just as Tunicamna had done years earlier, the challenge of thwarting Mila's insane plan falls upon the shoulders of fearless adventurers.

Adventure Synopsis

The PCs arrive in the shattered village of Petyan several days after a marauding band of centaurs devastated the small settlement. Most of the residents fled in the aftermath of the attack, leaving a handful of hardy survivors to pick up the pieces and rebuild their ruined community. Quanata, the village's resident cleric, approaches the PCs and asks for their assistance. He believes that the attack on Petvan is over, but he is certain that a far-more sinister plan is now afoot. The monstrous beasts came to his village for one purpose — to steal Tunicamna's amulet from the temple. The object has no known magical properties and no inherent monetary value, making it extremely odd that the wild beasts would attack the village to retrieve a worthless relic. Quanata explains that Tunicamna, a renowned wizard, found the item in the ruins of Tangjan College 70 years ago after an intense battle against Tiblu Ottika, the college's suddenly deranged founder, and his horde of chaotic, otherworldly denizens. He and Tunicamna intermittently studied the strange object, but never uncovered any link between it and Tiblu's downfall into madness. He theorizes that the object must hold some significance for these creatures that remains undiscovered. He suggests that the answer to this question is likely to be found in the same place where Tunicamna discovered the amulet - Tangjan College 50 miles north of Petyan. Before leaving, the PCs may engage in several side treks, including discovering the ultimate fate of a remorseful bride and disrupting a local resident's drug-trafficking operation.

From Petyan, the trail of mayhem leads the PCs across the sprawling Campacha grasslands in search of the attack's perpetrators and the missing amulet. Along the way, the PCs encounter several of the plains' native denizens, including a malevolent headless horseman, a trio of werewolves disguised as an acting troupe, and a pack of monstrous hounds bent on stopping anyone attempting to interfere with Mila's plans. Their journey also takes them across the treacherous Wanaheeli River as well as to the welcoming confines of the Galloping Ghost Inn. The trek ends on the outskirts of Tangjan College, where it is apparent that something is amiss on the formerly abandoned campus and its environs. There, the PCs must contend with the wicked beasts responsible for the attack on Petyan — the bucentaur and the three surviving Wild Stallions.

Insanity reigns at Tangjan College. Deranged monsters and Zuxaca's extraplanar servants freely roam the halls and classrooms. While adventuring through the campus, the PCs come upon several clues shedding insight on Mila's deranged intentions. Tiblu's cryptic writings about the luminescent brown metal's strange properties, and Blake's alchemical equipment and minting tools inevitably lead the PCs to a horrifying conclusion: Mila intends to create counterfeit copper coins infused with the metal from Tunicamna's amulet and circulate them among the general populace in an attempt to spread insanity throughout the region. In a first-floor laboratory, Blake Acamu, Mila's alchemist assistant, uses a concoction of chemicals and heating devices to literally grow the radioactive metal from a seed crystal. Meanwhile in Tiblu's old laboratory on the third floor, Mila and her subjects forge the phony coins from an alloy containing the mysterious, radioactive brown metal. The PCs must halt both operations to prevent insanity from spreading throughout the surrounding area. In addition to combating their earthly foes, the PCs must also vanguish Zuxaca's entropic, otherworldly servants and forever sever the link between this world and his demented domain. Only then can the PCs fully eradicate the threat posed by the agents of chaos.

At this point, the PCs realize the metallurgic amber's danger to themselves and the world at large. They must devise a way to destroy the material or provide for its permanent safekeeping to prevent history from repeating itself.

Beginning the Adventure

The adventure begins several days after the centaurs attacked Petyan and took Tunicamna's amulet. The creatures responsible for the attack are long gone, and Mila now owns the metallurgic amber. The PCs may become embroiled in these events in several ways. They may be en route to another location when they notice the telltale signs of a recent assault against the small village. Likewise, they may encounter fleeing refugees in the wilderness or in a nearby settlement. A local scholar may also contact the PCs and ask them to acquire Tunicamna's amulet from the temple in Petyan, though he is likely unaware of the recent attack and the disappearance of the object he desires. In any event, the adventure itself begins in the village of Petvan. The bewildered villagers solemnly attempt to rebuild their damaged homes and broken lives in the aftermath of the senseless assault against their humble community. The centaurs slew the village's defenders, including its leader Hintah. Quanata, its surviving priest, assumed de facto control over its few remaining residents. When the PCs arrive in Petyan, the stunned villagers direct them to Quanata, who tells them what happened and beseeches their help in resolving this matter.

Hooks

Though Petyan is a tiny settlement, news of the attack in the remote village spreads quickly among the nomadic peoples inhabiting the great plains of Campacha. Blood relations run deep as many refugees found shelter with cousins and other extended family members living in other communities scattered throughout the region. At their current level, the PCs' reputation precedes them in all but the largest cities. Political, religious and commercial interests as well as the common man seek the PCs' aid wherever they may be found. In that vein, the GM may use one of the following hooks or create one of his own to get the adventure underway.

Field of Nightmares A local crime boss named Ciqala contacts the PCs for assistance in a business matter. He conveys that he recently learned that someone in the remote village of Petyan is growing a variety of pumpkin with addictive and intoxicating effects. He wants the PCs to travel to Petyan to find out who is responsible for flooding the market with this dangerous product. He offers the PCs 500 gp to provide him with the name(s) of the person(s) involved and offers them another 250 gp to burn their fields and destroy their processing equipment. Cigala is usually not one to interfere with another person's business, but he draws the line on the trafficking of narcotics. His oldest daughter is hopelessly addicted to opium, and he does everything he can to prevent the disease from affecting other families. He is fearful that his involvement in this matter may ignite a costly war with rival criminals. For that reason, he cannot take direct actions against the drug dealers, so he employs adventurers to covertly stamp out their clandestine operations. Cigala has no knowledge of the centaur attack on the village or the disappearance of Tunicamna's amulet.

CIQALA

CR 3

XP 800 hp 30 (Pathfinder Roleplaying Game GameMastery Guide "Slaver")

Refugees

Bidgaana (CG, male human commoner 3; Wis 13; Profession [shepherd] +7) and his wife **Yona** (LG, female human commoner 2; Wis 12; Profession [cook] +7) arrived in town a few hours ago and actively seek out adventurers to spare their village from any further attacks. The couple tells the PCs that a fearsome band of centaurs launched a surprise

attack against their community, killing many of their bravest warriors. The rampaging monsters then stormed the temple and inexplicably fled immediately afterward. Yona is deeply concerned because she left behind her elderly grandmother **Donhowee** (LG, female human expert 3; Int 14; Craft [jewelry] +9), as the infirmed woman was too weak and feeble to undertake the long journey across the grasslands even on the back of a strong horse. Yona offers the PCs one of Donhowee's handcrafted lapis lazuli bracelets as payment for their services. The bracelet is worth 50 gp. She also assures the PCs that Quanata, the village's priest, remained behind and is also willing to offer the PCs substantially more payment in exchange for their services.

Magical Musing

Okhanzee greatly admires Tunicamna and desires to learn more about her lifelong hero. During the course of her studies, she learned that the legendary wizard spent the last two decades of his life in the remote village of Petyan. Okhanzee fears traveling alone to the roughand-tumble settlement and offers to pay brave adventurers 100 gp each to accompany her to Petyan and back. Unlike her hero, Okhanzee prefers a scholarly lifestyle over an adventuring one. When she and the PCs arrive in Petvan, she takes particular interest in Tunicamna's amulet, but she refuses to leave the village and pursue the centaurs across the grasslands. Okhanzee is a potentially valuable source of information regarding Tunicamna's amulet. She knows that he discovered it at Tangjan College after defeating the institution's insane headmaster and his extraplanar minions. The object has no known magical properties and emits a pale brownish glow. She also mentions that several scholars believe that the amulet drove Tiblu insane, but there is no proof to support this theory. In addition, anyone who had prolonged contact with the amulet began noticing burns on their skin. She cannot explain why Quanata spent the last 20 years around the amulet without any ill effects.

OKHANZEE XP 1,200

hp 22 (Pathfinder Roleplaying Game GameMastery Guide "Hedge Wizard")

CR4

A Note on Languages

The adventure takes place upon lands traditionally inhabited by the Campacha tribe of the Shattered Folk. The Shattered Folk (as they are called by southlanders) are the remnant peoples of the ancient Hundaei Empire after it collapsed in its annihilating civil war 2,000 years ago. Since then they have formed hundreds of individual tribes and clans that inhabit the Haunted Steppe. From their shared background, all of the Shattered Folk speak Kirkut, though each tribe has its own distinctive dialect. Some of these are very similar, but some are markedly different. Regardless, all of the dialects are mutually intelligible to speakers of Kirkut, though communication through different dialects is often slow and clumsy.

The NPCs encountered in the adventure are generally a combination of Campacha peoples or folk from the southern kingdoms of the Lost Lands. Folk from the southern kingdoms always speak Common. If they have been in the Campacha Plains for any length of time, then they likely speak the Campacha dialect of Kirkut as well. For monsters native to the region, if their stat block indicates that they speak Common, then substitute the Campacha dialect of Kirkut for them as well, since the Common that they speak is the common tongue of the region. Some of them speak both Common and Kirkut, and in these cases their stat blocks will reflect that both languages are spoken. Though it is not necessary for play, it is recommended that at least one PC speak Kirkut to ease communications in this adventure.

Part One: Thundering Hooves

The adventure's opening chapter introduces the PCs to the ransacked and nearly desolate village of Petyan. If the PCs traveled here from a distant locale, the GM may challenge the PCs with several of the random encounters generated in the **Appendix** or those that appear in **Part Two** of the adventure. The local priest Quanata and his temple are the only remaining symbols of stability and authority. During this portion of the adventure, the PCs are free to explore the village and its surroundings for clues that should point them in the direction of the attackers and the motive for their actions. After interacting with him and the ragtag band of survivors, the PCs soon discover that the marauding centaurs came here for one purpose — to steal a strange worthless relic associated with an abandoned college 50 miles north in the heart of the Campacha grasslands. While in Petyan, the PCs may pursue other adventuring opportunities, including breaking up Naykaw's narcotics business and solving a centuryold mystery involving a missing young bride named Shana.

Petyan

Petyan is a small village of the Campacha tribe for which the plains of this region are named. The Campacha peoples are an extended tribe of the Shattered Folk who migrated southward centuries ago and settled primarily along the southern extent of the Haunted Steppe where they had some limited contact with the kingdoms beyond the Wizard's Wall. It is from the Campacha peoples that the plainsmen clans of the Northmarches of Reme are primarily derived.

When the Conroi Expedition encountered the Campacha a century ago, the contact was peaceful with mutually beneficial trading occurring between the two groups. As settlements from the Conroi Expedition began to spring up, it was on the Campacha Plains with the permission of the tribes. When the Gtsang scholar Tiblu Ottika approached the Council of Chiefs to establish his university, they graciously donated the land to him.

Petyan itself lies at the northernmost extent of the Conroi settlements near the Wanaheeli River so that if contact with the folk of the settlements is not unusual it is still infrequent. Folk that visit Petyan are primarily Campacha hunters or traders, but travelers from the settlements and southern kingdoms are not unheard of, though their frequency has been greatly reduced since the closing of the university 70 years ago.

Like most settlements on the grasslands of Campacha, Petyan has a sizable transient population. The village lies a few miles west of a migratory buffalo route and grazing area, making it a popular destination for nomadic people during the spring and summer months. At the end of winter, hunters pitch their camps as close as possible to the well that supplies water to the settlement. When the weather turns colder, they uproot their temporary homes and head for warmer climes farther south.

In addition to its ideal hunting location, the underground rivers and aquifers that bisect the area are also perfect for sedentary farmers. Lush crops of corn and other food staples dot the landscape in every direction. The farmers who tend to these fields dwell in earth lodges built into the sides of small hills or excavated from the ground. These permanent structures feature a wooden dome covered by dirt, reeds, mud-bricks and similar materials. Because they are partially underground, these homes are better suited for the extreme temperatures encountered during the hot summers and the frigid winters.

Petyan's residents are entirely self-sufficient, so commerce in the traditional sense is far less prevalent than in conventional communities. It is possible to purchase goods and services within the settlement, though barter is the preferable method of acquiring valuables within Petyan, especially among family. In fact, its permanent and even temporary residents all share some degree of kinship. Naturally, those belonging to the full-time population are more closely related to one another than its transient settlers, who are typically first and second cousins several

Petyan

PETYAN

CG village Corruption -1; Crime -2; Economy +0; Law +1; Lore -1; Society -2 Qualities holy site, strategic location Danger 0

Government overlord

Population 168 (104 humans, 22 half-elves, 18 elves, 24 others)

Notable NPCs

Quanata, priest (CG male human cleric 5) Donhowee, elder (LG female human expert 3) Shatan, trapper (CN male human ranger 4)

Base Value 550 gp; Purchase Limit 2,500 gp; Spellcasting 5th; Minor Items 2d4; Medium Items 1d4

generations removed from the permanent residents. Still, the bonds of blood run strong, and even the most-distant relations respect the authority and wisdom of the village's patriarch. The patriarch is revered as a titular authority figure that provides wisdom and guidance, though he wields no real political and military authority. Instead, leadership is determined on the battlefield and the hunting grounds. The bravest and fiercest warrior from among the patriarch's immediate family assumes autonomy over the village. Hintah fulfilled that role in Petyan until the centaurs killed him. Since his death, Quanata, the resident cleric, has reluctantly accepted the role as the village's leader.

Quanata lives in a small, underground cell beneath the temple of Thaka, which is the only permanent structure in what is best described as Petyan proper. During the hunting season, numerous tipis sprout up around the holy site and the nearby well. In the attack's aftermath, six tipis are all that remain, and several of those are abandoned. The residents of the outlying farms escaped the carnage practically unscathed, and those brave and able enough to venture to the temple lend a helping hand to their neighbors as best they can.

First Impressions

It is impossible to enter the Temple of Thaka without seeing the farms that surround Petyan. Roughly half of the population lives on these sprawling tracts of land that make up twelve separate and distinct estates. Corn is the dominant plant, followed by various types of beans, squash, pumpkins, and, in a few isolated locations, wheat, which is rare in Campacha. The crops intermingle with one another, so it is common to see cornstalks towering above an adjacent pumpkin patch. Petyan's farmers usually spend their days in the fields tending to their crops. They do not raise animals for slaughter, milk or clothing. Horses are the only beasts found on the outlying farms, and they are used exclusively for riding. When they are not minding their crops, they hunt wild game, usually setting their sights on smaller animals such as deer, rabbits and birds.

These farms are relatively small in comparison to most agrarian societies, and rarely encompass more than a few acres of land. Wild grasses cover the earth between the farms, creating a patchwork of interconnecting plains and cultivated land surrounding the temple and its environs. Though difficult in most spots, it is possible to walk a straight line from an external point to the temple's front door without setting foot on a single clod of farmland. Sadly, the carnage that befell Petyan only a few short days ago is visible from almost anywhere within a halfmile radius of the temple. The GM may read or paraphrase the following description.

Ahead in the distance, tendrils of smoke dance in the air on their ascent to the heavens. The faint stench of burnt flesh lingers in the breeze. A vast, open field appears to be virtually abandoned, as countless, smoldering wooden poles and vast sheets of charred hide and leather lie in ruins on the ground. Six tipis remain standing along with a large, vaguely diamondshaped earthen structure. Two men and a woman wander about, staring in disbelief at the sight. A massive mound of freshly dug earth a few hundred yards south of the central area attests to the fact that whatever occurred here incurred a heavy cost in human life.

Three farmers, the oafish Iqaya, (N male human commoner 1; Str 12; Climb +3; see Area E: Atacheta's Tepee and Area P2: Naykaw's Farm for more details), his younger cousin, Napashuk (CG male human commoner 1; Wis 12; Profession [farmer] +4), and Napashuk's girlfriend, Winona (LG female half-elf commoner 1; Cha 13; Craft [pottery] +4), wander about the area surveying the damage. This is the first time that the teenagers are actually seeing the devastation firsthand. They live on separate farms scattered around Petyan. The younger Napashuk and Winona are naturally timid and hide behind Napashuk's much-larger older cousin, Iqaya. The burly, young man cuts an imposing figure, though a few words with him reveals that he is all brawn and little brains. In spite of his appearance, the husky farmer is a gentle soul with a compassionate heart. He cannot bear to look upon his ruined village.

The trio has no direct information about the attack. Iqaya knows that the village's patriarch, Atacheta, lives in one of the tipis. The younger pair confirms that Hintah, Petyan's greatest warrior, died during the attack. He dwelt in the largest tipi. Napashuk and Winona also tell the PCs that Quanata, the resident cleric of Thaka lives in the nearby temple.

Trail of Fears

Unfortunately for the PCs, the ground in central Petyan is firm and well-worn. At least 100 individual footprints and hoof prints scar the earth. It is extremely difficult to distinguish the centaurs' trail from the numerous horses that trampled the ground in the days leading up to and after the attacks. This factor alone imposes a significant penalty to Perception and Survival checks made to locate and follow the centaurs' trail. The marauding beasts made no effort to conceal their tracks, but it takes a successful DC 26 Perception or Survival check to follow their trail out of Petyan. The centaurs approached the village from the north and then doubled back the same way after acquiring the amulet from the Temple of Thaka. If the PCs opt to follow the trail in pursuit of the centaurs, it takes them into **Part Two** of the adventure — the Campacha Plains.

Events

Petyan is a shell of its former self. Nearly all of its transient residents fled after the attack, and the remaining survivors generally stay indoors and close to their homes, especially during the evening hours. Still, some brave souls venture into Petyan proper to see the carnage's aftermath firsthand and to check on the wellbeing of their fellow residents. The GM may insert some or all of the following events to give the PCs additional clues about the recent events that befell Petyan and pique their interest in several local adventuring opportunities.

Three adolescent girls hold hands and dance around the well just south of the temple. As they circle the well together, they sing a song:

"Shana, Shana pretty bride, beautiful and full of pride

In the field she found one day, her groom and best friend gone astray She thrust her knife into his heart, and tore his lover's face apart Then threw her bracelet in the well, and joined her husband there in Hell." The girls tell the PCs that the song refers to the story of Shana, a young bride that killed her philandering husband and his lover and then reputedly killed herself. They claim that the events happened a long time ago, and know nothing other than what is in the song.

Zardrel (CG male elf expert 4; Int 14; Knowledge [engineering] +9), an old elf, is on his way to the Temple of Thaka to speak with Quanata, the local cleric, about the disappearance of Tunicamna's amulet. Zardrel explains that he studied at Tangjan College shortly before its closure more than 70 years ago. He remembers seeing a strange, glowing ore on the headmaster's desk. After spending time with the increasingly irrational man on several occasions over the course of a few days, Zardrel noticed strange burns developing on his hands and face. Bizarre thoughts ran through his mind, and horrific images consumed his dreams. When he left the college, the scorch marks slowly vanished, and the nightmares stopped. He believes that the odd metal is responsible for these drastic physical and mental changes, and insists that he must warn Quanata of the dangers.

Makan (LN male human commoner 2; Wis 12; Profession [farmer] +6) and **Ska** (N male human commoner 2; Wis 12; Profession [farmer] +5), two middle-aged men, are on their way back to their farms after visiting with Atacheta, the village's patriarch. The pair behaves in a peculiar manner. Though they appeared to have been greatly moved by the tragedy that befell their neighbors, they burst into spontaneous laughter at the most inopportune times and then suddenly cower at the sight of imaginary monsters. They cannot explain these strange phenomena. The only possible clue to their unusual behavior is a trail of pumpkin seeds left in their wake. A PC may notice the seeds with a successful DC 15 Perception check. If questioned about the seeds, they tell the PCs that they got them from Atacheta (see **Area E: Atacheta's Tipi** for more details). They think nothing of the pumpkin seeds. The tasty morsels have hallucinogenic properties described in **Area P2: Naykaw's Farm**.

A young man named **Loopiya** (NG male human wizard 1; Int 12; Knowledge (arcana) +5) practices cantrips as he participates in a mock battle against imaginary foes. He blasts *rays of frost* at inanimate objects and creates spheres of light using his *dancing lights* spell. The novice arcane magician greatly admires Tunicamna, a legendary wizard who dwelt in Petyan until his death 20 years ago. In fact, Loopiya and his family live in Tunicamna's former cottage on the village's outskirts. Tunicamna's distant family claimed all of his earthly possessions after his death except for an odd, yet worthless, amulet that he donated to the Temple of Thaka. Tunicamna's body rests in a mausoleum on his family's property. (See **Area P4: Tunicamna's Crypt** for more details.)

Rumors

During the course of their stay in Petyan, the PCs may overhear any of the following rumors, or they may learn them from speaking with the residents. These stories and tales are commonly heard throughout the village, so PCs do not have to succeed on a skill check to acquire these rumors:

• A few days ago, a pack of four centaurs stormed the village and killed 15 of its defenders, wounded an equal number, and killed 12 women and children. One of the centaurs also fell in battle. The surviving savage beasts then entered the Temple of Thaka and inexplicably left Petyan after acquiring a worthless, glowing amulet kept in the holy site.

• The centaurs killed Hintah, the village's bravest warrior and son of its patriarch Atacheta. The villagers turned to Quanata, the cleric of Thaka, for leadership and guidance in this time of need.

• The centaurs attacked only the tipis and residents around the Temple of Thaka. They burned and destroyed 16 tepees during their murderous rampage. They did not venture into the surrounding farmland and instead headed back onto the open plains.

• A great wizard named Tunicamna lived in the village until his death 20 years ago. The monstrous creatures would never dare to attack Petyan if he were still alive.

Further Inquiries

In addition to the information readily available to the PCs, they may acquire more specialized details from certain individuals or may have heard these stories and legends during the course of their adventuring careers. The GM should make judgment calls as to who would be aware of particular facts. For instance, Zardrel and even Loopiya are a viable source of information about Tunicamna's amulet and even Tangjan College, but they likely know nothing about Shana's bracelet and her ultimate fate. PCs can acquire this information from the locals with a successful Knowledge (local) or Diplomacy check. Likewise, the PCs may draw upon their recollections and obtain the information with a successful Knowledge (history) check. Of course, the PC must be aware of the basic subject matter before he can attempt a check.

Tunicamna

The PCs may learn the following information about Tunicamna with a successful DC 15 Knowledge (local) or DC 20 Diplomacy check. The PCs may also know the same information with a successful DC 20 Knowledge (history) check:

• The wizard Tunicamna is renowned for his victory in a great battle at Tangjan College, which lies 50 miles north of Petyan. The vicious combat nearly claimed his life, causing him to abandon his adventuring career and devote his attentions to academic pursuits.

• Though Tunicamna's family ultimately claimed all of his valuable items, he donated a strange piece of glowing brown metal to the Temple of Thaka shortly before his death. The object had no known magical properties or aesthetic value, but its unusual properties intrigued him. His family entombed him in a crypt on his former property.

• Tunicamna is a celestial being who faked his death and returned to his home plane of existence. The person buried in his crypt is an impostor. (This is a false rumor.)

If the check succeeds by 5 or more, the PC also learns the following information:

• Tunicamna believed that the brown metal object played some role in the events at Tangjan College. He surmised that the metal, which he dubbed metallurgic amber, affected anyone in close contact with it even though he never personally exhibited any ill effects while he owned it.

• Tunicamna kept the metallurgic amber in a pewter amulet with a lead glass window to allow its aura to shine through it while making it easier to hold the item. He used this outer case solely because it was the only thing he had on hand at the time.

Tangjan College

The PCs may learn the following information about Tangjan College with a successful DC 15 Knowledge (local) or DC 20 Diplomacy check. A PC may also know the same information with a successful DC 20 Knowledge (history) check:

• Tiblu Ottika founded Tangjan College on the plains of Campacha roughly 80 years ago. The college flourished during its first 10 years, but fell into ruin after a great battle took place there.

If the check succeeds by 5 or more, the PC also learns the follow information.

• For some inexplicable reason, Tiblu Ottika went mad. He closed the university and attracted crazed monsters and extraplanar creatures that shared his insane beliefs. Fortunately, the wizard Tunicamna and his associates defeated Tiblu and his minions in a fierce battle on the school grounds.

If the check succeeds by 10 or more, the PC also learns the following information.

• It is said that he fell under the sway of a powerful being from another world. The entity opened a portal between his plane and the college, allowing his minions to cross over into this world.

• The college grounds are active once again. Strange creatures roam the campus, while an unknown person toils in its laboratories, attempting to recreate Tiblu's strange experiments.

Naykaw

The PCs may learn the following information about Naykaw and his operation with a successful DC 25 Knowledge (local) Diplomacy check. PCs cannot learn about Naykaw with a Knowledge (history) check:

Naykaw and his oversized, but dumb younger brother Iqaya live on a farm south of the temple. Naykaw is an ambitious, fast-talking conniver always looking for the next get-rich-quick scheme. He is Petyan's most successful farmer, as his pumpkin seeds are in high demand in neighboring towns and villages, though Petyan's residents consider them ordinary. Naykaw sells his narcotic seeds exclusively outside of Petyan, but his brother Iqaya unwittingly gives them to certain residents without his brother's knowledge.

Shana

The PCs may learn the following information about Shana with a successful DC 25 Knowledge (local) Diplomacy check. The PCs may also know the same information with a successful DC 25 Knowledge (history) check:

Shana killed her adulterous husband and his lover in a field outside the village almost a century ago. She threw her wedding beads into the village well and then hung herself from a tree in a haunted field two miles west of Petyan (Area P3: Field of Screams). No one ever goes there.

Points of Interest

After conversing with the youngsters and partaking in some of the preceding events, the PCs may proceed directly to the Temple of Thaka and its environs to investigate what happened in Petyan, or they may decide to explore the surrounding farms looking for answers. In either case, the following sections provide greater details about specific locations found in the village.

A: Uzudati's Tipi

Uzudati (CG male human warrior 4; Str 14; Climb +7), one of Petyan's few surviving warriors, dwells in this tipi along with his wife, Rozene (LG female human commoner 2; Int 12; Craft [pottery] +7), and their two young daughters, Galho and Leoti. Uzudati still sports the scars from the battle, including a black eye, deep lacerations across his face, and a sling to support his badly injured left arm. The centaurs knocked Uzudati unconscious during the combat, a fact that greatly distresses Uzudati and probably saved his life. In spite of his wife's protestations to the contrary, he considers himself a coward for not dying alongside the other warriors. He refuses to discuss the incident at all unless the person conversing with him first succeeds on a DC 17 Diplomacy check. In that case, Uzudati reveals that the centaurs came out of the grasslands and caught the villagers by surprise. Though he is not completely certain, he remembers seeing a larger centaur-like creature with a bull's torso directing their actions. The marauders attacked anyone who stood in their way and burned numerous tipis before he fell. Others told him that they eventually found what they were looking for in the temple and then fled back into the grasslands. Uzudati longs to regain what he believes is his lost honor, but he refuses to leave his wife and two young children alone and defenseless in Petyan. He gladly offers to defend the village against future attacks, but declines overtures to accompany the PCs in pursuit of the centaurs.

B: Donhowee's Tipi

The elderly **Donhowee** (see the **Refugees** hook in the preceding section) sits alone in her tipi, surrounded by countless worthless trinkets and jewelry pieces as she braids beads onto a small necklace she is making. In her family's absence, Quanata has provided her with food and water. She is frail and weak, but unharmed from the assault. The old woman has a hearing impairment and is showing the early signs of dementia. She is still aware of her present surroundings and her granddaughter Yona, yet her long-term memory is significantly better than her short-term memory. Though she witnessed the centaurs' attack on her village, she intersperses details of that attack with



other war recollections of her youth. She frequently refers to the centaurs as "horsemen," and it soon becomes apparent that she does not recognize the difference between a centaur and a man riding a horse. Donhowee's jumbled recollection of the centaur attack is useless, but the elderly woman accurately recalls her interactions with Tunicamna many years earlier. If the PCs ask her about the legendary wizard, she describes him as a brilliant scholar and arcane practitioner. She also relates that he found a curious object on the campus of Tangjan College that he later donated to the temple shortly before his death. The strange, glowing metal puzzled him for many years, yet he could never explain its mysterious luminescence.

C: Petamon's Tipi

The centaurs slew the brave warrior Petamon several days ago, leaving his young wife Lulu (CG female human aristocrat 1; Cha 12; Bluff +5) and their infant son to fend for themselves. Lulu is an emotional wreck. She grieves for her slain husband and feels overwhelmed by the responsibility of caring for herself and her newborn child in a battered village. Her mood alternates from weepy and depressed to irritable and angry. She saw her beloved Petamon fall victim to a charging centaur's blade and cannot erase the gruesome sight from her scarred memory. If questioned about what she witnessed, Lulu lies and claims that she hid in the tipi the entire time. A successful Sense Motive sees through her deception, but she still refuses to speak about the incident even though the PCs caught her in a lie. She demands that the PCs leave her alone and let her wallow in her grief and misery. A successful DC 16 Diplomacy check is needed to overcome her resistance and hear her version of events that fateful day. She frequently chokes up and her voice cracks throughout her evewitness account.

Lulu claims that the centaurs seemingly appeared out of nowhere. At first, no one knew what to make of their wanton charge. The centaurs never attacked them in the past, so no one knew what their intentions were. Hintah strode out to speak with them. Instead of words, the centaurs greeted him with multiple spear thrusts to the chest that slew him on the spot. When the other warriors saw what happened, they rushed onto the

field to fight them, but they were overmatched by the fearsome beasts. A charging centaur ran his blade through her husband's chest, and she watched in horror as his lifeless body slid off the weapon and crumpled to the ground. The carnage continued for several minutes as the rampaging monsters gleefully killed anyone who stood in their way and burned numerous tipis before turning their attention to the temple. After searching the building for a short time, one of them emerged from the temple holding a pale, glowing object that had hung above the altar. Though they seemed interested in continuing the onslaught, a loud voice boomed in the distance, and the centaurs disappeared as quickly as they appeared.

Lulu cannot fathom a motive for the centaurs' actions and knows nothing about the stolen object other than the fact that it hung from a chain in the temple. Though she still mourns her husband, Lulu looks kindly upon any man who displays sympathy for her. She realizes that she and her infant child face an uphill climb going it alone, especially in light of recent events. The attractive, young woman coyly flirts with a charming PC, hoping in time to sow the seeds of a deeper relationship in the future.

D: Hintah's Tipi

Petyan's greatest warrior, Hintah, lived here with his wife and four children. His tipi is the largest in the encampment and is filled with the trappings of his status as the village's greatest warrior. The bleached skulls of long-horned buffalo are placed around the tipi's edges in a location corresponding with each of the four winds. The skulls weigh 60 pounds each. Otherwise, the only objects left behind are dozens of worthless stones and a ceremonial mahogany smoking pipe worth 75 gp. Shortly after his death, his wife, Gahilahi, and their four children abandoned the tipi and sought refuge in another village.

E: Atacheta's Tipi Atacheta (LN male human expert 4; Wis 15; Knowledge [history] +8), the village's patriarch and Hintah's father, is a broken man.

CHAPTER 12: MADNESS GROWS

Already in ill health, the infirmed sage's spirit and mind are now as damaged as his body. Surrounded by his remaining family members including his daughter Blena (N female human aristocrat 3; Cha 13; Knowledge [local] +6) and his adolescent grandson Tokala (CN male human aristocrat 1; Int 12; Craft [leather] +5), the old man lives out his remaining days in a mad stupor, habitually chewing intoxicating pumpkin seeds and smoking an assortment of hallucinogenic herbs. In this pathetic state, he incoherently babbles about spirits dancing around him and ghosts haunting his dreams. Blena and Tokala relay that he has been in this state for the last several weeks, though his delirium greatly intensified in the wake of the centaurs' attack. Atacheta witnessed nothing during the attack, and in his current condition he would be of little use even if he had seen something. Blena and Tokala also hid in the tipi during the onslaught, though they unwittingly provide one piece of useful information. They attribute his drug-induced stupor to the narcotic herbs, and are completely unaware of the pumpkin seeds' addictive and intoxicating properties. They offhandedly remark that Atacheta never liked pumpkin seeds until the dimwitted Iqaya gave him a large bowl of them shortly before the attack. Naykaw, Iqaya's older brother, grows the psychedelic pumpkins on his farm 600 yards south of the temple. See the Field of Nightmares hook and Area P2: Naykaw's Farm for the relevance of these pumpkin seeds.

F: Elapay's Tipi (CR 6)

During his short life, the enigmatic Elapay gladly laid down his life for others he barely knew in the heat of battle, yet as soon as he stepped off the killing fields, the curmudgeon would not even acknowledge his fellow man's existence. Elapay fulfilled his lifelong ambition to die in a blaze of glory a few, short days ago, and no one noticed. The surly warrior lived alone and no one claimed his belongings or has even set foot in his tipi. Though Elapay lived out his dream, his angry spirit remains in the only place he felt comfortable — his tipi. If the PCs enter the tipi, the GM may read or paraphrase the following description:

The trophies of war are everywhere. Shattered spears, broken hafts, sundered wooden shields and scraps of torn armor lie strewn about the cluttered dwelling. The battle souvenirs clearly fall into the junk category with a few noteworthy exceptions. An exquisite longbow and an adjacent quiver of six arrows appear intact along with a sturdy, wooden shield. A wrathful humanoid spirit with a sunken nose, hollow eye sockets and semi-transparent flesh takes inventory of these objects with giddy delight. An angry scowl crosses the disheveled and raggedy apparition's twisted and transparent face at the sight of unwelcome visitors.

The misanthropic Elapay's death transformed him into a **demiurge**. The spiteful monster obsesses over the only things that brought him joy — the thrill of battle and his possessions. Unlike the typical demiurge, Elapay never leaves his tipi and keeps miserly guard over his beloved treasures. The malevolent spirit attacks on sight, using its transfixing gaze ability to temporarily paralyze as many enemies as possible. Opponents who resist its gaze are next subjected to its soul touch ability. If both attempts fail, Elapay uses his incorporeal touch attack to deal cold damage. Elapay never flees or surrenders. As in life, he would rather die than surrender.

DEMIURGE XP 2,400

The Tome of Horrors Complete 149 CE Medium undead (incorporeal) Init +6; Senses darkvision 60 ft.; Perception +14 Aura unnatural aura (30 ft.)

AC 16, touch 16, flat-footed 14 (+2 Dex, +4 deflection) hp 68 (8d8+32) Fort +6; Ref +6; Will +8 Defensive Abilities incorporeal; Immune undead traits; SR 17 Weaknesses vulnerability to iron

Speed fly 40 ft. (good) Melee incorporeal touch +8 (1d4 cold) Special Attacks soul touch, transfixing gaze

Str —, Dex 15, Con —, Int 14, Wis 14, Cha 18 Base Atk +6; CMB +8; CMD 18 Feats Alertness, Combat Reflexes, Improved Initiative, Lightning Reflexes Skills Bluff +10, Fly +16, Intimidate +14, Perception +14, Sense Motive +14, Stealth +12, Survival +9

Soul Touch (Su) A demiurge can damage a creature's soul by moving through a space occupied by the creature. This is a standard action that does not provoke an attack of opportunity. The target can resist the attack by succeeding on a DC 18 Will save. If the save fails, the target dies as the shock of unlife permeates its soul. If the save succeeds, that creature cannot be affected again by the same demiruge's soul touch for one day. This is a death effect. The save DC is Charisma-based. .

Transfixing Gaze (Su) Any creature within 30 feet meeting the demiurge's gaze must succeed on a DC 18 Will save or be transfixed for one minute as if affected by a *hold person* spell (caster level 10th). An affected creature can attempt a new save each round to break the effects.

Vulnerability to Iron (Ex) A cold iron weapon ignores the demiurge's incorporeal state and deals normal damage.

Treasure: Scattered among the clutter is a masterwork composite longbow (+2 Str), six +2 arrows and a +1 poison-resistant heavy wooden *shield**. The rest of the armor and weapons are worthless.

*Pathfinder Roleplaying Game Ultimate Equipment.

G: Well

The stone and mortar well sinks 10 feet below the ground, granting access to an underground river. A PC can climb up and down the side of the well with a successful DC 10 Climb check. A wooden winch attached to a large pail and several ropes is used to retrieve the water from the well. The subterranean aquifer is broad but shallow. A Tiny creature could negotiate the tight squeeze, but Small and larger creatures cannot. The underground passages lead nowhere in particular, but a successful DC 20 Perception check notices a long-lost set of beads crafted from lapis lazuli and other precious stones. The beads are worth 350 gp. More than a century ago, the newlywed Shana tossed the beads into the well after she caught her husband and another woman in a compromising position. Shana then murdered her husband and his lover before committing suicide. Identifying the beads as belonging to Shana requires a successful DC 20 Knowledge (history) check.

H: Temple of Thaka

Built more than a century ago, the Temple of Thaka is the largest building in Petyan. The earthen structure reaches a height of 25 feet at the apex of its gently sloping dome. As a symbolic gesture, dried cornstalks cover much of the roof and outer walls. A crude wooden door on the building's south side serves as its only entrance.

Simple wooden door: 1 in. thick; hardness 5; hp 10; Break DC 13

The door is usually locked during the evening hours, but in light of the current crisis, the temple remains open 24 hours a day, and its resident cleric is also available to serve the worshippers' needs regardless of the late hour. The door is always left ajar during the daylight hours and is kept closed and unlocked during the overnight hours to prevent wild animals

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CR 6



and vermin from freely entering the building. If the PCs enter the temple, the GM may read or paraphrase the following description:

Fresh ears of corn, gourds, melons and other edible fruits and vegetables lie atop and around a simple, wooden altar at the far end of a diamond-shaped chamber. A gentle flame flitters atop two 5-foot-tall ebony poles that flank each side of the altar. A trapdoor on the floor behind the altar apparently leads to a subterranean level. Three rows of crude benches face the altar. A 15-foot-long iron chain hangs from the apex of the ceiling. Painted images of the sun and lush cornfields adorn the walls, and an image of a calendar containing various symbols is painted on the wall behind the altar.

The residents of the outlying farms brought food offerings to the temple to aid those in need as well as to give thanks to the deity they believe watches over them. The temple's available food stores now exceed the demand as nearly all of Petyan's transient residents fled the village in the wake of the centaurs' attack. The depictions of the sun and corn plants on the walls are commonly associated with Thaka, a fact that a PC learns with a successful DC 10 Knowledge (religion) check. Likewise, Thaka's worshippers typically use the calendar behind the altar to keep track of the seasons. Most Campachan calendars are lunar calendars, and this one is no exception.

Oil is the primary fuel for the small flames burning atop the ebony poles that flank the altar. These decorative and spiritual pieces are the only objects with any monetary value. Each is worth 75 gp, though stealing them from the temple would be considered a grave sin worthy of eternal damnation and corporal punishment. The act would even rouse the normally docile Quanata to take action against the thieves. The lit oil is a new development, as the temple previously relied upon the suspended receptacle of metallurgic amber to illuminate the building.

Quanata lives in the equivalent of an anchorite's cell that is accessible via the trapdoor on the floor behind the altar. The trapdoor opens into a 10-foot-long vertical shaft with a wooden ladder. At the bottom of the shaft is a claustrophobic, 10-foot-square room with a simple bed, and a chest filled with clothes and priestly vestments. Quanata keeps his magical items and gear on him at all times.

Trap door: 1 in. thick; hardness 5; hp 10; Break DC 13

Petyan's priest **Quanata** has not left the temple since the attack several days ago. He spends most of the daytime hours in solemn prayer unless he is busy counseling one of the villagers or providing food to the hungry. He sleeps downstairs during the overnight hours, though a loud shout or a rap on the trapdoor rouses him from his slumber. In that case, he quickly dresses and climbs up into the temple 2d4 rounds after the PCs wake him. Unfortunately for Quanata, it is very apparent that sleep eludes him in spite of his concerted efforts to rest. He always appears harried and unkempt even during the day. Quanata is on the verge of exhaustion, and the PCs' arrival may finally give him a chance to get a good night's sleep.

QUANATA

XP 1,200

hp 22 (Pathfinder Roleplaying Game GameMastery Guide "Medium")*

CR4

* Change Quanata's alignment to LG.

Development: Quanata is very relieved to see the PCs and welcomes them with open arms, telling them that Thaka foretold their arrival and answered his prayers. At this point, he is more worried about what the centaurs and their masters plan to do with Tunicamna's amulet than he is about another attack on the village and the community's wellbeing. His poor physical and mental condition cannot damper his passion about this

Quanata's Account

The centaurs seemingly appeared out of nowhere, running down anyone who stood in their way. Hintah, Petyan's greatest warrior, was the first to fall that day, but he was certainly not the last. The centaurs murdered 15 of the village's finest men and injured a roughly equal number that day. Those unable to fight fled to the safety of the temple. During the melee, I healed the wounded and comforted the frightened. The battle raged outside for a few minutes, before three centaurs burst through door. The bloodthirsty beasts momentarily sized up their opposition and then literally stopped in their tracks as they spotted the amulet hanging from the chain overhead. They used all of their might to tear it off the chain, and as soon as they accomplished that feat, they left, galloping out of the village and back onto the open plains.

particular subject. The normally reserved and placid priest becomes very animated as he discusses the potentially dire threat posed by the amulet.

Quanata's message and mission are the same - the PCs must recover the amulet from the centaurs. He believes his account of the centaurs' attack represents the best evidence of the amulet's critical role in the plot. Quanata explains that a renowned wizard named Tunicamna bequeathed the amulet to the temple shortly before his death 20 years ago. He acquired it many years earlier after he and his adventuring company defeated Tangjan College's insane founder and his chaotic minions. After acquiring the item, Tunicamna encased the strange chunk of luminescent metal in a pewter amulet with a thick glass window that allowed the substance to still emit its pale, brown glow. Tunicamna repeatedly assured Quanata that the material had no mystical properties, though he never explained why it glowed and why he placed the amulet in its pewter container. Quanata also studied the odd metal and confirmed its nonmagical nature, yet he too was at a loss to explain how or why it emitted pale, brown light. This inexplicable property is what worries Thaka's cleric the most. He fears that someone else knows the answer and intends to harness its power for some hidden purpose.

The lawful good priest makes his strongest appeal for aid to the PC he deems to be the most righteous, whether that is a paladin, a fellow worshipper of Thaka or a divine spellcaster that reveres a likeminded deity. Quanata tells that PC that ever since the attack, he has experienced a recurring dream. In this vision, he saw his temple turned into an asylum, and his people go mad in the pale aura of Tunicamna's amulet. In light of the present circumstances, he could not dismiss the dream as a coincidence. He used a *divination* scroll to gain Thaka's insight about the matter. He received a reply stating that "insanity and greed go from hand to hand." He is more convinced than ever that the amulet plays an integral role in a much greater plan. He implores the PCs to prevent this diabolic scheme from coming to fruition.

If Quanata's request for aid goes unheeded, there is nothing left for him to do other than offer a reward for their assistance. Barter is the predominant economic system in Petyan, so conventional money is relatively scarce in the village. As a man devoted to goodness and righteousness, Quanata literally offers the shirt off his back to the PCs. In this case, it is a *cloak of resistance* +1. Though he is not eager to part with this item, he does so if he is left with no other choice.

The PCs may ask Quanata to accompany them on their journeys, but Petyan's resident cleric steadfastly refuses. He believes that his place is with his people, and he is their only line of defense in the unlikely event that the centaurs return. Quanata gladly heals the PCs' wounds without charge, though only if they agree to retrieve the stolen amulet from the centaurs.

Other Locales

In addition to the areas within Petyan proper, the PCs may wish to explore the surrounding farms and the mass grave located on the village outskirts. PCs attempting to locate the source of the intoxicating pumpkin seeds may head to **Area P2: Naykaw's Farm**, while those pursuing Shana's ultimate fate are likely to end up in the **Area P3: Field of Screams** two miles outside the village.

PI: Mass Grave (CR 6)

Fifteen of Petyan's defenders fell on that fateful day along with 12 innocent women and children. Most Campachan families inter their deceased on their land or at a location with particular significance to the deceased. In many cases, the remaining family members fled Petyan immediately after the attack, leaving the survivors to address their funerary rites. To compound matters, fire claimed some victims, making it impossible to positively identify the remains. As a matter of exigency, Quanata decided to bury Petyan's dead in a mass grave more than one-half mile west of the temple's entrance. In accordance with their customs, the surviving villagers covered the bodies beneath a mound of freshly dug earth. The villagers also interred the slain centaur beneath a much-smaller mound 50 feet away from the mass grave. When the PCs reach the site, the GM may read or paraphrase the following description:

The suffocating stench of rotting flesh and freshly excavated earth hangs over the area like a stifling blanket of diseased air. A roughly rectangular mound of earth towers 10 feet above its surroundings and occupies a 500-square-foot tract of land at the edge of a cornfield. Wreaths of fresh herbs and saplings lie atop the dirt. A significantly smaller mound lies 50 feet away from the central mound.

Quanata originally blessed the grave with a *consecrate* spell, preventing undead from stirring in the area. Though his magic protected the corpses from assuming an unearthly existence, the power of his spell has ebbed, allowing an opportunistic predator to feast on the negative energy from the corpses. A **hungry fog** lingers in the adjacent cornfield after feasting on the energy of the dead buried beneath the mound. The vaporous green fog is virtually impossible to spot hiding amid the nearby plant stalks. Only a successful DC 30 Perception check spots the roiling, emerald mist. The mist is slow to detect the presence of living opponents, so it takes 2d4 rounds to notice the PCs and attack. When it emerges or the PCs detect it, the GM may read or paraphrase the following description:

Horrific human apparitions wax and wane in the roiling clouds of a ghastly, green fog. Eerie, phosphorous lights intermittently pulsate, typically in conjunction with the sudden appearance of a skull-like countenance bubbling to the surface.

Opponents within 10 feet of the hungry fog are subjected to its bewitching brume aura. On subsequent rounds, the hungry fog engulfs as many PCs as possible using its enveloping mists ability. The unintelligent ooze attacks its foes until destroyed. It has no treasure.

HUNGRY FOG CR 6 XP 2,400 hp 59 (Pathfinder Roleplaying Game Bestiary 3 "Hungry Fog")

With the hungry fog out of the way, the PCs may attempt to converse with the dead buried here or examine their wounds to gain additional insight about the attack. If the PCs pursue this course of action, Quanata and the villagers openly express their displeasure about disturbing their kin's final resting place in spite of the intended goal. PCs who begin their investigation at the mass grave particularly draw the people's ire, and the situation may escalate into a violent confrontation between the opposing parties. In this case, 2d4 villagers arrive on the scene 1d6 minutes after the PCs begin excavating the graves. Angry words soon escalate into violence, but the villagers quickly disperse after the PCs strike the first blow against a fellow villager.



VILLAGERS CR 1/2 XP 200 hp 10 (Pathfinder Roleplaying Game GameMastery Guide "Farmer")

Development: Those who consult with Quanata first are discouraged from undertaking this course of action, but they are allowed to proceed after a verbal rebuke. In most cases, the spirits of the dead give the same basic accounts as the living. The centaurs emerged from the grasslands and descended upon the village with lightning speed, slaying everyone who stood in their path. Hintah is the only person who reveals any useful insight. He relates that the centaur that slew him had a small and unique tattoo of a contorted, eyeless serpent that he immediately recognized as a symbol associated with Zuxaca. He describes the entity as a powerful demigod commonly associated with the forces of entropy and more importantly, madness.

Examining the wounds reveals that, contrary to most accounts, many of the corpses suffered wicked lacerations in addition to piercing wounds inflicted by the centaurs' spears. In actuality, the centaurs began the assault by launching their spears and then began hacking down fleeing villagers with their swords. Most of the survivors ran for cover after the initial barrage, so few of them actually saw the centaur attack after the initial onslaught.

The villagers buried the lone centaur 50 feet away from the central mound. Naturally, the villagers dispensed with any pomp and ceremony over this creature's death and merely tossed the mangled body into a hole that they covered with loose stones and dirt. An examination of its body reveals that it died from multiple piercing wounds, though this centaur does not bear the same tattoo that Hintah saw on the centaur that slew him. The centaur's spirit resists any attempt to converse with it, unless the caster is also chaotic neutral. The creature was thoroughly insane in life, so it gives cryptic and often nonsensical answers whenever it communicates with the living. However, it confirms that the centaurs came from Tangjan College

and sought the amulet for their "dark mistress." The centaur knows nothing about the amulet's significance or her reason for acquiring it.

P2: Naykaw's Farm (CR 7)

From an early age, Naykaw had an affinity for plants. The bright yet scrawny young boy was a natural-born green thumb. Any seeds he planted sprouted into hardy greenery, and any ailing plant he touched quickly rebounded and thrived. Unfortunately for humanity, Naykaw's love of plants greatly exceeded his empathy for people — with one tragic exception. He adored his mother, but she died giving birth to his younger brother Iqaya a few weeks after his eleventh birthday. Her death devastated him and left him at the whims of his cold, tyrannical father, Patasah, who was far more interested in courting an attractive, young wife than in rearing his children. The uncaring man foisted the responsibilities of caring for Iqaya on the infant's older brother, a duty Naykaw greatly resented. He spent the next three years watching his lothario father woo numerous prospective brides, though none accepted his marriage proposals. Naturally, the bitter man blamed his lack of success on his children rather than his own shortcomings.

The fourteen-year-old Naykaw realized that his lot would never improve until he freed himself from his father's oppressive yoke. After striking out again with another beautiful young lady, Patasah returned home drunk and in an especially foul mood. This time, Naykaw was ready for him. He crushed the toxic leaves of several herbs into a virulent liquid that he poured into his father's drinking vessel. A few minutes later, Naykaw was free. The village attributed Patasah's death to alcohol poisoning, and the family farm now belonged to Naykaw and his brother Iqaya. Unfortunately for Iqaya, Naykaw had no love for his younger brother either. The callous herbalist used his knowledge of plant toxins to transform his sibling into a dimwitted, subservient giant to do his bidding. Naykaw forced the boy to work the fields day and night while he crossbred various plant species to devise a lucrative new crop. His tireless efforts finally paid off six months

Green Pumpkin

GREEN PUMPKIN

Type ingested, inhaled; Addiction minor, Fortitude DC 15; Price 10 gp; Effects 2 hours, +1 alchemical bonus to initiative check and Reflex saves, fatigue; Damage 1 Cha and 1 Wis damage.

See the "Drugs and Addiction" section in Chapter 8 of the *Pathfinder Roleplaying Game GameMastery Guide* for details regarding the effects of this substance.

ago when he successfully created a hybrid version of pumpkins.

These pumpkins looked, tasted and smelled like the normal variety, but with two notable differences. The first distinction was purely aesthetic. Green flecks are visible throughout the outer shell, giving the appearance that the vegetable is not fully ripened. The second distinction is much more subtle and infinitely more dangerous. Unlike the plant's outer shell, its seeds are identical in appearance to normal pumpkin seeds. When ingested, the pumpkin seeds release a chemical that causes humanoids to experience transcendental hallucinations and psychedelic visions. Inhaling smoke from burning seeds has the same effect, though the duration is reduced by half. Eating the pulp produces no ill effects. Naykaw accomplished this feat by combining an ordinary pumpkin with peyote, a cactus plant indigenous to desert regions. He calls the hybrid plant green pumpkins, and he sells them throughout the surrounding region via a clandestine network of traffickers. Naykaw is unaware that Iqaya gave some of the seeds to Atacheta and other people in the village.

Naykaw's farm lies 600 yards south of the Temple of Thaka's entrance in a remote area nearly a quarter-mile away from its nearest neighbor. The farm's isolated locale makes it easier for Naykaw to grow his crop far from the prying eyes of curiosity-seekers and competitors. The cunning entrepreneur used his initial profits to purchase two constructs that maintain a vigilant watch over his prized crop. The green pumpkins grow in a large patch closest to the family's modest farmhouse. The GM may read or paraphrase the following description of the farm:

A narrow band of cornstalks, bean sprouts and other edible vegetables surround a massive pumpkin patch encompassing at least four acres of land. A dozen scarecrows scattered throughout the farm keep a wary eye on the prized fields. A small earthen home dug into the face of a small ridge overlooks the entire property. The cozy residence has two windows and a front door.

During the day, Iqaya usually tends to the fields, but he is currently in the village surveying the damage with his friends. He returns home an hour before sunset and then retires for the remainder of the evening. During the day, Naykaw tends to correspondence and filling orders for his growing network of customers near an open window. There is a 25% chance that he is meeting with one of his traffickers at any given time. If not, one of them arrives at the residence 10d10 minutes later. His distributors drive a horse-drawn cart that is used to transport themselves and the goods to a distant market. After going over the particulars inside, Naykaw and the merchant leave the house and load the cart. These transactions continue throughout the day and often well into the wee hours of the morning. Even so, Naykaw locks the door at night.

Good wooden door: 1 1/2 in. thick; hardness 5; hp 15; Break DC 18; Disable Device DC 20

Naykaw does not pay particularly close attention to the security of his fields. He leaves that task to **2 scarecrows** that stand guard in the pumpkin patch. The two constructs appear identical to their ordinary counterparts

until they animate. This occurs whenever anyone other than Naykaw and Iqaya is present in the fields or when Naykaw verbally commands them to attack. When they stir to life, their heads resemble a jack-o'-lantern as fiery light illuminates their eyes and mouths. The scarecrows use their fascinating gaze effect against one or more of the PCs before using their slam attacks against those PCs who resist their gaze. The constructs attack until destroyed or until Naykaw orders them to stop.

If **Naykaw** witnesses the PCs' intrusion firsthand, he bolsters his defenses by casting *barkskin* on himself and *summon nature's ally II*. On the other hand, if the PCs attack him or confront him in his home, he calls for aid from the scarecrows. In either event, he directs any **trafficker(s)** meeting with him and **Iqaya** to attack the PCs. The oafish brute lacks his brother's motivation to fight. He runs inside and hides at the first chance he gets. The fast-talking druid is a poor combatant, so he puts his trust in his magical abilities. He casts *entangle* on a wide swath of the pumpkin patch, followed by *call lightning*. Naykaw runs for his life in the face of a superior opponent, sacrificing his home and his farm for his personal safety. To facilitate his chances for escape, he casts *longstrider* and wild shapes into a speedy animal like a cheetah. In his mind, it takes much less effort to rebuild his business than it does to raise him from the dead.

PCs who capture Naykaw may question him, but he has little useful information about the centaurs' attack, Tunicamna's amulet or the College of Tangjan. He relays that his business partners told him that strange creatures stalk the campus, and even they stay far away from the locale. The trafficker corroborates the information. The desperate Naykaw gladly offers his worldly possessions in exchange for his freedom and, if necessary, his life.

CR 1/3

CR 1

CR4

CR4

IQAYA

XP 100

hp 6 (Pathfinder Roleplaying Game GameMastery Guide "Village Idiot")

TRAFFICKER (1d2) XP 400

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

*Change the traffickers' alignment to NE.

SCARECROW (2) XP 1.200

hp 47 (Pathfinder Roleplaying Game Bestiary 2 "Scarecrow")

NAYKAW XP 1,200 Male human druid 5 NE Medium humanoid (human) Init +6; Perception +7

AC 17, touch 12, flat-footed 15 (+5 armor, +2 Dex) hp 31 (5d8+5) Fort +5; Ref +3; Will +9; +4 vs. fey and plant-targeted effects

Speed 20 ft. Melee mwk club +4 (1d6–1) Special Attacks wild shape 2/day, wooden fists (+2, 6 rounds/day) Spells Prepared (CL 5th): 3rd—call lightning (DC 16), plant growth^D, poison (DC 16) 2nd—barkskin^D, delay poison, heat metal (DC 15), summon nature's ally II 1st—cure light wounds, entangle^D (DC 14), faerie fire, keen senses, longstrider 0—create water, know direction, read magic, virtue Domain Plant

Str 8, Dex 14, Con 13, Int 12, Wis 16, Cha 12 Base Atk +3; CMB +2; CMD 14 Feats Improved Initiative, Iron Will, Skill Focus (Knowledge
[nature]), Weapon Focus (club) **Skills** Bluff +3, Craft (alchemy) +9, Diplomacy +3, Handle Animal +5, Heal +9, Knowledge (geography) +7, Knowledge (nature) +14, Perception +7, Profession (farmer) +11, Profession (herbalist) +11, Survival +11 **Languages** Common, Druidic, Kirkut (Campacha dialect) **SQ** nature's bond (Plant domain), nature sense, trackless step, wild empathy +6, woodland stride **Gear** +1 hide armor, masterwork club, druid's vestment, belladonna, 57 gp

Treasure: Like most permanent structures in and around Petyan, Naykaw's humble dugout consists of a single open room. Iqaya and Naykaw have their own beds, and Naykaw uses an old wooden desk and cabinet to store his business records. His journal and ledgers detail various purchasers throughout the region. Any PC searching through these records for 1 hour determines that his business has already generated 1,550 gp in profit in a matter of a few months with a successful DC 10 Profession (merchant) check. Naykaw keeps some of his proceeds in an unlocked iron coffer concealed underneath the floor. A PC locates the hidden cache of treasure with a successful DC 25 Perception check. The coffer contains 1,098 gp.

P3: Field of Screams (CR 8)

For nearly a century, villagers wondered what ultimately happened to the distraught bride who killed her cheating husband and his lover. No one ever saw the murderous woman after she committed the deed. Some speculate she flung herself into the village well, while others believe she left the village and lived out the remainder of her days in another village disguised as a man. The consensus holds that young Shana fled Petyan and went to this field to hang herself. This remote patch of wilderness is renowned for being haunted, and the few who dare venture there never return, thus earning the locale its popular moniker.

The field lies two miles east of the Temple of Thaka near a convergence of small streams. It appears similar to every other stretch of ground on the Campacha Plain except for one important difference: A massive tree towers over the surrounding grasses. When the PCs approach the area, the GM may read or paraphrase the following description:

Several small running streams converge in the area, surrounding a massive tree that dominates a field of tall grass surrounding it. The enormous, gnarled plant towers 30 feet above the ground. Numerous leafy vines dangle from its branches.

Trees are unusual in the grasslands, and trees of this size are particularly rare. A PC who succeeds on a DC 15 Knowledge (nature) check notices this anomaly, as well as the fact that no saplings or similar trees are anywhere in the vicinity. In addition, the undergrowth around the tree obscures at least 20 long bones lying on the ground. A successful DC 20 Perception check notices the earthly remains of past victims as well as the glint of coins and other valuables hidden in the dirt.

On that fateful day a century ago, Shana came to this remote field to hang herself from the only tree she knew of in the area. The presumably inanimate tree had other plans. Much to Shana's horror, she soon discovered that the mighty plant was in fact a **hangman tree** — a carnivorous plant that devours any creature that wanders too close to it. The monstrous plant strangled Shana to death, a fate she intended to inflict upon herself. Unlike the hangman tree's other unwitting victims, Shana wanted to die that day, and her death caused her spirit to transform into an **allip** that still haunts the field to this very day. Shana has no memories of her past life and is merely an insane cloud of malevolence seeking to slay all living creatures she encounters.

In many ways, the allip and the hangman tree enjoy a symbiotic relationship and unwittingly work as a team. The allip carefully conceals itself in the tall grasses, treating its Stealth check as if it took 20. A

PC within 60 feet of the allip hears a constant, inane babbling, though the sound's source may not be apparent if the PC failed to notice the incorporeal monster. Any sane creature that hears the allip's babble must succeed on a DC 15 Will save or be fascinated for 2d4 rounds. Naturally, the allip's babble attack has no effect on the hangman tree. When the allip detects living prey, the wicked apparition emerges from its hiding spot and uses its touch of insanity attack against the nearest enemy. At the same time, the hangman tree releases its hallucinatory spores, affecting every creature in a 50-foot-radius spread around the tree. Once again, the allip is immune to the hangman tree's mind-affecting attack. After the initial, seemingly coordinated onslaught, the pair begins attacking PCs separately. The allip uses its touch of insanity attack to disable its enemies, while the hangman tree uses its vines to bludgeon, grab and strangle its opponents. The huge tree can also swallow an opponent whole, though it can only devour one creature at a time. The allip and hangman tree attack until destroyed.

HANGMAN TREE

XP 3,200

CR7

CR 3

hp 84 (Pathfinder Roleplaying Game Bestiary 2 "Hangman Tree")

ALLIP XP 800

hp 30 (Pathfinder Roleplaying Game Bestiary 3 "Allip")

Treasure: Over the past century, the hangman tree's victims left behind several valuable objects that the semi-intelligent plant and its insane undead counterpart could not use. Scattered about the ground are 683 gp, 1,903 sp, a rotting leather pouch holding 9 turquoise stones worth 50 gp each, a rusted and broken suit of masterwork chain mail, a rusted and broken masterwork long sword, a bone scroll case containing two arcane scrolls — *blink* and *lightning bolt* — and three potions — *cure moderate wounds, remove disease* and *water walk*. Shana's femur and partial jawbone are among the remains as well as one of her personal belongings — a gold and lapis lazuli ankle bracelet with the name "Shana" etched onto one of the clasps. The object is worth 50 gp. Her husband gave her the jewelry as a wedding gift. Its presence solves Shana's mystery once and for all.

P4: Tunicamna's Crypt

It is entirely possible that the PCs may decide to speak directly with Tunicamna's departed spirit to gain more information about the amulet he bequeathed to the Temple of Thaka. His tomb lies two miles north of the temple about 100 yards from his former cottage. The great wizard's final resting place is more befitting a commoner than a renowned wizard. Tunicamna never married or had any children, and he was estranged from his extended family for most of his adult life. Though his nephews, nieces and distant cousins attempted to rekindle a relationship with him during his later years, he doubted the sincerity of their efforts and kept them at arm's length until shortly before he died. After his death, his relatives swooped down on his estate like hungry vultures, squabbling over every scrap of paper, loose gem and magical component they could find. In a few, short days his belongings disappeared and his property stood ready for sale. Fearful that the elderly man would return from beyond the grave, his relatives began construction of his mausoleum more than a week before his passing and interred him in the cold crypt within hours of his death. To ensure his passage to the next world, a traveling priest blessed his tomb and then cast a protective spell upon the door to prevent anyone or anything from opening it. His crypt has remained neglected and undisturbed for the past two decades, even though several families have worked the land since his death.

Loopiya (see the **Events** section) lives in the home now along with his wife **Mina** (LG female human commoner 1; Wis 12; Profession [farmer] +5) and their two small children. As previously mentioned, Loopiya is reluctant to allow anyone to disturb the wizard's eternal rest. He greatly admired Tunicamna and does not want to desecrate his grave, but he also fears angering him and causing his vengeful spirit to take out his

wrath on Loopiya and his family. A successful DC 15 Diplomacy check is enough to allay the young man's trepidation. Likewise, giving him a small magical or alchemical item worth 10 gp or more proves equally effective. In either event, the GM may read or paraphrase the following description of Tunicamna's Crypt:

Thick patches of grass mixed with weeds overrun the ground on top of and surrounding an earthen burial vault dug into the side of a small rise. A heavy, stone door is the only visible entrance into the cramped tomb.

The crypt is roughly rectangular and measures 20 feet deep, 10 feet wide and 10 feet high. Tunicamna's greedy relatives shared Loopiya's concerns about disturbing the powerful wizard's eternal slumber, so one of them cast an *arcane lock* spell on the portal.

Stone Door: 4 in. thick; hardness 8; hp 60; Break DC 38 (+10 for arcane lock).

As an alternative to forcing the door open, the PCs can also dig through its earthen walls and roof. These surfaces are 2 feet thick on average.

Earthen Walls and Roof: 2 ft. thick; hardness 0; hp 250; Break DC 50.

Once inside, the GM may read or paraphrase the following description of the crypt's interior:

Unsealing the crypt releases a sudden rush of foul, stagnant air accompanied by a frightful chill. A lonely wooden coffin sits in the middle of the crypt in an otherwise empty room.

Tunicamna's coffin is average in quality and design. It can be easily opened with a successful DC 13 Strength check, and it can be destroyed by dealing physical damage to it (hardness 5, hp 10). Tunicamna's skeletal remains lie inside of the coffin. Tunicamna's soul willingly speaks with good-aligned creatures, though he resists conversing with neutral and evil clerics.

Tunicamna's Responses

As in all cases, Tunicamna can only reveal what he knew in life. If the PCs ask him about the amulet, he is aware of the following facts.

• Tunicamna found the piece of glowing metal on Tiblu Ottika's desk at Tangjan College.

• He placed the metallurgic amber in a pewter receptacle merely for convenience.

• He studied the object for 50 years and could never figure out why it glowed and its possible effects on Tiblu and his minions.

• Tiblu and his followers revered the demigod Zuxaca.

Tunicamna cannot provide any insight about the centaurs' recent attack, including their motives for the unprovoked assault or for stealing the amulet. He is also unaware of the metallurgic amber's harmful effects. Ultimately, the GM should use discretion when determining the exact extent of Tunicamna's knowledge, though it is usually preferable to err on the side of revealing too little rather than too much. Speaking with Tunicamna should act as more of a push in the right direction, instead of an easy solution.

Outlying Farms

Petyan's permanent residents predominately dwell on the outlying farms, though some also pitch camp closer to the buffalo trail during hunting season. Cultivated land stretches from one to three miles around the Temple of Thaka in every direction, but ample space exists between most farms to allow horses and other grazing animals to feed on the abundant grasses. These farms generally contain the same universal features — an earthen house where the residents live, a temporary or permanent structure for food storage, and a pen or corral for horses and other livestock. Members of an extended family typically share the same quarters, and as many as 20 people may dwell in the largest one-room homes.

If the PCs venture to the outlying farms, they soon learn that the people living here know far less about the centaur attack and Tunicamna's amulet than the transient residents taking up residence around the Temple of Thaka. On the other hand, they know much more about **Naykaw's Farm**, the **Field of Screams** and **Tunicamna's Crypt** than the attack's survivors and are a much better source for rumors about these locales.

Road Ahead

After spending some time in Petyan gathering information and addressing local problems, the PCs should realize that the quest for the amulet takes them to distant Tangjan College 50 miles north of the village in the heart of the Campacha grasslands. In the event that the PCs appear directionless and uncertain of where to go next, the GM may use Quanata to provide them with important information they missed or overlooked. Alternatively, the GM may bring some of the encounters from **Part Two** of the adventure closer to home and give the PCs a greater sense of urgency to recover the amulet and prevent Mila and her followers from wreaking havoc in the region.

Part Two: The Plains of Campacha

No one is absolutely certain where the centaurs went after their barbarous raid against the village of Petyan, but one location keeps coming to the forefront throughout the PCs' investigation — Tangjan College. The college is 50 miles north of Petyan in the heart of the immense grasslands. The PCs may forge their path across the open plains, or they can follow in the centaurs' footsteps. In either event, the PCs must cross the treacherous Wanaheeli River en route to their distant destination. In addition to the natural hazards that they encounter along the way, savage monsters and vicious predators stalk the land searching for prey. As the PCs make their way toward Tangjan College, they learn more about Mila's ultimate plans as well as face off against the beasts responsible for the savage attack in Petyan. This part of the adventure culminates in the PCs' arrival on the campus of Tangjan College.

Events

The plains of Campacha are far from deserted. Man and beast alike inhabit this fertile land, foraging for food, traveling to distant places and hunting prey. These events are not intended to replace the subsequent encounters, and are instead intended to provide the PCs with vital information and insight about unfolding activities without necessarily putting them in harm's way. The GM may use some or all of these events to give the PCs a better lay of the land on their travels across the plains.

Four young hunters (N male half-elf ranger 1; Wis 12; Survival +8) are tracking a herd of buffalo that recently passed through the area. The men and their families pitched their camp near one of the bridges that cross the dangerous Wanaheeli River. If the PCs ask them about any strange recent activities, they claim that they saw four centaurs and a

larger bisonlike creature cross the river from the north less than a week ago. They speculate that the group headed south, presumably toward Petyan, though they did not loiter long enough to confirm their hunch.

Zokala (CN female elf aristocrat 2; Int 13; Knowledge [geography] +5), her half-sister Ehala (N female half-elf aristocrat 2: Cha 13: Knowledge [nobility] +5) and her lover Nahkah (CG male human ranger 1; Wis 12; Survival +5) narrowly escaped an attack by wolves. Zokala is still distraught because her husband Chatlan was not so fortunate. He died fending off the savage beasts so that his wife and her family could escape. The trio all bear fresh claw and bite wounds. If asked for details, their descriptions are vague. A wolf pack of indeterminate size attacked them four hours earlier and killed Chatlan. They have been on the run ever since. Unbeknownst to them, the creatures that attacked them are not ordinary wolves. The curse of lycanthropy now afflicts Ehala and Nahkah, though they bear no hallmarks of the infection and are blissfully unaware of their predicament. They gladly accept any assistance the PCs offer, though they have no additional insight about Tangjan College or the werewolves. At the GM's discretion, Ehala and Nahkah may reappear to the PCs after their initial transformation into werewolves.

Halfings are reputed to be very lucky, but Bertram (CN male halfling rogue 2; Dex 14; Sleight of Hand +7) and his cousin Marwinn (CN male halfling rogue 3; Dex 16; Disable Device +12) are on a bad streak. The clearly exhausted thieves are walking across the plains after the Wily Grifters, a gang of confidence men, deprived them of their ponies and all of their money in a dice game. (Of course, the Wily Grifters rigged the game, much to their surprise.) The duo is particularly upset about this turn of events, because they were already on the run after stealing 300 gp from a disreputable traveling merchant last week. The penniless pair is desperate for cash, though they are not foolish enough to attempt to rob a heavily armed group. Instead, they offer information in exchange for payment. They tell the PCs that crazed men and wild beasts are gathering on the grounds of the abandoned college. Likewise, they also direct the PCs to the Galloping Ghost Inn, where the Wily Grifters deprived them of their hard-earned money. Naturally, Bertram and Marwinn gloss over the fact that they stole the ponies and the money. If caught in that lie, they confess to the crime, and insist that their victim, the unscrupulous Caleb Galeska, deserved everything he got. A successful DC 20 Knowledge (local) check identifies Caleb Galeska as a cutthroat criminal with a reputation for taking advantage of the less fortunate.

Wicanoose (LG male human ranger 2; Wis 14; Survival +8) seeks help for an injured man he encountered a few hours earlier. He used his healing abilities to stabilize the man, but he is still in grave danger. Wicanoose found the unconscious man face down on the ground, suffering from tremendous blood loss from multiple stab wounds. Wicanoose gladly offers to lead the PCs to the injured man. When the PCs arrive on the scene, they find Tehunka near death. If the PCs revive him, the wounded guard tells the PCs that he was part of a contingent from Ironhill in Reme transporting tools, dyes and copper ore used to mint coins known as copper furrows in Reme. Three centaurs and a bull-like creature attacked him and the three other guards. He feigned death and watched as the centaurs took the equipment and left him and his associates for dead. Tehunka spent the last three days wandering the grasslands looking for help. He explains that the tools and dyes have no real value without the raw materials needed to actually mint the coins. In addition, their shipment included enough copper ore to make 10,000 copper furrows with a total value of only 100 gp. Tehunka is hopelessly lost and has no idea where the attack occurred.

TEHUNKA XP 400

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

Rumors

The men and women who venture onto the plains to pursue buffalo and business opportunities know the land better than anyone else. During the course of their travels, the PCs may learn the following rumors from these travelers. These stories are generally well known and do not require successful Knowledge (local) and Diplomacy checks to acquire. A headless horseman rides across the grasslands, attacking anyone who stands in his way. Many believe he was an evil warlord during his mortal lifetime. An infernal being reputedly raised him from the dead and unleashed him upon the world.

Three centaurs stride across the fields accompanied by their apparent leader — a centaurlike monster with the torso of a bull instead of a man.

The Galloping Ghost Inn is a popular stopover for those venturing across the plains of Campacha. In addition to being an inn, it also has a tavern, restaurant and stage for performing acts. The ghost of a penitent miser reportedly haunts the building as well, pointing guests toward treasures he hid within the inn and the surrounding area during his lifetime.

The campus of Tangjan College is once again abuzz with activity. Strange lights and alien monsters stalk its grounds. The same thing happened 70 years ago until a group of adventurers expelled the former headmaster and his minions.

Specific individuals and locations that appear in the **Events** and **Encounters** sections may also provide the PCs with additional information. This is especially true at area **W1: Galloping Ghost Inn**.

Encounters

The PCs' journey across the open grasslands is not uneventful. On their trek to Tangjan College, they face three set encounters that take place at fixed locations on the accompanying Campacha Plains map and five random encounters that may occur anywhere in the grasslands. The set encounters are presented first, followed by the random encounters. The former are denoted on the map as areas **W1**, **W2** and **W3**. Besides the challenges presented here, the GM is free to create more encounters to harass the PCs on the plains of Campacha Wakatanga, including using the weather events that appear in **Chapter 3**.

W1: Galloping Ghost Inn (CR 7) Not coincidentally, this three-story inn, tavern and eatery sprang up

Not coincidentally, this three-story inn, tavern and eatery sprang up from nothing just a few weeks after Tiblu Ottika broke ground at Tangjan College. Though students abandoned the college 70 years ago, the Galloping Ghost Inn's customers did not follow their lead. The business's clientele is an eclectic mix of traveling merchants, adventurers, hunters, barflies, groupies, playgoers, gamblers and impresarios looking for the next great act. The Galloping Ghost Inn is more of a destination than a stopover for most patrons. Guests travel here from far and wide to partake in a great meal, fascinating conversation, a rousing game of chance, a spectacular show and most importantly to find out firsthand if the popular spot is really haunted. The GM may read or paraphrase the following description of the building:

The sounds of mirth echo across the Campacha heartland, beckoning passers-by to the welcoming inn as if it were a lighthouse guiding sailors to port. The well-lit three-story building can be seen from a great distance regardless of the time of day. At least a dozen horses occupy the nearby corral.

As the PCs draw nearer to the inn, the GM may read or paraphrase this additional information:

There are two entrances to the building, a wooden door in the rear of the building presumably used by staff, and a main door facing the corral. Two young men move about the corral, bringing food to the horses and mucking out their stalls. The image of a majestic white horse appears on a wooden sign hanging above the door that also bears the words "Galloping Ghost Inn." Even the sturdy wooden door is not enough to contain the peals of laughter and torrents of obscenities from escaping into the open air.

CR1

Though the front door is typically closed at all times, it opens with minimal effort and is never locked. The two stable boys, Manhatan (N male human expert 2; Dex 13; Ride +6) and Kanbleeska (N male human ranger 1; Dex 13; Ride +5) genuinely care for the horses under their charge and show much less affection to the men and women who ride them. Other than one another, the two misanthropes show little concern for other people. They happily pamper the PCs' horses, though they do not shower the same attention on the PCs. They brush off the PCs' questions with vague shoulder shrugs and feigned ignorance. They only speak if the PCs force them to do so either magically or by intimidating them. Under these circumstances, they reluctantly reveal that folks have been saying that a group of centaurs stampede across the plains north of the Wanaheeli River and slay anyone they encounter. They also heard from a few travelers about recent werewolf attacks that may be headed this way in the near future. If the PCs ask them about Bertram and Marwinn's ponies, they acknowledge that the animals are here and now belong to the Wily Grifters. Any attempts to reclaim the ponies on the halflings' behalf elicit loud shouts for help from the two stable boys. Otherwise, they have no useful information and ignore the PCs.

The inn's bar and restaurant open sometime during the midmorning hours and remain open until the wee hours of the morning. One of the staff members always occupies the front desk. When the PCs step inside the inn, the GM may read or paraphrase the following description. If the bar and restaurant are closed when the PCs arrive, the GM should adjust the scene accordingly.

Wondrous aromas of freshly prepared foods and baked goods waft through a loud dining room and tavern area. Patrons of nearly all races and walks of life occupy nearly every one of the dozen tables in the eating section and half the bar stools. Servers carrying food and drink push their way through a door presumably opening into the kitchen. They meander through the crowd to deliver wares to hungry and thirsty guests. The large open space also features a rudimentary stage large enough to accommodate up to six performers and a front desk that is presumably used to check in overnight guests. A set of stairs around the corner from the desk leads to the inn's upper levels.

The tavern and bar area is very large even by typical city standards. Each table accommodates four Medium creatures and can easily be pushed together to seat larger parties. The dining area accounts for 1,600 square feet and the attached bar is roughly half that size. The interior's remaining 1,600 square feet is dedicated to the kitchen, food storage areas, privies and the inn's front desk. Guest rooms are located on the second and third floors. The average guest room is 10 feet wide and 12 feet deep. Variations come in all shapes and sizes ranging from oversized rooms capable of hosting up to two Large creatures and smaller rooms designed for Small creatures, particularly gnomes and halflings. Guests typically stay in one of the second story's 25 rooms. Each room has a sturdy wooden door and a unique key designed to open it. Every room has a small 1-foot-by-1-foot window fitted with interlocking iron bars to prevent anything larger than a Diminutive creature from entering the room through the open portal.

Good wooden door: 1–1/2 in. thick; hardness 5; hp 15; Break DC 18; Disable Device DC 20

Iron Bars: 2 in. thick; hardness 10; hp 60; Break DC 25

The staff lives on the third floor. Two guards sit on top of the landing to prevent guests from entering the area. They politely inform patrons that the third floor is a private area. If anyone refuses to heed their warning or tries to force their way into the third floor, the guards shout for assistance and attack. Within a matter of rounds, the staff arrives on the scene to deal with the unauthorized trespassers.

GUARDS (2) CR 3 XP 800

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

Dardennell Verglade and his family have owned and operated the Galloping Ghost Inn since its founding. The gregarious, good-natured gnome graciously approaches the later stages of his life with a sly smile, a quick turn of phrase and countless friends. For most patrons, he and the Galloping Ghost Inn are inseparable. Dardennell sits in the spacious tavern every night, holding court with his regulars while ales and rumors fly fast and furious across the crowded bar. Though his mind is keen and his wits intact, the same cannot be said for his increasingly frail body. His two sons, **Grasspheffer** (NG male gnome expert 4; Wis 16; Profession [cook] +11) and **Zastgarten** (CG male gnome aristocrat 4; Cha 15; Diplomacy +9) along with his daughter **Zayla** (CG female gnome expert 4; Int 15; Profession [innkeeper] +9) pick up the slack for their ailing father, who is also a recent widower. Zayla manages the inn's day-to-day operations. Her brother, Grasspheffer, is the chef, and Zastgarten acts as the concierge and maître d. A staff of 12 rounds out the hotel's employees. They include Dwanda (N male human commoner 3; Str 14; Profession [bartender] +9), the tavern's notoriously cantankerous Mwandu bartender, and Choctay (LN female halfling expert 3; Wis 13; Profession [baker] +10), the resident baker. Every night, the jovial Dardennell says or does something to get under his bartender's skin, much to the delight of his boisterous audience. Choctay dazzles her followers with wondrous chocolate treats that many consider life's greatest pleasure.

Though they are not related by blood, Dardennell views all of his employees as family. While that seems idyllic on the surface, it also means that he holds longstanding and deep-seated grudges against those who betray his trust and take advantage of his generosity. This is especially true if hears the name Blake Acamu or any mention of a rogue alchemist. Ten years ago, Dardennell hired Blake as an assistant cook. He worked hard and had a talent for creating wondrous flavors, but Blake refused to comply with Dardennell's rules. He often showed up late, left early, snuck in a quick meal or got into an argument with another employee. Dardennell overlooked these transgressions until one night when Blake was fortunate to escape the Galloping Ghost Inn with his life. One evening, Blake filled in for an ill Grasspheffer as the head cook. Over the course of the dinner service, three diners suddenly developed extreme cases of nausea and fatigue. The panicked Dardennell investigated the situation and, sure enough, he found poison in the food. Sensing that Dardennell was onto him, Blake immediately fled the Galloping Ghost Inn and never looked back. To this day, the elderly gnome longs to confront his reckless former employee about the incident. He goes so far as to offer PCs 250 gp to arrange such an opportunity. As this episode demonstrates, he is also not averse to getting even with those who cross him.

DARDENNELLCR 4XP 1,200Male gnome illusionist 5CG Small humanoid (gnome)Init +0; Senses low-light vision; Perception +4

AC 11, touch 11, flat-footed 11 (+1 size) (+4 dodge vs. giants) **hp** 20 (5d6)

Fort +2; Ref +2; Will +9; +2 vs. illusions Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants)

Speed 20 ft.

Melee mwk dagger +4 (1d3/19–20) Special Attacks +1 on attack rolls against goblinoid and reptilian humanoids Spell-Like Abilities (CL 5th): 6/day—blinding ray 1/day—dancing lights, ghost sound (DC 15), prestidigitation, speak with animals Spells Prepared (CL 5th): 3rd—deep slumber (DC 16), major image (DC 18, x2) 2nd—invisibility, magic mouth, minor image (DC 17, x2), stilled mage armor 1st—disguise self, mage armor, silent image (DC 16, x2), ventriloguism (DC 16)

0 (at will)—acid splash, daze (DC 13), detect magic, read magic

Str 11, Dex 10, Con 10, Int 16, Wis 14, Cha 14

Base Atk +2; CMB +1; CMD 11

Feats Iron Will, Persuasive, Scribe Scroll, Spell Focus (illusion), Still Spell

Skills Appraise +8, Diplomacy +6, Knowledge (arcana) +11, Knowledge (local) +11, Knowledge (planes) +10, Perception +4, Profession (innkeeper) +12, Sense Motive +4, Spellcraft +11; Racial Modifiers +2 Perception, +2 Profession (merchant)

Languages Common, Draconic, Dwarven, Gnome, Kirkut (Campacha dialect), Sylvan

SQ arcane bond (wand of alter self), extended illusions (+2 rounds), weapon familiarity

Combat Gear dust of illusion, wand of alter self (CL 3rd, 9 charges); **Other Gear** masterwork dagger, cloak of resistance +1, 38 gp

Dardennell also fiercely guards a closely held secret known only to his immediate family. After Tangjan College closed its doors 70 years ago, the Galloping Ghost Inn seemed all but certain to go out of business unless Dardennell did something drastic. Gnomes have a natural affinity for creating illusions, and the crafty businessman always excelled in this department. To drum up publicity and curiosity-seekers, he used his mystical abilities to create the illusion of a ghost haunting the inn. Under normal circumstances, this approach was akin to suicide, but the clever gnome had one more trick up his sleeve. This faux apparition was not a malevolent soul. Instead, he created a kindly, remorseful spirit that wanted the living to find his vast treasure hoard hidden somewhere within the inn and its immediate vicinity. Dardennell took great precautions to screen those who saw his false phantasm, ensuring that his unwitting dupes could not see through his charade. To make the story even more convincing, he planted valuable objects inside of the inn for his marks to find.

The ploy worked like a charm. The rumors of a vast fortune spread like wildfire through the plains of Campacha and business boomed. Over the years, Dardennell scaled back the spirit's appearances to the point that guests now see the "ghost" only once or twice a year. The infrequent appearances are still enough to draw numerous curiosity-seekers and fortune hunters to the Galloping Ghost's welcoming halls and rooms. On an average night, about half of the inn's overnight guests came here just for the chance to encounter the establishment's resident spirit.

Development: Besides its staff, colorful personalities from far and wide eat, drink and are merry at the Galloping Ghost Inn. The most celebrated are 3 rogues known as the Wily Grifters. Batsu, Changtai and Yetshan came here three years ago after their ambitions outgrew the small settlement village they called home. They come here every night to take advantage of the numerous rubes who walk through the doors. Five nights a week, the Wily Grifters host dice games, faro tables, gammon matches and basset games at one or more of the dining room's open tables. Dardennell and the regulars know the games are rigged. The inn's owner neither condones nor prohibits the Grifters from running their games as long as he believes that the participating players are intelligent enough to make their own decisions and willingly partake in the activities. In a nutshell, Dardennell does not interfere unless the Grifters' victim offends his sense of fairness. When that occurs, he brings the person to his barstool and buys them a drink as he lectures the individual about the dangers of gambling. The Grifters grumble and complain on the rare instances when the preceding happens, but they realize that even they cannot bite the hand that feeds them.

WILY GRIFTERS (3) XP 1,200 Male human rogue 5 LE Medium humanoid (human) Init +3; Perception +8

(+1 dodge vs. traps) hp 31 (5d8) Fort +2; Ref +7 (+1 vs. traps); Will +3 Defensive Abilities evasion, trap sense +1, uncanny dodge

Speed 30 ft.

Melee +1 rapier +7 (1d6+1/18–20) Ranged mwk hand crossbow +7 (1d4/19–20) Special Attacks sneak attack +3d6

Str 10, Dex 16, Con 12, Int 13, Wis 10, Cha 14 Base Atk +3; CMB +3; CMD 17

Feats Dodge, Iron Will, Point-Blank Shot, Rapid Reload (hand crossbow), Weapon Finesse

Skills Acrobatics +11, Appraise +9, Bluff +10, Climb +5, Diplomacy +10, Disguise +6, Escape Artist +7, Intimidate +7, Knowledge (dungeoneering) +6, Knowledge (local) +9, Perception +8, Profession (gambler) +8, Sense Motive +5, Sleight of Hand +11, Stealth +11

Languages Common, Kirkut (Campacha dialect) SQ rogue talents (finesse rogue, honeyed words[†] [2/day]) Combat Gear large scorpion venom, oil of taggit x2, antitoxin x2; Other Gear +1 rapier, masterwork hand crossbow, 20 bolts, masterwork studded leather armor, superior quality loaded dice^{*}, 5 gp. One of them carries 300 gp that he won from the halfling thieves Bertram and Marwinn.

*Pathfinder Roleplaying Game Ultimate Equipment. †Pathfinder Roleplaying Game Advanced Player's Guide

The Wily Grifters are better confidence men than combatants. They use their sharp tongues to get them out of a sticky situation rather than their poisoned blades. In their business, the right words and discretion are necessary for survival. The three rogues work as a team to cheat the game's participants. They use superior quality loaded dice to swindle their victims when playing dice games such as backgammon and hazard. Noticing the anomalous dice requires a successful DC 25 Perception check (superior quality loaded dice appear in Pathfinder Roleplaying Game Ultimate Equipment). Likewise, the playing cards used for faro and basset are also marked and, to make matters worse, the Grifters use their Sleight of Hand skill checks to manipulate the dealer's box for both games. Once again, spotting the marked cards also requires a successful DC 25 Perception check. Despite their efforts to rig the odds in their favor, blind luck sometimes prevails over the best laid plans. The use of these cheating devices gives the Wily Grifters a +5 bonus to their Profession (gambler) checks when determining the outcome of any game of chance. In addition, whenever one of the Grifters succeeds on a Sleight of Hand check to alter the playing cards, the successful effort grants an additional +2 bonus to the Grifters' Profession (gambler) check.

Naturally, if someone catches them in the act of cheating, the Grifters feign ignorance. One of them then uses his Sleight of Hand abilities to slip oil of taggit into the PC's drink in an attempt to knock that person unconscious. Before the situation escalates into a full-scale confrontation, Dardennell tries to settle the matter without violence. He tells the Grifters to reimburse the PC for his losses and pay him any winning bets. He also tells the Grifters and their dupes to leave and not come back for 24 hours. If his attempts fail, he mumbles to himself and casts his *silent image* spell, creating the illusion of a frightful demonic creature that sends the entire inn into a panic.

The Grifters' line of work puts them in contact with many shady characters. Interacting with them for an hour grants the PCs a +5 bonus to any Diplomacy skill checks and Knowledge (local) checks made to gather information while in the Galloping Horse Inn.

Another colorful character at the inn is **Zambossa Tetzatti**, an acerbic Mwandu musician, who frequently takes to the stage to perform a spontaneous musical and comedy show. His musicianship is first rate, but his comedic skills are utterly atrocious. He routinely insults audience members, which generates more heated words than laughs.

CR4

CR 2

ZAMBOSSA TETZATTI XP 600

hp 16 (Pathfinder Roleplaying Game GameMastery Guide "Wanderer")

The clever **Dowan** combines the world's two oldest professions under one roof. The charismatic and intelligent young woman sells her body and mind. Her glib tongue and striking appearance serve her well as a prostitute and a barrister. Many of the patrons jokingly quip that the two professions are actually one and the same. She plays along with the humorous jest with the mindset that publicity never hurts.

If the PCs ask her questions about Tangjan College, they instantly get her attention. She is handling the legal matter of an estate searching for a missing heiress. The lucky beneficiary's relatives told her that the heiress, Tess Sanguinatta, mentioned meeting her distant cousin Mila at Tangjan College. Dowan admits that Tess is a shady character who frequently experiments with drugs and leads what she calls a "hedonistic lifestyle." Dowan offers the PCs a 50% share in her legal fees if they locate Tess and bring her to appear before her to receive her inheritance or get her to sign a statement relinquishing her claims to the estate. Not surprisingly, Dowan pushes for the latter option, which generates Dowan a 500 gp windfall as opposed to the former which yields a 100 gp fee. The value of Tess' share is estimated to be 5,000 gp, which remains in trust with the family's executor. Dowan refuses to mention the decedent's name.

DOWAN CR 1 XP 400 hp 11 (Pathfinder Poloplaving Game Game Mastery Guide

hp 11 (Pathfinder Roleplaying Game GameMastery Guide "Prostitute")*

*Change her Perform (dance) skill check to +7 and add Profession (barrister) +4 to her stat block.

In addition to the individuals presented here, the GM may also add the Moonlight Players from the subsequent random encounter **Wolves at the Stage Door** to the mix of the Galloping Ghost Inn's repertoire of characters. In that case, the Moonlight Players may be performing at the inn that particular night, or they may be on the hunt for their next victim.

Development: A fun-filled evening of food, wine and entertainment provides a needed respite from the dangers of adventuring and a lifeline of information that may aid the PCs in their quest. After spending several hours at the lively establishment, PCs may use their Diplomacy and Knowledge (local) skills to gather information. A successful DC 20 check reveals the following information:

Someone attacked a traveling merchant's caravan several days ago. The perpetrators took all of their goods and slew the shipment's defenders, leaving their corpses to rot in the open field. The site is approximately eight miles north of the inn on the other side of the Wanaheeli River.

A brilliant but callous and unbalanced alchemist named Blake Acuma told some of his associates that he is beginning work on his greatest discovery at Tangjan College. He is known as an expert in the field of metallurgy.

Several months ago, Mila, a reputed practitioner of black magic, inquired about an obscure object that the renowned wizard Tunicamna took with him from Tangjan College 70 years earlier. She claimed that the seemingly worthless object was more valuable than its weight in diamonds and gold. Mila sounded like a total crackpot, and even the greediest and most battle-hardened mercenaries rejected her overtures.

Werewolves stalk the land, killing the unwary and infecting others with their dreaded curse. Beware of the full moon!

If the check succeeds by 5 or more, the PCs also discover the following: Mila venerates Zuxaca, and the otherworldly being aids her in her cause. She believes that insanity is the only means of achieving true insight, and she spoke at length about bequeathing her gift of madness to others.

W2: Wanaheeli River (CR 6)

This shallow and turbulent waterway cuts a path across the Campacha Plains, effectively bisecting the region. The river is ill-suited for waterborne travel as its swift current and jagged rocks tear waterborne vessels to pieces. In these narrow, fast-moving rapids, the river is no more than a few feet deep on average. In most other locations, the average depth is approximately 10 feet. What it lacks in depth, however, it makes up for in breadth and ferocity. The river is 40+6d10 feet wide in nearly all locations. It takes a successful DC 15 Swim check to negotiate the treacherous waters.

At various points in their history, the Campacha people built bridges to ford the river at its narrowest sections. They used wood and rope to construct these pontoon bridges, which are spaced a few miles apart along the river. In general, one of these bridges appears every 1d4 miles along the waterway. Without proper maintenance, these spans generally fail within a decade and must be replaced. Most inhabitants avoid these makeshift bridges whenever possible. These bridges can support a maximum weight of 10d10 x 10 pounds. Stresses in excess of these amounts cause the support structures to collapse, dumping the unfortunate traveler into the river unless he succeeds on a DC 15 Reflex save, in which case he grabs hold of the remaining structure or lands atop a large piece of debris.

The stone bridges that appear on the Plains of Campacha map are the preferred means of travel for most residents. They are 4d6 + 20 feet in length, 2d6 + 5 feet wide and 2d6 + 10 feet above the water's surface. These permanent structures are safe and secure, capable of supporting weights well in excess of several thousand pounds. Because of this, these bridges are better traveled than the smaller and less-stable wooden bridges. The people in the preceding **Events** section are more likely to be encountered around the bridges, but so are the monsters from the **Random Encounters** section.

The PCs are not the only individuals to take notice of recent events. A sinister **mothman** bent on shaping fate and spreading entropy delights in the developments at Tangjan College. The malevolent, alien creature is intent on stopping all those who would dare interfere with Mila's plans, despite the fact that it knows nothing about her intentions. It senses that some greater force guides her actions, and that fate is ultimately destined to return to chaos and anarchy. As an agent of fate, it does everything it can to stop those seeking to undermine Mila's goal.

When the PCs approach the bridge, the mothman hides near the structure's base on the opposite bank. Because it had plenty of time to conceal its position, it takes a successful DC 36 Perception check to see the mothman. All the while, it keeps a vigilant eve on the bridge, waiting to attack any creature it perceives as a threat. If the PCs notice the mothman and attack, the creature casts greater invisibility on itself and flies to a safer position. The mothman's fate is always the same: It is destined to destroy the bridge and stop the PCs from crossing the river. To accomplish this, it uses its agent of fate ability to cast a transmute rock to mud on the bedrock supporting its arch, causing it to collapse. It is important to note that the mothman is solely focused on preventing the PCs from stopping Mila's plans and restoring entropy's supremacy over the world. In that vein, the mothman uses its spell-like abilities to influence the PCs' course of action rather than outright kill them. In order to weaken their resolve, the mothman casts mind fog and then subjects the PCs to its other mental attacks, including using suggestion to force them to turn back and modify memory to erase any recollections about why they are here. If its attempts to repel the PCs fail, it resorts to desperate measures using its phantasmal killer abilities to destroy one or more PCs. The attacks continue until all of the PCs safely make their way to the other side of the river. Once they complete this task, the mothman halts the assault. It now realizes that the PCs somehow altered their fate, leaving the mothman to ponder its new destiny.

MOTHMAN XP 2,400

hp 76 (Pathfinder Roleplaying Game Bestiary 2 "Mothman")

CR 6

Treasure: The mothman poorly conceals its treasure beneath a pile of grass and dirt beneath the bridge's base on the river's northern bank. Locating the cache requires a successful DC 15 Perception check. The enigmatic creature leaves its riches behind without a second thought. The

mothman's treasure includes a large coin purse holding 408 gp, a smaller pouch containing five amethysts worth 50 gp each, a masterwork dagger, and a *miser's mask**.

*See Pathfinder Roleplaying Game Ultimate Equipment.

Hand Over Fist (CR 6)

The people of Campacha prefer bartering for goods and services over paying for these products with currency. Though they dream about eliminating coinage from their economic system, reality dictates that such an aspiration is impossible. The neighboring peoples mint money to conduct commercial transactions within their borders and abroad. Necessity demands that larger towns and cities mint coins to facilitate trade with their foreign partners.

During her travels, Mila learned that a Reman merchant was transporting minting equipment to a distant city west of Tangjan College. She ordered her bucentaur and centaur servants to intercept the shipment and bring the tools and raw materials to her. The horsemen traversed the grasslands for several days until they located the merchant and his three guards. Without warning, they charged headlong into the merchant's camp, slaying him, two guards and two of their horses. They took the coin-making equipment and copper ore, leaving the dead to rot in the open fields. A survivor, **Tehunka**, escaped (see the preceding **Events** section for details). By the time the PCs happen upon the scene, the reek of decay hangs heavy in the air, and the scavengers are sating their appetites. In fact, the stench is so strong that PCs can smell the horrid odor from as far away as 500 feet with a successful DC 30 Perception check. When the PCs come within visual range of the massacre, the GM may read or paraphrase the following description:

The drone of flies feasting on the rancid, grotesquely bloated corpses of three men and two horses sounds like a singer attempting to create a vibrato. The frenetic buzz resounds throughout the area, and it is nearly loud enough to overtake the disgusting odor that hangs heavy in the air. Though the bodies are already half-eaten and nearly stripped of flesh in some places, four man-sized porcupines hungrily devour the rotting remains. An overturned cart and three of its broken wheels lie upon the ground.

The **4 giant porcupines** ravenously inhale their meal to the exclusion of all other activities. In fact, they are so distracted that they suffer a -2 penalty on Perception checks. The famished beasts are not looking for a fight, but they refuse to give up their spoils without offering some resistance. The brazen animals are bolder than most scavengers. They respond to efforts to frighten them away with growls, snarls, bared teeth and a deliberate arching of their quill-covered backbones to emphasize the point not to disturb them. If the PCs draw within 10 feet of the hungry creatures, the giant porcupines attack with unbridled ferocity, slapping the PCs with their spiny tails. In the face of superior opposition, the porcupines' morale breaks rather quickly. Each animal retreats when reduced to half their original hit point total. If they escape the scrum, the porcupines loiter around the edges of the massacre site and wait for PCs to depart.

Patient PCs may instead wait for the porcupines' appetites to break. After 3d6 minutes of gorging on their surreptitious feast, the porcupines slink off to a safe location to digest their meals without a conflict. The voracious hunters lounge around in the grasses for the next 2d4 hours before returning to the site to once again fill their bellies.

PORCUPINES, GIANT (4) CR 2 XP 600

hp 22 (Pathfinder Roleplaying Game Bestiary 3 "Porcupine, Giant")

With the porcupines out of the way, the PCs are free to examine the carnage without any outside interference from any ravenous monsters. The prevailing

environment is not conducive for preserving corpses, so little can be gleaned from looking at the bodies. Even in their terrible state of decomposition, the three humanoid bodies are clearly human, and the two animal carcasses are light horses. Scavengers had their way with the victims' flesh, making it impossible to determine when their wounds and injuries occurred. If the PCs attempt to speak with the victims' souls, the merchant's name was Targai, and he was lawful neutral. Likewise, his two guards, Hachawa and Uwata, were neutral. All three individuals confirm that three centaurs led by a centaur with a bull's torso attacked the group while they camped on the open plains during the overnight hours. They acknowledge that they were transporting coin-making tools to a distant city as well as a shipment of copper ore. The merchant estimates that they had enough copper ore to mint at least 10,000 coins. The guards' estimate of the shipment's value is less precise.

The centaurs took nearly all the raw materials and the minting equipment's primary components with them. In their haste, however, they left behind several spare parts and a few bars of copper ore strewn about in the tall grass. It takes a successful DC 15 Perception check to notice these items. They include a coin die, a hammer and a three-pound chunk of copper bar sufficient to mint 250 copper pieces. Identifying the tools as those specifically used to mint coins requires a successful DC 20 Craft or Profession check in any metalworking craft or profession.

The centaurs crisscrossed the plains looking for the shipment, leaving numerous tracks in their wake. Locating one of their trails requires a successful DC 13 Perception or Survival check. There is a 50% chance that the PCs find the trail leading back to Tangjan College. Otherwise, the PCs discover the tracks that brought them here instead. If the Survival check succeeds by 10 or more, the PCs can differentiate the path the centaurs followed to get there from the one that returned them to Tangjan College.

Random Encounters

Presented below are five random encounters that take place on the Campacha Plains. The GM is free to omit any or all of these encounters as well as supplement them with random encounters from the table in the **Appendix**, or create new encounters of his own design — with the exception of the **No Bull** encounter.

Headless Horseman (CR 7)

On the plains many settlements are transitory. As the migratory patterns of various animals shift, the villagers that hunt these creatures uproot their camps and settle in a new location closer to their trail. The community of Kimitah was like many others in the area. Its hunter gatherers followed the roaming buffalo herds and foraged the surrounding area for wild fruits and vegetables. Its residents moved at least a dozen times during their lifetimes, often pitching their tents in a rolling valley near an ideal ambush site. The peaceful village of Kimitah prospered for many years until the ambitious Canotay rose to power and assumed control of his village. Under his expansionistic policies, he waged war against his neighbors, greatly expanding Kimitah's exclusive hunting grounds and coffers. Avarice and cruelty found a home in Canotay's evil heart, and his brutality gained him many enemies. After three years of bloody savagery, Canotay's earthly reign of terror came to a gruesome end. A coalition of neighboring communities and Canotay's own people proved too much for the tyrant to resist. It took a dozen wounds to fell the fearsome warrior and free the village from his tyrannical reign, but Kimitah's liberation was short-lived.

The Lords of Hell saw fit to once again unleash Canotay upon this world in his new incarnation — as a headless horseman atop a black steed. He swooped through his former village with jubilant hatred, gleefully decapitating his wicked followers and all who betrayed him. In a manner of weeks, the village of Kimitah was no more. Its surviving residents scattered across the plains and fled to every remote corner of the world, leaving Canotay to roam the grasslands of Campacha searching for new victims. For the last 20 years, Canotay has reveled in his infernal task, harvesting more souls for his diabolical masters.

As he was in life, Canotay is fearless and supremely arrogant, brazenly riding across the open fields hunting mortal souls. He makes no effort to

conceal his presence. The vengeful **dullahan** sits atop his ebon mount holding his razor-sharp blade aloft in preparation for a charge. When he notices the PCs, Canotay spurs his horse and charges toward their mightiest warrior, simultaneously activating his frightful presence aura. He singles out paladins and good-aligned divine spellcasters in preference to all others, particularly in light of the fact that he ignores up to 78 points of damage from *magic missile* spells (see **Treasure** below for details). The dullahan is a skilled mounted combatant, and he makes the most of his tactical advantage. He uses the Ride-By Attack feat to attack and move past his opponent, allowing him to charge again in subsequent rounds.

Canotay does not use his death's calling ability unless he overhears a PC refer to his target by name. In addition to subjecting that individual to his special attack, he also taunts the PC and boasts that there is a place for him in Hell tonight. Canotay never flees from his enemy, though he may perform a tactical retreat. If reduced to less than one-quarter of his starting hit points, he rides away from battle and circles the PCs from a distance, giving his fast healing ability an opportunity to restore his lost hit points. When he regains full strength, he launches another assault.

DULLAHAN CR 7 XP 3,200

hp 85 (Pathfinder Roleplaying Game Bestiary 2 "Dullahan")

Treasure: Canotay wears +1 *full plate* and wields a +1 *longsword*. Besides his armor and weapon, he uses a *brooch of shielding* to fasten his dark cloak around his shoulders and carries a *bead of force* that he hurls in a tight spot.

Magic Hunters (CR 7)

The unstable Mila always fears that someone is after her. In that frame of mind, she sent **4 elusa hounds** onto the plains with one mission — hunt down and kill all magic-wielders they encounter. The fast-moving creatures use their arcane sight ability to locate and track their quarry. The creatures cover a lot of ground over the course of a single day, and the PCs are likely a prime target for these feral monsters.

The elusa hounds are most effective at night, when their scent and darkvision abilities give them an edge against most humanoid foes. The monsters dispense with stealth and instead rely on their keen senses and arcane sight to locate their targets in the darkness. Like most pack predators, the elusa hounds encircle their prey and then launch a coordinated attack against their enemies. The monsters fear Mila more than death, so they attack until they kill their victims, or until they are killed.

ELUSA HOUND (4) CR 3 XP 800 The Tome of Horrors Complete 271 N Medium magical beast Init +2; Senses arcane sight, darkvision 60 ft., low-light vision,

Init +2; Senses arcane sight, darkvision 60 ft., low-light vision, scent; Perception +8 Aura unnatural aura (30 ft.)

AC 15, touch 12, flat-footed 13 (+2 Dex, +3 natural) hp 30 (4d10+8) Fort +6; Ref +6; Will +2 SR 12

Speed 50 ft. Melee bite +6 (1d6+3 plus trip)

Str 15, Dex 15, Con 15, Int 6, Wis 12, Cha 8 Base Atk +4; CMB +6; CMD 18 (22 vs. trip) Feats Skill Focus (Perception), Skill Focus (Survival) Skills Perception +8, Survival +10 (+14 tracking by scent); Racial Modifiers +4 Survival when tracking by scent Languages Common (cannot speak) SQ aura tracking

Arcane Sight (Su) Elusa hounds can detect magical auras

in a 120-foot radius as per the arcane sight spell cast by a sorcerer at 6th level. This ability can be dispelled, but the elusa hound can restart it as a free action on its next turn. Using this ability, the elusa hound can instantly identify any spellcaster within range.

Aura Tracking (Su) If an elusa hound has "tasted" the magical aura of a living creature (a creature it has successfully used its arcane sight ability against or a spell it has successfully detected that was cast by such a creature), it gains a +10 competence bonus to its Survival check when tracking that target. The aura must be fresh ("tasted" within the last 3 hours) or the elusa hound does not gain this bonus.

Treasure: The elusa hounds have no treasure. If the PCs attempt to track the elusa hounds, they follow a circuitous path that leads in no particular direction, as Mila instructed the creatures to locate magical auras rather than follow a specific creature.

Wolves at the Stage Door (CR 7) Though none of them know it, the half-elves Carrul, Satyras and

Though none of them know it, the half-elves **Carrul**, **Satyras** and **Tammanna** share more than their love of the stage — they share the same elf father. Their philandering parent also bequeathed to them something other than their innate charisma and acting skills: He cursed them with lycanthropy. They are **3 werewolves**. At first, their love of theater drew the three youngsters together, but as they grew older, each realized that he was different from the other children. Each member of the trio initially kept his lycanthropy a closely guarded secret. In time, they began to notice that their friends also shared the same unusual traits. Mysterious and unexplained wounds, spontaneous disappearances and frequent absences during and shortly after a full moon plagued them throughout their adolescence and early adulthood. They realized they were stronger together than they were apart. It was time to take their traveling show on the road.

Carrul, Satyras and Tammanna formed an acting troupe known as the Moonlight Players. They travel across the land performing plays and improvisation shows at theaters, taverns, inns and private residences. The men, Carrul and Satyras, are the consummate hams. They overact and emote to the point that it is practically comical, though the routine is part of their shtick rather attributable to incompetence. Tammanna is the lovely, classically trained actress who is still young and beautiful enough to play the vamp, and mature enough to dramatize older, more cerebral characters. The trio's repertoire of plays include comedies, tragedies and histories, though given the male leads' talents and Tammanna's looks, they are most renowned for their bawdy farces. An engagement usually lasts between three and five nights.

The nomadic lifestyle is also the ideal cover for their murderous ways. They always sate their bloodlust either a few days before or after each performance, thus allowing them to continue their killing spree undetected. As natural lycanthropes, they can control their transformation into hybrid and animal forms. They deliberately schedule shows on nights when the full moon is at its peak. When they leave the town and slay their victims, no one suspects that they are werewolves because the full moon had no effect on them during their performance.

Development: The GM has the option to either run this encounter at location area **W1: The Galloping Ghost Inn**, or the PCs may encounter the company either before or after their scheduled performance at the local hotspot. In the former case, the werewolves are not actively looking for fresh victims. In the latter case, they are on the prowl and preferably have already slain Zokala's husband, Chatlan (see the preceding **Events** section for details). The werewolves recognized Zokala's party as easy pickings. They dispensed with any pretenses and attacked them in animal form, thus infecting her traveling companions with lycanthropy. Under questioning, the werewolves deny any knowledge of this attack as well as any information about the centaurs' attack and Tangjan College. Seeing through these lies requires a successful Sense Motive check. The PCs appear much more formidable than their last overmatched opponents, so the werewolves use different tactics.

On the open plains, the werewolves always travel in human form, allowing them to size up their opponents at close range. When they

approach the PCs or vice versa, the acting troupe asks the PCs to volunteer as a test audience for their latest production, "Dance with a Demon." The short play is about a man who runs into his former girlfriend and her new beau at a local tavern. Neither man realizes that the woman is actually a succubus that wants to be good. Naturally, Tammanna stars in the role of the reformed demon. The show is filled with double entendres, mistaken identity and slapstick comedy. The show lasts for 30 minutes, and in its raucous conclusion, the trio integrates their bardic performance abilities and spellcasting into the plot, allowing them to use magic against the PCs without them knowing it, if they succeed on a Bluff check. The PCs spot the deception with a successful Sense Motive check.

In the ensuing melee, Currul uses his bardic performance ability to fascinate the PCs. Satyrus casts hold person against one of the party's fighters, and Tammanna casts *suggestion* against another fighter. The trio takes turns casting their debilitating spells against the PCs they deem most vulnerable to failing a Will save. After subduing these PCs, the werewolves transform into their hybrid form and savagely attack the remaining PCs with their rapiers and bite attacks. If the combat turns against them, they cast expeditious retreat before transforming into their animal forms and fleeing at maximum speed. Whenever escape is not an option, they use their personal charm and acting skills to beg for peace. In this instance, they offer information in exchange for freedom. They explain that during the course of their travels, an ambitious and mentally unstable sorceress approached them a few months ago to join her and her minions at Tangjan College to bring madness to the world. The sorceress did not seem to know their true nature. The woman had an air of the grave about her, and her bizarre philosophies about insanity and reality were too much for even them to bear. They declined her offer and never saw her again.

WEREWOLVES (HALF-ELF FORM) (3) XP 1,200

CR 4

Male and female half-elf natural werewolf bard 4 (Pathfinder Roleplaying Game Bestiary "Lycanthrope, Werewolf") CE Medium humanoid (elf, human, shapeshifter) Init +1; Senses low-light vision, scent; Perception +8

AC 12, touch 11, flat-footed 11 (+1 armor, +2 Dex) hp 25 (4d8+4)

Fort +2; Ref +5; Will +5; +2 vs. enchantment, +4 vs. bardic performance, language-dependent and sonic Immune sleep

Speed 30 ft.

Melee mwk rapier +5 (1d6–1/18–20) **Ranged** mwk light crossbow +5 (1d8/19–20) **Special Attack** bardic performance 13 rounds/day (countersong, distraction, *fascinate*, inspire competence +2, inspire courage +1) **Spelle Known** (CL 4tb):

Spells Known (CL 4th):

2nd (2/day)—hold person (DC 15), suggestion (DC 15) 1st (4/day)—charm person (DC 14), expeditious retreat, hypnotism (DC 14), sleep (DC 14) 0 (at will)—daze (DC 13), detect magic, know direction, light, lullaby (DC 13), summon instrument

Str 8, Dex 13, Con 12, Int 14, Wis 12, Cha 16 Base Atk +3; CMB +2; CMD 13

Feats Lingering Performance[†], Skill Focus (Perform [act]), Weapon Finesse

Skills Acrobatics +6, Appraise +6, Bluff +13, Climb +4, Diplomacy +8, Escape Artist +6, Intimidate +7, Knowledge (arcana) +9, Knowledge (geography) +9, Knowledge (history) +9, Knowledge (local) +9, Knowledge (nature) +9, Perception +8, Perform (act) +13, Perform (sing) +8, Sense Motive +6, Spellcraft +7, Stealth +7, Use Magic Device +8; Racial Modifiers +2 Perception

Languages Common, Elven, Kirkut (Campacha dialect), Orc SQ bardic knowledge +2, change shape (human, hybrid, animal), elf blood, lycanthropic empathy (wolves and dire wolves), versatile performance (Perform [act]) **Combat Gear** arcane scroll (CL 4th): suggestion, tongues, 3 potions of cure light wounds, 2 potions of mage armor, potion of endure elements; **Other Gear** bracers of armor +1, masterwork rapier, masterwork light crossbow, 50 bolts, 90 gp.

†Pathfinder Roleplaying Game Advanced Player's Guide

*For Satyrus, replace arcane scroll with the spells *blur* and *tongues*. Replace listed potions with 2 *potions of cure moderate wounds, mage armor, water breathing*.

*For Tammanna, replace arcane scroll with *heroism* and *mirror image*. Replace listed potions with *displacement*, *invisibility*, *fox's cunning*.

WEREWOLVES (HYBRID FORM) (3) XP 1,200

Male and female half-elf natural werewolf bard 4 (Pathfinder Roleplaying Game Bestiary "Lycanthrope, Werewolf") CE Medium humanoid (elf, human, shapeshifter) Init +2; Senses low-light vision, scent; Perception +9

AC 17, touch 12, flat-footed 15 (+1 armor, +2 Dex, +4 natural) hp 33 (4d8+12) Fort +4; Ref +6; Will +6; +2 vs. enchantment, +4 vs. bardic

performance, language-dependent and sonic DR 10/silver; Immune sleep

Speed 30 ft.

Melee mwk rapier +6 (1d6+2/18–20) and bite +1 (1d6+1 plus trip) **Ranged** mwk light crossbow +6 (1d8/19–20)

Special Attack bardic performance 13 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +1), curse of lycanthropy

Spells Known (CL 4th): 2nd (2/day)—hold person (DC 15), suggestion (DC 15)

1st (4/day)—charm person (DC 14), expeditious retreat, hypnotism (DC 14), sleep (DC 14)

0 (at will)—daze (DC 13), detect magic, know direction, light, lullaby (DC 13), summon instrument

Str 15, Dex 15, Con 17, Int 14, Wis 14, Cha 16 Base Atk +3; CMB +5; CMD 17

Feats Lingering Performance[†], Skill Focus (Perform [act]), Weapon Finesse

Skills Acrobatics +7, Appraise +6, Bluff +13, Climb +7, Diplomacy +8, Escape Artist +7, Intimidate +7, Knowledge (arcana) +9, Knowledge (geography) +9, Knowledge (history) +9, Knowledge (local) +9, Knowledge (nature) +9, Perception +9, Perform (act) +13, Perform (sing) +8, Sense Motive +7, Spellcraft +7, Stealth +7, Use Magic Device +8; Racial Modifiers +2 Perception

Languages Common, Elven, Kirkut (Campacha dialect), Orc SQ bardic knowledge +2, change shape (human, hybrid, animal), elf blood, lycanthropic empathy (wolves and dire wolves), versatile performance (Perform [act])

Combat Gear arcane scroll (CL 4th): suggestion, tongues, 3 potions of cure light wounds, 2 potions of mage armor, potion of endure elements; **Other Gear** bracers of armor +1, masterwork rapier, masterwork light crossbow, 50 bolts, 90 gp.

†Pathfinder Roleplaying Game Advanced Player's Guide

*For Satyrus, replace arcane scroll with the spells *blur* and *tongues*. Replace listed potions with 2 *potions of cure moderate wounds, mage armor, water breathing*.

*For Tammanna, replace arcane scroll with *heroism* and *mirror image*. Replace listed potions with *displacement*, *invisibility*, *fox's cunning*.

WEREWOLVES (ANIMAL FORM) (3) XP 1,200

CR 4

CR4

Male and female half-elf natural werewolf bard 4 (Pathfinder Roleplaying Game Bestiary "Lycanthrope, Werewolf")

CE Medium humanoid (elf, human, shapeshifter) Init +2; Senses low-light vision, scent; Perception +9

AC 17, touch 12, flat-footed 15 (+1 armor, +2 Dex, +4 natural)

hp 33 (4d8+12)

Fort +4; Ref +6; Will +6; +2 vs. enchantment, +4 vs. bardic performance, language-dependent and sonic DR 10/silver; Immune sleep

Speed 50 ft.

Melee bite +5 (1d6+3 plus trip) Special Attack bardic performance 13 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +1), curse of lycanthropy Spells Known (CL 4th):

2nd (2/day)—hold person (DC 15), suggestion (DC 15) 1st (4/day)—charm person (DC 14), expeditious retreat, hypnotism (DC 14), sleep (DC 14) 0 (at will)—daze (DC 13), detect magic, know direction, light, lullaby (DC 13), summon instrument

Str 15, Dex 15, Con 17, Int 14, Wis 14, Cha 16 Base Atk +3; CMB +5; CMD 17

Feats Lingering Performance[†], Skill Focus (Perform [act]), Weapon Finesse

Skills Acrobatics +7, Appraise +6, Bluff +13, Climb +7, Diplomacy +8, Escape Artist +7, Intimidate +7, Knowledge (arcana) +9, Knowledge (geography) +9, Knowledge (history) +9, Knowledge (local) +9, Knowledge (nature) +9, Perception +9, Perform (act) +13, Perform (sing) +8, Sense Motive +7, Spellcraft +7, Stealth +7, Use Magic Device +8; Racial Modifiers +2 Perception

Languages Common, Elven, Kirkut (Campacha dialect), Orc SQ bardic knowledge +2, change shape (human, hybrid, animal), elf blood, lycanthropic empathy (wolves and dire wolves), versatile performance (Perform [act])

Combat Gear arcane scroll (CL 4th): suggestion, tongues, 3 potions of cure light wounds, 2 potions of mage armor, potion of endure elements; **Other Gear** bracers of armor +1, masterwork rapier, masterwork light crossbow, 50 bolts, 90 gp.

†Pathfinder Roleplaying Game Advanced Player's Guide

*For Satyrus, replace arcane scroll with the spells *blur* and *tongues*. Replace listed potions with 2 *potions of cure moderate wounds, mage armor, water breathing*.

*For Tammanna, replace arcane scroll with *heroism* and *mirror image*. Replace listed potions with *displacement*, *invisibility*, *fox's cunning*.

Charge of the Mad Buffalos (CR 7)

Buffalo herds are not an uncommon sight on the Plains of Campacha. During the course of their travels, the PCs likely run across at least one herd of buffalo, allowing them to marvel at these majestic beasts as they migrate across the open grasslands. During these encounters, the GM may add a lone predator stalking the herd from afar to add to the sense of normalcy. The large bovines usually stroll leisurely across the grasslands feasting on edible plants while keeping a vigilant eye out for predators. These animals are usually less susceptible to being spooked than their domesticated cousins. but this herd if different. As men are often prone to do, Mila captured 3 buffalos and placed a fragment of metallurgic amber into the beasts' ears to presumably intensify the material's madness-inducing properties. Sadly, her experiment worked to perfection. Though these buffalo appear identical to their kin, these three specimens are extremely aggressive and confrontational toward creatures other than their fellow herd beasts. At the first sign of intruders, they lower their horns and stampede toward their newfound enemy, often sending the rest of the herd into a wild panic.

When the PCs first notice the herd, the GM may read or paraphrase the following description of this seemingly tranquil scene:

A herd of short-horned wild bison quietly grazes on the abundant grasses and edible plants, occasionally lifting their heads to scan their surroundings for potential danger. The animals cover several acres of land in their search for food.

For the moment, nearly all of the 30 animals focus on eating. On a successful DC 20 Knowledge (nature) or Perception check, a PC notices that a few members of the herd seem very agitated without any apparent reason. The PCs may attribute the behavior to the presence of a nearby predator or a simmering rivalry within the herd. Most of the herd keeps a wary eye on their surroundings, but these three are completely preoccupied with scanning the horizon for potential foes. Besides relying upon their vision, the bison also use their keen sense of smell to notice their enemies. Depending upon whether the buffalos are upwind or downwind, they can detect the presence of humanoids at a distance anywhere between 15 feet and 60 feet.

BUFFALOS (3) or (30)

XP 1,200

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

CR 4

Tactics: At the first sign of intruders, any one of the three buffalo charges at its intended target. The remaining buffaloes affected by the madness join in shortly afterward. Whenever possible, the buffalos remain close together and attempt to trample creatures that stand in their way. Once in close quarters, the buffalos use their horns to gore their opponents. Driven mad by the metallurgic amber in their heads, these three animals attack until slain. Though these 3 buffalos are the most immediate danger, their aggressive behavior may create an even bigger problem if the rest of the herd panics. All 27 wild buffalos bolt in a random direction if the herd fails a DC 10 Will save. (The GM should attempt one roll for the entire herd or several large groups rather than attempting individual Will saves.) If this occurs, the tightly packed group charges in one direction, stampeding anything that stands in its way. Unlike the mad buffalos, these animals are merely trying to get away from a perceived danger rather than engaging in combat. After trampling any potential foes that impede their path, the herd continues running in a random direction until fatigue and exhaustion overcome them.

Development: A successful DC 15 Knowledge (nature) check determines that the three animals' aggressive behavior is not the norm for plains wild buffalos; however there is no readily available explanation for the anomaly. The buffalos' thick coats hide the telltale radiation burns. Because of the minute size of the fragments and their virtually inaccessible location deep within the creatures' ear canals, a DC 40 Perception check is needed to spot the tiny pieces of metallurgic amber that wreaked havoc upon the animals' minds. Similarly, most detection spells fail. The only exception is one used to detect the presence of metal. Even this minute quantity of metallurgic amber has a detrimental effect on those exposed to it. (See the Metallurgic Amber sidebox in area **G21** for details about metallurgic amber's effects.)

No Bull (CR 8)

After bringing Tunicamna's amulet to Mila, the marauding monsters that attacked Petyan now roam the open grasslands, leaving mayhem and havoc in their wake. Following their assault against the defenseless villagers, the bucentaur and his underlings stay north of the Wanaheeli River within a 10-mile-radius of Tangjan College. Though they are tasked with patrolling the area for trespassers, the chaotic beasts are more interested in harassing travelers and other monsters than actually securing the campus's outermost boundaries. They move freely throughout the region, traveling approximately 25 miles every day, and often crisscross the land south of the college at least twice per day.

Whenever the PCs enter a square within the 10-mile radius around Tangjan College, they have a 10% chance of crossing paths with the bucentaur and his three centaur allies. Similarly, they have a 20% chance

of coming across the monsters' trail in their journey through that space. These chances double south of Tangjan College. These percentages are not cumulative. Encountering the monsters' tracks does not mean that the PCs automatically find them. It still takes a successful Survival or Perception check to locate and/or follow the tracks. Because the quartet of monsters travels tremendous distances, the difficulty class to find their trail is 13+1d8 (the number of days since they made the tracks). The mobile bucentaur and his centaur allies travel roughly 25 miles per day, so the PCs must make up that ground and then some if they hope to catch up to the savage monsters. Overtaking the monsters is nearly impossible unless the tracker moves at full speed and faster without penalty. However, the bucentaur and the centaurs tend to retrace their steps to some degree. While following the creatures' trail, the chances of encountering them doubles regardless of the trail's age. When they locate their quarries' tracks, the PCs have a 50% chance of finding the beasts' telltale calling card: one or more dead foes. Presented below are two victims of their carnage.

Kathlins

Two equine beasts lie on the ground in pools of dried blood. The animals' hides are slashed and gouged, exposing their bones and internal organs. The blackish-brown creatures look like warhorses, but have six legs instead of four. In addition, something tore off the unfortunate victims' tails and manes. These thick tuffs of dark-colored hair are still attached to clumps of shredded flesh.

The centaurs' victims are two kathlins, noble and good-aligned magical beasts indigenous to the region (Kathlins appear in *The Tome of Horrors Complete* by **Frog God Games**). The PCs may identify the creatures as kathlins with a successful DC 13 Knowledge (nature) check. The kathlins put up a good fight, but the bucentaur was too strong. At least a dozen deep lacerations mar their muscular bodies. Though they presumably shared the same equine lineage as their killers, the victors scalped their fallen foes in a gesture intended to rob them of their shared equine heritage. The kathlins are not intelligent enough to convey any meaningful details about the attack, and any attempts to communicate with their departed souls provide no useful information.

Chankotah

Pieces of shredded hide armor, a broken scimitar and the obviously lifeless corpse of a bloody and bruised man rest atop the crimson-stained grass. His bare skin bears gruesome crescent-shaped impressions, and multiple fingers and toes are missing from his hands and feet.

A week earlier, Mila learned that a traveling merchant passing through the area would be carrying minting equipment. Before she set the bucentaurs and his cronies loose upon the grasslands, she gave them the task of retrieving the coin-making tools. The trapper Chankotah ran into the crazed beasts first. When they realized they had attacked the wrong man, the wild monsters tortured him for information, randomly cutting off his fingers and toes, as well as standing atop him for extended periods. After several hours of horrific agony, Chankotah's body finally gave out, and he mercifully died. Chankotah sustained only two slashing wounds other than the amputations of his fingers and toe. The centaurs' hooves caused the crescent-shaped injuries on his back.

If the PCs communicate with Chankotah's soul, the neutral good ranger willingly speaks with any good-aligned creature. He tells them that the bucentaur and the centaurs attacked and subdued him. They searched his possessions, but when they did not find what they were seeking, they demanded that he give them his "coin tools." They refused to believe that he was a trapper, so they tortured him until he died. He does not know why they wanted the "coin tools," but the bucentaur leader said that his mistress needed the objects.

If the PCs so far have eluded the **bucentaur** and the **3 centaurs**, they finally lock horns with them somewhere within the 2-mile radius surrounding Tangjan College. As demonstrated by their previous battle tactics, they are straightforward combatants that rely on brute strength and speed to outgun and outrun their enemies. The **bucentaur**, resembles a bison more than a bull with a thick mane of dark fur over his head and short, curved horns. **Torventrix** leads the initial attack, lowering his vicious horns and delivering his powerful charge against the nearest enemy. The centaurs follow close behind and hurl a volley of spears at a common target. The bucentaur prefers to charge his opponents in melee combat, though he rarely risks taking an attack of opportunity to do so. On subsequent rounds, the bucentaur wields his mighty greataxe with tremendous efficiency while incorporating his natural attacks into his routine. After the initial salvo of spears, the centaurs unsheathe longswords and engage the PCs in melee combat.

As long as the bucentaur remains standing, the centaurs ignore their personal safety and fight to the death. If the bucentaur falls or escapes, they attempt to flee. The formidable bucentaur stands his ground until the last possible moment. He makes no effort to retreat until the PCs reduce his hit points into the single digits, and escape seems to be a realistic possibility. Otherwise, his devotion to Mila and her cause spurs him to fight to the bitter end. For Torventrix and the centaurs, escape is merely a temporary respite. They retreat to a safe location and regroup within a matter of minutes, preparing for the next assault against the PCs. They use any available magic to heal their wounds and then resume the fight. The centaurs willingly share their items among themselves and their bucentaur leader. Torventrix gives no aid or assistance to his centaur companions, however, despite the fact that they spearheaded many attacks, including the one against Petyan, while he stood back and watched the carnage unfold. In his mind, the centaurs are expendables Mila can easily replace.

CENTAURS (3)* XP 800

hp 30 (Pathfinder Roleplaying Game Bestiary "Centaur") * These centaurs are CN.

BUCENTAURS

XP 2,400 The Tome of Horrors 4 33 CE Large monstrous humanoid Init +1; Senses darkvision 60 ft.; Perception +14

AC 16, touch 10, flat-footed 15 (+1 Dex, +6 natural, -1 size) hp 68 (8d10+24) Fort +7; Ref +7; Will +7 Defensive Abilities natural cunning

Speed 40 ft. **Melee** greataxe +12/+7 (3d6+7), 2 hooves +7 (1d6+5), gore +7 (1d6+5) **Space** 10 ft.; **Reach** 5 ft. **Special Attacks** powerful charge (gore +12, 2d6+7)

Str 21, Dex 12, Con 16, Int 8, Wis 12, Cha 10 Base Atk +8; CMB +14; CMD 25 (29 vs. trip) Feats Great Fortitude, Improved Bull Rush, Power Attack, Run Skills Intimidate +9, Perception +14, Stealth +6, Survival +14; Racial Modifiers +4 Perception, +4 Survival Languages Kirkut (Campacha dialect) Gear greataxe

Natural Cunning (Ex) Although bucentaurs are not particularly intelligent, they possess innate cunning and logical ability. This gives them immunity to *maze* spells and prevents them from ever becoming lost. Further, they are never caught flat-footed.

Development: The bucentaur and the centaurs never surrender. The PCs must subdue them to extract information from the monstrous

CR 6

CR 3

humanoids. They refuse to answer questions unless the PCs magically force them to comply, or the PCs succeed on an Intimidate check. The underling centaurs know that Mila ordered the bucentaur to retrieve the amulet from Petyan and acquire the minting equipment from a traveling merchant several days earlier. The centaurs devoutly revere Zuxaca, a belief they share with the bucentaur and Mila. They confirm that Mila occupies Tangjan College, but they have no information regarding Mila's plans and intentions with the metallurgic amber or the minting equipment. Torventrix has the same details as the centaurs and knows Mila uses an alchemist's services, though he does not know why she recruited him for her demented scheme. Examining the centaurs' bodies reveals that two of them bear a tattoo of a contorted, eyeless serpent that is commonly associated with Zuxaca. Identifying its affiliation with this deranged entity requires a successful DC 20 Knowledge (planes) check.

Treasure: Besides their listed gear, Torventrix also has *bottled yeti fur**, *grave salt**, and a *potion of cure moderate wounds*, a *potion of resist energy* (electricity) and a *potion of spider climb*. He also has a golden locket worth 150 gp and four gems worth 50 gp (x3) and 25 gp. The centaurs have 4 potions in all — 2 *potions of cure moderate wounds*, a *potion of eagle's splendor*, and a *potion of neutralize poison*. One of them also carries a *wand of magic missiles* (CL 5: 6 charges). Their combined monetary treasure totals 109 gp.

*Pathfinder Roleplaying Game Ultimate Equipment.

Part Three: Tangjan College, Ground Level

The trail of death and destruction across the plains of Campacha lead the PCs to Mila and her minions on the campus of Tangjan College. Just like 70 years earlier, the school is now the epicenter of an insane entity's mission to spread madness throughout the land. To stop Mila from unleashing the forces of entropy upon the world, the PCs must infiltrate her stronghold and foil her plans by preventing her from circulating her tainted coins among an unsuspecting populace. Chaos reigns supreme as creatures borne of sheer bedlam wander the halls and chambers of Tangjan College. While inside the complex, the PCs come face to face with the deranged sorcerer who set the adventure's chain of events into motion and her otherworldly minions. It is up to the PCs to restore sanity to a world gone mad.

Approaching Tangjan College

Akin to a lighthouse along the edge of a rocky harbor, the sprawling complex of Tangjan College towers above the surrounding flatlands where it once beckoned eager students to learn within its welcoming halls. The neglected building and its grounds are now shadows of their former selves — vestiges of a bygone era and the echoes of a scholar's ambitious dream. Over the years, the lush grasses and wildlife reclaimed the campus Tiblu founded. Still, the massive college is the largest and most-visible landmark in the region. During the day, the top of the three-story building and its lone tower are visible from approximately 8 miles away, though it

Finding the Amulet

Resourceful PCs are likely to use magic to locate Tunicamna's amulet, the copper ore and the remaining quantities of metallurgic amber. Mila's alchemist Blake Acamu discovered that lead effectively negates metallurgic amber's debilitating effects. Tiblu also used lead paint to shield his laboratory from unwelcome *scrying* spells. As a result, PCs cannot use magic to locate any of the previously mentioned objects if lead shielding prevents the spell from functioning, such as *locate object*.

is impossible to make out any of the structure's details from that distance. Tangjan College's architectural features become visible when the PCs come within $6d6 \times 40$ feet of the building. At this distance or less, the GM may read or paraphrase the following description:

An immense stone structure soars into the heavens with its highest tower reaching a height of 80 feet. The oddly shaped building is constructed along a central axis that branches out into three separate wings, all of which include an outdoor courtyard. Two of the wings run parallel to one another, and the third wing runs perpendicular to them. The latter branch features a grand entrance consisting of an arched gate that opens into a walled courtyard surrounding the school's main entrance. The other two wings also feature outdoor areas, though these grounds are smaller and less majestic than the apparent central courtyard. Numerous windows line the walls of the second floor, and the tower has no visible roof. Eerie lights periodically flicker in some of the windows.

There are multiple ways to enter the college. The ground floor has four separate entrances. The most obvious is the main entrance on the building's south face that is accessible through the outer courtyard. When school was in session, the heavy bronze doors were always kept open. Since Mila's arrival, she keeps the doors closed. Likewise, Mila also secures the sturdy wooden gates and the strong wooden door that open onto the school's fairgrounds where Tangjan College hosted jousting tournaments and equestrian events during its heyday. The overgrown garden on the western side of the building also has a bronze door with beveled glass panels that adjoins the old temple. The last means of entering the building from the ground floor is the servants' entrance on the west side.

Alternatively, the PCs may opt to enter the college through one of its many windows or its rooftop entrance. The windows are 1-1/2 feet high, 2 feet wide and 6 inches deep. A man-sized creature can crawl through the window with difficulty, but larger creatures find it impossible to squeeze into the tight space. Interlocking bricks form the structure's exterior walls, including those surrounding the outer courtyard, the fairgrounds and the garden, making them relatively difficult to climb. Anyone attempting this route must succeed on a DC 25 Climb check. As mentioned in the description, no windows exist on the first floor. The second-floor windows are 25 feet above the ground and the roof is 60 feet above the ground. A 10-foot-high wall surrounds the tower's base. Though not visible from ground level, a *wall of force* acts as the tower's roof (see **Area R1** for details regarding the tower).

Dive Bombers (CR 7)

Mila does not believe in or possibly understand the concept of guards. She did not charge any of her minions with the specific task of patrolling the area in search of intruders. In the absence of any designated guardians, **3** perytons assumed the role of their own accord. The savage beasts are uninterested in defending Mila and her minions from harm. Instead, the opportunistic predators unintentionally serve as Tangjan College's outer defenses despite the fact that they are solely interested in hunting humanoid prey. The clever monsters are adept flyers and prefer swooping down on their victims from a dizzying height. One peryton takes up a position atop the courtyard wall in area G1, while the others stand on the roof overlooking the main entrance. The vicious hunters keep their eyes fixed on the outer courtyard and nearby fairgrounds, allowing them to take 10 on their Perception checks. From their vantage point, the perytons can only see PCs approaching the building's south side, which includes areas G2 and G3. They cannot spot PCs scaling the structure's eastern, western or northern walls unless the creatures ascend to the roof. The wicked beasts have had plenty of time to conceal their hiding spots, so they are treated as if they took 20 on their Stealth checks, which makes them very difficult for the PCs to spot. Once they spot potential prey, the perytons swoop down from their fixed positions and momentarily hover

above their intended targets, which allows them to use their shadow mark ability. After establishing a link with its victim, the creature uses its Flyby Attack to gore its enemy and glide to a safe and elevated location. The perytons prefer their hit-and-run tactics over going toe-to-toe with the PCs in spite of the fact that they must forego their claw attacks to do so.

The perytons flee into the surrounding wilderness if faced with imminent destruction. They never surrender under any circumstances. They do not willingly converse with the PCs unless a PC successfully intimidates or magically compels them to do so. The perytons have no knowledge of Mila's plans and ambitions, but they did see the bucentaur and his centaur companions return to the college several days ago carrying tools and copper ore. They saw them ride back onto the open plains hours ago. Other than that, they provide no useful information.

PERYTON (3) CR 4 XP 1,200 hp 42 (Pathfinder Roleplaying Game Bestiary 2 "Peryton")

Development: Naturally, any protracted combat with the perytons attracts the interest of one or more of Mila's minions in rooms near the windows. For every round of combat, one of more creatures inside has a cumulative 10% chance of noticing the combat. If the monsters can fly, they take to the skies and join the melee. If not, the deranged spectators watch the unfolding drama before retreating to a safe location. The chaotic and insane creatures are more amused than concerned about the PCs' presence. Similarly, the creatures in area **G2** are unfazed by the perytons' actions. They presume that the vile beasts are busy hunting

some hapless creature and are content to let them have their fun. Their attitude immediately changes the moment they see the PCs fly overhead or enter the fairgrounds. If that occurs, they join the fray with the perytons.

Treasure: The perytons keep their treasure in a small pile on the roof underneath the base of area **R1**. Spotting the items requires a successful DC 20 Perception check. Their stash includes a +1 repeating light crossbow, 8 screaming bolts and a sack containing 520 gp and 16 pp.

Ground Level

Tiblu built his college's walls from reinforced masonry and his doors from strong wood. Despite their age and neglect, the doors open with nominal effort unless otherwise noted. Tiblu cast *continual flame* spells upon glass jewels embedded into the corridors' ceilings, basking the passageways in ample light. The gems are spaced 40 feet apart, providing normal light to all areas within the corridor. Rooms are unlit unless otherwise specified. Unless noted, secret doors can be located with a DC 25 Perception check. The ceiling height in the corridors is 15 feet, whereas the height in the rooms increases to 18 feet.

The ground floor's exterior areas are described first, followed by the southern wing, western wing, eastern wing and the common area linking all three building sections. The southern wing includes the campus's important meeting areas and library. The western wing contains the servants' quarters and dining facilities, and the eastern wing is the college's religious and spiritual section.

Portraying Insanity

The word insanity typically conjures an image of a violent, delusional psychopath, but mental illness is far more complex than this stereotype. Madness takes many insidious forms. Some are in plain sight, and others are far more subtle. As the PCs encounter Mila's followers in the rooms and corridors of Tangjan College, various psychological disorders affect each of these individuals and groups in different ways. For instance, one person may suffer from an extremely debilitating phobia, such as the fear of other people, while another frequently experiences auditory and visual hallucinations that make him more susceptible to illusions. These ailments are intended to breathe life into the NPCs rather than have a profound effect on their combat abilities.

A PC that spends at least 1 minute observing a symptomatic, insane person can correctly identify that individual's specific malady with a successful DC 20 Heal or Knowledge (nature) check. This cannot be done if the individual is asymptomatic. The "Sanity and Madness" section in Chapter 8 of *Pathfinder Roleplaying Game GameMastery Guide* provides a table to randomly determine the type of insanity afflicting Mila's cultists. The GM may also use any of the following types of insanity or create additional types of insanity. It is important to note that the game term "insanity" does not have the same meaning as the modern legal definition. The inclusion of these disorders is not intended to imply that people suffering from them are insane in a modern sense.

ANTISOCIAL PERSONALITY DISORDER

Type insanity; Save Will DC 22 Onset immediate

Effect PC becomes CEI; +4 bonus on Bluff checks made to fool someone; -2 penalty to AC; cannot attempt the Aid Another action; cannot willingly give aid (including healing) to another creature unless he succeeds on a Will save against his insanity's DC

Commonly referred to as a sociopath, a person suffering from this disorder feels no remorse for his actions and has no empathy for others. He is violent, impulsive and manipulative. Laws are meant to be broken, and lying is a way of life for him. He takes unnecessary and imprudent risks, willingly jeopardizing his own safety and the lives of others.

OBSESSIVE-COMPULSIVE DISORDER

Type insanity; Save Will DC 16 Onset 3d6 days

Effect cannot take an immediate action; must use a move action every round to perform a compulsive ritual unless he succeeds on a Will save against his sanity's DC.

This disorder comprises two components — obsession and compulsion. The individual obsesses over a perceived threat and is then compelled to perform specific rituals intended to negate the obsession's harmful effects. Obsessive-compulsive disorder is related to phobic disorders.

PANIC DISORDER

Type insanity; Save Will DC 14 Onset 2d6 days

Effect –4 penalty on initiative checks; sickened for 1d4 rounds in stressful situations unless he succeeds on a Will save against his insanity's DC.

Severe panic disorder causes the PC to suffer brief episodes of physical illness under conditions of extreme stress. It is also related to phobic disorders.

GI: Outer Courtyard

A 20-foot-high brick wall surrounds a spacious courtyard. Thick grass covers the entire courtyard's surface including almost all of the cobblestones that once formed a pathway between the designed breach in the outer wall and the closed bronze doors that open into the building itself. Bas-relief sculptures of scholars and intellectuals adorn these massive bronze doors that are large enough to accommodate a giant. A limestone statue of an aging man stands on each side of the covered pathway. Age and water took their toll on the artworks, as cracks, pockmarks and erosion mar their surfaces, particularly around the subjects' faces. Likewise, dirt, debris and algae grow on the surface of two marble reflecting pools.

During the college's heyday, students and faculty alike gathered in the outer courtyard for discussions and debate. Tangjan's servants kept the lush grasses in check and regularly cleaned its lovely reflecting pools. But those days are long gone. The lush grasses reclaimed the ground they lost, and the manmade structures fell into ruin. Murky, non-potable water covered with algae now fills the 3-foot-deep marble pools, making it impossible to see more than a few inches below the water's surface. The only way to search either pool is to wade in and feel one's way around the bottom and edges. PCs that do so in the western pool come up empty. Searching the eastern pool proves more profitable. After performing a careful tactile search, a PC that succeeds on a DC 20 Perception check locates a sealed bone scroll case that inadvertently fell into the water during the previous conflict at Tangjan College.

The stone statues depict Tiblu shortly after he founded the institution. Identifying him as the subject requires a successful DC 20 Knowledge (history) or Knowledge (local) check. The badly damaged sculptures are worthless. Mila keeps the main entrance closed at all times, but not locked. She and her minions enter and exit the building through the fairground gates and door in **Area G2**.

Bronze door: 2 in. thick; hardness 9; hp 60; Break Down DC 27.

Treasure: The bone scroll case in the eastern pool is a *divine scroll* (CL 7th, *daylight*, *holy smite*, *remove curse*).

G2: Fairgrounds (CR 7)

A 20-foot-high brick wall completely surrounds the college's fairgrounds. Raucous cheering, bawdy cries and the intermittent sounds of snapping wood echo throughout the outdoor playground. Two centaurs armed with flimsy lances charge toward one another on opposite sides of a long wooden rail that separates the competitors. The spectacle delights four armed men sitting in the terraced stone benches overlooking the site, as well as a dashing man with the furry legs of a goat and a set of ram horns protruding from his temples. They roar with approval and hoist a frothy tankard into the air at the slightest provocation. The audience faces a large, covered stable and a blacksmith's work area that includes a cold forge, an anvil and an iron trough.

Tangjan College routinely held jousting tournaments and other equestrian events during its brief existence. The stable has 14 stalls for housing horses and a dozen riding saddles hang from posts scattered around the freestanding corral. The adjacent blacksmith's workstation is in much poorer shape. The metalworking tools, anvil, trough and forge are all badly rusted and irreparable. The stone benches where the spectators sit fared much better. There are three levels of terraces, and each level is 3 feet higher than the next. Ten 5-foot-high brackets spaced at 10-foot intervals support the railing that separates the jousters.

The PCs' unforeseen intrusion startles and annoys the participants and spectators. **Inebrides the satyr** would normally reach for his pipes when confronted by a sticky situation. But he does not want to entrance his allies in the process of attacking the PCs. Instead, he uses his *charm person* and *suggestion* spell-like abilities against his brawnier enemies. He then directs the **4 drunkards** and the **2 centaurs** to attack the least-armored opponents as he concentrates his mindaffecting magic against the group's martial PCs. With his allies safely out of the way, Inebrides resorts to casting *fear* and playing his pipes to further weaken the PCs' resolve.

Meanwhile, the 2 centaurs drop their balsa wood lances and pick up a piece of the railing. Though the wooden pole appears to be one continuous piece, it is actually five 20-foot-long segments. Each centaur grabs one end of a 20-foot-long section and charges, attempting to knock the PCs to the ground. The object is treated as an improvised weapon that deals 1d6 points of damage and allows the wielder to trip an opponent on a successful hit as a free action. Each centaur resolves its attack separately. They then leave the men to deal with the prone PCs while they rush into the stables where they stored their longswords. The entire process of moving into the stable and retrieving their weapons is a full-round action. Afterward, they storm out of the corral with their longswords in hand to continue the assault against the PCs.

The men and the centaurs are fanatical new arrivals determined to prove their loyalty and devotion to Mila even if it costs them their lives. Inebrides enjoys watching the world burn for his amusement as long as he is not one of the conflagration's casualties. The charming fast-talker attempts to bluff the PCs into believing that he is an innocent bystander lured into the fairgrounds by the prospect of free alcohol and staged combat. The truth is that he never shared Mila's convoluted beliefs about the nature of reality and is more interested in watching the world devolve into madness and having his proverbial way with the alluring dhampir sorceress, though not necessarily in that particular order. If he cannot talk and charm his way out of this jam, he is willing to exchange information for his freedom. He knows that Mila's bucentaur and centaurs recently acquired minting equipment that they plan to use to create counterfeit coins. He does not know the specifics of her plan, but he believes she intends to somehow spread the disease of insanity using her faux money. Unfortunately for Inebrides, he is short on any other details. If the PCs press the issue and demand more information, he attempts a Bluff check to make up a story about the pied piper of madness, which is not too far off from the truth.

INEBRIDES , SATYR

XP 1,200 hp 44 (Pathfinder Roleplaying Game Bestiary "Satyr")

CENTAURS (2)

XP 800

hp 30 (Pathfinder Roleplaying Game Bestiary "Centaur")*.

* Change their alignment to CN.

DRUNKARDS (4)

XP 200

hp 23 (Pathfinder Roleplaying Game GameMastery Guide "Drunkard")

* To simulate the effects of extreme intoxication, apply the sickened condition to the 4 drunkards, thus accounting for the reduction to their normal CR. They are chaotic neutral.

Treasure: In addition to their listed gear, the four men have an ivory snuffbox worth 35 gp, six gems worth 5 gp each, and a pouch holding 27 gp. One of the centaurs wears a gold necklace with a small diamond inset worth 250 gp, and the other wears a rare scrimshaw necklace worth 150 gp. Inebrides has an *elixir of fire breath* a *potion of* and two potions (*cure moderate wounds* and a *potion of invisibility*).

CR 3

CR 1/2*



G3: Garden (CR 6)

A 10-foot-high brick wall surrounds an overgrown garden infested by weeds. These virulent plants now occupy the numerous flowerbeds and pots scattered throughout the garden. Stagnant, brackish water fills a marble fountain with a cherubic childlike statue in the center.

Tangjan College's caretakers lovingly doted on their beloved garden during its existence, but neglect and the passage of time undid all of their hard work. Parasitic plants and weeds replaced the colorful flowers and aromatic herbs that grew in the flowerbeds and pots spread throughout the garden. While the school's green thumbs tended to the eradication of undesirable plant species, the gardeners left the task of ridding the garden's insect and animal pests to one of their natural predators.

The wild grasses and weeds perfectly conceal **4 garden oozes** that fester in the garden waiting for small rodents and insects to wander into their lair. Despite their small size, the non-sentient creatures voraciously attack anything that enters the garden. Blessed with the blindsight extraordinary ability, the garden oozes immediately sense the presence of any living creature within 60 feet. The unintelligent monsters attack en masse, joining in the fray as soon as one of their fellow garden oozes initiates combat against potential prey. The voracious hunters never retreat and never surrender.

OOZES, GARDEN (4) XP 600 hp 19 (Pathfinder Roleplay

CR 2

hp 19 (Pathfinder Roleplaying Game Bestiary 3 "Ooze, Garden")

G4: Entrance Hall

A grand, well-lit corridor stretches for 150 feet before ending in another intersection. A bronze statue of a man dressed in scholarly robes stands in the middle of the hallway 20 feet from the main entrance. He holds an unfurled scroll in his left arm and a quill pen in his right. Six moldy, moth-eaten tapestries adorn the walls. Three of the artistic pieces depict scholarly debates, two bear images of the cosmos, and a chaotic horse race is the subject of the remaining tapestry.

The statue is an idealized version of the quintessential scholar. Though it bears some of Tiblu's features, it does not resemble any specific person and cannot be identified as such. Likewise, the tapestries do not depict any particular individuals, events and locations. The linen tapestries are in deplorable condition with gaping holes, discoloration and barely visible images that render them worthless.

G5: Library (CR 6)

Thousands of books, ledgers, tomes, journals and scrolls fill the overflowing shelves and racks, basking in the warm light of this congested library. Bookcases span nearly the entire length of the walls, and six freestanding bookshelves occupy roughly half of the room. The large chamber's remaining space is devoted to tables and desks used for reading as evidenced by the fact that numerous open books rest atop the furniture. Though most of these tomes are unattended, three men standing around a long, wooden table actively search through the dusty, dog-eared pages of three leather-bound manuscripts.

Unlike most rooms on the ground floor, gems infused with *continual flame* spells illuminate the library. They are also imbedded into the ceiling at the same intervals found in the hallways. Tangjan College amassed an impressive library during its brief existence. Age, neglect, moisture and the upheaval of the institution's final days wreaked havoc on the numerous books and tomes stored on its dusty and warped bookshelves. Of the collection's 3,503 books, only 682 remain intact. Many burned during Tunicamna's battle against Tiblu's minions. Others are torn and missing pages, or have devastating water stains and hungry bookworms boring through their bindings. Sorting through the library's extensive works is a herculean task that could take days and perhaps weeks for untrained eyes. It takes a PC 1d4 minutes to thumb through a single book's pages and a successful DC 15 Perception check to accurately determine whether the manuscript is viable and intact.

The books' subject matters cover a spectrum of topics ranging from tawdry personal memoirs to esoteric branches of science and philosophy. Histories, mathematics and astronomy are the most prevalent fields of study and account for roughly half the library's collected works. PCs may search the racks looking for books about reality, madness and Tiblu's personal journals. In this case, a PC spending 10 minutes perusing through the books has a 20% chance of locating such a work with a successful DC 20 Perception check. Their titles and content are clearly nonsensical. They include "Reality's Lies," "Howls of Madness," "I am Not Crazy - You Are" and "Why Does it Hurt when I Poke Myself." After a few minutes of scanning these books, it should become obvious that they are thoroughly delusional and worthless. However, a PC has a 10% chance of locating one of Tiblu's personal writings. In this case, the PC may attempt a DC 20 Perception check to spot important references within the book. If he succeeds, he notices that Tiblu's insanity steadily progressed after he discovered a substance he referred to as metallurgic amber. In fact, Tiblu surmises that the strange material is responsible for his transformation from rational scholar to deranged madman. He also began writing prayers to the demigod Zuxaca, a being he credits for enlightening him about reality's deceit and insanity's insight. Afterward, the books devolve into incoherent ramblings. Despite the fact that these books are technically intact, their inane subject matter renders them worthless.

It is possible to topple over one of the freestanding bookcases and crash it onto a creature standing on the other side. Doing so requires a successful DC 16 Strength check. The falling books and the bookshelves' weight deal 2d6 points of bludgeoning damage or half that amount if the creature succeeds on a DC 15 Reflex save. Creatures that fail this Reflex save are trapped beneath the bookshelf and gain the pinned condition. They must succeed on a DC 16 Strength check to pry themselves out or make a successful DC 16 Escape Artist check to wriggle out of their predicament. If necessary, treat the bookshelf as if it has a +6 CMB.

Open tomes cover the long desk spanning the corner wall. Poring through the tomes are **3 clerics of Zuxaca**. The men's affinity for chaos

and madness is reflected in their flaky personalities. They are extremely disorganized and easily distracted. Because of these personality traits, they have reread the same books multiple times. They also suffer from ecclesiophobia — the fear of churches and organized religion. On the surface, their insanity makes little sense in light of their chosen class, but they abhor formality and orthodoxy that they perceive as the hallmarks of all other faiths. Their divine patron revels in sheer chaos and spontaneity rather than elaborate rites and rituals. A PC equipped with a holy symbol may use the object to trigger their phobia. (See the "Sanity and Madness" section in Chapter 8 of *Pathfinder Roleplaying Game GameMastery Guide* for details about phobias.)

The men act more like fighters than clerics. If given the opportunity, they cast spells that enhance their combat abilities, such as *divine favor* and *bull's strength*, instead of casting *bane* and *spiritual weapon* against the PCs. They may even coat their blades with bloodroot poison under the right circumstances. After boosting their martial prowess, they wade into combat wielding cold iron daggers. The clerics never retreat and never surrender. Throughout the battle, they utter illogical phrases such as "insanity hurts more than reality," "pain brings one closer to madness," "the mind is an amorphous blob of goo," and "one more step beyond." The clerics arrived at Tangjan College a few hours earlier. They briefly met Mila, who directed them to search for the "sacred works of absurdity" scattered throughout the library. Other than that, they have no knowledge of the complex's inner workings.

CR 3

CLERICS (3) XP 800 Male human cleric of Zuxaca 4 CN Medium humanoid (human) Init +0; Perception +3 Aura Chaos

AC 19, touch 10, flat-footed 19 (+7 armor, +2 shield) hp 25 (4d8+4) Fort +5; Ref +1; Will +6

Speed 20 ft.

Melee mwk cold iron dagger +8 (1d4+3/19–20) Special Attacks channel negative energy 4/day (DC 13, 2d6)

Domain Spell-Like Abilities (CL 4th):

5/day—touch of chaos, vision of madness (+/-2, 3 rounds) **Spells Prepared** (CL 4th):

2nd—bull's strength, cure moderate wounds, spiritual weapon, touch of idiocy^D 1st—bane (DC 13), lesser confusion^D (DC 13), cure light

wounds, divine favor, protection from law 0 (at will)—bleed (DC 12), light, read magic, resistance D Domain spells **Domains** Chaos, Madness

Str 17, Dex 10, Con 13, Int 8, Wis 15, Cha 12 Base Atk +3; CMB +6; CMD 16

Feats Combat Casting, Shield Focus, Weapon Focus (dagger)

Skills Heal +7, Knowledge (planes) +6, Knowledge (religion) +6, Perception +3, Spellcraft +3

Languages Kirkut (Campacha dialect)

SQ aura

Combat Gear scroll (CL 4th, *align* weapon, *bestow* curse), 1 dose bloodroot poison, 2 flasks of alchemist's fire; **Gear** +1 breastplate, light wooden shield, masterwork cold iron dagger, 28 gp.

Treasure: Of the 682 intact works, only 398 have value. Sorting through the entire library is a massive undertaking. For every hour spent in the endeavor, the PCs locate 6d10 books with any value. Intact books are worth 1d4 gp each.

G6: Scriptorium

Thick layers of dust and cobwebs cover the entire chamber, including its furnishings and shelves affixed to the far corner. Overturned vials of ink and cracked quill pens rest upon three desks spread throughout the room. An upholstered wooden stool tucks neatly beneath each desk's long drawer. Multiple scroll cases and hundreds of pieces of papyrus, parchment and vellum sit upon the wooden shelves bolted into the corner walls along with several jars of glue, bookbinding equipment, wooden panels and thin pieces of leather.

Tangjan College's scriptorium produced an average of three manuscripts per week during its existence. The school's scribes parted in a hurry, leaving their tools of the trade behind in their haste to escape Tiblu's madness. The three desk drawers open easily, and each contains 6d6 pieces of parchment, 1d4 quill pens and 1d3 sealed vials of ink. Likewise, 205 pieces of papyrus, 189 pieces of parchment and 53 pieces of vellum line the shelves. PCs also find 8 jars of ordinary glue, bookbinding equipment that acts as the equivalent of masterwork tools (see *Pathfinder Roleplaying Game Ultimate Equipment*), 12 pieces of wood used for book covers and 19 pieces of leather used to create leather-bound tomes.

G7: Ballroom (CR 7)

Lit torches ensconced into four colorful, stone columns illuminate a spacious ballroom. Over time, the frescoes on the walls faded, but scenes depicting lavish masquerade balls and opulent parties are still visible on the colorful surfaces. Eight silver trophies fashioned into the likenesses of prancing horses, muscular men and swordsmen rest upon shelves built into the surrounding walls. A raised platform accessible by a cherry wood staircase acts as a stage. Three upholstered chairs fit for royalty sit atop the raised dais. An ornately decorated and stained wooden bar bearing intricate carvings of vines and grapes fills out the adjoining corner. Three empty bottles of fine wine and ale lie on the bar and two more are scattered on the floor. Two obviously intoxicated men and two equally drunken women blissfully cavort around a horrid mass of barbed tentacles, glaring eyes and gnashing teeth. The blob constantly morphs its amorphous body into new shapes and forms — an activity that the inebriated humans attempt to emulate in their bizarre and disorganized dance.

The **4 cultists** attempt to mimic the actions of a **chaos beast** that took up residence in the college's ballroom. The young men (**Nakotah** and **Teecasa**) and women (**Wasyaya** and **Wichula**) are hedonistic drifters drawn to a nomadic existence spent without a care in the world. They met Mila two months ago and never looked back on their old lives. They now waste their days in an alcohol- and drug-induced stupor that they see as an endless party. With that in mind, the self-absorbed youngsters view the PCs as fellow revelers and invite them to join the debauchery. The adjacent storeroom has enough wine, ale and liquor to keep the celebration going for days and even weeks on end. The severely intoxicated young adults flirt with their guests. They grope the PCs and whisper suggestive comments in their ears. They rebuff any efforts to discuss Mila and similar topics they consider boring. In their minds, nothing can interrupt their good time.

The chaos beast does not share the humans' bohemian viewpoint. It serves Mila and Zuxaca. It views the PCs as a potential threat to their

plan to spread madness throughout the land. It is difficult for the PCs to determine the chaos beast's true nature. The monster's appearance changes by the moment. One instant it appears to have dozens of limbs, and a few brief moments later, it looks like flaccid protoplasm. In any event, the chaos beast cannot speak and instead briefly observes the PCs' actions. It does not attack PCs that indulge their wild sides and join in the frivolity. On the other hand, it immediately lashes out at PCs that attack it or the revelers. It also attacks PCs unwilling to partake in the festivities with the four cultists, who immediately join in the attack alongside the chaos beast. Unless escape appears reasonably feasible, the chaos beast fights to the bitter end. The same cannot be said for the cultists who cower behind the bar and flee at the first sign of adversity. In their current state of inebriation, they are too incoherent to truthfully answer any questions. They give nonsensical answers and giggle at practically everything. Even after sobering up, they are of little use as their exposure to the metallurgic amber and chronic addiction took a severe toll on their memory and perception of reality. However, they provide one truthful insight: They tell the PCs that Mila hired an alchemist to "grow" a "funky metal" that gives a tremendous buzz.

CHAOS BEAST XP 2,400

hp 85 (Pathfinder Roleplaying Game Bestiary 2 "Chaos Beast")

CULTISTS (4) XP 200

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

* To simulate the effects of extreme intoxication, apply the sickened condition to the 4 cultists, thus accounting for the reduction to their normal CR. Change their alignment to chaotic neutral.

Treasure: The chairs sitting atop the stage are handcrafted and intricately detailed. Each weighs 25 pounds and is worth 100 gp. Tangjan College proudly displays its silver trophies upon the shelves affixed to the outer walls. The three equestrian trophies fashioned into the likeness of a horse are worth 75 gp each. Three trophies are shaped into the likeness of muscular men. Tangjan College awarded these to students won these awards for their wrestling prowess, and each is worth 50 gp. Likewise, the two swordsmen trophies won in fencing competitions are also worth 50 gp each. A portion of the bar lifts up to allow access to the door leading into the adjoining storeroom.

G8: Storeroom

Three open and empty wooden barrels sit in the middle of a dark and dry storeroom. Hundreds of wine, ale and spirit bottles line the racks on the walls. Even a quick glance reveals that many of them are open and likely empty.

The beer stored in the three kegs inside the door went bad decades ago, but that did not stop the revelers from drinking the foul-tasting, skunked brew. Of the 390 bottles stored in the racks, 36 bottles of rare wine, 28 bottles of ale and 14 bottles of fine whiskey survived intact. The wine bottles are worth 2d6 gp each, the ale is worth 1d4 gp each and 13 of the whiskey bottles are worth 6d6 gp each. One particularly rare and highly valued whiskey known as The Hag's Still sits on a rack. It is reputedly distilled by a coven of the wicked crones. Despite its dubious origins, the spirit is worth 250 gp.

CR 7

CR 1/2*

G9: Great Hall

Two marble hearths and a cast-iron fire pit are unlit, providing no illumination and heat for an expansive antechamber. Two immense tapestries depicting the surrounding countryside span the length of two walls. The tapestries are in relatively poor condition, with obvious holes, scorch marks, fraying and discoloration. Four thick stone columns presumably support the ceiling and upper floor's enormous weight. Light from an adjoining corridor pours into the room through two open archways.

The tapestries are in terrible shape. Each is worth a mere 50 gp and hardly seems worth the effort to lug the enormous bundles of moldy linen more than a few feet. Tiblu used this great hall to make announcements to the faculty and student body. During the cool, wet winters, residents basked in the warm glows of its flames rather than catch a chill in the outdoor courtyards.

GIO: Linen Closet

Dozens of mops, brooms, pails, old rags and other cleaning implements lie scattered about this cluttered closet. The strong smell of ammonia hangs heavy in the air.

It hardly seems worth the effort to conceal the entrance to a broom closet, but Tiblu did this strictly to maximize functionality and maintain appearances. The closet sits beneath the grand staircase leading to the second level, and he hated to waste space.

Treasure: The cleaning implements are non-magical and worth a meager 10 gp.

GII: Grand Dining Hall (CR 4)

Five 20-foot-long tables occupy a spacious dining hall capable of seating 100 hungry guests. Twenty or so dirty plates covered with food scraps, gnawed bones and fruit rinds are scattered among the tables. A like number of mugs and goblets are also strewn about in close proximity to the plates.

Mila's followers make sporadic use of the kitchen facilities on account of the **allips** that haunt the connected servants' quarters. In fact, there is a 10% chance that one of the spiteful creatures from area **G14** finds its way into the dining hall to bestow its curse of insanity upon individuals already blighted by the disease. Mila originally considered using the undead monsters as an auxiliary force to spread insanity, but even the deranged sorceress realized that she could not control these hateful beings.

The food scraps and drinks covering the table are recent. Four cultists from area G7 began their festivities here before moving to their present location. Unbeknownst to them, they left four tankards of mead behind where **4 amber oozes** wait for their next victims. The cultists resisted the creatures' infuse ability and expelled the amorphous goo back into their drinking vessels. The killmoulises from area G13 are responsible for loosing these monsters on Mila and her minions. If the PCs linger in the dining hall for more than 1d4 minutes, one of the amber oozes crawls out of the goblet in search of a living organism to infect. The creature looks like a pool of spilt mead, but a successful DC 20 Perception check

reveals that the amber ooze puddle appears to be a solid object rather than a shapeless liquid.

AMBER OOZES (4) XP 400

The Tome of Horrors Complete 455 N Diminutive ooze Init +0; Senses blindsight 60 ft.; Perception –5

AC 14, touch 14, flat-footed 14 (+4 size) hp 6 (1d8+2) Fort +2; Ref +0; Will -5 Immune ooze traits

Speed 10 ft. Space 1 ft.; Reach 0 ft. Special Attacks ability drain, infuse, weaken will

Str 4, Dex 10, Con 14, Int —, Wis 1, Cha 1 Base Atk +0; CMB -4; CMD 3 (can't be tripped)

Ability Drain (Ex) If not purged from the host's body, the acids and protoplasm of an amber ooze begin damaging its host's body and mind. After 1 week, the host takes 1 point each of Intelligence, Wisdom and Charisma drain each day. When one of the three abilities reaches 0, the host dies. Infuse (Ex) A victim that has ingested an amber ooze must succeed on a DC 13 Fortitude save or the amber ooze infuses itself into his body. The ooze merges with flesh and bone, and can only be removed by a *remove disease* spell. The save DC is Constitution-based. A *detect magic* (or similar magic) cast on the host reveals the amber ooze.

If the victim succeeds on the Fortitude save, the amber ooze takes 1 point of acid damage per round from the host's digestive juices. Once it begins to take damage, the ooze retreats from the host's body through its mouth. **Weaken Will (Su)** An amber ooze that has infused itself into a host weakens the will of its victim. As long as the amber ooze remains in the host, he takes a -4 penalty on Will save to resist mind-influencing spells and effects (such as charm person and suggestion.)

Treasure: Though the goblets, cups and plates are dirty, they still have value. The 21 plates on the table are worth 2 gp each. The 12 glass goblets are worth 1 gp each, and the 9 tin tankards are worth 1 sp each. Four of the tankards are home to amber oozes.

G12: Kitchen

Viscous globs of soot and grime cover a cast-iron stove and three stone hearths spread throughout the room. An unwashed iron kettle bearing obvious rust and food stains rests upon an iron grate inside of the hearth. Ash, wood and charcoals lie beneath the grate. Two freestanding hardwood work areas are a short trip to any of the kitchen's four cooking stations and the adjacent cupboard, dishwashing station and pantry. Cooking implements and steel knives rest upon the workstations' cutting surfaces.

Mila and her minions make little use of the kitchen, subsisting on the dried meats and fruits stored in area G13 and any rations they brought on their journey. The stove and all three hearths are operational. The kettle in the corner closer to the dining hall contains the cold remains of a hearty potato stew. The knives are designed for cutting and chopping food, not combat. They may be wielded as improvised weapons that deal damage as a dagger.

CR 1

G12A: Cupboard

Several hundred porcelain plates, bowls and serving platters sit upon a row of shelves spanning the length of the room. Likewise, a roughly equal number of tin tankards, glass goblets and clay mugs rest on the shelves beneath the dinnerware. Hundreds of tin and steel eating utensils are interspersed among the crockery.

Tangjan College's servants stored the crockery and utensils in this store room off the kitchen. The room has no other use.

Treasure: There are 205 plates, 196 bowls and 62 serving platters upon the shelves. The plates and bowls are worth 2 gp each. The serving platters are worth 4 gp each. There are 201 tin tankards worth 1 sp each, 160 glass goblets worth 1 gp each, and 155 clay mugs worth 1 cp each. Like the knives in the kitchen, these implements are weighted for cutting food rather than living flesh. They are treated as improvised weapons dealing damage as a dagger of its size. There are 288 knives worth 2 sp each, 205 forks also worth 2 sp each, and 200 spoons worth 1 sp each.

G12B: Dishwasher

Food scraps float atop stagnant water in an oak barrel that is three-fourths full. A crude dish rack hangs on the wall.

The kitchen staff washed dishes in this location before storing them in area **G12A** or immediately reusing them to serve hungry diners.

GI3: Pantry (CR I)

Three crates stacked nearly to the ceiling rest atop one another in a crowded corner. Several nearby pieces of wood from the crates' side lie on the floor. Though the crates are still structurally sound, the gaping holes allow someone to reach inside and withdraw their contents. An aromatic smell comes from numerous small jars resting upon shelves spanning much of the pantry's wall.

The small jars on the shelves contain an assortment of herbs, seeds, dried spices, oils and flour for cooking. Despite the fact that no one has restocked the pantry for years, the seeds, dried spices and flour are stored in sealed containers and are still viable. The fruits and vegetables kept in the top crate wilted and disintegrated long ago, but the smoked and salted meat products in the bottom and middle crate are still edible, though not particularly tasty. In a pinch, Mila's minions brave the allips and retrieve a hunk of preserved meat from one of the crates.

Since its inception, a family of creatures has made its home in Tangjan College. The pantry is currently the residence of **4 killmoulises** that are particularly annoyed by the current state of affairs. The pesky, mischievous fey enjoyed a cordial relationship with the kitchen staff, but after the servants transformed into allips, the killmoulises hid in and around the crates and within the walls behind the shelves. Mila's arrival made the meddlesome creatures even more cantankerous. Several nights ago, the miniscule fey took an amber ooze and dropped it into one of the kegs in area **G8**.

The killmoulises keep a close eye on the PCs during their stay in the pantry and are careful not to be seen. They are treated as if they are taking 10, thus inquisitive PCs must succeed on a DC 33 Perception check to spot one of them. If noticed, a killmoulis attempts to squeeze into a small space and escape. If a PC successfully grabs one of the diminutive creatures before it accomplishes that feat, it attempts an Escape Artist

check to flee. The killmoulises are poor combatants who are no match for the PCs. This is their home, however, and they are perturbed about Mila's recent activities and by what happened to the previous kitchen staff after Zuxaca's last intrusion at Tangjan College. They tell the PCs that an alchemist is attempting to grow strange metal in the college's laboratory, which is on the ground floor in the east wing. They are unaware of Mila's present whereabouts, though they are certain she rarely ventures to this floor except for anything other than a brief appearance.

CR 1/6

KILLMOULISES (4)

XP 65

The Tome of Horrors Complete 397 CN Diminutive fey Init +3; Senses low-light vision; Perception +8

AC 18, touch 18, flat-footed 14 (+3 Dex, +1 dodge, +4 size) hp 4 (1d6+1) Fort +1; Ref +5; Will +4 DR 5/cold iron; SR 11 natural cunning

Speed 40 ft. **Melee** needle +7 (1d2–3) **Space** 1 ft.; **Reach** 0 ft.

Str 5, Dex 16, Con 12, Int 10, Wis 14, Cha 6 Base Atk +0; CMB -7; CMD 7 Feats Dodge, Weapon Finesse^B Skills Craft (pottery) +4, Escape Artist +7, Perception +8, Profession (miller) +4, Stealth +23; Racial Modifiers +2 Perception, +4 Stealth Languages telepathy 100 ft. Gear sewing needle

Treasure: Of the 295 jars, 65 remain closed and are worth 1d4 gp each. In addition, 6 open jars of honey are still safe to eat and are worth 1d6 gp each. The killmoulises raise no objections to taking the useful items found here.

G14: Servants' Quarters (CR 7)

Cobwebs and dust cover the simple furnishings in this cramped bedchamber. An unmade bed fitted with linen sheets abuts the far wall. An open wooden chest partially filled with moldy clothes is neatly tucked beneath the bed.

Tangjan College's kitchen staff and servants dwelt in these congested quarters while school was in session. After Tiblu slipped into insanity, the faculty and students left the college of their own accord, but the delusional headmaster forbade the staff from leaving. Roughly half disobeyed his order and fled the madness. The remainder stayed behind and paid the consequences. In his deranged state, Tiblu never accepted the servants as his equals. He confined them to their quarters and, in time, each took his or her own life as they sank into despair and eventual insanity. These unfortunate souls now haunt their former homes as undead spirits.

One of the **4 allips** haunting this area has a 25% chance of occupying any bedchamber. Though it is impossible to pinpoint the creatures' exact locations, their constant babbling belies their presence. Any PC who hears the incessant muttering must succeed on a DC 15 Will save to avoid being fascinated by the monsters. These vengeful monstrosities attack on sight, attempting to touch their foes and inflict their madness upon the hapless victim. Any encounter with one of these monsters is almost certain to attract the attention of the other allips. As incorporeal creatures, the remaining allips pass through solid objects and join the fray. The cunning creatures surround their foes to maximize their attacks. They continue attacking until destroyed and pursue fleeing PCs throughout the campus.

ALLIPS (3) XP 800

hp 30 (Pathfinder Roleplaying Game Bestiary 2 "Allip")

Treasure: The clothing in the chests beneath the bed is worthless, as are the linen sheets. A successful DC 10 Perception check reveals 2d6 gp and miscellaneous sundry items worth 1d6 gp hidden within each of the chests.

Gis: Privy

The foul smell and the presence of a hole carved into a crude seat confirm that the small room is a privy.

Tangjan College's current residents generally avoid these privies whenever possible. Nothing of interest is in either one.

G16: Fencing Training Room

By rough estimate, at least 100 swords and rapiers stand upright in an intricately carved teakwood display case against the far wall. Deep gouges, cracks and splinters mar the surface of four wooden statues that surround a 10-foot-long raised wooden platform in the center of the room. The numerous frescoes adorning the walls deteriorated over the years, though the faded images of swordsmen and their blades are still visible in these lifelike artworks.

Tangjan College's fencers practiced in this training room, and held competitions outdoors in area G2. Steel brackets keep the platform in place, but it is easy to disassemble the supports and move the entire apparatus. The fencers practiced their thrusts, lunges and slashing techniques on wooden statues that served as targets. The statues are badly damaged and were scheduled to be replaced until Tiblu lost his mind and closed the college. They are worthless.

Treasure: The display rack holds 64 rapiers, 20 short swords and 15 longswords. Three masterwork rapiers, one masterwork longsword and a *rapier of adept fencing** are mixed among these otherwise ordinary weapons.

* This item appears in Chapter 5.

G17: Wrestling Rings

Hardened clay forms the boundaries of three 10-foot-diameter dirt-and-earth-filled circles on the floor. Wooden panels cover the walls and bear intricate diagrams of various wrestling maneuvers from several different disciplines. Several pieces of worn leather headgear and armbands, along with numerous loincloths, hang from pegs stuck into the paneling. A large barrel filled with salt sits in a far corner.

The institution's wrestlers specialized in a form of freestyle wrestling known as the "bending reed" style. This variety of wrestling emphasized flexibility and agility in preference to brute strength and fixed techniques. In addition, the much-different discipline of sumo wrestling was imported into the region by Chi'en students and became extremely popular. The college's wrestling trainers used the two rings nearest the entrance for the former style, and the ring nearest the far wall for sumo wrestling. Sumo wrestlers used the salt to purify the ring before matches in accordance with ancient tradition, but many competitors also felt that the salt soaked up any excess moisture and provided better footing for the athletes. **Treasure**: The headgear, loincloths and four of the five armbands hanging from the peg on the wall are worthless. The remaining armband is an *armband of the brawler**.

* This item appears in *Pathfinder Roleplaying Game Ultimate Equipment*.

G18: Priests' Quarters

CHAPTER 12: MADNESS GROWS

CR 3

Thick clouds of dust and dense layers of cobwebs coat every surface of a spacious bedchamber. The room's furnishings include a simple bed, a small desk with a chair and a freestanding wooden armoire with two open drawers.

The temple's priests dwelt in these basic yet comfortable quarters during their stay at the college. When they departed, they took their valuables with them, leaving nothing behind in their wake. The bed consists of a straw mattress and a linen pillow. The armoire is empty, as is the desk's drawer, which is closed and unlocked.

G19: Hospital Wing (CR 6)

Overturned beds and sundered furniture are strewn about the floor, and deep gouges mar the stone walls. Froth dribbles down the lower lips and chins of four half-orcs that appear far more bestial than human. They wear tattered leather armor and wield no weapons, yet seem prepared to sink their bared fangs and tusks into anything that stands in their way. The monstrous beasts let loose a fearsome cry as they surge forward in a mad dash to escape and wreak havoc upon a waiting world.

The college's former hospital wing is in miserable shape. Its maniacal residents destroyed every piece of furniture and futilely tried to escape by pounding holes through the walls. They overturned the beds and shredded their linen coverings to pieces. Likewise, they ripped the admissions desk apart, smashing its drawers and splintering its legs and base.

Though subtle, there is a difference between insane and crazy. The 4 crazed half-orc barbarians confined to the hospital wing were recruited by Mila to her cause several weeks ago. Unbeknownst to her, the quartet contracted rabies shortly before meeting her. Like the buffalo wandering the open plains (see the encounter Charge of the Mad Buffalos in Part Two), Mila could not resist the opportunity to experiment on these unfortunate creatures. She used her enchantment spells to convince each of the barbarians to implant a tiny fragment of metallurgic amber into his ear canal. Much to her horror, the disease and the radioactive metal somehow interacted, transforming them into bestial monsters that she and her servants barricaded inside of the hospital wing. The hungry creatures long to taste living flesh. As soon as the door opens, the unarmed beasts fly into a rage and attack the nearest creature, using their bite attacks to rend their victims to shreds. They are not unintelligent, and can learn and retain knowledge. The difference is that they cannot apply this knowledge in a tactical sense. They can speak and understand speech, but they see no reason to converse. They are consumed with one idea - to devour any living creature they encounter. They do not know fear and fight to the bitter end regardless of the circumstances.

BARBARIANS (4) XP 600

CR 2

Male crazed half-orc barbarian 3 (Rappan Athuk "Crazed" 568) CE Medium humanoid (human, orc) Init +1; Senses darkvision 60 ft.; Perception +1

AC 11, touch 9, flat-footed 10 (+2 armor, +1 Dex, -1 rage) **hp** 37 (3d12+12)



Fort +7; Ref +2 (+1 vs. traps); Will –2 Defensive Abilities orc ferocity, uncanny dodge; Immune mind-affecting effects

Speed 40 ft.
Melee bite +8 (1d4+7 plus disease)
Special Attacks rage (16 rounds/day), rage powers (strength surge 1/rage)

Str 21, Dex 13, Con 18, Int 12, Wis 0, Cha 6 Base Atk +3; CMB +8; CMD 17 Feats Extra Rage, Power Attack Skills Acrobatics +7, Climb +11, Handle Animal +4, Intimidate +6, Perception +1, Survival +1; Racial Modifiers +2 Intimidate Languages Common, Kirkut (Campacha dialect), Orc SQ fast movement, insane, orc blood, weapon familiarity Gear leather armor, see Treasure

Disease (Ex) Bite—Injury (Filth Fever); save Fort DC 12; onset 1d3 days; frequency 1 day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. Insane (Ex) A crazed creature's mind is shattered. A crazed creature no longer desires magical trinkets such as weapons, armor or wondrous items. Instead, it seeks only to take trophies from those it kills, such as teeth or ears. It leaves behind anything of actual value. Typically a crazed creature possesses one weapon, and ratty leather or hide armor.

Treasure: Before the disease and metallurgic amber ravaged these halforcs' minds and bodies, they retained several items on their person of monetary value. These objects include a bone and ivory necklace worth 100 gp, a pouch holding six 10 gp gems and a copper bracelet worth 2 gp. One of the barbarians also wears a *helm of fearsome mien**. **Pathfinder Roleplaying Game Ultimate Equipment.*

G20: Temple (CR 7)

Light pours in through the windows and illuminates the apse of a former temple. Faded tapestries depicting harvest scenes and anthropomorphic feline and canine beings adorn the walls. Four stone columns support the vaulted ceiling 40 feet above the floor. An altar fashioned from contorted saplings and twisted vines overlooks the immense gallery where a 12-foot-tall giant snake slithers between the large support beams. Primordial screams intermittently emerge from the other side of a wooden door on the north wall that shudders and buckles with frightening regularity.

Tangjan College never officially condoned the worship of any specific deity and instead paid homage to nature and the divine entities that oversaw its many wonders. The large tapestries hanging from the walls are not specific to any deity, a fact that can be determined with a successful DC 15 Knowledge (religion) check. The anthropomorphic figures depicted in the artworks are amalgamations of various creatures and gods popular among the Campachan people. Likewise, a PC can verify the preceding fact with a successful DC 15 Knowledge (religion) check. The altar is also a composite of those found in many neighboring cultures. Even during the temple's heyday, the resident priests exclusively used it in a ceremonial capacity rather than as the focus for their divine magic.

Unlike most rooms on the ground floor, the temple's impressive, vaulted ceiling rises to a height of 40 feet, and its windows are 30 feet above the floor. The door on the north wall confines 4 crazed half-orc barbarians

inside the adjoining hospital wing (Area G19). The monstrous brutes repeatedly bash against the portal, trying to force it open. Mila bolstered the door's strength by casting an *arcane lock* upon it. So far, they remain trapped within the adjacent room.

Mila left a solitary **naunet protean** within the confines of the temple to guard Blake in the adjacent laboratory and to ensure that intruders could not establish a divine stronghold within the former shrine. The naunet uses *detect chaos* to distinguish friends from foes. The naunet also shape changes into a large snake to conceal its true identity from creatures other than Mila. The naunet is much more effective at combating the forces of order and structure than it is at battling chaos and entropy. In this vein, the naunet begins combat by unleashing a *chaos hammer* against any lawful creatures it detects. If there are none, the naunet foregoes this action and instead wades into melee combat. Even in its snake form, the bestial protean takes to the air using its supernatural flight ability and hovers above the ground where it uses its 10-foot reach to attack its foes and remain outside their threat range. The creature's spell resistance protects it from magical attacks, so it focuses its bite attack and tail slap against lightly armored foes who cannot cast spells.

The naunet can travel via *dimension door* but it cannot *teleport*, so escape is unlikely if it is badly injured and surrounded. In this case, the naunet shapechanges into its true form as a free action. By doing so, it gains the effects of a *heal* spell as if it were a 9th-level caster. In its true form, it makes use of its tentacle attacks, singling out creatures it deems least likely to resist being confused. Unless escape appears plausible, the protean attacks until destroyed.

PROTEAN, NAUNET CR 7

XP 3,200

hp 94 (Pathfinder Roleplaying Game Bestiary 2 "Protean, Naunet")

Treasure: The two tapestries are the only items of value in the temple despite their fair condition. Each is worth 100 gp.

G21: Laboratory (CR 9)

Wispy smoke, the foul stench of burning sulfur, an eerie brownish glow and the whizzing and whirring of metal gears create an air of excitement and confusion in a busy, disorganized laboratory. A fiery crucible belches out the smoke and a rotten odor, while the phosphorescent glow emanates from a piece of amber-colored metal inside a gravish receptacle. Four threelegged metallic creatures with four arms account for the sounds of turning gears and interlocking cogs that echo against the walls. The four man-sized constructs perform the delicate tasks of mixing and stirring colorful chemicals in a glass beaker. A harried man dressed in an elaborate cloak oversees the activity. Numerous tools applicable to a variety of trades dangle from his crowded belt. He maniacally pours through the pages of several open books on a cluttered table covered with beakers, vials and jars while the metallic automatons undertake their presumably dangerous endeavor a few feet away from him. The man and his four servants fight for space on this congested table even though there is a completely empty table on each side. Besides the objects on the table, three rows of shelves filled with jars, flasks, vials and containers span the length of the walls. Likewise three bookcases are filled with dusty tomes, journals and ledgers.

Mila's alchemist cohort, **Blake Acamu**, orchestrates the chaotic process of crystalizing metallurgic amber to produce more of the bizarre, radioactive metal. His **4 clockwork servants** aid in this endeavor. Unfortunately for him, the table contains an assortment of dangerous, volatile chemicals. Seven flasks of acid are on the table as well as six flasks of flammable liquids that duplicate the effects of alchemist's fire. Directly hitting any of these flasks causes them to splash their contents

onto nearby creatures and objects, causing acid and fire damage. Blake is fully aware of this dangerous predicament and makes sure that he evacuates the area as soon as possible if combat begins.

Blake suffers from antisocial personality disorder (see the sidebox **Portraying Insanity** in **Part Three** for details regarding this psychological disorder). Not surprisingly, the cunning alchemist believes he has complete control of his mental faculties. He wears a lead pendant around his neck to protect himself against metallurgic amber's radiation. The evil alchemist has little interest in Mila's deranged philosophies about insanity and reality. He simply revels in watching the world come undone regardless of how the deed is done. Blake is mentally brilliant, yet he is an aloof sociopath who delights in the suffering of others. He is a physically unremarkable man with an equally forgettable, dour personality and hopeless outlook on life.

In combat, Blake directs his 4 clockwork servants to hurl their nets at the PCs and bottle them up in the doorway. He then orders 2 clockwork servants to exit through the other door and surround the PCs in the adjoining corridor.

Meanwhile, Blake takes cover behind one of the tables and uses his defensive extracts to bolster his defenses. He starts by casting *shield*, followed by *false life* and *haste* in that order. If the PCs swarm the room, he attempts to position them near the table with the volatile chemicals. He then hurls a fire bomb or an immolation bomb at the PC closest to the table, hoping that the resulting explosion and fire ignite the PCs. He throws his frost bombs at PCs who do not fall into his trap. Blake has no regard for his clockwork servants, and he willingly sacrifices them to deal damage to his enemies, provided of course that he cannot use his precise bombs discovery to protect them from the resulting blast. As a measure of last resort, Blake utilizes his *potion of invisibility* and attempts to escape.

Self-preservation is his main goal. He flees the campus and never looks back. Blake surrenders only when faced with no other choice. The weakwilled alchemist folds under pressure and reveals as much as it takes for him to barter for his freedom or at a minimum his ensured survival. He explains that Mila charged him with the task of growing more metallurgic amber so that she can mint contaminated coins to circulate throughout the population. Mila is generally found on the upper levels, though he does not know her exact whereabouts. He is the foremost expert on metallurgic amber and can explain everything about its properties. Blake spoon feeds the PCs information and stalls for time.

If the PCs confront him about Dardennell's damning accusation, he grudgingly admits that he attempted to test his poisons on the patrons. Naturally, he sugarcoats the entire episode by claiming that he merely intended to sicken the diners and would immediately give ill patrons the antidote as soon as they showed symptoms. A successful Sense Motive check sees through this lie. At this point in his career, Blake no longer fears Dardennell. He correctly deduces that he would fare better against the wizened gnome and his family than against the PCs. He even suggests that the PCs place him in Dardennell's custody so that his former boss can enact some form of frontier justice. In any event, Blake is always looking for an opportunity to escape and wreak havoe somewhere else.

BLAKE ACAMUCR 7XP 3,200Male human alchemist 8 (Pathfinder Roleplaying GameAdvanced Player's Guide)CE Medium humanoid (human)Init +2; Perception +6

AC 15, touch 11, flat-footed 13 (+4 armor, +2 Dex, +1 deflection, -2 insanity) hp 55 (8d8+16) Fort +9; Ref +11; Will +2; +6 vs. poison

Speed 30 ft. **Melee** mwk dagger +7/+2 (1d4/19–20) **Ranged** bomb +9 (4d6+4 fire, DC 18) **Special Attacks** bomb 14/day (4d6+4 fire, DC 18) Extracts Prepared (CL 8th): 3rd—amplify elixir[†], fly, haste 2nd—alchemical allocation[†], barkskin, cat's grace, false life, lesser restoration 1st—comprehend languages, cure light wounds (x2), endure elements, shield

Str 10, Dex 14, Con 14, Int 18, Wis 8, Cha 8 Base Atk +6; CMB +6; CMD 19

Feats Brew Potion, Extra Bombs, Lightning Reflexes, Master Alchemist[†], Point-Blank Shot, Precise Shot, Throw Anything **Skills** Appraise +11, Bluff +3, Craft (alchemy) +17, Craft (gemcutting) +13, Fly +9, Heal +6, Knowledge (arcana) +15, Knowledge (dungeoneering) +12, Knowledge (nature) +11, Perception +6, Profession (herbalist) +10, Sleight of Hand +9, Spellcraft +15, Survival +6, Use Magic Device +8 **Languages** Abyssal, Common, Draconic, Gnome, Kirkut

(Campacha dialect) **SQ** alchemy (alchemy crafting +8, identify potions), discoveries (fast bombs, frost bomb, immolation bomb[‡], precise bombs), insanity (antisocial personality disorder),

mutagen (+4–2, +2 natural, 80 minutes), poison use, swift alchemy, swift poisoning **Combat Gear** potion of darkvision, 2 potions of haste, potion of heroism, potion of invisibility, mutagen, 2 flasks of alchemist's fire; **Other Gear** masterwork dagger, mithral

chain shirt, cloak of resistance +1, ring of protection +1, masterwork tools (x3), lead pendant.

† Pathfinder Roleplaying Game Advanced Player's Guide

‡ Pathfinder Roleplaying Game Ultimate Combat

CLOCKWORK SERVANTS (4) XP 600

CR 2

hp 31 (Pathfinder Roleplaying Game Bestiary 3 "Clockwork Servant")

Treasure: Tunicamna's lost amulet lies on the congested table. where it seems to be a distant afterthought in the din of frenzied activity. As first glance, the amulet and its contents appear intact, yet in this case appearances are deceiving. The lead receptacle is unaltered, but the alchemist Blake Acamu literally grew the metallurgic amber in the lead receptacle from a seed crystal one-tenth its current size. In addition, he and the two clockwork servants are busy concocting the liquid needed to grow another piece of metallurgic amber from a small chunk of the material sitting in the bottom of a nearby leaded glass container. Identifying the substance as metallurgic amber requires a successful DC 10 Knowledge (dungeoneering) check and discerning its special properties necessitates a successful DC 20 Knowledge (dungeoneering) check. As a glowing piece of metal and a natural oddity, metallurgic amber is worth 50 gp per pound. In the wrong hands, it is much more valuable as an instrument of destruction rather than a monetary treasure.

Tangjan College's laboratory is an alchemist's dream. It contains the equivalent of three complete alchemist's labs (see *Pathfinder Roleplaying Game Ultimate Equipment* for details about this item), as well as a library of books and tomes on the subject of alchemy. There are 177 books on the bookcase shelves with an average value of 5 gp each. The open books on the table describe the process of crystallizing various minerals and alloys. In addition, a small cauldron on the table is actually a *cauldron of brewing* (see *Pathfinder Roleplaying Game Advanced Player's Guide*).

The majority of the ingredients on the shelves have long since rotted or evaporated. Of the 395 jars, vials, flasks and containers stored here, only 53 are still usable. Most are negligibly valuable material components, but there are six flasks of acid, three jars of alchemical glue*, two jars of soul stimulant*, one flask of fire ward gel*, one flask of frost ward gel* and one flask of antitoxin.

* These items appear in *Pathfinder Roleplaying Game Ultimate Equipment*.

Metallurgic Amber

In modern scientific terms, metallurgic amber is a crystalline, radioactive heavy metal. Though the unusual ore shares many characteristics with more common radioactive materials such as uranium and radium, it differs in several important respects. Unlike other isotopes, metallurgic amber's atomic structure allows the metal to be grown from a seed crystal. It takes an entire week and a successful DC 25 Craft (alchemy) check to crystallize metallurgic amber and yield 1d4 x 10% more metallurgic amber in the process.

Prolonged exposure to metallurgic amber causes telltale radiation burns like most other radioactive substances, but that is the general extent of its similarities to other unstable ores. Outside of superficial burns, metallurgic amber causes no other damage to humanoid tissue and structures except for one critical organ - the brain. Metallurgic amber would be generally safe if not for its debilitating effects on the humanoid brain and to a lesser extent, the animal mind. Every time a humanoid comes within 20 feet of metallurgic amber for 2d4 hours over the course of a 24-hour period, he must succeed on a DC 15 Fortitude save to avoid suffering radiation burns that deal 1d3 points of damage. These hours need not be consecutive, and the PC may be required to make multiple saves over the course of a 24-hour period. If the individual fails this save, he must then succeed on a DC 10 Will save to avoid developing a random form of insanity. (See Pathfinder Roleplaying Game GameMastery Guide for additional information about insanity, as well as the sidebox Portraying Insanity at the beginning of Part Three.) The DC for both saves increases by +1 for every previous save. Once he develops a form of insanity, failed Will saves have no additional effects on the target. If his insanity is later cured and he is exposed to metallurgic amber again, he must resume attempting Will saves to avoid going mad once more. Strangely, non-humanoid creatures suffer no ill effects whatsoever from long-term exposure to the odd substance with the exception of animals; metallurgic amber makes them highly aggressive.

Lead absorbs metallurgic amber's radioactive emissions, a fact a PC can determine with a successful DC 25 Knowledge (dungeoneering) check. The lead contained in a pewter ring or tiny pendant is sufficient to nullify metallurgic amber's debilitating effects within a 5-foot radius of the lead object. Larger quantities of lead provide no additional beneficial effects and do not extend the metal's shielding properties beyond 5 feet. Positioning a lead object within 5 feet of the metallurgic amber completely absorbs all of the radiation emitted by the object, thus completely nullifying its effects. Metallurgic amber melts at a temperature of 1,050° F, roughly one-third that of iron, and half that of copper.

Tangjan College Second Level

Tangjan College's students and faculty lived in the second-floor dormitories while the school was in operation. Now Mila's deranged followers reside in these tight quarters and wander these corridors. Like the first floor, the walls are built from reinforced masonry and the doors from strong wood. The doors to the living quarters, areas **S2** and **S4**, have built-in locking mechanisms. There is a 20% chance that any of these doors are locked. The keys went missing decades ago. The corridors are lit in the same manner as those on the first floor, and natural light shines through the windows in many of the personal quarters. Secret doors (unless otherwise noted) can be located with a DC 25 Perception check. The ceiling height in the corridors is 15 feet, and the height in the living quarters is 10 feet. The ceiling in all other areas is 18 feet.

Clerics and cultists occupy some of the living quarters scattered around the second floor. The GM must pay particularly close attention to any

CHAPTER 12: MADNESS GROWS SI: Common Room (CR 7)

combats that spill into the corridors and adjoining rooms. Under these circumstances, clerics and cultists in neighboring rooms and adjoining halls may join the fray. No organized alarms or alert systems exist, and no one runs up or down the stairs to alert other sections of the complex to intruders. Like most things at Tangjan College, chaos is the order of the day, making it easy for a small encounter in one room to morph into a giant free-for-all in the adjoining halls and corridors without anyone on the first and third levels knowing about it. In this case, a maximum of 4 clerics and 14 cultists are on the second floor. The clerics in area G5 just arrived and 4 cultists are in area G7, 2 cultists are in area T9, and 4 more cultists are in area T10.

Random Encounters (CR varies)

Mila's ragtag, insane followers are most commonly found on the second floor, whether they are wandering the corridors or sleeping off their stupors in the living quarters. For every 10 minutes spent on the second floor, the PCs have a 25% chance of encountering 1d3 cultists plus 1 cleric.

CULTISTS (1d3)

XP 400

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

* Change the cultists' alignment to CN.

CLERIC XP 800 hp 25 (see Area G5)

CR 1

CR 3

and sipping wine from a silver goblet. Each wears a white robe adorned with runes and mystical symbols. A full pitcher of wine rests near one of the women's feet, while two other silver pitchers sit atop two chess tables. A large wool carpet covers much of the floor between four stone columns. The room's furnishings include two upholstered sofas, a pair of

upholstered chairs and two chess tables. All of the furniture sits atop the colorful wool carpet. The roaring hearth illuminates roughly half of the room in normal light and the remaining half in dim light. As if they did not have a care in the world, 4 baccae indulge their

The warm glow of a roaring hearth heats and illuminates the

welcoming confines of a spacious common room. Four beautiful

women with flowing locks of crimson hair and sparkling

emerald eyes lounge on the chairs and sofas, giggling, laughing

passion for wine and their love of revelry. The alluring fey abandoned their secluded forest and followed the deranged Mila, whom they believe is a divine emissary. The seductive creatures now spend their days drinking to wanton excess and tantalizing any humanoids that care to take a seat with them and have a drink or two.

By the time the PCs arrive, the baccae have already imbibed 1d4 glasses of wine. The flirtatious fey are instantly drawn to any male humanoids, particularly those with high Charisma scores. They graciously offer the PCs a glass of their special wine and invite them to join them in the festivities.



The wine has the effect of a *calm emotions* spell (CL 8th) and requires the drinker to succeed on a DC 13 Fortitude save that increases by +1 for every cup of wine consumed. The inquisitive creatures make small talk with the PCs, asking them mundane questions about their homeland, families and aspirations while gazing deeply into the PCs' eyes. The baccae do not use their gaze attacks to charm the PCs during this initial conversation, and instead rely upon their stunning looks to disarm the PCs. They shower the male PCs with compliments about their features and fawn over their physiques. Not to be left out, they praise the female PCs' virtue and bravery, while conspicuously mentioning nothing about their appearance. They encourage the PCs to join the frivolity by singing songs and dancing with them. Meanwhile the wine flows freely for whoever wants to imbibe their sacred drink.

The gregarious baccae are happy to answers the PCs' questions, including any about Mila. They describe her philosophy about life as "seeing through the great lies" and recognizing the world for what it truly is. Mila tells them that truth is more likely to be found on the bottom of an empty wine goblet than it is in the churches and temples of other religions. They are unaware of Mila's grand designs and intentions and are happy to lead their hedonistic lifestyle in their blissful state of ignorance. They are not looking for a fight or even an argument, but if the PCs' questions cross the line between curiosity and intrusion, the baccae activate their charming gaze effect to take control of the situation. Any PC that attacks, threatens, or angers a baccae witnesses the creature's wrath as its lovely face contorts into a bestial visage with fangs. The mad fey then flies into a rage and attacks the PC.

It is also important to note that the baccae themselves have a 5% chance per cup of wine imbibed of unleashing their bestial form and flying into a rage. (The baccae already had 1d4 cups of wine before the PCs even arrived.) In this state, they savagely lash out at any male PCs in their presence before turning to the remaining females. They never attack another of their kin.

BACCAE (4) XP 800	CR 3
The Tome of Horrors Complete 44	
CN Medium fey	
Init +3; Senses low-light vision; Perception +7	

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural) hp 27 (5d6+5 plus 5) Fort +2; Ref +7; Will +3 DR 5/cold iron

Speed 30 ft. Melee greatclub +5 (1d10+3), 2 claws +4 (1d4+2), bite +5 (1d6+2) Special Attacks beast form, charming gaze, rage

Str 15, Dex 16, Con 12, Int 11, Wis 9, Cha 16 Base Atk +2; CMB +4; CMD 17 Feats Toughness, Weapon Focus (bite), Weapon Focus

(greatclub)

Skills Bluff +11, Diplomacy +11, Escape Artist +10, Knowledge (planes) +3, Knowledge (religion) +3, Perception +7, Stealth +11 Languages Common, Sylvan

Beast Form (Su) When angered or intoxicated, a baccae takes on a beastlike visage, growing sharpened fangs and claws. This transformation cannot be ended voluntarily and lasts for up to 1 hour.

Charming Gaze (Su) In human form, a baccae's gaze can charm any creature meeting her gaze and within 30 feet. An affected creature can attempt a DC 14 Will save to resist the effects. If the save fails, the opponent acts as if affected by a charm person spell (caster level equals the baccae's HD). A baccae can suppress this ability as a free action. The save DC is Charisma-based.

Rage (Su) Once per day, a baccae in beast form can fly into a berserk frenzy. This frenzy lasts for 1 minute (10 rounds). In this rage, she gains temporary bonuses to her ability scores: +4 Strength, +4 Constitution. She likewise gains a +2 morale bonus on Will saves, but takes a -2 penalty to Armor Class. A baccae cannot voluntarily end her rage. **Treasure:** The baccae did not amass any treasure other than the silver pitchers and the goblets they use to drink their special vintage. The three pitchers are worth 100 gp each, and the four goblets are worth 25 gp each. The carpet weighs 200 pounds and is worth 250 gp. The chess tables are made from wood with marble playing surfaces. The sets' intricately carved quartz and onyx pieces are stored inside of a drawer on each side of the table. The table itself is worth 50 gp. The quartz pieces are worth 10 gp per set, and the onyx pieces are worth 25 gp per set.

S2: Students' Quarters (CR varies)

Three beds stripped clean of any linens and an unlocked wooden chest are the only furnishings in a cramped bedchamber.

The students' quarters in the south wing were occupied by the predominately male student body during the college's brief existence. Female students lived in the quarters in the west wing across the hall from the faculty living quarters. The student quarters in the east wing were used for any spillover from either section. The former residents took their belongings with them when they evacuated Tangjan College after Tiblu's mental breakdown. If no one currently resides in these living quarters, nothing is on the bed and the wooden chest is completely empty. The windows in the rooms along the exterior walls provide enough natural light to illuminate the living quarters during the day and bathe the room in dim light at night.

Mila's followers took up residence in six of these rooms. There is a 33% chance that the students' living quarters are currently being used by **1d3 cultists**. Whenever that is the case, roll 1d8 to find out what they are doing: 1–2, sleeping; 3–4, awake in the room; 5–8, somewhere else at the time. (The GM is free to designate the occupied rooms ahead of time or randomly determine which rooms are occupied as the PCs make their way through the second floor.) The doors are always locked whenever someone occupies the room. The cultists attack anyone breaking into their room on sight, no questions asked. Any combats that spill out into the adjoining corridor may attract attention from other cultists occupying nearby rooms.

CULTISTS (1d3) XP 400

CR 1

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

* Change their alignment to CN.

Treasure: In addition to their listed gear, the cultists store clothing and personal effects worth 1d6x10 gp in their room at any time.

S3: Staircase

A wooden staircase ascends upward onto a landing.

The staircase connects the second and third floors and culminates in a landing on the third floor.

S4: Faculty Quarters (CR varies)

Two unmade beds are positioned against the far wall. An unlocked wooden chest lies on the floor between the two beds. Two empty bookshelves also line part of the outer walls and a cold, stone hearth occupies the near corner. A small, circular wooden table surrounded by four chairs sits in the center of the room.

The faculty enjoyed more spacious quarters than the students, though the accommodations were hardly luxurious by any standards. The college's permanent faculty lived in the rooms in the west wing across the hall from the girls' dormitory, and visiting scholars stayed in the lone room in the east wing. Like the students, the faculty also took their personal items with them when they left the college in the hands of Tiblu and his insane minions. If there is no one currently residing in these living quarters, nothing is on the bed and the wooden chest is empty. The windows in the rooms along the exterior walls provide enough natural light to illuminate the living quarters during the day and bathe the room in dim light at night.

Mila's priests currently reside in two of these rooms. There is a 40% chance that the faculty's living quarters are currently being used by **1d2 clerics**. Whenever that is the case, roll 1d6 to see what the occupants are doing: 1–2, sleeping; 3–4, awake in the room; 5–6, somewhere else. (The GM is free to designate the occupied rooms ahead of time or randomly determine which rooms are occupied as the PCs make their way through the second floor.) The doors are always locked whenever someone is in the room. The clerics attack anyone breaking into their room on sight with no questions asked. Any combat that spills out into the adjoining corridor may attract attention from anyone occupying one of the nearby rooms.

CLERICS (1d2) XP 800 hp 25 (see Area G5)

CR 3

Treasure: Besides their listed gear, the clerics also store 2d6x10 gp worth of personal items and belongings.

S5: Lecture Hall

The slightest sound echoes through an oddly shaped chamber. The entrance opens into a steep incline that ascends 4 feet. A central aisle separates four rows of benches that gradually decline, creating an amphitheater effect within the room. A slightly raised platform with a lectern occupies the room's lowest point. Charts and diagrams affixed to the back wall display a chain of complex mathematical equations.

Tangjan College conducted its largest classes in this spacious lecture hall. Wooden stairs span the entire breadth of the first 5-foot section, which creates the elevation needed to create the amphitheater's gradual decline. A successful DC 10 Perception check spots the graffiti that covers many of the benches. None of the names has any particular significance, though a successful DC 20 Perception check notices a brief phrase stating "Zardrel, extremely bored and still here." If the PCs encountered him during the **Events** section in **Part One**, they recognize the name. The diagrams and charts on the wall are calculations intended to determine the loadbearing capacity of various architectural structures. A successful DC 10 Knowledge (engineering) check identifies the purpose of these equations. The clerics and cultists have no reason to enter the lecture hall and are never encountered here.

S6: Meeting Rooms

Two long wooden tables surrounded by ten chairs each occupy most of an otherwise empty room.

Students and faculty used these meeting rooms as study halls and to conduct administrative meetings. Nothing of interest is here, and the clerics and cultists do not venture into the chamber either.

Tangjan College Third Level

Zuxaca's servants, the maddening phambentes, aimlessly wander the corridors. These demented proteans revel in their lunacy and delight in tormenting any living creature that gets in their way, filling their feeble minds with false images. The phambentes disguise themselves as hooded men with reptilian eyes and tongues, as well as clawed hands. Like the first and second floors, the walls are built from reinforced masonry and the doors from strong wood. The corridors are lit in the same manner as those on the lower floors. Secret doors (unless otherwise noted) can be located with a DC 28 Perception check. The ceiling height in the corridors is 15 feet and 10 feet in the living quarters. The height in all other areas is 18 feet.

Random Encounters

It is near impossible to keep the phambentes still for more than a fleeting instant. The maniacal proteans roam the third floor rooms and corridors in search of other creatures willing to embrace their delusion. For every 10 minutes spent on the third floor, the PCs have a 50% chance of encountering **1d2 phambentes**. These shapeshifters assume a humanoid appearance with reptilian features while roaming the halls. When severely injured, they revert to their natural state, thus gaining the effects of a *heal* spell (CL 6th). The insane outsiders are solely concerned with spreading their madness to others and attack all lawful creatures on sight. Three of these deranged monsters stalk the third floor in addition to those found in areas **T12** and **T15**.

PROTEAN, PHAMBENTE PROTEANS (1d2)	CR 5
XP 1,600	
hp 51(see Chapter 6)	

TI: Small Classroom

A large oak desk overlooks four smaller desks that face it. Each desk has a single drawer and a chair tucked neatly beneath it.

The faculty used this small classroom for advanced-level courses and esoteric subject matter with limited appeal. The desk drawers, including the one on the larger faculty desk, are empty. The desks are old and in poor condition, rendering them worthless.

T2: Art Classroom (CR 4)

Streaks of paint, chunks of hardened clay and blotches of ink cover the desks crammed into this long, narrow classroom. Dusty and solidified palettes are strewn about the room, along with numerous withered brushes and warped pieces of wood, six wooden easels, four sets of artisans' tools, three pottery wheels and enough scraps of canvas to construct a small tent. Numerous sketches and paintings depicting grotesque images of amorphous, protoplasmic beings and bizarre depictions of seemingly alien humanoids are tacked to the walls. Amid the upheaval, a female half-elf practically barricaded into the corner feverishly paints a horrific scene of hideous and crazed monsters emerging from seeming nothingness. She is completely engrossed in her work, focusing all of her maniacal attention on finishing her dire creation. A copper coin on a nearby desk illuminates most of the room.

The college's resident art instructor and guest artists conducted classes here. The school specialized in painting techniques with a lesser emphasis



on sculpture, etchings and ink drawings. Tangjan College's reputation in the field steadily increased during its 10-year existence. Unfortunately, the artwork currently displayed on the walls is not the handiwork of the college's greatest artists. Instead, it is the product of the warped and twisted mind in the corner of the room. She is also responsible for casting a *light* spell on the nearby copper coin.

Consumed by her mania, **Tess Sanguinatta**, a half-elf oracle and Mila's second cousin once-removed, is single-mindedly focused on turning her prophetic visions into artistic reality. Tess never knew of Mila's existence until she researched her family history and found her long-lost and distant kin. The lonely and impressionable Tess quickly fell under Mila's spell and became one of her most devoted followers. She embraced her philosophies and used her magical abilities to solidify her beliefs. Over the coming months, Mila's influence and her own fanaticism drove her mad. Her need to depict her violent fantasies in artwork became her singular obsession.

Despite her madness, Tess is not violent by nature. She loathes bloodshed and, in her delusional mind, she believes that her images serve as a warning against the terrors borne of Zuxaca, her semi-divine patron. Tess repeatedly speaks of the "mind in the darkness," the "shapeshifters," the "serpents of chaos," "the ghosts in her ears" (referring to her oracle's curse) and the "festering diseases of the brain" during any conversations with her. She is incapable of speaking in a coherent and rational manner. Her only comments about Mila refer to her as "the dark and beautiful prophetess," and she knows nothing about the metallurgic amber and Mila's plans. If the PCs advise her of her potential inheritance in accordance with Dowan's instructions (see area **W1: Galloping Ghost Inn**), Tess exhibits no interest in coming forward as an heir to the estate. She eagerly agrees to relinquish her claim in writing as long as the PCs agree to leave her in peace and let her finish her work.

Tess' mania prevents her from doing anything other than painting and

drawing her weird images. She responds to incessant questioning and distractions with a bloodcurdling outburst that is so loud and animated that it triples the chance of encountering roaming phambentes. If the PCs persist on pestering her, Tess finally explodes and retrieves her *wand of hold person* as a standard action on account of her oracle's curse. She then points it at the offender and mutters more inane babble and idle threats as a final warning. Tess is a poor combatant who puts up little struggle in a real fight. Instead of focusing on her survival, she laments her impending death as the art world's greatest loss and vehemently complains that more wondrous images "dance in her head like angels on the head of a pin."

CR4

TESS SANGUINATTA XP 1,200

Female half-elf oracle 5 (Pathfinder Roleplaying Game Advanced Player's Guide) CN Medium humanoid (elf, human) Init +0; Senses low-light vision; Perception +5

AC 19, touch 12, flat-footed 17 (+7 armor, +2 Cha) hp 31 (5d8+5) Fort +4; Ref +3; Will +9; +2 vs. enchantment Immune sleep

Speed 20 ft. Melee mwk quarterstaff +3 (1d6–1) Spells Known (CL 5th)

2nd (5/day)—cure moderate wounds, levitate, minor image (DC 14), oracle's burden[†] (DC 14), spiritual weapon, tongues 1st (7/day)—comprehend languages, cure light wounds, detect law, identify, protection from law, shield of faith 0 (at will)—create water, ghost sound (DC 12), guidance, light, mage hand, purify food and drink, resistance, stabilize **Mystery** Lore

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

Base Atk +3; CMB +2; CMD 12 Feats Combat Casting, Great Fortitude, Iron Will, Skill Focus (Craft [painting]) Skills Craft (painting) +13, Heal +11, Knowledge (arcana) +10, Knowledge (dungeoneering) +10, Knowledge (planes) +10, Knowledge (religion) +10, Perception +5, Spellcraft +10; Racial Modifiers +2 Perception Languages Abyssal, Common, Elven, Undercommon SQ elf blood, oracle's curse (haunted), revelation (focused trance, sidestep secret) Combat Gear potion of spider climb, wand of hold person (CL 3, 10 charges); Other Gear masterwork quarterstaff, +1 breastplate, masterwork artisan's tools*. † Pathfinder Roleplaying Game Advanced Player's Guide

* Pathfinder Roleplaying Game Ultimate Equipment.

Treasure: In addition to Tess' listed gear, the four sets of artisan's tools are the only other items of value. They are worth 55 gp each.

T3: General Classroom

One large desk with a chair tucked neatly beneath it faces two rows of five smaller desks with an affixed chair.

Instructors taught generalized classes such as mathematics, history, literature and philosophy in these generic classrooms. A successful DC 15 Perception check reveals the presence of graffiti on the undersides of the students' desks. The drawers are empty except for broken quills, empty vials of ink, torn pieces of papyrus and other useless junk.

T4: Science Lab

A small crucible, several empty beakers, forceps and an abacus rest upon two tables surrounded by four chairs. The tables face a larger desk with a chair against the far wall. Crude diagrams and mathematical equations written in chalk cover a piece of black slate affixed to the near wall. Iron cauldrons rest in each of the far corners, and a spiral staircase ascends through the ceiling and into a dark vertical shaft.

This science laboratory did not perform the dangerous and sometimes catastrophic experiments conducted in the alchemy lab on the first floor. The instructors knew beforehand whether the chemical concoctions brewed here posed any danger to the students and the school. The crucibles and forceps on the tables have long since rusted and are worthless. The diagrams on the chalkboard depict various geometric shapes, and the adjacent mathematical computations are linked to the diagrams. A successful DC 15 Knowledge (engineering) or Profession (astrologer) check reveals that the calculations describe the methodology needed to determine the distance between various celestial bodies.

The spiral staircase ascends an additional 6 feet beyond the ceiling and ends in a trapdoor. The trapdoor is normally open, but it is currently closed and fastened from the opposite side. The spiral staircase opens into area **R1**.

Good Wooden Trapdoor: 1 1/2 in. thick; hardness 5; hp 15; Break DC 18.

Treasure: The only objects of value in the room are the two abacuses. Each is worth 2 gp. (These items appear in the *Pathfinder Roleplaying Game Ultimate Equipment*.)

T5: Biology Lab (CR 7)

The pungent odor of embalming fluid hangs heavy in the air, as numerous bodily organs and humanoid heads encased in glass jars filled with the preservative liquid rest upon two nearby cabinets with drawers beneath them. An entire cadaver sewn together from mismatched body parts lies upon a metallic slab in the center of the room. Salt and a mixture of other spices fill a wooden barrel next to the cadaver. Crude sketches drawn onto long sheets of papyrus hang from all four walls. The rudimentary diagrams depict human bodies using a mixture of colors and images.

Over the course of the college's existence, indigents and intellectuals alike sold or donated their bodies to the institution after their death for further scientific study. The jars on the cabinets contain three preserved human heads of an old man, a young woman and a teenage boy. The remaining jars hold various organs, including a human heart, kidney, lungs, liver and stomach along with three brains. A PC can identify each of these body parts with a successful DC 10 Heal or Knowledge (nature) check. The drawers beneath the cabinets hold additional biological specimens. These organs belong to other humanoid types such as elves, dwarves and halflings, a fact that may be determined with a successful DC 15 Heal or Knowledge (nature) check.

In the last chaotic days of Tiblu's descent into madness, the insane headmaster put the finishing touches on his final creation — the **flesh golem** that lies on the metallic slab. To make the fearsome monstrosity even more terrifying, he used nine strands of *embalming thread* to toughen the construct's fleshy hide. (*Embalming thread* appears in *Pathfinder Roleplaying Game Ultimate Equipment.*) Tiblu never got the chance to unleash his pride and joy on Tunicamna and his allies, so Mila picked up where he left off.

The monster immediately reacts whenever a non-chaotic creature comes within 20 feet. The mindless brute rises to its feet and relentlessly attacks the intruder and any other non-chaotic creatures. If the flesh golem goes berserk, it attacks the closest creature regardless of its alignment. The creature fights until destroyed.

CR7

GOLEM, FLESH XP 3,200 hp 79 (Pathfinder Roleplaying Game Bestiary "Golem, Flesh")

The use of embalming thread grants the flesh golem DR 5/adamantine

and slashing. **Treasure**: The diagrams on the wall depict the various human bodily systems including the nervous system, circulatory system, respiratory system, skeletal system and muscular system. The charts can be removed from the wall and stored in oversized scroll cases. Tiblu himself drew these diagrams, and they bear his name as Tiblu's Anatomy (their effects are described in **Chapter 5**). In addition, 11 strands of *embalming thread* remain after Tiblu's handiwork. The thread can be found in the drawer beneath the larger cabinet against the far wall.

T6: Admissions Office

Dog-eared and trampled pieces of parchment cover the entire floor along with the overturned drawers pulled out of two cabinets that remain in an upright position. Similarly, two desks against the far wall are still standing, but their drawers and presumably their contents also lie on the floor. The battered lid of an empty iron chest behind the desks also lies on the floor among the strewn debris.

Upon arriving at Tangjan College, Mila and her followers scoured the college's records looking for any clues pointing to the lost amulet's whereabouts. Instead, all they found were endless records of student grades, faculty evaluations and copies of the degrees the college conferred to its graduates. The morass of crumpled and soiled parchments provides no useful or relevant information. Tunicamna's associates are responsible for destroying the iron chest that stored some of the college's tuition fees and petty cash accounts.

T7: Storeroom

Parchment, quills, vials of ink and cleaning supplies line the shelves of a spacious storeroom. Eight crates are spread throughout the room, with some resting atop other crates. The containers are torn open, revealing more parchment, quills and ink.

After 70 years, all of these items are worthless. Mila and her followers tore through the crates looking for valuables. They abandoned their search after a few minutes of futility.

T8: Privy

A foul smell and a hole carved into a crude seat confirm that the small room is a privy.

The college used the excrement collected in these privies to fertilize the soil in the neighboring greenhouse. They are occasionally used now, though no one is ambitious enough to recycle the waste for the plants.

T9: Music Room (CR 10)

The deep bellows of a pipe organ resonate throughout the chamber as a haggard man clunks on its keys, belching out a tune more akin to a cat walking across the organ than an actual melody. A gaudy lit candelabrum rests atop the organ, illuminating part of the room. Meanwhile, a grotesquely obese woman wearing a ridiculously tight corset and a horned helmet belts out equally terrible tunes while standing within the raised choir box before the organ. Another man next to her seems prepared to take over for either party at a moment's notice. Tarnished musical instruments rest on the shelves of several cabinets fastened to the wall.

Music was an important facet of campus life for the students. The school's band and singers routinely performed concerts for their fellow scholars and faculty and showcased their talents during sporting events and other festivities. The music room's acoustics are perfect for clarifying and amplifying sound. This feature increases the Difficulty Class to resist sonic-based and language-dependent spells and effects by +1 as long as the spell's target is within the room.

Mila's **2 cultists** and the faux operatic diva inanely argue about the proper pitch, beat and rhythm of their badly played tune. The men are exactly what they appear to be. The woman is actually an **imentesh protean** changed into this form. The men are unaware of the powerful outsider's true nature and simply believe that the PCs' intrusion gives them the perfect opportunity to rid themselves of their egotistical singer. The men take cover behind the organ, leaving their companion to go it alone against the trespassers.

In its present shape, the imentesh protean maintains its disguise and does not use its entire repertoire of natural attacks to hide its true nature. Furthermore, the imentesh also gains the penalties and benefits attributable to its smaller size. If the imentesh detects the presence of any lawful creatures, it takes to the air for added protection and opens the battle by casting *chaos hammer* against any lawful creature(s). Otherwise, the imentesh casts *slow* against a martial PC. The imentesh is not averse to use either tactic again in the subsequent round or two if it was previously effective. If not, it attempts to warpwave one of the PCs, particularly a lawful one. It is important to note that the imentesh shows no concern for Mila's followers in regard to affecting them with its attack forms.

After being reduced to half its hit points, the imentesh assumes its true form, granting it the benefits of a *heal* spell (CL 13th). The protean then uses its formidable melee attacks against the PCs, once again targeting lawful creatures above all others. The imentesh also attempts to cast *haste* and *dispel law* at some point during the combat. The chaotic creature's foremost interests are sowing entropy and madness throughout the world rather than self-preservation. The monster fights until destroyed and never surrenders. The imentesh also slays the two men before they have a chance to talk to the PCs.

PROTEAN, IMENTESH CR 10 XP 9,600 hp 123 (Pathfinder Roleplaving Game Bestiany 2 "Protean

hp 123 (Pathfinder Roleplaying Game Bestiary 2 "Protean, Imentesh)

CULTISTS (2) XP 400

CR 1

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

Treasure: The musical instruments in the cabinets are badly tarnished and inoperable, but they are still valuable. There are three masterwork drums, three masterwork violins, two masterwork tambourines and two masterwork flutes, all with the broken condition. In addition to the college's inventory of musical instruments, the imentesh also has a *harp of shattering* (found in *Pathfinder Roleplaying Game Ultimate Equipment*) and *pipes of haunting*. The monster has a pouch containing five emeralds worth 250 gp each and a golden music box worth 200 gp.

T10: Greenhouse (CR 8)

The gems that illuminate the college's hallways also cast light in a warm, humid greenhouse. The foul stench of rotting vegetation and freshly tilled earth fill the chamber. Six rows of potted plants nearly span the room's entire length. Droopy, rotting stems and wilted, brown leaves are the only remnants of nearly all the plants except for a few hardy cacti.

The students and faculty grew orchids, flowers, herbs and some food crops in the greenhouse, but none survived for 60 years without water except the cacti. Hybrid species were also commonly nurtured and grown here, but the greenhouse's latest residents did not result from a failed experiment. Instead, the alien plants arrived here shortly before Mila's arrival. Like the half-orc barbarians in area **G19**, she confines the strange plants to the greenhouse until she figures out what to do with them. Unlike the other doors on the third floor, the greenhouse's moisture caused the portals to swell, making it even more difficult to open them in light of the *arcane lock* spell Mila cast upon the door. They now await the opportunity to escape and explore this strange, new world.

Strong wooden door: 2 in. thick; hardness 5; hp 20; Break DC 33; Disable Device DC 20.

Though they try their best, the **5 cerebric fungi** hiding throughout the room do a marginal job of concealing themselves. The carnivorous plants are normally very inquisitive, but hunger gnaws at their bellies. The monsters are singularly focused on devouring fresh meat rather than asking probative questions. A PC spots the squatting, alien creatures with

a successful DC 17 Perception check. Once discovered, the intelligent plants scan the minds of those around them. This ability functions as an aura. The cerebric fungi telepathically communicate with one another, allowing them to silently coordinate their actions. Each takes a turn unleashing its star shriek ability, subjecting the PCs to the horrific shrill once per round for up to 5 rounds. A cerebric fungus that is not using this ability uses its *touch of madness* attack or its *touch of idiocy* against spellcasting PCs. Unless there is a realistic chance of escape, the ravenous plants fight to the bitter end.

CEREBRIC FUNGUS (5) XP 800

CR 3

hp 30 (Pathfinder Roleplaying Game Bestiary 3 "Cerebric Fungus")

Treasure: During their travels, the five strange plants amassed a small treasure that they keep buried in one of the flowerpots. Noticing the disturbance in the soil requires a successful DC 25 Perception check. There are three diamonds worth 500 gp each buried beneath the dirt as well as a *ring of sacred mistletoe*. (This item can be found in the *Pathfinder Roleplaying Game Ultimate Equipment*.)

TII: Theater (CR 10)

A lone figure dressed in brightly colored clothes, clown shoes and a bright red jester's cap with ringing bells stands upon an elevated and well-lit stage entertaining an audience of two men and two women. The audience howls and guffaws at the performer's bawdy jokes and ridiculous pantomimes. Despite the solitary actor's cheery demeanor and comedic prowess, his leathery, withered skin belies his undead nature and contorts his lips and cheeks into a broad, horrific grin.

A thick, black curtain separates the forestage from the backstage area. Unlike the hallways and corridors, a gem with a *continual flame* spell occupies a depressed recess on the stage floor. A small panel allows the performers to cover the light with minimal effort. Two clothes racks located behind the curtain contain a vast assortment of costumes suitable for nearly any period piece and setting. The stage stands 3 feet above the auditorium and is accessible via two staircases located stage left and stage right. The seating area consists of crude wooden benches more akin to church pews than theater seats. The college's troupe of actors and musicians frequently held concerts, and performed plays and musicals in the theater.

The entertainer on stage is a **red jester**, a bizarre, undead creature with a penchant for humor and chaos. Upon noticing the PCs, the strange monster does not miss a beat and attempts to incorporate them into the act by loudly proclaiming that "you can never turn down a paying customer or a petulant gatecrasher."

He then invites the PCs to take a seat and enjoy the show along with the **4 cultists**. He offhandedly comments that "he is going to be here all night and given that he is already dead, probably forever," before moving on to say that "the PCs cannot help but laugh at his act." He then contorts his face even wider and declares, "Look at me! I never stop smiling!"

Behind the merriment, the red jester is a devout follower of Mila and Zuxaca. Even though the PCs are likely heavily armed compared with the cultists, he recognizes them as a potential threat. During his interaction with the PCs, he wants to draw them close enough to get them within the 60-foot range of his fear cackle, and ideally lure them within 20 feet so he can hurl playing cards from his jester's deck at them.

The GM must remember that the red jester is not certain where the PCs' loyalties lie. He does not attack unless they make an overt act that threatens him or the audience. In order to gauge the PCs' intentions, he turns his one-man act into an interactive show. He asks the PCs questions about what brought them to Tangjan College and why they came to see him, all the while sprinkling in several jokes during the repartee. The red jester is adept at seeing through deception (+15 Sense Motive check).

If a PC gives him an evasive answer or lies, he becomes extremely suspicious. If a second PC does the same, he boldly proclaims that "on this monumental occasion, it is his honor to bring down the curtain." With those words, he attacks the PCs. It is possible that the PCs could bluff him into believing they are Mila's new followers or mercenaries hired to undertake her plans. In that case, the red jester does not attack, but he is also extremely wary of revealing details about Mila's activities. He instead claims that he is merely a humble entertainer devoted to sowing mirth and goodwill wherever he goes.

If the PCs fight him, the red jester commences combat by unleashing his fear cackle. The terrifying scream is almost certain to send the 4 cultists bolting for the door, which may alert the floor's other minions to combat taking place in the theater. The red jester then hurls his playing cards and swings his +2 light mace of merriment at any enemies within range of these attacks. Throughout the combat, the red jester makes terrible puns and jokes. His colorful phrases include "always die with a smile on your face," "I think you hit my funny bone," "the joke's on you, I'm dead already," "you tickled my rib," "lucky at love, unlucky with cards," and "laughter is the best medicine." The red jester fights to the death, as do the 4 cultists if they do not flee.

RED JESTER XP 9,600

CR 10

The Tome of Horrors Complete 507 CN Medium undead Init +8; Senses darkvision 60 ft.; Perception +15

AC 24, touch 14, flat-footed 20 (+4 Dex, +10 natural) hp 67 (5d8) Fort +5; Ref +9; Will +11 Defensive Abilities channel resistance +4, unassailable mind DR 10/magic; Immune undead traits; SR 21

Speed 30 ft.

Melee +2 light mace of merriment +17 (1d6+4 plus merriment) or 2 slams +13 (1d4+2) Ranged jester's deck +15 (see below) Special Attacks fear cackle, jester's deck, merriment

Str 15, Dex 18, Con —, Int 15, Wis 14, Cha 16 Base Atk +11; CMB +13; CMD 27

Feats Ability Focus (fear cackle), Catch Off-Guard, Dodge, Improved Initiative, Mobility, Spring Attack, Throw Anything, Weapon Finesse

Skills Acrobatics +17, Intimidate +16, Perform (act) +21*, Perform (comedy) +25*, Perform (oratory) +21*, Perception +15, Sense Motive +15, Sleight of Hand +17, Stealth +17; Racial Modifier +4 Perform (comedy)

Languages Abyssal, Common, Kirkut (Campacha dialect) Combat Gear jester's deck; Other Gear +2 light mace of merriment, bracers of the glib entertainer

Fear Cackle (Su) A red jester can unleash a fear-inducing cackle as a free action. All creatures within 60 feet that hear it must make a successful DC 22 Will save or become panicked for 2d4 rounds. Panicked creatures suffer a –2 morale penalty on saves and flee (if possible). A panicked creature has a 50% chance to drop what it's holding. If cornered or unable to flee, a panicked creature cowers. This is a sonic, mind-affecting, fear effect. Whether or not the save is successful, an affected creature is immune to that red jester's fear cackle for one day. The save DC is Charisma-based.

Jester's Deck (Su) The red jester uses a deck of playing cards in combat that functions as a *deck of many things*. Once per round, as a standard action, the red jester can draw a single card and throw it at an opponent to a range of 20 feet. This requires a successful ranged touch attack. If successful, the card takes effect that round and affects the

target just as if he had drawn a card from a *deck of many things*. A red jester can draw the same card more than once. The playing cards only function in the hands of a red jester. To anyone else, they are merely normal playing cards. **Merriment (Su)** If a red jester strikes an opponent with its mace, the creature must make a successful DC 20 Will save or fall to the ground laughing for 1d3 rounds. The opponent is not helpless, but is unable to move or act for the duration. A mace of merriment only functions in the hands of a red jester. In the hands of any other creature, it functions as a masterwork light mace.

Unassailable Mind (Ex) The mind of a red jester is a twisted and dangerous place to journey. Being undead, it is immune to all mind-influencing effects and should a creature target the mind of a red jester with such an effect (including psionics, telepathy or the like), the creature attempting to invade the red jester's mind must make a successful DC 22 Will save or suffer the effects of an *insanity* spell (caster level 15th). The save DC is Charisma-based.

* +5 competence bonus gained from bracers of the glib entertainer

CULTISTS (4) XP 400

CR 1

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

* Change the cultists' alignment to CN.

Treasure: The candelabrum on the organ is worth 50 gp. In addition to the combatants' listed gear, the red jester keeps a satchel backstage that stores 204 gp. It also wears *bracers of the glib entertainer*, which can be found in *Pathfinder Roleplaying Game Ultimate Equipment*.

T12: Common Room

The hearths in the far corners are cold and unlit. More than a dozen bottles of wine lie in a wooden rack against the wall between the two fireplaces. Two pairs of couches face one another near each of the hearths. Two tables surrounded by six chairs sit near the entrance.

After class, the students and faculty unwound in this common room. The upholstered couches are comfortable and in relatively good condition, as are the tables and chairs. Mila's followers rarely spend any time here. Their mania typically prevents them from relaxing.

Treasure: Fourteen bottles of wine are on the rack, though six spoiled ages ago. Though relatively unremarkable when first bottled, six decades dramatically increased their rarity. The remaining 8 wine bottles are worth 25 gp each.

T13: Headmaster's Office (CR 7)

Three portraits of the same, middle-aged scholarly gentleman dressed in academic robes hang from the office walls. An ornate, mahogany desk has a velvet-upholstered chair sitting behind it. Two golden candleholders flank the desk and three ordinary chairs rest in front of it. A marble basin filled with water occupies a corner of the room. A silver mirror is affixed to the wall directly above the water receptacle. Two men dressed in acolyte's robes take turns playing with a tiny spider crawling across the desk.

The normally frugal Tiblu spared no expenses decorating his office. In his day, the metallurgic amber rested atop this very same mahogany desk.

Like Tiblu, Mila now uses the marble basin and the silver mirror hanging on the wall near it to spy on her enemies with a *scrying* spell.

The men are really **2 phambente proteans** shapechanged to appear as ordinary people. As Mila's personal bodyguards, the two creatures refuse anyone entry to Mila's quarters and workshop unless she accompanies the visitors. They direct the PCs to leave the room at once, first verbally (in Abyssal and Protean) and then non-verbally using exaggerated gestures and shooing motions. They immediately attack any creatures that do not comply with their orders. If they detect that any PC is lawful, they dispense with the inquiries and immediately unleash a *chaos hammer* upon their orderly enemies. After sustaining damage, they revert to their true form and attack the PCs with their tentacles, gaining the benefits of a *heal* spell (CL 6th). The phambentes fight to the death, though they try to lure the PCs away from the office by using their *dimension door* ability to travel down the adjoining corridor and call for aid from any of the wandering phambentes.

PHAMBENTE PROTEANS (2) CR 5 XP 1,600 hp 51 (see Chapter 6)

Treasure: The silver mirror Mila uses as a focus for her *scrying* spell is worth 1,000 gp. The mahogany desk is worth 500 gp though it is extremely heavy and cumbersome to move. Likewise for Tiblu's chair, which is worth 200 gp. The golden candleholders flanking the desk are worth 150 gp each. A successful DC 15 Knowledge (local) or Knowledge (history) check verifies that Tiblu is the subject in the three portraits. The paintings are cracked and chipped, reducing their worth to 50 gp apiece.

T14: Headmaster's Quarters (CR 9)

The dying, crackling embers in a nearby hearth provide dim illumination and residual warmth in a spacious, luxurious bedchamber. Water fills half of an alabaster bathing vessel adjacent to a four-poster canopy bed covered with silk sheets and an exotic fur. An iron chest with an intricate locking mechanism occupies the floor near a full-length polished silver mirror. A mahogany armoire with two closed drawers rounds out the room's ornate furnishings.

Like his office, Tiblu outfitted his bedchamber in a manner befitting royalty. The deranged Mila now lives here, though the room's charm and ambience are lost on the maniac sorceress. Though Tunicamna and his adventuring party looted Tiblu's personal fortune, his greatest treasures eluded them. The eccentric headmaster cast a permanent *nondetection* spell on the secret door located on the room's east wall to prevent the great wizard from locating the concealed portal with magic alone. PCs attempting detection spells must succeed on a DC 21 caster level check; otherwise, the spell fails. In addition to protecting his hidden cache from divination spells, Tiblu also guarded it against thieves with potent magic. In an ironic and apropos gesture, Tiblu cast a *symbol of insanity* spell from a scroll on the secret door. It is triggered whenever a creature opens the hidden portal.

CR 9

SYMBOL OF INSANITY TRAP XP 6,400 Type magic; Perception DC 33; Disable Device DC 33

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Trigger spell; **Reset** none **Effect** spell effect (*symbol of insanity*, permanent insanity, DC 22 Will save negates); multiple targets (all targets within 60 ft.)

All of the furniture in the bedchamber is original except for the custommade iron chest. Mila brought it with her to store the contaminated coins for future circulation. It is infused with flecks of lead to absorb radiation and to prevent others from locating the metallurgic amber with divination spells.

The demented and increasingly paranoid sorceress trusts no one, so she cast an *alarm* spell on the chest despite the fact that the coins within have nominal value. The trap silently alerts Mila if someone opens the chest.

ALARM TRAP CR 2 XP 800 Type magic; Perception DC 26; Disable Device DC 26

Trigger proximity (alarm); Reset none Effect spell effect (alarm, silent alarm alerting Mila)

Treasure: Despite the furnishing's high quality, their sheer size and bulk make them difficult to remove. The two heaviest items, the bed and the alabaster bathtub, are worth 500 gp and 300 gp. The full-length silver mirror is worth 250 gp. The armoire contains women's clothing that is the equivalent of four noble's outfits.

In the chest are 2,072 cp, but they are all tainted with flecks of metallurgic amber. Many of the coins are still soft, indicating that they are newly minted. A PC notices this feature with a successful DC 10 Perception check. In addition, a PC can spot that the coins are a copper alloy with a successful DC 10 Knowledge (dungeoneering) check. Though the coins contain a lesser concentration of metallurgic amber, they are still dangerous once removed from the chest. After 2d4 hours of exposure to the coins, the PC must succeed on a DC 15 Fortitude save to avoid taking damage from the metallurgic amber. See the **Metallurgic Amber** sidebox in area **G21** regarding the effects of the radioactive metal.

T15: Mila's Workshop (CR 10)

The unnerving ringing sound caused by metal striking metal echoes through the spacious chamber, followed closely thereafter by a wave of stifling warmth. The noise and heat emanate from a hastily assembled workshop crammed into one side of the room. Sweat drips down the faces of two men. One feverishly pounds coins from a precast mold while the other moves metallic ore from the corner into a small forge and several crucibles on a nearby workbench. Numerous tools and dies sit on the workbench, along with an anvil and stone basin filled with liquid. A thin coat of metallic, gray paint covers every inch of the walls, floor and ceiling. An attractive, graceful woman with pale skin and flowing white hair oversees their activities, frantically urging the clearly exhausted men to work even faster. Though she appears human, her lithe figure and unearthly presence belie some other tainted heritage. Two tiny creatures hover over her head, as if awaiting her silent commands. A decrepit, withered old man accompanies her. The man and woman stand in the middle of a circle etched onto the floor with burnt incense, sulfur and brownish powder. Four limestone statues of a twisted and contorted eyeless snake surround the circle.

During his descent into madness, Tiblu first contacted Zuxaca in this laboratory more than 70 years ago. In a wild stroke of luck for Mila, the paranoid Tiblu covered the laboratory's walls, floor and ceiling in a thin coat of lead paint to prevent imaginary rivals and enemies from spying on him. The paint works to this very day, preventing enemies from viewing Mila while she remains here. It also prevents anyone from detecting the metallurgic amber. Nothing remains of Tiblu's original laboratory except the paint and the four creepy statues Tunicamna chose not to take with him. A successful DC 25 Knowledge (planes) identifies the statues' subject as Zuxaca. Tiblu drew the circle 70 years ago to augment his magic circle against chaos spell when summoning his protean servants. Mila no longer uses the circle, and directly contacts the demigod Zuxaca via a *contact* other plane spell. Mila herself is the conduit between her otherworldly deity and Tangjan College. The perpetually confused and mad Zuxaca is unable to act unless another creature directs the deranged serpent to do so. Without Mila, Zuxaca can do nothing, so destroying Mila essentially severs the link between Limbo and the Material Plane.

The workers currently have enough metal alloy to produce 1,000 copper coins infused with a minute quantity of metallurgic amber. In fact, each tainted coin consists of 99.4% copper and 0.6% metallurgic amber. Like the coins in area **T14**, this minute quantity is sufficient to alter the coins' appearance and malleability. Before the PCs' intrusion, the men minted 105 Reman copper furrows with the remaining alloy left in the crucibles. The minting equipment consists of the hammers and dies needed to imprint the coins. The stone basin contains the acid bath, crucibles, forceps and anvil as well as the small forge. Enough pure copper ore is here to produce an additional 7,000 coins.

The enchanting woman overseeing the minting operation is **Mila Sanguinatta**, a dhampir sorceress. The old man is a disguised **phambente**, and the tiny, serpentlike creatures accompanying her are **2 voidworms**. The **2 men** are minters she hired a week ago to produce her tainted coins. Fortunately for them, the lead paint absorbed the radiation from the metallurgic amber, leaving their minds mostly intact. The manic Mila works them to the brink of exhaustion, however. They have no loyalty to her and immediately hide at the first signs of combat.

Before coming in contact with metallurgic amber and Zuxaca, Mila suffered from mild mania. Since her exposure to these external influences, her mania has grown increasingly worse. She sleeps less than an hour a day, partly attributable to her *ring of sustenance*, and her mood changes at a moment's notice. At the height of her mania, she has boundless energy and claims that Zuxaca telepathically shares its disturbing thoughts and visions with her. In her warped mind, she is convinced that all of humanity aspires to do the same.

Mila has a mage armor spell in effect at all times, increasing her AC to 18 and reducing her available 1st-level spells depending upon the time of day. In battle, her first inclination is to protect herself. In that vein, she casts mirror image on herself and dispatches the phambente and the voidworms to fight the PCs. Like the other proteans, the phambente and voidworms revert to their true form if seriously injured, gaining the benefits of a heal spell. Mila wants to spread her gift of madness to others rather than kill them outright, so she refrains from casting damaging spells and instead attempts to frighten and befuddle her foes with fear, confusion and suggestion, preferably in that sequence. Besides attacking the PCs, she also calls for assistance from her protean allies in the hallways if they are still alive. The phambente(s) arrive 2d4 rounds later. In a difficult spot. Mila guaffs her *potion of invisibility* and attempts to escape until she can regroup. If the PCs block her path, she resorts to extreme measures and hurls a lightning bolt at everyone in her way. In the grip of her mania, Mila never surrenders or bargains with the PCs. In Mila's delusional mind, death is a lie, and the only way to uncover the truth is to experience it firsthand. Mila is willing to pierce the veil of this illusion as well.

MILA SANGUINATTA XP 6,400

Female dhampir sorcerer 10 (Pathfinder Roleplaying Game Advanced Race Guide "Dhampir") CN Medium humanoid (dhampir) Init +7; Senses darkvision 60 ft., low-light vision; Perception +6

CR 9

AC 18, touch 13, flat-footed 15 (+4 armor, +3 Dex, +1 natural) hp 47 (10d6 plus 10) Fort +5; Ref +8; Will +11; +2 vs. disease, mind-affecting; +4 vs. polymorph, petrification and transmutation Defensive Abilities negative energy affinity, resist energy drain; Resist acid 10 Weaknesses light sensitivity

Speed 30 ft.

 Melee +1 dagger +9 (1d4+1/19-20)

 Special Attacks reality wrinkle (10 rounds/day)

 Bloodline Spell-Like Abilities (CL 10th, ranged touch +8):

 8/day—protoplasm

 3/day—detect undead

 Spells Known (CL 10th, melee touch +8, ranged touch +8):

 5th (4/day)—contact other plane

 tth (4/day)—contact other plane

4th (6/day)—confusion (DC 20), fear (DC 19), phantasmal killer (DC 19)

CR 5

CR 2

3rd (7/day)—gaseous form, lightning bolt (DC 18), suggestion (DC 19), tongues 2nd (7/day)—blur, detect thoughts (DC 17), hideous laughter (DC 18), mirror image, touch of idiocy 1st (8/day)—charm person (DC 17), entropic shield, mage armor, magic missile, protection from law, shield 0—daze (DC 16), detect magic, flare (DC 15), ghost sound

(DC 15), mage hand, message, prestidigitation (DC 15), read magic, resistance **Bloodline** Protean[†]

Str 11, Dex 16, Con 11, Int 16, Wis 10, Cha 20 Base Atk +5; CMB +5; CMD 18

Feats Combat Casting, Eschew Materials, Improved Initiative, Iron Will, Spell Focus (enchantment), Toughness⁸, Weapon Finesse

Skills Appraise +8, Bluff +14, Craft (alchemy) +12, Intimidate

+10, Knowledge (arcana) +16, Knowledge (dungeoneering)

+11, Knowledge (planes) +16, Perception +6, Spellcraft +16, Use Magic Device +12; **Racial Modifiers** +2 Bluff, +2 Perception

Languages Abyssal, Common, Draconic, Protean SQ bloodline arcana (+4 DC to dispel transmutation or conjuration [creation] spells you cast)

Combat Gear potion of invisibility, wand of shout (CL 7: 12 charges); **Other Gear** +1 dagger, amulet of natural armor +1, cloak of resistance +2, headband of alluring charisma +2, ring of sustenance, scrimshaw pendant worth 150 gp, pouch containing five pearls worth 100 gp each, 174 gp

Negative Energy Affinity (Su) Though a living creature, a dhampir reacts to positive and negative energy as if it were undead — positive energy harms it, while negative energy heals it.

Protoplasm (Sp) At 1st level, you can create a ball of entropic protoplasm and hurl it at targets within 30 feet. This protoplasm acts as a tanglefoot bag that also inflicts 1 point of acid damage per round to a creature entangled by it. The protoplasm dissolves within 1d3 rounds. You may use this ability a number of times per day equal to 3 + your Charisma modifier.

Reality Wrinkle (Sp) At 9th level, you can surround yourself with a mobile, 10-foot-radius emanation of mutable reality. This rippling distortion is similar to solid fog but does not provide concealment or block line of sight. Your movement is not slowed by this aura. Attacks from outside the aura suffer a 20% miss chance against targets inside the aura. You may use this ability a number of rounds per day equal to your sorcerer level, though this duration need not be continuous.

Resist Level Drain (Ex) A dhampir takes no penalties from energy drain effects, though she can still be killed if she accrues more negative levels than she has Hit Dice. After 24 hours, any negative levels a dhampir takes are removed without the need for an additional saving throw. † Pathfinder Roleplaying Game Advanced Player's Guide

PHAMBENTE PROTEAN XP 1,600 hp 51 (see Chapter 6)

VOIDWORM PROTEANS (2) XP 600

hp 16 (Pathfinder Roleplaying Game Bestiary 2 "Protean, Voidworm")

Treasure: In addition to Mila's listed gear, the minting equipment is worth 50 gp. The statues are well made, but their bizarre subject matter reduces their value to 50 gp each.

Ti6: Tiblu's Vault

The room's only feature is a marble pedestal bearing a silver chalice, a golden scepter imbedded with shimmering diamonds, a silver orb and an ornate red, fur robe.

Tiblu kept the school's ceremonial vestments in his secure vault. He used these items once per year during the college's graduation ceremony.

Treasure: The silver chalice is a *chalice of poison weeping* that appears in *Pathfinder Roleplaying Game: Ultimate Equipment.* The golden scepter is worth 1,250 gp, the silver orb is worth 500 gp, and the robe is worth 200 gp.

RI: Observatory (CR 8)

Two 10-foot-long snake women with pale faces and stark white hair peer up into the sky from a solitary tower atop the building's roof. Numerous star charts cover its 10-foot-high walls. A trap door against the south wall presumably grants access to the campus building itself.

The observatory is connected to the school via a trapdoor leading into area **T4**. The trapdoor is fastened from this side, so unfastening it provides easy access to the spiral staircase leading down to the third level. The observatory lacks a ceiling, so creatures can easily climb over the wall or fly into the room, although a *wall of force* covers the opening. Intruders must deal with it first to get inside.

The astronomical outpost is now the home of **2 lunar nagas** that observe the celestial bodies in search of hidden signs and omens. The monsters arrived here a few months before Mila and her minions and made an uneasy truce with her. They agreed to guard the tower and convey their observations and prophecies to Mila in exchange for a monthly tribute. Though the lunar nagas share the dhampir sorceress's outlook on chaos, they think she is utterly mad and avoid her as much as possible. As an added protective measure, Mila cast the *wall of force* across the top of the observatory. The wall allows the nagas to see the open sky, but prevents intruders from entering and keeps the nagas from escaping.

If the PCs somehow circumvent the *wall of force*, the lunar nagas do not shy from a fight. But they are happy to avoid one, especially against formidable opponents. As with their relationship with Mila, they can be bribed, though nothing short of 1,000 gp worth of magical items is enough to garner their interest. They naturally attack any creatures that attack them first or who attempt to sneak up on them. At the first sign of trouble, the lunar nagas cast *invisibility* and *expeditious retreat* upon themselves. In subsequent rounds, the lunar nagas position themselves to flank their enemies. If they cannot, they resort to targeting the PCs with *magic missile* and *scorching ray*. A lunar naga reduced to fewer than 10 hit points pleads for its life, offering information in return for mercy. They tell the PCs that Mila is crazy, and that she plans to spread her sickness throughout the land. They do not know the specifics of her plan, but recall Mila mentioning an alchemist aiding her in her plot. They have not left the observatory since Mila's arrival.

LUNAR NAGAS (2) XP 2,400

CR 6

hp 68 (Pathfinder Roleplaying Game Bestiary 3 "Naga, Lunar")

Treasure: The nagas' star charts are extremely detailed and precisely accurate. Four charts depict each quadrant of the sky, and each is worth 250 gp. Each lunar naga also uses an astrolabe to aid its calculations. Each astrolabe is worth 1,000 gp. One of the nagas also carries a *wand of scorching ray* (CL 4: 14 charges).

Concluding the Adventure

Though the PCs may stop Mila from circulating her tainted coins among an unsuspecting populace, the question remains as to what to do with the metallurgic amber recovered from the college's alchemy laboratory and Mila's personal laboratory. The metal cannot be physically destroyed other than by *disintegrating* it. Likewise, returning it to Petyan is problematic as someone else could take it and use it for some nefarious purpose. In the end, the most likely means of disposal is to encapsulate the material in a lead casing and hide it in a secure location. That might be at the bottom of a chasm or even in a *secret chest* somewhere on the Ethereal Plane. The GM must ultimately decide whether the PCs' efforts at safekeeping prove effective.

After defeating Mila and Blake, the PCs must also wrap up any loose ends from side quests they performed during the adventure. These may include tracking down the traveling werewolf troupe, locating the lost heiress Tess Sanguinatta, bringing Blake Acamu back to Dardennell to face justice or disrupting Naykaw's narcotics trade. Besides granting the PCs payment for their services, these individuals could also serve as springboards to the party's next adventure. Possibilities include:

• Learning that a small "test batch" of Mila's tainted coins made its way to a nearby settlement and wreaked havoc on the local populace.

• Recapturing Blake after he escaped from Dardennell's clutches.

• Dealing with the repercussions of disrupting Naykaw's criminal enterprise.

The people of Petyan are also grateful to the PCs for their services for seeing that Tunicamna's amulet caused no further damage and for bringing the bucentaurs and his centaur allies to justice for their attack on their village. The residents have little to offer in terms of monetary payment beyond what Quanata pays them, but the PCs are guaranteed seats in front of a warm fire and a plate full of the village's finest culinary offerings. The people herald them in celebratory songs and dances performed throughout Campacha.

Appendix: Random Plains Events and Monster Encounters

This appendix provides additional strange events and random encounters to enhance the experience of any plains campaign. The first section contains a table detailing unusual occurrences that PCs may encounter while trekking across the grasslands. The second section consists of a random encounter chart for plains adventures.

Random Plains Events

After a while, a long journey across the grasslands can turn into drudgery. To break up the monotony of plains travel, the GM is encouraged to use these spontaneous events to keep the adventurers on their proverbial toes as they make their way across the forbidding landscape. To do so, roll 1d100 and consult the following table.

1d100	Plains Event
1	A lone horse missing its rider crosses paths with the PCs.
2–3	The PCs stumble across hops and barley plants growing wild in a field.
4–5	Strange sounds emanate from a dilapidated grain silo on an abandoned farm.
6–8	Someone or something mowed large swaths of grass and corn plants into geometric patterns.
9	A tiny meteor crashes into the ground and creates a 40-foot-diameter cylinder of dust, duplicating the effects of an obscuring mist spell and lasting for 1d4 minutes before dissipating.
10–11	A pair of mischievous teenage boys attempts to start a fire in a dry field.
12–15	Mosquitoes are out in force, biting nearby living creatures.
16–18	Numerous ticks lie in wait on the tall grass stalks.
19	The PCs come upon a corn plant fashioned into the shape of a man, with a pumpkin carved into the likeness of a human head sitting atop the central stalk.
20	A dozen sheep litter the ground. A close examination reveals that something ripped out their throats, yet the carcasses are otherwise intact.
21–23	A deadly sinkhole lies underfoot.
24–25	The PCs happen upon the exposed roof of a long- forgotten burial mound. The entrance is still buried beneath 10 feet of earth.
26–27	A persistent merchant selling dubious potions and cures insists that the PCs try his latest concoction — a potion that cures male pattern baldness.
28–29	The PCs encounter a traveling monk selling all six volumes of Bledja's "The Concepts of Truthful Perspectives" for the low price of 10 gp for the entire collection.

1d100	Plains Event
30–34	A rusty helmet, splintered wooden shield and broken spear protrude from the ground.
35–38	Tall grasses and weeds cover a neglected family burial ground.
39	Dried husks and cornstalks inexplicably lie in the middle of a rye field. No other cornstalks are in sight.
40–41	Three brew giants traveling to a cousin's house ask the PCs to try their latest batch of beer, a bitterly strong ale they call "Giant's Fuzzy Beard Ale."
42	Someone finds a skeletal severed hand still bearing a gold ring. An inscription inside the ring says "Forever yours, Artemaes.
43–44	Four hunters on the trail of a wounded antelope ask the PCs for help finding and killing the injured beast.
45–49	Scavenging birds circle overhead, following the PCs' footsteps.
50–51	Flashing streaks of light from a passing comet illuminate the night sky, granting a +2 bonus to all Profession (astrologer) checks attempted that night.
52–54	The full moon is particularly bright this evening, basking the grasslands in dim light.
55–56	A family of down-on-their-luck farmers asks the PCs to help them perform a "rain dance."
57–59	A young man named Tantawa (CG male human ranger 1; Dex 14; Survival +5) begs the PCs to look at a mysterious bite mark on his arm. He insists that some invisible beast bit him sometime the previous evening, and he is convinced that the creature was an adze (a new monster described in Chapter 6).
60–61	A headstone bearing the inscription "Here lies Abatsu, witch, sorcerer and conjurer of evil beasts" can be seen through the tall grasses surround the gravesite.
62–63	The handle of a broken longsword is visible just beneath the surface of a large puddle.
64–75	Roll on the plains random encounter chart found in the Appendix.
76–77	The PCs cross paths with three troubadours on their way to their next gig in a nearby town. Their singer's laryngitis prevents him from singing, so they ask one of the PCs to fill in for him.
78–79	While in a plains community, Tergetti (CN male human rogue 2; Dex 14; Sleight of Hand +8) or another NPC attempts to pick one of the PC's pockets.

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1d100	Plains Event
80–81	A young man and his girlfriend ask one of the PCs to marry them before their parents discover that she is pregnant with his child.
82–83	The PCs cross paths with Hezekiah Brambleton (NE male human rogue 3; Dex 16; Bluff +8) and his 2 accomplices (NE male human rogue 2; Str 15; Disable Device +7) who are on the run from their latest heist. They ask the PCs for food and directions to the next town or village.
84–85	Overcast skies reduce the temperature by 1d4 degrees.
86–87	The body of a decomposing, headless lion lies in the middle of the field with a spear embedded in its chest.
88	The PCs come across a shallow open grave containing the body of a slain warrior.
89–90	Several dozen panicked animals apparently fleeing some unseen horror attempt to cross a nearby river.

1d100	Plains Event
91–92	Arrows protrude from the side of an overturned wagon and a horse that pulled the wagon. The mortally injured driver whispers two words before dying: "Jasper Macentosh."
93	A family lives inside of the decaying carcass of an enormous, dead grainworm.
94–95	The PCs stumble upon a nomadic madman who insists that the worms are eating his brain.
96–97	A beautiful woman named Caradell (CG half- elf female, bard 1; Cha 16; Perform [string instruments]) asks one of the male PCs to pretend to be her boyfriend at a family function later that evening.
98–99	Four young boys tell the PCs that they can take them to see a dead body they found by a nearby stream.
00	An old farmer offers to sell the PCs a pair of magic beans that he found as a boy.

Plains Monster Encounters

To add further dangers to a journey through the sprawling grasslands, the GM is free to use the subsequent random chart to generate additional plains encounters. The chart includes monsters appearing in this sourcebook as well as those presented in other works. To use the table, roll 1d1000 (3d10). Roll on the Tropical Grasslands table for encounters in that particular environment, and the Temperate Grasslands table for encounters in that landscape.

Under the heading "Source" the following books are referenced:

FB: Fields of Blood, monsters detailed in Chapter 6

B1: Pathfinder Roleplaying Game Bestiary by Paizo Publishing

B2: Pathfinder Roleplaying Game Bestiary 2 by Paizo Publishing

B3: Pathfinder Roleplaying Game Bestiary 3 by Paizo Publishing

TOHC: The Tome of Horrors Complete by Frog God Games

Creature	CR	Source	No. App.	Tropical Grassland	Temperate Grassland
Adherer	3	B3	1–12	—	001–010
Adlet	10	B3	1–18	—	011–015
Adze	4	FB	1–12	001–015	016–020
Akhlut	13	B3	1	—	021–027
Al-mi'raj	1/2	ТОНС	1–20	—	028–030
Allosaurus	7	B1	1–6	016-030	—
Animal lord	11	B3	1	031–032	031–032
Ankheg	3	B1	1–6	033–055	033–050
Ankylosaurus	6	B1	1–12	056–070	—
Antelope	1/2	B3	1–50	071–095	051–070
Arsinoitherium	7	B2	1–12	—	071–072
Atomie	1	B3	1–14	—	073–076
Auroch	2	B1	1–30	—	077–100
Aurumvorax	9	B2	1–2	—	101–105
Axe beak	2	B3	1–6	-	106–110
Azimu hag	6	FB	1–3	096–110	111–120
Barrahattu	1/2	FB	1–50	111–135	121–145
Bison	4	B1	1–30	_	146–170

		1	OF BLOOD		
Creature	CR	Source	No. App.	Tropical Grassland	Temperate Grassland
Black-tailed deer	1/4	ТОНС	1–20	—	171–190
Blink dog	2	B2	1–14		191–192
Blood hawk	1	ТОНС	1–11	136–145	193–195
Brachiosaurus	10	B1	1–12	146–160	—
Brew giant	7	FB	1–8	161–165	196–205
Brontotherium	8	ТОНС	1–8	—	206–210
Brownie	1	B2	1–12	—	211–220
Cat	1/4	B1	1–12	166–200	221–240
Catfolk	1/2	B3	1–60	201–220	241–250
Cave lion	6	TOHC	1–20	—	251–260
Centaur	3	B1	1–30	221–250	261–280
Cheetah	2	B1	1–2	251–270	—
Chupacabra	3	B2	1–7	271–275	—
Cobra-back inphidian	3	ТОНС	1	276–280	_
Cockatrice	3	B1	1–12	—	281–290
Cold rider	8	B3	1–12	_	291–292
Common inphidian	3	ТОНС	1–100	281-310	_
Compsognathus	1/2	B2	1–20	311–320	_
Corpse rook	5	ТОНС	1–6	321–325	293–295
Dancer inphidian	3	ТОНС	1	326–335	_
Dire hyena	3	B1	1–8	336–360	—
Dire lion	5	B1	1–8	361–380	_
Dire tiger	8	B1	1–2	381–400	296–305
Elephant	7	B1	1–30	401-425	—
Elk	1	B3	1–50	_	306–330
Elusa hound	3	ТОНС	1–7	_	331–334
Fetch	2	ТОНС	1	_	335–336
Fey giant toad	3	B3	1–12	_	337–340
Fire lizard	8	ТОНС	1–2	426-430	_
Flind	2	ТОНС	1–100	431–445	_
Fogwarden	5	ТОНС	1	_	341–343
Forester's bane	5	ТОНС	1–2	_	344–346
Forlarren	2	B2	1	_	347–350
Forlorn soul	5	FB	1	446–450	351–360
Fox	1/3	ТОНС	1	_	361–380
Frost worm	12	B2	1	_	381–382
Gallows tree	13	ТОНС	1	451–455	383–385
Gallows tree zombie	4	ТОНС	6-11	456-460	386–390
Gambado	3	ТОНС	1-5		391–394
Geresun	1/2	FB	1	461–480	395-415
Giant bee	1	B2	1–19	481-495	416-425
Giant bumblebee					
queen	5	ТОНС	1	—	426–430
Giant bumblebee worker	3	ТОНС	1–20	—	431–470
Giant frilled lizard	5	B1	1–8	496–500	

APPENDIX

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Creature	CR	Source	No. App.	Tropical Grassland	Temperate Grassland
Giant grainworm	6	FB	1–3	501-515	471–485
Giant porcupine	2	B3	1–6		486–495
Giant queen bee	5	B2	1	516-520	496–498
Giant scorpion	3	B1	1	521–540	499–510
Giant solifugid	1	B2	1–6	541–550	_
Giant toad	2	B2	1–12	_	511-515
Giant tuatara	4	ТОНС	1–2	551-555	—
Giant vulture	4	B3	1–8	556–570	_
Glacial ooze	6	ТОНС	1	_	516-517
Glacier toad	6	B2	1–12	_	518-519
Glyptodon	6	B2	1–2	_	520–523
Gnoll	1	B1	1–100	571–600	_
Goblin	1/3	B1	1-100	_	524–550
Gold dragon	7	B1	1	601	
Goliath stag beetle	8	B1 B2	1-8	602-604	
Gorgon	8	B1	1–12		551–560
Gourd leshy	1	B3	1-12	605-615	561-565
Great cyclops	12	B3	1-12	616-617	566-575
Great Cyclops	3	ТОНС	1–14		576-580
	10		1-30		581-585
Guardian naga		B1			
Hestovato	8	FB	1-4	618-620	586–595
Hippopotamus	4	TOHC	1-12	621-635	-
Horse	1	B1	1–30	636–650	596–630
Hyena	1	B1	1–12	651–670	—
Jack-in-irons giant	17	ТОНС	1	_	631
Kaasi demon	8	FB	1	671–672	632–633
Kamadan	4	B3	1–10	673–674	634–637
Kangaroo	1/2	B3	1–10		638–650
Kathlin	3	ТОНС	1–13	-	651–653
Kayapi	4	FB	1–100	675–685	654–660
Krenshar	1	B2	1–10	-	661–663
Land lamprey	1	ТОНС	1–10		664–665
Lion	3	B1	1–10	686–700	—
Lynx	2	ТОНС	1–2		666–670
Malingering spirit	6	FB	1	701–705	671–675
Mammoth	10	ТОНС	1–20		676–685
Mastodon	9	B1	1–30	—	686–690
Megalania	7	B3	1–12	706–707	691–693
Megaloceros	4	B2	1–50	—	694–695
Mimi	1	ТОНС	1–80		696–698
Monitor lizard	2	B1	1–8	708–710	—
Moose	3	ТОНС	1–20	_	699–715
Mountain lion	3	ТОНС	1–2	_	716–725
Mustang	2	FB	1–50	711–725	726–740
Ngofariman	4	FB	1–10	726–735	741–742

Creature	CR	Source	No. App.	Tropical Grassland	Temperate Grassland
Night adder					
inphidian	5	ТОНС	1	736–737	—
Nilbog	1	ТОНС	1–100	—	743–744
Ogren	1	TOHC	1–24	—	745–750
Oliphant	6	ТОНС	1–8	—	751–755
Ombu horse	3	FB	1–4	738–739	756–757
Pachycephalosaurus	4	B3	1–2	740–745	758–760
Parasaurolophus	4	B2	1–12	746–750	—
Pegasus	3	B1	1–10	751–755	761–765
Phambente protean	5	FB	1–6	756–757	766–770
Pony	1/2	B1	1–30	758–765	771–780
Porcupine	1/4	B3	1–6	—	781–785
Psiwyrm	12	ТОНС	1–2	-	786
Raggedy man	3	FB	1–12	766–768	787–790
Rainmaker	4	FB	1–3	769–775	791–795
Rattler inphidian	4	ТОНС	1	776–780	_
Rhinoceros	4	B1	1–12	781–795	—
Salt drake	8	ТОНС	1–5	796–800	796–800
Scythe horn	4	ТОНС	130	—	801–803
Sheep	1/4	ТОНС	1–50		804–825
Smilodon	5	ТОНС	1–10	801–810	826-830
Spiradillo	5	FB	1–4	811–820	831–835
Stegosaurus	7	B1	1–12	821–830	—
Stymphalidies	8	B3	1–9	831–840	—
Tear collector	5	FB	1–6	841–850	836–840
Thought eater	5	FB	1	851–860	841–850
Taiga giant	12	B2	1–50	—	851–855
Tangtal	3	ТОНС	1	—	856–860
Tokoloshe	1/3	FB	1–100	861–890	861–890
Triceratops	8	B1	1–8	891–900	
Tsetsabu	1	FB	6–10	901-911	891–905
Tyrannosaurus	9	B1	1–6	912-920	—
Velvet ant swarm	3	ТОНС	1–11	921–925	—
Vulture	1/2	B3	1–24	926–945	
Wahuapa	4	FB	1–3	946–960	906–915
Wereboar	2	B2	1–8	961–970	916–925
Weretiger	4	B2	1–2	971–980	926–935
White pudding	6	ТОНС	1		936–940
Winter wolf	5	B1	1–11	-	941–955
Woolly rhinoceros	6	B1	1–12	_	956–960
Worg	2	B1	1–11	—	961–980
Yuki-onna	8	В3	1		981–983
Yumbo	2	FB	1–100	981-000	984–000

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Fields of Blood

Fields of grain and grass stretch as far as the eye can see, in every direction. To the untrained eye, the plains are a boring biome. The ground is relatively flat, and no trees — or even shrubs —grow here. Just grasses and grains, for as far as you can see in any direction. This distinct environment is perfect, however, for supporting large herds of migratory herbivores such as aurochs, bison, zebra, and antelopes. The large herds, in turn, support a diverse number of predators lions, hyenas, cheetahs, wolves, and, of course, humans.

Settlements dot the land, and finding one is as simple as knowing where to look. Getting lost isn't an option out here — one could wander for days without finding civilization. Much smaller than the large urban jungles that rise along the coasts, the small towns and villages of the plains are perfect, allowing trade among distant groups and providing safety in numbers for those who opt to give up the migratory life in exchange for settling down to raise crops and domesticated animals. The relatively flat ground and smaller settlements give the false impression that the plains have no place for adventure. The tall grasses disguise entryways to underground barrows; or follow the right trail and you'll find ruins of civilizations past.

Man and beast alike have evolved to thrive in this biome. Special equipment, spectacular spells, unique training, and a diverse range of alternative class features make the plains explorer unique from those found elsewhere in the world. Monsters and animals, too, have adapted to the features of the plains. Extraordinary vision, vast herds unseen elsewhere in the world, tolerance for vast temperature ranges. These are just some of the many ways creatures have adapted to the unique challenges presented by the environment.

Violent thunderstorms. Tornadoes. Blazing wild fires. Blizzards. High humidity. All biomes have extreme weather, but the plains buffet you with wave after wave of different extreme events, testing the mettle of the heartiest explorers. So come, if you think you possess the skill to wander the plains in search of lost treasures and hidden lore. Danger lurks, hiding in the grasses or in burrows just below the surface. Or in the clouds, waiting to burst forth in torrential rain. Come prepared. Or don't bother coming at all.







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