

FROG GOD GAMES

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ADVENTURES Worth Winning

FROG GOD GAMES

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Introduction

Since the dawn of civilization, men have looked to the skies for answers to humanity's most fundamental questions about the meaning of life and existence. Nowhere else is closer to the heavens than the colossal blocks of rock that lord over the earth below them and reach up to touch the sun, the moon and the stars. In many cultures, the gods watch over the affairs of mortal from their lofty summits in the clouds. The mountains themselves are magnificent natural wonders that emulate divinity. They personify brute strength, unwavering devotion and incredible beauty. Those that stare upon their chiseled countenances walk away from their encounter awed, inspired and sometimes even frightened. The stoic giants' very presence alone can stir powerful emotions deep inside the souls of the courageous men and women who see the majestic peaks not as objects, but as one of their kin. In their eyes, mountains are not inanimate mounds of barren rocks and fallow earth. They are living, breathing beings passionately sculpted from pristine stone and unspoiled elements. Indeed, mountains boast some of the world's purest waters, mightiest trees, most gorgeous scenery and the richest soil. Mountains conceal vast wealth in the form of precious gemstones, valuable minerals and rare metals. Cave entrances, deep chasms and secret tunnels grant outsiders access to the monstrosity's underbelly where it keeps its greatest prizes.

Unfortunately for treasure seekers, mountains are temperamental and covetous hosts, subject to sudden fits of anger and jealousy. Adventurers unprepared for one of the behemoth's foul mood swings may literally become part of the rugged landscape. Fickle weather, hidden crevasses, loose stones, volcanic eruptions, violent tremors and raging avalanches are just some of the dangers that a perturbed mountain can unleash against creatures attempting to conquer its well-defended summit or wrest its worldly fortune from its calcified grasp. Mountains of Madness gives both sides of the table — GM's and players alike — the tools needed to bring this unique environment to life in all its wondrous glory. For GM's, mountains are relentless foes that wear down even the hardiest opponents. Whereas the preceding dangers are predominately acute in nature, the steep slopes, vertical surfaces, bitter cold and thin air are chronic hazards that torment characters at every turn. In addition to these formidable obstacles, this sourcebook also presents a collection of new and unusual monsters to baffle and humble even the most experienced players and seasoned parties. Mountains are full of surprises, and Mountains of Madness ensures that

GM's never run out of clever tricks and unexpected twists to throw at the characters partaking in the narrative.

Unlike a novice mountain climber in over his head, players are not left out in the cold to fend for themselves. Mountains of Madness also gives players numerous options to customize their characters to this harsh environment. Exciting new feats and innovative uses of existing skills allow players to better tame the mountains environment and also push the boundaries of reality to their absolute limit. Likewise, the proper gear greatly increases the chances of survival in this unforgiving terrain. Mundane items such as insulated footwear and alchemical creations along with magical equipment including specialized climbing tools, enchanted monstrous hides, fortune telling headdresses and long distance communication devices are essential components for success. Characters that wield mystical energy also learn to shape this amorphous power in accordance with their wishes. They can spring mountains out of nothingness, glimpse into the future, tear the fabric of time and space or simply acclimatize themselves and others to high altitudes. Archetypes, variations of existing base classes, round out the world of possibilities available to players aspiring to stand atop the mountain's proverbial summit and claim mastery over its conquered enemy.

Mountains of Madness incorporates some real world elements from Tibetan, American, Incan, European and African culture, traditions and history and integrates them with components from **Frog God Games** *The Lost Lands Campaign Setting*. The four adventures as well as the prologue that appear here take place in the Stoneheart Mountains. They build upon events and individuals that also appeared in *The Slumbering Tsar Saga, Stoneheart Valley* and *Sword of Air*, all from **Frog God Games**. Still, it is not necessary to be familiar with or use any of the preceding material to use this sourcebook. *Mountains of Madness* works perfectly fine as a standalone product with no background information needed.

So follow in the immortal footsteps of Mount Everest's first conquerors, the legendary mountaineers Sir Edmund Hillary and Tenzing Norgay. As the former once said, "It is not the mountain we conquer but ourselves." While that statement may ring true in the real world, for adventurers endeavoring to test their mettle against an implacable mountain the quote must be partially amended. A popular saying among mountain peoples declares that, "The strength to defeat the mountain resides within, but mountains never surrender." Adventurers discover the adage's truth firsthand.

<u>Ch. 1: A Mountain Primer</u>

According to popular myth, an interviewer once asked the renowned mountaineer George Mallory the question, "Why do you want to climb Mount Everest?" Legend tells us that he quipped, "Because it's there." In the minds of many seasoned mountaineers and novices alike, these three words best summarize their motivation for risking life and limb to climb to the figurative top of the world. Explorers imbued with an innate sense of adventure do not look upon these mighty giants as obstacles. They see them as challenges that beckon a select handful of courageous souls to match their minds and bodies against the ultimate immovable objects. Mountains inspire humanity to dream of achieving the impossible. The tallest peaks literally reach into the clouds, daring brave men and women to climb into the heavens and behold the world in the same manner that the gods do. Those that possess the grit and determination to stand atop and conquer one of these stony behemoths walk among an elite brotherhood for the rest of their days.

The same steely resolve courses through the veins of adventurers that embark on a journey into this rugged, unforgiving landscape. Though they also possess the inner drive that propels climbers onto greater heights, more tangible rewards motivate many of them to bore into the heart of a foreboding, haunted mountain or scale the walls leading to a distant, snowcapped summit cloaked in a veil of ominous fog. Vast deposits of precious gems, metals and minerals await the courageous few that dare delve into the mountain's underbelly and wrest their prize from its covetous owner. Some adventurers hold firm to the belief that mountain summits are sacred sites. Their faith tells them that the denizens dwelling atop the frozen mountaintops hold the answers to the world's profoundest mysteries and may be willing to share their secrets with those they deem worthy. The cause of righteousness spurs others to ascend into the clouds and battle against the malevolent men and monsters that commit heinous acts far from prying eyes in these remote, isolated locales. Regardless of their reason for setting foot into this inhospitable environment, in order to prevail in their quest, adventurers must not defeat only their enemies. They must also vanquish the mountain itself.

Mountain Basics

It is impossible to discuss humanoids' motivation for climbing mountains without defining what a mountain is. In simplest terms, a mountain is an elevated portion of land taller than the area surrounding it. What differentiates a hill, which is a similar landform, from a mountain is not universally agreed upon, but the general consensus holds that the landforms' height, size and steepness are the determining factors. Mountains are taller, larger and steepnet than hills. No exact line of demarcation exists to distinguish a mountain from a hill, but 1,000 feet and 2,000 feet above sea level are the elevation figures most widely used to set the two apart from one another. Scholars usually classify landforms taller than the preceding figures as mountains, while categorizing landforms shorter than the preceding figures as hills. Mountains also encompass a significantly larger area than hills. In fact, a single mountain can cover an area of several hundred square miles — as in the case of Mount Everest — whereas the largest hill is hard-pressed to claim dominance over a one-square-mile area.

Mountains are rarely standalone objects. Instead, they typically cluster close together in geological formations referred to as mountain ranges or mountain chains. In many cases, hills act as a transition zone or buffer between neighboring flat terrain, such as forests, deserts or grasslands on one side, and their superior mountainous brethren that overshadow them on the opposite side. Mountains are never sculpted into a contiguous, uniform shape. They start as an uncut block of stone. Wind, water, glaciers, fault lines, lava, intense heat and other natural forces chisel away at the raw building material and fashion them into rocky statues of varying heights, widths and steepness. Despite the differences, all mountains share a handful of universal features. The portion of the mountain closest to the ground is referred to as either the base or the foot of the mountain. Though the terms mountain and peak are synonymous in some instances, in this context, the word peak is used to describe sharply ascending protrusions that are typically found at or near the mountain's highest elevations. The mountain's summit is its highest peak, thus it is possible for a mountain to have multiple peaks, but only one summit. Valleys are low-lying areas between neighboring mountains or a tightly packed group of mountains.

Beyond the simple basics, mountains flaunt many diverse geological features. Magnificent ridges, sheer cliffs, deep blue icy crevasses, perilous escarpments, multicolored rock walls and snowcapped summits cloaked in wispy fog add to the mystique and wonderment that make these earthen giants a breathtaking sight to behold. The hardy plants and animals that call this rugged terrain home see things differently. Firsthand experience teaches them that the mountains are a callous and temperamental host. One misplaced step on a patch of rubble or a melting snowpack can easily be a creature's last. A torrential downpour can wash layers of tenuous topsoil down the slope, while a ferocious blizzard can blanket the earth beneath thick layers of snow and ice. However, these occasional dangers pale in comparison to the mountains' interwoven and omnipresent hazards of extreme cold, lack of oxygen and ferocious winds.

Gravity is the glue that binds existence together, and even microscopic air molecules cannot escape its grasp. Air is at its densest closest to the surface. Its density decreases as the altitude increases because the planet exerts less gravitational force against objects farther from its surface. Air molecules are no exception. Less air means that there is less oxygen for animals to breathe and less carbon dioxide for plants to photosynthesize. Air molecules also retain heat and moisture, so their reduction at higher elevations results in colder temperatures and drier conditions. It would therefore seem logical that less air would also translate into lighter winds. Sadly for mountain denizens, the opposite is true. Fewer air molecules means less friction when the winds howl through the upper atmosphere. Air molecules moving close to the planet's surface are partly slowed by their contact with the ground and elevated objects in their path. Mountains tower over the surrounding landscape, so the winds do not encounter any resistance while they race across the skies. In some cases, tightly clustered peaks force the wind into narrow, winding corridors, much akin to pouring water into a funnel. This effect may not only accelerate the winds' speed, but it can also radically change their direction. A formula exists to roughly calculate the decrease in air temperature based upon increased altitude. Unfortunately, no similar mechanism exists to accurately compute the increase in wind speed attributable to higher altitudes because of the numerous variables that contribute to this effect.

In the preceding respect, mountains differ dramatically from conventional biomes because they create much of their own environment and are not wholly dependent upon external forces to shape them. They do not owe their existence to fickle wind patterns, adjacent bodies of water, proximity to the equator or poles, frequent rainfall or any weather phenomenon. Mountains can spring into existence anywhere. Moreover, their presence often has a dramatic impact on weather conditions in neighboring regions as exemplified by the rain shadow effect. The jet stream pushes warm, moist air molecules up the mountainside, causing them to rapidly cool and become thinner with the increasing altitude. Cold air retains less moisture than warm air, thus the humid air morphs into clouds and releases this excess moisture as precipitation. When the air rolls over the mountaintop on the other side, it is much drier than it was when it first began its ascent up the mountain. It takes less thermal energy to heat dry air than humid air, causing the air molecules to rapidly warm when the reach the valley on the other side. In scientific terms, the side of the mountain that faces the wind and first encounters the warm, moist air mass is commonly referred to as the windward side of the mountain. It obviously receives more rainfall and thus cooler temperatures than the opposite side of the mountain, which is referred to as the leeward side of the mountain. The leeward side experiences warmer temperatures

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and substantially less rainfall. In the real world, the rain shadow effect is responsible for creating Death Valley's notoriously hot and parched environment on the eastern side of the Sierra Nevada Mountains.

In addition to the mountains' effects on weather conditions in nearby and in some cases distant regions, the uneven terrain within the range itself creates its share of localized meteorological anomalies. Variations in temperature and atmospheric pressure between neighboring air masses provide the fuel necessary to spawn ferocious winds and storms. A large air mass on a smooth, level surface uniformly heats and cools, much like cooking food in a flat pan upon a stovetop. On the other hand, an air mass spread out over a rough, uneven surface fails to heat and cool in a consistent manner. The differences in altitude cause greater divergence in the temperatures and atmospheric pressure between rival air masses, which ignites the fuse required to create unsettled weather. In most cases, the fierce winds and storms spawned under these circumstances do not give rise to weather events that affect a broad area for a prolonged period of time. Still, the squalls' unpredictable nature and short-lived intensity compound upon the difficulties that natives and adventurers face during an excursion into the mountains. Despite the mountains' impact on the atmosphere, the forces that bring one of these titans to life cannot be found in the clouds or outer space. Instead, the seeds are sown in the planet's roiling interior, where fire and stone constantly vie for supremacy.

Making a Mountain

Mountains soar into the sky and tower above the surrounding landscape, yet they owe their creation to forces deep beneath the ground. They are born from two geological processes — plate tectonics and volcanism. Though it is not normally visible from the surface, the earth's crust consists of numerous, interconnected land masses called tectonic plates. These tectonic plates float upon a giant sea of superheated molten rock known as the mantle. The fit is far from perfect. Land masses crammed atop the fiery ocean above the planet's core constantly jockey for position.

When pressure forces two tectonic plates into one another, a battle ensues. In many cases, the land at the point of impact between the two tectonic plates compresses not unlike what happens when someone crushes a tin can. The crumbled part of the can bulges outward, while the end of the can emerges comparatively unscathed. The same thing occurs when two land masses crash together. The land along the tectonic plates' edges that is compacted by the collision swells and leaves mountains in its wake. For instance, the impact between the Eurasian Plate and the Indian Plate created the world's tallest mountain range, the Himalayas, which also include the planet's highest peak, Mount Everest.

The processes that conjoin tectonic plates to one another sometimes cause them to separate as well. Despite outward appearances, land is hardly unbreakable. There are occasions where the earth's crust literally cracks and gives birth to a deep fissure commonly known as a fault. Earthquakes are more frequently associated with faults than mountain building, but the same geological forces that cause the ground to violently tremble also lays the foundation for new mountains. While it is normally presumed that the ground on each side of a fault line shifts from side to side during an earthquake, there are times when the tremors cause the land on one side of the fault to uplift and list sideways akin a ship taking on too much water. The land mass on the opposite side of the fault plunges downward, creating a depression. Over time, erosion from the uplifted portion of the fault accumulates in the neighboring depression, building it up as well. Subsequent earthquakes increase the uplift and add more height to the mountains born from this volatile separation. The Sierra Nevada Mountains are an ideal example of this geological process at work.

When it is not possible to go up, it becomes necessary to go down. On these occasions, a thicker oceanic plate slides under a lighter continental plate in a geological process referred to as subduction. The denser plate burrows beneath the lighter plate, causing the land atop the upper plate to bulge and form a mountain. The friction caused by two enormous land masses grinding against one another generates tremendous amounts of heat, which also melts substantial quantities of rock. With nowhere else to go, the intense heat and pressure pushes this molten material through

cracks in the earth's crust and up toward the surface. Sometimes, enough magma is present to push the land mass upward into a dome-shaped mountain, but there is an insufficient quantity of magma and pressure to completely penetrate the outer surface. These areas often become plateaus — large, flat expanses of elevated land within or adjacent to other mountains. Over time, water erodes portions of this uplifted rock and stone, leaving spectacular canyons and escarpments in its wake. Yet more often than not, the force bubbling beneath the earth is so great that the swollen surface cannot prevent the superheated lava, ash, and dust beneath it from tearing through the earth's crust and creating a massive gouge known as a volcano. The resulting eruption spews unimaginable quantities of melted rock, noxious gases, ash, dust, and other debris hundreds and often thousands of feet into the air.

As demonstrated in the previous paragraph, plate tectonics, and volcanism sometimes work in tandem, rather than as separate forces to spawn these mighty peaks. Obviously, volcanism is more dramatic and visually breathtaking than plate tectonics. A particularly violent volcanic explosion can add as much as several hundred cubic miles of rock, dust, and volcanic ash to the surrounding terrain in a matter of days, whereas it could take eons for plate tectonics alone to duplicate the same feat. In some cases, the explosion is so powerful that the volcano collapses under the weight of the debris and becomes an elevated, flattened abscess in the earth known as a caldera. Active volcanoes erupt on a recurring basis, though few adhere to any regular schedule. Dormant volcanoes are those that have not exploded for a considerable period of time, but still have a magma chamber beneath them. Extinct volcanoes last erupted countless ages earlier. They no longer have a magma chamber and are deemed to be unable to ever erupt again.

Though it cannot create mountains per se, water in its liquid and frozen states plays a key role in shaping these gargantuan blocks of stone. Mountains in regions subjected to seasonal temperature variations accumulate large quantities of snow and ice on their slopes during late autumn and winter months. Spring's arrival ushers in warmer temperatures and soaking rains that weaken and eventually melt the snow packed onto the slope. Gravity pulls the water down the mountain's imperfect surface toward its lowest point. Over time, the surface runoff erodes the underlying stone and carves new permanent features into the mountain. Among these are gullies, caves, chasms and crevasses. The same principles apply to larger bodies of water such as rivers that flow through an elevated plateau. With the passing millennia, the relentless rushing water bores through elevated rock and stone, creating the geological formation known as a canyon. The Grand Canyon in Arizona owes its creation to the Colorado River, which gouged enormous fissures into the Colorado Plateau. Thus, while water did not elevate the Colorado Plateau landmass, it gave birth to the mountains that make up the enormous canyon's impressive walls.

Glaciers perform a similar function. These enormous slabs of compressed ice and snow are in constant, albeit painstakingly slow motion. As the glacier contacts the surface, the colossal mass's incalculable weight pulverizes the underlying bedrock into fine particles in a geological process known as abrasion. Glaciers can frequently take credit for carving the extremely steep rock walls and crevasses that dog mountain explorers on their trek to the mountain's summit. Glaciers also sculpt the mountain's features through another geological process known as plucking. In this instance, the glacier literally picks up large blocks of rock and stone that it pried away from the surface and incorporates them into its monstrous mass. The boulders then move with the glacier on its ascent up or its retreat down the mountainside. The aftereffects of plucking are not as readily visible as abrasion, but they can be far more conspicuous. Plucking can deposit a massive rock precariously on the edge of a cliff or misplace a boulder in another bewildering, hard-toreach spot or location where they kind of rock shouldn't be found. As in the case of water, glaciers cannot erect a mountain. They instead redecorate it.

One Mountain, Many Biomes

In many respects, a mountain's ecosystem resembles a series of concentric bands that wrap around the entire peak. In some circles, these bands are referred to as life zones. On flat ground, moist forests yield to drier grasslands before surrendering to sere deserts. A similar pattern exists on mountains, albeit on a miniaturized scale. Instead of stretching out for countless miles in every direction, the life zones on a mountain's slope measure only a few thousand feet in width before abruptly merging with their neighbor. Not surprisingly, these transitions coincide with the altitude. It is as if an artist took his brush and painted a series of contiguous rings around the mountain with one ring on top of the other.

Grasses and flowering plants dominate the lowest elevations. Trees and shrubs flourish on the gentler slopes at the lower elevations, draping the mountain's base in swirling shades of dark greens, drab olives, and earthy browns. In temperate and tropical environments, deciduous forests typically are prevalent at the peak's bottom rung just above the grasses. The warmer temperatures and abundant rainfall provide the ideal conditions for these woody giants to thrive. As the altitude increases, the air grows chillier and moisture scarcer. The leafy trees found in the deciduous forest give way to the coniferous trees such as pine and an assortment of evergreen shrubs. This life zone is classified as the montane forest. When conditions become too cold and dry or the mountain's slope too severe, it takes a tremendous toll on the indigenous trees. They become gnarled, stunted and deformed. These twisted stumps of misshapen wood are sometimes known as krummholz. This narrow band of contorted and disfigured trees may also be referred to as the subalpine zone. At some point, the trees disappear entirely, and grasses along with hardy flowering plants once again take their place. This boundary is known as the tree line. The life zone above the tree line is typically classified as the alpine zone. In most cases, the tree line separates the trees from the neighboring grasses, which can endure the harsher climate and dried conditions found above the tree line. Of course, there must be sufficient topsoil to support plant life above the tree line, otherwise exposed rock takes over as the predominant feature. An array of low-lying shrubs, sedges, multicolored flowering plants including the iconic edelweiss, mountain laurels, and rhododendrons add to the tapestry of grasses covering the slopes.

The fauna that inhabit mountainous environments almost all have outstanding balance, jumping skill, and specialized adaptations to deal with the cold temperatures and lack of oxygen at high altitudes. Llamas, alpacas, yaks, bears, cougars, mountain goats, and sheep seem to have adapted best to life in the mountains. Yet even these creatures have their limits. Depending upon the prevailing climate in the region, the increasing altitude eventually makes it too frigid and arid for even the hardiest plants and animals. The lack of oxygen and carbon dioxide at the highest elevations almost completely inhibit all forms of life. Eventually snow, ice, and glaciers coat the mountainside in a shimmering white pall that extends all the way to the distant summit, which is typically shrouded in gray fog and mist.

Game Applications

In many cases, mountains are formidable and nearly impassable obstacles, making them the ideal borders for rival nations and peoples. Because of their strategic location, mountains are often the site of numerous covert activities fomented by political, military and economic foes on opposite sides of the rocky boundary. Smugglers, spies, fugitives, cultists, prospectors and other individuals wishing to remain unseen use this rugged terrain to their advantage. Hidden tunnels, caves, and undiscovered mountain passes let some slip past mountain patrols without being noticed. Secluded locales high atop the mountain provide refuge to criminals trying to evade capture. The followers of forbidden deities frequently delve into the mountain's belly or find nearly inaccessible places where they can venerate their malevolent god far from the judgmental eyes of disapproving foes. Greedy miners scour mountain riverbeds, exposed rock formations, and precarious crevasses in search of the mountain's bountiful natural riches. As the indigenous residents frequently say, "Mountains harbor many secrets, and their stone lips tell no tales." Experience teaches many adventurers to begrudgingly agree with the adage.

Types of Mountains

At first glance, all mountains basically look alike. They are elevated landforms predominantly made of the same composite materials, earth and stone or some combination thereof. In some instances, it is even

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impossible to determine what the mountain is made of because its entire surface may be covered in snow and ice, as is the case with peaks found in an arctic environment. Still, an eye for detail and some specialized knowledge is all that it takes to differentiate one type of mountain from the next. Mountains are classified into three basic types — volcanic, folded and block mountains. Each category has unique characteristics that greatly affect the flora and fauna found atop its summit, along its slope, and within its shadow.

Volcanic Mountains

Volcanic mountains are not the most prevalent type of mountains, yet many of these giants are among Earth's most iconic peaks. Mount Fuji, Mount Kilimanjaro, and Mount St. Helens are real-world examples of volcanic mountains. Most volcanic mountains form in regions where the denser oceanic crust subducted beneath the lighter continental crust as described in the preceding section "Making a Mountain." This geological process accounts for the notorious "Ring of Fire," a belt of volcanic mountains along the western spine of the South American and North American continents that continues across the Pacific Ocean and stretches through the eastern edges of Asia and Indonesia. Hotspots account for the balance of the world's volcanic mountains. While the mechanics responsible for creating hotspots are not well understood, these anomalous volcanoes do not form around the edges of a subducted oceanic plate and instead spring up within the interior of an oceanic or continental plate. As the name suggests, hotspots are areas where superheated portions of the earth's mantle melt adjacent rock into liquid magma that rises through cracks in the planet's crust through a process known as convection. Hotspots gave birth to the volcanoes found in Iceland and the Hawaiian Islands among others.

Volcanic mountains are further broken down into three main groups — stratovolcanoes, shield volcanoes, and cinder cone volcanoes. Stratovolcanoes are the world's most easily recognizable and legendary volcanoes. Mount Vesuvius, the Italian peak responsible for burying the Roman era towns of Pompeii and Herculaneum may be the best known of these smoldering behemoths. These mounds of rock and solidified lava resemble an enormous, upright pointed hat. The mountain's base ascends at a steep angle to create a cone-shaped peak with a gaping cavity at or near the summit. During an eruption, steam, lava, ash, and super-heated dust surge up the mountain's interior and are then expelled high into the air through the open wound at the mountain's apex. While the typical stratovolcano hurls immense volumes of fine particles high into the air, the lava that surges out of its cavity has a viscous quality that causes it to slowly roll down the slope. The plodding journey takes so long that the lava cools and solidifies before it leaves the mountain's shadow.

Shield volcanoes are wider and flatter versions of stratovolcanoes. They acquired this name because they greatly resemble a warrior's round shield lying on the ground. Shield volcanoes have an extremely broad base that can encompass a vast area measuring nearly 100 miles in diameter. These mountains spew more-fluid lava that flows faster and much farther than the lava ejected from a stratovolcano. This dynamic gives the shield volcano its unique shape. The lava rolls down the mountain's gentle slope and adds to the size of its base rather than just accumulating at and around the base as in the case of a stratovolcano. The typical shield volcano has a flat summit that drops off at a moderate angle before gradually flattening out until there is almost no slope to the mountainside. The volcanoes found in the Hawaiian Islands are the world's best-known shield volcanoes. In fact, one of these volcanoes, Mauna Loa, is considered by many to be the largest volcano on Earth. It stands more than 13,000 feet above sea level. However, the massive shield volcano's roots reach deep into the ocean. According to some measurements, Mauna Loa is more than 55,000 feet high, nearly double the height of Mount Everest.

Cinder cone volcanoes are the smallest and simplest volcanic mountains. They resemble symmetrical cones with gentler slopes than a stratovolcano and comprise far less area than a shield volcano. Cinder cone volcanoes expel melted fragments of rock from a vent protruding through the earth's crust. The eruption's force is fairly weak. These silicon chunks infused with hot gases, commonly referred to as cinders or scoria, rapidly cool and fall back to the ground in close proximity to the vent. Over time, the cinders accumulate and create a hill or a mountain, depending upon the volcano's size. Cinder cone volcanoes differ from their larger cousins in the regard that they did not begin their existence as a mountain or a hill. Instead, their deposits of cinders and scoria transformed them from an open vent in the earth's crust into a cone-shaped mountain or hill. Cinder cone volcanoes can be found as a standalone entity, but they are more commonly encountered as part of a substantially larger volcanic arc that includes their figurative big brothers, the stratovolcanoes and the shield volcanoes.

The most potent volcanic eruptions may transform the land where the stratovolcano or shield volcano stands into a caldera. In these rare instances, the detonation is so powerful that it literally swallows up the earth around it, causing the entire mountain and as many as several hundred square miles of land around the mountain to collapse into the completely drained magma pool beneath it. Some scholars categorize these massive craters as supervolcanoes because these eruptions generate exponentially more energy and expel more lava, pumice, and ash than their ordinary counterparts. If the Yellowstone Caldera in modern day Wyoming duplicated the power of its last three major eruptions, the effects would be utterly catastrophic. According to some scientists, several meters of volcanic ash would coat most of the western continental United States and global temperatures may plummet by nearly 20° F practically overnight.

Volcanic Mountain Campaigns

Taking up residence anywhere near one of these enormous mounds of fire would lead most observers to conclude that the individuals must have some bizarre death wish or insane devotion to a fire deity. With little warning, the sleeping giant can stir from its nap and belch fiery lava, choking dust and toxic gases from its agitated belly, destroying everything in the materials' path. Yet some men and women are willing to take that chance in order to cultivate perhaps the most fertile soil on the planet. While few dare stake a claim to land in the shadow of an active volcano, it is not uncommon for communities to take root in the shadow of a dormant or extinct volcano. The soil in these regions is particularly rich because the eruption expels immense quantities of tephra (fragmented rocks) that are eventually broken down into essential elemental nutrients through weathering and chemical interactions between the tephra, the atmosphere, and any existing soil.

Naturally, these communities' survival depends upon appeasing the volcanic mountain looming overhead. While there is no universal agreement as to what causes an eruption, most humanoids attribute the explosion's cause to an angry being dwelling somewhere deep inside the mountain. Some contend that it is a fire god, whereas others believe that wicked monsters such as red dragons, fire giants, or other creatures immune to fire damage are responsible for setting off a detonation. Some wizards and sorcerers purport that volcanoes are conduits linking this world to another dimension wreathed in perpetual flame, smoke, and ash. Regardless of what mechanism is deemed to be the culprit, it is not unusual for inhabitants to sacrifice food, wealth, and even their fellow citizens to placate the whims of the dormant beast.

More rational minds turn to adventurers for answers. Nearby communities may hire these daring souls to rid the volcano's passages and tunnels of any meddlesome denizens aspiring to awaken the sleeping giant and unleash its fury on the residents below the mountain. Ambitious characters may venture into a volcano of their own accord, hoping to find a red dragon's hoard or a fire giant chieftain's treasure vault within the network of lava tubes and chambers at the heart of the mountain. Practitioners of arcane magic may seek rare minerals, pyroclastic matter and curious fragments of volcanic material within the volcano. On the other hand, some powerful magical items and artifacts can be destroyed only within the roiling reservoir of molten lava inside the bowels of a fiery mountain. Those adequately equipped to endure the hot, stifling conditions encountered inside of a volcano can discover great wonders and recover immense wealth in this forsaken version of earthly hell.

The "Mountain Terrain" section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook* describes the types of terrain that characters may encounter during their exploration of mountainous regions. The following table allows the GM to apply these terrain types to adventures set in volcanic mountain ranges. It is important to note that other factors such as the climate and altitude may require the GM to adjust these results to more accurately reflect the local conditions in the area.

Table 1–1:		
Type of Terrain En	countered in Vo	Icanic Mountains

	Alpine Meadow	Rugged	Forbidding
Stratovolcano	01–60	61–90	91–00
Shield Volcano	01–80	81–95	96–00
Cinder Cone Volcano	01–20	21–85	86–00

Folded mountains

Folded mountains are not as iconic as the more recognizable volcanic mountains, but they are no less significant or challenging. In fact, this type of mountain is the most prevalent variety found on Earth. The world's largest mountain, the legendary Mount Everest, and the tallest mountain range on Earth, the Himalayas, are real-world examples of folded mountains. As discussed in the preceding section, "Making a Mountain," folded mountains are the byproducts of crashes between continental plates. The edges of the colliding landmasses fold like a junkyard car crushed by a compactor. The crumpled portions that protrude from the surface become mountains.

These types of mountains are typically far longer than they are wide, so they more frequently act as national boundaries than volcanic mountains, which are not as densely concentrated over a comparatively smaller area. The folding process that gave birth to these mountain ranges also created steep ridges that can span great distances, making them an even more formidable natural boundary than less tightly packed volcanic mountains. Elongated plateaus are another geological feature commonly associated with folded mountain ranges. Some of these strips of flat land are found high atop folded mountain chains, as in the case of the Tibetan Plateau in the Himalayas.

Water runoff from the melting snowpack found at higher elevations carves channels in the surface rock before collecting in depressions on these elevated plateaus. The mountain springs and lakes supply men and beasts alike with ample supplies of water, allowing farmers to irrigate the rich mountain soil, and keep their livestock adequately fed and watered. Because of the comparatively abundant food and water supplies, humanoid communities and wild beasts are more likely to be found in folded mountain ranges than in any other type of mountain range. This environment also boasts the most populous humanoid settlements.

Folded mountain ranges typically attract residents for economic and spiritual purposes. The montane forests thriving at the lower elevations pique the interest of loggers who harvest and sell the timber to nearby residents or transport it to distant markets. The geological process that creates these stony monstrosities also forces valuable commodities such as iron ore and salt deposits to the surface, making it easier for miners to bore into the face of a structurally stable mountainside than dig far below the surface. In some instances, veins of silver and copper can be found alongside their less precious counterparts. Folded mountains are generally taller than their brethren, thus in many cases the lofty summits shrouded in dense clouds hold spiritual significance for worshippers and adherents to several philosophical schools of thought. Magnificent temples and shrines stand atop a number of mountain peaks beckoning pilgrims to pay homage to their faith from on high. Likewise, monasteries built upon isolated mountaintops often overlook serene valleys below them. The structures' seclusion and breathtaking views fill accepting hearts and minds with tranquility and unity with nature.

Folded Mountain Campaigns

Though the ominous specter of a volcanic eruption does not loom over the residents of humanoid settlements on and nearby the slopes of a folded mountain range, the habitat is not without its dangers. Deadly avalanches are a constant threat in this environment, particularly in temperate climates that experience substantial snowfall during the long winter and undergo rapid thawing during the spring. The fickle weather is a constant menace, too. Bright, sunny skies and calm breezes can vanish in an instant and be replaced with howling winds and ominous storm clouds, especially in the case of settlements on the mountain range's windward side. Natural hazards are not the only perils that face adventurers exploring the folded mountains in search of riches and enlightenment.

Wicked men and sinister monsters roam the land for nefarious purposes. Many of them prey upon the commercially vital mountain passes that crisscross the rugged terrain. Traveling merchants and refugees are favored targets for these depraved bandits. Raiders and giant humanoids hunting in these areas often set their sights on the isolated communities that dot the mountainside. Some thieves clandestinely steal livestock from the fields and burglarize undefended homes. Trolls and giants opt for the direct approach and simply take whatever appeals to them at the moment, including food, alcohol, money, and, in some instances, slaves. Active iron, salt, silver, and gold mines frequently attract unwanted attention from jealous enemies outside of the mine, and the greedy, subterranean denizens dwelling inside of the mountain's network of tunnels and chambers. Not surprisingly, overmatched villagers usually turn to adventurers for aid in repelling these unwelcome visitors and recovering lost goods that these murderous beasts took from them.

The steep ridges commonly found in folded mountain ranges make them an ideal location for national and regional borders. Remote hostels, fortifications, and small villages built along the boundary's proverbial weak spots abound with plots and intrigue. Most are as mundane as smuggling small quantities of illicit goods past customs inspectors. A select handful is more grandiose. Plots to attack mountain strongholds, assassinate important leaders, destroy crucial infrastructure, or cause mass fatalities demand immediate intervention from local political, military, and economic authorities. Once again, adventurers may be called upon to intervene in these delicate matters and thwart the perpetrators from carrying out their deadly actions.

The "Mountain Terrain" section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook* describes the types of terrain that characters may encounter during their exploration of mountainous regions. The following table allows the GM to apply these terrain types to adventures set in folded mountain ranges. It is important to note that other factors such as the climate and altitude may require the GM to adjust these results to more accurately reflect the local conditions in the area.

Table 1-2: Type of Terrain Encountered in Folded Mountains

	Alpine Meadow	Rugged	Forbidding
Folded Mountain	01–40	41–80	81–00

Block Mountains

Block mountains occur where two adjacent plates are moving away from one another and create a deep fissure in the earth known as a fault. As the plates pull apart, one side of the block uplifts sharply and forces the block on the opposite side downward. Over time, erosion takes its toll on the protruding portion, causing washed away debris to fill the depression on the opposite side. Block mountains are most recognizable for their sheer rock walls. In most cases, one side of the mountain range rises at very gentle increments whereas the opposite side ascends at an incredibly sharp angle, creating the mountains' telltale, nearly vertical stone surfaces or escarpments. However, some mountains instead have steep slopes on both sides. These elevated landforms are referred to as lifted type block mountains as opposed to the more conventional tilted type block mountains. Though they attribute their creation to the same geological process as tilted type block mountains, they appear as if some force literally lifted a singular massive block of stone directly upward. The effect resembles pulling up a loose cobblestone from a road and elevating it higher than its neighbors.

Block mountain ranges are significantly longer than they are wide, much like folded mountain ranges. They differ from folded and volcanic mountains in the respect that their sides are extremely steep, but their summits are relatively flat. Rivers from water runoff carve paths through the mountains, spawning huge canyons bounded by massive escarpments

CHAPTER 1: A MOUNTAIN PRIMER

on both sides. Still, block mountains are probably best known for bringing vast deposits of gold and other precious minerals close to the surface as exemplified by the discovery of gold in the foothills of the Sierra Nevada Mountains that sparked the California Gold Rush.

Block Mountain Campaigns

The block mountains' steep slopes make them a poor choice for agricultural purposes, thus settlements are few and far between in these regions outside of the valleys and canyons bounded by individual block mountains. Some communities may be found on the broad plateaus overlooking these low-lying areas. Unfortunately, these plateaus are extremely hard to reach, thus any settlements found in these regions are likely to be extremely isolated and very xenophobic. On the other hand, the mountains' inaccessibility grants refuge to men and monsters seeking to evade detection. Fugitives, criminals, and murderous cultists may use this rugged terrain to escape justice and conduct their immoral activities. To aid them in their search, local authorities hire adventurers to root out and capture wanted individuals and break up evil cabals practicing their obscene rituals in secluded mountainous areas.

While some may seek solitude in these mountain ranges, the discovery of gold and other precious minerals in these areas draws grizzled prospectors and desperate people to these remote locales. The friction found in fault lines and earthquakes create extremely high temperatures that vaporize rocks and stones, leaving just the gold behind. The gold deposits are forced upward. It stands to reason that block mountains, which are created by rising and shifting fault lines, contain deep veins of the valuable commodity. Humanoids are not the only creatures fascinated with gold. Dragons' legendary love affair with the metal dates back to the dawn of creation. Brutish giants and greedy monsters cannot pass up an opportunity to amass more treasure, making goldmines and any other mine a hotbed of activity for adventures exploring block mountain ranges.

The relatively smooth summit of a block mountain can also make an excellent fortification subject to several caveats. Ideally, gaining access to the mountaintop is challenging, but not impossible. This feature allows the defenders to restock their provisions and dispatch messengers to communicate with the outside world, while in turn greatly inhibiting the abilities of an enemy force to reach the entrenched defenders without sustaining heavy casualties or encountering tremendous logistical difficulties along the way. The mountain stronghold must also afford an excellent vantage point that overlooks an area of strategic importance, such as a critical river or a mountain pass. Depending upon where their allegiances lie, adventurers may be called upon to infiltrate and dismantle this vital defensive position or repel an invading army attempting to capture it. Either way, such efforts typically involve a great deal of subterfuge and intrigue before either party sets such a massive operation into motion.

The "Mountain Terrain" section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook* describes the types of terrain that characters may encounter during their exploration of mountainous regions. The following table allows the GM to apply these terrain types to adventures set in block mountain ranges. It is important to note that other factors such as the climate and altitude may require the GM to adjust these results to more accurately reflect the local conditions in the area.

Table 1-3: Type of Terrain Encountered in Block Mountains

	Alpine Meadow	Rugged	Forbidding
Block Mountains	01–20	21–50	51–00

Water

Just as gravity pulls air molecules close to the surface, water also flows downhill and collects in low-lying areas. The relentless liquid in all its forms sculpts mountains into unique shapes. It exposes magnificent rock formations to the light of day and carves out spectacular canyons that make for remarkable vistas. Water that bores into bare rock and earth on the mountainside gouges out caves and cavern complexes that tunnel into the heart of the stony giant. In most cases, it is not too difficult to find ample water at the lower elevations where water runoff from melting snowfall and rainfall pour into mountain streams that in turn feed larger bodies of water in the mountains' basin. Many of the world's great rivers, including the Indus and the Ganges River originate high in the mountains. In fact, rivers spawned from mountain water runoff account for nearly all of the water found in arid and semi-arid regions.

The difficulty arises at the higher elevations, where cooler and drier conditions prevail, especially in arid and semi-arid regions. While snow blankets the summits and upper reaches of many exceptionally high peaks, the truth is that precipitation is a rare event at extreme altitudes. As previously discussed, the rain shadow effect forces warm air up the slope where it eventually transforms into clouds and then releases its excess moisture as rain. Thus, areas below that transition point receive ample quantities of rain and snow, whereas those above that point and on the opposite side of the mountain receive substantially less precipitation.

Like all other biomes, mountain settlements are commonly found in arable lands where water is abundant. In addition to meeting the water demands of its humanoid residents, the region must have sufficient water to grow crops and enough rainfall to sustain green pastures for livestock. It is impractical to settle steep mountain slopes or inhabit treacherous peaks, so the overwhelming majority of communities and important sites at the higher elevations are found on plateaus within or adjacent to mountain ranges. These flat pieces of land can encompass an area of several thousand square miles that can also contain large bodies of water including rivers and lakes. Seismic activity is predominantly responsible for creating depressions large enough to capture immense quantities of water. Lake Titicaca, which straddles the border between Bolivia and Peru, is a perfect example of this geological process.

Despite the preceding exceptions, finding large quantities of water can still be a grueling undertaking at the highest elevations, most especially when traveling in large numbers or with livestock. A lone individual or small group can find water easily enough. However, water is normally too scarce to support any meaningful population of humanoids or animals in a small, concentrated location. Engineers endeavoring to construct fortresses, temples, and monasteries high in the mountains must either erect these structures close to a natural water supply or devise some means of transporting water to the site. This may be accomplished by damming up a river farther upstream, thus diverting its flow to the desired location or even tapping into an underground aquifer somewhere beneath the settlement.

In the end, seismic forces deep beneath the earth quarry the blocks that ultimately become mountains. Water functions as the artist's chisel, turning featureless stone into something extraordinary. Earth serves as the medium, and water puts the finishing touches on its marvelous creation.



Dwarves of the Mountains

No discussion of mountains would be complete without a look at, perhaps, their most iconic inhabitants in fantasy roleplaying and fiction in general. Though the Pathfinder Roleplaying Game makes no distinction in game terms between a mountain dwarf and a hill dwarf — both groups of dwarves share the same racial traits — for the purposes of this book we have introduced mountain dwarf as a separate racial subtype of dwarf while the dwarf introduced in Chapter 2 of the *Pathfinder Roleplaying Game Core Rulebook* represents the far more commonly encountered racial subtype of hill dwarf. The adventures and encounters in *Mountains of Madness* specifically, and in the Lost Lands in general, make use of this new racial subtype distinction, but feel free to discard this distinction for your own game if it does not fit the needs of your campaign.

Mountain Dwarves

Like their hill dwarf cousins, mountain dwarves are an equally stoic and stern race, if somewhat more regal in their sense of superiority as true sons of the mountains and beloved of the Dwarf Father. Descended from Great Mountain Clans, mountain dwarves meticulously trace their ancestry back to the ancient lines from the beginnings of the dwarven race. Unlike their hill dwarf kin, mountain dwarves have never forsaken their deep halls among the mightiest mountain ranges for those of lesser ranges and hills among the folk of the lowlands. They are equally implacable against their ancestral foes of giants, goblins, and subterranean horrors but often extend their antipathy towards humans and elves as well.

Physical Description: Like hill dwarves, mountain dwarves have burly builds, knotted with muscle, and short and stocky statures. Their height range is greater than that of hill dwarves with some little over 4 feet in height but those more closely related to the ancient noble lineages exceeding 5 feet on occasion. They too pride themselves on the length of hair and beards but are even more prone to elaborate coifs and intricate braids of their beards

with all manner of ornamentation. Some mountain dwarf women are able to grow beards, which is seen as a rare mark of beauty among their fellow clansmen and women but often causes them to be mistaken for males among other races. A clean-shaven male dwarf is still considered as a sign of madness or shame — criminals are routinely shaved as a punishment but women who choose to do so bear no such stigma.

Society: Mountain dwarves relate to the members of their own clans, first and foremost, and one of the Nine Great Mountain Clans second. The Great Mountain Clans may or may not get along with other Great Mountain Clans depending on the history between them, proximity, competition for resources, etc. Skirmishes and even full-scale war is not unknown between the often xenophobic lesser clans, but it is rare than an entire Great Mountain Clan arms for war or that the lesser clan skirmishes spread beyond their own local boundaries.

Relations: Mountain dwarves despise orcs, goblinoids, and giants as much as their hill dwarf kin. However, some of the Great Mountain Clans extend this animosity towards humans and elves as well for what they see as great betrayals in wars of antiquity. Not all mountain dwarves share this hatred of humans and elves, but all of them learn the same fighting techniques against them as a result of their clan having participated in the racial animosity at some time in the past. Mountain dwarves get along well enough with gnomes and their hill dwarf kin but hold half-elves and half-orcs to their human, orc, and elf lineages and extend the same bitterness to them. Halflings are usually lumped in with humans in the eyes of mountain dwarves and held with the same disdain.

Alignment and Religion: Mountain dwarves define themselves by the honor of themselves and their clan. Their traditions and customs may seem as stagnant and unvielding as the stone in which they build their homes, but they have also endured for countless centuries and prevailed against countless challenges. Mountain dwarves do not abandon their traditions or their loyalties lightly and take umbrage at those who would suggest otherwise. Most mountain dwarves are lawful neutral. Except for evil individuals who secretly hide their true faith among their unsuspecting peers, mountain dwarves tend to follow the patron deity of their Great Mountain Clan. Dwurfater, Father of Dwarves, is the most commonly venerated deity, followed by Vergrimm Earthsblood, Keeper of the Mines. The clans of Koth and Krazzadak are known for following Crugas, God of Magical Crafts, and at least one clan venerates Strym the Mighty, God of Strength (known as Stryme among his human followers). Those clans with a more evil bent have been known to follow Grox. God of Artifice and Darkness (as well as patron of the duergar). Few if any mountain dwarves venerate Pekko, God of Ale and Spirits, as too frivolous and popular among lowland races, though some members of Clan Targ do follow the equally frivolous hero-god Snorri Horrnison, if only because he ascended as a deity from their clan an age or more ago.

Adventurers: Mountain dwarf adventurers are even rarer than hill dwarf adventurers, especially if encountered outside the clan peaks of their own folk. Those that do travel abroad as adventurers usually avail themselves of the finest weapons and armor as befits one of their race and can prove to be staunch allies in battle, especially against their ancestral foes. Adventurers tend to come from those clans who are less hostile towards humans and elves (the Targs or the Ironskulls usually) and usually pursue some goal related to battling a clan foe, bringing a fugitive to justice, or reclaiming some lost clanhold from hostile forces that have taken it. Like hill dwarves, they specialize in tunnel fighting and melee and tend towards militant classes such as fighters or rangers that specialize in subterranean or mountain environments or classes that utilize their natural penchant for creation of mechanical devices like traps such as rogues or bards. Barbarians are less common among mountain dwarves than their hill dwarf kin, though clerics are somewhat more common. Strangely, dwarves of Clan Koth are much more likely to be wizards, sorcerers, magi, or alchemsts, If in an area where such technology is available, a mountain dwarf will readily adapt to the life of a gunslinger.

Male Names: Finn, Ginnar, Hor, Nain, Nordri, Onar, Radsvin

Female Names: Agrid, Austri, Edda, Eisa, Frid, Siari, Vestri

Great Mountain Clan Names: Bulghoi, Craenog, Duhnbeyl, Flammeaxte, Ironskull, Koth, Krazzadak, Targ, Tusov

Mountain Dwarf Racial Traits

+2 Strength, +2 Constitution, -2 Wis: Dwarves are strong and hardy from their lives in rugged mountains and digging through hard stone, but unlike their lowland kin their pride and ability to hold a grudge often inhibits their better judgment. However, they are more refined and of nobler bearing than those same kin.

Medium: Mountain dwarves are Medium creatures and have no bonuses or penalties due to their size.

Cavern Lore: Mountain dwarves are raised in the deep places among the bones of the earth. They receive a +2 racial bonus on Knowledge (dungeoneering) checks.

Darkvision: Mountain dwarves can see in the dark up to 90 feet.

Defensive Training: Mountain dwarves get a +4 dodge bonus to AC against monsters of the giant subtype.

Hardy: Mountain dwarves receive a +2 racial bonus on saving throws against poison, spells, and spell-like abilities.

Hatred: Mountain dwarves receive a +1 bonus on attack rolls against humanoid creatures of the goblinoid, orc, human, and elf subtypes due to special training and animosity towards these hated foes.

Hoard: Mountain dwarves have a natural knack for unearthing and hoarding stones and metals of great value. They receive a +2 racial bonus on Profession (miner) skill checks made to mine for precious metals and gemstones.

Light Sensitivity: Mountain dwarves are more accustomed to dim mountain halls and dark caverns than the wide open spaces under the sun. They are dazzled for 1 round in an area of bright light.

Mountain Dweller: The natural environment of mountain dwarves is among the peaks and vales of mountains. As a result they are acclimated to living at high altitudes and are unaffected by any altitude conditions below the extreme altitude zone (i.e. below 20,000 feet [see Chapter 3]).

Slow and Steady: Mountain dwarves have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.

Stability: Mountain dwarves receive a +2 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on solid ground and a +2 racial bonus on Acrobatics checks to balance while standing on solid surfaces made of stone.

Stonecunning: Mountain dwarves receive a +2 bonus on Perception checks to potentially notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, whether or not they are actively looking.

Weapon Familiarity: Mountain dwarves are proficient with battleaxes, heavy picks, and warhammers, and treat any weapon with the word "dwarven" in its name as a martial weapon.

Languages: Mountain dwarves begin play speaking Common and Dwarven. Mountain dwarves with high Intelligence scores can choose from the following: Giant, Gnome, Goblin, Orc, Terran, and Undercommon.

Ch.2: Mountain Travel

An old adage states that every journey begins with a single step. In the mountains, an almost equally ancient aphorism snidely declares that a single wayward step can bring every journey to an abrupt end. Seasoned mountaineers are all too familiar with this harsh reality. Mountains are brutal and unforgiving hosts. Hidden dangers lurk around every bend. Unstable earth and stones can instantly collapse, hurling the unfortunate traveler headlong down the mountainside toward certain death. It takes only one slip to send even a grizzled explorer careening down an icy surface and into a frozen tomb at the slope's base. Still, the perils that adventurers cannot see are no more daunting than those staring them right in the face. Vertical rocks walls, massive crevasses and bad weather are just a few of the plainly visible foes that stand in the way of every mountain's would-be vanquishers.

If travel were not difficult enough for a lone explorer, transporting large quantities of men and goods through the mountains exponentially compounds the logistical nightmares that the terrain imposes. No amount of provisions or equipment can overcome the myriad challenges that stand in the travelers' way. While camels can lug countless gallons of water and other supplies for a grueling slog across the scorching desert, no beast of burden can pull a wagon up a perpendicular cliff or across mounds of uneven, jagged rubble. Horses can gallop vast distances across the plains, but they cannot scale rock walls or leap across gaping chasms. The same difficulties plague armies aspiring to cross the mountains and invade the territory on the opposite side. For this very reason, mountains are naturally well suited to function as borders between rival states. However, like walls, even a mountain chain is not an insurmountable obstacle. Every barrier has a weak spot or a soft underbelly. It just takes time and patience to find it.

Mountain Passes

Mountains soar higher into the heavens than any manmade barricade, but unlike their artificially created counterparts, they lack uniformity. Men can build structures that incorporate the existing terrain and craft a contiguous wall that stretches for thousands of miles as exemplified by the Great Wall of China. Yet, it requires less effort and fewer financial resources for an enemy to destroy a wall than it takes to build one. Walls must be manned and maintained on a continuous basis in order to be effective. Mountains offer a substantially cheaper yet imperfect defense against neighboring nations and unwelcome intruders. They require no repairs and are much taller and more forbidding than any manmade obstacle. But mountains conform to their own designs instead of those formulated by their humanoid neighbors.

The geological forces that give rise to mountains do not take continuity into consideration. By their very nature, mountains are enormous mounds of rock and stone sculpted into varying shapes and sizes without any forethought or explicit purpose. Like the tectonic plates that they rest upon, they do not interlock according to any logical pattern. However, mountains are rarely molded into standalone peaks surrounded by flat land. In almost all cases, hills and mountains form a ridge. This geological feature consists of a chain of adjacent hills and mountains that link together to create a continuous elevated crest that stretches across a wide expanse. From an architectural perspective, the mountain chain's individual peaks function as elevated guard towers whereas the remaining portions of the ridge constitute the adjoining wall sections.

Of course, not all ridges are created equally. Some dip a considerable distance below adjacent peaks and create a gap through an otherwise intact ridge. Water plays a key role in carving out these abscesses in the mountains. Ancient rivers and drainage gullies eroded the rocks and stones that compose this isolated part of the ridge, further deepening its weak spot. Mountain explorers frequently refer to these geological gaps as saddles because they resemble the equestrian device in many respects.

The saddle's elevated front and rear represent the mountains, while the seat's nadir functions as the low point between the two hills or mountains. The saddle's sides then extend downward into the two valleys bordering the ridge. From a mathematical viewpoint, the saddle point is the lowest point on the ridge and the highest point between the two valleys. It is the only level ground encountered in the gap.

Of course, mountaineers cannot find gaps that do not exist. The following table gives the percentile chance of a gap being present within a 100 square mile area based upon the type of mountains that the creatures encounter. A 100-square-mile area is roughly equal to an area 10 miles wide by 10 miles long. A particular area may contain more than one gap, so the GM is encouraged to continue rolling on the table until his roll results in "no gap." Presented below is the table for alpine meadow, rugged and forbidding mountains.

Table 2-1: Percentile Chance of a Gap

	Alpine Meadow	Rugged	Forbidding
Gap	01–80	01–40	01–25
No Gap	81–00	41–00	26–00

A gap's presence does not automatically indicate that creatures immediately locate it. The table only indicates that a gap is in the area. It is up to the characters to find it. When the GM determines that a gap exists within a 100-square-mile area, he may randomly determine its distance and direction from the creatures when they first enter the area. In general, the GM rolls 1d10 for each gap to determine how many miles away it is from the creature's current location. Because the characters are presumed to be moving forward, he may roll 1d8 to determine a random direction in a 180-degree arc in front of them. Knowledge (geography) helps the character precisely locate any existing gaps as explained in **Chapter 4**. The characters may also locate well-known or frequently traveled gaps by tracking the movement of creatures heading toward the gap using the Survival skill or learning about the gap's existence from local residents using the Diplomacy or Knowledge (local) skills.

Gaps that are easily accessible to men and beasts become mountain passes. These trails carve a negotiable route through the mountains and allow travel across the natural barrier to the other side. Mountain passes are a potential weakness from a military standpoint, but a boon from an economic perspective. Though these highways allow enemy armies to move columns of troops and supplies in a faster and more-efficient manner than scaling bare rock, they invite valuable commodities, necessary goods and ingenious ideas to enter as well. Not surprisingly, states routinely build fortifications atop the saddle point of strategic mountain passes. This location grants the defenders an outstanding vantage point to conduct surveillance on their enemies as well as to monitor the activities of their allies stationed on opposing sides of the ridge. However, these defenses serve another lucrative purpose as the soldiers manning these remote passes also act as customs officials. They inspect the wares being transported across the pass for illegal goods, and also closely scrutinize travelers to prevent known criminals and potential spies from gaining entry into their lands. More importantly, they assess and collect tariffs against all commodities that move across the pass, regardless of their place of origin. Individual creatures must also pay a toll in order to use the mountain pass.

In many regards, mountain passes are the social and economic hub of humanoid activity in this environment. Naturally, the influx of exotic products from foreign lands and visitors from far-flung destinations attracts entrepreneurs from all professions to these otherwise isolated locales. Settlements frequently spring up alongside mountain passes in areas with an ample water supply and arable land. These communities offer a full complement of goods and services to passing travelers as well as the military personnel stationed at the outpost. The men and women

CHAPTER 2: MOUNTAIN TRAVEL

who populate these villages and towns are generally more cosmopolitan than their backwater counterparts. Shopkeepers and merchants are more common than farmers and shepherds, so many residents came here from overcrowded cities in search of a fresh start in a less-competitive marketplace. In the sparsely populated mountains, these communities are akin to an oasis in a desert.

The following tables represent the percentile chance of encountering a settlement at or near the saddle point and at more remote locations. (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 mountains at three-quarters speed on a highway and at half speed through trackless areas. (See the upcoming section **Coming** Round the Mountain for more details regarding movement through these areas.) The GM may consult **Table 2–2** whenever creatures reach the saddle point of a mountain pass. He may consult Table 2-3 every 18 miles while traveling on the mountain pass, which is the amount of ground that an unencumbered man can cover in a single day on the highway walking on a gradual slope. 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. This includes characters moving up a steep slope. The GM should attempt only one roll for each 18-mile interval.

Table 2-2: Settlement on Saddle Point of a Mountain Pass

Settlement Type	Percentage Chance of Presence
Hostel ¹	01–15
Thorp/Hamlet ²	16–30
Village ²	31–40
Town ²	41–45
Fortification only	46–80
No Settlement	81–00

¹See the upcoming **Traveling Mountain Passes** section for information regarding hostels. ²Fortification is also present.

Table 2-3: Settlement on Other Areas of a Mountain Pass

Settlement Type	Percentage Chance of Presence
Hostel ¹	01–05
Thorp/Hamlet ²	06–10
Village ²	11–15
Town ²	16–17
Fortification only	18–30
No Settlement	31–00

¹See the upcoming **Traveling Mountain Passes** section for information regarding hostels.

²Fortification is also present.

Making and Keeping a Pass

Settlements offer the trappings of civilization and well-earned respite in an otherwise untamed wilderness, but nature is not the only entity responsible for creating mountain passes. Some highways are also born in the imagination of ambitious men and pious devotees alike. A stronghold built atop a strategically located mountain offers an unobstructed view of the surrounding territory for countless miles in every direction. This unsurpassed observation point allows the fortress's commander to maintain constant surveillance over vast expanses without any reduction in available manpower. He can also deploy his forces to respond to unwelcome trespassers encroaching on his lands.

Nature rarely acts in accordance with men's aspirations, thus political rulers and wealthy aristocrats usually take matters into their own hands and build manmade passes through the mountains. While the conventional mountain pass facilitates passage into and through the ridge, the artificial trails connecting the outside world with the fortress are designed for warfare first and commerce second. In order to give the defenders a tactical advantage against the castle's attackers, the path into and out of the mountain compound is typically very narrow and winding, with numerous hairpin turns and steep inclines. This intentional design scheme prevents foes from charging headlong uphill without utterly exhausting themselves. It also leaves attackers extremely vulnerable to the hail of arrows, stones and flaming oil that the defenders rain down upon them. In addition, it is practically impossible to haul massive siege engines up the steep, treacherous slopes without getting stuck somewhere along the way. Though the same obstacles plague the fortress' suppliers and reinforcements, the stronghold's residents have foreknowledge and time on their sides. They can construct vehicles dexterous enough to maneuver around the tight squeezes and reach the military installation. Furthermore, they are in no particular hurry to get to their destination, so they can take the extra time necessary to navigate around the obstacles along the route.

Whereas these mountain passes are predominately built to keep invaders out, the roads leading to shrines and monasteries atop the peaks are constructed to encourage pilgrims to complete their spiritual journey to the summit. The pass's gradual slopes and the frequent prayer stations found at regular intervals along the ascent allow even the feeblest worshippers to reach their intended destination in due time. However, many of these sacred sites soar past the 5,000-foot plateau, requiring creatures that are not indigenous to the mountains to become acclimated to the high altitude or risk fatigue. Fortunately, priests and monks are equipped to handle these situations using alchemical products and magical intervention.

Though the manmade passes leading from the base of the mountain to its summit are generally much shorter than their natural counterparts, they are no less significant. Whether the locale is an isolated fortress atop a forbidding peak or a holy site overlooking a serene valley, these structures give people a reason to venture into the mountains instead of sitting home in front of a warm fire. Nearly everyone that sets off for these distant destinations does not magically appear on a mountain pass in view of their final stop. Most have to travel far and wide to reach their desired goal. This increased traffic in turn creates a need for new trails linking communities in far-off lands with their intended target. To meet the demand for faster routes, daring adventurers explore pristine swaths of mountain wilderness in search of safer and more direct roads. Although these burgeoning highways are mostly trampled patches of earth and animal paths cleared of vegetation, they ultimately point mountain adventurers in the right direction.

The conventional pass cuts a path across the mountains' crest, but some manmade and occasionally natural passes traverse the ridge itself. These passes run parallel to or atop the ridge and are not exclusively intended to transport goods and people from one side of the mountains to the other. Instead, they link the range's mountains together. The Qhapaq Ñan, otherwise known as the Great Incan Road, is one such pass. This pass and the branches connected to it and other major arteries ran along the spine of the Andes Mountains in South America during the time of the Incan Empire. Some sections of these mountain passes reached elevations in excess of 15,000 feet, indicating that they were not necessarily built to create shortcuts through the mountains. Instead, the Incans used the mountain passes to transport goods and correspondence between the capital city of Cuzco and the outlying cities, towns and villages, including the religious center of Machu Picchu. These types of passes are predominately used by mountain kingdoms, and are generally the exception rather than the rule.

Like manmade walls and buildings, artificially created passes require routine maintenance and constant oversight. Over time, stones erode, grasses and trees reclaim beaten down stretches of well-worn earth, rocks fall off the mountain face, and wind sweeps dirt and loose stones onto the most clearly marked roads. Preserving their integrity demands long-term financial investment and commitment on the part of the roads' primary benefactors. Political entities can levy taxes and collect tariffs from travelers and citizens alike to pay for the pass's continual upkeep. Clergy members and monastic orders rely upon monetary donations and voluntary servitude from followers to keep their internal network of roadways operational.

Regardless of the type of pass, there are times when geological forces refuse to bend to humanity's whims. The typical mountain pass is an

unbroken stretch of land, but there are occasions where it is necessary to literally bridge the gap by constructing a link to span a chasm or crevasse that bisects the mountain pathway. The builders' available resources and the mountain pass's economic, religious, social and tactical importance ultimately determine the bridge's composite materials, size and level of sophistication. Obviously, large, permanent stone bridges are predominately found on major traffic arteries. Smaller bridges crafted from wood and rope make up the majority of mountain bridges, but it is not uncommon to encounter a simple rope bridge in the most rural areas. The following table determines the type of bridge that the PCs encounter whenever they enter a section of mountain pass containing a chasm or visible crevasse.

	Stone bridge	Wood and rope bridge	Rope bridge	No bridge	
Heavily traveled pass	01–60	61–90	91–00	—	
Moderately traveled pass	01–30	31–70	71–90	91–00	
Lightly traveled pass	01–10	11–40	41–80	81–00	
Abandoned pass ¹	_	01–10	11–30	31–00	
¹ This represents a pass not maintained for at least one					

Table 2-4:	Type of	Bridge	Encountered	on l	Mountain I	Pass
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¹This represents a pass not maintained for at least one year or more regardless of its former status.

Naturally, permanent stone bridges are stable and easy to cross. Those constructed from wood and rope are a far cry from their mortared counterparts. It takes a successful DC 15 Knowledge (engineering) check to confirm that a wood and rope bridge is structurally sound. A defective bridge has a 1% chance of collapsing for every 5 pounds of weight on the bridge. This check is made once every minute. Creatures standing on or walking across the bridge at the time of its collapse plummet to the ground and take falling damage unless they leap onto solid ground or grab hold of a solid object such as an outcropping or an affixed strand of rope. Creatures attempting to scramble to safety must succeed on a Reflex save (DC 10 + 1 per foot of distance between their location and solid ground). Those attempting to grab hold of the adjacent rock wall must succeed on a Climb check (DC = wall's DC + 20). Those attempting to grab hold of and hang onto a section of rope must succeed on a Strength check (DC 20 + 1 per foot of distance between the character's location and the rope's anchor point). The character must be within arm's reach of the wall or the rope; otherwise, the attempt automatically fails. It takes a successful DC 5 Climb check to cross a rope bridge (see Chapter 4 for additional details about constructing a rope bridge). If the bridge is not structurally sound, the DC increases by +5. It is not unusual for powerful mountain kingdoms to recoup their financial expenditures and protect their critical infrastructure by stationing troops at the bridge to defend it from saboteurs and to collect tolls.

When it is impossible to go over or around a mountain even with a network of bridges, the only remaining alternative is to go through it. Needless to say, tunneling into the heart of a mountain is a dangerous and expensive business. Even with modern tools and equipment, it took workers five years to build the Eisenhower-Johnson Memorial Tunnel in Colorado. Engineers in a fantasy world may not have internal combustion engines and mechanical drills, but they have one advantage on their side that current technology lacks — the power of magic. Spells such as *soften earth*, *transmute rock to mud* and *move earth* can excavate expansive tunnels in a fraction of the time it takes laborers to chisel through tons of packed earth and solid stone by hand. In addition, some humanoid races tame monsters that can bore through dirt and rocks with ease, leaving tunnels in their wake.

Tunnels cut into soft ground such as dirt and earth are easier to excavate than rock tunnels. Soft ground tunnels lack the structural integrity of rock tunnels, thus the builders must contemporaneously construct tunnel shields to prevent the granular, earthen walls from collapsing under the stress. Tunnel shields are typically fabricated from wooden beams and boards that must eventually be repaired or replaced by trained experts. Rock tunnels require little or no buttressing, eliminating the need for regular maintenance. On the downside, the process of burrowing through stone and removing it is significantly more laborious and time consuming than creating an abscess out of loose materials. Determining whether the tunnel is safe and the aftereffects of a collapse are discussed in the "Cave-Ins and Collapses" section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*. The logistical difficulties and excessive costs involved in constructing a mountain tunnel solely for the purpose of facilitating personal and even commercial traffic makes them extremely rare indeed. Yet, as in the case of some bridges, permanent garrisons and tolls are not an uncommon sight on one or both sides of the tunnel.

Traveling Mountain Passes

The tasks of rooting out weeds, replacing damaged stones and clearing debris are minor annoyances when compared with the arduous task of safeguarding mountain passes against murderous intruders. Regardless of whether the route is natural or manmade, the men and beasts that prey on mountain travelers do not recognize passes as safe havens. Wild animals and unintelligent beasts cannot differentiate a mountain pass from an ordinary tract of ground in a conceptual sense, but the most cunning predators take note that men and livestock travel along a particular route more often than not. Opportunists such as wolves and cougars regularly stalk mountain passes for suitable prey. They prefer to ambush their victims from a position that grants them sufficient cover, such as a rocky outcropping, rather than attack their foes on open ground.

Sentient monsters such as trolls and hill giants can easily spot mountain passes. These oafish brutes are at least smart enough to know that a road or path generally leads to a humanoid settlement teeming with fresh food and drink or, better still, an active mineshaft bristling with gold, precious gemstones and valuable metals. The giants are too big and clumsy to pursue travelers to their lairs without being noticed. Instead, they use the straightforward approach and simply follow the pass to wherever it leads and deal with any resistance they encounter in the only way they know how — by bashing it into submission. On these occasions, alarmed officials and citizens alike often call upon the aid of adventurers to rid the pass of these malevolent and troublesome humanoids.

Giants and beasts are not the only menaces that plague mountain passes. Men and women living on the fringes of society ply their nefarious trade on these highways in the clouds. In most cases, they relieve unwary passing travelers and merchants of their worldly possessions. Psychologically unbalanced criminals are capable of much worse atrocities than highway robbery. Fortunately, only the most naïve explorers are oblivious to this persistent threat. Seasoned mountaineers always prepare for this likely contingency. Amateur mountain climbers, thrill-seekers, adventurers and entrepreneurs properly arm themselves for just such an occasion, or hire trained soldiers to fight on their behalf. Temples, shrines and political states with assets in mountainous regions also have a vested interest in keeping mountain passes safe for commercial and religious reasons.

The most influential and wealthiest entities operate hostels at strategic locations along the elevated highway. In addition to providing the basic necessities, including food, rest and provisions to weary travelers and merchant companies, an elite handful of hostels also serve as hospitals and garrisons. Troops stationed at these isolated locations regularly patrol the mountain passes, ridding them of any dangerous wild animals, monsters and men that they encounter on their daily reconnaissance missions.

Untraveled Roads

Lightly encumbered creatures are not bound to the confines of the roads like conventional armies and wagon trains. They can stray from the comparative safety and ease of the mountain pass in search of new routes through the mountains or an adventuring locale far off the beaten path. In most environments, the trek into the unknown poses no significant logistical difficulties, but the mountains are an entirely different animal. Abandoning the highway in the grasslands or desert foregoes the convenience, security and amenities that come with staying on the road. Deviating from well-worn mountain passes can potentially plunge the

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traveler into vast stretches of nearly impassable terrain, especially when attempting to cross over or through a forbidding mountain or ridge. For openers, venturing through trackless areas in the mountains halves the creature's speed, whereas creatures that remain on mountain passes still move at three-quarters their normal speed. In addition, mountain passes are generally free from the rubble, debris and vegetation that impede adventurers' progress, causing most trackless areas to be treated as difficult terrain. To make matters worse, the bridges and tunnels that circumvent the most difficult obstacles along the passes are noticeably absent in the wilderness. The preceding impediments can reduce an explorer's speed to a virtual crawl, especially during his ascent up the treacherous slopes. Yet, there are times when an adventurer cannot take the easy way out and must venture down untraveled roads on his quest for fame and fortune.

Coming Round the Mountain

The typical mountain hosts more than one biome on its slopes. Depending upon the climatic conditions in the surrounding area, a lone peak can support different types of grasslands and forests. As discussed in the previous chapter, these variant habitats circle around the mountain like a series of concentric rings. The "Hills Terrain" and "Mountain Terrain" sections in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook* discuss the terrain elements found in the hills and mountains. Hills are categorized as gentle hills and rugged hills. A mountain is categorized as an alpine meadow, a rugged mountain or a forbidding mountain. The tables found in these sections offer a solid foundation for the purely hilly and mountainous terrain elements that may be encountered in each category. However, the tables do not consider the critical components of climate and altitude. These two factors play an important role in determining the terrain elements that mountain explorers must contend with during any hike into hilly or mountainous regions.

The following tables define the three different climates as cold, temperate and warm. In addition to checking the terrain elements present in a particular square based upon the tables found in the previously mentioned section, the GM may also consult the tables found in the "Forest Terrain" section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*. The terrain elements found in savannas, prairie, and steppes previously appeared in *Fields of Blood* from **Frog God Games** and are reprinted here for added convenience. Regardless of the prevailing climate, snow and ice are always present at elevations of 15,000 feet or higher.

Table 2-5 Cold Hill or Mountain Terrain Types

Altitude	Terrain Type
4,000 feet and lower	Sparse forest ^a
4,001-8,000 feet	Steppe ^b
Higher than 8,000 feet	Snow and ice

^o See the "Forest Terrain" section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook* for details regarding sparse forests. ^b Consult **Table 2–8**.

Table 2-6 Temperate Hill or Mountain Terrain Types

Altitude	Terrain Type
3,000 feet and lower	Medium forest ^a
3,001-6,000 feet	Sparse forest ^a
6,001–9,000 feet	Prairie
9001–12,000 feet	Steppe ^b
Higher than 12,000 feet	Snow and ice

^a See the "Forest Terrain" section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook* for details regarding medium and sparse forests. ^b Consult **Table 2–8**.

Table 2-7 Warm Hill or Mountain Terrain Types

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Altitude	Terrain Type	
3,000 feet and lower	Dense forest ^a	
3,001-6,000 feet	Medium forest ^a	
6,001-9,000 feet	Sparse forest ^a	
9,001–12,000 feet	Prairie	
12,001–15,000 feet	Steppe ^b	
Higher than 15,000 feet	Snow and ice	

^o See the "Forest Terrain" section in Chapter 13 of the Pathfinder Roleplaying Game Core Rulebook for details regarding dense, medium and sparse forests. ^b Consult **Table 2–8**.

Table 2-8: Terrain Elements on the Grasslands

	Prairie	Savanna	Steppe
Typical Trees	—	5%	—
Light Undergrowth	40%	30%	15%
Heavy undergrowth	15%	10%	5%

Modes of Travel

Mountains can only be conquered and not tamed. In order to defeat a mountain, the explorer must strategize as if he were setting out on a military campaign. He must plan his route, secure his provisions and prepare for any possible contingency he may face along the way. The means of getting to his destination and transporting needed supplies are key parts of this decision. If the explorer intends to exclusively stick to mountain passes, he can ride atop a mount, sit in a vehicle or walk the distance on his own two feet. Once he wanders off the highway, his options become much more limited. Wagons and carriages cannot negotiate the rough, uneven terrain without constantly breaking down. Conventional mounts such as horses and camels are also better suited for well-worn trails than scaling steep rock faces and cantering through rubble. Still, some animals can physically exert themselves at high altitudes and travel for long distances without stopping for water and in some cases food. First and foremost among these specialized pack and riding animals is the llama.

Llamas

Perhaps no animal is better adapted for life in the mountains than the llama. In fact, the ungulate has more red blood cells per unit volume of blood than any other mammal, an adaptation that keeps the animal oxygenated at extremely high altitudes. At first glance, the shaggy animal appears to be a strange-looking species of sheep, but a more thorough examination reveals the odd truth that the llama is a member of the Camelidae family, which also includes the desert-dwelling camel. Though it lacks its relative's very recognizable hump, the llama shares the camel's characteristic ability to journey for miles without stopping for water, a trait that proves extremely advantageous at higher elevations where food and water can be very scarce. Llamas are surefooted and can traverse narrow surfaces without cause for concern. Still, like most other pack animals, they are poor climbers; thus, llamas cannot scale steep slopes and cliffs.

On average, llamas stand 6 feet tall (4 feet tall at the shoulder) and weigh 250 pounds. They lack the size and strength to serve as a mount for any creature larger Small size. The typical llama can haul a maximum load of 100 pounds, although doing so heavily encumbers and annoys the animal. The domesticated animal is a docile and willing travel companion up to a certain limit. Once the llama reaches its boiling point, such as when it is overexerted or overburdened, the animal displays the same foul temperament found among camels. It refuses to cooperate with its master's instructors and literally pouts in dramatic fashion until it gets its way. Its handler must succeed on a DC 10 Handle Animal check to keep the animal's





anger in check whenever it hauls any weight greater than a medium load. The handler must make this check every hour while the llama is encumbered in this manner, and the DC increases by +1 for each previous check. On a failed check, the llama sits down and refuses to move for 1 hour, regardless of what the handler does to motivate it. While it is theoretically possible for a gnome or other adult humanoid of extremely slight stature to ride a llama, the animal does not relish the role and expresses its displeasure at every available opportunity. On the other hand, llamas can be trained to pull carts and wagons individually or as part of a team. It is not unusual to see caravans of llamas lugging vehicles and goods across the crests of dizzying mountain ridges to far-flung destinations.

Nevertheless, the llamas' ability to thrive at high altitudes is enough in most cases to overcome its limited carrying capacity, inability to support a rider, and marginal climbing skills. The llama is the most important domesticated animal in mountain settlements above 10,000 feet in altitude. In addition to serving as a pack animal, the llama provides residents with a renewable source of wool and milk. Humanoids also raise llamas for their meat as well as their skin, which is transformed into leather.

Yaks

This muscular, long-haired bovid thrives in cold, mountainous terrain. On average, these large, powerfully built animals stand 6 feet tall at the shoulder, weigh 1,000 pounds and measure 8 feet in length. A pair of upright horns protrudes from the sides of the creature's massive head. Yaks are closely related to bison, though they have larger lungs and hearts than their grasslands-dwelling relatives. The preceding adaptation coupled with their thick coat of shaggy hair make them ideally suited for life in their frigid, low-oxygen environment. However, the same features that allow them to tolerate arctic and high-altitude conditions work against them in gentler climes. Yaks have significantly fewer sweat glands than other mammals, making them very susceptible to heat exhaustion and heat stroke. The massive, hairy bovids retreat into the cooler mountainous regions whenever the temperatures reach 60° F.

The domesticated yak's raw strength and low center of gravity allow the muscular animal to perform many important functions within mountainous settlements. It can till fields, carry a rider, pull a cart, or serve as a pack animal. Despite their versatility, yaks do not fare as well as llamas over long distances. They are finicky beasts that eat only fresh grass, a commodity that can be in very short supply in mountainous regions. Yaks must also frequently stop for water. Unless there are known supplies of grass and water along the way, using these mighty beasts as pack animals or as a means of transport can be a very dicey proposition. Because of the preceding limitations, yaks are best used as a method of short-distance travel at extremely high elevations. In a nutshell, the bovids are good sprinters, but poor marathoners.

Horses, Donkeys and Mules

Unlike llamas and yaks, horses, donkeys, and mules are not indigenous to mountainous regions. At elevations of fewer than 5,000 feet or less, the sturdy and nimble animals fare well journeying across the gentle, rolling hills and mountain passes that stand in the peaks' ominous shadows. However, the animals struggle in the thin air that they encounter at higher altitudes. Horses, donkeys and mules are not inherently acclimated to the low-oxygen environment that they face at elevations of 5,000 feet and greater. Unless their owner allows them several weeks to adapt to life at high altitudes, the animals quickly tire under the grueling conditions and must return to a lower elevation to alleviate their altitude fatigue.

For this reason, these animals rarely venture above this dizzying height. Of course, the tradeoff is that these beasts of burden can bear a rider in most cases and haul significantly more weight than the comparably sized, but physically weaker llama. Yaks compare favorably to horses, donkey and mules in terms of their ability to bear a rider and carry staggering amounts of weight, but these shaggy bovids cannot tolerate mild temperatures without quickly overheating. Horses are bigger and faster than donkeys and mules. They can bear one or even two small riders in some cases, so they are the preferred mounts for humans and humanoids of medium stature. Donkeys and mules are slower and have less carrying capacity than a horse. However, they are more surefooted than their larger relative, making them better pack animals in rugged, mountainous terrain. Horses, donkeys and mules must eat and drink at regular intervals. Because of these food requirements, riders must remain in close proximity to known sources of food and water throughout the journey. This restriction forces the owner to

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remain on the mountain passes unless the animal's master has knowledge of green pastures and running streams somewhere off the beaten path.

Dogs

No domesticated dog breed has the strength and size to support a fully grown man atop his back, though some are large enough to be mounted by small humanoids, particularly halflings and gnomes. Since these canines entered into their special relationship with humanoids, mountain dwellers developed several breeds tailor made for the brutal weather conditions found in the higher elevations. The prototypical mountain dog weighs between 100 and 250 pounds and has a thick coat of white, brown or mixed-colored fur. The St. Bernard may be the breed most commonly associated with the mountains, but other imposing canines such as mastiffs and shepherd dogs are also loosely classified as mountain dogs.

Dogs are fiercely loyal and very responsive to training. Most help their humanoid masters herd livestock grazing in mountain pastures, but these squat, muscular animals can also pull wagons along mountain passes or drag sleds through the snow. Dog sleds appear in the "Transport" section in Chapter 2 of the *Pathfinder Roleplaying Game: Ultimate Equipment*. Dogs are better jumpers than llamas, yaks and horses; thus, it is not unusual to use them as pack animals on ventures off the beaten track across extremely treacherous terrain. A select handful of highly intelligent breeds serve as search-and-rescue dogs to aid lost, stranded and injured explorers. The St. Bernard is the most iconic and famous of these animals, but they are not the only breed that exhibits this behavior. In general, mountain dogs use the same game statistics as those that appear in the *Pathfinder Roleplaying Game Bestiary* for "Dog, Riding." If the breed is indigenous to mountainous areas, it is appropriate to change its Environment entry to accurately reflect its native habitat and grant it acclimatization to high altitudes.

Exotic Mounts

Some bold explorers forego traditional mounts and trend toward the wild side. Some untamed animal and monstrous mountain denizens make outstanding mounts, at least in theory. Tempering their surly dispositions and conditioning them to follow instructions is much easier said than done. The beast's master must first use the Handle Animal skill to domesticate the feral creature before he can train it to respond to his commands. Once he accomplishes this task, the animal or monster can serve as a guard, a pack animal or a mount.

Mountain goats are a popular choice because of their stout builds, fearsome horns and excellent jumping ability. The agile beasts can navigate tight corners and perilous cliffs as well as leap over narrow chasms and crevasses. (See the *Pathfinder Roleplaying Game Bestiary 2* "Herd Animal, Ram" for the mountain goat's complete statistics.) Other mountain dwellers such as deer and moose also make exceptional mounts for this terrain. Smaller humanoid races including gnomes and halflings prefer fast and nimble deer mounts, whereas taller humanoids such as humans and elves generally opt for the sturdy moose. (The preceding animals' game statistics appear in *The Tome of Horrors Complete* from **Frog God Games**.)

Fortunately, herbivores that cannot be tamed pose only a passing danger to those that aspire to bend them to their will. Carnivorous predators such as bears, cougars, and wolves tend to be less forgiving. Few civilized humanoid races dare attempt to break these animals. However, it is not unheard of for goblinoids, orcs, giants, and other warmongering humanoid races to give it a try. Handling these potentially aggressive, wild animals is not for the faint of heart. One wrong move or misinterpreted gesture on the trainer's part can spell the difference between gaining a formidable ally or feeling the sting of the enraged animal's sharp claws and teeth. (See the *Pathfinder Roleplaying Game Bestiary* "Bear, Grizzly," "Bear, Dire," "Wolf," and "Wolf, Dire" for these predators' game statistics. The game statistics for the cougar, commonly known as the mountain lion, can be found in *The Tome of Horrors Complete* from Frog God Games.)

No exotic mount is more prized than the territorial alpbock (see **Chapter 6**). Despite the fact that it is an herbivore, an adult specimen is just as large and nearly as strong as a dire bear. While it lacks

the frightening weaponry of its predatory counterpart, the alpbock compensates with a devastating gore attack, amazing agility, exceptional climbing skills, and the uncanny ability to walk away unscathed from falls that would kill most other creatures. Many mountain kings consider the alpbock to be the noblest of mountain steeds.

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

Table 2-9: Costs to Purchase Mountain Mounts

Creature	Cost
Alpbock ¹	2,000 gp
Bear, Dire ¹	1,750 gp
Bear, Grizzly ¹	750 gp
Cougar ¹	100 gp
Deer ¹	45 gp
Donkey or Mule	8 gp
Horse	75–300 gp based upon type of horse
Llama	15 gp
Moose ¹	100 gp
Mountain Goat ¹	25 gp
Mountain Dog	150 gp
Wolf ¹	150 gp
Yak	24 gp

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.

Table 2-10: Distance of Overland Travel Per Day

Creature	Miles Traveled
Alpbock ¹	18 miles
Bear, Dire ¹	24 miles
Bear, Grizzly ¹	24 miles
Cougar ¹	30 miles
Deer ¹	36 miles
Donkey or Mule	24 miles
Horse	30 miles
Llama	30 miles
Moose ¹	18 miles
Mountain Goat ¹	24 miles
Mountain Dog	18 miles
Wolf ¹	30 miles
Yak	24 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.

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 mountain passes 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.

Walking

Though mounts save a considerable amount of energy and time while traveling on mountain passes, they are far less practical on the steep inclines and rough, uneven surfaces prevalent at higher elevations. In addition to being unable to negotiate the rugged terrain, finding suitable food and water for a mount can be an adventure unto itself. For this reason, many adventurers heading into the untamed wilderness corral their mounts in a safe location and complete the rest of their journey by foot. Walking is usually slower and definitely more physically exerting than riding, but it also grants the explorer greater freedom to traverse wherever he wants on his own timetable, rather than being forced to accommodate the mount's needs and limitations.

Shoes are an important consideration for any mountain climber. Many of the outfits found in the "Clothing" section in Chapter 6 of the *Pathfinder Roleplaying Game Core Rulebook* include a pair of shoes or boots as part of the outfit. However, only the shoes or boots that accompany the cold-weather outfit, explorer's outfit and traveler's outfit are appropriate for travel through hilly and mountainous regions. The footwear that accompanies the other outfits lack the insulation and durability needed to walk across loose rocks, jagged stones, snow and other obstacles that stand in the traveler's way. Crampons are an integral component of the climber's kit, which appears in the "Tools and Skill Kits" section in Chapter 6 of the *Pathfinder Roleplaying Game Core Rulebook*. While crampons aid a character's ability to climb difficult surfaces, they are worn over the adventurer's shoes; thus, they are not a substitute for adequate footwear. Other specialized pieces of footwear such as hobnailed boots and mukluks appear in **Chapter 4** of this sourcebook.

A character who attempts to hustle or force-march through hilly and mountainous terrain without proper footwear takes lethal damage instead of nonlethal damage while doing so. Adventurers wearing proper footwear take nonlethal damage as normal.

Skiing

Snow and ice are a common sight on most mountains, especially in the higher elevations. In most instances, this frozen precipitation impedes movement, but some ingenious humanoids use this slick surface to their advantage. At some point in human history, a clever inventor came up with the idea of using a long, thin wooden board tethered to each foot to slide down the mountain. The devices become known as skis. Ordinary skis appear in the "Clothing" section in Chapter 2 of the *Pathfinder Roleplaying Game Ultimate Equipment*. Masterwork skis are found in **Chapter 5** of this sourcebook.

Skis allow the wearer to slide downhill on snowy or icy surfaces at normal speed on a gentle slope. A character can ski faster on a steeper slope, but it is very easy for the character to lose control and fall. For the purposes of determining overland movement, a character that succeeds on a DC 10 Acrobatics check can increase his normal speed by one-quarter of the mountain's slope, provided that there are no intervening obstacles in his path, and he is skiing on snow. Thus, an adventurer can ski through snowcovered steppes and prairies without penalty. If he attempts to ski through snow-covered areas of sparse forest, medium forest and dense forest, the check's DC increases by +5, +10 and +15 respectively. Creatures cannot ski down slopes in excess of 60 degrees or ski uphill. Skiing over an icy surface increases the DC of the Acrobatics check by +5. The Acrobatics check must be made once every ten minutes. This check represents the character skiing at a comfortable and controlled rate of descent. A failed Acrobatics check does not allow the character to increase his speed by one-quarter of the mountain's slope. The creature also takes 1d6 points of nonlethal damage from falling during the attempt with no save allowed. If the creature is skiing near a dangerous natural hazard such as a cliff or rock wall, the GM may impose additional penalties as appropriate.

The rules adjudicating skiing as part of the character's tactical movement appear under the Acrobatics heading in **Chapter 4** of this sourcebook.

Expeditions

Supplies and stamina go a long way toward conquering a mountain, but there are times where it takes more than food, water and moxie to ascend to the figurative top of the world. Sometimes, expert guidance is needed to find the most accessible path to the summit while also avoiding the unseen dangers lurking around the bend. Fortunately, an elite handful of men and women are willing to risk their own wellbeing to help others on their perilous ascent up or around the mountain. Their clients typically refer to them as guides, and to no one's surprise, their services do not come for free. The monetary cost depends upon the climb's technical difficulty and the other dangers that travelers can expect to face on the mountain. The fee naturally increases with the degree of peril. Purchasing a guide to lead climbers up a peak bristling with crevasses, rock walls, icy cliffs and monstrous denizens is going to cost significantly more than crossing a gradual slope devoid of these obstacles.

Obviously, guides cater to the needs and expectations of the individuals that hire them. The client's demands coincide with their reason for climbing the mountain. Thrill-seekers looking to add another challenging mountain to their list of conquests want an adventure filled with breathtaking scenery and lifelong memories. The most daring of these explorers actively seek out danger, whereas others count on their guides to minimize the hazards while still giving them enough autonomy so as not to diminish their bragging rights. On the other hand, people climbing the mountain for pragmatic purposes want the guide to lead them on the route that best balances their concerns for speed and safety. They have no interest in panoramic views and unique rock formations. In their minds, the mountain is merely an unnecessary barrier that stands in the way of their ultimate goal. The faster they get over, through or around it, the better.

At a minimum, the typical guide charges a base cost of 1 sp per person for every 1,000 feet of elevation. This price does not include any additional fees for setting up mountaineering gear and equipment, such as a simple rope traverse, belay system or a rappel system (see Chapter 4 and Chapter 5 for details regarding these items). As a general rule of thumb, guides charge clients one-quarter of the equipment's base cost as the labor charge and rental fee for their mountaineering gear. Fortunately for any unlucky client, rescuing a fallen climber is included in the preceding price. Conversely, contending with the mountain's humanoid, wild and monstrous denizens usually is not part of the guide's duties. His clients must fend for themselves against unexpected visitors unless they agree to pay their guide a nonrefundable charge before they head into the mountains. The fee varies depending upon the amount of activity in the region. It can range from 1d4 sp per day while traveling through a bleak, uninhabited mountain range to 5 gp per day in a particularly active region. The typical guide is an expert mountaineer first and foremost. However, the vast majority of mountain guides have at least some training with the bow or blade. Though they are primarily experts by trade, they also have some adventurer in them as well. Many are barbarians, druids and rangers as well as mountaineers.

CHAPTER 3: MOUNTAIN HAZARDS

<u>Ch. 3: Mountain Hazards</u>

In many cultures, mountains are the domains of the gods. In Greek mythology, the mighty Zeus and his fellow deities watched over the affairs of mortals from their lofty home atop Mount Olympus. Men associate the heavens with divinity, and the common man's most readily available means of reaching into the skies and walking among immortals is to climb to the top of the tallest peak. Yet ascending into the realm of the gods is not a task for the fainthearted. The mountains do not welcome visitors with open arms. They instead dissuade trespassers at every turn. One ill-fated step can hurtle a nascent adventurer into the jaws of a lethal crevasse or over a treacherous cliff to certain death. Sheer vertical surfaces covered in ice can thwart the most experienced climbers. At the highest elevations, ferocious winds, frigid temperatures and the lack of breathable air literally stop explorers in their tracks. If the environmental hazards were not daunting enough, the handful of native denizens that dwell in the higher elevations — including the proverbial "death zone" — do not take kindly to uninvited guests.

Mountains are not an environment in the traditional sense. Though their shape, height and surrounding topography affect the temperature, wind speeds and visibility atop the mountain, conditions at the lower elevations are more akin to those found in adjacent low-lying areas. For example, a mountain within the borders of a temperate forest shares much of the same flora and fauna as its neighboring biome. Thus, hazards typically encountered in a forest are also found on the mountain's lower elevations.

Overview

This sourcebook organizes the mountains' 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 volcanic eruptions, earthquakes, avalanches, rockfalls, crevasses, and oxygen deprivation. The second category *plants* — describes the dangers caused by the native flora, particularly those with toxic properties. The third category - mountain inhabitants - discusses the hazards posed by the hardy creatures that call this terrain home. The final category - weather - discusses the environment's most fearsome weather events such as high winds, frigid temperatures and storms as well as touching upon lesser-recognized dangers such as sunburn and snow blindness. This section also provides guidance for calculating the temperature and wind speeds encountered in mountainous regions. Some of these sections summarize and expand upon rules that appear in the Pathfinder Roleplaying Game Core Rulebook. Others are new ways to look at old and overlooked hazards encountered in the mountains. It is important to recognize that some of the hazards presented here previously appeared in Dunes of Desolation and Fields of Blood, both from Frog God Games.

Terrestrial Hazards

On the surface, the planet's crust appears to be a contiguous structure magically welded together into a seamless topography. Looks can be very deceiving. In reality, the planet's surface is actually composed of numerous separate land masses commonly referred to as tectonic plates. These tectonic plates do not rest upon a rigid foundation. Instead, they bob and float atop an extremely hot, viscous fluid that slowly moves them in varying directions. In many respects, these tectonic plates are somewhat akin to the pieces of a jigsaw puzzle with one notable exception — they do not neatly fit together. The irresistible forces deep beneath the surface constantly smash neighboring tectonic plates into one another, forcing each of the plates to jockey for supremacy. These violent collisions ultimately give birth to mountains.

Nature does not have the luxury of ensuring that neighboring tectonic plates properly line up with one another. In many cases, mountains rest atop a very imperfect fit. Intense pressure deep below the surface forces magma and noxious gases to seep through the cracks and crevices in the earth's crust. These "holes" allow magma, ash and other materials to escape their confinement beneath the ground and roil to the surface in the form of a volcanic eruption, which in turn adds more material and debris to the volcano. The Pacific Ring of Fire, a chain of volcanic mountains that includes the Andes Mountains in South America, the Cascades in the western United States and Canada, and stretches across the Pacific Ocean to Russia, Japan, the Philippines and Indonesia is the prime, real-world example of this geological process. In addition, the bonds' inherent weakness makes mountainous regions especially susceptible to earthquakes as evidenced by the recent earthquakes that devastated the tiny mountainous country of Nepal. Volcanoes and earthquakes are the most-powerful terrestrial forces to shake the mountains, but they are not the only terrestrial hazards that face adventurers trekking into the mountains.

Avalanches and crevasses represent more localized dangers. Without warning, a blanket of unstable snow, rocks or other debris can be jarred loose and sent hurtling down the mountainside much like a massive, unstoppable wave crashing ashore. The avalanche sweeps away everything in its path, and buries all objects and creatures beneath gigantic mounds of its composite material. On the other hand, crevasses are unstable sections of rock or ice that lack any firm support beneath them. An errant step onto one of these natural deadfall traps can drop the unfortunate victims hundreds and sometimes thousands of feet into a narrow crevice or other hard surface.

Mountain explorers may encounter the preceding dangers at any elevation, but the danger posed by oxygen deprivation does not become apparent until the 5,000-foot plateau. At this point, the air is noticeably thinner, requiring most humanoids to slowly acclimate their bodies over the course of several weeks to this environment. As the explorer soars higher into the heavens, the amount of breathable air significantly lessens. Acclimated creatures and even those indigenous to the mountains can rarely survive for extended periods of time at altitudes of 15,000 feet or more without alchemical or magical assistance. Altitudes of 25,000 feet or more are referred to as the "death zone" because of the extremely cold temperatures, fierce winds and the almost complete absence of air. Only the most experienced and best-equipped adventurers dare brave the conditions in this inhospitable realm.

Volcano

Though not all mountains are volcanoes, all volcanoes are either hills or mountains. The most common type of volcano encountered in mountainous areas is the stratovolcano. This tall, conical mountain is literally composed of layers of material ejected from previous eruptions. Ash and cinders spewed forth from an earlier explosion settles upon the mountain's slope and is then covered by magma that eventually cools and hardens into a jagged, rocky surface. Stratovolcanoes eject red-hot, viscous lava that gently rolls down the mountainside at a leisurely speed of 30 feet per round. Creatures in the lava's path must succeed on a DC 20 Reflex save to avoid being engulfed in it. This lava deals 2d6 points of damage per round of exposure, and 20d6 points of damage per round to engulfed creatures. 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, 1d6 or 10d6 points per round).

The slow-moving lava usually poses a less-significant danger to mountain adventurers than lava bombs. Despite the name, lava bombs are actually igneous rocks that can be hurled 1d20 miles in a random direction away from the volcano. Normal lava bombs range in size from that of a goblet to a wagon wheel. Larger lava bombs may be as large as a small cottage. The bombs do not literally explode, but the resulting impact

roughly duplicates the effects of a planned detonation. The destruction wrought by lava and lava bombs pales in comparison to the apocalyptic effects of a pyroclastic flow. When a volcano partially collapses, it ejects a superheated cloud of ash that rolls down the mountainside at breakneck speed incinerating everything in its path. To make matters worse, poisonous gases accompany this wave of heat and debris. Pyroclastic flows as well as countless tons of ash wiped out the ancient Roman towns of Pompeii and Herculaneum nearly 2,000 years ago during a particularly violent eruption of the still-active stratovolcano Mount Vesuvius. (The "Disasters" section in Chapter 8 of the *Pathfinder Roleplaying Game GameMastery Guide* describes the game effects of lava bombs and pyroclastic flows.)

Fortunately, stratovolcanoes may remain dormant for hundreds and possibly thousands of years before they unleash their fury again. However, some stratovolcanoes are in a constant state of volcanic activity. Though it would seem wise for humanoids to completely avoid the smoldering giants altogether, the fertile volcanic soil supports a wide range of agricultural activities. Many farmers insist that this rich earth supports some of the world's finest vineyards, orchards and vegetables, particularly tomatoes. In their minds, the increased crop yield and product superiority justify the risk of earning a living so close to the possible cause of their demise. Most eruptions are mild and sporadic. Normally, the volcano belches out a tall, thin column of ash accompanied by gentle lava flow a few times per year. There is a 3% chance per day of experiencing such an eruption. However, there is a 5% chance that the minor eruption expands into a major eruption complete with pyroclastic flows and lava bombs. (See the "Knowledge [nature]" section in Chapter 4 for details regarding a character's ability to accurately predict an imminent volcanic eruption.)

Classic real examples of active stratovolcanoes include Mount Etna in Sicily and Galeras in Columbia. Stratovolcanoes are typically part of a chain, such as those found in the Pacific Northwest and Indonesia, but there are some noteworthy exceptions. Mount Kilimanjaro, the tallest mountain in Africa, is a dormant stratovolcano that is not part of a mountain range and towers over everything around it in the comparatively flat savanna surrounding the imposing peak.

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. As previously discussed, the planet's surface is not fixed or immobile. It is composed of tectonic plates. The space between adjoining tectonic plates is known as a fault or a fault line. Of course, faults are created by the same geological processes that gave rise to mountains, thus many fault lines run parallel to mountainous regions. (The San Andreas Fault, perhaps the world's best known fault, carves a path alongside several mountain ranges in California.) The tectonic plates' coexistence is anything but harmonious. The competing land masses are constantly subjected to the tremendous pressure exerted by the tectonic plates surrounding them. When a portion of one or more tectonic plates can no longer withstand the pressure, they shift, resulting in an earthquake. 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 simply knocks him to the ground and disorients him for a few minutes afterward. However, an earthquake in a mountainous region with heavy snow cover or large quantities of loose debris may trigger an avalanche. The chance of setting off an avalanche is equal to the amount of damage dealt by the earthquake to structures in the immediate vicinity of the area vulnerable to an avalanche. If the earthquake deals 100 or more points of damage, an avalanche always occurs.

In areas where seismic activity is relatively common, i.e. in close proximity to an active fault, there is a 2% daily chance of experiencing a localized tremor that affects all areas within 1d10 miles of the epicenter. There is a 1% chance that this tremor expands into a cataclysmic earthquake that affects all areas within 3d6 x 10 miles of the epicenter.

In areas where seismic activity is rare, the chances of encountering an earthquake drop to a meager 1% per year.

Settlements are extremely vulnerable to an earthquake's devastating effects. The violent shaking can easily damage poorly constructed buildings or extremely tall structures. An earthquake deals 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 mountain natives believe that earthquakes are caused by miners delving too deeply into the earth thus rousing the anger of a patron deity, or adventurers awakening some ancient evil from its slumber. Dwarves shoulder the burden for much of this blame. Their propensity for seeking out precious stones and metals buried within the mountain's core leads many to conclude that their actions caused this calamity.

Avalanche

Mountain explorers fear avalanches more than any other natural disaster. Avalanches frequently strike without warning, giving those in their paths almost no opportunity to escape the rumbling mound of snow heading in their direction. The "Avalanches" section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook* gives ample details about adjudicating the effects of an avalanche. However, there is little information about the conditions needed to create an avalanche and the events and actions that trigger it. This section details avalanches caused by accumulated snow and ice. Avalanches created by falling rocks are discussed in the **Rockslide** section that follows this one.

Avalanches typically occur on slopes between 30 degrees and 45 degrees. Snow and ice generally slough down the sides of slopes greater than 45 degrees, while slopes less than 30 degrees are not steep enough to allow sliding snow to gain enough momentum to accumulate more snow and speed down the mountain. However, this is the general rule of thumb, rather than an absolute law. The terrain in a particular location may be conducive to avalanches despite the fact that the slope's angle does not conform to the preceding parameters. A character who succeeds on a DC 15 Knowledge (geography) or Profession (mountaineer) can determine whether the area is prone to an avalanche. A successful skill check does not predict an exact time or guarantee that an avalanche is going to occur. It only determines that an avalanche is possible in the region.

In simplest terms, an avalanche occurs when the load of the snowpack exceeds its strength. The load is the snowpack's weight. Therefore, one of two things needs to happen to create an avalanche — either the snowpack's weight increases, or the snowpack's strength decreases. The former takes place when the area experiences additional precipitation in the form of snowfall or rain. If the area is susceptible to avalanches, there is a 2% chance per inch of snowfall of setting off an avalanche. This check is made every hour during the storm. Rain represents a dual threat. In addition to adding weight onto the snowpack, the warmer water seeps through the snowpack's upper layers and destabilizes the snowpack's base, thus weakening its strength. If the area is susceptible to avalanches, there is a 3% chance per 1/10 of an inch of rainfall to set off an avalanche. This check is made every hour during the storm.

Whereas snowfall and rain are sure signs that an avalanche may occur, events that weaken the snowpack's strength are nearly impossible to see and predict. A rockslide passing through an area of snow and ice prone to an avalanche always triggers a snow and ice avalanche. Likewise, a powerful tremor is almost certain to cause an avalanche, as previously discussed in the **Earthquake** section of this chapter. Sadly, forecasting future earthquakes is as speculative as predicting a spontaneous avalanche.

Weather events other than precipitation can also cause an avalanche, but these effects are less dramatic and take more time to weaken the snowpack or increase its load than a storm. The ideal conditions for preventing an avalanche are daytime temperatures just above the freezing point, and nighttime temperatures that dip back below the refreezing point. This gradual melting and refreezing cycle strengthens the snowpack's bonds by solidifying the structure into a singular mass. Persistently cold or rapidly fluctuating temperatures weaken the snowpack's strength. When temperatures constantly remain below freezing, the snow and ice is looser and more granular. Winds can easily pick up these grains and sweep them into an area that promotes the creation of a weak snow structure. In

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Rocks as Weapons

Every medium from classic novels to silent film to children's cartoons has depicted the same iconic image. The story's villain lies in wait with a large boulder perched atop the precipice of a mountain cliff ready to topple it into the path of or literally onto the hero. While the idea makes good cinema, as a practical matter there are numerous logistical problems that make such an attack extremely difficult. First, it is impossible to accurately determine the path that a boulder is going to take over a long distance. Mountainsides are not smooth surfaces, so a rolling stone is sure to deviate at least slightly from its intended path as it barrels downhill. Furthermore, a 3-foot-diameter stone weighs more than 2,000 lbs. Rolling the stone into position demands tremendous strength and the proper tools necessary to file down the stone's rough edges and give the movers added leverage to push the boulder uphill and then push it over the edge at a moment's notice. If nothing else, making a premeditated attack against an enemy with a stone is undoubtedly not a one-man operation.

Still with some determination and effort, it can be done. The "Falling Objects" section in Chapter 13 of the Pathfinder Roleplaying Game Core Rulebook details the damage dealt by a falling object based upon the object's size and the distance it fell. This side box supplements the preceding rules to adjudicate the effects of an object traveling down a slope rather than a free-falling object plummeting at a 90-degree angle. As in the case of a dropped object, an object pushed down a slope moves in a straight line and requires a ranged touch attack. However, the range increment is only 10 feet instead of 20 feet. Unlike an object dropped onto a creature, an object pushed down a slope continues to roll downhill until it reaches an impassible barrier or a flat surface. The following table details the percentage of damage dealt by a rolling object in comparison to a falling object (see the "Falling" section in Chapter 13 of the Pathfinder Roleplaying Game Core Rulebook for the appropriate table), and the circumstance bonus to Reflex saves made to halve the damage from a rolling object.

Table 3-1 Damage from Rolling Objects

Slope	% of Falling Object Damage	Reflex Save Bonus			
20 degrees or less	1/4	+8			
21–40 degrees	1/2	+4			
41–60 degrees	3/4	+2			
61 degrees or more	normal	+1			
	Helpless creatures do not get a circumstance bonus on Reflex saves made to halve the damage from a rolling object.				

addition, temperature gradients between the snowpack and the ambient air also weaken the snowpack structure through moisture loss. Unusually warm temperatures duplicate the effects of rainfall. The upper layers of snow melt and seep into the snowpack's base, weakening the structure. Under less than ideal weather conditions, there is a 5% chance of an avalanche in the affected area. This check is made once per day.

Nature is not the only party guilty of triggering avalanches. Creatures can also deliberately or unwittingly start a wave of snow and ice barreling down the mountainside. Just like snow and rain, creatures moving across a snowpack add to its load. Whenever creatures move through an area susceptible to an avalanche, there is a 1% chance per creature of triggering an avalanche. This check is made every hour. In addition, this check is also modified by the size of the largest creature in the group based upon its size category: Fine –16, Diminutive –12, Tiny –8, Small –4, Medium +0, Large +4, Huge +8, Gargantuan +12, Colossal +16. The preceding modifiers can reduce the creatures' chances of starting an avalanche below

0%. In this case, it is impossible for them to trigger an avalanche. If the creatures are intentionally trying to trigger an avalanche, their chances of starting an avalanche are doubled. Therefore, a pair of hill giants moving through an avalanche prone area has a 6% chance of inadvertently starting an avalanche, whereas a party of 10 Diminutive-sized creatures would have no chance of triggering an avalanche.

Rockslides

The "Avalanches" section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook* lumps the effects of snow and rock avalanches together. Though both types of avalanches have the same effects from a game mechanics standpoint, the chances of spotting a potential avalanche and actions that trigger one are slightly different. It is impossible for an observer to notice fissures and cracks beneath the outer layers of bedrock without close examination. In order to determine whether a rock formation is vulnerable to a rockslide, the character must visually and physically inspect a sampling of the stones. If he succeeds on a DC 20 Knowledge (geography), a DC 20 Profession (miner) or a DC 20 Profession (mountaineer), he determines that the conditions necessary for a rockslide are present in the area. The character cannot predict when and where the rockslide may occur or even guarantee that one is going to happen.

Earthquakes are responsible for the vast majority of rockslides. The trembling earth frequently creates fissures in the mountain's foundation and jars loose stones from their temporary resting places, sending them barreling down the slope. The chance of an earthquake triggering a rock slide is half that of triggering a snow avalanche, i.e. 1% per 2 points of damage dealt by the earthquake to structures in the immediate vicinity. While a driving rainstorm can quickly erode a snowpack, it takes considerably more time for erosion to wear down the underlying bedrock supporting the rock formation. A structurally sound rock formation has no chance of collapsing because of excessive precipitation. However, there is a 1% chance per 1/2 inch of total rainfall of triggering a rockslide in a weakened area. This check is made once per day. Another natural factor in creating rockslides is temperature changes. Water that seeps through the outer rock layers freezes and then later expands when it melts, lengthening existing cracks in the rock face. This process is extremely slow and gradual. However, if the rocks have been exposed to frequent temperature changes over the course of an entire week, there is a 1% chance of a rockslide. This check is made once per week.

The greatest danger to rock faces vulnerable to an avalanche, outside of an earthquake, is humanoid activities. Mining can be exceptionally problematic. Just as an underground mine can spawn one or more sinkholes on level ground, a mine entrance carved into the base of a mountain, or worse yet into the face of an unstable mountainside, can reap devastating consequences. Mining tunnels weaken the mountain's foundation by extracting layers of supporting rocks and stones, leaving only abscesses in its wake. If the mountain is vulnerable to a rockslide, there is a 1% chance of triggering a rockslide. This check is made once per week.

Rockfall

Though similar to a rockslide, rockfall occurs when a large fragment of stone detaches from a cliff or other sheer surface and crashes to the ground beneath it, creating a layer of scree or rubble. Seasoned mountaineers recognize this trail of debris as a telltale sign that the adjacent rock walls and cliffs are the source of the rubble or scree with a successful DC 10 Knowledge (geography) or Profession (mountaineer) check. Therefore, whenever the characters encounter a square containing rubble or scree, at least one of the surrounding rock walls or cliffs is vulnerable to rockfall. Experienced climbers wisely avoid the potentially unstable surface, but novice explorers may press forward and attempt to scale the façade. A character climbing up a rock wall or cliff with unstable rocks and stones has a 1% chance of dislodging a rock or stone from its resting place. This check is made at every 50-foot interval of the climb. Unlike a rockslide, stones detached in this manner fall straight down rather than roll down the mountainside and spark an avalanche. Falling rocks deal 4d6 points of damage to any creature in their path. They fall as a 10-foot-high cylinder with a 1d4 x 5-foot radius. A successful DC 20 Reflex save halves the

damage. At the GM's discretion, extremely large stones, 2 feet in diameter and larger, deal significantly more damage. Any creature that takes damage from falling rocks must also succeed on a Climb check to avoid falling (see the "Climb" section in Chapter 4 of the *Pathfinder Roleplaying Game Core Rulebook* for more details.)

Icefall

Though beautiful to behold, ice and snow are not designed as construction materials. Icicles are a particular hazard to mountain climbers. Icicles form on steep rock faces. While they are relatively stable during the cold evenings, warm temperatures and sunlight can melt the icicles and send these long, pointed spears of frozen water hurtling downward to earth. The chance of encountering falling ice is 1% for every 1° F that the temperature is above the freezing point. This check is made at every 50-foot interval of the climb. Icefall deals 2d6 points of damage, though a successful DC 15 Reflex save halves the damage. Any creature that takes damage from an icefall must also succeed on a Climb check to avoid falling (see the "Climb" section in Chapter 4 of the *Pathfinder Roleplaying Game Core Rulebook* for more details).

Crevasse

At altitudes of 8,000 feet and higher, snow and ice become a constant traveling companion to the mountaineer regardless of the temperatures found at the lower elevations. Naturally, ice makes climbing surfaces slippery, imposing a -5 penalty on Acrobatics and Climb checks attempted in these areas. Over time, the immense weight of the densely packed snow and ice forms a glacier. This expanding mass of ice and snow rolls over everything in its path, sometimes pushing massive boulders up the side of a steep slope. In many respects, glaciers develop and recede in a manner similar to the tectonic plates that make up the planet's crust. When a glacier flows over a rough, uneven surface, it

creates one of the mountain explorer's most visually breathtaking and dangerous foes: the crevasse.

A crevasse is a rift in the snow or ice, a deep crack with vertical walls, narrowing steadily as it descends. As the thick sheet of ice moves down the mountain, cracks open up in the brittle ice sheet. These cracks reach a depth of 3d6 x 10 feet, while the width can vary from a few inches to 60 feet. The crevasse's belly takes on a very rich beautiful blue color because the tremendous weight presses the air out of the ice. In most cases, the crevasse is easily visible, thus allowing the character to circumvent it if possible, or to take precautionary measures such as setting up a rope system or other climbing device to avoid falling into the crevasse. A plunge into the crevasse's belly is no different than any other fall in terms of damage. The character takes 1d6 points of falling damage for every 10 feet that the creature fell.

Those fortunate enough to survive the fall must then devise a means of escape. Some crevasses narrow significantly as they descend, much like the sides of a funnel. A creature that reaches the bottom becomes wedged against the sides, giving the crevasse's victim the pinned condition. In order to escape this tight squeeze, the character can make a combat maneuver check to use brute strength to force his way out of the crevasse's grip or an Escape Artist check (DC 20 + 1 per 10 feet that the creature fell) to wiggle his way out of the jam. If others attempt to pull the stuck character loose from the bottom of the crevasse, they must succeed on a Strength check using the same DC as the preceding combat maneuver check and Escape Artist check. Once free, the character must then attempt to scale the crevasse's icy, vertical walls. This endeavor is impossible without the use of mountaineering equipment, provided that the cramped quarters give the mountaineer enough room to use this gear to set pitons and construct handholds and footholds in the ice.

The air inside most crevasses is about $3d6 + 10^{\circ}$ F colder than the surface air temperature. It is entirely possible for a person to survive a fall into a crevasse, only to become pinned and freeze to death over the next few hours. As previously discussed, if the crevasse is readily visible, the explorer can formulate a plan to avoid or safely traverse the deadly crack



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in the ice. Crevasses are most dangerous when they are not visible. This occurs when a snow bridge obscures the entrance. The snow cover makes it appear as if the surface is unbroken and poses no danger to those crossing it. Terrain conducive to creating a hidden crevasse can be spotted with a successful DC 15 Knowledge (geography) or Profession (mountaineer) check, though a successful check does not verify the presence of a hidden crevasse or pinpoint one's exact location. It merely tells the character that a hidden crevasse is more likely to be found in a given region than elsewhere. Likewise, a character moving at a normal pace can notice a potentially hidden crevasse with a successful DC 18 Survival check. (A character not actively searching or looking for a hidden crevasse should be treated as if he were taking 10 on his Survival check.) Creatures that fail to detect the crevasse walk 2d6 feet past the edge before the snow bridge suddenly gives way and collapses. A creature can avoid falling into the crevasse by succeeding on a Reflex save (DC 15 + 1 per foot beyond the crevasse's edge). Those that fall into the crevasse suffer the effects previously described. The damage caused by the hidden crevasse determines its CR (see the "Challenge Rating of a Trap" section in Chapter 13 of the Pathfinder Roleplaying Game Core Rulebook for guidance). Naturally, hidden crevasses can be found only in areas where snow and ice are prevalent. In general, for every 100 feet traveled in rugged mountains, there is a 1% chance of stumbling across a hidden crevasse. The chance of encountering a hidden crevasse increases to 2% in forbidding mountains. The chances of encountering a visible crevasse, i.e. a chasm, are the same as those found in the "Mountain Terrain" section in Chapter 13 of the Pathfinder Roleplaying Game Core Rulebook.

Oxygen Deprivation

Gravity attracts objects to one another. Objects with enormous mass such as a planet exert tremendous gravitational pull on smaller objects, thus preventing them from escaping the larger object's gravitational bond and eventually forcing them to fall back to earth. However, gravity's strength weakens as the distance between the two objects increases. Even something as minute as an air molecule is no exception. Gravity drags air molecules closer to the surface. Because the planet's gravity weakens as one ascends farther away from the ground, more air molecules accumulate closer to the surface than in the heavens. Thus the air at the surface is significantly denser than the air at higher elevations. Naturally, since there are fewer air molecules at higher altitudes, there is proportionately less oxygen to breathe. Though avalanches and falls account for the majority of deaths on the world's tallest peaks, oxygen deprivation likely played a contributing factor in many of these fatalities. The lack of air takes its toll on the climber's stamina and mental sharpness. The inability to think clearly leads to poor decisions, and lapses of judgment in an inhospitable environment that never forgives mistakes make a recipe for disaster.

The "Mountain Travel" section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook* discusses the effects of high altitude on characters at altitudes of 5,000 feet to 15,000 feet (the "Low Peak of High Pass" zone) and those traveling at altitudes greater than 15,000 feet (the "High Peak" zone). This sourcebook complements the preceding rules by capping the "High Peak" zone at 20,000 feet and adding new altitude bands of "Extreme Altitude" defined as altitudes above 20,000 feet up to 26,000 feet and the "Death Zone" for altitudes above 26,000 feet. These two altitude zones first appeared in *Pathfinder #6: The Spires of Xin-Shalast* by Paizo Publishing and have been expanded and updated to the Pathfinder Roleplaying Game rules for inclusion here.

Creatures that do not breathe or have a natural or physiological resistance to such considerations are not affected by any of the penalties and conditions caused by high altitude. Examples of these are creatures with the air, elemental, or incorporeal subtypes, aberrations, constructs, dragons, oozes, outsiders, plants, or undead. Furthermore, creatures that include mountains in their Environment entry do not suffer these effects at least below the extreme altitude zone.

Spells, alchemical substances, and magic items that supply oxygen or do not require the owner to breathe also eliminate the harmful effects wrought by high altitudes. Some examples include items such as a *ring of elemental command (air)* (its affinity with air somewhat mimics the air subtype for the wearer), a *bottle of air*, a *cloak of etherealness* (when activated), a *helm of underwater action* (due to the globe of air it creates),

High-Altitude Cerebral Edema (HACE)

HACE is not a disease in the conventional sense and, therefore, cannot be cured by *remove disease* as mentioned above. As the body responds to oxygen deprivation by increasing blood flow to the brain, fluid accumulates around the brain creating swelling in the tissues and increased intracranial pressure that can even result in herniation of the cerebellum through the foramen magnum into the spinal canal.

Those suffering from HACE become nauseated. Intense headaches prevent the character from using any skills or abilities that require concentration, including spellcasting. Every 1d6 minutes, the character becomes dazed. The dazed condition lasts for 1 minute. Each time a creature with HACE fails an altitude Fortitude saving throw, he takes 1d4 points of Dexterity damage and Intelligence damage in addition to the 1 point of damage dealt to all ability scores from altitude sickness. If the creature's Dexterity or Intelligence reach 0 from this condition, he falls into coma and dies 1d4 days later unless the HACE is alleviated. Characters afflicted by HACE continue to suffer the preceding effects until they descend to an altitude below 15,000 feet. Though a descent to this altitude may alleviate HACE's effects, the character may still suffer from high-altitude fatigue and altitude sickness.

High-Altitude Pulmonary Edema (HAPE)

Like its closely related cousin, HAPE is not a traditional disease that can be cured by *remove disease*. Rather HAPE is a medical condition where fluid accumulates in the lungs as the heart rate increases, pushing more blood through the lungs in an attempt to increase oxygen extraction from inhaled air. This increased blood flow causes fluid accumulation and swelling in the tissues of the lungs and inhibits the creature's ability to breathe.

HAPE quickly saps the character's strength and endurance. Whenever a character afflicted with HAPE fails a Fortitude save, he takes 1d4 additional points of Strength and Constitution damage in addition to the 1 point of damage dealt to all of his ability scores from altitude sickness. If the creature's Strength or Constitution reach 0 from this condition, he dies. Characters afflicted by HAPE continue to suffer the preceding effects until they descend to an altitude below 15,000 feet. Though a descent to this altitude may alleviate HAPE's effects, the character may still suffer from highaltitude fatigue and altitude sickness.

an *iridescent spindle ioun stone*, and a *necklace of adaptation*. Spells that access extraplanar spaces such as *rope trick* and *mage's magnificent mansion* can also be used to provide temporary respite from altitude effects. The extradimensional spaces created by a *bag of holding* or a *portable hole* do not provide this protection, as they merely draw their air reserve from the atmosphere outside when they are opened. Transmutation spells that allow an individual to take on the form of a creature immune to the effects of high altitudes though its type or subtype or its natural acclimation to mountain terrain can also prevent these effects. Ultimately the GM should make a judgment about whether any particular spell or item will provide protection against the oxygen deprived environment.

Extreme Altitude (20,001 to 26,000 feet): At extreme altitude, creatures are subject to the altitude fatigue and altitude sickness of lower altitudes. Mundane acclimation to high altitudes no longer provides benefits at this height (including from the Altitude Affinity feat*).

When a creature takes any ability damage from altitude sickness while at extreme altitude, he develops a persistent hacking cough with 2d4 hours as the cold, arid air dries the mucus membranes of the individual's throat and lungs. The coughing spasms are frequent and cause a -4 penalty on all Acrobatics, Climb, Perception, Stealth, or concentration checks. In addition, any spell with verbal components requires a concentration check (DC 14 + spell level, already includes -4 penalty mentioned above) to successfully cast. If this check is failed the spell is not lost, but the caster must start over again on his next turn if he wishes to cast it.

These coughing spasms are so frequent and can become so violent that they can even break ribs. Each day a creature suffers from this cough, he takes 1d6 damage. Moving to a lower altitude zone relieves this cough as does 2 hours spent in an extremely humid environment (such as a *fog cloud*). Spells such as *heal* or *restoration* can remove this effect by removing the ability damage but do not prevent it from returning if ability damage from altitude sickness is incurred again. The cough is not from an actual disease condition and cannot be cured by a *remove disease*.

Death Zone (more than 26,000 feet): Normal life is not possible above an altitude of 26,000 feet; there simply is not enough atmospheric pressure to allow sufficient oxygen to be inhaled by breathing creatures. When a creature does not possess one of the types or subtypes stipulated above (whether or not it has previously acclimated to high altitudes, has Altitude Affinity*, or has mountains as an Environment entry) and climbs above 26,000 feet, altitude sickness manifests almost immediately. After each 10-minute period a creature spends in the death zone, he must succeed at a Fortitude save (DC 15, +1 per previous check) or take 1 point of damage to all ability scores. Acclimation to high altitude, the Altitude Affinity feat*, or the mountains Environment provides no protection or bonuses to this saving throw.

If a creature fails two of these saving throws (whether consecutive or not) while in the death zone, develops high-altitude pulmonary edema (50% chance or either). If a creature fails three Fortitude saves (whether consecutive or not) while the death zone, it develops both of those conditions (see sidebox for details of these conditions). The effects of high-altitude cerebral edema and high-altitude pulmonary edema stack with the effects of high-altitude fatigue and altitude sickness. Perhaps even more dangerous than the preceding conditions — as soon as any creature fails three *consecutive* saving throws against the death zone effects, it begins to suffocate — until the creature returns to more hospitable terrain, it suffers the effects of slow suffocation, as detailed under "Suffocation" in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*.

*See Chapter 4.

Plants

Mountainous regions are not renowned for their flora, but some plant species found in low-lying areas are resilient enough to endure life at high altitudes as well. Trees and woody shrubs dominate many mountain slopes along with an array of flowers, mosses and vines. Plants do not breathe in the conventional sense, so the lack of air at high altitudes plays a lesser role in deterring their growth at extreme elevations. Instead, the bone-chilling temperatures and the accompanying snowfall, drier air and wind are the main factors inhibiting plant growth as the mountain ascends into the heavens.

Poison Oak and Poison Ivy (CR 2)

While they are not members of the same family, these two plants share the same unique trait. Whenever their leaves or stems are injured, they excrete a toxic concoction of oils known as urushiol. Poison oak is a woody vine or shrub that inhabits coniferous forests and is typically found at a maximum elevation of 4,000 feet. Poison ivy grows in almost any environment and some varieties can survive at a maximum elevation of 8,000 feet. In many respects, these plants are the chameleons of the plant kingdom. They can grow as a small vine along the ground, as a shrub or as a climbing vine, making it impossible to positively identify poison oak or poison ivy without a successful DC 17 Knowledge (nature) check, Profession (gardener) check or Profession (herbalist) check. Even if the character can identify the plant, it is sometimes impossible to see it tangled amid the neighboring grasses and wrapped around tree trunks. In this instance, a character moving at a normal pace locates poison ivy and poison oak within a mixed field of greenery with a successful DC 17 Perception or Survival check.

Poison Ivy/Poison Oak

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

The chemical known as urushiol is an irritant. 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 or poison oak 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. Urushiol 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.

Mountain Laurel

This evergreen shrub ranges from 10 feet to 30 feet high, and it is predominately found growing on rocky slopes and in the fertile soil of forested mountainous regions. In its ideal habitat, this plant can even take the form of a tree with brittle wood that indigenous humanoids sometimes harvest to create decorative wicker baskets as well as crude armor and shields. Mountain laurel is best known for its colorful and uniquely shaped blossoms. Its white petals with pink markings open into a tenpointed, inverted goblet, making the mountain laurel a popular addition within the outdoor gardens of kings and nobles alike. Its leaves and stems have a leathery texture with dark green upper surfaces atop a yellowishgreen undercarriage. A character can identify the relatively common plant with a successful DC 10 Knowledge (nature), Profession (gardener) or Profession (herbalist) check. Despite its showy and benign appearance, the entire plant (leaves, flowers, stem and roots) is poisonous.

Fortunately, mountain laurel poses no direct danger to humanoids unless they ingest some part of the plant. However, unlike many toxic species, the plant's leaves and stems have a neutral rather than the typical bitter taste that normally deters hungry herbivores from devouring the deadly meal. Domesticated animals such as sheep and goats along with wild animals such as deer are particularly susceptible to falling into the mountain laurel's lethal trap. Grayanotoxin is the chemical culprit responsible for the plant's deadly cocktail. Mountain laurel is a member of the heath family and shares its venomous properties with another very similar member of this family, the rhododendron. The two plants share their mountainous environment, and the skill check DC needed to identify rhododendron is the same as the DC needed to identify mountain laurel. Like the mountain laurel, domesticated animals such as the horse are far more likely to eat the rhododendron's toxic leaves and stems than a curious humanoid.

Mountain Laurel/Rhododendron

Type — poison, ingested; save Fort DC 15; onset 1d6 hours; frequency 1/hour; effect 1d3 Constitution damage, as long as the character takes Constitution damage, it is nauseated; cure 1 save.

Mad Honey

Type — poison, ingested; save Fort DC 13; onset 1 hour; frequency 1/hour; effect 1d2 Dexterity damage; cure 1 save.

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Humanoids can fall prey to mountain laurel and rhododendron in an indirect, yet rather sinister manner. Honeybees find it hard to resist the plants' large, colorful flowers. They collect their nectar and bring it back to their hive where it is later converted into honey. The toxin has no effect on the insects, but humanoids and other animals with an affinity for the bees' homespun delicacy can become deathly ill from consuming what many mountain residents refer to as "mad honey." The so-called "mad honey" has a bitter taste that may dissuade further consumption of the toxic concoction. It takes a successful DC 10 Perception check to detect the honey's bitterness and recognize it as honey produced from mountain laurel or rhododendron nectar, provided that the character is familiar with the guilty plant.

Wolf's Bane

Legendary for its fabled ability to undo the curse of lycanthropy, wolf's bane, also known as monkshood, is a highly toxic flowering plant indigenous to mountainous regions. Although it is typically found in mountain meadows, the durable perennial can survive at elevations of up to 10,000 feet. As its alternate name suggests, wolf's bane is easily recognized because one of its elongated petals resembles a conical shaped hood that looks like a cloaked monk. A character can identify the distinctive plant with a successful DC 10 Knowledge (nature), Profession (herbalist) or Profession (gardener) check.

The compound aconitine gives the plant's stems and leaves its toxic properties. This powerful neurotoxin affects the central nervous system, causing paralysis and lethal cardiac arrhythmias in living creatures. Wolf's bane is normally administered by tricking the victim into ingesting food or drink containing pieces of the plant's pulverized leaves and stems. Naturally, the poison's effects are stronger and more dramatic when delivered by the preceding method, but ingestion is not the only means of using wolf's bane to kill an enemy. Aconitine seeps into open wounds and even unbroken skin with relative ease. In fact, humanoids who handle the poisonous stems and leaves without protective gloves run the risk of being accidentally poisoned. (A character that does not take this precautionary step has a 10% chance instead of the normal 5% chance of accidentally exposing himself to the poison whenever he applies or readies the poison for use as well as when he actually makes it with a Craft [alchemy] skill check.) Some cultures forego deception and instead coat their weapons with a different alkaloid, pseudaconitine, which is derived from the roots of some wolf's bane species. This toxin, commonly known as bikh, is less potent than aconitine, but it is also much safer to handle. This paralytic agent is more commonly used to hunt game animals, as skilled adventurers more often than not ignore its effects.

The statistics for wolf's bane as an ingested poison appear in the "Poison" section of Appendix 1 in the *Pathfinder Roleplaying Game Core Rulebook*. Presented below are the statistics for wolf's bane as a contact poison and bikh.

Bikh

Type — poison, injury, save Fort DC 12; initial effect 1d3 Dex damage; secondary effect paralyzed for 1d4 rounds; cure 1 save

Wolfsbane

Type — poison, contact; save Fort DC 14; onset 1 minute; frequency 1/minute for 4 minutes; effect 1d2 Con damage; cure 1 save

Mountain Inhabitants

Outsiders commonly assume that mountains are desolate mounds of bare rock and loose stones that soar into the frigid heavens. The thin air, cold temperatures and ferocious winds that buffet the tall peaks render them into an icy wasteland. While it is true that the conditions found at the highest elevations are not conducive to life in the traditional sense, vermin, animals and sentient beings populate the mountain's fertile and temperate lower elevations. Large beasts roam the rugged terrain feeding on the lush grasses, shrubs and leaves found beneath the tree line on the mountainside. The resident humanoids domesticate some of these indigenous herbivores and prev on others for meat, leather and bone. In addition to animal husbandry and hunting, farming is also a way of life in many mountain villages, especially those that take root in the fertile soil surrounding dormant volcanoes. Yet, humans are not the terrain's apex predators. Powerful animal predators stalk the land, too, along with malevolent monsters furthering their wicked agendas. Naïve mountain explorers soon learn that first impressions can be deceptive, as they fall victim to one of the land's gigantic or one of its tiniest, but most insidious denizens.

Ticks (CR 1/4)

Ticks, a member of the arachnid family, lurk in the shrubs, grasses and light woodlands, waiting to hitch a ride on a suitable host for a future blood meal. These clever parasites often concentrate near mountain passes and trails where they are more likely to encounter a suitable host than in a remote locale. Ticks prefer warm, humid habitats and are most active during the late spring and summer months. Still, they can be found practically anywhere and are ideally suited for life in the mountains' lower elevations, provided that temperatures year round remain mild. 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. Ticks hang around for the long haul. It 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.

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 diseasecarrying tick based upon the 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.

Table 3-2:

Daily	Percent	Chance of	Encount	ering	Disease-	Carrying	Tick
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Spring	Summer	Autumn	Winter
01–03	01–05	01–02	01

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, 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 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 Sleight of Hand 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:

Table 3-3: Disease Transmitted by Tick

Encephalitis	Lyme Disease	Hemorrhagic Fever	Spotted Fever	Tularemia
01–35	36–50	51–55	56–80	81–00

Presented in the sidebar are the effects for each of these diseases:

Animals

Ungulates such as sheep and deer are the most numerous large animals in mountainous regions. These herbivores predominately dwell in the deciduous forests, coniferous forests and grasslands below the tree line. Though these beasts are not hunters by nature, some species such as elk, moose, bison and sheep can become aggressive when approached or threatened by humanoids. This is especially true during mating season, when lustful males fueled by torrents of testosterone literally lock horns with their rivals for the right to pass their genes onto the next generation. Just as they do with their animal adversaries, angry male ungulates lower their heads and charge headlong toward their humanoid foes. This can be especially problematic if the encounter takes places near the edge of a cliff, rock wall or other sheer surface. Yet despite their occasionally unruly behavior, on most occasions, these animals opt for flight over fight, especially when confronted by the mountains' apex predators — wolves, cougars, and bears.

Wolves are the smallest of the three predators, yet their superior numbers and tactical cohesion make up for their size. Whereas cougars and bears are solitary creatures, wolves are social animals. They live and hunt as a family unit commonly referred to as a pack. In most cases, the pack consists of a mated pair and their offspring, though there are cases where unrelated wolves band together. Wolves roam across a vast hunting ground, defending their territory against trespassers from rival packs and other predators. Their preferred method of attack against large herbivores is to spur their prey to

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.

run and then chase the victim down while biting their vulnerable flanks and rear. Using these tactics, a wolf pack can kill an adult ungulate with a minimal chance of injury to the predators. They take a more direct tack against small animals and launch a frontal assault against these overmatched foes, sinking their canines into the victim's throat.

Their relationship with humanoids is checkered with mutual mistrust and suspicion. Wolves with limited or no contact with humanoids retain their inherent fear of these sentient beings. By nature, they keep their distance from their bipedal rivals and attack only when provoked, threatened or plagued by other exigent circumstances, such as extreme food stress. Yet, repeated exposure to humanoids populations gradually abates the predators' instinctive reluctance to attack people. Man-eating wolves almost always target women and children, who are generally slower, smaller and weaker than grown men. The pack typically surrounds their humanoid prey and repeatedly bites their opponents' faces and heads. Once they develop a taste for humanoid flesh, the attacks escalate until outraged family members and adventurers eliminate the offending wolves.

Like most felines, the cougar, also known as the mountain lion, is a nocturnal ambush predator. The reclusive, solitary animal remains out of sight during the day, and emerges from its hiding spot only after dark in its tireless search for food. Cougars prefer areas with thick undergrowth and rocky outcroppings that grant them ample cover to sneak up and leap down upon their unsuspecting prey. The sleek, muscular cats primarily target deer and other smaller ungulates, especially humanoid livestock such as domesticated sheep and goats. In a pinch, they may attack rodents and even insects. Like wolves, cougars rarely attack people unless they experience the same behaviors or circumstances that prompt their canine counterparts to prey upon humans. In some cases, deliberately or inadvertently mimicking actions similar to those of its typical game spur

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the cat's predatory instinct to hunt. An attacking cougar wraps its jaws around the victim's throat and plunges its sharp teeth between the vertebrae and spinal cord to swiftly debilitate and kill its target. Humanoids who stand their ground and attempt to intimidate the shy beast with loud noises and thrown objects are more likely than not to convince the predator to find easier pickings elsewhere.

Bears, on the other hand, are opportunistic predators rather than deliberate stalkers. They possess the size and strength to bring down the biggest herbivores such as moose and elk, but they set their sights on weak, injured and young animals over full-grown adults. In addition, they are not averse to devouring the scraps left behind by other predators or slaving rodents and other creatures considerably smaller than them. While they sport the anatomical and physiological features of carnivorous predators, these enormous mammals are actually omnivorous. In many respects, they are more akin to humanoid hunter-gatherers than active hunters. Bears devour honey, nuts, grasses, berries and carrion with the same gusto as they consume fresh meat. However, they have an affinity for fish, particularly salmon, which is much fattier than their usual fare. Fortunately for humanoids, bears do not recognize people as prey; thus, they avoid them as best they can. Still, bears too large to climb trees and a mother bear with her cubs stand their ground and defend themselves in the face of danger. As in the case of other wild animals, bears that grow accustomed to humanoids no longer view them as a potential threat, increasing the potential for confrontation with the mammoth omnivores.

Men and Monsters

The men and women who live off this hardscrabble land are as rugged as the terrain that they call home. The hills and mountains do not forgive poor judgment and careless errors. Those that flourish and thrive in this harsh landscape must possess an independent spirit not found in genteel folk. In many respects, the mountains themselves are no different than manmade walls. These massive barriers deter trespassers from entering and residents from escaping. In fact, the typical, sedentary humanoid resident never wanders more than a day's travel from home, so his contact with strangers and the world beyond his sheltered valley or mountain abode is extremely limited. As a result, adventurers and travelers that pass through their lands rouse suspicion and mistrust. The whole community takes a wait-and-see attitude toward newcomers. Outsiders are met with an unnerving blend of scrutiny and curiosity. In many cases, the settlement's inquisitive children are the first ones to approach unexpected visitors. They carefully analyze the person's every movement for some hint of their motivation, until something, such as a shiny object or a toy breaks their concentration and captures their vivid imaginations.

Despite their generally xenophobic outlook and gruff exteriors, mountain people are folksy and genuinely friendly to those that gain their trust. Of course, gaining their trust takes time, patience and a sincere, honest effort. Mountain residents always keep their guard up when dealing with strangers. They never let a smooth talker get the better of them without at least trying to probe their true motives, nor do they take kindly to braggarts and liars. However, there are many instances when violent outlaws, disgraced nobles and runaway teenagers fled their pursuers and headed into this rugged terrain. Over time, they ultimately won over the affections of the community's residents who willingly risk their lives to protect the fugitive. There is an unwritten rule that mountain folk always protect one of their own from outsiders, regardless of what their fellow citizen did to warrant the attention of strangers.

Still, some renegades go it alone in this harsh landscape in order to escape the law or their personal demons. Those that choose such a lifestyle dispense with pretenses. They either completely avoid detection or attack any creatures that cross paths with them. Naturally, they try to escape from obviously superior opposition and ambush those they consider to be inferior opponents. So called "lone wolves" are not as dangerous as organized groups that retreat into the mountains to ply their nefarious trades. It is not unusual for criminal organizations to take refuge in a secluded mountain hideaway in order to evade detection or safeguard their ill-gotten spoils. Likewise, deranged cultists and the ambitious followers of evil deities also venerate their dark masters and mistresses in mountain caves and on isolated, hard-to-reach mountaintops far from the eyes of innocent bystanders and disapproving busybodies alike. Unlike wary mountain residents, these people have no qualms about violence and abide by the philosophy of attack first and ask questions later. Despite their presence, men are not the greatest foes that mountain adventurers can encounter during their trek into the perilous peaks.

Numerous monsters including yetis, hobgoblins, orcs, and the new monsters presented in Chapter 6 also dwell in the hills and mountains, but giant humanoids are perhaps the most visible and dominant force in this environment. Trolls are the most prolific breeders and the most commonly encountered monsters in these areas. They frequently live in caves carved directly into the mountainside or in close proximity to cliffs, rock walls and other imposing terrain features. However, these giants are not tied to one particular location and may stray several hundred miles from their crude abode in search of food. Trolls adapt well to all weather conditions, thanks in large part to their regenerative abilities. They prefer to inhabit icy and snowy mountainous regions that are not easily accessible to fire-wielding adventurers, but they are just as equally suited to life in the lower elevations and warm valleys. While they are not intelligent by conventional human standards, they are clever combatants who maximize their physiological advantages and the surrounding landscape. The wily monsters gladly fight their adversaries on the precipices of icy vertical surfaces, hidden crevasses and steep slopes. In fact, they sometimes grapple foes and join them in a terrifying plunge down the mountain, knowing that their regenerative abilities are sure to save them from certain death.

Hill giants lead a similar lifestyle to their physically taller but weaker troll kin. The animalistic humanoids reproduce at staggering rates. They sow suffering and misery wherever they go as they roam the temperate hills looking for land able to produce enough meat and starchy vegetables to sustain their massive appetites. Explorers trekking through the hills can usually catch a whiff of a fetid, rank hill giant encampment long before they set eyes upon one of these filthy, oversized humanoids. The nomadic hill giants travel far and wide, but they never venture into warmer or colder climates unless an abundant and easily obtainable food source is in close proximity. Hill giants lay down roots for short stretches, raiding and pillaging neighboring settlements until they exhaust the area's resources or the outraged residents pose a credible threat to the unwelcome marauders. The antagonistic monsters happily bully and butcher inferior foes, yet the self-centered brutes wildly scramble to save their precious skins when confronted by equal or superior opposition.

In comparison, the barbarous frost giants who lord over their frigid realms never back down from a fight, regardless of the odds against them. These evil humanoids preside over their icy domain from atop the windswept summits of snow-capped peaks. Other native denizens such as remorhaz, yetis, and even white dragons serve their frost giant masters as guardians for their lairs or as willing allies. Frost giants always dwell in cold mountainous regions and only descend to more temperate lower elevations to hunt game and capture humanoids that they later use as slave labor or for food. Raiding parties stray far from home until they return to their communities with their ill-gotten spoils, but by and large frost giants are sedentary beings who take up residence in snow cave complexes and abandoned ruins in remote mountain locales. There are some instances when the cunning predators ambushed mountain climbers on their quest to conquer the most challenging peaks.

While frost giants dominate glacial mountaintops, the more sophisticated cloud giants prefer milder temperatures. Unlike their preceding kin, cloud giants are equally divided between those that aid humanity and those that despise smaller humanoids. Giants falling into the former category assist nearby settlements in times of need and offer their counsel to the communities' leaders and average citizens alike. Those that ascribe to the latter philosophy perceive their fellow humanoids as an exploitable resource ripe for the taking. People are no different than bees producing honey for other creatures' consumption. However, while a beekeeper lovingly tends to his colony, these cloud giants indiscriminately slay any creatures that oppose them or merely get in their way. When this occurs, only the mightiest adventurers stand any chance of repelling the evil humanoids' incursion and saving the community.

Giants represent the greatest threat to mountaineers in terms of sheer numbers and raw power. Still, even these behemoths yield to the authority of the great dragons that reside within their heavily guarded and inaccessible strongholds. The brutish and temperamental white dragons wield authority over the coldest and loneliest mountaintops, while their

cruel and twisted red dragon counterparts carve out expansive lairs within the sides of warm mountains and the stratovolcanoes that dot the landscape. They sometimes plot their machinations alongside fire giants tending the forges deep inside the fiery magma chambers. The noble and majestic silver dragons look down upon the kingdoms of men from the lofty heights of their temperate, mountain palaces, while their fanciful copper dragon brethren soar high above the grassy hills in search of mirth and adventure. Though the rewards are great, none but the bravest or the foolhardiest heroes dare tangle with these gargantuan reptiles inside their mountain strongholds.

Weather

One word best summarizes mountain weather: unpredictable. Ominous gray clouds can roll over the mountaintop and transform a warm, sunny day into a dark and stormy afternoon in what seems like a literal blink of an eye. Mountain weather is notoriously temperamental for several reasons. Weather disturbances such as high winds and precipitation usually occur when warm, moist air masses collide with cooler, drier air masses. Over flat terrain, these air masses are more stable and generalized than over uneven mountainous landscape. The altitude and the land's features interact in such a way that they create their own localized weather patterns that affect small, isolated areas instead of a wide swath of ground. So while one mountain may be deluged by torrential rainfall, another peak just a couple of miles away remains bright and sunny.

Mountain explorers must be prepared for every possible contingency. In addition to contending with nature's fickle moods, adventurers must also endure the foreseeable weather conditions — bitter cold, high winds, downpours, blizzards, fog and the incessant glare of the sun. Though not as unexpected as a sudden storm, these pervasive threats can be even more dangerous over the long haul in the mountains.

Temperature

Extreme cold is inescapable at the highest elevations. Even for mountains located in tropical climates, such as Mount Kilimanjaro in Africa, temperatures routinely dip below the freezing point at altitudes of 15,000 feet and higher. They constantly remain below 0° F within the death zone and occasionally reach unimaginable lows approaching -100° F on the summit of Mount Everest. The "Cold Dangers" section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook* discusses the effects of cold upon characters.

As a general rule of thumb, air temperatures decrease by -1° F for every 328 feet of elevation or -1° C for every 180 meters of elevation. In order to use this formula, the GM must determine the daily high and low temperatures in the surrounding low-lying areas. The sourcebooks **Dunes of Desolation** and **Fields of Blood**, both from **Frog God Games**, provide tables that allow the GM to calculate the daily temperatures in hot and dry deserts, semi-arid deserts, savannas, prairies and steppes. The GM can also use real-world weather data to compute an approximate baseline temperature at a specific location and then apply it to the fantasy mountain range. Using Mount Kilimanjaro as an example, at the peak of summer, high temperatures reach 90° F and drop down to 65° F at night in the nearby town of Moshi roughly 2,800 feet above sea level. The GM may then use this weather data in lieu of the previously mentioned tables.

The following table computes the corresponding decrease in temperature based upon altitude. The GM subtracts the result from the daily high and low temperature from the corresponding baseline location at or near sea level.

The GM may use a pro rata ratio to determine the temperature decrease for altitudes between two elevations presented in the table. Thus at 7,500 feet, the temperature decrease would be halfway between the temperature decrease at 5,000 feet and the temperature decrease at 10,000 feet. The GM uses the same percentile die roll for both altitudes, but he makes separate rolls to determine the deviation in temperature at both altitudes.

Wind

Frigid temperatures and the lack of oxygen sap the strength and will of even the most determined mountain explorers, but neither of these hazards impedes a climber's progress more than wind. Despite the thinner air found at higher elevations, wind can literally block the path of an adventurer on his way to the elusive summit. Hurricane force winds are not unusual on mountaintops. In fact, there are recorded instances where the wind speed at a mountain observatory exceeded 200 mph, which is the equivalent of the most powerful Category 5 hurricanes ever recorded. These ferocious winds halt the traveler in his tracks, obscure visibility, severely damage unprotected skin, and intensify the effect of the bitter cold typically found near the summit.

There are several reasons why the winds are much stronger at higher elevations than in low-lying areas. Naturally, altitude plays an important role. The earth's gravitation pull and frictional drag are strongest at ground level. Gravity pulls air molecules toward the surface where they come into physical contact with landmasses. As they move across the terrain, they create friction much like a braking device slowing a moving vehicle. Gravity's strength weakens at higher altitudes, and no solid barriers inhibit the wind as its races across the skies. Without drag and friction, air travels faster.

Wind is a complex engine fueled by numerous atmospheric and geological forces. In simplest terms, wind originates from differences in air temperature and atmospheric pressure between adjacent air masses combined with the planet's rotation. Whereas reductions in air temperature can be roughly estimated using a formula tied into altitude, it is much more difficult to do the same with wind speed. For example, Mount Washington in New Hampshire is one of the windiest places on earth, with recorded wind speeds in excess of 200 mph. At a height of approximately 6,300 feet, its winds are significantly stronger than those found on mountains four times taller than it. Factors other than altitude predominantly account for the mountain's potent winds. A peak's proximity to frontal battlegrounds and the surrounding topographical

Table 3-5: Temperature Decrease in Degrees Fahrenheit Attributable to Altitude

		5				
	5,000 ft.	10,000 ft.	15,000 ft.	20,000 ft.	25,000 ft.	30,000 ft.
01–10	-2+3d4	-20+3d4	-40+3d4	-60+3d4	-80+3d6	-100+3d8
11–20	-4+3d4	-22+3d4	-42+3d4	-62+3d4	-82+3d6	-102+3d8
21–30	-6+3d4	-24+3d4	-44+3d4	-64+3d4	-84+3d6	-104+3d8
31–40	-8+3d4	-26+3d4	-46+3d4	-66+3d4	-86+3d6	-106+3d8
41–50	-10+3d4	-28+3d4	-48+3d4	-68+3d4	-88+3d6	-108+3d8
51–60	-12+3d4	-30+3d4	-50+3d4	-70+3d4	-90+3d6	-110+3d8
61–70	-14+3d4	-32+3d4	-52+3d4	-72+3d4	-92+3d6	-112+3d8
71–80	-16+3d4	-34+3d4	-54+3d4	-74+3d4	-94+3d6	-114+3d8
81-90	-18+3d4	-36+3d4	-56+3d4	-80+3d4	-96+3d6	-116+3d8
91–00	-20+3d4	-40+3d4	-58+3d4	-82+3d4	-98+3d6	-118+3d8

CHAPTER 3: MOUNTAIN HAZARDS

Table 3-6: Adjustment to Wind Speed in Miles per Hour Based upon Altituder							
	5,000 ft.	10,000 ft.	15,000 ft.	20,000 ft.	25,000 ft.	30,000 ft.	
01–10	-1d8	-1d4	+1d6	+3d6	+5d6	+7d8	
11–20	-1d6	0	+1d8	+3d8	+5d8	+8d6	
21–30	-1d4	+1d4t	+2d6	+4d6	+6d6	+8d8	
31–40	0	+1d6	+2d8	+4d8	+6d8	+9d6	
41–50	+1d4	+1d8	+3d6	+5d6	+7d6	+9d8	
51–60	+1d6	+2d6	+3d8	+5d8	+7d8	+10d6	
61–70	+1d8	+2d8	+4d6	+6d6	+8d6	+10d8	
71–80	+2d6	+3d6	+4d8	+6d8	+8d8	+11d6	
81–90	+2d8	+3d8	+5d6	+7d6	+9d6	+11d8	
91–00	+3d6	+4d6	+5d8	+7d8	+9d8	+12d6	

¹Increase the wind speed by +6d6 in the event of a storm.

features also play a significant role in ramping up the wind speeds. Unfortunately, it is impossible to create an accurate table that can apply these features to wind speed.

With these considerations in mind, the GM may use the following table as a rough gauge to decrease or increase winds speeds at different altitudes. As in the case of Table 3–5, the values that appear in this table are intended to be added to or subtracted from the baseline wind speed at a nearby location at or close to sea level.

In addition, the GM may halve, double or even triple these figures based upon location conditions. For instance, a mountaintop dwarfed by its neighbors may experience lower wind speeds than the tallest peak in a mountain chain along a frequent frontal barrier, as in the case of Mount Washington.

Storms

While mountains are affected by general weather events passing through the region at large, local conditions may spawn a blinding snow squall or a violent thunderstorm with little warning. The "Rain, Snow, Sleet, and Hail" section and the "Storms" section in Chapter 13 of the Pathfinder Roleplaying Game Core Rulebook discuss the effects that precipitation and storms have on creatures. A driving rain shower or a heavy band of snow is a nuisance in most environments, but it can be a tremendous danger in mountainous areas susceptible to avalanches. Snow adds more weight to the existing snow pack, thus increasing the chances that the load becomes too heavy for the underlying snow pack to maintain its integrity. Likewise, rain increases the snow pack's load. Even worse, the water seeps into the snow pack, creating fissures and cracks that weaken its structural integrity. The first drop of rain or flake of snow prompts seasoned mountain travelers to abandon their climb and hurry toward safety somewhere outside of a potential avalanche's path.

As previously mentioned, predicting the weather in a mountainous area is more akin to drawing straws than discerning any unassailable facts from studying the clouds, winds and barometric pressure. Characters attempting Survival checks to predict the weather in mountainous terrain add +5 to the check's DC. Furthermore, they can forecast the weather only for up to 6 hours in advance, and a success by 5 or more allows the character only to predict the weather for an additional 6 hours in advance.

As in the case of temperature and wind, the mountains are prone to experiencing the weather events that plague the surrounding area. At the GM's discretion, he may use the weather tables presented in either Dunes of Desolation or Fields of Blood to determine the current weather conditions in the area, if the surrounding environment is suitable for their use. However, the GM is encouraged to consult the table every 6 hours, instead of once per day, to simulate the local weather conditions in a mountainous region. Alternately, the GM may use the following universal table to determine the local conditions in the PCs' general area. As in the case of using the tables from the preceding sourcebooks, the GM is encouraged to consult this table once every 6 hours instead of once per day.

Table 3-7: Chance of Precipitation Every 6 Hours

Result	Spring	Summer	Autumn	Winter
No Precipitation	01–60	01–50	01–70	01–65
Rain ¹	61–90	51-80	71–95	66–90
Thunderstorm ²	91–00	81–00	96–00	91-00

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.

Of all the preceding weather events, thunderstorms pose the gravest danger to mountain adventurers. In addition to being most likely to trigger a devastating avalanche, the wild lightning bolts generated by the storm instantly char any unfortunate creature that they strike. Mountain explorers are particularly susceptible to lightning strikes, especially at higher elevations. Without any trees, manmade structures or other tall objects, a lone figure or a small group occupying an open area offers an enticing target for the mindless stroke of electricity. Furthermore, adequate shelter is hard to find at such altitudes. In fact, natural caves and mine shafts built into the mountainside channel electricity rather than protect against it.

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 electricity 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 finds shelter beneath a cluster of low trees sprinkled among taller trees, or curls up 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. The same increase applies to a character standing under a lone tree or within the entrance to a cave or mine shaft. The preceding modifiers stack with one another. 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. A character able to find suitable shelter during the storm, such as inside of an interior room within a sturdy, non-flammable structure, effectively negates any chances of being struck by lightning. The "Storms" section in Chapter 13 of the Pathfinder Roleplaving Game Core Rulebook provides additional details about thunderstorms and lightning.

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When encountered at or near sea level, fog is a low-lying cloud created when the dew point, the temperature at which water vapor at constant barometric pressure condenses into liquid water at the same rate that it evaporates, is roughly equal to or slightly less than the ambient air

temperature. Increases in altitude cause a rapid drop in air temperature, but a much slower decrease in the dew point. Eventually, the air temperature overtakes the dew point, which gives birth to clouds.

Numerous local environmental and geological factors contribute to cloud formation, making it impossible to create an accurate table that takes all of these aspects into consideration. Still, as a general rule of thumb, fog accompanies all precipitation that occurs at elevations of 5,000 feet and higher. If the GM or **Table 3–7** indicates that there is no precipitation at the present time, there is still a 5% chance per 5,000 feet of elevation that fog appears in the general vicinity. The "Fog" section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook* describes the effects of fog.

Sunlight

The sun's rays bring 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.

Table 3-8: Sunburn Check DC Modifiers

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

¹Clothing must cover the arms, torso and legs

Sunburned humanoids begin to 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 get sunburned only once per day, but its effects are cumulative and stack with one another. Whenever a character rolls a natural 1 on its 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 a.m. and 3 p.m., 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.

Snow Blindness

The skin is the organ most susceptible to UV radiation at lower elevations, but the very sensitive eyes become more prone to UV damage at high altitude for two reasons. Snow and ice are almost always present at the colder, higher elevations. Frozen water reflects a far greater percentage of the sun's ultraviolet radiation back into the atmosphere than bare rock or earth thus increasing the rays' intensity. There are also fewer ozone molecules in the thin air to block the reflected radiation. If the character is not wearing any protective eyewear at snow and ice-covered elevations of 10,000 feet or greater, the creature's eyes and any exposed body parts are all sunburned on a failed Constitution check. Creatures with light sensitivity suffer a –4 penalty on their Constitution check to avoid getting sunburn.

CHAPTER 4: SKILLS AND FEATS

Ch. 4: Skills and Feats

Talent is a gift. Some people are born with the innate ability to perform wondrous deeds without expending any effort, while others spend countless hours learning to do the same things with inferior results. Adventurers are no different than the average person. In most cases, the character's race, mental acumen, physical prowess and class shape his ability to undertake certain tasks. A veteran warrior blessed with inherent strength can wield a mighty sword, climb over a tall barrier, and devise a complex battle strategy on the fly with ease, but he cannot dazzle an audience with his singing or coax magic from a wand without extensive practice and specialized training. The same soldier can later devote considerable time and energy to master a weapon of his choosing, thus granting him the opportunity to further hone and expand his abilities with his implement of destruction.

Skills and feats offer characters a chance at uniqueness. Every fighter can effectively swing a scimitar or scale a stone wall, but the allocation of skill points and choice of feats allows him to perform either task better than his peers or accomplish something outside his normal area of expertise. He could improve his ability to treat wounds and diseases by acquiring ranks in the Heal skill or increase his speed with the Fleet feat. For players with imagination, the options are nearly limitless.

Skills

In game terms, skills define the parameters of a character's ability to successfully complete specified actions. Adeptness with a particular skill is based upon three primary components: the number of skill points (ranks) allocated to that skill; the ability modifier assigned to that skill; and whether or not the skill is defined as a class skill for the character. Other factors such as magic items, spells, racial modifiers and certain feats may also improve the adventurer's chances of performing a particular task. Many skills have a broad range of uses. For instance, a successful Acrobatics check determines how far and high the character can jump, whether or not he can pass through threatened areas and avoid attacks of opportunity, as well as adjudicating his abilities to maintain his balance while walking across a narrow surface. Other skills, such as the Craft and Profession skills are more narrowly focused.

Though the skill descriptions that appear in the *Pathfinder Roleplaying Game Core Rulebook* are exhaustive, the rugged mountains offer characters an opportunity to use their skills in ways that were previously unimaginable. The following section discusses alternate uses for several skills during the characters' unforgettable journeys through mountainous environments.

Acrobatics

The sourcebook Fields of Blood contains rules for ice skating and skiing. Some of these rules are reprinted here for your convenience. The rules presented in that sourcebook addressed cross-country skiing over mostly flat surfaces rather than the faster and potentially more dangerous pastime of downhill skiing. Though there are risks involved in skiing at high speeds, skiing can be a fast, safe and exhilarating way to negotiate a path down the slope. 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, even while walking downhill. Likewise, ice presents a similar hazard as it requires 2 squares of movement to enter a square covered by ice. A character wearing skis must spend only 1 square of movement to enter a square covered in ice or snow, regardless of its depth. In addition, ice and snow are not considered difficult terrain for a properly equipped character, though skiing across an icy surface imposes a +5 penalty to the Acrobatics check's DC. Skis appear in the "Clothing" section in Chapter 2 of The Pathfinder Roleplaying Game: Ultimate Equipment.

Unlike cross-country skiing, downhill skiing relies on the mountain's slope rather than the character's base speed to determine how fast the character skis down the mountainside. The character's speed is equal to the slope's steepest angle rounded down to the nearest 5-foot increment. Therefore, a character skiing down a 45-degree slope has a speed of 45 feet unless he succeeds on an Acrobatics skill check to increase or decrease his speed (see **Table 4–2**). To take the character's momentum into account, half of that speed (rounded down to the nearest 5-foot increment) carries over to the next round and is added to any speed gained from continuing down the mountain. Thus, a character continuing down a 45-degree slope would reach a speed of 65 feet on the following round (45 feet/2 = 20 feet + 45 feet = 65 feet). As in the preceding example, 30 feet would carry over to the next round and so on and so on. The character's speed continues to increase until the character reaches terminal velocity based upon whether the character is skiing over ice or snow as expressed in the following table.

Table 4-1: Terminal Velocity for Skiing

Surface Type	Maximum Speed
Snow	150 ft.
lce	200 ft.

A successful DC 0 Acrobatics check is needed to ski across a snowy surface. However, this check does not take the character's speed, stopping, turning and advanced maneuvers into account. An expert skier may reach breathtaking speeds in excess of 80 mph while skiing down a steep vertical drop, but he must also learn how to turn and stop with split-second precision to avoid plowing into obstacles and being seriously injured. A character on 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:

Table 4-2: Skiing

Task	Acrobatics DC	
Take a 5-foot step	0	
Ski in a straight line	0	
Reduce speed by half	5	
Turn 45 degrees by spending 5 feet of movement	5	
Complete stop	10	
Increase speed by 1-1/2 times	10	
Turn 90 degrees by spending 5 feet of movement	10	
Charge ¹	15	
Jump and land on feet	20 + 1 per 5 feet of distance jumped	

¹ includes successfully moving and stopping adjacent to your opponent

Table 4-3: Skiing Modifiers

Ski Modifiers	DC Modifier	
Speed	+1/10 feet	
lcy surface	+5	
One ski missing	+5	
Glissading ¹	+10	

¹Glissading is sliding down the mountain in an upright or sitting position without the use of skis.

The character must succeed on a separate check for each task the character attempts to perform during his turn. A character that fails an Acrobatics check immediately falls prone (losing its move or standard action) and slides a number of feet equal to half his current ski speed 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. The character takes 1d6 points of falling damage from the mishap. If the sliding character barrels into an obstacle or barrier, the character's falling distance is equal to 1/2 his ski speed. Thus a character moving at a speed of 100 ft. takes 5d6 points of damage, which is the equivalent of a 50-foot fall. He cannot attempt an Acrobatics check to ignore the first 10 feet fallen, and he receives no saving throw to halve or negate the falling damage.

Skiing at the character's current speed requires a move action. The character can use a standard action to move again at his current ski speed, but he cannot run as a full-round action on skis. 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. Characters attacking with a ranged weapon suffer a -4 penalty to their attack roll while moving on skis. A stationary character suffers no penalty.

It is impossible to ski down a slope greater than 60 degrees. 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 x 10 feet back down the slope though he takes no damage from the fall. It is impossible to ski up a slope greater than 30 degrees.

Knowledge (geography)

Mountains are forbidding natural barriers. Treacherous rock formations, sheer vertical walls, cliffs and sheets of ice can turn back even the most determined mountaineers. Unless left with no other choice, experienced climbers avoid these hazards and seek out alternate routes across, over or through the mountains. The fastest and safest choice is the mountain pass. These crude roadways bypass the peak's most dangerous obstacles and provide a negotiable means of reaching the other side. Few humanoids can muster the enormous resources needed to construct conventional highways and tunnels in the mountains, so natural forces such as lava flows and melting snowfall are responsible for the creation of most mountain passes. Seasoned explorers typically know the locations of most mountain passes, but they also have a knack for spotting the geological features consistent with surreptitious mountain passes as well. A successful DC 15 Knowledge (geography) check identifies the presence of any well-known mountain passes as well as previously undiscovered paths or tunnels through the terrain. The DC increases by +1 for every mile between your current location and the mountain pass. Of course, characters cannot find mountain passes that are not there, so a successful check allows the character only to locate an existing manmade or natural mountain pass.

Knowledge (nature)

Volcanic eruptions are one of nature's most visually spectacular and destructive natural disasters. Though molten lava is most synonymous with a volcanic eruption, the deadly rivers of smoldering fire are just one component of the blast. Lava flows are a localized menace that pales in comparison to the havoc wrought by the expulsion of immeasurable volumes of choking ash, lethal gases and other debris from the angry mountaintop. Unlike earthquakes, a chain of events frequently precedes a volcanic eruption. The mountain may belch a few puffs of smoke or rattle the surrounding area with a series of tremors. A successful DC 20 Knowledge (nature) check allows the character to determine whether an eruption is going to occur within the next 2d4 days. If the check succeeds by 5 or more, the character can narrow the window even further to the next 1d4 days.

Profession (mountaineer)

Mountaineering is an extremely specialized profession. Though it encompasses a variety of skills from different disciplines — such as the ability to climb vertical surfaces, maintain balance on precarious ledges and endure harsh weather conditions — many facets of mountaineering are unique to this particular occupation. An experienced outdoorsman may know where to find food or how to maintain some body heat in a mountainous environment, but he likely has no experience building a crude shelter out of the snow or constructing an elaborate rope system to aid climbers on their treks to perilous summits. These tasks fall under the umbrella of the Profession (mountaineer) skill. In some instances, these tasks add bonuses to the adventurers' Balance and Climb skill checks, while in others they improve conditions to occasionally make ability and skill checks unnecessary.

In arctic climates and at extremely high altitudes, cold and wind are the mountaineers' greatest immediate enemies. Given enough time and the proper equipment, experienced mountaineers can build temporary structures such as snow caves or igloos to grant some protection from these raw elements. Snow and ice have excellent insulating qualities which, when warmed by body heat or even a tiny fire, can significantly increase the temperature inside the makeshift dwelling. It is not unusual for temperatures inside temporary structures to exceed the freezing point. The warmest temperature inside a snow cave is 40° F. The warmest temperature inside an igloo is 50° F. Care must be taken to include adequate ventilation. A snow cave or igloo provides good protection against weather and wind.

The following table provides the necessary details for building a snow cave or igloo. It includes the structure's capacity, the increase in air temperature within the structure as opposed to the outdoor temperature, the length of time needed to construct it and the Difficulty Class necessary to build a structurally sound snow cave or igloo. (The GM is encouraged to secretly roll the Profession [mountaineer] check needed to build a structure, since failure is likely to occur 1d4 hours after the structure's completion. If this occurs, the roof or wall collapses, exposing the individuals within to the outside world and potentially burying them beneath a mound of snow in a manner similar to a cave-in or collapse.)

Table 4-4: Mountain Shelters

Task	Temperature Increase	Construction Time	DC	
Build a single person snow cave	+20° F	30 minutes	10	
Build a 2–4 person snow cave	+30° F	50 minutes	10	
Build a 1–3 person small igloo	+40° F	1 1/2 hours	15	
Build a 4–6 person large igloo	+50° F	2 1/2 hours	15	
Include venting for a small fire or stove +20° and +5 to DC				
Hurry construction (–50% construction time) and +5 to DC				

The structure's capacity is based upon the premise that the occupants are Medium-sized creatures. Two Small creatures can sleep in the space of one Medium creature. Likewise, one Large creature requires the sleeping space of two Medium creatures. Snow caves and igloos are too small to house Huge creatures and larger. A snow cave or igloo takes one hour to warm up once it is occupied. If there are fewer people inside the snow cave or igloo than its minimum capacity, the structure is 20° F cooler than it would be if it were occupied to its minimum capacity. Likewise, the construction times are based upon the efforts of one character with ranks in the Profession (mountaineer) skill creating the snow cave or igloo. If more than one person has training in the Profession (mountaineer) skill, the construction times are proportionally reduced. However, only one Profession (mountaineer) skill check is made to determine whether the snow cave or igloo is structurally sound, though the architect's helpers can use the aid another action to improve the chances of success.

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Snow cave: A snow cave is usually built in a steep hillside with deep snow by hollowing out a small entrance hole followed by a larger main cavity. The roof must remain at least 2 feet thick after the cave is completed to keep it from collapsing. A ventilation shaft can usually be pushed through with the handle of a snow shovel or axe. On flat ground, variations include trenches covered with a tarpaulin and supported with equipment from within, and pits dug beneath snow-covered trees. A shovel grants a +2 circumstance bonus to the Profession (mountaineer) skill check needed to build a snow cave.

Igloo: An igloo is a much more time-consuming endeavor because it is composed of individual blocks that must be cut and shaped. Blocks are cut into 6-inch-by-6-inch-by-2-foot rectangles. They are then placed in a circle and trimmed to form a spiral ramp that continuously winds up to the top of the igloo. By trimming the inside edges of the blocks, they wedge together and tilt inward toward the center to form a dome shape. The dome is closed off using a wedge shaped block that serves as the keystone. Igloo walls have a hardness of 0 and 18 hit points. A snow shovel or saw grants a +2 circumstance bonus to the Profession (mountaineer) skill check needed to build an igloo.

Harsh weather conditions are not the only hazards facing mountaineers. Cold, wind and oxygen deprivation are slow killers. An unstable rock, a loose piece of ice or a slippery surface can turn a climber's dream of reaching the summit into a horrific nightmare of plummeting hundreds or even thousands of feet down the mountain toward certain death. This cruel reality especially plagues novice climbers as they learn the intricacies of this dangerous profession. In order to minimize the chances of a catastrophic failure, more experienced mountaineers may go ahead of their less-seasoned colleagues and fasten a single rope or a complex network of ropes to aid them in their pursuit to the top. Though none of these devices is absolutely foolproof, they have saved the lives of countless mountaineers. Unfortunately, there is only one surefire way to test the devices' strength and that is through actual usage in the field. For that reason, the character setting up these climbing aids should not roll his Profession (mountaineer) skill check to determine whether he successfully set up the system until the first person makes use of it. The following table indicates the Difficulty Class needed to successfully create these structures.

Table 4-5: Climbing Aids

Task	Difficulty Class
Create an anchor point	10
Build a simple rope traverse	15
Build a rappel system	15
Set up a solo climbing belay system or rope team	20
Set up a crevasse rescue system	25

Create an anchor: The rope traverse requires two anchor points. The rappel system and rescue system each require one anchor point. If there are no solid anchor points such as huge boulders or trees to wrap a rope around, the builder must create an anchor with a hammer and a piton. In snowy terrain, a hand axe, pick or similar weapon or tool can be used as an improvised anchor. Likewise, in icy terrain an ice axe or an alpine axe can also be used as an improvised anchor adds +2 to the DC of the Profession (mountaineer) check. Naturally, if an anchor point gives way, the entire contraption fails.

Simple rope traverse: This is a single strand simple rope bridge, usually over a crevasse or river. The challenge in setting up a traverse is to maintain a good amount of tension in the rope, and to be sure that neither of the anchor points gives way. A character must have access to both anchor points in order to set up a traverse. It takes 5 minutes to set up each of the two sides of the traverse and to pull the rope to proper tension. Crossing a simple rope traverse requires a successful DC 5 Climb check.

Rappel system: This system allows mountaineers to lower themselves or another person from a height and pull the rope down afterward. The rappel system can be used only to aid a mountaineer's descent down the mountain. It cannot be used to improve the character's Climb skill checks to ascend the mountain. A character can use a move action to descend the mountain at a maximum speed of 60 feet. The person being lowered does not have to make a Climb check. It takes 5 minutes and a mountaineer's kit to set up a rappel system.

Belay system or rope team: These backup climbing systems require one mountaineer's kit and 50 feet of rope for every two climbers. Setting up a belay system or rope team requires 3 minutes per climber. If a character fails a Climb skill check while using a belay system or rope team and would otherwise fall, the belay system or rope team catches the character instead. He does not fall unless the system was improperly set up and gives way. The Profession (mountaineer) check is made at the time of the first potential fall.

Crevasse rescue system: It is extremely difficult to haul a heavy weight with a simple rope. A person can normally haul a weight no greater than double his maximum load. A rescue system includes special one-direction slipknots that automatically lock off a rope as it is lifted. With a pulley system in place, a character can lift up to 4 times his maximum load. When a single adventurer is trying to rescue an unconscious comrade, a pulley system is usually the only non-magical way for him to lift the weight. It takes 6 minutes and a mountaineer's kit to set up a pulley system.

The preceding time requirements are based upon the premise that one character trained in the Profession (mountaineer) skill is setting up the anchor points and ropes. If two or more trained characters aid him in the endeavor, the time requirements are reduced in a proportionate manner. Only one Profession (mountaineer) skill check is made to determine whether the climbing aid was successfully installed, though the architect's helpers can aid another to improve the chances of success.

New Feats

As characters progress through their adventuring careers, they learn subtle nuances of their craft that open new doors to limitless possibilities. Some portals lead to winding roads teeming with interconnected paths ripe for exploration. These routes are commonly referred to as feat trees. One or more base feats serve as the prerequisite for countless others that build upon the character's expertise in a specific area. Other avenues point characters in a more diverse direction where they can pick and choose from an array of feats with no recognizable commonality. The feats presented in the following section fall into both of the preceding categories. Some add more branches to existing feat trees, and others explore new ground. Likewise, several feats are beneficial to characters adventuring in mountainous terrain, while many others have generalized applications.

Adrenaline Surge

Adrenaline courses through your veins, temporarily giving you added durability.

Prerequisites: Great Fortitude, Improved Great Fortitude

Benefit: Whenever you succeed on a Fortitude save made in response to an enemy's actions, you gain a number of temporary hit points equal to your Constitution modifier. These temporary hit points last for 1 minute or until the temporary hit points gained from this effect are lost, whichever occurs first. Fortitude saves caused by the actions of you or your allies do not grant any temporary hit points.

Animal Whisperer

You can speak with an animal that you trained.

Prerequisites: Animal Affinity

Benefit: You can use *speak with animals* as a spell-like ability. This is a spell-like ability with a caster level equal to 1/2 your character level (minimum 1), and you may use it for a number of minutes per day equal to 1/2 your character level. These minutes do not have to be consecutive, but must be used in one-minute increments. You can communicate only with an animal that you personally trained to perform at least one general purpose trick or a wild animal that you reared.

Altitude Affinity Feat

Altitude Affinity is not a new feat. It originally appeared in *Pathfinder #6: The Spires of Xin-Shalast* by Paizo Publishing. It was then updated to the Pathfinder Roleplaying Game rules in the *Pathfinder Campaign Setting: The Inner Sea World Guide*. Because it is particularly relevant to the content of this book it is included here for your convenience, but it is not a product of Frog God Games nor is it intended to be construed as such by its inclusion here.

Altitude Affinity

You have hardened your body against the grueling rigors of surviving at high altitudes.

Prerequisites: Endurance

Benefit: You are automatically acclimated at high altitudes. In addition, you gain a +2 competence bonus on all Survival checks made at altitudes of 5,000 feet or higher.

Annunciate

You have a booming voice and your pronunciation is impeccable. **Prerequisites**: Perform (oratory) 4 ranks

Benefit: Add +1 to the Difficulty Class for all saving throws against spells with the language-dependent descriptor. Your chances of spell failure are halved whenever an effect or condition inhibits your ability to use verbal components, such as being deafened. This feat does not allow you to cast spells with a verbal component under impossible conditions, such as within a vacuum or an area affected by magical silence.

Special: This feat stacks with Spell Focus.

Anticipate Maneuver

You can anticipate your opponent's combat maneuvers.

Benefit: You add your Wisdom bonus to your attack bonus, Strength bonus and size bonus when determining your Combat Maneuver Defense instead of your Dexterity bonus. This bonus does not stack with monk abilities.

Normal: You add your Dexterity bonus to your base attack bonus, Strength bonus and size bonus when determining your Combat Maneuver Defense.

Assess the Situation (Combat)

You delay your actions to allow you to react better to your current situation.

Prerequisites: Improved Initiative

Benefit: You treat your initiative check as if you rolled a natural 1. You must declare that you are using this feat before the initiative checks are made by all combatants. On your first initiative count, you spend the entire round observing the combat. You cannot take any actions, but you are not helpless. At the beginning of your next turn, you act as though you were affected by a *haste* spell. The *haste* effect lasts for one round. You act normally for the remainder of the combat.

Cliff Hanger

Cliffs and rock walls do not frighten you.

Prerequisites: Acrobatics 1 rank, Climb 1 rank, Dex 13, Str 13

Benefit: You gain a +4 bonus on the following checks: Acrobatics skill checks made to avoid any damage from the first 10 feet fallen and convert any damage from the second 10 feet to nonlethal damage; Climb skill checks made to catch yourself on a wall or slope while falling.

You receive a +4 bonus to your CMD against awesome blow, bull rush and overrun maneuvers that attempt to move you into a hazardous location such as a *wall of fire* or over the side of a cliff. In addition, you gain a +8 bonus, instead of the normal +4 bonus, on grapple checks made to avoid being placed in a hazardous location.

Special: If you are wielding a hand axe, pick or similar weapon, you gain an additional +2 bonus on Climb skills checks made to catch yourself on a wall or slope while falling.

Come to Your Senses

You gain extra resistance against blindness and deafness effects. **Prerequisites**: Con 13

Benefit: You gain a +2 bonus on saves against blindness and deafness effects.

Delay Potion

You can store a potion in your mouth for later consumption.

Benefit: Instead of swallowing a potion and having it take immediate effect, you may store one potion in your mouth and delay its effects for up to a number of rounds equal to your Constitution modifier. Placing the potion in your mouth still takes a standard action that provokes attacks of opportunity. Swallowing the potion is a free action. If you do not swallow the delayed potion within the allotted time or you expel it from your mouth for any reason, the potion immediately loses its magical properties. While the potion remains in your mouth, you cannot speak, cast spells with a verbal component or make a bite attack. If you attempt these or any similar actions, you forcibly expel the potion out of your mouth. Likewise, eating or drinking while the potion is in your mouth forces you to immediately swallow it. If you attempt to take another potion while one is already in your mouth, the mixture of the two incompatible liquids drains both potions of their magical properties and results in a burning sensation that deals 1d6 points of fire damage (no save) to the imbiber.

While the potion remains in your mouth, you are considered distracted. You cannot take 10 or take 20 on any skill checks. If you take damage while the potion is in your mouth, you must succeed on a (DC 10 + damage dealt) Fortitude save to avoid forcibly expelling it out of your mouth. The stored potion immediately dribbles out of your mouth whenever you suffer from the helpless, panicked, or stunned conditions or are otherwise unable to act.

Normal: Drinking a potion is a standard action.

Downhill Archer (Combat)

Your accuracy improves when you fire ranged weapons down a slope. **Prerequisites**: Point Blank Shot

Benefit: You get a +1 bonus on attack rolls with ranged weapons whenever you attack an opponent from higher ground or from above while flying.

Downhill Charge (Combat)

Your downhill momentum makes your charge attacks more powerful than normal.

Prerequisites: Mountaineer, Improved Bull Rush

Benefit: Whenever you run or charge downhill on a steep slope, you do not risk falling. When you hit an opponent with a charge attack while moving downhill, you may initiate a bull rush as a free action. You must move into your opponent's square, though the attack does not provoke attacks of opportunity. If you successfully push your opponent 10 feet or more, he must succeed on a DC 10 Acrobatics check or be knocked prone and slide $1d2 \times 5$ feet down the hill in the same direction that you were traveling. If that square is already occupied, the target lands in the nearest unoccupied square.

Normal: Running or charging downhill requires a successful DC 10 Acrobatics check or you risk falling.

CHAPTER 4: SKILLS AND FEATS



Evasive Maneuvers

You can leap, jump and fly with expert precision and can resist effects to slow or immobilize you.

Prerequisites: Acrobatic

Benefit: You gain an additional +1 bonus on Acrobatics and Fly checks and a +2 bonus on saving throws against spells and effects that would impede your movement, such as paralysis, *solid fog, slow* and *web*.

Heave Ho (Combat, Teamwork)

You and an ally can attempt to heave an opponent off the side of a cliff. **Prerequisites**: Improved Grapple, Improved Unarmed Strike, base attack bonus +4, Dex 13

Benefit: Whenever you and an ally who has this feat are both grappling the same creature, you can place your target in any square adjacent to you or your ally if you succeed on your grapple check to move your target. If you attempt to place your foe in a hazardous location, such as in a *wall of fire* or over the side of a rock wall, the target receives a free attempt to break your grapple with a +4 bonus. This bonus is reduced by -4 for every ally that has this feat and is also grappling the same creature.

Irrefutable Logic

You can keep your emotions in check.

Prerequisites: Wis 13

Benefit: You get a +2 morale bonus on saving throws made against spells with the emotion descriptor.

Special: This descriptor first appears in the *Pathfinder Roleplaying Game: Ultimate Magic.*

Lucky Omen

You were born under a lucky sign giving you added protection against curses and hexes.

Prerequisites: Cha 13

Benefit: You gain a +2 morale bonus on saves made against curses such as *bestow curse*, and witch's hexes.

Master Jeweler

You are a master of crafting, repairing, identifying and appraising the properties and values of jewelry and resisting the effects generated by magical jewelry.

Prerequisites: Craft (jewelry) 4 ranks

Benefit: You gain a +4 bonus on the following checks: Appraise checks made to determine the monetary value of jewelry; Craft checks made to create and repair jewelry; Spellcraft checks made to determine the magical properties of jewelry items including but not limited to rings and necklaces.

You also gain a +2 bonus on saves against spells and effects created by magical jewelry, such as rings and necklaces.

Mental Fortress

Nothing can penetrate your mental defenses.

Prerequisites: Improved Iron Will, Iron Will

Benefit: Whenever you succeed on a Will save made in response to an enemy's actions, you gain immunity to all mind-affecting effects for a number of rounds equal to your Wisdom modifier. If another creature is exercising mental control over you, such effects are suppressed while you are affected by this feat. The effects resume when this feat's benefit ends.
Will saves caused by the actions of you or your allies do not grant you immunity to any mind-affecting effects.

Mountain Contortionist

You can extricate yourself from avalanches, cave-ins and collapses. **Prerequisites**: Mountaineer

Benefit: You can attempt an Escape Artist check in place of a Strength check to free yourself from the bury zone of a cave-in, collapse or avalanche. The Escape Artist check uses the same DC as the Strength check. In addition, you get a +4 bonus on Escape Artist checks made to free yourself while buried and to squeeze through or into a space less than half your space's width.

Mountain Fighter

You are skilled at fighting while climbing.

Prerequisites: Mountaineer

Benefit: You do not lose your Dexterity bonus to AC and can use your shield (except tower shields) while climbing. Whenever you take damage while climbing, you gain a +4 bonus on your Climb check to avoid falling. If the surface you are climbing has footholds, you can take actions with both hands, though doing so increases the Climb check's DC by +5.

Normal: While climbing, you lose your Dexterity bonus to AC and cannot use a shield. You need both hands free to climb.

Mountain Hiker

You move faster than normal in hilly and mountainous terrain.

Benefit: While you are wearing light armor or no armor, your base speed increases by 10 feet whenever you move across hilly or mountainous terrain. You can also move uphill on a steep slope without penalty. 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.

Mountain Runner

You can move through hills and mountains without impediment. **Prerequisites**: Mountain Hiker

Benefit: While in hilly or mountainous terrain, you may move through any sort of snow, ice, undergrowth or dense rubble at your normal speed and without taking damage or suffering any other impairment. If the snow, ice, undergrowth or dense rubble 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 the preceding terrain features.

Mountaineer

You are an expert mountaineer.

Prerequisites: Acrobatics 1 rank, Climb 1 rank, Profession (mountaineer) 1 rank

Benefit: You gain a +4 bonus on the following checks: Acrobatics checks made to move through scree, dense rubble, steep slopes and narrow surfaces in a hilly or mountainous environment; Climb checks made to scale cliffs and rock walls; and Profession (mountaineer) checks made to build snow caves, igloos and climbing aids.

Mountainous Tactician

You know how to use mountainous terrain to your advantage

Benefit: Whenever you attack an opponent from higher ground, you gain a +2 bonus on your attack roll in place of the normal bonus for being on higher ground. Any attack bonus that your opponent receives from being on higher ground is decreased by -1. This feat is effective only if you and your opponent are both in mountainous terrain.

Normal: Attacking from higher ground grants a +1 bonus to attack rolls.

Never Saw It Coming (Combat)

Opponents feel at ease around you. **Prerequisites**: Deceitful

Benefit: Whenever you succeed on a Disguise skill check to impersonate a particular individual that your target at least recognizes on sight and does not consider to be a threat, you may attempt a Bluff check. If your Bluff check succeeds, the target feels at ease around you and treats you as if you had total concealment. Your concealment immediately ends after you attack the target or the target's allies, regardless of whether or not the attack is successful. You may use this feat to simultaneously affect a number of targets equal to your Charisma modifier. If you fail your Bluff check, your target may immediately attempt another opposed check to see through your disguise.

Precognition (Combat)

You get the uncanny feeling that you have already witnessed what is about to unfold.

Prerequisites: Wis 13, Improved Initiative

Benefit: Whenever you roll a natural 20 on an initiative check, you gain an insight bonus to your AC, attack rolls and saving throws equal to your Wisdom modifier, even if you do not have the highest initiative count. The insight bonuses last until the end of the first round of combat (not including any surprise rounds). If you did not roll a natural 20 on your initiative check, but you still have the highest initiative count, you gain an insight bonus to your AC, attack rolls and saving throws equal to 1/2 your Wisdom modifier (minimum 1). The preceding benefits do not stack with one another.

Read and React

You can react to danger as well as avoid it.

Prerequisites: Improved Lightning Reflexes, Lightning Reflexes

Benefit: Whenever you succeed on a Reflex save made in response to an enemy's actions, you may take a 5-foot step as an immediate action. You may still take a 5-foot step during your next turn, and you do not subtract your 5-foot step from your movement during your next turn. Reflex saves caused by the actions of you or your allies do not allow you to take a 5-foot step.

Rune Reader

You are adept at spotting magical runes and avoiding their ill effects. **Prerequisites**: Spellcraft 5 ranks, trapfinding

Benefit: You get a +4 bonus on Perception checks made to find magical traps triggered by runes or symbols such as *explosive runes* and *symbol of death*. In addition, you also gain a +2 morale bonus on saves made against spells and spell-like effects triggered by runes or symbols.

Skeet Shooter (Combat)

Your accuracy improves when you fire ranged weapons at airborne targets. **Prerequisites**: Point Blank Shot

Benefit: You get a +1 bonus on attack rolls with ranged weapons whenever you attack an airborne creature.

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. The penalty you take while using a ranged weapon while moving on skis is halved from -4 to -2.

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Spinning Kick

You plant your quarterstaff in the ground and deliver a devastating kick to your enemy.

Prerequisites: Improved Unarmed Strike, Weapon Focus (quarterstaff), Acrobatics 4 ranks, base attack bonus +6

Benefit: In order to use this feat, you must be holding a quarterstaff with both hands. When making a charge, you plant your quarterstaff in the ground and deliver an unarmed strike attack that deals double damage. When you confirm a critical hit with your unarmed strike, you may also attack the same opponent with your quarterstaff at your highest base attack bonus as part of the same action. The quarterstaff attack also deals double damage.

Triage

You can treat wounds faster and more efficiently with fewer resources. **Prerequisite**: Self-Sufficient

Benefit: It takes you 10 minutes instead of 1 hour to treat deadly wounds. You suffer no penalties to treat deadly wounds without a healer's kit. When you treat deadly wounds to cure nonlethal damage, the subject recovers 2 hit points per level instead of 1.

Normal: You must expend two uses from a healer's kit to treat deadly wounds or take a - 2 penalty for each use of the healer's kit that you lack.

Volcanologist

You are an expert in the science of volcanism and have developed resistance against fire.

Prerequisites: Mountaineer, Knowledge (nature) 5 ranks

Benefit: You gain a +4 bonus on the following checks and saves: Reflex saves made to avoid being engulfed in a lava flow or struck by lava bombs; Fortitude saves made to negate the effects of poisonous gases being discharged by the volcano; Knowledge (nature) checks made to determine if a volcanic eruption is imminent (see the preceding Skills section).

You suffer no penalties to your Climb checks whenever you encounter volcanic tremors, and you gain a +2 bonus on saves against fire effects. **Normal**: Volcanic tremors increase Climb DCs by 2.

Yodeler

The mountains' natural features amplify the effects of sonic spells.

Benefit: In mountainous terrain, you cast spells with the sonic descriptor as though your caster level were 2 higher.

<u>Ch. 5: Mountain Equipment</u>

Equipment prepares explorers for the unexpected. Seasoned mountaineers sometimes quip that "prepared adventurers make it to the summit and back; the rest can be found in the unmarked graves somewhere between these two points." With this adage in mind, mountaineers often resemble traveling merchants as they lug their trademark tools of the trade wherever they go. Winter clothing, portable shelter, pitons, carabiners, rope, picks and axes represent a mere fraction of the specialized equipment that accompanies the mountaineer on his journey to the summit. The mountains' conquerors must be ready for every contingency. Weather can radically change at a moment's notice. Bright sunshine and calm skies can suddenly give way to thick fog and high winds. The lack of oxygen at high altitudes clouds judgment and leads to poor and often fatal decisions. One wrong step onto unstable rubble or a concealed patch of ice can turn deadly. Adventurers endeavoring to tame the feral mountains must contend with all of these dangers during their ascent into the heavens. The right tools and equipment give these daring souls a fighting chance in their quest to bend the forbidding peaks to their indomitable will.

Clothing

It is impossible to survive a trek into the mountains without the proper attire. Biting cold, fierce winds and the blinding glare of the sun conspire against adventurers attempting to summit the tallest peaks. The following section complements and in some cases supplements the articles of clothing and accessories found in the *Pathfinder Roleplaying Game Core Rulebook* and *Pathfinder Roleplaying Game Ultimate Equipment*. In addition, some of these items also appeared in *Dunes of Desolation* and *Fields of Blood* from **Frog God Games**.

Item	Cost	Weight
Boots, Hobnailed	20 gp	4 lbs.
Eyeglasses	50 gp	—
Eyeglasses, Masterwork	500 gp	—
Fur parka	10 gp	10 lbs.
Mukluks	1 gp	5 lbs.
Oilskins	20 gp	1 lb.
Skis, Masterwork	250 gp	20 lbs.
Visor	2 gp	1 lb.

Table 5-1: Clothing

BOOTS, HOBNAILED Cost 20 gp; **Weight** 4 lbs.

These stiff boots are constructed of two or more layers of hard waxed leather. The soles are reinforced with wood and studded with broad-headed nails for improved traction and extended wear. They are often worn with gaiters to keep out snow and water. Hobnailed boots grant the wearer a +2 circumstance bonus on Acrobatics checks made to move on narrow surfaces and on all Climb checks. These bonuses do not stack with those gained from using crampons. An unarmed strike made with a hobnailed boot deals lethal, instead of nonlethal, bludgeoning and piercing damage. You can also use a hobnailed boot as an offhand weapon.

EYEGLASSES

Cost 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 Cost 500 gp; Weight —

Precision-crafted from the finest materials, masterwork eyeglasses 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 eyeglasses except that rolling a natural 1 on a Constitution check against sunburn does not result in the character's eyes getting sunburned. Furthermore, these eyeglasses negate the effects of light sensitivity, light blindness and snow blindness, so a character suffering from any of these conditions can see normally while wearing the eyeglasses. The eyeglasses grant a +2 circumstance bonus on Perception checks made to detect a mirage in desert environments 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.

FUR PARKA Cost 10 gp; Weight 10 lbs.

The natural water repellency and high loft of fur makes it perfect for outerwear. The parka is usually made with a soft, fine fur such as sealskin on the inside, and a denser fur such as caribou on the outside. The hood may have an especially thick fur ruff to protect the face. A fur parka provides a +2 circumstance bonus to Fortitude saving throws against exposure to cold weather. The circumstance bonus stacks with other clothing, including when it is worn over a cold weather outfit. However, wearing a parka over another coat or a cold weather outfit imposes a -1 armor check penalty. Alternatively, the fur parka may be worn in place of the wool coat and heavy cloak that are included in the cold weather outfit. When worn in this manner, the cold weather outfit provides a +6 circumstance bonus to Fortitude saving throws against exposure to cold weather instead of the normal +5 circumstance bonus for wearing a cold weather outfit and the -1 ACP is negated.

MUKLUKS Cost 1 gp; Weight 5 lbs.

The mukluk is a high-topped fur boot. Layers of fur insulate the inside and outside of the shoe to keep the wearer's feet extremely warm, but the boots have poor structural support, which makes them inappropriate for climbing or for use with crampons. It is ideal for dogsledding and other winter activities. Mukluks provide a +1 circumstance bonus to Fortitude saving throws against exposure to cold weather, and a -1 circumstance penalty on Acrobatics checks made to move across a narrow surface and on all Climb

CHAPTER 5: MOUNTAIN EQUIPMENT



checks. This circumstance bonus is stackable with other individual clothing articles, but not with the cold weather outfit.

OILSKINS Cost 20 gp; Weight 1 lb.

This oiled and waxed cotton canvas has a dense weave and is highly water repellent. It can be fashioned into any garment, with parkas and leggings being the most useful in the mountains. Full-length trail coats and rain capes commonly are made from oilskin. Oilskins protect a character from getting wet, even during a prolonged blizzard or downpour. While wearing the oilskin garment, all penalties to skill checks imposed by rain, sleet or snow, including magical precipitation, are reduced by 1. Bonuses gained from wearing multiple oilskin garments do not stack. Complete immersion in water penetrates oilskins.

SKIS, MASTERWORK Cost 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.

VISOR Cost 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

Mountains present unique challenges that demand the use of specialized gear. Below is a collection of items that aid adventurers as they traverse the steep slopes, rock walls and sheer cliffs that stand in their way.

Table 5-2: Adventuring Gear

ltem	Cost	Weight
Animal Sentinel (canary)	1 sp	—
Axe, Alpine	35 gp	9 lbs.
Axe, Ice	25 gp	5 lbs.
Cage, Canary	2 gp	5 lbs.
Carabiner	1 gp	1 lb.
Hammer, Climber's	1 gp	2 lbs.
Mountaineer's Kit	100 gp	5 lbs.
Portable Stove	120 gp	3 lbs.
Saw, Ice	1 gp	4 lbs.
Shovel, Snow	2 gp	7 lbs.

ANIMAL SENTINEL (CANARY) Cost 1 sp; Weight

An animal sentinel is a normal animal used (normally by humanoids) to detect hazards before they can affect the animal's owner. There are many types of animal sentinels, but the type most frequently used in the mountains are the caged canaries used by miners. The caged canaries are

Mountaineering Tools as Weapons

While mountaineering tools are not intentionally designed to function as weapons, a skilled climber in a pinch can resort to swinging an alpine axe or a climbing hammer as a weapon. In spite of his familiarity with these objects, these tools are still treated as improvised weapons, thus imposing the -4 attack roll penalty for not being proficient with the weapon. Like all improvised weapons, climbing tools score a threat only on a natural 20 and deal double damage on a critical hit. The alpine axe deals damage as a battleaxe (1d8), though it is treated as a two-handed weapon that metes out piercing or slashing damage. Its counterpart the ice axe deals damage as a throwing axe (1d6). The climber's hammer deals damage as a light hammer (1d4).

carried into new or deep tunnels to detect the presence of carbon monoxide or coal gas (see "Bad Air" in Chapter 8 of the Pathfinder Roleplaying Game GameMastery Guide) or methane (see Dark Folk Complex Features in Chapter 13). The use of a canary animal sentinel provides a +10 circumstance bonus to the Survival check to detect the presence of the invisible odorless gasses before larger creatures are affected or exposed flames can ignite volatile pockets. When a canary sentinel is exposed to these types of bad air, the bird becomes sickened for 1d4 rounds before its owner becomes affected. When the owner is exposed to the levels of gas that would cause negative effects to him, the canary becomes unconscious and dies in 1d4 rounds. After an exposure to such a hazard, there is a 50% chance that the bird dies regardless of whether it was removed from the hazard in time or not. Mining communities typically raise canaries for this very purpose so there is a ready supply available.

AXE, ALPINE Cost 35 gp; Weight 9 lbs.

The alpine axe is a mountaineer's best friend. The long-handled weapon and tool is used to stabilize the climber during movement on snow and ice and to provide temporary anchors for the most dangerous portions of the ascent. It resembles a miner's pickaxe with a few differences. Its wooden handle is about 3-1/2 ft. long. On one end of the shaft is a metal spike that is used to provide a temporary anchor on a slope of deep snow. The other end of the shaft has a double-sided head. One head is a long, narrow, curved and serrated pick used as an anchor for ice or shallow snow. The pick is designed to be most effective on slopes between 45 and 60 degrees. The other head is a short, horizontal blade called an adze that is used for carving footholds in ice. An alpine axe provides a +2 circumstance bonus on Climb checks made on snowy or icy surfaces. The alpine axe is such an important tool that most mountaineers keep their axe tied to them on a short leash so that it cannot be dropped.

AXE, ICE Cost 25 gp; Weight 5 lbs.

The ice axe is the smaller cousin of the alpine axe. It is shaped like a short, lightweight version of the alpine axe and is designed to be used in one hand. The axe's wooden handle is only about 1-1/2 ft. long and made of wood. The long blade of the ice axe usually has a double curve designed to hold firm in ice that is nearly vertical. Some ice axes exchange the adze blade for a hammer head, so that it can perform double duty pounding pitons into rock or ice. An ice axe grants a +2 circumstance bonus on Climb checks made on nearly vertical (between 75 and 90 degrees) icy surfaces. It does not grant any bonuses to Climb checks made scaling snowy surfaces or icy surfaces less than 75 degrees in slope. The circumstance bonus stacks with those gained from using an alpine axe or a second ice axe. If two ice axes are used together, at least one of them must have an adze blade.

CAGE, CANARY Cost 2 gp; Weight 5 lbs.

This is simply a small wire cage designed to hold a Tiny creature, usually a canary or other small bird. These cages hold the animal sentinels used by miners to detect the presence of methane or bad air in the tunnels.

CARABINER Cost 1 gp; Weight 1 lb.

Forged from iron, these small oval-shaped links use a hinged gate to facilitate the attachment of ropes or other equipment. They allow the mountaineer to quickly connect himself, his gear and the rock without time-consuming knot tying. If the character has four carabiners, he gains a +2 circumstance bonus on Profession (mountaineer) skill checks made to construct a rope traverse, rappel system, belay system or rescue system.

HAMMER, CLIMBER'S Cost 1 gp; Weight 2 lbs.

This one-handed hammer is suitable for pounding pitons into rock or ice. Climbers often clip the hammer to their harness so that they do not need to worry about dropping it, and it is always handy when they need to set a piton. This item is generally part of a climber's kit.

MOUNTAINEER'S KIT Cost 100 gp; Weight 5 lbs.

The mountaineer's kit is a more advanced version of the climber's kit. It includes a harness, a belay device, several specialized wedges and hooks, short loops of sturdy cord and often a bit of chalk dust. The fabric or leather harness loops around the legs, waist, and chest. It features one or more points of attachment for ropes and several loops for storing equipment such as carabiners, pitons and small tools. The belay device is a small piece of metal shaped like a tube or a figure-8, and is used in conjunction with a rope to assemble belay, rappel and rescue systems (see the Profession (mountaineer) skill in Chapter 4 for more details on these devices). The specialized wedges and hooks are used to exploit tiny cracks or ripples on the climbing surface to provide anchor points, extra leverage or a brief rest. The cord loops are used to link carabiners together, build anchor systems and to secure equipment against loss. The chalk dust, which is stored in a small pouch on the harness, is rubbed on the hands to alleviate sweaty palms. Though the mountaineer's kit does not provide any bonuses to the character's Profession (mountaineer) skill checks, it is impossible to construct a rappel system, a belay system, rope team or crevasse rescue system without one.

PORTABLE STOVE Cost 120 gp; Weight 3 lbs.

This handy device looks similar to a hooded lantern. Alpine and arctic explorers use it to melt ice for drinking water, for cooking and for providing heat. It requires one flask of oil and one flask of alchemist's fire for fuel. The stove has two settings: It can burn like a campfire for 30 minutes, giving off as much heat as a campfire, or it can burn slowly for 8 hours, providing constant warmth to heat a tent, snow cave, or igloo. SAW, ICE Cost 1 gp; Weight 4 lbs.

An ice saw is a sturdy hand saw designed for cutting ice. An ice saw can be used for cutting a hole in ice for ice fishing, and it can be used to cut blocks of snow or ice to create an igloo. In the latter case, its use grants a +2 circumstance bonus on Profession (mountaineer) skill checks made to build an igloo. The bonus does not stack with the bonus gained from using a snow shovel.

SHOVEL, SNOW Cost 2 gp; Weight 7 lbs.

A snow shovel is designed for cutting through snow and ice in order to build various temporary shelters (see **Chapter 4**). A snow shovel is lighter than an ordinary shovel and is serrated on one side to assist in cutting snow blocks to make an igloo or carving out a snow cave. A snow shovel grants the user a +2 circumstance bonus on Profession (mountaineer) checks made to construct either temporary shelter. It is unsuitable for use with dirt or rock. Snow shovels can be used as improvised sleds.

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
De-icer Flask (flask)	30 gp	1 lb.
Liquid Courage (vial)	50 gp	—
Liquid Oxygen (vial)	100 gp	—
Skin Saver (vial)	20 gp	_
Sunscreen (vial)	5 gp	—

DE-ICER FLASK

Cost 230 gp; Weight 1 lb.

Ice is one of the mountaineer's most formidable foes. If scaling vertical rock walls and treacherous cliffs were not bad enough, adding a thick layer of ice on top of these surfaces makes them nearly impassible. While veteran explorers cannot pulverize rock and stone without significant time and effort, ice is another matter. Few leave camp without at least a handful of de-icer flasks. Made from a saline solution mixed with vinegar, alcohol and water, this remarkable alchemical creation can quickly and easily remove ice from a hard surface.

A de-icer 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 ice within a 10-foot-radius spread instantly melts. The viscous de-icer coats the surface for 10 minutes or until it is exposed to at least 1 gallon of water. While the de-icer remains in place, ice and snow cannot build up in the affected area. A de-icer flask has no effect on magical cold, but it can be thrown as a splash weapon at a creature with the cold 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. A direct hit by the de-icer flask deals 2d4 points of damage to a creature with the fire subtype. Each such creature within 5 feet of the point where the flask hit 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 de-icer from its body before taking this additional damage. Doing so requires a successful DC 15 Reflex save. **Create**: Craft (alchemy) DC 20

LIQUID COURAGE Cost 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 for 1 hour.

Create: Craft (alchemy) DC 25

LIQUID OXYGEN Cost 100 gp; Weight —

The thin atmosphere at high altitudes deprives living creatures of oxygen, an invisible, odorless gas that is necessary for survival. While additional layers of clothing can protect mountaineers from the extreme cold and wind commonly encountered in the proverbial death zone, it took the tireless efforts of countless alchemists to distill oxygen into a liquid form. Liquid oxygen provides a 1-minute supply of breathable, pure oxygen that removes the fatigued condition from a creature suffering from high-altitude fatigue. Liquid oxygen is normally extremely flammable. However, the substance's creators wisely added fire suppressant ingredients to the life-sustaining liquid. Still, if the vial is exposed to an open flame, the substance explodes and deals 1d6 points of fire damage in a 10-foot-radius burst with no saving throw allowed. It may be thrown as a splash weapon with a 10-footrange increment.

Create: Craft (alchemy) DC 25

SKIN SAVER Cost 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 a 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 creature's skin.

Create: Craft (alchemy) DC 25

SUNSCREEN Cost 5 gp; Weight —

Crafted from a blend of several plant oils including 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

Magic Items

Clothing, tools and alchemical creations are a critical component in every mountaineer's inventory of gear, but there are some circumstances that demand something even greater. In these darkest hours, adventurers turn to their most powerful option — magic — in order to survive. Whether it is the last charge from a potent staff, a draught from a potion or the mystical runes inscribed onto an ancient scroll, magic items can often snatch victory from the jaws of defeat. Presented below is an eclectic collection of magic items that allow intrepid characters to conquer the mountains and its denizens alike.

Armor

CIRCLETS OF COMMUNICATION Aura: faint divination; CL 5th Slot head; Price 12,500 gp; Weight 1 lb.

These circlets always come in pairs. Each individual unit is crafted from silver and includes an attached earpiece that fits into the wearer's ear, though it does not affect the wearer's hearing. The paired circlets are attuned to one another, allowing each wearer to monitor the other's relative position and general condition at all times as if both parties were affected by the spell status. This is a constant effect. Up to five times per day as a standard action, each wearer may telepathically communicate a short message of fewer than 25 words to the bonded pair's other wearer. The message's recipient may reply with a short message of fewer than 25 words. Replying to a message does not count toward the wearer's daily usage of this ability. However, he may reply to the same message only once. The circlets function as long as both wearers are on the same plane of existence.

Requirements: Craft Magical Arms and Armor, *message*, *status*; **Cost** 6,250 gp

QUARTZ SHIELD

Aura: moderate evocation; CL 8th Slot —; Price 9,000 gp; Weight 3 lbs.

Crafted from quartz, this +1 heavy shield is transparent. The wielder can see through the shield without penalty. When the wielder peers at his target through the shield, it grants him immunity to gaze attacks and blinding effects from that particular creature. He must be aware of the gaze attack or blinding effect in order to gain the proceeding immunities, and he cannot be flat-footed. The shield is equally effective as a weapon. Whenever the wielder confirms a critical hit with the shield, the shield deals an extra 1d6 points of electrical damage on a successful hit. The electricity does not harm the wielder.

Requirements: Craft Magic Arms and Armor, shocking grasp; **Cost** 4,500 gp

QUICKSILVER HAT

Aura: moderate conjuration; CL 10th Slot head; Price 6,000 gp; Weight 1 lb.

Made from animal fur, this tall, black bowler hat automatically adjusts to fit the head of its wearer. Once per day as a standard action, the wearer can toss the hat up to 20 feet away and command it to release a 10-foot-radius-by-10-foothigh billowing cloud of toxic mercury vapors. Living creatures in the mercury cloud who fail a DC 17 Fortitude save immediately start to tremble and shake. The hat's owner may attempt a combat maneuver check to disarm all affected creatures using the owner's CMB. This disarm combat maneuver does not provoke attacks of opportunity. The owner may attempt one combat maneuver check each round against each affected creature. In addition, creatures suffering from mercury poisoning have a 40% chance of spell failure whenever they attempt to cast spells with a somatic component, and suffer a –4 penalty to all Dexterity and Strength-based skill checks. These effects last for 1 minute.

The cloud of mercury vapors disappears at the beginning of the owner's next turn. Holding one's breath does not negate the toxin's effects. Creatures immune to poison suffer no ill effects from the cloud. Spells and effects that successfully delay or neutralize poison also counteract the effects of the mercury poisoning.

Requirements: Craft Magical Arms and Armor, *cloudkill*, *poison*; **Cost** 3,000 gp.

YETI HIDE

Aura: moderate abjuration; CL 8th Slot —; Price 21,165 gp; Weight 25 lbs.

This ivory-colored +2 hide armor is crafted from the skin and a thin layer of fur culled from the monstrous humanoid that bears the armor's name. The wearer gains cold resistance 10. Three times per day on command, thick tufts of snow-white fur grow out of the armor, granting the wearer a +4 competence bonus on Stealth checks in areas of ice and snow. On the other hand, the white fur imposes a -4 penalty on Stealth checks in all other areas. In addition, the dense fur generates extreme cold, dealing 1d6 points of cold damage to any creature that strikes the wearer with a natural attack or unarmed strike. The thick fur lasts for 1 hour before it is shed. The wearer may voluntarily dismiss the thick fur at any time as a free action.

Requirements: Craft Magic Arms and Armor, ice storm, resist energy; **Cost** 10,665 gp.

Weapons

DWARVEN WARAXE OF TREASURE SEEKING Aura: faint divination; CL 8th Slot none; Price 3,660 gp; Weight 8 lbs.

Flecks of gold, silver and mithral are embedded into the handle of this ornate +1 dwarven waraxe. Whenever a dwarven wielder confirms a critical hit, the wielder receives a mental image of the largest cache of precious metals or minerals known to the creature hit. The creature must succeed on a DC 16 Will save to resist this effect. If the save fails, the wielder becomes aware of the treasure's direction and distance from his current location as well as the hoard's approximate size. The effect does not reveal any logistical details about the treasure site, such as whether it is concealed, protected by a trap or guarded by other creatures. This is a mind-affecting effect with visual components. This waraxe functions as an ordinary +1 dwarven waraxe in the hands of any non-dwarf.

Requirements: Craft Magical Arms and Armor, create treasure map (Pathfinder Roleplaying Game Advanced Player's Guide), locate object; **Cost** 1,930 gp.

HALBERD OF DEPRIVATION

Aura: moderate necromancy; CL 10th Slot —; Price 18,310 gp; Weight 12 lb.

This +2 halberd is most often found in the hands of alpine guards trudging high into the mountains. Whenever the

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wielder confirms a critical hit against a living creature, the creature struck is fatigued. A creature that is already fatigued instead becomes exhausted. A creature that is already exhausted is immune to this effect. Likewise, mindless creatures and living creatures that do not need to breathe are also immune to the halberd's deprivation effect. Unlike normal fatigue and exhaustion, the effect lasts for 1 minute.

Requirements: Craft Magic Arms and Armor, hypoxia (**Chapter 7**); **Cost** 9,310 gp.

PICK OF CLIMBING

Aura: faint transmutation; CL 6th Slot none; Price 3,660 gp; Weight 6 lbs.

This +1 heavy pick is coated with an icy sheen and is most commonly wielded by mountaineers and humanoids indigenous to mountain regions. It grants a +5 circumstance bonus on Climb checks made to climb 60-degree slopes or greater. The wielder must hold the heavy pick in at least one hand and be proficient with the weapon to gain the circumstance bonus.

Requirements: Craft Magical Arms and Armor, creator must have at least 5 ranks of Climb; **Cost** 1,930 gp.

THROWING AXE OF CLIMBING

Aura: faint transmutation; CL 6th Slot none; Price 4,100 gp; Weight 3 lbs.

Upon command, this +1 throwing axe affixes itself to any object that it hits. The axe cannot affix itself to a creature. Once attached to a surface, a 50-foot-long, knotted silk rope magically lowers from its handle. The rope is treated as a knotted rope for the purposes of determining the Climb check's DC. The axe and rope can support up to 1,000 pounds of weight as long as it is imbedded into a surface strong enough to handle such a load. A load greater than 1,000 pounds dislodges the axe from the affixed surface, causing it to tumble to the ground. In addition, a successful DC 23 Strength check can remove the axe from the attached object.

Requirements: Craft Magical Arms and Armor, creator must have at least 5 ranks of Climb, *animate rope*; **Cost** 2,205 gp.

Ring

RING OF NEURAL DISRUPTION Aura: moderate evocation; CL 12th Slot ring; Price 35,800 gp; Weight —

Twisted and intertwined strands of copper and silver are the material components of this metal ring. Three times per day, the wearer can command the ring to generate a crackling current of electricity that encircles the wearer's hand. A successful melee touch attack with that hand deals 5d6 points of electrical damage, as *shocking grasp*. The wearer takes no damage from this effect. The wearer may activate the ring and make a melee touch attack as a standard action. A successful melee touch attack discharges the effect.

For the next 1d4 rounds after the creature is hit, the electricity short circuits its nervous system, causing neural signals to misfire thus impairing the creature's motor functions. A successful DC 16 Fortitude save negates this effect. Whenever the creature moves, it must succeed on an Acrobatics check (DC 10 + 1 per 5 feet of movement) to maintain its balance or fall prone at the end of its movement. This includes taking a 5-foot step. The creature has a 20% chance of spell failure when casting spells with either a verbal or somatic component, and a 40% chance of spell failure when casting spells with both somatic and verbal components. The creature suffers a -2 penalty on all Dexterity-based and Strength-based skill checks, including its Acrobatics check to avoid falling prone while moving. Likewise, the creature suffers a -2 penalty on attack rolls and Reflex saves. If the creature rolls a natural 1 on an attack roll, it drops all held items including its weapon. This effect affects living creatures only. Creatures immune to electrical damage and paralysis are also immune to this effect.

Requirements: Forge Ring, chain lightning, shocking grasp **Cost** 17,900 gp.

Rod

ROD OF SITUATIONAL REASSESSMENT

Aura: faint enchantment; CL 6th Slot —; Price 6,480 gp; Weight 2 lbs.

Strange runes and cryptic phrases are carved onto the surface of this 2-foot-long flexible rod cut from yew. Once per day on command as an immediate action, the wielder can force every creature within a 50-foot-radius of the rod to reroll their initiative checks. This ability must be used at the beginning of combat immediately after the initiative counts are determined, but before any actions are taken. Unwilling creatures resist the effect with a successful DC 16 Will save. The wielder cannot use this ability if he is surprised or helpless.

Requirements: Craft Rod, unprepared combatant (Pathfinder Roleplaying Game Ultimate Magic); **Cost** 1,500 gp.

Staff

STAFF OF THE MOUNTAINS

Aura: moderate conjuration; CL 12th Slot —; Price 29,200 gp; Weight 5 lbs.

This staff is made from solid stone and is topped by a polished orb of granite. This staff allows use of the following spells:

- stone call* (1 charge)
- stone shape (1 charge)
- wall of stone (2 charges)

*Pathfinder Roleplaying Game Advanced Player's Guide.

Requirements: Craft Staff, stone call, stone shape, wall of stone; **Cost** 15,500 gp.

Wondrous Items

BAG OF COLUMNS Aura: moderate conjuration; CL 10th Slot none; Price 14,000 gp; Weight 1 lb.

This white, leather pouch resembles a coin purse in size and shape. A sinewy drawstring keeps the bag sealed shut. Anyone reaching into the bag feels a round, brittle stone. Regardless of how the bag is held or manipulated, the stone does not fall out of the bag (even if held upside down). A living creature may reach into the bag, remove the stone and toss it up to 20 feet away as a standard action. The fragile stone immediately shatters upon contact with any solid object and breaks into 2d4 smaller stones that spread

throughout a 30-ft. cone that radiates outward from the impact site. The stones land in randomly determined squares within the cone and instantly transform into 10-ft. high, 5-ft. diameter fluted stone columns. If a smaller stone lands in a square occupied by a creature or another object, the stone loses its magical properties and becomes an ordinary chunk of stone that does not expand.

Each column has a Break DC of 65, hardness of 8 and 900 hp. Columns adjacent to one another form a solid barrier. The columns merge with the surrounding stone and rock; thus, columns taller than the ceiling simply become part of that structure rather than damaging it. The columns are sturdy enough to support unstable ceilings and provide fool-proof protection against cave-ins and collapses. Once they spring into existence, the columns are permanent. After its use, it takes 8 hours for the bag of columns to create a new stone and thus new columns.

It takes the bag 24 hours to attune itself to its owner. Once per day, the bag's owner may touch a column created within the last hour as a standard action and transform it into a caryatid column (see **The Tome of Horrors Complete** "Caryatid Column" for complete stats). The construct acts immediately and attacks a target of the owner's choice. The wearer can change the designated target as a move action. The caryatid columns remains active for 1 minute or until it is slain. It then reverts back into an inanimate stone column.

Requirements: Craft Wondrous Item, animate object, wall of stone; **Cost** 7,000 gp

CHARM OF SPATIAL SHIFTING

Aura: strong transmutation; CL 18th Slot neck; Price 32,400 gp; Weight —

This necklace's links are made from pure mithral, but the item's true power stems from the minute fragment of cosmic material inset into the magnificent charm attached to it. Once per day, the wearer can activate the charm as a free action. The charm literally bends the fabric of space and allows the wearer to simultaneously exist in two places at once. The wearer's second incarnation appears in any unoccupied square of his choosing within 30 feet of him at the time the charm is activated. Both incarnations may act immediately after activating the charm. Each incarnation possesses the same equipment and abilities as the other and shares the same hit point total. They do not combine or have separate hit point totals.

Because each incarnation is a physical manifestation of the same person simultaneously occupying two different spaces, both incarnations perform identical actions, albeit in different locations. They move and act in unison. Each moves the same distance in the same direction. If one incarnation attacks, casts a spell or takes any other action, the other incarnation does the exact same thing, though each incarnation may attack or cast a spell or effect at a different target or area than the other incarnation. When attacking, the wearer uses the same attack and weapon damage rolls for both incarnations. Damage dealt to one incarnation is subtracted from their shared hit point total. Likewise, spells and effects that affect one incarnation affect both. If one incarnation dies, they both die. On the other hand, spells and effects cast or created by both incarnations overlap but their effects do not stack. For instance, if the incarnations cast a fireball in the exact same area, only one of the spells affects creatures in the area.

At the beginning of the wearer's next turn, space returns to its normal configuration, and the second incarnation merges with the original incarnation at his current location. Alternatively, each round the wearer may resist the laws of the physical universe and extend the effect for an additional round by taking 1d6 points of Constitution damage. This ability damage cannot be healed until the effect ends. If his Constitution score is reduced to 0 or less, the effect ends, and he dies. This effect does not stack with *haste* and similar effects.

Requirements: Craft Wondrous Item, *clone*, *time stop*; **Cost** 16,200 gp.

CONSCIOUSNESS CRYSTAL

Aura: moderate necromancy; CL 10th

Slot none; Price 20,100 gp; Weight -

Centuries ago, the great wizard Thanopsis crafted this unique magical item in order to cheat death and to live forever. This multifaceted crystal allows its owner to transfer his consciousness and soul from his existing body into a new body. The crystal used to create this item must be worth at least 100 gp. The new body must be of the same creature type and subtype, if any, as that of the crystal's owner. The crystal attunes itself to its owner after 24 hours. This item cannot force a living host's consciousness and soul out of its body, thus the owner can transfer his consciousness and soul only into a fresh corpse. The consciousness crystal cannot reverse death attributable to any injury, disease, poison, or natural cause with one exception: hypothermia caused by exposure to extreme cold. Any attempt to transfer the owner's consciousness and soul into a corpse that died from any cause other than hypothermia automatically fails and results in 1 point of permanent Intelligence drain. Corpses killed by cold-based spells and effects are also unsuitable for transference. The new body must be fully intact and well-preserved, which can be accomplished by constantly storing the corpse at a temperature at or below 32° F. The body can be indefinitely preserved in this manner, though even momentary exposure to a temperature greater than 32° F renders the corpse unsuitable for transference.

Attempting to transfer one's consciousness and soul into a new body takes 10 minutes. The crystal's owner and the new body must remain in contact with the crystal at all times during the transference process. At the conclusion of the transference process, the owner must succeed on a DC 15 Will save. The owner cannot use any spells or effects that allow him to reroll this save. If the save fails, the transference still succeeds, but a portion of the owner's consciousness is forever lost, resulting in 1 point of permanent Intelligence drain that cannot be restored, even by a *miracle* or wish spell.

The crystal's owner transfers his Intelligence, Wisdom, Charisma, level, class, hit points, base attack bonus, base save bonuses, feats, skill ranks, alignment and mental abilities into his new body. The new body retains its Strength, Dexterity, Constitution, and natural abilities. However, the owner's hit points may be adjusted based upon the new body's Constitution modifier. Each time a user transfers his consciousness into a new body with a consciousness The owner can transfer his consciousness and soul from one body into a new body an indefinite number of times, though he may do so only once a year. If a year has not passed since his last transference, the attempted transference automatically fails. Worse yet, his consciousness and soul immediately depart his existing body and are expelled onto the Astral Plane.

Requirements: Craft Wondrous Item, creator must have at least 5 ranks of Craft (jewelry), gentle repose, magic jar; **Cost** 10,100 gp

CRUSHING STONE

Aura: moderate transmutation; CL 7th Slot none; Price 2,800 gp; Weight —

When dropped to the ground and activated as a standard action, this perfectly round, 1-inch diameter pebble instantly enlarges into a 15-foot-diameter stone and immediately rolls along the ground at a speed of 200 feet. It travels in a

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straight line as designated by you at the time of its activation. The crushing stone tramples any creature or object of Large size or smaller in its path, dealing 3d6+7 points of damage. A successful DC 16 Reflex save halves the damage. The crushing stone cannot be damaged, nor can it be dispelled. If the crushing stone moves into a space occupied by an immovable object or a creature of Huge size or larger, the obstacle halts its progress, and it can move no farther. It transforms into its pebble form at the end of the round that it is activated. It cannot be activated again for 24 hours.

Requirements: Craft Wondrous Item, magic stone, rolling stone (**Chapter 6**); **Cost** 1,400 gp

FELINE CHARMS

Aura: strong abjuration; CL 15th Slot neck; Price 30,000 gp; Weight 1 lb.

Many cultures believe that cats have nine lives because these lithe predators have an uncanny knack for emerging from potentially lethal situations unscathed. With that in mind, this silver necklace holds gold charms shaped into the likeness of a leaping cat. A newly made necklace has nine charms, but the typical necklace has only 2d4 charms remaining when it is first discovered. The necklace allows the wearer to use any of the following abilities as an immediate action, but doing so permanently destroys one of the necklace's charms.

- Feline Fortune: This ability may be activated when the wearer fails a saving throw. The wearer gains a +2d4 bonus to the saving throw retroactively. If the bonus is enough to turn the failure into a success, the save succeeds.
- Feline Agility: The wearer takes no damage from falling, regardless of the distance.
- Feline Escape: The wearer can move up to 20 feet away as if it had teleported.
- Feline Reaction: The wearer negates a critical hit or sneak attack scored against it. Instead, the damage is rolled normally.

When all of its charms are gone, the necklace loses its powers and becomes an ordinary silver necklace.

Requirements: Craft Wondrous Item, nine lives (Pathfinder Roleplaying Game Advanced Race Guide); **Cost** 15,000 gp.

GLOBE OF STICKY FOG

Aura: faint conjuration; CL 6th Slot none; Price 600 gp; Weight —

Wispy vapors constantly coalesce inside of this fragile, 3-inch-diameter glass globe. The globe of fog can be thrown up to 40 feet with no range penalties. Upon sharp impact, the globe shatters and billowing vapors of fog fill a 20-foot-radius area centered on the impact site. The fog is stationary and otherwise duplicates the effects of the spell fog cloud with one exception: Adhesive, gossamer filaments intertwine with the wispy vapors. The filaments are freestanding, akin to a blade of grass, and must rest on a solid foundation. However, they do not need to be anchored to two or more solid and diametrically opposed points. Creatures caught within the fog become entangled by the sticky filaments. Attacking a creature in the fog does not cause the attacker to become entangled.

Creatures within the fog when the globe shatters must succeed on a DC 13 Reflex save. Those that succeed on this save are inside of the fog, but not entangled by the filaments. Creatures that make their save can move as normal within the fog,

but those that remain in the area must save again at the end of their turn. If the save fails, the creature's movement ends, and he gains the entangled condition. Entangled creatures can attempt to break free as a move action by succeeding on a DC 13 Strength or Escape Artist check. The entire area of effect is considered difficult terrain while the effect lasts.

The gossamer filaments are flammable. A flaming weapon can sweep them away with ease. Any fire can set the filament alight and burn away one 5-foot square of filaments and fog in 1 round. All creatures within that square take 2d4 points of fire damage from the flames. A moderate wind (11+ mph) disperses the fog and filaments in 4 rounds. A strong wind (21+ mph) disperses the fog and filaments in 1 round. Unless the fog and filaments are dispersed or burnt away, they last for 10 minutes.

Requirements: Craft Wondrous Item, fog cloud, web; **Cost** 300 gp.

GLOVES OF SURE GRIP Aura: faint transmutation; CL 3rd

Slot hands; Price 6,000 gp; Weight 1 lb.

These supple leather gloves grant the wearer a +2 competence bonus on Climb checks, and the wearer is also immune to the disarm combat maneuver. The gloves do not prevent the wearer from dropping held items when stunned or grant immunity to spells and effects that compel him to drop held items.

Requirements: Craft Wondrous Item, certain grip (Pathfinder Roleplaying Game Ultimate Magic); **Cost** 3,000 gp.

HANDS OF STONE

Aura: faint transmutation; CL 12th Slot hands; Price 3,200 gp; Weight 1 lb.

These gauntlets are lightweight and flexible in spite of the fact that minute chips of granite, marble and quartz are stitched directly into the leather. Three times per day as a standard action, the wearer can activate the gauntlets' magical properties and transform his fists into living stone for 1 minute. The wearer's unarmed strikes deal 1d6 points of damage (1d4 if Small), and they are considered to be magical weapons for the purpose of overcoming damage reduction. He is also treated as if he has the Improved Unarmed Strike feat for as long as the gauntlets remain activated. Whenever the wearer confirms a critical hit on an unarmed strike, he deals an additional 1d4 points of bleed damage. The gauntlets also increase the DC of Fortitude saves to resist stunning effects caused by an unarmed strike attack such as the Stunning Fist feat by 2.

While the gauntlets are activated, the wearer and the gauntlets are vulnerable to several spells. Stone to flesh immediately transforms the wearer's fists back to flesh, thus negating the effect. If the wearer is the target of transmute rock to mud, the gauntlets are permanently destroyed and the wearer takes 4d6 points of damage with no saving throw.

Requirements: Create Wondrous Item, creator must have the Improved Unarmed Strike feat, bleed, stone fist; **Cost** 1,600 gp.

HEADDRESS OF PACHU FEATHERS

Aura: moderate divination; CL 8th Slot head; Price 10,500 gp; Weight 1 lb.

This colorful headdress is sewn entirely from feathers plucked from the wings of the pachu, a monstrous

humanoid native to mountain regions that is blessed with the gift of foresight. A newly made headdress contains 40 feathers, but the typical headdress has only 4d10 feathers still attached when it is first discovered. Once per day as an immediate action, the wearer may sacrifice one of the headdress's feathers, which allows him to make two d20 rolls on his next attack roll, saving throw, skill check or ability check and take the higher result. The sacrificed feather is then destroyed unless the wearer rolls a natural 20 on both die rolls, in which case, the feather is not sacrificed and remains in the headdress. If the wearer used the feather for an attack roll, he may use the highest die roll to score a critical threat and the second die roll as his confirmation roll, if he so chooses. Otherwise, he may roll a separate confirmation roll. If he rolls a natural 1 on both dies, the wearer cannot activate the headdress's magical properties for 24 hours. This item cannot be used in conjunction with other abilities and effects that allow the wearer to reroll a die roll.

Requirements: Craft Wondrous Item, divination; Cost 5,250 gp.

HELM OF ANTICIPATION

Aura: faint divination; CL 6th Slot head; Price 3,000 gp; Weight 1 lb.

Forged from copper, this lightweight helm adjusts its size to fit its wearer's head. As an immediate action, the wearer may scan the thoughts of another creature within 30 feet. This is a mind-affecting effect. He must announce his intention to use this ability before the beginning of the creature's turn. The target resists this effect with a successful DC 13 Will save. If the save fails, the wearer anticipates the creature's next action. He may then attack the target or cast a spell or effect against the target as if he readied that action, allowing him to act immediately before the target. (The wearer still acts normally on his next turn.) The wearer can only take an action that directly affects the target, such as attacking it or specifically targeting it with a spell or effect. He cannot take any action that affects other creatures, objects, an area or himself, hence he cannot move, take a 5-foot step or retrieve an item or cast a spell or effect upon himself. The wearer may use this ability up to three times per day.

Requirements: Craft Wondrous Item, detect thoughts; **Cost** 1,500 gp.

HIDING STONE

Aura: moderate transmutation; CL 10th Slot none; Price 6,500 gp; Weight —

This small, ordinary looking pebble weighs an ounce and measures one inch in diameter. Upon command, the stone may be dropped or hurled onto the ground as a standard action, where it instantaneously expands into a stone with a cavity large enough to fit a Medium creature or two Small creatures inside of it. The stone blends into its environment, making it nearly impossible (successful DC 30 Perception check) to distinguish it from the surrounding terrain features. Though primarily used as a hiding place, this item also provides shelter against cave-ins, collapses and avalanches. Creatures within the hiding stone do not take damage from being in the bury zone, but they are still buried beneath the debris once they exit. The stone's owner and any creatures he designates at the time he activates the stone may enter and exit the hiding stone as if affected by the spell passwall. Creatures inside of the stone cannot see what is going on outside of the stone, but they can hear what is happening around them. They are aware of the passage of time and can cast spells and effects on themselves and the stone's other occupant, if any. The stone has hardness 8 and 180 hit points. Physical damage to the stone does not harm the occupant, but if the stone is completely destroyed or reduced to 0 hit points or fewer, the stone returns to its original state and any occupants are violently expelled, which deals 5d6 points of damage to each creature inside the *hiding stone* at the time. The stone returns to its original form 1 hour after its activation or until the owner voluntarily dismisses the effect as a free action, whichever occurs first. This ability may be used once per day.

Requirements: Craft Wondrous Item, meld into stone, passwall; **Cost** 3,250 gp.

MARLOWE'S ROBES OF DRESS REHEARSAL Aura: moderate enchantment; CL 12th Slot body; Price 6,000 gp; Weight 1 lb.

Though popularly known as a hammy theater player, the legendary bard Marlowe's arcane mastery was at least the equal of his acting abilities. Yet in spite of his talent, the self-deprecating thespian always managed to commit one gaffe during every performance, and his failure to deliver a perfect rendition slowly eroded his confidence. In order to alleviate his nerves, he devoted his mind, time and energy into creating an item that could undo his error and allow him to try again. The magical robes that bear his name are a testament to his incredible imagination.

Once per day as a swift action, the robes alter the fabric of reality and allow the wearer to undo any standard, move, swift or free action that he completed immediately before activating the magic item. The action is treated as if it never happened, but it is not lost. The wearer may attempt the same action again, such as an attack, in hopes of generating a better result, or he may undertake an entirely different action. However, he must perform the same type of action (standard, move, swift, free or immediate), that he attempted the first time. The robes do not allow him to undo the results of a full attack action or a full-round action.

Requirements: Craft Wondrous Item, creator must have at least 5 ranks of Perform (acting), geas/quest; **Cost** 3,000 gp.

SPECTACLES OF INTENSE EXAMINATION

Aura: moderate divination; CL 10th Slot eyes; Price 13,300 gp; Weight —

These steel-framed spectacles feature round lenses crafted from multifaceted crystals. The wearer is immune to magical traps, spells and effects that use writing, runes or symbols, such as explosive runes or symbol of death. The spectacles allow him to see and understand the true content of any nonmagical and magical writing as if he were affected by comprehend languages and true seeing. Thus, he can read the contents of an *illusory script* without triggering the spell's illusory effect and recognize a secret page for what it truly is. He also gains a +10 competence bonus on Linguistics checks made to detect forgeries. Because the spectacles are designed for close scrutiny, the wearer's range of vision is limited to 60 feet. Creatures with blindsight or any other form of echolocation may see beyond 60 feet if their range exceeds this distance.

Requirements: Craft Wondrous Item, creator must have at least 5 ranks of Linguistics, *true seeing*; **Cost** 6,650 gp.

CHAPTER 5: MOUNTAIN EQUIPMENT



SPIKED BOOTS

Aura: faint transmutation; CL 5th Slot feet; Price 1,750 gp; Weight 1 lb.

These leather boots with wooden soles automatically adjust to fit the wearer. On command, 3-inch metal spikes spring out of the boots' soles and attempt to embed themselves into the ground. Activating the boots is an immediate action. The spikes are strong enough to penetrate sand, dirt, earth and similar pliable surfaces with ease. It takes a move action to push the spikes into wood. The spikes cannot penetrate rock, stone, metal and other rigid, hard surfaces. If the spikes are imbedded into the surface, the wearer gains a +5 competence bonus on Climb checks and Acrobatics checks made to move on narrow surfaces and uneven ground without falling. In addition, the wearer also gains a +2 bonus on his CMD against trip and bull rush attacks while the spikes are imbedded in the ground. The wearer cannot run or charge while the boots are activated, and his base land speed is reduced by half, regardless of whether the spikes penetrate the surface. The spikes may be used for up to 10 rounds each day. The effect's duration need not be consecutive rounds.

Requirements: Craft Wondrous Item, creator must have at least 5 ranks of Climb, spike growth; **Cost** 875 gp.

STEIN OF POTION ADMIXTURE

Aura: faint transmutation; CL 6th Slot none; Price 4,500 gp; Weight 1 lb.

Images of alchemists mixing beakers and vials decorate the sides of this sturdy, ceramic beer stein with a sealed lid. The stein allows the owner to pour up to three potions into it. If the wearer pours another potion into a stein that already contains three potions, the new potion replaces one of the previously stored potions (owner's choice), which is then destroyed. The admixture process requires the owner to seal the stein's lid with a command word. It takes the stein 12 hours to blend any potions within with it into a single dose. The owner may then unseal the lid with a command word as a free action and drink from the stein as a standard action. The admixed potions within the stein take effect at once. The stein must be sealed for 12 hours before the owner may imbibe its contents. If not, the potions have no effect and are lost. It takes 24 hours for the stein to attune itself to its owner.

Requirements: Craft Wondrous Item, creator must have at least 5 ranks in Craft (alchemy) and the Brew Potion feat; **Cost** 2,250 gp.

TARTAN KILT

Aura: faint transmutation; CL 6th Slot belt; Price 2,370 gp; Weight 1 lb.

Made from wool, this plaid kilt increases the wearer's base land speed by 10 feet whenever he runs or charges down a steep slope. In addition, whenever the wearer confirms a critical hit on a charge attack, he may make an Intimidate check to demoralize the creature hit as a free action. The wearer gains the preceding benefits only if he ends his movement at least 5 feet lower in elevation than where he started.

Requirements: Craft Wondrous Item, creator must have at least 5 ranks of Craft (clothing), *longstrider*; **Cost** 1,185 gp.

Ch. 6: New Monsters

Rugged mountain ranges may be the most isolated places on the planet. Frigid, remote peaks and foggy, mysterious hollers give shelter and protection to some of evolution's strangest and most frightening creations. Their unique adaptations to the bitterly cold temperatures, ferocious winds, low-oxygen environment, harsh terrain and dense fog grant them tremendous inherent advantages over newcomers venturing into their home territory. Some dwell at the highest altitudes imaginable, while others reside within the mountains themselves, where they frequently occupy their time searching for riches. Below is a diverse collection of creatures to aid and impede adventurers on their trek into the monsters' mountainous realm.

Alpbock

Massive, curved horns protrude from the head of a muscular goat with nimble hooves, a thick coat of gray fur and a stubby, white tail.

ALPBOCK

CR7

XP 3,200 N Large animal Init +0; Senses low-light vision; Perception +4

AC 19, touch 9, flat-footed 19 (+10 natural, -1 size) hp 85 (10d8+40) Fort +13; Ref +7; Will +3

Speed 30 ft., climb 10 ft. Melee head butt +13 (1d8+6), bite +12 (1d8+6) Space 10 ft.; Reach 10 ft. Special Attacks driving charge, territorial

Str 23, Dex 10, Con 19, Int 2, Wis 10, Cha 10 Base Atk +7; CMB +14 (+18 bull rush); CMD 24 (26 vs. bull rush)

Feats Great Fortitude, Greater Bull Rush, Improved Bull Rush, Power Attack, Weapon Focus (head butt) Skills Acrobatics +11, Climb +18, Perception +4 SQ cushioned fall

Environment cold or warm hills or mountains Organization solitary or pair **Treasure** none

Cushioned Fall (Ex) The alpbock ignores the first 50 feet of any fall when calculating falling damage. If the alpbock takes no damage from the fall, it does not fall prone.

Driving Charge (Ex) When an alpbock hits an opponent with its head butt attack while charging, it may also initiate a bull rush as a free action. The alpbock must move into the opponent's square, but does not provoke an attack of opportunity. The alpbock typically uses this ability to push foes over the edges of cliffs and rock walls.

Territorial (Ex) The alpbock is treated as if it rolled a natural 20 on all Perception checks made to notice Medium-sized creatures and larger in its territory. An alpbock that surprises an opponent in its territory gains a +4 circumstance bonus to its attack roll until the beginning of its next turn. The alpbock territory must be in a mountainous area, and it can be no larger than 1d6 x 10,000 square feet.

The highly aggressive and territorial alpbock is an exception to the normal ruminant order or mountains goats and sheep. They lead a solitary existence, staking out a territory that they defend at any price. Alpbocks do not hesitate to attack their kin on sight as well as any other potential threat that trespasses on their land.

Alpbocks share common ancestry with goats, thus accounting for their resemblance to their domesticated cousins. They stand 6 feet tall at the shoulder and measure 8 feet in length from snout to tail. Their sharp, 2-foot-long gray-and-black horns protrude from the crown of their goatlike heads and curve backward. Their dense, gray fur is terribly matted and shaggy. The greatest anatomical differences between alpbocks and their relatives can be found in their spines and legs. Alpbocks have more vertebrae than all other ruminants. Furthermore, they have added cartilage between each bone, giving their backbones added suppleness. This unique mutation gives the alpbock two distinct advantages. First, the animal can absorb more shock from a fearsome collision than an ordinary ram, thus alpbocks are less likely to sustain injuries during a fight than their relatives. Second and more importantly, the animals can plummet up to 50 feet without taking any damage from the fall. This evolutionary development is tailor-made for their mountainous environment. In addition, their small, oval malleable hooves give them greater traction scaling cliffs and treacherous rock walls. Their powerful, muscular legs give them more spring and jumping power to leap over obstacles and bash into their foes to drive them backward.

Alpbocks dwell at extremely high elevations where they use their climbing skills to reach remote cliffs and perilous overhangs. In spite



of their belligerent nature, the animals are strict herbivores like all other ruminant mammals. Alpbocks lead a solitary lifestyle regardless of gender. Females are slightly smaller than their consorts and lack their fearsome horns. However, they are just as aggressive and territorial as their male counterparts. For a fleeting few weeks in the spring, male and female alpbocks stray from their territory in order to perpetuate their species. Mated pairs remain together for several weeks before both partners once again go their separate ways. Alpbocks are particularly ornery throughout the courtship process. Mated pairs have been known to attack creatures as large as hill giants and as small as rabbits when the trespassers dared to interrupt their private moments together.

Calderaborne

The silhouette of a ravishing woman wreathed in flames stands atop a flow of roiling magma. Her skin is bright red, her hair is a deep crimson and her eyes resemble two orbs of burning charcoal. A pair of thin, leathery wings protrudes from her lower back.

CALDERABORNE

CR 8

XP 4,800 CN Medium outsider (chaos, extraplanar, fire) Init +7; Senses darkvision 60 ft.; Perception +9

AC 20, touch 14, flat-footed 16 (+3 Dex, +1 dodge, +6 natural) hp 85 (10d10+30) Fort +6; Ref +10; Will +10 DR 5/magic; Immune fire, poison Weaknesses vulnerability to cold

Speed 30 ft., fly 40 ft. (average) Melee mwk scimitar +15/+10 (1d6+3 plus 1d6 fire) Special Attacks flaming weapon, magma burst Spell-Like Abilities (CL 12th): At will—produce flame 3/day—fireball (DC 17) 1/day—wall of fire

Str 16, Dex 17, Con 16, Int 15, Wis 12, Cha 19 Base Atk +10; CMB +13; CMD 27 Feats Dodge, Flyby Attack, Improved Initiative, Iron Will, Weapon Focus (scimitar) Skills Bluff+17, Diplomacy +17, Fly +11, Knowledge (arcana) +15, Knowledge (dungeoneering) +15, Knowledge (nature) +15, Knowledge (planes) +15, Perception +9, Sense Motive +14 Languages Abyssal, Ignan

SQ heat

Environment any mountains Organization solitary, pair or commune (3–6) Treasure standard

Flaming Weapon (Su) When a calderaborne wields a

slashing weapon made of steel or another material with an extremely high melting point, the blade inflicts +1d6 fire damage.

Heat (Su) A calderaborne's body generates intense heat. Any creature that attacks a calderaborne with an unarmed strike or a natural weapon takes 1d6 points of fire damage per successful hit. A creature that grapples or is grappled by a calderaborne takes 3d6 points of fire damage each round that the grapple is maintained.

Magma Burst (Su) Once every 1d4 rounds, a calderaborne may release a 60-ft. line of liquid magma that begins at its fingertips. The calderaborne must attempt a separate attack roll against each creature in the line. Each attack roll takes a -2 penalty, and its attack damage cannot be modified by precision damage or feats that increase damage. Concealment is ineffective against this line attack. If any of the attack rolls threaten a critical hit, the calderaborne may attempt to confirm the critical for that roll alone.

Creatures hit by the magma burst take 4d6 points of fire damage and must also succeed on a DC 18 Reflex save or catch fire, taking an additional 2d6 points of fire damage each round until the flames are extinguished. A creature on fire can use a full-round action to attempt a new DC 18 Reflex save to extinguish the flames. Rolling on the ground grants the target a +2 bonus on the save. Leaping into a body of water or magically extinguishing the flames automatically douses the fire. The save DC is Constitutionbased.

> Some savage cultures view volcanoes as angry gods or earth giants that must be pacified to prevent eruptions. In order to prevent the sleeping giant from waking, the cultures' rulers and priests offer human sacrifices to the god dwelling within the fiery mountain. In most instances, the unfortunate soul plummets to a pointless death with no effect. Yet on rare occasions, primordial and extraplanar forces converge. As the sacrifice tumbles into the heart of the volcano, a conduit to the Plane of Fire instantaneously opens and infuses the being with pure energy. The metamorphosis creates the fickle calderaborne.

Calderabornes appear as attractive, winged humanoids cloaked in flames. Females make up the significant majority of the fiery outsiders, with males being the rare exception. Calderabornes have bright red skin, deep crimson hair and gravish-black eyes with maroon flecks. Flames continuously surround its body, and they always wield a slashing weapon that is also wreathed in fire. The conceited monsters bedeck their bodies with steel and platinum jewelry because of the substances' ability to withstand extremely high temperatures. The vain outsiders primp for hours at a time, incessantly combing their luxurious hair and decorating their nails with colorful polishes. Calderabornes love flattery, especially from beautiful women and handsome men. In fact, the right

words can temporarily placate the capricious being's foulest mood. They have a well-founded reputation for promiscuity and have even been known to engage in trysts with malevolent demons and ambitious mortals that can stand their proverbial heat.

Calderabornes rarely venture among the world of men. They always remain close to their birthplace, where they blissfully frolic in subterranean rivers of molten lava and inhale the noxious gases that could fell an army of humanoids in seconds. Still, the tempestuous monsters sometimes intervene in humanity's affairs, particularly when they hit close to home. If the same humanoids responsible for its creation return to the inanimate volcano to sacrifice more innocent victims, the calderaborne brings the folly to an immediate conclusion. Madness overcomes the outraged creature, causing it to mercilessly slay the fools overseeing the worthless endeavor. If two or more calderabornes are born in the same volcano, the outsiders combine forces and wipe out the transgressors and liberate the grateful captives. These passionate and social monsters live a communal existence, gladly sharing what they have with others of their kind, yet they are not as generous toward outsiders.

Climber's Vine

A gnarled, greenish brown vine that seems to be firmly affixed to solid stone by thousands of hairlike roots dangles over the edge of a deep crevasse.

CLIMBER'S VINE CR 3 XP 800 N Large plant Init –1; Senses low-light vision; Perception +1

AC 15, touch 8, flat-footed 15 (-1 Dex, +7 natural, -1 size) hp 34 (4d8+14) Fort +8; Ref +0; Will +2 Immune falling damage, plant traits

Speed 0 ft. Melee slam +7 (1d6+7 plus grab), bite +7 (1d8+5) Space 10 ft.; Reach 10 ft. Special Attacks constrict (1d6+7), absorption, detach, grease

Str 20, Dex 8, Con 18, Int —, Wis 12, Cha 9 Base Atk +3; CMB +9 (+13 grapple); CMD 18 SQ camouflage

Environment temperate and warm mountains **Organization** solitary or grove (2–7) **Treasure** none

Absorption (Ex) A climber's vine that pins an opponent or maintains a pin can suck carbon dioxide and moisture from that opponent as a free action once per round, dealing 1d6 points of nonlethal damage. When the climber's vine deals 14 points of nonlethal damage, it releases the grapple and allows the victim to fall to the ground, thus dealing the appropriate amount of falling damage. A falling creature can attempt to grab onto a nearby surface or another object, including the climber's vine, to halt its descent. This ability does not work against nonliving creatures or creatures that do not breathe.

Camouflage (Ex) The climber's vine looks like an ordinary, gnarled vine with the exception of its concealed mouth. Spotting the anomaly hidden on the vine's tip requires a successful DC 20 Perception check. A character with ranks in Survival or Knowledge (nature) can use either of those skills instead of Perception to notice the concealed mouth and distinguish the climber's vine from an ordinary plant. If it has not been attacked yet, the climber's vine remains completely motionless and is treated as if it has a Dexterity of 0.

Detach (Ex) The climber's vine can voluntarily detach its roots as a free action. A creature grappling the climber's vine or being grappled by the climber's vine plummets to the ground and takes the appropriate amount of falling damage. A falling creature can attempt to grab onto the nearby surface or another object to halt its descent. The flexible climber's vine takes only half damage from the fall. The climber's vine automatically detaches if it grapples or is grappled by a creature weighing more than 2,000 pounds. **Grease (Ex)** A climber's vine continuously secretes a fine, invisible lubricant that coats every hard surface within 5 feet of the plant's base. The substance duplicates the effects of a grease spell. The area remains slick for 1d4 rounds after the climber's vine dies, or the grease can be washed away as a full-round action.

The climber's vine has adapted to existence in areas of little available moisture or carbon dioxide by taking

them from living prey. The nearly 10-footlong, greenish-brown vine attaches its roots to cliffs, sheer rock walls, and other precarious mountain surfaces. Rather than actively hunt quarry like other predators, the plant offers a sturdy and secure handhold to creatures attemping to scale these rock faces. To

further entice intrepid climbers to reach out and literally grab the seemingly innocuous vine, the plant's roots constantly secrete a fine, invisible mist of grease onto the surrounding rocks and stone. Meanwhile, the climber's vine itself is dry and knotted in many places, making it easy to grasp and maintain one's grip on the dense vine. The climber's vine offers no resistance to its prey at first. However, once the plant is firmly in the victim's clutches, the climber's vine turns the tables and wraps itself around its prey. The monster then constricts its target and inserts its "mouth," concealed on the vine's tip, into the victim's mouth or nostrils in order to absorb precious moisture and carbon dioxide from its panicked prey. Once it is done feeding the climber's vine releases its prey to fall, or if the prey won't fall detaches itself from the surface and allow both parties to plummet to the ground. A climber's vine takes no falling damage due to its light and durable structure.

The typical climber's vine grows alongside others of its kind as well as ordinary plant species indigenous to its particular region. The plant produces seeds only once during its lifetime, and that process ultimately results in the monster's demise. The vine shakes violently and disperses its adhesive and airborne seeds up to 100 feet from its location before detaching itself and falling back to earth. The average climber's vine lives for 10 years.

1

Cobaltog

This shiny gray creature appears like an amalgamation between a humanoid being and a worm-like alien coated with an eerie sheen similar to the color and texture of liquid mercury. Its lower torso resembles a thick trunk-like appendage covered in flexible, metallic plates rather than a pair of conventional legs. Likewise, its upper body is best defined as a segmented central torso that connects the lower body with two hardened, chiseled limbs and a bizarre head that contains two silvery eyes and a round, undefined mouth.

COBALTOG XP 1,600

CR 5

CE Medium aberration Init +5; Senses darkvision 60 ft., tremorsense 30 ft.; Perception +11

AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural) hp 45 (7d8+14) Fort +4; Ref +3; Will +8 Resist fire 5, cold 5; Immune electricity Weaknesses light blindness

Speed 20 ft. Melee slam +8 (1d6+3 plus 1d4 Wis) Special Attacks avaricious gaze, infusion Spell-Like Abilities (CL 7th): At will—meld into stone

Str 14, Dex 12, Con 14, Int 15, Wis 12, Cha 16 Base Atk +5; CMB +7; CMD 18 Feats Ability Focus (infusion), Improved Initiative, Iron Will, Weapon Focus (slam) Skills Diplomacy +5, Intimidate +10, Knowledge (dungeoneering) +9, Knowledge (engineering) +9, Knowledge (religion) +9, Perception +11, Stealth +8, Survival +8 Languages Aklo, Dwarven, Undercommon; telepathy 100 ft.

Environment any mountains Organization solitary Treasure standard

Avaricious Gaze (Su)

Target is fascinated, 30 feet, Will DC 16 negates. The effect lasts as long as the cobaltog remains within 100 feet of the fascinated creature. Creatures with the greed racial trait suffer a -2 penalty on their saving throw to resist this effect. The cobaltog's approach does not count as an obvious threat to the victim of



Creating an Infused Creature

Victims subjected to the cobaltog's infusion special ability become infused creatures under the command of the cobaltog that infused the creature. The infused creature retains its former intelligence and most of its former abilities. However, the creature is single-mindedly obsessed with venerating its creator as a living deity.

"Infused Creature" is an acquired template that can be added to any living humanoid. The infused creature uses the base creature's stats and abilities except as noted here.

CR: Same as base creature +1.

AL: Chaotic evil

Type: The creature gains the augmented subtype, though it retains its original creature type. Do not recalculate the creature's base attack bonus, saves or skill points.

Senses: An infused creature gains darkvision 60 ft. and tremorsense 30 ft.

Armor Class: Natural armor improves by +2.

Weaknesses: An infused creature suffers from light blindness.

Melee: An infused creature retains all the natural weapons, manufactured weapon attacks and weapon proficiencies of the base creature. If the base creature has no other natural attacks, the infused creature gains a slam attack that deals damage based on the infused creature's size.

Special Qualities: An infused creature gains the following special qualities described below.

Obsessed (Su): An infused creature becomes obsessed with the cobaltog that created it. The infused creature perceives its creator as a god. It obeys its master's orders without question, even in the case of suicidal and obviously harmful commands. If no common language exists between the infused creature and the cobaltog, the infused creature can follow only basic commands such as "Come here," "Go there," "Fight," and "Stand Still." The infused creature only venerates the cobaltog that created it. Likewise, it cooperates only with other infused creatures venerating the same cobaltog. If its master is slain, the infused creature indiscriminately attacks all humanoids and other cobaltogs that it encounters. Once infused, it cannot be infused again by another cobaltog.

Statue (Ex): An infused creature can hold itself so still that it appears to be a statue cast out of silvery metal. An infused creature that uses statue can take 10 on its Stealth check to hide in plain sight as a metallic statue. It can maintain this position for as long as it wishes.

Abilities: +2 Str, +2 Con, -4 Cha

this particular fascination effect (though the cobaltog's attack does count as an obvious threat and ends the effect immediately). This is a mind-affecting effect. The save DC is Charisma-based.

Infusion (Su) A cobaltog infuses a portion of its essence into a humanoid creature by placing its mouth against the victim's mouth and exhaling into the victim's mouth. An unwilling victim must be grappled before the cobaltog can use this ability. The use of the infusion ability immediately ends the fascination effect, but not before the cobaltog makes physical contact with its victim, thus negating the need to grapple a fascinated creature in order to infuse it. The cobaltog's infusion transforms the victim into an infused creature if it fails a DC 17 Fortitude save. The infusion occurs immediately, but it can be cured by a casting a remove curse or similar spell on the victim, provided the character receives the spell within 24 hours of the cobaltog's infusion. The save DC is Constitution-based.

Light Blindness (Ex) Abrupt exposure to bright light blinds cobaltogs for 1 round; on subsequent rounds, they are dazzled as long as they remain in the affected area. Wisdom Damage (Su) The slam of a cobaltog deals 1d6

points of damage and 1d4 points of Wisdom damage to the target. A successful DC 15 Fortitude save halves the Wisdom damage (minimum 1). The save DC is Constitution-based.

This cunning aberration with chameleon-like abilities uses its appearance as a pristine vein of raw silver or mithral to enrapture humanoids. Once under its potent spell, the cobaltog leads the unfortunate victim to its untimely demise or into a lifetime of bondage as the monster's unwitting minion. The creature is a master of manipulation able to instantly meld into stone and dominate the mind of almost any sentient being it encounters. Ancient dwarven myths refer to the mysterious creature as the "mithral man" because of its appearance as a deposit of the revered metal when it conjoins its body with ordinary rock and its resemblance to a silvery humanoid in its natural state. Other tales describe the wicked cobaltog as the "mithral god" because of its ability to quickly amass an army of servants and worshippers with its infusion special ability. The monsters then use these minions to increase their stock of humanoids slaves and wage war against others of their kind.

Cobaltogs are a sentient offshoot of livestone (see The Tome of Horrors Complete). Over countless generations, the monster shed the ooze characteristics of its distant ancestors and took on humanoid features to better interact with its potential thralls. They developed a single tentaclelike leg that propels the creature with a distinct motion akin to a slithering serpent. Like a snake, its lower body is covered in scaly growths made from metal plates. The upper body is more humanoid in appearance. It has a flabby, nearly amorphous abdomen with two muscular, armor-plated arms. The undersized head features a large, round mouth with no distinct boundaries just beneath two silvery eyes. The cobaltog has no visible ears. The monster is completely hairless and stands about 5 feet when its lower appendage is fully extended, and 4 feet high in a relaxed position.

Fortunately for civilization, cobaltogs are solitary and extremely territorial. In fact, the narcissistic monsters are their own worst enemies. The vain creatures never cooperate with others of their kind and always desire supremacy over all living creatures, especially their fellow cobaltogs. However, unlike their humanoid foes, cobaltogs never attempt to infuse their rivals or mentally control them. Instead, confrontations between two or more cobaltogs inevitably lead to a fight to the death between the arrogant, unyielding aberrations. Strangely, the monsters are disinterested in acquiring monetary and magical wealth. Instead, their unique diet causes them to accumulate vast quantities of salt including mineral deposits teeming with other metals and stone of interest to adventurers.

Fog Fiend

Dense, billowing clouds of fog surround a small, amorphous creature that resembles an octopus' tentacle covered in eyes and suction cups. Liquid literally ripples beneath its slimy skin as the monster propels itself forward with a seemingly impossible hopping motion akin to a metal spring repeatedly coiling and uncoiling.

FOG FIEND

CR4

XP 1,200 LE Small aberration Init +2; Senses all-around vision, darkvision 60 ft., see in fog; Perception +9

AC 16, touch 14, flat-footed 13 (+2 Dex, +1 dodge, +2 natural, +1 size) hp 27 (5d8+10) Fort +2; Ref +3; Will +8

Speed 20 ft., swim 20 ft. **Melee** slam +6 (1d3–2 plus 1d4 Wis) Special Attacks fearful fog, touch of madness

Str 6, Dex 14, Con 12, Int 13, Wis 15, Cha 16 Base Atk +3; CMB +0; CMD 13

Feats Dodge, Iron Will, Weapon Finesse Skills Escape Artist +9, Knowledge (planes) +6, Perception +9, Stealth +13, Survival +9, Swim +13 Languages Auran (cannot speak)

Environment any hills or mountains **Organization** solitary **Treasure** standard

All-Around Vision (Ex) A fog fiend sees in all directions at the same time, giving it a +4 racial bonus on Perception checks. A fog fiend cannot be flanked.

Fearful Fog (Sp) A misty vapor surrounds the fog fiend at all times, filling a 20-foot-radius area, 20 feet high. The fog is centered on the fog fiend and moves with it. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target). A moderate wind (11+ mph), such as from a gust of wind spell, disperses the fog in 4 rounds. A strong wind (21+ mph) disperses the fog in 1 round. A fireball, flame strike or similar spell burns away the fog in the explosive or fiery spell's area. A wall of fire burns away the fog in the area into which it deals damage. Creatures of less than 6 HD that enter the fog must succeed at a DC 16 Will save or become shaken. The creature remains shaken for as long as it remains in the fog and an additional 1d4 rounds after it leaves the fog or the fog dissipates. A creature that successfully saves cannot be shaken again by the same fog fiend's fearful fog effect for 24 hours. The fog's fear effect is a

mind-affecting fear effect. The save DC is Charisma-based. See in Fog (Ex) A fog fiend can see perfectly in fog of any kind, including that created by solid fog. Touch of Madness (Su) The slam of a fog fiend deals 1d3 points of damage and 1d4 points of Wisdom damage to the target. A successful DC 13 Fortitude save halves the Wisdom damage (minimum 1). With each successful attack, the fog fiend gains 5 temporary hit points. A successful critical hit causes the victim to contract a randomly determined form of insanity unless the victim succeeds on its Fortitude save. (The "Sanity and Madness" section in Chapter 8 of the Pathfinder Roleplaying Game GameMastery Guide provides more details about insanity.) The save DC is Constitution-based.

Popular mountain tales revolve around a bizarre monstrosity known as the fog fiend, an otherworldly creature that literally devours its victims' fears and drives the traumatized person insane. Encounters with the strange being are extremely rare, leading most residents to attribute the stories to the creator's overactive imagination or a fretful mother's ploy to frighten her misbehaving children into obeying curfew. However, every asylum can boast at least one patient that can unequivocally vouch for the creature's mad existence.

The fog fiend may be the weirdest creature to ever set foot in the mountains. It looks like a 3-foot-tall dull gray octopus tentacle covered with suction cups and black eyes lacking a pupil. The creature has no bones. Instead, the fog fiend has a cartilaginous skeleton identical to those found in sharks, skates, and rays. Likewise, its skin texture and structure are strikingly similar to shark's skin. These odd findings as well as its cephalopod appearance lend some credence to the monster's ancient

aquatic origins. However, the comparisons end there. The strange monster apparently breaths, drinks, and eats through the numerous suction cups affixed to its skin. Fog fiends do not have a mouth or conventional blood. An aqueous saline solution freely flows through its body, keeping the creature's internal organs awash in the life-sustaining fluid.

The nightmarish creature leads a solitary, nomadic existence and follows the clouds wherever they take it. The opportunistic aberration can create only an extremely small patch of fog, so it blends in with much larger naturally occurring mists to terrorize animals and humanoid settlements. Fog fiends predominately attack during the early morning hours and later in the evening when the mists are at their densest. As the vapors dissipate and burn away, the cunning monster seeks shelter in narrow, hard to reach crevices and under large stones where they remain cloaked behind a curtain of dense mist. Once the fog returns, the creature resumes the hunt for fresh prey. The predatory monster literally subsists on fear. Whenever its suction pads touch living flesh, the creature actually drinks the target's cold sweat and feasts on its fear during that brief instant of physical contact. The sensation of the monster's alien tentacle suckling on bare skin or even through protective fabric violates the target's mind in unspeakable ways. The momentary connection with the sadistic life form is so disturbing that the experience can reduce the bravest adventurer into a terrified, babbling lunatic. For some unknown reason, fog fiends have a fondness for gems and magical rings, which they keep attached to their suction cups or hidden in their temporary lair.

Gin Tree

Cones and needlelike leaves fill the canopy of a 20-foot-tall tree with a light brown gnarled trunk. It appears identical to an ordinary juniper tree except for its dense bundles of root material that function as its legs.

GIN TREE

XP 4,800

N Huge plant Init –2; Senses low-light vision; Perception +14

AC 18, touch 6, flat-footed 18 (-2 Dex, +12 natural, -2 size) hp 126 (10d8+72) Fort +13; Ref +2; Will +6 Defensive Abilities plant traits; DR 5/slashing Weaknesses vulnerability to fire

Speed 20 ft. Melee 2 slams +16 (2d6+8) Ranged resin cone +5 (1d8+8) Space 15 ft.; Reach 15 ft. Special Attacks needle spray, resin cones (+5 ranged)

Str 26, Dex 6, Con 20, Int 12, Wis 10, Cha 13 Base Atk +9; CMB +19; CMD 27 Feats Cleave, Iron Will, Power Attack, Skill Focus (Perception), Toughness, Weapon Focus (slam)

Skills Diplomacy +9, Heal +4, Intimidate +5, Knowledge (nature) +9, Perception +14, Stealth -3 (+13 in forested areas); Racial Modifiers +16 Stealth in forested areas SQ rooted to the spot

> Environment Any mountains Organization solitary, pair or grove (3–12) Treasure standard

Needle Spray (Ex) Three times per day as a standard action, a gin tree can release a volley of needles from its canopy. This effect creates a 30-foot-cone burst of needles that deals 6d6 points of piercing damage to all creatures in the area (Reflex DC 21 for half). The save DC is Constitutionbased.

Rooted to the Spot (Ex) As a full-round action, a gin tree can imbed its roots into earth, dirt, sand or soil but not stone or wood. While rooted, the gin tree cannot move and suffers a -4 penalty to its Dexterity. While rooted, the gin tree gains a +8 bonus on CMD versus bull rush and overrun attempts.

> Resin Cones (Ex) As a standard action, a gin tree can hurl a resin cone as a ranged attack. The projectile has a range increment of 10 feet and deals 1d8+8 points of damage. In addition, the resin cone breaks apart on contact and instantly coats the target in sticky resin. The

CR 8

resin duplicates the effects of a tanglefoot bag, though it takes a successful DC 21 Reflex save to avoid being glued to the floor and being unable to fly. Likewise, a creature attempting to break free must succeed on a DC 21 Strength check or deal 20 points of damage to the resin with a slashing weapon. The save DC is Constitution-based.

Juniper berries are the primary ingredient and flavoring agent in this strong, clear spirit known as gin. These seed cones, which are not berries, are harvested from the juniper tree, a species of evergreen found in higher elevations. Because of the plant's ability to survive at extreme altitudes, a family of epicurean cloud giants with a taste for gin conducted numerous experiments to make the tree even hardier and increase its yield of berries. The family's patriarch, a powerful druid, upped the ante and used his magic to grant sentience to the three most majestic and robust trees. Over the course of the next several generations, the intelligent plants transformed from simple commodity producers into trusted friends and loyal guardians. Though the cloud giants still cultivate groves of ordinary juniper trees, many copses have at least one gin tree interspersed among the rest.

Gin trees are typically smaller than their conventional cousins. The tallest specimens stand roughly 20 feet tall with a thick canopy of cones and needlelike leaves. The monster's light brown trunk is gnarled and twisted. The creature's roots, which are bundled into two dense 4-foot-long clusters, also double as legs. Like ordinary plants, gin trees absorb nutrients and water from the soil, so they typically spend at least 8 hours per day with their roots firmly embedded in the ground. Cloud cover and fog frequently prevent the gin tree from getting adequate sunlight. However, its ability to uproot and relocate to a more suitable location allows the monster to overcome this hurdle with relative ease.

Good-aligned cloud giants dote on their gin trees, carefully pruning their leaves and nourishing them with fertilizer and fresh water. These sentient plants are treated like friends or beloved pets rather than mercenaries. They are naturally inquisitive and engage their masters in lengthy conversations in an effort to expand their knowledge. Evil-aligned cloud giants behave in an opposite manner. They believe that the intelligent monsters are slaves. The humanoids abuse them at every turn and use them as fodder in battle. The trees occasionally revolt against their cruel overlords, launching a fusillade of sharp needles and pine cones at their tormentors. In spite of their impressive weaponry, uprisings almost always fail. The tyrannical giants brutally slaughter the rebels with utmost efficiency. Still, rumors persist that a small group of gin trees escaped their oppressors and established an autonomous, clandestine colony somewhere in the clouds. Treants view gin trees as oppressed simpletons exploited by the cloud giants at best or as unnatural abominations that should be destroyed at worst. Either way, treants consider cloud giants (regardless of alignment) who keep gin trees to be little better than slavers and always seek ways to either free or destroy the gin trees and punish the giants. They are not above involving outsiders such as adventurers to do their dirty work.

Golem, Rag

The faint stench of body odor and offal accompanies a humanoid-shaped mass of soiled, moldy rags propelled by a pair of grotesquely oversized legs created from filthy linens.

RAG GOLEM

XP 1,600

CR 5

XP 1,600 N Small construct Init +1; Senses darkvision 60 ft., low-light vision, see in darkness; Perception +0

AC 18, touch 12, flat-footed 17 (+1 Dex, +6 natural, +1 size) hp 43 (6d10+10) Fort +2; Ref +3; Will +2 DR 5/adamantine and slashing; Immune construct traits, magic

Speed 20 ft.

Melee 2 slams +7 (1d4 plus aura of darkness) Special Attacks aura of darkness Spell-Like Abilities (CL 6th): At will—deeper darkness

Str 10, Dex 12, Con —, Int —, Wis 10, Cha 10 Base Atk +6; CMB +5; CMD 16

Environment any mountains or underground Organization solitary, pair or squad (3–6) Treasure none

Aura of Darkness (Su) Any living creature hit by the rag golem's slam attack is enveloped in an aura of darkness, as the darkness spell, that surrounds and outlines the target unless it succeeds on a DC 13 Fortitude save. A target that fails its save is staggered and can take only a single move action or standard action each turn, but not both (nor may it take full-round actions). Furthermore, it suffers a -1 morale penalty to attack rolls, weapon damage rolls, saving throws and skill checks. In addition, whenever a rag golem scores a critical hit on a target that failed its Fortitude save, the aura of darkness bestows one negative level on the creature. One day after being struck, the victim must succeed on a DC 13 Fortitude save for each negative level or the negative levels become permanent. The aura's effects, with the exception of the negative levels, last for 1 round. Immunity to Magic (Ex) A rag golem is immune to any spell or spell-like effect that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.



 A rag golem is affected normally by spells and spell-like abilities that deal light-based or sunlight-based damage, such as searing light, sunbeam and sunburst.

• Other spells and spell-like abilities with the light descriptor slow the rag golem, as the *slow* spell, for a number of rounds equal to the spell level (no save), if the spell or spell-like ability specifically targets the rag golem. This effect does not stack with spells and spell-like abilities that deal light-based or sunlight-based damage. The rag golem suffers no ill effects from area spells with the light descriptor.

In the hidden recesses far below the surface, an ancient race of unpredictable and secretive humanoids ekes out a miserable existence scavenging for whatever they can find in the proverbial bowels of the earth. They are the dark folk, and most individuals who battle against these reclusive beings only encounter the subservient dark creepers, the lowliest members of the dark folk's rigid caste system. Their leaders, the dark stalkers, dark slayers, or sometimes the dark callers, often remain behind the scenes orchestrating the actions of their subordinates from hiding. To aid the dark folk in their efforts and to protect vital locales within their underground complexes, the leaders sometimes construct rag golems. Much like the dark creepers, the mindless automaton obeys its masters' orders without question.

Rag golems are assembled from discarded rags formerly worn by the race's dark stalkers and dark slayers. The construct's builders weave the filthy, tattered linens into a vaguely humanoid form with two disproportionately thick legs, a slim torso, a pair of wiry arms and a head that resembles a crumbled heap of unwashed laundry. Though it requires 200 pounds of ratty fabric to build the bizarre monster, the rag golem is only 3-1/2 feet tall. Much of its weight is concentrated in its dense, oversized legs that consist of concentric rings of fetid rags connected to one another with minute stitching. The upper torso, arms and head are considerably less dense than the construct's lower body. Because of this unusual configuration, the rag golem is more nimble, but physically weaker than most golems.

The dark folk's leadership castes use rag golems as guardians to prevent intruders from gaining access to secure locations and as auxiliary troops supporting the dark creepers. For some unknown reason, dark folk usually have rag golems work in pairs. Like their creators, the unintelligent monsters can create impenetrable darkness and see through it without impediment. Whenever they encounter living creatures other than dark folk, rag golems instinctively plunge the area into darkness and then attack the intruders unless their creator directs them to do otherwise.

Construction

A rag golem's body is patched together from 200 pounds of rags previously worn by dark callers, dark slayers or dark stalkers. Silk thread costing at least 1,000 gp is then used to stitch the linens together.

RAG GOLEM

CL 8th; Price 13,500 gp

Requirements Craft Construct, animate objects, deeper darkness, geas/quest, mending, caster must be at least 8th level; **Skill** Craft (clothing) DC 13; **Cost** 7,250 gp



Herd Animal

Herd Animal, Alpaca

This creature resembles a strange sheep with an extra-shaggy coat and a longer-than-normal neck.

CR 1/3

ALPACA

XP 135 N Small animal Init +5; Senses low-light vision, scent; Perception +9

AC 17, touch 16, flat-footed 12 (+5 Dex, +1 natural, +1 size) hp 4 (1d8) Fort +2; Ref +7; Will +0

Speed 30 ft. Melee bite +1 (1d2) Special Attacks spit (ranged touch +6)

Str 8, Dex 20, Con 10, Int 2, Wis 11, Cha 4 Base Atk +0; CMB -1; CMD 14 (18 vs. trip) Feats Endurance Skills Perception +9

Environment cold and temperate mountains Organization solitary, pair, or herd (3–30) Treasure none

Spit (Ex) Once per hour, an alpaca can regurgitate the contents of its stomach, spitting the foul material at a single target within 10

feet. The target must make a DC 10 Fortitude save or be sickened for 1d4 rounds. The save DC is Constitution-based.

Essentially a smaller version of the llama, alpacas live well at high altitudes where they are often domesticated by humanoids and kept principally for their wool, milk, and meat. Like llamas, they can spit the contents of their stomachs when agitated, but they usually do so against other alpacas rather than the herdsmen that tend to them. An alpaca stands about 3-1/2 feet tall and weighs around 150 pounds.

Herd Animal, Llama

This four-legged beast stands about the height of a man. It has thick wool of whitish gray and a long neck. Its head resembles that of a goat or sheep, and it has tall, forward-facing ears.

LLAMA

CR 1/2

XP 200 N Medium animal Init +4; Senses low-light vision, scent; Perception +0

AC 15, touch 14, flat-footed 11 (+4 Dex, +1 natural) hp 9 (2d8) Fort +3; Ref +7; Will +0

Speed 40 ft. Melee bite +1 (1d3) Special Attacks spit (ranged touch +5)

Str 10, Dex 18, Con 10, Int 2, Wis 11, Cha 4 Base Atk +1; CMB +1; CMD 15 (19 vs. trip) Feats Endurance Skills Acrobatics +9 (+17 jumping); Racial Modifiers +4 Acrobatics to jump

Environment cold and temperate mountains Organization solitary, pair, or herd (3–30) Treasure none

Spit (Ex) Once per hour, a llama can regurgitate the contents of its stomach, spitting the foul material at a single target within 10 feet. The target must make a DC 11 Fortitude save or be sickened for 1d4 rounds. The save DC is Constitution-based.





Llamas are woolly-coated animals that superficially resemble sheep bit with long necks and legs. They live at high altitudes where they are very popular as sure-footed pack beasts, though they are too small for riders larger than size Small. Related to camels, they can be extremely stubborn at times but, also like camels, able to go long periods without food or water. In addition to serving as pack beasts for alpine populations, they are also a primary source for wool, meat, and milk. They stand 6 feet tall and weigh around 300 pounds on average.

Herd Animal, Yak

This creature has a massive musculature with four short, sturdy legs and a thick, shaggy coat. Great curving horns sweep outward from the side of the head.

CR4

YAK

XP 1,200 N Large animal Init +0; Senses low-light vision, scent; Perception +8

AC 17, touch 9, flat-footed 17 (+8 natural, -1 size) hp 42 (5d8+20) Fort +8; Ref +4; Will +1

Speed 40 ft. Melee gore +10 (2d6+12) Space 10 ft.; Reach 5 ft. Special Attacks trample (2d6+12, DC 20)

Str 27, Dex 10, Con 19, Int 2, Wis 11, Cha 4

Base Atk +3; CMB +12; CMD 22 (26 vs. trip) Feats Endurance, Improved Bull Rush, Power Attack Skills Perception +8 SQ Insulation

Environment cold mountains Organization solitary, pair, or herd (3–30) Treasure none

Insulation (Ex) The yak's shaggy hair causes the animal to treat the air temperature as if it were 30° F warmer than it actually is. This adaptation allows the yak to endure extremely cold weather, but it also makes the animal susceptible to damage from warm weather. The yak is considered to be wearing heavy clothing when determining whether it is protected from the cold or vulnerable to heat.

Yaks are massive herd animals native to the colder mountain regions of the world. They are frequently used as beasts of burdens or draft animals by mountain dwellers. Their thick coats prevent them from doing well at lower, warmer altitudes and they require a great deal of fresh grass as fodder, making them less ideal for long journeys in the mountains. Instead when domesticated they tend to be localized to farms and villages. A yak stands around 6 feet at the shoulder with a body length of 10 feet long. On average they weigh about and can weigh 1,500 pounds.

Yak-Beasts

Yak-beasts, or great-oxen as they are sometimes called, are a type of domesticated bovine found on the verges of many mountain ranges where they are used as draft animals and have been bred for the warmer temperatures of the lowlands. Though they are called "yak-beasts" they are only distantly related to the yaks of the mountains. For more information on yak-beasts see *The Lost Lands: Borderland Provinces* by **Frog God Games**.

Karzelek

Marvelous jewelry adorns a small albino humanoid with twisted rows of white hair. A metallic shirt is draped around its slim chest and shoulders, while minute pieces of metal, gemstones and crystals glitter on its fissured skin.

KARZELEKCR 5XP 1,600CG Small feyInit +7; Senses low-light vision; Perception +7

AC 20, touch 14, flat-footed 17 (+4 armor, +3 Dex, +2 natural, +1 size) hp 44 (8d6+16) Fort +4; Ref +9; Will +7

Speed 20 ft. Melee mwk dagger +9 (1d6+3 plus 1d4 Wis) Special Attacks mineral projectiles Spell-Like Abilities (CL 10th): 3/day—heat metal (DC 16) 1/day—spike stones, transmute rock to mud

Str 10, Dex 17, Con 14, Int 13, Wis 12, Cha 14 Base Atk +4; CMB +3; CMD 16

Feats Armor Proficiency⁸ (light), Improved Initiative, Point Blank Shot, Skill Focus (Knowledge [dungeoneering]), Weapon Finesse Skills Acrobatics +6, Climb +4, Craft (armor) +9,

Skills Acrobatics +6, Climb +4, Cratt (armor) +9, Craft (gemcutting) +11, Craft (jewelry) +11, Craft (weapons) +9, Diplomacy +10, Escape Artist +7, Knowledge (dungeoneering) +11, Perception +7, Sense Motive +7, Stealth +11, Use Magic Device +8 Languages Dwarven Gear chain shirt, masterwork dagger

Environment any mountains Organization solitary, pair, unit (3–6) or clan (7–30) Treasure standard

Mineral Projectiles (Sp) The karzelek can transmute as many as eight clumps of soil per day, which can be no larger than sling bullets, into jagged, calcified projectiles that can be thrown or slung. If thrown, they have a range increment of 20 feet. If slung, treat them as sling bullets (range increment 50 feet). The user of the projectiles makes a normal ranged attack. Each projectile deals 2d6 points of damage or 4d6 points against evil creatures. The projectiles disintegrate 1 hour after their creation.

Mountains hold a special allure for treasure hunters, and in the frequently cutthroat world of treasure hunting, trustworthy friends and allies are tough to find. Yet, there is one native creature willing to help fellow seekers and share its secrets with those of noble purpose and pure hearts. It is the elusive karzelek, an egotistic and whimsical fey creature that resides within the loneliest peaks and most desolate mountains far from the prying eyes of civilization.

Karzeleks appear as 3-1/2-foot-tall albino humanoids with rough, cracked skin and slight frames. Tiny flecks of precious metals, gemstones and crystals inexplicably find their way into the deep, jagged fissures that mar their epidermis. Karzeleks take considerable pride in their physical appearance. They bedeck their bodies with numerous pieces of jewelry including rings, bracelets, earrings and other piercings forged from gold, silver and platinum as well as expertly cut stones and minerals. Even their teeth are adorned with inlaid crystals, diamond chips and metallic plating. They always wear chain shirts made from steel, bronze or other colorful metals. Karzeleks greatly value elven chainmail and mithral shirts, which a status symbol among their kin. Oddly, the vain fey never wear headgear, preferring to let their long, braided white hair cover their necks and shoulders without impediment.

Though dwarves and gnomes are intimately familiar with the reclusive fey creatures, other humanoid races not indigenous to mountainous regions frequently mistake them for distant or longforgotten cousins of those races. Like these morecommonly encountered humanoids, karzeleks are short in stature and excel at fashioning exquisite weapons, armor and jewelry from the metals and stones quarried from their mines. Karzeleks live in large clans within the mountains. Their bonds of family run deep and are permanent. Estrangement is unheard of among karzeleks. Despite their close ties to their kin and homes, they are not territorial and freely allow others to explore their tunnels and chambers unhindered. They are renowned for aiding individuals who get lost within their subterranean labyrinths and for directing miners toward rich deposits of precious metals and gemstones. Karzeleks do not extend the same

courtesies to creatures who venture into their realm seeking to exploit the mountain's riches for evil purposes or to harm them in any manner. These transgressors receive no mercy from the angered karzeleks. They use their magical abilities to collapse ceilings and bombard their enemies with magically enhanced calcified earth. Unfortunately, their proximity to lucrative mineral deposits and their stores of vast wealth make them a target for thieves and covetous neighbors alike.

Kattuku

Deep wrinkles mar the seemingly mummified skin of an emaciated, elderly man with dull blue eyes, a toothless, foul-smelling mouth and wisps of gray hair on his head. A small humanoid child stands next to him. A sickening 6-foot-long umbilical cord connects the pair.

KATTUKU CR 6 XP 2,400 NE Medium monstrous humanoid Init +2; Senses darkvision 60 ft.; Perception +24

AC 14, touch 8, flat-footed 14 (-2 Dex, +6 natural) hp 75 (10d10+ 20) Fort +4; Ref +5; Will +14 DR 5/-; Immune aging effects

Speed 20 ft. Melee mwk guarterstaff +15/+10

(1d6+6) **Special Attacks** parasitic bond, touch of youth **Spell-Like Abilities** (CL 15th): Constant—entropic shield 3/day—haste, sands of time*, slow (DC 17) *Pathfinder Roleplaying Game Ultimate

Base Atk +10; CMB +14; CMD 22 Feats Improved Initiative, Iron Will, Persuasive, Skill Focus (Perception), Toughness

Skills Bluff +9, Diplomacy +11, Heal +10, Intimidate +14, Knowledge (arcana) +8, Knowledge (local) +8, Knowledge (nature) +8, Knowledge (planes) +8, Linguistics +8, Perception +24, Sense Motive +10, Spellcraft +8, Survival +13

Languages Draconic, Dwarven, Gnome, Goblin Gear masterwork quarterstaff

Environment cold or temperate hills or mountains Organization solitary, pair or home (3–12) Treasure standard

Parasitic Bond (Su) As a standard action, a kattuku attaches its umbilical coil to a willing or helpless humanoid child. The youngster must be old enough to walk, talk and think independently, but must not have reached adolescence yet. An unwilling victim must be grappled before it can use this ability. Once attached, the victim must succeed on a DC 15 Fortitude save to prevent the umbilical coil from burrowing into its navel and completing a permanent attachment. If the target successfully saves against this effect, the umbilical cord detaches, and the victim cannot be subject to the same kattuku's parasitic bond for 24 hours. Otherwise, the attachment succeeds. This save DC is Constitution-based.

The victim or another creature may remove the umbilical cord with a successful DC 15 Strength check as a standard action or by casting *remove disease* on the host. The umbilical cord can also be severed using a sunder attempt with a slashing weapon. The umbilical cord has hardness 0 and 5 hp. If the cord is reduced to 0 hit points or less, the creature severs the cord. The kattuku takes no damage from severing the cord. A severed cord prevents the kattuku from using this ability again until the umbilical cord grows back 1d4 days later.

Each round that the host remains attached to the kattuku, it must succeed on a DC 19 Will save to avoid falling under the parasite's domination as if it were affected by a *dominate person*. This effect becomes permanent as long as the umbilical cord remains attached. This save DC is Charisma-based. The host retains the base creature's

statistics, but it immediately stops aging. The host cannot gain any new class levels or racial Hit Dice while attached to the kattuku. The bond is instantly severed if the host dies or the kattuku dies. In the

> latter case, the host rapidly ages and becomes a full-fledged kattuku 6d6 hours later. A kattuku gains one negative level each day that it is without a parasitic bond. The kattuku must

succeed on a DC 19 Fortitude save to remove negative levels gained in this manner.

Touch of Youth (Su) When a kattuku hits an adolescent or adult humanoid target with a touch attack or any melee weapon, the target must succeed at a DC 15 Fortitude save to avoid being temporarily reverted to its juvenile form. The creature becomes one size category smaller, as if it were affected by reduce person. The subject suffers a -2 penalty to its Constitution and Wisdom scores in addition to the ability score adjustments attributable to its reduced size. The effect lasts for 10 minutes, and the effects of this ability do not stack. This ability affects humanoid targets only. Likewise, a creature that successfully saves is not subject to the same kuttuku's touch of youth for 24 hours. The

save DC is Constitution-based.

Good and evil are often seen as absolutes, but rarely are the distinctions so entirely clean cut. At any moment in time, a righteous person can commit a horrific crime given the right circumstances, whereas a lifelong criminal may perform a selfless act of redemption. This is the dilemma that plagues the kattuku. Humanity simultaneously views the monstrous humanoid as a hero and a villain. Over the centuries, kattukus have rescued numerous trapped miners and lost travelers. They stood alongside humanity in its battles against hordes of marauding goblins and orcs. Many kattukus made the ultimate sacrifice to save countless others from certain death. However, it is impossible to overlook the fact that kattukus are parasites that feed on the youth of human children. Some are abducted from distant human villages, and others are reluctantly given in exchange for the monsters' assistance in another matter. In many respects, humanity reconciles its relationship with the dualistic creature as a necessary evil that sometimes produces greater good.

The gaunt, wizened kattuku would be 6 feet tall if the monstrous humanoid stood upright, but like most elderly humans, the monster hunches forward, reducing its height by several inches. The creature's gait is slow and unsteady, so most kattukus use a quarterstaff to help them walk and to strike their enemies. Its feeble appearance belies its remarkable brute strength. In spite of its physical prowess, it would be impossible to distinguish the hideous monster from an ordinary old man if not for the pulsating umbilical cord affixed to its navel. The fleshy appendage connects the kattuku to its host, a human child. The mentally dominated youngster accompanies the creature everywhere. Though the malodorous

monsters consider personal hygiene and proper grooming to be a complete waste of time, they oddly handcraft and custom fit their well-tailored clothing and accessories. Many wear ornate spectacles, fine leather shoes, elaborate topcoats and expensive jewelry on their bony fingers and wrists. Still, the trappings of luxury cannot mask their inherent stench and the pitiful sight of their enslaved host.

The monstrous humanoids dwell in alpine mountain ranges. They occupy permanent structures that mimic those found in the nearby human villages that willingly or unwillingly supply them with their hosts. The monsters lead a communal existence, sharing their resources with others of their kind. In spite of their constant, near-death appearance, kattukus can survive for hundreds of years as long as they feed on a continuous supply of young children. The kattukus' hosts are not as fortunate. They retain their youthful appearance for several decades before they ultimately expire and wither into dust within minutes after their earthly demise. If the kattuku is slain, the host rapidly ages and 6d6 hours later, the former host becomes a free-willed kattuku.

CR 3

Ooze, Rust

An amorphous mound of liquefied stone interspersed with flecks of cinnabar slowly rolls across the mountain's exposed rocks.

RUST OOZE

XP 800 N Medium ooze Init –5; Senses blindsight 60 ft., scent rust; Perception –5

AC 5, touch 5, flat-footed 5 (-5 Dex) hp 38 (4d8+20) Fort +6; Ref -4; Will -4 Resist fire 10; Immune ooze traits

Speed 10 ft. Melee slam +5 (1d4+3) Special Attacks superheated stones

Str 15, Dex 1, Con 20, Int —, Wis 1, Cha 1 Base Atk +3; CMB +5; CMD 10 (cannot be tripped) Skills Perception –5, Stealth –5 (+7 in rocky areas); Racial Modifiers +12 Stealth in rocky areas SQ debris cloud

Environment any temperate or warm hills or mountains Organization solitary, pair or clutch (3–5) Treasure standard (precious metals and gemstones only)

Debris Cloud (Ex) Any attack that deals at least 5 points of bludgeoning, piercing or slashing damage to the rust ooze creates a cloud of dust that fills its space providing it concealment. Creatures within 5 feet of the ooze must succeed on a DC 17 Fortitude save to avoid being blinded by the swirling debris for 1 round. The save DC is Constitutionbased.

Scent Rust (Ex) This ability functions much the same as the scent ability, except that the range is 90 feet and the rust ooze can use it only to sense naturally occurring rust and rusty objects (including creatures wearing or carrying rusty objects).

Superheated Stones (Su) Three times per day as a standard action, a rust ooze can eject a 30-foot pressurized cone of superheated stones that deals 2d6 points of fire damage

and 2d6 of bludgeoning damage to every creature in the area with no save allowed.

Much like the rust monster the rust ooze subsists exclusively on oxidized metals, but they usually find theirs in the form of raw veins of iron ore exposed to the elements. The docile and reclusive creature lives in mountainous regions bereft of snow cover so that it can feed on the exposed rust protruding through bare rocks. The monster's keen senses direct its search for food, sometimes bringing the rarely seen creature into contact with humanoid settlements where it feeds on discarded rusty farm implements and the tattered scraps of rusty armor and weapons littering a battlefield.

Seeing the monster in a mountain valley is a rare sight indeed, not only because of its scarcity but also because it is frequently difficult to spot in its indigenous environment. The rust ooze resembles an amorphous pool of liquefied rock. The monster has a dull brownish-gray color with cinnabar flecks scattered across its lumpy surface. Though it does not emit any direct heat, the rust ooze is very warm to the touch, a byproduct of its specialized physiology. It features a unique synthesis of its digestive and respiratory systems. The creature breaks down and consumes the iron content found in rust, and in the process releases the trapped

oxygen molecules that it uses to breathe. The rust ooze's slow metabolism and its unique ability to store oxygen for later use allow it to survive for extended periods of time between meals. However, there is one feature of this unusual process that attracts adventurers' interest. Precious metals and gemstones are sometimes embedded in the same mineral deposits where the monster finds concentrations of rust. The creature cannot digest these materials, so it eventually expels the matter as waste. At any given time, the rust ooze may have as much as 10 pounds of spare material in its system.

Rust oozes have no resistance to cold, thus they typically inhabit the lower elevations in temperate and warm mountain ranges. The slow-moving monster spends most of its day immobile, basking in the warm sun and slowly devouring pockets of rust within the exposed rocks. The creature sometimes camps in close proximity to small mountain settlements and monster lairs that produce high quantities of rusty equipment for its eventual consumption. Most rust oozes lead a solitary existence, but they are not averse to sharing food sources with their kin. The monsters instinctively shy away from confrontations with other creatures. However, cornered rust oozes fight back. The

creature expels a cone of superheated stones at its aggressors before attempting to literally slip through the cracks and escape to safety. The rust ooze always jettisons its cache of waste to distract its pursuers and shed unnecessary body mass.

Orc, Mountain

This towering orc has massive limbs and a thick neck. A shaggy mane of black hair covers its head and extends down across its shoulders and the down the backs of its arms, making it difficult to tell where its own hair ends and the filthy furs it wears begins. Over-sized tusks protrude from its snarling mouth and bear the notches and lines of crude tribal engravings. It carries a heavy club in its hands, scarred and spattered from past victims.

MOUNTAIN ORC XP 135 Mountain orc warrior 1 CE Medium humanoid (orc)

CR 1/3

Init +0; Senses darkvision 60 ft., low-light; Perception -2

AC 14, touch 10, flat-footed 14 (+4 armor) hp 8 (1d10+2 plus 1) Fort +4; Ref +0; Will -2 Defensive Abilities ferocity; Resist cold 5

Speed 20 ft. Melee greatclub +5 (1d10+6), bite +0 (1d4+2) Ranged javelin +1 (1d6+4) Special Attacks mountain fighter

Str 18, Dex 11, Con 14, Int 8, Wis 6, Cha 6 Base Atk +1; CMB +5; CMD 15 Feats Power Attack Skills Climb +9; Racial Modifiers +4 Climb Languages Common, Orc Gear hide armor, greatclub, 3 javelins

Environment temperate and cold mountains Organization solitary, gang (2–4), war band (11–20 plus 2 sub-chiefs of 3rd level and 1 war leader of 5th–7th level), tribe (10–100 plus 100% noncombatants plus 1 sub-chief of 3rd level per 10 adults, 1 war leader of 7th level per 20 adults, and 1 chieftain of 9th level) Treasure half standard

Mountain Fighter (Ex) Mountain orcs are trained to fight on precarious, uneven ground. In battle they gain a +4 racial bonus to Acrobatics checks for balancing on slightly obstructed, slightly slippery, or slightly sloped surfaces and to move at full speed on narrow or uneven surfaces. In addition, any time they fight on a slope (whether on higher or lower ground), they gain a +1 bonus on attack and damage rolls with melee and ranged attacks. This stacks with any attack bonus for being on higher ground.

Mountain orcs (sometimes called great orcs) are primitive orcs that live in and among desolate peaks of the high mountains. They rarely come down from their alpine fastnesses, but when they do it is always to make war. They are exceptionally poor in resources, even for orcs, and have very little to offer in trade with their own kind. Anything they have of value was most likely taken in a raid. The size of their tribes tends to be smaller than other types of orcs because of their limited resources, and when times are especially lean it is not unusual for the young or the infirm to be cast out to die of exposure or starvation. Mountain orcs hold a special animosity

for mountain dwarves, an ancestral enemy that they have battled as far back as their earliest tales, and every generation tells of some great war fought against dwarfkind for land, resources, or simply revenge.

A typical male mountain orc is burly, standing nearly 7 feet tall and weighing close to 300 pounds. Females tend to be slightly lighter and smaller. Mountain orcs have grayish skin the color of granite with some tan mixed in. They are extremely hairy with thick, unkempt hair on their heads and down their backs and arms that provides some protection against the frigid temperatures of the high mountains. Eye color tends to be dark brown or mossy green. Mountain orc clothing and armor is usually made of crudely tanned hides and furs, and weapons are made from rough materials readily available near their homes. A steel axe head or spear point is a treasured possession that will be reused again and again as the haft wears out and requires replacement. Metal armor is almost unheard of and is a prize for only the most powerful members of the tribe. Ore tribes from the lowlands sometimes hire mountain ore tribes as mercenaries, paying them with little more than steel weapons or armor and promises of plunder.

Mountain orcs are ferocious fighters that feel most natural fighting in the treacherous terrain of their home mountains. Heights and precarious ledges do not bother them, and they will frequently set ambushes in such places where they know that others less comfortable with the terrain will be at a disadvantage. They prefer to attack by flinging javelins from concealment and then charging downhill into their enemies but are savage warriors and will fight in any terrain if they have to. They fight ferociously and are not prone to surrender, which many times puts them in a bad situation after they have fought on past the point at which they should have withdrawn. Fortunately, despite the poverty of their situation, mountain orcs are fast breeders and readily have a new band of young warriors ready to prove themselves with every generation.

Mountain Orc Society

Blood orcs are a primitive (even for orcs), barbaric race. They live in caves and crude rock shelters among the peaks of saddles of high mountain ranges. Their villages tend to be scattered due to the limited food sources available, and if they overhunt an area will pack up their few belongings and follow the spring migrations to new hunting grounds. This frequently puts them in conflict with other races and even other tribes of mountain orcs, but mountain orcs see contesting for resources as a way of life and are always prepared to claim what resources are available through force. And if they manage to defeat some other population and gave slaves and plunder in the process, it works out even better. Each tribe is led by a chieftain who appoints war leaders to lead war bands on hunts and raids and a number of subchiefs who serve as bodyguards and elite warriors. Most tribes will have a shaman or witchdoctor who serves as advisor to the chieftain, but in some cases the shaman or witchdoctor actually leads the tribe. These tribes are the most likely to ally with others of their kind or hire out as mercenaries to other races in order to gain payment and plunder.

Mountain Orc Characters

Mountain orc leaders tend to be barbarians or rangers. Mountain orcs pay homage to Grotaag. Clerics have access to two of the following domains: Beast (see **Chapter 9**), Death, Destruction, Evil, and War.

+8 Strength, +4 Constitution, -2 Intelligence, -4 Wisdom, -4 Charisma. Mountain orcs are immensely strong and well suited to the hard terrain in which they live. Darkvision: Mountain orcs can see in the dark up to 60 feet.

Low-light Vision: Mountain orcs can see twice as far as humans in conditions of dim light.

Ferocity: See universal monster rules in *Pathfinder Roleplaying Game Bestiary.*

Resistance to Cold: Mountain orcs are accustomed to the cold of the high mountains and have cold resistance 5.

Natural Weapons: Mountain orcs can make a bite (1d4) as a secondary attack.

Weapon Familiarity: Mountain orcs are always proficient with greatclubs and treat any weapon with the word "orc" in its name as a martial weapon.

Special Attacks: Mountain Fighter (see above).

Climber: Mountain orcs are raised among the cliffs and crags and gain a +4 racial bonus to Climb checks.

Languages: Mountain orcs begin play speaking Common and Orc. Mountain orcs with high Intelligence scores can choose from the following languages: Dwarven, Giant, Goblin, Undercommon.

Pachu

Large, feathery wings protrude from the back of a humanoid-shaped creature. Colorful blue and white plumage adorns his chiseled torso and muscular limbs. His face appears distinctly human, though his nose clearly resembles a hooked beak and his eyes appear on the sides of his head.

PACHU XP 6,400

CR 9

CN Medium monstrous humanoid Init +7; Senses darkvision 60 ft.; Perception +16

AC 20, touch 14, flat-footed 16 (+3 Dex, +1 dodge, +6 natural) hp 110 (13d10+ 39) Fort +7; Ref +11; Will +15 Immune mind-affecting, poison

Speed 30 ft., fly 40 ft. (average) Melee obsidian** keen dagger of wounding +16/+11/+6 (1d4+4 plus 1 bleed/17-20), obsidian** keen dagger of wounding +16/+11 (1d4+2 plus 1 bleed/17-20) or 2 claws +17 (1d4+4) Special Attacks blade of the pachu, rend (2 claws, 1d4+4) Spell-Like Abilities (CL 13th): Constant—nondetection 3/day—augury, aura of doom* (DC 18), bestow curse (DC 17), divination, scrying

1/day—legend lore, limited wish (to non-pachus only), major curse* (DC 19)

Str 18, Dex 17, Con 16, Int 15, Wis 20, Cha 18 Base Atk +13; CMB +17; CMD 31

Feats Combat Reflexes, Dodge, Flyby Attack, Improved Initiative, Improved Two-Weapon Fighting, Iron Will, Persuasive, Skill Focus (Perception), Toughness, Two-Weapon Fighting

Skills Climb +15, Craft (gemcutting) +11, Craft (jewelry) +11, Fly +14, Intimidate +13, Knowledge (arcana) +10, Knowledge (planes) +10, Knowledge (religion) +10, Perception +16, Stealth +12, Survival +14 Languages Common, Giant SQ altitude adaptation, blessing of the pachu (1/day) Gear 2 obsidian** keen daggers of wounding *Pathfinder Roleplaying Game Ultimate Magic **Pathfinder Roleplaying Game Ultimate Combat

Environment any mountains Organization solitary, pair or clutch (3–9) Treasure double standard

Altitude Adaptation (Ex) A pachu is able to survive in high altitudes, even at extreme altitude and in the death zone without suffering any of their ill effects.

Blade of the Pachu (Su) In the hands of the pachu, an obsidian slashing weapon gains the keen and wounding weapon properties and loses the fragile condition. Blessing of the Pachu (Sp) Once per day, as a standard action, the pachu can bestow this ability upon any living creature it touches. The pachu must succeed on a ranged touch attack to affect an unwilling target (DC 20 Will save negates). At any time during the next 24 hours, this ability grants the target a +20 insight bonus on any single attack roll, combat maneuver check, opposed ability or skill check or saving throw. Alternately, the subject can apply an insight bonus to more than one roll, but he must do so in increments of 5 and the cumulative total cannot exceed 20. Activating the effect does not take an action. The target can even activate it on another creature's turn. The subject must choose to use the blessing of the pachu before the subject makes the roll it is to modify. The subject cannot benefit from more than one blessing of the pachu at the same time. This save DC is Charisma-based.

> Whereas the traditional oracle can predict what may happen in the future, the temperamental pachu can foresee and lend aid in altering the outcome of such events. Though most

humanoids would consider the monster's potent abilities to be a boon, the misanthropic creature considers itself to be simultaneously blessed and cursed. Because of this unique outlook, visitors wishing to speak with the fickle fortune-teller must tread carefully in its presence. One wrong word or deed can bring the session and the beseecher's life to an abrupt end.

Pachus resemble athletic humans with sculptured bodies. Red and blue feathers completely cover its body with the exception of its head. Similar plumage also adorns the pair of feathery wings that restrude from its cause. The monster's wingspon of 12 feat is pearly

protrude from its spine. The monster's wingspan of 12 feet is nearly double its height. The creature's fingers and toes are decidedly human in anatomical structure and size. However, the digits end with razor-sharp claws and talons, thus making it uncomfortable for them to wear gloves and most types of footwear. The pachu's head is completely devoid of hair or feathers. The creature always wears an elaborate headdress made of feathers plucked from predatory birds to conceal this perceived deficiency. The pachu has shallow cheekbones, and its long nose, though made up of skin, looks more like an eagle's beak than a typical human nose. Likewise, its eyes are set into its temples, and its skin is a dull, pink color. The monstrous humanoid wears a feathered belt around its waist that it uses to hold the scabbard for its lethal obsidian blades. The monsters are also fond of rings and necklaces, especially those crafted from precious stones.

Pachus dwell in magnificent shrines near the summits of lonely, forbidden mountaintops. In fact, many are built directly atop the gaseous vents of semi-active volcanoes. The reason for doing so is twofold. The mountain's noxious vapors steep their prophecies in an air of mystery that frequently awes onlookers. More importantly, the treacherous slopes and occasional lava flows discourage curiosity seekers and other unwelcome visitors from making the perilous journey to their remote abode. Still, those that brave the daunting journey to the isolated peak must still persuade the fickle monsters to bestow insight to them to use in their upcoming endeavor. Of course, the pachu commands a steep price for its services. All would-be supplicants must shower the vain monster with praise and flattery in order to gain a private reading with the prophetic creature. Even the slightest insult, whether it is real or imagined, immediately ends the audience and perhaps the petitioner's life, if the offense is grave enough to warrant such a punishment. However, it takes more than words to win the pachu's favor. A suitable donation of a magical ring, necklace or a nonmagical piece of jewelry with precious stones worth at least 2,500 gp is needed to gain the

unpredictable monster's blessing. This may include the granting of a *limited* wish or one of its potent blessings, but never both. In addition, the monsters do not take kindly to frequent guests and allow an individual to visit their shrine only once per year. Those that defy this strict commandment or otherwise offend the resident pachus face certain death.

Slywally

A thick beard and weathered skin are the most pronounced physical characteristics of this rugged, burly man clad in tattered buckskin and armed with a knotted quarterstaff.

SLYWALLY

CR 1/2

XP 200 Male slywally ranger 1 N Medium humanoid (slywally) Init +3; Senses low-light vision; Perception +3

AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex) hp 11 (1d10+1) Fort +3; Ref +5; Will +2

Speed 30 ft.

Meleequarterstaff +3 (1d6+2)Rangedlongbow +6 (1d8/x3)Special Attacksfavored enemy (+2 vs. humanoid [human]),+1on attack rolls with longbow

Str 14, Dex 16, Con 12, Int 8, Wis 14, Cha 12 Base Atk +1; CMB +3; CMD 16 Feats Quick Draw⁸, Weapon Focus (longbow) Skills Climb +6, Knowledge (geography) +3 (+5 in mountainous terrain), Knowledge (nature) +3 (+5 in mountainous terrain), Perception +6, Stealth +7, Survival +6 (+8 in mountainous terrain) SQ fast reflexes, outdoorsman, track +1, wild empathy +1 Languages Mountain Speech Gear leather armor, quarterstaff, longbow with 20 arrows

Environment any mountains **Organization** solitary, pair, family (3–11) or clan (12–50) **Treasure** standard

Fast Reflexes: Slywallies gain Quick Draw as a bonus feat, even if the character does not meet the feat's prerequisite.

Outdoorsman: Slywallies receive a +2 racial bonus on Knowledge (geography), Knowledge (nature) and Survival checks made in mountainous terrain. Slywallies can move through difficult terrain in mountainous areas at their normal speed.

True Shot: Slywallies gain a +1 racial bonus on attack rolls with a ranged weapon of the character's choice. This choice must be made at 1st level, and once made, it cannot be changed. The character must be proficient with the chosen weapon. These fiercely independent people live off the land, where they earn a living farming the thin, sloping soil, fishing in tumbling, icecold waterways, and hunting game in the backwoods. In their minds, newcomers are synonymous with poachers. Neighboring human populations commonly refer to these individuals as "mountain men," a moniker that the so-called "mountain men" perceive as an insult and that actual mountain men (fur trappers, hunters, etc. that also dwell in mountains) despise for fear of being confused with the humanoids. The name slywally comes from the mispronunciation of a derogatory dwarven nickname for these humans. However, their unkempt appearance and uncouth demeanor belies the fact that these people possess remarkable determination, ingenuity, and loyalty to their kin no longer present among the allegedly sophisticated humanoids that come into contact with them.

Slywallies display an odd uniformity in their physical appearance, leading some of their critics to deride them as inbred simpletons. There is no denying that their gene pool is significantly smaller and less diverse than other humanoid populations, but the unfounded claim has no merit. Males and females vary little in height, with both genders standing between 5-1/2 and 6 feet tall. Weight is a different matter. Females are slender and comely with jet black hair, fair complexions, brown eyes, and attractive facial features. Men are robust and burly with large bellies, robust barrel chests, thick legs, and arms with disproportionately muscular forearms. Their hair is always dark brown, and all males have long beards and bushy moustaches. Boys start growing facial hair at an early age, but their "peach fuzz" does not give way to a full beard until the youngster reaches adolescence. To those not familiar with this reclusive race, a slywally is likely to be confused with a human unless a DC 25 Knowledge (local) check is made. Slywallies are not accustomed to wearing metal armor, so men are usually attired in animal hides, while the women wear demure clothing sewn from handmade fabrics.

Slywallies are staunchly self-sufficient. The concept of buying and selling goods is completely alien to them. In fact, most slywallies have never seen a coin, let alone owned one. They are likewise unfamiliar with the intricacies of property ownership. To them, each individual family member shares what they have with the rest of the family, which includes parents, siblings, children, aunts, uncles, nieces, nephews and cousins sometimes several generations removed from one another. Everyone in a slywally community is related to one another or married to someone in the settlement. There are no exceptions. At the age of sixteen, slywally boys and girls must choose to stay home or leave the village in search of a spouse in a neighboring slywally settlement. Most males select the latter option, while the majority of females opt for the former. Once made, the decision is final. The community assigns tasks based on gender. The men hunt, fish, and farm small plots of land on arable slopes, while the women manage the household and raise the children. Both sexes learn to wield weapons and defend themselves shortly after they learn to walk. A slywally woman who distinguishes herself in battle holds a special place in the eyes of her peers and becomes a revered figure within the community.

Slywally Characters

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

+2 Dexterity, +2 Wisdom, -2 Intelligence: Slywallies are attuned to the land and possess remarkable agility, but they are an insular people with little exposure to outside ideas.

Fast Reflexes: Slywallies gain Quick Draw as a bonus feat, even if the character does not meet the feat's prerequisite.

Low-Light Vision: Slywallies can see twice as far as humans in conditions of dim light.

Outdoorsman: Slywallies receive a +2 racial bonus on Knowledge (geography), Knowledge

(nature) and Survival checks made in mountainous terrain. Slywallies can move through difficult terrain in mountainous areas at their normal speed.

True Shot: Slywallies gain a +1 racial bonus on attack rolls with a ranged weapon of the character's choice. This choice must be made at 1st level, and once made, it cannot be changed. The character must be proficient with the chosen weapon.

Weapon Familiarity: Slywallies are proficient with longbows (including composite longbows), shortbows (including composite shortbows), and firearms (in areas where firearms are common enough to be obtained easily).

Languages: Slywallies begin play speaking Mountain Speech, a dialect of the nearest common human language (usually Common) that is mutually unintelligible between speakers of the two languages without a DC 15 Linguistics check. Slywallies with high Intelligence scores can choose from the following: Common, Dwarven, Gnome, Goblin, Giant and Sylvan.

Spider, Yeti

A large spider covered by a thin, layer of white hair rises out of a snow bank. The eight-legged monstrosity scuttles across the ice with tremendous ease.

YETI SPIDER

CR 3

XP 800 N Large vermin (cold) Init +2; Senses darkvision 60 ft.; Perception +0

AC 14, touch 11, flat-footed 12 (+2 Dex, +3 natural, -1 size) hp 34 (4d8+16) Fort +8; Ref +3; Will +1 Immune cold Weaknesses vulnerability to fire

Speed 30 ft., climb 30 ft. Melee bite +7 (1d8+7 plus poison), Space 10 ft.; Reach 10 ft. Special Attacks sticky ice (+4 ranged touch, DC 16, hp 4)

Str 20, Dex 15, Con 18, Int —, Wis 10, Cha 2 Base Atk +3; CMB +9; CMD 21 (29 vs. trip) Skills Climb +13, Perception +0, Stealth -2 (+6 in snow);



Racial Modifiers +8 Stealth in snow SQ altitude adaptation, icewalking

Environment cold hills or mountains **Organization** solitary, pair or colony (3–12) **Treasure** none

Altitude Adaptation (Ex) A pachu is able to survive in high altitudes, even at extreme altitude and in the death zone without suffering any of their ill effects.

Icewalking (Ex) The yeti spider can move across ice and snow without penalty. It does not need to make Acrobatics checks to run or charge on ice and snow. **Poison (Ex)** Bite — injury; save Fort DC 18; frequency 1/round for 4 rounds; initial effect 2d6 hit point damage; secondary effect nauseated for 1d4 rounds; cure 1 save. Sticky Ice (Su) Up to 8 times per day, the yeti spider can throw a globule of sticky ice at a creature as a ranged touch attack with a range increment of 10 feet up to a maximum range of 50 feet. This ability has no effect on Gargantuan and larger creatures. If the attack is successful, frigid strands of icy silk entangle the target. On the first round and for the next 4 rounds thereafter, a creature tangled in the sticky ice takes 1d4 points of cold damage each round with no save. An entangled creature can escape with a successful DC 16 Escape Artist check or burst the strands with a successful DC 16 Strength check. Both are standard actions. Attempts to burst the strands by those caught in it suffer a –4 penalty.

The omnipresent snowbanks of the highest peaks sometimes conceal a rarely seen terror — a species of deadly white spiders. They are sometimes trained as pets and guardians by yetis gaining them the appellation of yeti spiders.

Thin white hair covers the central body and all eight legs of this fearsome spider. The creature's abdomen is rounded and bulbous, while its thorax and head are significantly smaller and more streamlined in appearance with one exception - two frightening venomous fangs that protrude from its savage maw. The monster is perfectly designed to blend in with its native habitat. It can retract its short, stocky legs beneath its body, while its pair of mandibles folds inside of its mouth. In this position, the yeti spider is practically indistinguishable from a mound of pristine snow. The only clues to its true nature are its eight eyes positioned at varying intervals across its head. Still, it is easy to mistake these minute, sensory organs for tiny stones or imperfections in the icy tapestry blanketing the terrain. When it spots intruders or potential prey, the clever vermin emerges from its hiding place and blasts strands of gooey ice at its startled target.

Summiteer

Stringy, matted hair precariously clings to the scalp of a pale humanoid with bulging eyes and dilated veins popping out of its face. Tattered mountaineering clothing and gear rest upon its emaciated frame.

CR 5

SUMMITEER

XP 1.600 NE Medium undead Init +5; Senses darkvision 60 ft.; Perception +8

AC 18, touch 11, flat-footed 17 (+1 Dex, +7 natural) hp 45 (7d8+14) **Fort** +6; **Ref** +3; **Will** +5 Immune undead traits

Speed 30 ft. Melee 2 claws +8 (1d4+2 plus oxygen drain) Special Attacks oxygen drain, summit fever

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

Base Atk +5; CMB +7; CMD 18 Feats Great Fortitude, Improved Initiative, Skill Focus (Climb), Weapon Focus (claw) Skills Acrobatics +5, Climb +21, Intimidate +7, Perception +8, Profession (mountaineer) +5, Stealth +9, Survival +1; Racial Modifiers +8 Climb Languages Common

Environment any cold mountains Organization solitary, pair or expedition (3–9) Treasure standard

Oxygen Drain (Su) When a summiteer hits a living target with its claw, the target must succeed at a DC 15 Fortitude save to avoid being robbed of oxygen, which causes it to become fatigued. A target that is already fatigued becomes exhausted. Creatures already exhausted become staggered and take 1d6 points of nonlethal damage. The target remains staggered until the nonlethal damage is cured, though it retains the fatigued and exhausted conditions until those conditions are removed. This ability has no effect on creatures that do not breathe. The save DC is Charisma-based.

Summit Fever (Su) Three times per day, a summiteer can cast its maniacal gaze upon any single target within 30 feet. The target must succeed on a DC 15 Will save or compulsively stare at the mountain's summit. The subject must have a clear line of sight to the summit; otherwise, this ability has no effect. The subject can take no actions while ogling the summit, but is not considered helpless. The subject remains in this state for 1d4 rounds. After the effect ends, the subject can act normally. This is a mind-affecting compulsion effect. The save DC is Charisma-based.

Some individuals that take up mountain climbing find that as they get closer to the summit and face the ever-increasing dangers of continuing become more consumed with reaching their desired goal than surviving the harrowing ordeal. Experienced mountaineers refer to the obsession as "summit fever." Those suffering from this affliction let mania replace judgment. At these extreme altitudes, there is no room for error. Bone-chilling cold, howling winds, and the lack of oxygen cause mistakes fatal. The brave souls that succeed in this perilous mission tragically pass by the frozen corpses of those that failed on their way to and from the top of the mountain. There are times though, when the harsh elements and even death itself cannot sate the ambitions of determined mountaineers. These driven individuals rise from their icy, trailside graves at the highest elevations to deny others pursuing the prize that eluded them in life.

Mountain climbers gave these spiteful, undead monstrosities the name summitteers.

Though many humanoids races have died in their vain attempts to defeat the mountain, summiteers are exclusively human. The frigid temperatures preserved their flesh, so at first glance the monsters appear to be alive. In fact, many mountaineers have fatally mistaken summiteers for wayward colleagues. They still wear thick winter clothing and carry the trappings of their profession, including their ice picks, wherever they go. The only telltale signs belying

their undead existence are their fanatical, bulging eyes, grotesquely protruding veins, the thin tufts of wiry hair clinging to their windravaged heads and their blackened, frostbitten hands and fingers.

Summiteers always remain in view of the mountaintop that cost them their lives. They are predominately solitary creatures, though there are instances where the fallen members of an expedition team joined forces and remained together after death. They derive far more pleasure watching their victims fail in their quest to reach the elusive summit than they do ultimately slaying them. The wicked monsters verbally taunt their prey, gloating over their imminent demise and crushing disappointment. It is not unheard of for a summiteer to lie in wait just a few feet from the mountaintop and then leap from the snow and ice to foil the mountain's conqueror at the very last instant. If the unfortunate victim also rises as a summiteer, it oddly unites with its killer in preventing others from reaching the summit. In spite of their overriding obsession, the undead monsters are curiously fond of rare gemstones and crystals. They stow these objects in treacherous crevasses and hard-to-reach rock formations within their stomping grounds.

Thought Mist

Letters, symbols and runes periodically erupt onto the surface of a copper-colored sphere of dense mist.

THOUGHT MIST

XP 600

NE Small aberration (incorporeal) Init +7; Senses darkvision 60 ft., detect thoughts; Perception +7

CR 2

AC 18, touch 18, flat-footed 15 (+4 deflection, +3 Dex, +1 size) hp 14 (4d8–4) Fort +0; Ref +4; Will +4 Defensive Abilities incorporeal; Immune mind-affecting

Speed fly 40 ft. (perfect) Melee incorporeal touch +7 (1d2+3) Special Attacks inscription, mind feast (DC 16) Spell-Like Abilities (CL 4th): Constant—comprehend languages, detect thoughts (DC 16) 3/day—sow thought** (DC 15) 1/day—seek thoughts* (DC 17)

Str —, Dex 16, Con 8, Int 10, Wis 10, Cha 19 Base Atk +3; CMB +5; CMD 19 Feats Improved Initiative, Weapon Finesse Skills Fly +20, Perception +7, Spellcraft +7, Stealth +14 Languages Draconic

Environment any land Organization solitary, pair or library (3–9) Treasure standard

Inscription (Su) When a thought mist is slain, its mists dissipate, and the words that gave origin to the thought mist attempt to bond onto the flesh of a living creature in an adjacent square. The dying thought mist must succeed on a melee touch attack. If there are no eligible targets or the melee touch attack fails, the thought mist disappears with no further effects. If the attack succeeds, the words are instantly and permanently tattooed onto the victim's skin, dealing 2d4 points of piercing damage. The tattooed subject gains a +1 morale bonus to attack rolls, weapon damage rolls, saving throws, ability checks and skill checks. The morale bonuses last for 1 minute and do not stack with morale bonuses from other sources, including those gained from being tattooed by multiple thought mists. Instead, morale bonuses gained from multiple thought mists overlap. When the host creature is slain, the tattoo separates from the victim's body and is reborn again as a thought mist. The tattoo is considered to be a curse, and it can be removed only



with a break enchantment, limited wish, miracle, remove curse or wish spell. The tattoo's removal permanently destroys a thought mist that bonded onto the host's skin. **Mind Feast (Su)** By passing its incorporeal mists through a foe's head as a standard action, the thought mist deals 1d4 points of Intelligence damage as the monster feasts on the victim's thoughts. The target cannot take any immediate actions or attacks of opportunity. Arcane spellcasters have a 20% chance of spell failure when attempting to cast prepared spells. These effects last for 1 round. A successful DC 16 Will save halves the Int damage (min 1) and negates mind feast's other effects. Mind feast has no effect on creatures that have no discernible head, no Intelligence store or have already been reduced to 0 Int. This is a mindaffecting effect. The save DC is Charisma-based.

Over the course of human existence, there are words that leave an indelible mark on civilization. Some rouse men to action and in turn change the course of history. Others momentarily gaze into the hidden recesses of the soul and answer fundamental questions about life's true meaning. These profound singular expressions, phrases, and statements never die. When the medium that they are written on crumbles and fades to dust, the ideas literally take on a life of their own and become thought mists. The incorporeal thought mist dwells on the Ethereal Plane and only ventures into the physical world to feast on the intellect of sentient creatures in its midst. The reason for doing so remains a mystery, as the ghostly monster derives no tangible benefit from devouring the thoughts of other creatures and has no need for physical sustenance. The consensus believes that the unnatural metamorphosis that gives birth to the creature infuses it with an insatiable desire to learn for the purpose of understanding or deciphering how it came into being and why it even exists.

The thought mist appears as a 2-foot-diameter sphere of thick, coppery mists intertwined with iridescent letters, symbols and pictographs from numerous alphabets that intermittently roil onto the surface. The monster's luminescence, shape, small size and graceful flight cause some adventurers to mistake it for an immature will-o'-the-wisp or speculate that the creature is an undiscovered offshoot of the more common aberration. Despite the similarities, the two monsters are completely unrelated. Naturally, the thought mist does nothing to dispel the notion and sometimes mimics the better-recognized creature's movements to confuse its opponents.

Thought mists are typically found in libraries, monasteries, residences, and other areas where large collections of written works are stored. They never stray far from their place of origin of their own accord. Even when a host creature transports them far away, the thought mist eventually travels back to its birthplace. Thought mists usually congregate in small groups and act cooperatively to implant ideas and feed on the memories of other sentient beings that wander into their midst. In battle, they take turns assaulting the minds of two or three enemies rather than attacking their foes en masse. They target arcane spellcasters and other sentient humanoids that exude intelligence over brutish warriors, beasts and non-sentient animals. While feeding on the brains of others, the aberrations blurt out pithy statements from the victim's thoughts. Though they prefer attacking enemies with an affinity for the mystical arts, thought mists have no interest in accumulating worldly treasures and magical items with the exception of books, tomes and scrolls. Thought mists greatly covet these objects as well as nonmagical works of literature, history, science, philosophy and mathematics.

Xiled

A large, aquiline nose dominates the subdued facial features of a 5-1/2-foot-tall humanoid with light brown skin, a wide, barrel chest and short, chubby limbs and digits.

CR 1/2

XILED XP 200 Male xiled ranger 1 CN Medium humanoid (xile) Init +1; Perception +3

AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex) hp 13 (1d10+3) Fort +5; Ref +3; Will +2; +2 vs. inhaled poisons, -2 vs. ingested poisons and diseases Defensive Abilities mountainous warrior, weak stomach;

Speed 30 ft.

Melee club +3 (1d6+1) Special Attacks favored enemy (+2 vs. humanoid [dwarf]), +1 on attack rolls against dwarves

Str 12, Dex 12, Con 16, Int 10, Wis 14, Cha 8 Base Atk +1; CMB +2; CMD 13 (17 vs. trip and bull rush on mountainous terrain) Feats Weapon Focus (club) Skills Acrobatics +2 (+4 in mountainous terrain), Climb +5 (+7 in mountainous terrain), Knowledge (geography) +4, Knowledge (nature) +4, Perception +6, Stealth +5 (+7 in mountainous terrain), Survival +6 (+8 in mountainous terrain) SQ track +1, wild empathy +1 Languages Common SQ extreme mountaineer, superior breathing Gear leather armor, club

Environment cold mountains Organization solitary, pair, party (3–8) or family (9–40) Treasure standard

Extreme Mountaineer: Xileds receive a +2 racial bonus on Acrobatics, Climb, Stealth and Survival skill checks made in mountainous terrain. Xileds can move through natural snow and ice at their normal speed.

Hatred: Xileds receive a +1 bonus on attack rolls against humanoid creatures of the dwarf subtype due to their special training against these despised enemies.

Mountainous Warrior: Xileds receive a +4 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on mountainous terrain.

Superior Breathing: Xileds have extremely large lungs that are incredibly efficient at drawing oxygen from even the thinnest air and most depleted environments. They ignore the effects of high altitude, including those at extreme altitude and in the death zone, and they never suffer from slow suffocation. Furthermore, they receive a +2 racial bonus on saving throws against inhaled poisons. In spite of their improved respiration, xileds suffocate normally underwater or in an atmosphere that lacks any oxygen, such as a vacuum. However, even in these environments a xiled can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning or suffocation. Weak Stomach: Xileds suffer a -2

penalty on saving throws against ingested poisons and diseases transmitted by eating infected food or drinking contaminated liquids.

Mountains have always been seen as a refuge for the truly desperate despite the inhospitable and even deadly conditions. When entire populations are forced to retreat to the highlands, they are often extinct within in a generation from the harsh weather, deprivation, and the predation of beasts or xenophobic mountain dwarves. However, on some rare occasions, such folk have retreated to the summits of the tallest and most inhospitable peaks beyond the reach of even the doughty dwarves. Over the course of the next several generations, the hardiest members adapted to their new homeland and slowly evolved into a unique race known as the xiled.

Xiles are barely recognizable from their distant human ancestors. The brutally frigid temperatures, intense winds and low-oxygen environment transformed their anatomic features. They retained the classic humanoid body type. However,

some unusual metamorphoses make them appear more alien and bestial than human. Xileds have wide barrel chests, and their lungs are twice the size of their human cousins. Conversely, their livers and kidneys are smaller and less efficient. Their appendages and limbs are short, compact and muscular. Coarse hair more akin to fur covers their entire bodies, regardless of gender, with the exception of their face. A grossly exaggerated aquiline nose is the most prominent facial feature. The sensory organ takes up most of the xiled's vaguely square-shaped head. The eyes are recessed deep into the orbital sockets with a thin membranous coating and segmented cartilage for eyelids. The xiled's ears are equally small and inset within their lower temples to protect the sensitive tissue from windburn. Xileds have no visible necks; their heads seem to sit directly atop their robust upper torsos.

Xileds live as extended family units within the proverbial "death zone" at elevations well beyond those inhabited or even tolerable to other indigenous mountain races. Farming and animal husbandry are impossible at these extreme altitudes. Xileds are nomadic huntergatherers who descend from the safety of these dizzying heights to find food. They predominately hunt large game animals, but they are not averse to eating other humanoids, especially those of the goblinoid and giant variety, or taking what they need from other creatures. Xileds attack dwarves on sight for the purpose of capturing rather than outright killing their despised adversaries. Death offers only temporary respite for dwarven prisoners. Xiled clerics then animate their lifeless corpses and compel these skeletons and zombies to serve their new masters for the remainder of their undead existence.

Xiled Characters

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

+2 Constitution, +2 Wisdom, -2 Charisma: Xileds are hardy and intuitive, but they are inherently suspicious of others and uncouth.

Cold Resistance: Xileds have cold resistance 5.

Extreme Mountaineer: Xileds receive a +2 racial bonus on Acrobatics, Climb, Stealth and Survival skill checks made in mountainous terrain. Xiles can move through natural snow and ice at their normal speed.

Hatred: Xileds receive a +1 bonus on attack rolls against humanoid creatures of the dwarf subtype due to their special training against these despised enemies.

Mountainous Warrior: Xileds receive a +4 racial bonus to their Combat Maneuver Defense when resisting a bull rush or trip attempt while standing on mountainous terrain.

Superior Breathing: Xileds have extremely large lungs that are incredibly efficient at drawing oxygen from even the thinnest air and most depleted environments. They ignore the effects of high altitude, including those at extreme altitude and in the death zone, and they never suffer from slow suffocation. Furthermore, they receive a +2 racial bonus on saving throws against inhaled poisons. In spite of their improved respiration, xileds suffocate normally underwater or in an atmosphere that lacks any oxygen, such as a vacuum. However, even in these environments a xiled can hold its breath for a number of rounds equal to 4 times its Constitution score before it risks drowning or suffocation.

Weak Stomach: Xileds suffer a -2 penalty on saving throws against ingested poisons and diseases transmitted by eating infected food or drinking contaminated liquids.

CHAPTER 7: SPELLS

Ch. 7: Spells

Magic comes in infinite shapes and sizes. Arcane and divine practitioners alike often consider their medium to be a boundless art form rather than a rigid science governed by fixed rules and inflexible laws. They subscribe to the adage that imagination fuels innovation. Devotees of the mystical arts believe that whatever does not exist simply has not yet been created. Legendary spellcasters and apprentices alike constantly strive to break new ground in their respective disciplines and put their distinctive stamps on their fields. The spells presented below represent their latest efforts in pushing the boundaries of magic as far as they can go. Some focused their energies on mastering their mountainous environments, while others took a generalized approach.

ACCLIMATE

School abjuration; Level alchemist 1, cleric/oracle 1, druid 1, paladin 1, ranger 1, sorcerer/wizard 1, summoner 1 Casting Time 1 standard action Components V, S Range touch Target living creature touched Duration 24 hours Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)

The creature is acclimated to high altitudes. It does not have to attempt Fortitude saves to avoid becoming fatigued at altitudes between 5,000 and 15,000 feet. At altitudes greater than 15,000 feet, the acclimated creature receives a +4 competence bonus on its saving throws to resist high-altitude effects and altitude sickness.

APOSTASY

School transmutation [curse]; Level cleric/oracle 4, druid 4, inquisitor 3, paladin 3 Casting Time 1 standard action Components V, S, M/DF (a broken holy symbol) Range touch Target creature touched Duration 1 round/level Saving Throw Will negates, see text; Spell Resistance yes

You create a temporary schism between the subject and the source of its divine power. You must succeed on a melee touch attack to strike a target. The target cannot channel energy, lay on hands, pronounce judgment or cast divine spells unless the subject succeeds on a caster level check (1d20 + the subject's caster level) where the DC is equal to 10 + your caster level. If the check fails, the target's channel energy, lay on hands, pronounce judgment or divine spell is lost. The lost effect still counts toward the subject's daily allotment. The subject or another creature can end *apostasy* by casting *atonement* or *remove curse* on the subject. (The target must first succeed on a caster level check to cast either of these spells.) In the case of *remove curse*, the caster must succeed on a caster level check to negate *apostasy*.

BRITTLE BLADES

School transmutation; Level inquisitor 2, druid 2, magus 2, sorcerer/wizard 2 Casting Time 1 standard action Components V, S, M/DF (a broken animal bone) Range close (25 ft. + 5 ft./2 levels) Target one manufactured weapon per level, no two of which may be more than 30 ft. apart Duration 1 round/level (D) Saving Throw Will negates (object); Spell Resistance yes (object)

This spell weakens the structural integrity of manufactured weapons regardless of the composite material. Unattended, nonmagical weapons get no saving throw. Magical weapons are allowed a saving throw against the spell. A weapon in a creature's possession uses the higher of its own saving throw bonus or the creature's bonus.

Affected weapons gain the fragile condition. If the weapon already has the fragile condition, it gains the broken condition instead. This spell destroys weapons that already have the broken condition. A fragile weapon gains the broken condition if the wielder rolls a natural 1 on an attack roll with the weapon, while a broken weapon is destroyed if the wielder rolls a natural 1 on an attack roll with the weapon. This spell has no effect on unarmed strikes or natural weapons.

BUTTRESS

School conjuration (creation); Level cleric/oracle 3, druid 3, sorcerer/wizard 3 Casting Time 1 standard action Components V, S, M/DF (a splinter of wood and a nail) Range medium (100 ft. + 10 ft./level) Area up to two 10-ft. cubes/level (S) Duration permanent Saving Throw none; Spell Resistance no

Wooden beams instantly spring into existence and buttress an existing building, structure, tunnel or passageway's walls, floor and ceiling. The wooden beams overlap the interior construction and, if possible, the exterior of existing construction much like applying an extra layer of plaster to the walls and ceiling. The wooden beams are 6 in. thick, have a hardness of 10, 120 hit points and a Break DC of 40.

Weakened ceilings are strengthened and no longer susceptible to collapse from a major impact or concussion. Spells and effects that manipulate the surrounding rock and stone, such as *transmute rock to mud* and *soften stone*, do not cause the buttressed walls and ceiling to immediately collapse. The buttressed walls and ceiling maintain their structural integrity even if the building material adjacent to the walls and ceiling is damaged or magically manipulated. However, if the structure's foundation is damaged or transmuted into a pliable material such as mud, the buttressed walls and ceiling sink into the ground along with the surrounding structure, but they remain intact and structurally sound as long as they ultimately come to rest on solid ground.

This spell only affects pre-existing structures, buildings, tunnels and passageways where the support walls rest upon a solid foundation. It cannot be used to reinforce bridges, vessels, vehicles and any other construction where the support walls do not rest upon a solid foundation. Unlike stone and metal, wood is vulnerable to fire damage and spells that directly affect wooden objects, such as *warp wood*. If the affected object is entitled to a saving throw against the spell or effect, the buttressed walls have a save bonus of 2 + 1/2 the caster's level. Dwarves frequently refer to the spell as "the miner's best friend."

CREVASSE

School evocation [earth]; Level cleric/oracle 4, druid 5 Casting Time 1 standard action Components V, S, M/DF (a fractured stone) Range 60 ft. Area 60-ft. line Duration instantaneous Saving Throw Reflex negates; Spell Resistance no

This spell causes the sand, earth, dirt, rock, stone, snow or ice just in front of your feet to split open, leaving a 5-foot-wide crevasse in its wake.

Creatures standing atop the crevasse must succeed on a Reflex save to avoid falling into the newly formed chasm by stepping into an adjacent square. Creatures that are forcibly pushed, moved or thrown into the crevasse against their will do not receive a Reflex save to avoid falling into it, but they may catch themselves while falling by succeeding on a DC 40 Climb check (DC 45 if the walls are covered in ice). Large size creatures and bigger cannot fall into the crevasse.

Any creature that fails its saving throw falls into the crack and plummets to the bottom, which is up to 10 feet deep per caster level (maximum 100 ft.). Creatures that fall into the crevasse take falling damage as normal. The crevasse's walls have a Climb DC of 20 (DC 25 if covered in ice). The fracture is too narrowly focused to damage large stone structures. Smaller structures such as cottages and homes that are still supported by two or more solid and diametrically opposed points also emerge unscathed. *Crevasse* has no effect on surfaces made from wood, worked stone or metal.

DECALCIFY

School transmutation; Level druid 2, ranger 2 Casting Time 1 standard action Components V, S, M (an animal claw) Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 min./level Saving Throw Fortitude negates; Spell Resistance yes

The creature's claws soften and become dull. The base damage dealt by the creature's claw attacks, including any rend or rake attacks, is treated as if the creature were two size categories smaller (minimum base damage of 1). (See the "Universal Monster Rules" in Appendix 3 of the *Pathfinder Roleplaying Game Bestiary* for details regarding base damage.) The subject's damage modifiers, such as those gained from a high Strength score, are unaffected. If the subject creature's claws can grab an opponent, its grapple check is calculated as if it were two size categories smaller than its actual size. In spite of the adjustment to its grapple check, the target can still grab creatures up to and including the target's size.

DEVOURING FOG

School conjuration (creation); Level magus 5, sorcerer/wizard 5, witch 5 Casting Time 1 standard action Components V, S, M (an animal's canine tooth) Range medium (100 ft. + 10 ft./level) Effect fog spreads in 20-ft. radius Duration 1 min./level Saving Throw none; Spell Resistance yes

A bank of thick fog billows out from the point you designate. The spell functions as *solid fog*, but in addition to obscuring sight and impeding movement, the dense vapors coalesce into the likenesses of numerous floating, hungry maws that attempt to bite creatures within the fog.

Every creature within the area of the spell is the target of a bite attack each round at the beginning of your turn, including the round that *devouring fog* is cast. Creatures that enter the area of effect are also automatically attacked. The hungry maws do not provoke attacks of opportunity. The *devouring fog* uses your base attack bonus plus your Charisma modifier as its attack bonus, though a high base attack bonus does not allow the maws to make more than one attack per round. The maws strike as a spell, not as a weapon, so they can damage creatures that have damage reduction. They deal 1d8 points of damage per hit, + 1 point per three caster levels (maximum +6 at 18th level). Roll only once for the entire spell effect each round and apply the result to all creatures in the area of effect.

The maws cannot be damaged, but they can be dispelled as normal. Likewise, if a strong wind disperses the fog, the maws are also destroyed.

DISLODGE ROCKS AND STONES

School transmutation [earth]; Level druid 3, sorcerer/wizard 3 Casting Time 1 round Components V, S, M (a decayed tooth) Range long (400 ft. + 40 ft./level) Area all loose rocks and stones weighing less than 100 lbs. each in a 40-ft.-radius burst Duration instantaneous

Saving Throw Reflex half; see text; Spell Resistance no

You dislodge loose rocks and stones from the ground, subjecting them to the forces of gravity. There must be at least 1,000 pounds of material in the affected area; otherwise, the spell has no effect. Immediately upon completion of the spell, dislodged rocks and stones on a slope greater than 10 degrees roll downhill at a speed of 200 feet per round. Rocks and stones resting upon a flat surface or a slope that is less than 10 degrees remain stationary and eventually sink back into the ground. Falling rocks and stones travel straight downhill. They cannot turn or change direction. Rocks and stones that strike an immovable object break into smaller rocks and stones on contact and continue rolling downhill. The falling rocks and stones deal 5d6 points of bludgeoning damage to all creatures and objects in their path. Creatures struck by the rocks and stones are also knocked prone. A successful Reflex save halves the bludgeoning damage and allows the creature to avoid being knocked prone. The rocks and stones roll downhill until a barrier or obstacle completely impedes their progress or until they reach level ground or an incline.

FALSE FRIEND

School enchantment (charm) [mind-affecting]; Level bard 1, sorcerer/wizard 1, witch 1 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 min./level Saving Throw Will negates; Spell Resistance yes

The subject feels a strange affinity toward you. You are affected by spells and effects that the subject casts that also affect the subject's allies. Still, the subject's attitude toward you remains unchanged. He may attack you and your allies, and you may also attack the subject and his allies without negating the spell's effect. *False friend* applies to magical effects only. The subject does not consider you an ally when using teamwork feats and while determining flanking.

FIND ROAD

School divination; Level bard 2, cleric/oracle 2, druid 2, inquisitor 2, witch 2 Casting Time 1 standard action Components V, S, F (a piece of a road sign) Range long (400 ft. + 40 ft./level) Area circle, centered on you, with a radius of 400 ft. + 40 ft./ level Duration 1 min./level Saving Throw none; Spell Resistance no

You sense the direction of any manmade overland roads, highways or passes in the area, including naturally created roads, highways and passes that other creatures have enhanced, maintained and created through frequent travel. If there is more than one road, highway or pass, the spell directs you toward the most-traveled route first. The spell cannot detect the presence of underground passages.

FIREFLIES

School evocation [fire]; Level bard 3, druid 3, sorcerer/wizard 3, summoner 3, witch 3 Casting Time 1 standard action Components V, S, M (a lightning bug) Range close (25 ft. + 5 ft./2 levels) Effect magical swarm of fireflies

Duration 1 round/level (D) Saving Throw none; Spell Resistance yes

You create a swarm of flying insects created from magical fire. The swarm appears where you designate, but if no living creatures are within its area, it moves in one direction of your choosing. You can move the swarm or change the swarm's direction by spending a move action to concentrate on the swarm; otherwise, it continues moving in its current direction.

The swarm has a fly speed of 40 feet with good maneuverability. It has an AC equal to 10 + 1/2 your caster level and a number of hit points equal to half your hit points at the time of casting. The swarm takes damage as a normal creature. The swarm deals 2d6 points of fire damage +1 point per two caster levels. The swarm strikes as a spell, not as a creature, so it can damage creatures that have damage reduction, for example. The swarm also can be dispelled. The swarm is immune to fire, but has vulnerability to cold.

FLYING LEAP

School transmutation; Level alchemist 1, bard 1, magus 1, sorcerer/wizard 1, summoner 1, witch 1 Casting Time 1 standard action Components V, S, M (a tuft of hair from a flying squirrel) Range personal Target you Duration 1 min./level (D) Saving Throw none; Spell Resistance no

Membranous skin akin to a bat's wings suddenly appears between your arms and sides. The crude wings allow you to fly at a speed of 40 feet (or 20 feet if you wear medium or heavy armor or carry a medium or heavy load). You cannot use your fly speed to hover and your maneuverability is clumsy. When flying, you must end your movement at least 5 feet lower in elevation than where you started.

FOG VISION

School transmutation; **Level** alchemist 2, ranger 3, sorcerer/ wizard 2

Casting Time 1 standard action

Components V, S, M (a candle from a lighthouse beacon) **Range** touch

Target living creatures touched, up to one/level

Duration 2 hours/level; see text

Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

The transmuted creatures can see through fog, mist and clouds, without penalty, ignoring any cover or concealment bonuses from such effects. In the case of magical effects, this spell quadruples the distance that creatures can see without penalty. When you cast this spell, it has a total duration of 2 hours per caster level. You can divide this duration up in any manner that you wish, not necessarily equally, between up to one creature per caster level.

FORGET

School enchantment (compulsion) [mind-affecting]; Level bard 2, magus 2, sorcerer/wizard 2, witch 2 Casting Time 1 standard action Components V, S, M (a mnemonic device) Range touch Target creature touched Duration 1 round/level Saving Throw Will negates, see text; Spell Resistance yes

The subject experiences difficulty recalling events and details. The subject takes a -4 penalty on all Intelligence checks and Intelligence-based skill checks. The subject must also succeed on an Intelligence check to re-

member specific names, places, events, and objects that are not intimately familiar to the target. The Intelligence check's DC is 10 + 1/2 your caster level. The -4 penalty also applies to this Intelligence check.

This spell does not prevent the subject from casting prepared spells, but it would require the caster to succeed on an Intelligence check to recall the command word of an item acquired within the last week or even recall that it possesses the item if it has owned it for less than 24 hours. If the subject fails its Intelligence check, the subject has no knowledge of the information it attempted to recall. If another creature reminds the subject of the forgotten detail, the target may attempt another Intelligence check to recall the information. The -4 penalty does not apply to this check. Additional attempts to remind the target about the same information use the same dice result as the first Intelligence check.

GANGRENE

School necromancy [death, disease, evil]; Level cleric/oracle 6, druid 5, sorcerer/wizard 6, witch 6 Casting Time 1 standard action Components V, S Range touch Target humanoid creature touched Duration instantaneous Saving Throw Fortitude partial, see text; Spell Resistance yes

You can attempt to instantly destroy living tissue. When you cast this spell, your hand seethes with a sickening, mottled glow. You must succeed on a melee touch attack to touch the target. The subject's skin instantly becomes necrotic. The target takes 1d6 points of Strength and Dexterity damage. The subject moves at half its normal speed (round down to the next 5-foot increment). The subject also contracts sepsis. The disease is contracted immediately (the onset period does not apply). If the target's Fortitude saving throw succeeds, the ability damage is halved, the target's movement is not impeded, and the subject does not contract sepsis. Creatures immune to diseases and bleed damage do not contract sepsis, but they are affected by the spell's other effects.

Sepsis

Type—disease (contact, injury or inhaled); *save* Fort DC 19; *on-set* 1 day; *frequency* 1/day; *effect* 1d6 Con and 1d6 Cha damage, the target is fatigued and natural healing occurs at half the normal rate; *cure* 2 consecutive saves

GLASS HAMMER

School conjuration (creation) [earth]; Level druid 1, sorcerer/ wizard 1, summoner 1 Casting Time 1 standard action Components V, S, M (a shard of glass) Range 0 ft. Effect one magical glass light hammer Duration 1 min./level (D) Saving Throw none or Reflex half, see text; Spell Resistance yes

A smooth light hammer forged from glass appears in your open hand. The weapon can be hurled as a ranged weapon or used as a melee weapon. If hurled, it has a range increment of 20 feet and is treated as a thrown splash weapon, thus requiring a ranged touch attack to hit. The hammer deals 1d4 damage per hit +1 point per caster level (maximum +5). The glass hammer shatters upon impact, dealing splash damage regardless of whether the hammer was used as a ranged weapon or a melee weapon. The splash damage from the weapon is always equal to the hammer's minimum damage, (so if the hammer would deal 1d4+4 points of damage on a direct hit, its splash damage would be 5 points of damage). Those caught in the splash damage can attempt a Reflex save for half damage.

As soon as the hammer shatters, a new hammer appears in your hand. Each attack you make reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to fewer than 0 minutes, the spell ends after the attack resolves.

HOLLER

School evocation [sonic]; Level bard 4, magus 4, sorcerer/ wizard 4 Casting Time 1 round Components V, S, M (a piece of drum skin) Range 30 ft. Effect one or more 30-ft. cone-shaped bursts Duration 1 round/level Saving Throw Fortitude half, see text; Spell Resistance yes

Immediately upon completion of the spell, you emit a reverberating pulse of sound that deals 4d6 points of sonic damage. Objects are unaffected by the spell. You need not emit another burst of sound immediately. Other actions, even spellcasting, can be performed first. Each round after the first, you may use a standard action (concentrating on the spell) to emit a residual echo burst that deals 2d6 points of sonic damage. You may emit a total number of residual echo bursts equal to 1/3 your caster level (maximum 6 bursts).

A successful Fortitude save reduces the damage by half. A *holler* spell cannot penetrate a *silence* spell. If you are in a confined space or an outdoor area where the entire leading edge of the burst hits an interposing barrier, such as a wall, earth or other large solid object, each residual echo burst deals 2d10 points of sonic damage instead of 2d6.

HYPOXIA

School necromancy [death, mind-affecting]; Level cleric/ oracle 4, witch 4 Casting Time 1 standard action Components V, S, M (a silk pouch) Range touch Target living creature touched Duration 3 rounds Saving Throw Fortitude negates, see text; Spell Resistance yes

You drain the oxygen from the creature's brain. When you cast this spell, a swirling air current surrounds your hand. You must succeed on a melee touch attack to touch the target. The target takes 1 point of damage to all ability scores and is fatigued. On the second round at the beginning of your turn, the target takes 2 points of damage to all ability scores and is exhausted. On the third round at the beginning of your turn, the target takes 3 points of damage to all ability scores and falls unconscious for 1d4 rounds. Each round on its turn, the subject may attempt a new saving throw to end the effect as it tries to catch its breath. This is a full-round action that does not provoke attacks of opportunity. A successful save ends the effect, but does not negate the ability damage or cure the fatigued, exhausted or staggered conditions. Living creatures that do not breathe are immune to the spell's effects.

ILLUSORY AMMUNITION

School illusion (figment); Level bard 3, magus 3, sorcerer/ wizard 3 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Target fifty projectiles, all of which must be together at the time of casting Duration 10 min./level Saving Throw none; Spell Resistance no

This spell allows you to imbue ammunition (such as arrows, crossbow bolts, shuriken and sling stones) with magical properties. Each piece of ammunition creates 1d4 illusory duplicates of itself when it is fired, hurled or thrown at its target. The figments deal no damage, yet the attacker must roll an attack roll for the real projectile and each of its illusory duplicates. If the attack is a hit, roll randomly to see whether the successful hit is real or a figment. (Targets that can deflect, snatch or otherwise negate ranged attacks must decide whether to negate the hit before determining whether they were hit by the actual projectile or one of its illusory duplicates.) The actual projectile and the figments are destroyed when they hit a creature or solid object, but a faint, residual image of the figments persists for a few seconds after its destruction. If an illusory duplicate hits a creature with concealment, the creature's miss chance is reduced by 10% for every illusory duplicate that hits it. This effect even affects invisible creatures and lasts until the beginning of that creature's next turn.

IMPATIENCE

School enchantment (compulsion) [emotion, mind-affecting]; Level cleric/oracle 2, inquisitor 2, witch 2 Casting Time 1 standard action Components V, S, M/DF (a child's toy) Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration 1 round/level Saving Throw Will negates; Spell Resistance yes

The subject demands immediate gratification and lacks any patience. It cannot ready an action or cast any spells with a casting time of 1 round or greater. The subject cannot take 10 on a skill check. The target cannot take a full-round action, including a full attack action. The affected creature cannot stand still and must use either its move action or standard action to move at its normal speed on its turn. The subject is free to go wherever it wants. If the creature must pass through an enemy's space in order to move, it must attempt to move through that enemy's space using any means at its disposal. If the subject's attempt to move through the enemy's space fails, it suffers no ill effects from the spell. If the subject cannot move because it is held, paralyzed, pinned, completely encircled by an impassible barrier or otherwise restrained, the subject takes 1 point of Wisdom damage each round that it cannot move.

INTERVENTION

School conjuration (healing); Level alchemist 2, bard 2, cleric/oracle 2, druid 2, inquisitor 2, paladin 2, ranger 2, witch 2 Casting Time 1 standard action Components V, S Range touch Area creature or object of up to 1 cu. ft/level touched Duration instantaneous Saving Throw Will negates (harmless, object); Spell Resistance yes (harmless, object)

You negate the effects of any drugs in the creature or object touched. If the target is a creature, you must succeed on a caster level check (1d20 + caster level) against the DC of each drug affecting the target. Success means that the drug is rendered inert. The creature suffers no additional effects from the drug, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage or effects that do not go away on their own.

This spell does not cure addiction or have any effect on poisons, in spite of the fact that many drugs, such as alcohol, are typically classified as poisons. To differentiate the two terms, a drug is any alchemical substance that can lead to addiction. In addition, prematurely ending the target's "high" is likely to anger the subject and may provoke the agitated subject to attack you.

MOGULS

School transmutation [cold, water]; Level cleric/oracle 3, druid 2, sorcerer/wizard 3 Casting Time 1 standard action Components V, S, M (a clump of snow)

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Range long (400 ft. + 40 ft. level) Area up to 400 sq. ft./level (S) Duration 1 hour/level (D) Saving Throw none; Spell Resistance no

This spell alters the shape of existing ice and snow. It turns an otherwise flat surface into bumpy terrain filled with large mounds called moguls. Vehicles such as dog sleds and sleighs find it extremely difficult to negotiate the mounds. A vehicle moving at a speed greater than half but less than its normal speed increases the driver's skill check to control the vehicle by +20. This modifier decreases to +10 if the vehicle moves at up to half its normal speed. It is impossible to drive a vehicle at its normal speed or faster through the moguls without overturning the vehicle. Likewise, the moguls increase the DC of Acrobatics checks made to ski, run or charge downhill through the area by +10, and the DC of any Climb checks made in the affected area also increases by +5. Magical ice and snow are not affected by this spell.

MOUNTAINS OUT OF MOLEHILLS

School conjuration (creation) [earth]; Level cleric/oracle 5, druid 6, magus 5, sorcerer/wizard 5, summoner 4 Casting Time 1 standard action Components V, S, M (a mole hair) Range long (400 ft. + 40 ft. level) Area up to four 10-ft. cubes/level (S) Duration 1 hour/level Saving Throw none; Spell Resistance no

You conjure into existence a small mound of earth, rock and stone. The mound must rest upon a firm foundation and be solidly supported by existing earth, rock, stone or any other sturdy material. The mound must be completely solid, and the cubes may be stacked on top of one another as long as they have solid support beneath them. You cannot build chambers, tunnels, caves, recesses or any other type of empty space within the mound or its outer surfaces. Though the mound's volume is measured in cubes, its surfaces can be jagged, crenellated, flattened or rounded as long as its slope does not exceed 60 degrees. Otherwise, you can shape the mound in any way that you desire.

The mound cannot be conjured so that it occupies the same space as another creature or object. When the spell ends, the mound instantly collapses and disintegrates into dust. If the area is being buffeted by high winds, a duststorm may ensue. (See the "Storms" section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook* for the effects of duststorms.)

PERSONAL THIEF

School abjuration; Level bard 3, cleric/oracle 3, druid 4, inquisitor 3, magus 3, paladin 3, sorcerer/wizard 3, summoner 3, witch 3 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 min./level or instantaneous (see text) Saving Throw Will negates; Spell Resistance yes

The subject is unaware of the spell's effect unless he succeeds on a Spellcraft check to identify the *personal thief* at the time it is being cast. Whenever the subject casts a spell with a range of personal, the spell affects you instead. The spell is cast at the subject's caster level for the purposes of determining its duration and effects. The target cannot voluntarily dismiss the spell. Once a spell is stolen in this manner, *personal thief* immediately ends, but the stolen spell still affects you until it is dispelled, dismissed or the spell's duration runs out.

If the subject already has a spell with a range of personal in effect, the spell no longer affects the subject and affects you instead. As in the preceding instance, the spell's caster level is unchanged. The spell's duration is not extended. This version of the spell has an instantaneous duration.

PSYCHOSOMA

School illusion (phantasm) [mind-affecting]; Level bard 4, sorcerer/wizard 4 Casting Time 1 standard action Components V, S, M (fabric or stuffing from a bedsheet or pillow) Range medium (100 ft. + 10 ft./level) Target one living creature Duration instantaneous Saving Throw Will disbelief, see text; Spell Resistance yes

You create a phantasmal image in the creature's mind that it fell off the edge of a precipice and is tumbling down to earth. Only the spell's subject experiences the sensation of falling. You see the target instinctively react to the plunge. The target first gets a Will save to recognize that the image is unreal. If that save fails, the target sees itself plummet to the ground. The creature imaginarily falls 10 feet per caster level (up to a maximum of 100 feet), taking 1d6 points of damage for every 10 feet that it fell and falls prone.

Because the creature believes that this experience is real, it may use everything at its disposal to lessen the impact or avoid falling altogether. It may attempt an Acrobatics check to take less damage or avoid falling prone, cast a *feather fall* spell to gently glide down to earth, fly away or use any other ability that the creature would normally use in this predicament. The damage dealt by the spell is real, and a target that falls prone does find itself on the ground when the illusion ends.

RABBIT HOLE

School illusion (phantasm) [mind-affecting]; Level cleric/oracle 4, inquisitor 4, paladin 3 Casting Time 1 standard action Components V, S Range medium (100 ft. + 10 ft./level) Target one living creature Duration 1 round/level Saving Throw Will disbelief; Spell Resistance no

The subject perceives the world through a psychedelic haze. The target is unable to determine what is real and what is imaginary. The creature treats its saving throw against illusion spells and effects as if it rolled a natural 1. The target's attacks have a 20% miss chance +1 percent per caster level (maximum +10). Whenever the subject targets one or more creatures with a spell or effect, there is a 20% chance +1 percent per caster level (maximum +10) that the subject targets an equal number of randomly determined creatures within its line of sight instead. If the subject is unable to target any of the randomly determined targets for any reason, such as the new target is outside of the spell's range, the spell fails. Likewise, if the subject targets an area with a spell or effect, there is a 20% chance +1 percent per caster level (maximum +10) that the subject targets a randomly determined area instead. The misdirected spell or effect is treated as a thrown splash weapon for determining its new location, using the spell's minimum range as its range increment. If the spell or effect cannot target the new area for any reason, such as the new area is beyond the spell's range, the spell fails. As an unintended side effect, the subject is immune to fear and pain effects.

RANDOM STEP

School enchantment (compulsion) [mind-affecting]; **Level** bard 0, inquisitor 0, magus 0, sorcerer/wizard 0, summoner 0, witch 0 **Casting Time** 1 standard action

Components V, S Range close (25 ft. + 5 ft./2 levels) Target one creature Duration instantaneous Saving Throw Will negates; Spell Resistance yes
The subject takes a 5-foot step in a random direction as an immediate action. If that space is occupied, the creature does not move. Whether the target moves or not, the target cannot take a 5-foot step during its next turn. Creatures that have the Step Up feat and any applicable feat with Step Up as a prerequisite may still take a 5-foot step to follow other creatures. If the subject takes an action to move during its next turn, subtract 5 feet from its total movement.

RAW NERVE

School necromancy [pain]; Level druid 2, ranger 2, sorcerer/ wizard 2, witch 2 Casting Time 1 standard action Components V, S, M (a decayed tooth) Range close (25 ft. + 5 ft./2 levels) Target one living creature Duration 1 round/level Saving Throw Fortitude negates; Spell Resistance yes

Raw nerves erupt through the subject's teeth, causing tremendous pain on contact. Whenever the subject's bite attack deals damage, the subject takes half as much damage from the excruciating pain. The agony is so intense that the subject creature cannot grab or grapple creatures or objects with its bite. Creatures immune to pain effects suffer no damage from this spell.

ROLLING STONE

School conjuration (creation) [earth]; Level druid 4, magus 4, sorcerer/wizard 4 Casting Time 1 round Components V, S, M (a small stone covered in moss) Range long (400 ft. + 40 ft. level) Effect one large boulder Duration 3 rounds; see text Saving Throw none; Spell Resistance yes

You conjure into existence a large, round boulder that appears where you designate and moves immediately on your turn. You cannot conjure the boulder in a space occupied by another creature or object. The boulder has a speed of 60 feet. The boulder moves in a straight line as you direct it.

The boulder slams into all creatures and objects in its path that it cannot move past. Against creatures and movable objects, the boulder acts as a bull rush. The boulder gets one bull rush attack per round. This attack does not provoke an attack of opportunity. Its CMB for bull rush checks uses your caster level in place of its base attack bonus, with a +6 bonus for its Strength score (23), and a +1 bonus for being Large. The boulder always moves with the opponent to push them back as far as possible. It has no movement limit for this purpose. Each time the *rolling stone* successfully bull rushes an opponent, its Strength score increases by +1d6 and its movement ends.

The boulder continues moving in the same direction and at the same speed as the previous round unless you direct it otherwise. Each round after the first, you can use a move action to redirect the *rolling stone*. However, the boulder cannot turn at an angle greater than 45 degrees. Because of this limitation, the rolling stone is effectively neutralized whenever it rolls into a corner or strikes a wall at a perpendicular angle.

SACRED FLAME

School evocation [fire, good]; Level cleric/oracle 2, inquisitor 2, paladin 2 Casting Time 1 standard action Components V, S, DF Range touch Target creature touched Duration 1 min./level Saving Throw none; Spell Resistance yes

A gout of flame appears directly above the target's head. The subject

can speak and understand Abyssal, Celestial, and Infernal. The subject gains fire resistance 10, a +2 sacred bonus to AC, and a +2 sacred bonus on saves. The bonuses and the fire resistance only apply against attacks made or effects created by evil outsiders.

SLALOM SKIER

School transmutation; Level alchemist 1, druid 1, magus 1, ranger 1, sorcerer/wizard 1, summoner 1 Casting Time 1 standard action Components V, S, M (a miniature ski pole) Range touch Target creature touched Duration 1 min./level Saving Throw Will negates (harmless); Spell Resistance yes

The subject gets a +10 enhancement bonus on Acrobatics checks made to ski. The enhancement bonus increases to +20 at caster level 5th, and to +30 (the maximum) at caster level 9th.

STROKE OF GENIUS

School transmutation; Level alchemist 2, bard 2, magus 2, sorcerer/wizard 2, summoner 2 Casting Time 1 standard action Components V, S Range close (25 ft. + 5 ft./2 levels) Target one creature Duration instantaneous Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)

The subject can take a standard or move action (but not both, nor can he take full-round actions) at any time before the end of your turn. The target can also take a free action or swift action in place of its standard or move action. If the target fails to take its action by the end of your turn, it forfeits the opportunity to do so.

SUPERSTITIOUS

School enchantment (compulsion) [fear, mind-affecting]; Level bard 2, cleric/oracle 2, inquisitor 2, sorcerer/wizard 2, witch 2 Casting Time 1 standard action Components V, S, M (a rabbit's foot) Range close (25 ft. + 5 ft./2 levels) Target one humanoid creature Duration 1 round/level Saving Throw Will negates; Spell Resistance yes

The subject is obsessed with superstitions both of ill omen and good fortune. Each time, the target rolls a natural 1 or a natural 20 on an attack roll, saving throw, skill check or ability check, it is compelled to perform a repetitive ritual to continue its lucky streak or change its luck for the better. The GM may consult the following table to determine how the subject behaves or create a ritual of his own:

d%	Behavior
01–25	Cross fingers and silently pray
26–50	Tap a held object against its body or the ground
51-75	Swear under its breath
76–00	Repeat the same phrase over and over

The creature performs the ritual until the beginning of its next turn, regardless of whether the natural 1 or natural 20 occurred during the subject's turn or on another creature's turn. The subject may still roll its critical confirmation roll. The target can take no actions other than to perform the ritual, but it is not helpless.

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SWORD OF KAKOBOVIA

School conjuration (creation); Level antipaladin 3, cleric/ oracle 4, inquisitor 4 Casting Time 1 standard action Components V, S, M/DF (a miniature steel sword) Range 0 ft. Effect one magical steel longsword Duration 1 round/level (D) Saving Throw none; see text; Spell Resistance no

A longsword forged from steel and dripping with blood appears in your open hand. The magical longsword bestows two negative levels on any wielder other than a humanoid creature of the goblin subtype that worships Kakobovia. The weapon has a +1 enhancement bonus on attack and damage rolls and counts as an unholy weapon for the purposes of overcoming damage reduction. The longsword deals 1d8+1 points of damage (including the longsword's enhancement bonus). The weapon also deals bleed damage (as the wounding special ability) against humanoid creatures of the dwarf, elf and human subtypes.

TEA LEAVES

School divination; Level bard 1, cleric/oracle 1, druid 1, inquisitor 1, paladin 1, sorcerer/wizard 1, summoner 1, witch 1 Casting Time 1 standard action Components V, S, M/DF (a small packet of tea leaves) Range touch Target willing creature touched Duration 1 min./level or until discharged Saving Throw none; Spell Resistance no

You gain limited insight into the outcome of future events. Every time the target creature makes an attack roll, skill check, ability check and saving throw, he also rolls 2d10, regardless of whether the subject wants to influence that particular roll or not. If either of the d10s matches a digit on his 1d20 roll, the target creature gains an insight bonus to the affected attack roll, skill check, ability check or saving throw equal to the sum of both d10s added together. The spell is then discharged. A creature can only have one *tea leaves* at a time. If *tea leaves* is cast on a creature already affected by the spell, the original *tea leaves* immediately ends and is replaced by the new spell.

TWO PLACES AT ONCE

School transmutation; Level alchemist 2, bard 2, magus 2, sorcerer/wizard 2, summoner 2 Casting Time 1 standard action Components V, S Range personal Target you Duration 1 round/level (D) Saving Throw Fortitude negates (harmless); Spell Resistance yes (harmless)

When this spell is cast, you temporarily ignore the result of your current initiative check and make two new initiative checks in its place. On the next round and every round thereafter until the spell expires, you act twice in each round. On your first and second initiative count, you may take a single move action or standard action (but not both, nor can you take a full-round action). You cannot take two standard actions in the same round. Therefore, if you take a standard action during your first initiative count, you cannot take another standard action on your second initiative count. Likewise, you may take a 5-foot step on either your first or second initiative count, but you cannot take two 5-foot steps per round unless another spell or effect allows you to do so. You can take free and swift actions on either initiative count as well, though you cannot take more than one swift action per round.

This spell negates spells and effects that allow you to reroll an initiative check. When this spell ends, you resume acting normally on your original initiative count. Multiple castings of this spell do not stack. Instead, the previous spell immediately ends and is replaced by the new casting.

UNLUCKY STREAK

School enchantment (compulsion) [curse, mind-affecting]; Level cleric/oracle 3, sorcerer/wizard 3, witch 3 Casting Time 1 standard action Components V, S, M/DF (a small broken mirror) Range close (25 ft. + 5 ft./2 levels) Target one creature Duration 1 round/level Saving Throw Will negates; Spell Resistance yes

Every time the subject misses an attack roll or fails a saving throw, the target suffers a -1 penalty on its next attack roll or saving throw. A natural 1 on an attack roll or saving throw increases the penalty to -2. The penalties are cumulative and continue to increase as the subject fails consecutive rolls. A successful attack roll or saving throw negates any existing penalties and begins the process anew. Likewise, a natural 20 on an attack roll or saving throw suppresses the spell's effects until the end of the subject's next turn. A spell or effect that grants the subject a luck bonus negates *unlucky streak*.

UPHILL DASH

School transmutation; Level druid 2, ranger 2 Casting Time 1 standard action Components V, S Range 40 ft. Area The caster and all allies within a 40-ft. burst, centered on the caster Duration 1 hour/level Saving Throw none; Spell Resistance yes (harmless)

Creatures affected by this spell can move at their normal speed on steep slopes.

VOLCANIC ERUPTION

School evocation [earth, fire, poison]; Level druid 9, sorcerer/wizard 9, witch 9 Casting Time 1 standard action Components V, S, M (an ounce of volcanic ash) Range long (400 ft. + 40 ft. level) Area 100-ft.-radius cylinder, 40-feet high centered on a point you designate (S) Duration 1 round/level Saving Throw see text; Spell Resistance no

When you cast *volcanic eruption*, a 10-foot-radius fissure, 50 feet deep, opens in the earth and spews red-hot lava and toxic gases throughout the affected area. The fissure appears at a point you designate. The fissure expels massive globules of lava that crash to the ground, dealing 9d6 points of fire damage and 6d6 points of bludgeoning damage. This damage occurs only once when the spell is cast. A successful Reflex save halves the damage. For the remaining duration of the spell, molten lava covers the ground, dealing 2d6 points of fire damage per round of exposure to any creature in direct contact with the lava, with no save allowed. Damage from lava continues for 1d3 rounds after exposure ends, but this additional damage is only half of that dealt by actual contact. The entire area is treated as difficult terrain.

At the beginning of your next turn, the fissure belches out a mixture of toxic gases that fill the affected area. Creatures exposed to the poisonous fumes take 1d4 points of Constitution damage on your turn. This includes the round that the gases first appear. (A successful Fortitude save halves this damage, minimum 1). Creatures holding their breath are still damaged by the gases, but creatures immune to poison are unaffected by the poisonous gases. The toxic gases are denser than air and sink to the lowest level of the land, even funneling down into subterranean openings and caves.

A creature standing atop the fissure at the time that the spell is cast falls into it, unless the creature succeeds on a DC 20 Reflex save. Creatures can also attempt to bull rush, grapple, push, throw or otherwise force another creature into the fissure. In this instance, the creature does not receive a Reflex save to avoid falling into the fissure. The fissure is filled with molten lava. The lava deals 20d6 points of fire damage per round to any creature immersed in the superheated liquid. An immersed creature is not subject to the effects of the poisonous gases. Even if the creature escapes immersion, it takes 10d6 points of fire damage for the next 1d3 rounds. An immersed creature also risks drowning. At the end of the spell, the lava and ash disappear, leaving no aftereffects (other than the damage dealt). The fissure also grinds shut. Treat all trapped creatures as if they were in the bury zone of a collapse or cave-in, trapped without air. (See the "Cave-Ins and Collapses" section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook.*)

WALL OF SNOW

School evocation [cold]; Level magus 4, sorcerer/wizard 4, summoner 3 Casting Time 1 standard action Components V, S, M/DF (an icicle) Range close (25 ft. + 5 ft./2 levels) Effect snow wall whose area is up to one 10-ft. square/level (S) Duration 1 min./level Saving Throw none; Spell Resistance no

This spell creates a vertical *wall of snow* that is 1 foot thick per caster level and composed of up to one 10-foot square per level. A *wall of snow*'s maximum height cannot exceed half of its width (with a minimum height of 10 feet). The wall must sit upon a firm foundation, but it does not require anchor points. You can double the wall's area by halving its thickness. The wall cannot be conjured so that it occupies the same space as a creature or another object.

A *wall of snow* is immune to all weapon damage and any spells or effects that target a specific number of objects, including single target spells such as *disintegrate*. The *wall of snow* takes full damage from spells and effects that target an area (instead of the normal half damage taken by objects). The *wall of snow* takes half again as much damage (+50%) from spells or effects that deal fire damage. Each 10-foot square has 2 hit points per foot of thickness. If a section of wall is destroyed, the remaining snow in the wall immediately fills in any such hole created, reducing the wall's overall size by one 10-foot square but remaining a contiguous barrier.

Creatures can force their way slowly through the wall by making a Strength check as a full-round action. For every 5 points by which the check exceeds 15, a creature moves 5 feet (up to a maximum distance equal to its normal land speed). Snow fills the area immediately after the creature moves through it. Creatures moving through the *wall of snow* are blinded. Any creature moving or attempting to move through the *wall of snow* takes 1d6 points of cold damage +1 point per two caster levels (no save) per round of contact with the wall. Creatures can also climb over the wall by succeeding on a DC 25 Climb check.

Any creature within the area of the spell when it is cast is caught inside.

WARHAMMER OF DWERFATER

School conjuration (creation); Level cleric/oracle 4, inquisitor 4, paladin 3 Casting Time 1 standard action Components V, S, M/DF (a chunk of mithral worth at least 50 gp) Range 0 ft. Effect one magical mithral warhammer Duration 1 round/level (D) Saving Throw none, see text; Spell Resistance no

A shiny warhammer forged from pure mithral appears in your open hand. The magical warhammer bestows two negative levels on any wielder other than a dwarven worshipper of Dwerfater. The weapon has a +1enhancement bonus on attack and damage rolls and counts as a silver weapon for the purposes of overcoming damage reduction. The warhammer deals 1d8+1 points of damage (including the warhammer's enhancement bonus). The weapon pulses in your hand and points in the direction of any humanoid creatures of the orc and goblin subtypes (nearest ones first). These foes can be invisible, ethereal, hidden, disguised or in plain view. The detection range is 60 feet. The warhammer functions as a bane weapon against humanoid creatures of the orc and goblin subtypes.

WHITE NOISE

School evocation [sonic]; Level bard 1, magus 1, sorcerer/ wizard 1 Casting Time 1 standard action

Components V, S, M (a live cricket)

Range close (25 ft. + 5 ft./2 levels)

Area 20-ft.-radius emanation centered on a creature, object or point in space

Duration 1 round/level

Saving Throw Will negates (harmless); Spell Resistance yes (harmless)

Barely audible background noise fills the affected area. Animals and humanoids are the only creatures affected by the repetitive signal. All other creature types are immune to the spell. Animals and humanoids within the affected area sharpen their focus and attention. They gain a +5 competence bonus on Perception checks and a +2 bonus on saving throws against sleep effects and on concentration checks.

ZIP LINE

School conjuration (creation); Level bard 2, sorcerer/wizard

Casting Time 1 standard action Components V, S, M (a silk strand) Range touch Effect silk rope up to 250 feet long Duration permanent Saving Throw none; Spell Resistance no

This spell allows you to permanently affix a silk rope to two anchor points, one that you touch and a second anchor point that you designate at the time of casting. The anchor point must be an inanimate object. Once attached, the silk rope becomes taut. It takes a successful DC 30 Strength check to detach the rope from an anchor point or break it. The magical rope has 8 hit points, and it can support a maximum weight of 10,000 pounds as long as the anchor points are strong enough to bear the load. A creature can walk atop the silk rope with a successful DC 20 Acrobatics check or hang onto the rope and climb across the span with a successful DC 10 Climb check. Alternately, the creature can hang onto a pulley positioned atop the rope and zip line to the other side at a speed equal to the degree of slope between the anchor point where he started his descent and the opposing anchor point. A creature cannot zip line up an incline. If the silk rope is too short to span the distance between the two anchor points, or you attempt to use a creature as an anchor point, the spell fails.

CHAPTER 8: ARCHETYPES

Ch. 8: Archetypes

Every decision opens the door to countless variations. Though most individuals travel the same road to reach their destination, some stray from the well-worn path and blaze their own trail into the unknown. Every sculptor begins his work with a block of stone and a chisel, yet the artist's vision and his skill of hand ultimately determine the final outcome of his product. He can duplicate the works of others before him, or he can create something fresh and exciting from the same base ingredients. Archetypes embody the principle that innovation leads to wondrous discoveries.

Archetypes allow the bold to explore new avenues. This is especially true in mountainous environments, where specialized abilities tailor made to the specific demands of the harsh climate, dizzying altitudes and rugged terrain are more critical than general masteries. A character who can climb steep slopes, endure a low oxygen environment and retain his footing while standing atop a mound of loose stones is more likely to survive a perilous delve into the mountains than an urban dweller or an academician.

Archetypes are akin to adding and omitting ingredients in a recipe. Though the dish's base component remains the same, the flavors differ from one chef to the next. Using archetypes, characters can be made in accordance with the player's personal tastes rather than following a rigid protocol. One person may deem stamina to be more important than raw speed, while another might consider agility more critical than brute strength. Presented below are a collection of archetypes suited for life atop the tall peaks and within the mountain halls, though many of them can easily adjust to adventuring in other formidable environments as well.

Barbarian Archetypes

The mere mention of the word - barbarian - sends cold shivers down the spines of ordinary folk and princes alike. Remote mountainous regions are particularly vulnerable to rampaging marauders charging down the steep slopes and funneling out of bleak caves carved into the mountainside. Local residents lack the military and financial resources to repel an onslaught of bloodthirsty wild men indulging their appetites for plunder and mayhem. Yet, in spite of their poor reputation within most mountain settlements, barbarians are not the savage simpletons portrayed in folklore. Though they lack any formal education, barbarians understand nature's inner workings significantly better than the common man. They can tame wild animals, differentiate edible plants from poisonous ones, ride atop a mount, tiptoe across treacherous rock ledges and climb up the face of sheer cliffs. In fact, the barbarian class requires little or no modifications to thrive within the peaks and valleys. Still, adventurers successfully improved the base model and created two archetypes well suited for mountainous terrain. The shadowy highlander dwells in mountain ranges bordering large bodies of water, where it uses its affinity for fog to devastate coastal communities. The caveman feels most at ease within the abscesses that burrow into and beneath the mountain's outer surfaces. Though one dwells among the mountains and the other within it, the same angry fire courses through their veins and scorches their feral souls.

Highlander

According to a popular seafaring adage, whenever the fog rolls down the mountainside or washes ashore with the tide, a highlander lurks somewhere in the mist. The mysterious barbarian moves among the clouds and shadows to draw close to his enemies. What emerges from the wispy vapors is a chaotic haze of glistening steel and bloody, tartan clothing that rains death upon his terrified adversaries. The highlander's fearsome reputation in battle precedes him in every coastal settlement, but his combat prowess pales in comparison to his fiercely independent spirit. Highlanders frequently quip that they would sooner shatter their legs than bend the knee to a foreign god or king. He gives grudging fealty only to his clan, which includes his immediate family as well as distant relations and even their ancestral lands. These free-willed barbarians protect their kin and defend their homeland against all unwelcome trespassers. Highlanders prominently display their membership in a particular clan by sporting the tartan attire associated with that family. The bonds of family are further strengthened by their love of whiskey. Every highlander clan distills its localized version of the potent spirit using a secret family recipe passed down through countless generations. In spite of their moniker, highlanders are no more acclimated to high altitudes than a lowlands dweller. They typically inhabit hilly and mountainous regions adjacent to lakes, seas and oceans where the tallest peaks soar only a few thousand feet into the heavens. Despite their proximity to water, many highlanders are just adequate swimmers and sailors. Whether attacking his foes from the land or the sea, the highlander's plaid colors are an unmistakable sign of terrible things to come.

Skills: A highlander adds Knowledge (nobility) and Stealth to his list of class skills and removes Handle Animal (Cha) and Ride (Dex) from his list of class skills.

Highlander Surefootedness (Ex) At 2nd level, the highlander does not risk falling when running or charging downhill. If he is wearing light armor or no armor, he can move uphill on a steep slope without penalty. This ability replaces uncanny dodge.

Fog Sight (Ex) At 3rd level, the highlander can see 4 times as far as normal in non-magical fog, mists and clouds. While raging, the highlander can see twice as far as normal through magical fog, mist and cloud effects. The highlander can see 2 increments farther in non-magical conditions and one increment farther through magical effects for every 6 levels after 3rd, i.e. a highlander can see 6 times as far as normal through non-magical fog, mists and clouds at 9th level, and 3 times as far as normal while raging through magical effects at 9th level. The highlander cannot see through magical fog, mist and cloud effects unless he is raging, regardless of his level. This ability replaces trap sense.

Obscuring Mist (Sp) At 5th level, the barbarian gains the ability to cast *obscuring mist* 2/day as a spell-like ability. The caster level for this ability is equal to the barbarian's level. The barbarian must have a Wisdom score of at least 11 to gain this ability. This ability replaces improved uncanny dodge. (If the barbarian has a Wisdom score of 10 or less, he gains no abilities at 5th level.)

Highlander Bullheadedness (Ex) At 7th level, the highlander gains a +1 bonus on checks made to bull rush a foe, and receives a +1 bonus to his Combat Maneuver Defense whenever an opponent tries to bull rush him. The highlander only receives these bonuses whenever he and his enemy are in hilly or mountainous terrain. These bonuses increase by +1 for every 3 levels beyond 7th. This ability replaces damage reduction.

Rage Powers: The following rage powers complement the highlander archetype: bestial climber**, bestial leaper**, bestial swimmer**, come and get me*, flesh wound*, good for what ails you*, liquid courage*, sprint**, raging climber, raging leaper, raging swimmer, reckless abandon*, roaring drunk*, staggering drunk* and swift foot.

* Pathfinder Roleplaying Game Advanced Player's Guide.

** Pathfinder Roleplaying Game Ultimate Combat.

Caveman

Delving into a mountain's dark recesses is a dangerous business that only a rare breed dares to undertake. The dank folds of the earth are no place for the fainthearted, but the caveman is one of the few individuals who thrives in this challenging environment. Sadly, those outside of the barbarian's inner circle generally see him as a primitive oaf rather than a wily predator and an accomplished spelunker. The caveman almost never interacts with other humanoids, thus he has no concept of etiquette or language beyond a handful of words and phrases woven into the tapestry of humanoid ex-

perience. His meager vocabulary, poor social skills and unkempt physical appearance reinforce the notion that he is an inherently stupid, inferior humanoid offshoot from a bygone era. Yet the rough exterior conceals a creative mind and cunning instincts. Completely unfettered by civilization's corrupting influence, the caveman understands nature's complex intricacies better than many learned scholars. He is a skilled hunter and gifted artist who gains power and inspiration from his cave paintings of monsters, beasts and animals that he felled during his expeditions within and outside of his mountainous abode. Whether he is following a fresh trail leading into a troll's underground lair or exploring the neglected passageways of an abandoned mine, the caveman's mastery of his indigenous habitat proves to be an invaluable resource the instant he steps into or out of a mountain cave.

Weapon and Armor Proficiency: A caveman is not proficient with martial weapons. He is proficient with light armor, medium armor and shields (except tower shields). Cavemen cannot wield metal weapons, wear metal armor or carry metal shields. He can wield weapons crafted from bone, stone and wood. He can wear armor and carry a shield also made from the preceding materials as well as leather and hide.

Skills: Cavemen add Knowledge (dungeoneering) to their list of class skills and remove Ride from their list of class skills.

Limited Vocabulary: A caveman cannot read or write, and he has no interest in learning to do so in the future. He is proficient in only one language, and his ability to speak and understand that tongue is limited to a handful of words and simple phrases. He can say and comprehend simple commands such as "come," "attack," "defend," "stay," and so forth, but he cannot communicate or understand complex thoughts through verbal interaction. Given time, he can exchange intricate ideas with other sentient beings through artwork. His limited vocabulary does not grant him immunity to language-dependent spells and effects. However, it does prevent the caster from directing him to carry out any actions other than the simplest commands. For instance, an enemy spellcaster could *command* him to fall asleep, but a *suggestion* instructing him to go to the village and speak with the innkeeper falls on deaf ears.

Cave Artist (Ex) A caveman adds 1/2 his level to all Craft (painting) and Knowledge (dungeoneering) checks. This ability replaces fast movement.

Cave Painting (Su) To the naked eye, the caveman's interpretive cave paintings are just highly stylized, decorative artworks. However, his drawings are more than random brush strokes on a wall. His eye for detail and strong connection to the natural world imbue his cave paintings with potent supernatural properties. At 3rd level, the caveman can create a cave painting on any suitable medium. It takes him 1 hour to create the painting. The caveman uses natural materials, such as animal hairs and minerals, for brushes and pigments, so he incurs no monetary costs. He can create one painting per day, and its powers remain in effect until used. If he creates a second cave painting, any powers gained from an existing cave painting are lost and the existing painting loses its magical properties.

The caveman must paint a depiction of a familiar creature. Naturally, he is familiar with any creature that he has personally encountered, but a successful Knowledge skill check also allows him to accurately draw a creature that he has never seen. As a general rule, the caveman may be familiar with any creature that has an Environment entry that includes hills, mountains, underground and any other nearby terrain, but he is unlikely to have any knowledge of creatures not indigenous to his area.

When the painting is complete, the caveman must succeed on a DC 15 Craft (painting) check. If the check succeeds, the caveman gains a +1 insight bonus to his Armor Class and on saving throws made against attacks and effects from the type of creature depicted in the cave painting. For every 5 levels beyond 3rd, the bonuses increase by +1, up to a maximum of +4 at 18th level. The effects last for 24 hours. Alternatively, the caveman can apply an insight bonus equal to 1/2 the Craft (painting) check made to create the cave painting to a single attack (even if flat-footed) or a single saving throw against the type of creature depicted in the cave painting. He must announce his intention to add the insight bonus prior to attempting either roll. The cave painting's effect ends immediately afterward. This ability replaces trap sense.

Rage Powers: The following rage powers complement the caveman archetype: animal fury, beast totem*, eater of magic**, greater beast totem*, greater hurling*, hurling*, hurling charge*, lesser beast totem*, lesser hurling*, low-light vision, night vision and superstition.

* Pathfinder Roleplaying Game: Advanced Player's Guide.

Bard Archetypes

Existence is a series of connected stories and segues. The characters and settings change over time, but the first person narrator is the one constant throughout our life's journey. Bards see our shared experience for what it truly is — a collage of related tales and events. Those based upon real occurrences are known as history, while those hatched in someone's imagination become myth, legend and folklore. Bards relay these accounts and their interpretive meanings through several mediums. Song, poetry, drama, music, dance and oral tradition are just some of the tools in the typical bard's diverse repertoire. Bards literally breathe life into their remarkable stories. Any literate person can recite a poem from a book, but it takes a larger than life personality, a flair for the dramatic, supreme confidence and mystical energy to empower others while uttering those same words. They simultaneously entertain, educate and inspire their audiences with epic tales that resound throughout the ages. Like any performer, the bards that venture into the mountains cater to their patrons' interests. The sudden appearance of the treasure singer is music to the ears of miners and adventurers alike who scour the mountains in search of fabulous wealth. The gandharva is an accomplished singer and actor with an affinity for flight and a powerful bond to the divine. Regardless of their chosen disciplines, these bards convey words and deeds from the past to add new chapters to the ongoing story of existence.

Treasure Singer

No song rivets an audience's undivided attention better than one about wondrous riches. Fortunately, the treasure singer has a complete catalog of such tunes that he uses to motivate and guide his listeners on their quest for untold wealth. With each successive verse, visions of precious metals, sparkling gemstones and magical caches dance in the enraptured spectators' minds and bolster the flagging courage of fearful adventurers. However, this bard is not a passive entertainer. Instead, he is an active participant in the mission to discover lost treasure hoards and extract unspoiled veins of raw ore from the mountain. The treasure singer insists that it is his duty to recover these items and expand upon the legends conveyed in his music. In order to succeed in this harrowing endeavor, the bard relies upon his performance abilities and mastery of arcane magic to find the objects of his desire and overcome any pitfalls that stand in his way. These obstacles frequently include deadly traps, sinister guardians and powerful magical wards intended to slay the unwary. Treasure hunting is a dangerous profession, and not surprisingly, this bard has accumulated more than his share of detractors. Some mistake his insatiable appetite for material goods as wanton greed. Others go as far as to accuse him of being an amoral pied piper luring fools to their doom so that he can fill his own coffers at his deceased associates' expense. Of course, treasure singers dismiss these claims and point out that numerous kings, entrepreneurs, adventurers, miners and aristocrats owe their newfound wealth to their efforts.

Treasure Senses (Ex) A treasure singer adds half his class level (minimum 1) on Appraise, Disable Device, Knowledge (arcana), Perception, Perform (sing) and Spellcraft checks. This ability replaces bardic knowledge.

Bardic Performance: A treasure singer gains the following types of bardic performance.

Catalog Treasure: A bard of 3rd level or higher may use performance to aid him in the identification of magical items. Each round the treasure singer attempts a Perform (sing) check. Any ally (including the bard) within 30 feet may use this check in place of his own Perception check made to identify the powers of a potion through taste or his own Spellcraft check made to identify the properties of a magic item using *detect magic*. It only takes a standard action rather than the normal 3 rounds to complete the preceding Spellcraft check. This is a mind-affecting ability that uses audible components. This performance replaces inspire competence.

X Marks the Spot: At 6th level, the bard can compel a creature already fascinated by his performance to verbally divulge the location of the most valuable treasure known to the creature. The target must be able to speak and understand the same language as the bard. Value is determined by the affected creature's perspective rather than the bard's concept of value. For instance, a dimwitted brute may lead the bard to a tasty meal instead of its

^{**} Pathfinder Roleplaying Game: Ultimate Combat.

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cache of gold, or a grieving person could direct the bard to a monetarily worthless but sentimental keepsake that belonged to the deceased. (It is important to remember that one man's junk may be another man's treasure.) In addition, the creature describes the treasure's location, but not what it is, to the best of his knowledge and abilities. Using this ability does not disrupt the fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the fascinate effect). If the target succeeds on a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier), he resists the effect and is immune to it for 24 hours. This is an enchantment (compulsion), mind-affecting, language-dependent ability that relies on audible components. It replaces suggestion.

Smell Treasure: A bard of 8th level or higher can use his performance to find the largest mass of metal within 30 feet. Alternately, the treasure singer can also concentrate on locating a specific metal or mineral within 30 feet, though he must spend 2 rounds of bardic performance for this effect. In either case, the performance causes the metal or mineral to emit an audible hum. If the metal or mineral is found in more than one place within range of the bard, the largest deposit hums first followed by the smaller deposits in descending order. Magical *silence* negates this performance's effects. This performance relies on audible components. This performance replaces dirge of doom.

Secrets Revealed (Ex) At 2nd level, the treasure singer receives a Perception check to notice secret doors within 10 feet, even if he is not actively searching for them. The GM is encouraged to make this check in secret. This ability replaces well-versed and versatile performance.

Trap Sense (Ex) At 3rd level, a treasure singer gains trap sense +1, as the rogue class feature of the same name. This bonus improves by +1 for every three levels gained after 3rd, to a maximum of +6 at 18th level.

Trap Finder (Ex) At 5th level, the treasure singer receives a Perception check to notice traps within 10 feet, even if he is not actively searching for them. The GM is encouraged to make this check in secret. This ability replaces lore master.

Gandharva

Music is the voice of the gods, and there is no greater proponent of this belief than the gandharva. His connection to divinity causes confusion among his observers, leading many people to buy into the mistaken notion that the gandharva belongs to a religious order. However, the bard is not a clergyman serving a specific deity. Instead, he envisions himself as a spiritual messenger conveying wisdom and insight from a multitude of deities to his attentive listeners. Gandharvas claim that unknown entities move them to sing a particular lyric at any given time during their performances, though they cannot ascribe the inspiration's source or its hidden meaning with any measure of certainty. What they can say for sure is that they are invariably drawn to the mountains. Gandharvas consider their treks to the summits of these soaring peaks as a type of pilgrimage, an opportunity to reach into the heavens and touch the sky. Though they are only moderately skilled climbers, these bards can do more than just extend their hands into the clouds from the mountaintop. They can also levitate above the mountains and look down upon the world beneath them. Gandharvas describe this ability as the "wings of the gods." These bards use their performances to impart vital knowledge and foresight to those that open their hearts and minds to their inspirational verses.

Bardic Performance: A gandharva gains the following types of bardic performance.

Stay in Control: A gandharva's faith allows him to counter magic effects that toy with a creature's emotions. Each round of the performance, he makes a Perform skill check. Allies within 30 feet (including the bard) may use the bard's Perform check result in place of a saving throw against spells and effects with the emotion descriptor, which first appears in the *Pathfinder Roleplaying Game: Ultimate Magic.* If the ally is already affected by a spell or effect with the emotion descriptor, a new save is allowed each round of the performance, using the bard's Perform check for the save. This performance does not grant a saving throw if the spell or effect does not allow one. This ability requires audible components. This performance replaces countersong.

Wings of the gods: At 3rd level, a gandharva can imbue one creature within 30 feet with the ability to levitate. This effect functions as a *levitate* spell that lasts as long as the target can hear the bard's performance. Any

creature affected by this performance is immune to this performance for 24 hours. This effect uses audible components. This performance replaces inspire competence.

Divine Insight: A gandharva of 8th level or higher can use his performance to bestow divine insight upon one creature within 30 feet that lasts as long as the target can hear the bard's performance. This effect grants a +3 insight bonus on attack rolls. In addition, whenever the creature scores a critical hit, he rolls the attack damage (but not extra or precision damage dice) twice and takes the highest result. This effect requires audible components. This performance replaces dirge of doom.

Divine Vision: At 14th level, a gandharva can use performance to see the world as it truly is. This performance duplicates the effects of *true seeing* for as long as the bard performs. This ability requires visual components. This performance replaces frightening tune.

Divine Verse (Su) By spending 10 minutes in a deep trance, the gandharva may consult with the gods and receive useful advice in response to a question, as if affected by *divination*. He can take no actions while in this self-induced stupor, but he is not helpless. He can voluntarily end the trance at any time, but any interruption requires him to start the trance anew in order to use this ability, though it does not cost him any rounds of bardic performance. Like the spell, the base chance for a successful divination is 70 + 1% per bard level, to a maximum of 90% and multiple uses of the performance about the same topic yield the same results. The gandharva must spend 4 rounds of bardic performance to use this ability regardless of whether the divination is successful.

Insight of the Gods (Ex) At 2nd level, a gandharva gains a bonus equal to half his bard level on Knowledge (planes) and (religion) checks. In addition, he may add 1 divination spell from the spell list of any arcane spellcasting class to his list of spells known at 2nd level and every 4 levels thereafter. This ability replaces versatile performance.

Keep the Faith (Ex) At 2nd level, the gandharva's faith grants him added resistance against fear and emotion effects. He gains a +4 bonus on saving throws made against fear and emotion effects.

Alignment Channel (Su) At 5th level, a gandharva gains limited ability to channel energy as a cleric and Alignment Channel as a bonus feat. The bard's channel energy ability affects only outsiders from a subtype of his choosing — either chaos, evil, good or law. Once this choice is made, it cannot be reversed. He can heal only outsiders of the chosen alignment type, or he can deal damage to outsiders of the chosen alignment type. The gandharva must make this choice each time he channels energy. The amount of damage dealt or healed is equal to 1d6 points of damage plus 1d6 points of damage for every 5 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 heal 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.

Cleric Archetypes

It is an extremely rare occasion where a god directly intervenes in the affairs of mortals. Instead, deities spread their message and expand their footprint in the world of men through the acts of their followers. In the eyes of many worshippers, clerics serve as their earthly spokesmen. They preach to the faithful, recruit potential converts, tend to the sick and interpret portents signaling what lies ahead in the future. In return for their vital services and unwavering devotion, their divine patron grants them access to an arsenal of divine magic and supernatural powers potent enough to alter the course of events around them. Because of the mountains' proximity to the heavens, clerics frequently build temples atop the summits and along mountainsides to bring worshippers closer to their revered deity. On the flip side, the mountains' inaccessibility also allows heretical faiths and bizarre cults to take root in these remote areas, far removed from the gaze of the orthodoxy. The yama and the false prophet are prime examples of the former and latter observations. Yamas construct their shrines on top of lonely peaks, occupying their days with meditation and solemn introspection pondering their deity's great mysteries and the road to divinity. On the other hand, the false prophet

creates his own religion, developing a unique belief system that typically elevates him to the status of godhood. In spite of their extreme divergences, these two clerics are ultimately still cut from the same cloth.

False Prophet

Faith can move mountains. Conventional clerics call upon the might of their deities to do so, but the false prophet relies upon the sheer power of belief to achieve the same ends. Unlike his ecclesiastical brethren, he does not venerate a traditional god or ascribe to an established philosophy. Instead, the false prophet founds his own homespun religion. In some cases, the faith's enlightened creator assumes the mantle of divinity, though it is equally likely that the false prophet concocts a fictitious deity or even an entire pantheon of imaginary gods along with a fraudulent history of manufactured traditions and events. The false prophet's ability to access divine magic, albeit in an extremely restricted form, defies explanation. The most plausible theory suggests that an unknown power from another sphere of existence derives some form of twisted pleasure in watching this charlatan make fools of gods and mortals alike. Of course, meddling in the domain of omnipotent beings rarely goes unnoticed by the divine entities themselves and their pious devotees. It takes a rare breed of person to dare trifle with the gods or have the moxie to concoct an elaborate hoax on such a grand scale. Though there are rare instances where the false prophet's intentions are born of genuine conviction, the overwhelming majority of false prophets are egotists, madmen, hucksters, and con artists. In spite of the false prophets' comparatively limited access to divine magic and granted powers, this unique brand of cleric counteracts these deficiencies with his glib tongue and unwavering belief. In the false prophet's mind, the ability to act as one's own master rather than to serve as a mindless puppet for a distant, uncaring deity is worth the considerable tradeoff.

Weapon and Armor Proficiency: False prophets may designate any weapon as his religion's favored weapon. Once this choice is made, it cannot be changed. He gains proficiency with that weapon.

Class Skills: The false prophet's class skills are Appraise (Int), Bluff (Cha), Craft (Int), Diplomacy (Cha), Disguise (Cha), Heal (Wis), Intimidate (Cha), Knowledge (arcana), Knowledge (local), Knowledge (nobility), Knowledge (planes), Knowledge (religion), Linguistics (Int), Perception (Wis), Perform (Cha), Profession (Wis), Sense Motive (Wis), Spellcarft (Int), Stealth (Dex) and Use Magic Device (Cha).

Skill Ranks per Level: 4 + Int modifier

Lord of his Domain: A false prophet must choose the Trickery domain. He does not gain a second domain. A false prophet may channel positive or negative energy.

Channel Energy (Su) As the cleric ability, save that the false prophet may channel positive or negative energy, and when he does, he cannot choose to deal damage to other creatures. He cannot use any form of variant channeling. This ability is otherwise identical to the cleric ability of the same name.

Limited Spellcasting: The false prophet casts divine spells drawn from the cleric spell list, though he may cast only the following types of spells from that list: spells with a range of personal; spells that have a harmless effect on a failed saving throw; and spells that do not allow both a saving throw and spell resistance. He cannot cast divination spells even if the spell meets the preceding requirements. This restriction also applies to the false prophet's domain spells; thus, he substitutes the following spells for his domain spells at 4th through 7th levels inclusive.

Domain Spells: 4th—greater invisibility, 5th—true seeing, 6th—heal, 7th—ethereal jaunt.

Spontaneous Casting: A false prophet who channels positive energy may spontaneously cast cure spells, whereas a false prophet who channels negative energy may spontaneously cast inflict spells. However, a false prophet cannot use either spell to deal damage to other creatures. He may use these spells only to heal damage, regardless of whether he prepared these spells or spontaneously cast them.

Preach On: At 1st level, a false prophet gains a bonus on Bluff, Diplomacy, Perception, Perform (oratory) and Sense Motive skill checks equal to half his class level (minimum +1).

Divine Grace (Su) At 2nd level, a false prophet gains a bonus equal to his Charisma bonus (if any) on all saving throws.

Miracle Worker (Sp) At 5th level, the false prophet can work a mira-

cle. His miracle may duplicate any cleric spell at least 1 level lower than the highest-level cleric spell he can cast when he first acquires the miracle or any other spell at least 2 levels lower than the highest-level cleric spell he can cast when he first acquires the miracle. The false prophet's limited spellcasting restrictions do not apply to his miracle. He may work a miracle once per day at 5th level plus one additional time per day every 5 levels thereafter up to a maximum of 4 times per day at 20th level. Though the false prophet gains the ability to work additional miracles at higher levels, each individual miracle's power does not increase in strength as he gains additional levels. Thus the miracle gained at 5th level still duplicates the effects of any 1st- or 2nd-level cleric spell or any other 1st-level spell, regardless of the false prophet's current level. Likewise, the miracle gained at 10th level still duplicates the effects of any 4th-level cleric spell or lower or any other 3rd-level spell or lower and so on.

Yama

Purity leads to immortality. This singular philosophy determines the yama's actions. Filth and congestion pollute humanity's settlements, while lust and greed contaminate the hearts and minds of the ambitious residents. The mountains direct the yama on a path toward serenity. The water that flows down the mountainside is clean and invigorating. The air near the summit is crisp and fresh. Rid of the corrupting influences of petty men and angry beasts, the yama embarks on a spiritual journey to divine understanding through prayer, contemplation and deprivation. Yet he does not make this trek alone. His deity guides him every step of the way, enhancing his perception and expanding his knowledge of the universe. His divine patron's devout worshippers then blissfully follow in his footsteps, mimicking his worldly representative's every word and deed. In addition to cleansing his mind and soul in a figurative sense, the yama seeks eternal life by imbibing a legendary elixir made from a mixture of warm spring water and crushed powder created from pure gold. Rumors persist that several yamas successfully crafted this magical liquid and attained immortality, but definitive proof remains elusive. Still, the lack of confirmation does nothing to dissuade countless others from attempting to achieve a goal that seemingly remains beyond the reach of mortal men.

Divine Weaponry: A cleric cannot take the yama archetype unless his deity's favored weapon is an unarmed strike or a monk weapon. If the deity's favored weapon is unarmed strike, the yama gains Improved Unarmed Strike as a bonus feat.

Class Skills: The yama's class skills are Acrobatics (Dex), Appraise (Int), Climb (Str), Craft (Int), Escape Artist (Dex), Heal (Wis), Intimidate (Cha), Knowledge (arcana) (Int), Knowledge (history) (Int), Knowledge (nobility) (Int), Knowledge (planes) (Int), Knowledge (religion) (Int), Linguistics (Int), Perception (Wis), Profession (Wis), Sense Motive (Wis), Spellcraft (Int), Stealth (Dex) and Swim (Str).

Skill Ranks per Level: 4 + Int modifier

Weapon and Armor Proficiency: The yama believes that armor and shields expose their bodies to impurity. Thus, they are not proficient with any types of armor or shields.

Armor of Divinity (Ex) When unarmored and unencumbered, the yama adds his Wisdom bonus (if any) to his AC and his CMD. This bonus to AC applies even against touch attacks or when the yama is flat-footed. He loses his Wisdom bonus to AC if he wears any armor, carries a shield, or is encumbered by medium or heavy load. He also loses this AC bonus when he is immobilized or helpless. The Wisdom bonus to AC does not stack with the monk's Wisdom bonus to AC.

Divine Exercise: Yamas spend countless hours exercising their minds and bodies to the detriment of their spellcasting abilities. A yama chooses only one domain from his deity's list of domains. He may not choose a second domain. His number of non-domain spells per day for each spell level is one less than normal. If this reduces the number of spells per day for that level to 0, he gains only the bonus spell he would be entitled to based on his Wisdom score for that level, plus his domain spell for that level.

Flurry of Blows (Ex) At 1st level, a yama can make a flurry of blows attack as a full-attack action. This ability works like the monk ability of the same name. He may use this ability only if he is making an unarmed strike or attacking with a monk weapon.

Amateur Alchemist: At 1st level, a yama gains a bonus on Craft (alchemy) skill checks equal to half his class level (minimum +1).

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Elixir of Purity (Su) Yamas dabble in alchemy, allowing them to concoct an elixir that heightens their mental acumen or physical prowess. The yama must succeed on a DC 25 Craft (alchemy) check to make the elixir. It takes 1 hour and 100 gp worth of powdered gold to brew the elixir. If the attempt fails, the material costs are lost, and the yama must begin the process anew. Once brewed, the elixir remains potent for 24 hours. When the yama brews the elixir, he selects one ability score — Strength, Dexterity, Constitution, Intelligence, Wisdom or Charisma. Drinking the elixir is a standard action that provokes attacks of opportunity. The elixir grants the yama a +2 alchemical bonus to the selected ability score for 1 hour per level.

A non-yama who drinks the elixir or a yama who drinks more than one elixir (even one brewed by another yama) in any 24-hour period must succeed on a Fortitude save (DC 10 + 1/2 yama's level + yama's Intelligence modifier) or become nauseated for 1 hour. In either case, the elixir confers no benefits to a non-yama or a yama who drinks more than one elixir in any 24-hour period, regardless of whether the preceding save is successful or not. The elixir's effects do not stack with those granted by an alchemist's mutagen.

Druid Archetypes

Humanoids view the world around them as an inexhaustible resource. Plants and trees are harvested for food and timber. Animals are raised for their fur, milk, eggs, meat, hides and bones. Too many people see the forests, grasslands, deserts and mountains as an immense marketplace teeming with commodities and goods ripe for the taking. Druids take exception to this misguided outlook. To them, nature is a living, breathing organism not meant to be exploited for personal gain or squandered without reason. In spite of its awesome power, even nature has its limits. Plants, animals, water and minerals are not in infinite supply. Druids understand that nature depends upon a delicate balancing act to maintain its precise equilibrium. If too many trees are felled too quickly, a once-lush forest may literally transform into a desert overnight. Druids first impart these important lessons to their humanoid neighbors by educating them about their responsibilities to the natural world. Those that ignore the druid's message risk a physical confrontation with the druid along with his animal companion and stalwart allies. Druids face an especially difficult task deterring avaricious miners from turning mountains teeming with precious metals and gemstones into an unsightly mound of worthless rubble. With this fact in mind, the summit druid dwells atop the tallest peaks, ensuring that the mountains' thrill seekers and would-be conquerors respect the sanctity of what they believe to be a holy place. The outcast took refuge in the mountains out of necessity rather than deliberate choice, as he was either exiled into the mountains or forced to flee from his enemies. Though they clearly hail from differing backgrounds, both druids despise the appearance of unwelcome intruders, and in the latter case, those that seek to settle old scores or mete out human justice.

Outcast

Mountains make an ideal place to hide. The rugged terrain, inhospitable weather, numerous natural caves and dizzying heights are enough to turn back all but the most dogged pursuers. Those that withstand these difficult conditions still face the arduous task of finding the proverbial needle in a haystack. The outcast depends upon the mountain to protect him from those who resigned him to his fate. Many left their communities as children. Some fled into the mountains to elude criminals seeking to do them harm as retribution against their families. Others escaped being an inevitable casualty in a blood feud against a rival family. There are also isolated cases of an outcast trekking into the mountains to elude the outraged father and brothers of a young lady who indulged him in a dalliance. Outcasts are almost exclusively human and male. There are only a handful of female and non-human members of this unusual archetype. Whereas most druids endeavor to defend nature, the outcast reverses the equation. The animals of the wilderness are his friends. They are the only living creatures that he trusts, and they fight alongside him in his quest for long-overdue justice. Nature protects him and serves as his instrument of vengeance against those who wronged him as a youngster. In his angry mind, the outcast uses nature as a powerful tool to smite his adversaries and restore balance to his shattered world.

Friend of the Friendless (Ex) An outcast druid may not select a domain and must choose an animal companion. The druid gains a +2 bonus on wild empathy and Handle Animal checks made regarding his animal companion. Any time he casts a *summon nature's ally* spell, he cannot summon any creature type other than animals. This ability replaces nature bond.

Outcast's Best Friend (Ex) At 2nd level, whenever the outcast uses the aid another action to assist an animal ally, the animal receives a +3 bonus to his Armor Class, attack roll, saving throw or skill check. At 8th level and every 6 levels thereafter, the bonus increases by +1. This ability replaces woodland stride.

Animal Tag Team (Ex) At 4th level, the druid attacks with increased accuracy. Whenever the outcast and an animal ally flank the same creature, the outcast's flanking bonus increases to +4. The animal's flanking bonus does not increase. The animal ally may include the druid's animal companion or any animals summoned by the druid. This ability replaces resist nature's lure.

Coordinated Animal Tactics (Ex) At 9th level, the outcast druid gains a limited ability to sneak attack enemies. Each time the outcast gets a +4 flanking bonus from his animal tag team special ability, the druid's attack deals an additional 1d6 points of damage against the creature he is flanking. This additional damage is precision damage, and any creature immune to sneak attack is immune to the extra damage done by this ability. This damage increases by +1d6 every 4 levels after 9th. This ability replaces venom immunity.

Summit Druid

A mountaintop can be the loneliest and most breathtaking spot on earth. Daring explorers risk life and limb to experience the exhilarating feeling of standing atop the summit in triumph and peering down on the world beneath them. Religious pilgrims believe that the mountaintop brings them closer to the heavens, and in turn, with the gods that preside among the clouds. The summit druid also shares these sentiments, but it is his solemn oath to ensure that those venturing to the top of the world respect its sanctity and treat the locale in the same manner that he does — as a holy site. Those who defile the summit to perform unspeakable rituals or partake in other ghastly crimes soon face the druid's wrath. Summit druids, regardless of alignment, share a mutual animosity toward white dragons and frost giants, though their dislike for those wicked denizens pales in comparison to their intense hatred of yetis. They always attack these monstrous humanoids on sight. Summit druids are certain that these alien beings are bent on leveling mountains for some unknown, nefarious purpose. Fortunately, yetis are rare and few transgressors reach the top of the mountain to engage in such despicable acts, leaving the druid to attend to other tasks. The summit druid is also all too aware that faith and determination alone are not strong enough to brave the elements and reach the elusive summit without suffering serious injury or perishing in the attempt. Whenever he witnesses a climber in distress, the summit druid often races into action to rescue the unfortunate soul and quickly get him to safety in his warm, mountain shrine. Because of the summit druid's unselfish acts, far fewer icy graves dot the slopes than there would be if he were not there to save the day.

Nature Bond (Ex) A summit druid who chooses a domain must choose the Air, Earth, Mountain (see *Pathfinder Roleplaying Game: Ultimate Magic*), Travel, Water or Weather domain.

Mountaineer (Ex) At 1st level, a summit druid receives the Mountaineer feat (see **Chapter 4**) as a bonus feat, even if he does not meet the prerequisites. This ability replaces wild empathy.

Summit Dweller (Ex) At 2nd level, a summit druid gains the Altitude Affinity feat (see **Chapter 4**) as a bonus feat, even if he does not meet the prerequisites. This ability replaces woodland stride.

Favored Terrain (Ex) At 3rd level, the summit druid gains the ranger's favored terrain ability. He must select mountains as his favored terrain. He may not select additional favored terrains at higher levels, but his bonuses in mountain terrain increase as he advances in levels. He treats his druid level as his ranger level for this ability. If he has levels in both classes, both classes' levels stack for determining the effect of this ability. This ability replaces trackless step.

Frozen Warrior (Ex) At 4th level, a summit druid gains a +4 bonus on saves against cold-based spells and effects. This ability replaces resist nature's lure.

Summit Defender (Ex) At 9th level, a summit druid gains cold resistance 10 and a +1 morale bonus on attack and weapon damage rolls against dragons and humanoids with the giant subtype that have an Environment entry that includes mountains. He gains a +2 morale bonus on attack and weapon damage rolls against yet spiders (see Chapter 6). At 15th level, the summit druid's cold resistance increases to 20 and the morale bonuses to attack and weapon damage rolls double against the respective opponents. This ability replaces venom immunity and timeless body.

Fighter Archetypes

Practice breeds perfection. Repetition hones precision. Innovation creates opportunity. Fighters live and breathe these mantras. Fate makes a fickle ally on the battlefield. One dubious failure means the difference between life and death. The fighter who counts on luck to save the day always ends up in a pine box much sooner rather than later. Training teaches muscles to instinctively react to an opponent's thrust and land the killing blow without expending a moment's thought on the glorious deed. New fighting techniques prevent enemies from anticipating the fighter's next move and leave precious openings for him to exploit in later rounds. To the untrained eye, a skilled fighter's foes appear to move in slow motion in comparison to his highly coordinated attacks and parries. The brave fighters who earn their keep in the forbidding mountains take these ideologies seriously and ply their craft at every available opportunity. The archetypes presented here apply the preceding outlook to everything they do. The alpine guard mans remote mountain forts and defends the critical mountain passes against brigands, aggressive humanoids and monstrous incursions. The terrain master is a shrewd tactician who uses the land itself as a valuable ally. In each case, the pair of archetypes abides by the fighter's tried-and-true formula that discipline and courage are the keys to victory.

Alpine Guard

Mountains pose a formidable obstacle to any invading army attempting to traverse their steep cliffs and treacherous rock walls with tons of supplies, livestock, gear, equipment and men. Because of these logistical nightmares, most mountainous areas bordering a rival state are lightly defended. However, mountain ranges are not a wholly contiguous barrier. Whether manmade or created by natural forces, gaps exist that allow travelers to negotiate the peaks with relative ease. These mountainous routes are commonly referred to as passes, and it is the alpine guard's sworn duty to vigilantly monitor traffic traveling over these roads and destroy foreign troops and thieves trying to make use of them. At first glance, the seemingly logical course of action would be to obliterate the passes altogether, thus eliminating the chances of an attack. However, the passes have more than a military purpose. They are critical trade routes that facilitate commerce between neighboring states. Of course, not every product that crosses the border is legal on the other side of the mountain, so it is the alpine guard's job to inspect these products and in some cases confiscate them. In addition, the alpine guard is occasionally called upon to serve as a makeshift engineer, repairing sections of damaged roads or structurally unsound bridges. Under desperate conditions, alpine guards have sabotaged bridges and tunnels to prevent enemies from using these structures to cross into their lands. They are sure of foot, a necessity in this treacherous terrain. Alpine guards wield their trusty halberds with astounding skill. They can use the weapon to pummel their opponents when charging or set the lethal polearm to receive their opponents' charge as well as partially block an enemy attack. Alpine guards are well-rounded fighters that almost never get knocked off their feet and are suitably acclimated to life in their challenging environment.

Skills: Appraise (Int), Climb (Str), Craft (Int), Disable Device (Dex), Intimidate (Cha), Knowledge (dungeoneering) (Int), Knowledge (engineering) (Int), Profession (Wis), Survival (Wis) and Swim (Str) are class skills for an alpine guard. Acclimated: Alpine guards are acclimated to high altitudes.

Mountain Fighter (Ex) At 1st level, the alpine guard gains Endurance and Mountaineer (see **Chapter 4**) as bonus feats, even if he does not meet the feats' prerequisites. This ability replaces the 1st-level fighter bonus combat feat.

Mountain Footing (Ex) At 2nd level, alpine guards receive a +1 bonus to their Combat Maneuver Defense against bull rush, drag, overrun and reposition attempts when standing in hilly or mountainous terrain. This bonus stacks with the dwarf's stability racial trait. This bonus increases by +1 every 4 levels thereafter up to a maximum of +5 at 18th level. This ability replaces bravery.

Mountain Climber (Ex) At 3rd level, an alpine guard may run or charge downhill without risk of falling. He may also move uphill on a steep slope without penalty, as long as he is not carrying a medium or heavy load. He does not lose his Dexterity bonus to AC and can use his shield (except tower shields) while climbing. If the surface he is climbing has footholds, he can take actions with both hands, though doing so increases the Climb check's DC by +5. This ability replaces armor training 1.

Mountain Charger (Ex) At 5th level, an alpine guard gains a + 1 bonus on attack and weapon damage rolls with a halberd whenever he charges on a gradual or steep slope or when he braces his halberd against an opponent's charge on a gradual or steep slope. This bonus stacks with the normal +2 attack roll bonus for charging and the +1 bonus for making melee attacks from higher ground. Its benefits also stack with those gained from the Mountainous Tactician feat. Likewise, he adds +1 to his CMB when using his halberd to trip an opponent whenever he and his opponent both stand on a gradual or steep slope. These bonuses increase by 1 for every 4 levels after 5th. This ability replaces weapon training 1, 2, 3 and 4.

Mountain Climber (Ex) At 7th level, an alpine guard wielding a halberd with both hands gains a +1 shield bonus to his AC. When fighting defensively or using the total defense action, this shield bonus increases by +2. These shield bonuses double at 15th level. This ability replaces armor training 2 and 4.

Mountain Strider (Ex) At 11th level, the alpine guard's speed increases by 10 feet in hilly or mountainous terrain. He suffers no penalty to his speed or on Acrobatics or Stealth checks when moving across steep slopes, dense rubble or scree, though terrain that has been magically manipulated still affects him. This ability replaces armor training 3.

Terrain Master

In many circumstances, choosing where one fights is more critical than who one fights. Terrain often affects the conflict's outcome more than the generals commanding the army. Infantrymen charging downhill with the sun at their back have a tremendous tactical advantage over stationary soldiers standing at the base of the slope staring into a blinding glare. Cavalry is a powerful force on the battlefield, but a slick, muddy field pockmarked by swales can completely neutralize horses and their riders. The terrain master understands the vital role that the land plays in war and uses his knowledge to press his advantage against his foes. No detail goes unnoticed, regardless of how small or insignificant it may seem to the naked eye. Rubble, scree, undergrowth, sand, and minor elevations all play right into his strengths. There is almost no hiding from the terrain master, as he can spot minor deviations in the landscape that reveal the presence of concealed enemies. In the back of his mind, the terrain master always knows that he can count on the land itself to be his ally. It is an unwavering friend that never turns its back and runs, regardless of how dire the situation appears to be.

Skills: A terrain master adds Knowledge (geography) to his list of class skills. **Nothing Stands in My Way (Ex)** At 2nd level, a terrain master may move through 5 feet of difficult terrain each round as if it were normal terrain. He may also take a 5-foot step into difficult terrain. At 6th level and every four levels thereafter, he may move an additional 5 feet per round through difficult terrain as if it were normal terrain (to a maximum of 25 feet at 18th level). This ability stacks with the Nimble Moves and Acrobatic Steps feats. This ability replaces bravery.

Maximize Cover (Ex) At 3rd level, terrain elements that grant the terrain master cover or partial cover, such as undergrowth and trees, grant the terrain master half again as much cover to his AC (+50%) as normal (minimum +1). At 11th level, the terrain master gains twice as much cover as

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normal to his AC instead of half again (+50%) as much cover. This ability does not increase the terrain master's bonus to Reflex saves. This ability replaces armor training 1 and 3.

Field Commander (Ex) At 5th level, the terrain master gains a +1 bonus on attack rolls and weapon damage rolls whenever he makes a melee attack against a creature occupying a square containing difficult terrain. The terrain master does not receive these bonuses if the opponent can move through the occupied square without penalty. These bonuses increase by +1 every 4 levels thereafter. This ability replaces weapon training 1, 2, 3 and 4.

In Them Trees (Ex) At 7th level, terrain elements that grant the terrain master concealment, such as undergrowth, increase the miss chance to hit him by half again as much as normal (+50%) up to a maximum miss chance of 40%. At 15th level, the miss chance to hit him increases to twice as much as normal up to a maximum miss chance of 40%. This ability replaces armor training 2 and 4.

I See You (Ex) At 19th level, the terrain master's melee and ranged attacks ignore the miss chance for less than total concealment. This ability applies to concealment granted by terrain elements only and not to concealment gained from spell-like or supernatural abilities. This ability replaces armor mastery.

Exceptional Cover (Ex) At 20th level, the terrain master gains evasion, as the rogue special ability, whenever terrain elements grant him cover or partial cover. In addition, his melee and ranged attacks ignore any cover bonus to AC, less than total cover, granted by terrain elements. This ability replaces weapon mastery.

Monk Archetypes

Hidden mystical energy slumbers deep inside the mind and soul of every sentient creature. The average person remains oblivious of the sleeping giant within him, and instead goes about his daily existence never giving a second thought about the spark of inspiration or adrenaline surge that occasionally courses through his mind and body. Yet there are an elite handful of individuals who recognize the enormous, untapped potential that dwells within them. They understand that it takes time, patience and devotion to draw forth the reservoir of limitless power just beneath the surface. Those that practice this art are known as monks. Many lead an ascetic lifestyle, shunning worldly vices and external distractions in their quest to achieve inner harmony and true bliss. The mountains offer the perfect environment for monks embarking on their journey of self-discovery. Far removed from the bustle of civilization's urban centers, the majestic peaks and valleys provide peace, tranquility and wondrous scenery unmatched by any other locale on earth. The archetypes that appear below are indigenous to the mountains and share an inseparable bond to their native habitat. The cloud ascetic resides at the highest elevations atop the mountain, where he learns to harness his mystical and ancestral might. The master of serenity is a strict pacifist who strives to be the voice of reason in any engagement, though he is not adverse to rooting out and destroying evil when the need arises.

Cloud Ascetic

Though the heavens are commonly associated with being the domain of deities, the cloud ascetic subscribes to the theory that the sky is actually a gateway to the cosmos beyond terrestrial existence. According to his philosophy, clouds act as a loose boundary between the physical world and the realm of the transcendental, where sentient creatures may eventually shed their mortal bodies and attain a purely spiritual existence. Without powerful magical assistance, monks cannot fly. Of course, the next best solution to the dilemma of how to penetrate the ephemeral barrier is to dwell high enough in the mountains so that the cloud ascetic can simply step into the realm of the transcendental whenever the clouds descend low enough. Though none of these devout monks have achieved their desired state of existence yet, many looked into the distant past and unlocked the secret to wielding inherent arcane power normally far beyond their reach. While a breakthrough into the domain of purely incorporeal still eludes the cloud ascetic's grasp, his mastery of unarmed combat and magical

power make him a deadly adversary for any that dare oppose him.

Skills: A cloud ascetic adds Knowledge (nature) to his list of class skills. **Bonus Feats**: A cloud ascetic may select feats from the starsoul bloodline's (*Pathfinder Roleplaying Game: Advanced Player's Guide*) list of bonus feats as monk bonus feats.

Sorcerous Strike (Ex) At 1st level, a cloud ascetic gains Sorcerous Strike (*Pathfinder Roleplaying Game: Ultimate Combat*) as a bonus feat, even if he does not meet the prerequisites. When he receives this feat, he must choose the minute meteors bloodline power from the starsoul bloodline. The save to resist the bloodline power is equal to 10 + 1/2 the cloud ascetic's level + the cloud ascetic's Wisdom modifier. In addition, a target that fails this save is dazzled for 1 round plus an additional round at 4th level and one additional round every 4 levels thereafter. His caster level is equal to his monk level. A cloud ascetic may attempt a sorcerous strike attack a number of times per day equal to his monk level, plus one more time per day for every 4 levels he has in classes other than monk. He cannot select this feat again unless he gains the bloodline class feature from another class. This ability replaces stunning fist.

Void Resistant (Ex) A cloud ascetic of 3rd level or higher gains a +2 bonus on saving throws against cold-based and fire-based spells and effects. This ability replaces still mind.

Outstanding Climber (Ex) At 5th level, a cloud ascetic adds his level to all Climb checks. In addition, the Climb skill check penalty for accelerated climbing is reduced by 1, and this reduction increases by 1 for every 3 levels beyond 5th (to a minimum of 0). By spending 1 point from his ki pool as a swift action, a cloud ascetic gains a +20 bonus on Climb checks made to climb for 1 round. This ability replaces high jump.

Spatial Instability (Sp) At 7th level, a cloud ascetic can spend 2 points from his ki pool as a move action to intermittently shift between the Material and Ethereal planes. This spell-like ability replicates the spell *blink*, using his monk level as the caster level. This ability replaces wholeness of body.

Breathless (Ex) At 9th level, a cloud ascetic no longer needs to breathe, as if he were wearing a *necklace of adaptation*. This ability replaces improved evasion.

Cloud Walker (Su) At 11th level, the cloud ascetic can see through any form of natural or magical fog, mist and clouds without penalty, ignoring any cover and concealment bonuses from such effects. This ability replaces diamond body.

Teleporting Palm (Sp) At 15th level, a cloud ascetic gains the ability to teleport an opponent into the void of space. The cloud ascetic can make a teleporting palm attack once per day, and must announce his intention before making a melee attack roll. If his attack deals damage, the target must succeed on a Will save (DC = 10 + 1/2 the cloud ascetic's level + the cloud ascetic's Wisdom modifier). On a failed save, the target is teleported into the void of space. The target can attempt a new saving throw as a full round action each round to return. If the new save succeeds, the target returns to its previous location. If that square is now occupied, the target is teleport in the vacuum of space, the target suffers 6d6 points of cold damage per round and must hold its breath or begin to suffocate. This ability replaces quivering palm.

Greater Prying Eyes (Sp) At 17th level, a cloud ascetic can spend 3 ki points as a full-round action to spy on distant targets. This spell-like ability replicates the spell *greater prying eyes*, using his monk level as the caster level. This ability replaces timeless body and tongue of the sun and moon.

Master of Serenity

From his mountain vista the master of serenity looks down upon the landscape beneath him and witnesses some of the most spectacular views imaginable. He marvels in awe and wonderment as a gentle breeze carries a bank of fog across a placid valley and a family of playful animals frolic in the sparkling waters of a pristine mountain spring. These breathtaking scenes of peace and beauty lead him to imagine the possibilities of a world untouched by the stains of violence and evil. The master of serenity strives to eliminate the negative emotions that give rise to vile thoughts and replace them with peaceful visions. He never raises his hand in anger and instead tries to convince others to see his point of view. Whenever possible, the master of serenity attempts to grapple and pin his adversaries or deal nonlethal damage. However, the master of serenity is not a naïve fool. He

realizes that some foes are beyond reason and cannot be redeemed even with the most impassioned pleas. He shows no mercy to the ranks of the undead and evil outsiders. He also has no qualms about destroying nonliving creatures, such as constructs, irrespective of their particular ethos. The master of serenity remains a pacifist at heart who tries to see the underlying good in others in spite of their outward appearances.

Touch of Serenity (Su) At 1st level, a master of serenity gains Touch of Serenity as a bonus feat, even if he does not meet the prerequisites. He may attempt a touch of serenity a number of times per day equal to his monk level, plus one more time per day for every 4 levels he has in classes other than monk. At 6th level, and every 6 levels thereafter, the duration of Touch of Serenity increases by 1 round. Each round on its turn, the target may attempt a new Will save to end the effect. This duration does not stack; only the longest remaining duration applies. This ability replaces Stunning Fist.

Calm Animals (Sp) At 2nd level, a master of serenity can pacify aggressive animals as if they were affected by the spell *calm animals* using his monk level as the caster level. The saving throw DC is equal to 10 + 1/2 the master of serenity's level + the master of serenity's Wisdom modifier. The master of serenity can use this ability a total number of rounds per day equal to his level + his Wisdom modifier (minimum 1). These rounds need not be consecutive. This ability replaces evasion.

Supreme Diplomat (Ex) At 5th level, a master of serenity adds his level to all Diplomacy checks made to change a creature's initial attitude and make requests of a creature whose attitude is at least indifferent. By spending 1 point from his ki pool as a swift action, a master of serenity gains a +20 bonus on the preceding Diplomacy check for 2 minutes. This ability replaces high jump.

Calm Emotions (Sp): At 5th level, the monk can spend 1 point from his ki pool as a standard action to duplicate the effects of the spell *calm emotions*, using his monk level as the caster level. The saving throw DC is 10 + 1/2 the master of serenity's level + the master of serenity's Wisdom modifier. This ability replaces purity of body and improved evasion.

Unflappable Stoic (Ex) At 11th level, the master of serenity gains immunity to all emotion-based spells and effects. This ability replaces diamond body.

Aversion Therapy (Su) At 12th level, a master of serenity can deal wracking pain to a creature trying to commit a violent act. Before the master of serenity makes his melee attack roll, he must spend 2 points from his ki pool as a swift action to activate this ability. If the attack hits the target and deals nonlethal damage, the opponent must succeed on a Will save (DC = 10 + 1/2 the master of serenity's level + the master of serenity's Wisdom modifier) to negate the effect. On a failed save, the target becomes sickened and takes 1d6 points of nonlethal damage every time that it attempts to harm another creature, regardless of whether the attempt succeeds or fails. Each attack counts as a separate attempt to do harm; thus, a creature that makes four attacks per round suffers 4d6 points of nonlethal damage that round. The sickening effect lasts until the beginning of the target's next turn. The creature may attempt a new saving throw as a full round action each round. Otherwise, the effect lasts for 1 round per monk level. Affected creatures can defend themselves and can participate in combat by using Combat Expertise, fighting defensively or taking the total defense action without triggering the sickening effect or taking nonlethal damage. This ability replaces abundant step.

Palm of Euphoria (Su) At 15th level, a master of serenity gains the ability to make another creature euphoric. The master of serenity can make a palm of euphoria attack once per day, and must announce his intention before making a melee attack roll. If his attack deals damage, the target must succeed on a Will save (DC = 10 + 1/2 the master of serenity's level + the master of serenity's Wisdom modifier). On a failed save, the target becomes friendly and euphoric as if it were affected by the spell *euphoric tranquility (Pathfinder Roleplaying Game: Advanced Player's Guide*), using the monk's level as the caster level. This ability replaces quivering palm.

Paladin Archetypes

In the darkest hour when all hope is gone, a lone figure pierces the veil of blackest night to mete out justice to evildoers and save the day. He is the paladin, the herald of all that is good and righteous. Paladins champion the plight of the weak and downtrodden, the desperate and the oppressed, and

all those that plead for mercy from an unjust world. They are the bringers of light and harbingers of hope in a world gone astray. Though they are primarily tasked with the devout mission to rid evil from their midst, they also strive to impose law where anarchy reigns. In the paladin's mind, chaos sows the seeds of evil. Without order, sentient creatures act on impulse, indulging their every whim regardless of the consequences. This outlook especially rings true in the rough-and-tumble mountainous regions where authority rarely wins. Paladins eagerly step into this breach to serve as the divine agents of lawfulness and good. The radiant beacon delves into the dankest mines to protect those that toil in its dark tunnels and eradicate the twisted and corrupted evil humanoids that plague this lightless world. The child of the nameless goddess grants hospitality to those traveling through the Stoneheart Mountains while exploring its peaks and valleys searching for religious relics pointing them toward the true identity of their mysterious divine patron and her current whereabouts. (This archetype deals with some of the events from The Slumbering Tsar Saga also from Frog God Games). While their paths rarely if ever cross, both archetypes never waver in their sworn duty to spread the ideals of truth and justice wherever their travels take them.

Child of the Nameless Goddess

The hardest stones and grandest monuments are no match for the ravages of time. Even seemingly omnipotent deities cannot evade time's persistent and destructive gaze. Thousands of years ago, there existed a church that paid homage to such a being, a beloved and selfless goddess reputed to have martyred herself to spare the world from unimaginable evil and suffering. Over the course of many generations, the exact circumstances of this benign deity's sacrifice and even her very name evanesced into nothingness. The only memory that endured throughout the ages was that she died so that countless others could live. A devout group of pious men and women refused to allow her profound act of boundless love to slip into oblivion. Though they do not know whom they worship by name or how she grants them their divine powers, they venerate the ideals and virtues that she represents with as much fervor as those that have stood in the very midst of divinity. Over the intervening centuries, constant prayer and prophetic visions all point this goddess's worshippers to one inevitable conclusion — that the keys to discovering her true identity lie somewhere in the Stoneheart Mountains. As such, these paladins are exclusively found in this mountain range where they grant hospitality to good people in need, while they tirelessly scour the peaks, valleys and caves seeking clues and relics that may one day solve this religious mystery.

Lay on Hands (Su) Though renowned for her selflessness, the nameless god reputedly had tremendous enmity for demons and other malevolent outsiders. The child of the nameless goddess may alternatively use the healing power of his lay on hands ability to deal damage to evil outsiders, dealing 1d6 points of damage for every 2 levels the paladin possesses. Using lay on hands in this way requires a successful melee touch attack and does not provoke an attack of opportunity. Evil outsiders do not receive a saving throw against this damage. He may not use lay on hands to deal damage to undead creatures. Otherwise, this ability is the same as the paladin's lay on hands ability.

Selfless Healer (Su) At 2nd level, the paladin's lay on hands ability heals half again as much damage (+50%) as normal whenever he uses it to heal damage dealt to another creature. However, the child of the nameless goddess takes damage equal to half of the hit point damage that he healed. The paladin may not reduce this damage in any way. If the paladin uses lay on hands to heal himself, the ability heals the normal amount of damage and deals no hit point damage to the paladin. Evil outsiders do not take additional damage from his lay on hands ability, and the paladin suffers no damage when he uses lay on hands to damage evil outsiders. This ability does not enhance the amount of damage that the paladin heals when he channels positive energy. This ability replaces the paladin's divine grace.

Sacrificial Lamb (Su) At 3rd level, the child of the nameless goddess can sacrifice his own wellbeing to spare his friends from the effects of an area spell, spell-like ability or supernatural ability that affects him as well. Whenever the paladin and one or more allies are affected by the same area spell or effect, the paladin can expend 1 use of his lay on hands ability plus 1 additional use per affected ally as an immediate action to transfer all of the damage dealt to his allies to the paladin instead. The child of

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the nameless goddess must designate the affected allies and announce his intentions to use this ability after the attack is made but before the attacker rolls damage. Each affected ally (including the paladin) resolves the spell effects as normal, including attempting a saving throw if one is allowed and applying any energy resistance or other effects to the damage dealt. The damage is then transferred from the ally to the paladin, who cannot reduce the transferred damage in any way. This ability does not transfer any effects that accompany the damage. This ability has no effect on spells, spell-like abilities and supernatural abilities that do not deal damage. This ability replaces the paladin's divine health.

Sacrificial Bond (Su) At 5th level, the paladin can sacrifice some of his hit points and sustain ability damage in order to bolster the strength of his allies. At 5th level, as a standard action the child of the nameless goddess can sacrifice some of his hit points to grant an ally double that number in temporary hit points. The paladin can sacrifice up to his character level in hit points when using this ability. He cannot grant temporary hit points to a non-good creature. These temporary hit points last for 1 minute per paladin level. He cannot heal the sacrificed hit points until the ally has lost all his temporary hit points. At 11th level and every 6 levels thereafter, this ability affects one additional ally at no additional cost in sacrificed hit points.

At 8th level, as a swift action, the paladin can alternatively take 2 points of temporary ability damage to one of his ability scores to grant an ally a temporary +4 enhancement bonus to the same corresponding ability score. This bonus lasts for 1 minute per paladin level. The temporary ability damage cannot be healed until the bonus ends. At 14th level and every 6 levels thereafter, this ability affects one additional ally at no additional cost in temporary ability damage.

The child of the nameless goddess can use this ability once per day and one additional time per day for every 4 levels beyond 5th, to a total of 4 times per day at 17th level. This ability replaces divine bond.

Ultimate Sacrifice (Su) At 20th level, the child of the nameless goddess makes the ultimate sacrifice by utterly destroying himself to restore other creatures to life. This ability duplicates the effects of the monk of the healing hand's true sacrifice ability (*Pathfinder Roleplaying Game Advanced Player's Guide*). Many theologians speculate that the nameless goddess herself used this ability countless ages ago and erased her name from history. This ability replaces holy champion.

Radiant Beacon

Death lurks around every corner in the labyrinthine tunnels within the mountains. It takes only an errant swing of a mining pick to collapse an unsound ceiling or an accidental spark to ignite a pocket of explosive gas. Miners face many dangers locating and retrieving the mountain's natural riches. Yet, one light always shines in this subterranean world's perpetual blackness. He is the radiant beacon, a paladin dedicated to aiding and protecting the courageous souls that toil in the depths within the mountains. Armed with the force of his convictions and a pure heart, the virtuous radiant beacon lends his assistance to miners subjected to the natural hazards that plague his underground realm. More importantly, the valiant paladin also wages war against the monstrous denizens and wicked humanoids that inhabit this bleak world. Though they are not inherently evil, he has a particular enmity for the dark folk, a race of twisted humanoids steeped in filth and chaos. The radiant beacon's loathing for these conniving beings is rooted in their mastery of magical darkness, which he envisions as the antithesis of his glorious light. Regardless of the source, when peril occurs wayward and distressed miners greet a radiant beacon rushing to their assistance as if he were a deity descending to earth.

Skills: The radiant beacon adds Knowledge (dungeoneering) to his list of class skills and removes Ride from his list of class skills.

Smite Darkness (Su) This ability functions as the smite evil paladin ability, but the radiant beacon does not deal 2 points of damage per level on the first successful attack against evil dragons, evil outsiders and undead creatures. Instead, the radiant beacon deals 2 points of damage per level on the first successful attack against all evil and chaotic neutral creatures with the light blindness, light sensitivity and sunlight powerlessness weaknesses, including creatures that can be destroyed by sunlight, such as vampires. This ability replaces smite evil.

Radiant Light (Su) At 3rd level, the paladin can expend 1 use of her lay on hands ability to illuminate an area. This ability duplicates the effects of *light*, using the paladin's level as the caster level. However, the

effect is treated as if it were a 2nd-level *light* spell, rather than a 0-level *light* spell, thus allowing the paladin's light to counter the spell *darkness*. At 6th level, the paladin may expend an additional use of his lay on hands ability to increase radiant light's effective spell level for the sole purpose of countering darkness spells. This increases the spell level to 1/2 the radiant beacon's paladin level, up to a maximum of 9th level at 18th level. This ability replaces divine health.

Channel Light (Su) This ability functions as the paladin's channel positive energy ability, but the radiant beacon instead uses the Sun variant channeling ability (*Pathfinder Roleplaying Game: Ultimate Magic*) to improve the prevailing light conditions or dazzle enemies rather than dealing damage to undead creatures. This ability replaces channel positive energy.

Divine Bond (Su) Upon reaching 5th level, a radiant beacon must form a bond with a weapon. This ability otherwise functions as the paladin ability.

Eyes of the Dark (Su) At 8th level, the radiant beacon gains darkvision out to a range of 60 feet. If he already has darkvision, the range increases by 30 feet. This ability replaces aura of resolve.

Ranger Archetypes

Mother Nature is a temperamental hostess. In the blink of an eye, her disposition can change from warm and sunny to cool and stormy. Her violent mood swings catch unwary travelers off guard, but the intrepid ranger is always prepared for whatever the world's tempestuous landlord has in store for him. This wilderness combatant adheres to one simple motto only the strongest endure. On the surface, druids and rangers seem to occupy the same role and share roughly the same skill sets. However, their perceived role as it pertains to the natural world is what sets them apart. The druid serves as nature's caretaker and magical defender. On the other hand, the ranger has no interest in being the wilderness's overseer. He is a predator who lives off the bounty of the land. He sees himself as the proverbial lone wolf, a wily hunter who can adapt to nearly any situation. In the treacherous mountains, weather conditions constantly change. The skies can open in a flash and unleash torrents of driving snow and rain. Winds can suddenly pick up and literally lift an explorer off his feet. The two archetypes presented below are always cognizant of these harsh realities. The chaski is a long-distance runner who can travel hundreds and sometimes even thousands of miles through the mountains to deliver vital information from one end of the kingdom to the other. The sherpa is an expert climber acclimated to the harsh climate found near the summits of the tallest and most lethal slopes on earth. In the great outdoors, the ranger proves time and again that only the fittest and best prepared survive.

Chaski

Living creatures need food and water to survive. Kingdoms and states wither and die without information. In an era before modern travel, messengers were the only reliable means of transporting documents and crucial intelligence across vast distances. Naturally, horses and many other suitable mounts can travel faster and farther than an ordinary man over the course of a day. Yet, the foreboding mountains pose a considerable challenge to even the most skilled riders. With very few exceptions, pack animals cannot negotiate the narrow ledges, steep slopes, sheer cliffs, vertical rock walls and layers of packed snow common in mountainous and hilly terrain. That task falls to the fleet and nimble chaski, a ranger adept at traveling long distances in perilous conditions. He exhibits tremendous endurance, self-sufficiency, agility, martial prowess and a strange talent for music, which he plays to beguile his listeners and relieve the monotony of solitary travel. A chaski can run for hours without tiring, and in a pinch he can even leap off the side of a cliff and dive into a tiny body of water without risking injury. He is a crucial cog in the engine that powers the ambitions of any ruler aspiring to conquer the rugged mountains and forge a lasting empire in this challenging terrain.

Skills: The chaski adds Acrobatics and Perform (wind instruments) to his list of class skills and removes Knowledge (dungeoneering) and Ride from his list of class skills.

Weapon and Armor Proficiency: Chaskis are not proficient with medium armor.

Imperial Messenger (Ex) At 1st level, the chaski's land movement is faster than normal for his race by +10 feet. This benefit applies only when he is wearing no armor or light armor and not carrying a heavy or medium load. Apply this benefit before modifying the chaski's speed because of any load carried or armor worn. This bonus stacks with any other bonuses to the ranger's land speed. At 11th and 19th level, the chaski's land movement increases by an additional +10 feet. This ability replaces track, quarry and improved quarry.

Bardic Performance (Su) At 1st level, the chaski gains the bardic performance ability and the fascinate bardic performance. The DC to resist the chaski's bardic performance is 10 + 1/2 the chaski's ranger levels + the chaski's Charisma modifier. He can use this bardic performance for a number of rounds per day equal to 1 + h is Charisma modifier. At each level after 1st, he can use bardic performance for 1 additional round per day. The chaski's ranger levels stack with his bard levels for determining the DC of his bardic performance. He may allocate the rounds spent performing to his daily allotment from either class. This ability replaces wild empathy.

Combat Style Feat (Ex) At 2nd level and every 4 levels thereafter, the chaski may select Fleet or Run in place of a combat style feat.

Favored Terrain (Ex) At 3rd level, the chaski must select mountains as his first favored terrain.

Cliff Diver (Ex) At 4th level or higher, a chaski learns how to properly fall without sustaining injury. When the chaski first gains this ability, he takes damage as if the fall were 20 feet shorter than it actually is. At 6th level and every 2 levels thereafter, the chaski treats the fall as if it were an additional 10 feet shorter than it actually is. Unlike the monk slow fall ability, the chaski does not need to be within arm's reach of a wall. However, the chaski must land on soft ground (as defined in the "Survival" section of Chapter 4 in the *Pathfinder Roleplaying Game Core Rulebook*) or dive into a body of water at least half as deep as the chaski's height in order to use this ability. This ability replaces hunter's bond.

Mountain Strider (Ex) At 7th level, the chaski may move through any sort of dense rubble, scree or steep slopes at his normal speed without taking damage or suffering any other impairment. Terrain elements that are enchanted or magically manipulated still affect him. This ability replaces woodland stride.

Sherpa

Climbers refer to the highest mountain elevations as the "death zone" for good reason. Bone-chilling cold, dense fog, ferocious winds, thick sheets of solid ice and almost no breathable air conspire to stand in the way and sap the energy that mountain explorers need to press onto the top of the mountain and then survive the deadly return trip from the summit. Without the aid of the dependable sherpa, it is impossible to fathom how anyone could reach the top of the world and later live to tell the tale. Climbers universally assert that sherpas must be blessed with superhuman strength and infinite constitution in order to thrive in their deadly environment. These humble rangers scoff at the notion that they are endowed with supernatural might and instead attribute their success in this difficult habitat to their superior mountaineering skills. Sherpas can scale imposing obstacles and move across icy surfaces nearly as easily as a giant steps over a fallen tree. They display exceptional skill setting up elaborate rope systems to aid and save the lives of mountaineers who would otherwise plummet hundreds of feet to their certain death. In addition to contending with natural hazards, the sherpa is an adept combatant. He typically wields an axe and a pick, allowing him to use his commonly plied tools of the trade to engage his foes. Perhaps no other humanoid is better attuned to life in the clouds than the hardy sherpa.

Class Skill: The sherpa adds Acrobatics to his list of class skills and removes Ride from his list of class skills.

Acclimated: Sherpas are acclimated to high altitudes.

Ancient Enemies (Ex) At 1st level, the sherpa chooses one of the following creatures from his native environment: frost giant, troll, white dragon, yeti (includes yeti spider; see **Chapter 6**) or any other monster indigenous to cold mountains that the GM approves. He gains a + 1 bonus on attack rolls and weapon damage rolls against that creature. This bonus stacks with those gained from favored enemy. At 4th level and every four levels thereafter, the sherpa gains another +1 bonus against his ancient enemies. He may apply the bonus to a new ancient enemy or apply the bonus to an ancient enemy that he has already selected. This ability replaces wild empathy and hunter's bond.

Combat Style Feat (Ex) At 2nd level and every 4 levels thereafter, the sherpa may select Mountaineer (see **Chapter 4**) or any feat where Mountaineer is a prerequisite in place of a combat style feat.

Mountain Specialist (Ex) At 3rd level, the sherpa must select mountains as his favored terrain. A sherpa is immune to altitude sickness and ignores the effects of a cold climate as if under the effects of *endure elements*. At 8th level, the sherpa gains cold resistance 5. The sherpa gains cold resistance 10 and then cold resistance 20 at 13th and then 18th level respectively. This ability replaces favored terrain.

Winter Walking (Ex) This ability functions like the *spider climb* spell, but the surfaces the sherpa climbs must be snow covered or icy. The ranger can move across snowy or icy surfaces, including those that have been enchanted or magically created, without penalty and does not need to make Acrobatics checks to run or charge on ice. He gains this ability at 7th level, and it replaces woodland stride.

Rogue Archetypes

Rogue may be the most wrongly maligned term in the Common tongue. To the average citizen, the mere mention of the word evokes a negative connotation. In their minds, rogue is synonymous with criminal. He is commonly mistaken for a thief, kidnapper, con artist, smuggler or drug trafficker. Though there are some rogues who routinely engage in illegal activities, numerous others undertake important roles as agents of the state or protecting the interests of a wealthy, private employer. Rogues on both sides of the law frequently square off against each other as one side attempts to gain the upper hand on the other in the constant effort to either line one's pockets with ill gotten spoils or rid society of its unwanted, nefarious elements. Many of these struggles take place in the mountains. The terrain's remoteness and inaccessibility make it the perfect hiding place for outlaws on the run or robbers targeting merchants and their goods venturing over the isolated mountain passes. The subsequent section provides details about two rogue archetypes on opposite ends of the criminal spectrum. The nazmaeli is a master engineer who can precisely locate the structural weak points of mountain strongholds and then infiltrate these potent fortresses. The profiteer thrives in the chaotic theater of war, stealing and selling contraband pilfered from the factions mired in the conflict. Even though they occupy different sides of the equation, both archetypes amply demonstrate the rogue class's unique set of skills.

Nazmaeli

Mountain fortresses have outlasted many of history's greatest conquerors. Nestled high atop a remote, nearly inaccessible peak, the conventional mountain stronghold affords its occupants numerous tactical advantages over its besiegers. The defenders hold the high ground, allowing them to fire ranged weapons down upon their foes instead of trying to defy gravity and hurl projectiles up the slope. Siege engines, wagon trains and heavy artillery cannot negotiate the difficult terrain surrounding the fortress, thus limiting their usage in an armed conflict. Walking uphill is tiring. Charging uphill is exhausting. Conventional forces almost always fail to wrest control of a mountain fortress from determined defenders. Commanders faced with this daunting task sometimes forsake conventional wisdom and turn to an unconventional solution. In military circles, he is known as the nazmaeli. Part rogue, part survivalist and part engineer, the nazmaeli carefully studies his inanimate prey and locates its vulnerable points. Using his powers of observation and deduction, he can locate concealed structural features that allow him to gain access to the fortress's interior and wreak havoc from inside the compound. Given enough time and the right conditions, he can weaken or even destroy part of an outer wall granting an opportunity for his allies to pour through the breach and storm the complex. In mountain warfare, the nazmaeli is one of the few individuals that can singlehandedly turn the tide of battle in the attackers' favor.

Architect's Eye (Ex) At 4th level, the nazmaeli, as a standard action, may simultaneously attempt a Knowledge (engineering) and a Perception

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check to locate secret doors. If either check succeeds, the nazmaeli finds the secret door. The rogue also receives a check (he may choose to attempt either a Knowledge [engineering] or Perception check, but not both) to notice a secret door whenever he passes within 10 feet of one, whether or not he is actively looking for one. The nazmaeli may also take 20 on either his Knowledge (engineering) or Perception check to locate secret doors. This ability replaces uncanny dodge.

Structural Weakness (Ex) At 8th level, the nazmaeli may visually inspect a manmade structure, including but not limited to buildings, walls, floors, ceilings, tunnels, doors or other architectural features in search of a weakness. The visual examination takes 1 minute and does not require any tactile probing. The nazmaeli must then attempt a Knowledge (engineering) check where the DC is either equal to the DC of the Strength check needed to break down or break through the structure, the DC of the Climb check needed to scale the structure, the DC of the Acrobatics check needed to walk across the structure, or the DC of the Escape Artist check needed to squeeze through the structure. If the check succeeds, the rogue adds 1/2 his nazmaeli level to the corresponding ability or skill check. This bonus lasts for 1 minute, and he cannot confer this bonus to another creature. Once the bonus ends, further inspection of the same structure does not provide a new bonus for a different type of ability or skill check nor does it reinstate the previous bonus. This ability replaces improved uncanny dodge.

Rogue Talents: The following rogue talents complement the nazmaeli archetype: coax information*, fast stealth, ledge walker, nimble climber*, quick disable, quick disguise*, rope master** and wall scramble**.

Advanced Talents: The following advanced talents complement the nazmaeli archetype: hide in plain sight**, knock-out blow* and master of disguise*.

*Pathfinder Roleplaying Game: Advanced Player's Guide.

**Pathfinder Roleplaying Game: Ultimate Combat.

Sorcerer Archetypes

Some sentient creatures are born of circumstances that sear their souls with mystical energy. Whether they are the ancestral spawn of a powerful outsider, the distant progeny of an elemental being, the clandestine child of a forbidden union or a precocious offspring conceived under a mysterious omen, all sorcerers share the common bond that arcane power courses through their veins. From an early age, these practitioners of eldritch wonders sense that they differ somehow from those around them. They eventually come to realize, either deliberately or through serendipity, that their thoughts can affect the physical world. Though some wouldbe sorcerers willfully suppress their innate abilities and let their inherent powers remain dormant, others surrender to the limitless possibilities and hone their minds and bodies for the magical journey of self-discovery ahead of them. In many cultures, mountains are a source of inspiration and wonderment, leading apprentice sorcerers to venture to this uplifting landscape in search of answers to their most burning questions. The following archetypes embody the adventurous spirit of the mountains' indigenous sorcerers. The cloud runner spreads his wings and takes flight, soaring high into the heavens and through the clouds from his mountainous abode. The salka feels a direct connection to the mountain itself, granting him mastery over his chosen domain. Regardless of the path they follow, the magic wielded by these two brands of sorcerer is drawn forth from the essence that resides within them.

Cloud Runner

Most terrestrial creatures never ascend higher into the heavens than a mountain's summit. Those that scale the world's tallest peaks and peer down upon the realm of mortals below them describe feeling an unsurpassed euphoria akin to attaining godhood. This unique experience stays with these daredevils and shapes their outlook for the rest of their days. Yet, a primordial urge to reach even higher drives a handful of bold individuals. They endeavor to fly above the clouds and glide through the skies completely liberated from gravity's stifling constraints. Many attribute this nagging yearning to their distant ancestry, claiming that a trace of blood from a magical avian beast such as a griffon or a phoenix circulates through their bodies. Like a hatchling, novice cloud runners do not immediately leap from a vertical cliff and feverishly flap their arms hoping for the best. They perfect their craft, taking short hops alongside experienced mountaineers who lead them to suitable locations in the nearby hills and mountains. Seasoned climbers happily accompany these often gregarious and exuberant sorcerers in their quest to master the art of flight by harnessing their internal mystical energies. The cloud runner ultimately tames the skies through his connection to the Avian bloodline.

Avian Bloodline

You have a mystical connection to magical flying beasts. Your ancestor may have tamed and ridden atop a pegasus or giant eagle, or even shared some ancestry with these magnificent creatures. You long to take to the skies and soar through the heavens.

Class Skill: Perception

Bonus Spells: *feather fall* (3rd), *levitate* (5th), *fly* (7th), *air walk* (9th), *overland fly* (11th), *wind walk* (13th), *mass fly** (15th), *whirlwind* (17th), *winds of vengeance** (19th).

*Pathfinder Roleplaying Game: Advanced Player's Guide.

Bonus Feats: Acrobatic, Combat Reflexes, Death from Above*, Fly-By Attack**, Hover**, Iron Will, Mobility, Skill Focus (Fly).

*Pathfinder Roleplaying Game: Ultimate Combat.

**Pathfinder Roleplaying Game Bestiary.

Bloodline Arcana: Whenever you cast a spell that grants you or another target a non-land-based mode of locomotion such as levitating or flying, you gain a circumstance bonus on Perception checks equal to the spell's level for 1d4 rounds.

Bloodline Powers: You are born to spread your wings and fly. Your unique connection to magical flying beasts grants you dominion over gravity as your mastery of the skies grows stronger.

Avian Talons (Ex) At 1st level, you can grow 2 talons as a free action. These talons are treated as natural weapons, granting you two attacks that deal 1d4 points of damage plus your Strength modifier (1d3 if you are Small). At 5th level, these talons are considered magical for the purpose of overcoming damage reduction. At 7th level, the talons' damage increases to 1d6 points of damage. At 11th level, each talon also deals 1d6 points of fire damage on a successful hit. You can use your talons for a number of rounds per day equal to 3 + your Charisma modifier.

Eagle Eyes (Ex) You develop keen powers of perception. At 3rd level and every 4 levels thereafter, you gain a +1 insight bonus on Perception checks.

Pegasus Form (Ex) At 9th level, you gain the ability to assume the form of a pegasus 1/day. This acts like the spell *beast shape IV*, except you use it only to become a pegasus and its duration is 1 round per level. While in this form you gain the pegasus' ability to constantly *detect evil* and *detect good* as per the spells of the same name.

Born to Fly (Su) At 15th level, feathery wings grow from your back as a standard action, granting you a fly speed of 60 feet with average maneuverability. You can dismiss the wings as a free action.

Rebirth (Su) At 20th level, a slain cloud runner is reborn immediately after dying unless its body is completely destroyed by an effect such as *disintegrate*. Otherwise, a fully healed cloud runner emerges from the remains 1d4 rounds after death, as if brought back to life via *resurrection*. The sorcerer gains 1 permanent negative level when it is reborn, though the spell *greater restoration* can remove this negative level. The cloud runner can be reborn only once per year. If he dies again before that year passes, his death is permanent. A cloud runner brought back to life by other means never gains negative levels as a result.

Salka

To the average person, mountains seem to be enormous mounds of randomly placed inanimate rocks and compacted earth. In contrast, the salka sees mountains as living entities able to sculpt stone and dirt into magnificent works of art and awe those gazing upon their majesty. Yet the salka is not just a star-struck sycophant. He is part of the mountain's history. Unlike most sorcerers, the salka develops an affinity for a specific peak.

His ancestor may be the first of his race to conquer the formidable natural obstacle and stand atop its summit, or in the case of a dormant volcano, he may descend from one of the eruption's earliest victims. Even though the salka feels a strong bond to one particular site, his powers still hold sway over other mountainous regions as well. In many instances, the salka's personality mirrors the object of his admiration. Imposing and formidable are some apropos descriptions for these larger-than-life figures. They are loyal to a fault and never back down from a confrontation. However, they do not go out of their way to initiate a conflict either. Salkas are also infinitely patient. Just like the mountain is always going to be there, they do not see any reason to act rashly or jump to a hasty conclusion. The salka derives his empathy for the mountain from his access to the Mountain bloodline.

Mountain Bloodline

You are a child of the mountains. Whether you descend from a line of great miners, legendary mountain climbers, or some other connection, you instinctively call the tall peaks, rolling hills, and serene valleys home.

Class Skill: Climb

Bonus Spells: *acclimate** (3rd), *spider climb* (5th), *dislodge rocks and stones** (7th), *rolling stone** (9th), *mountains out of molehills** (11th), *move earth* (13th), *reverse gravity* (15th), *wall of lava*** (17th), *volcanic eruption** (19th).

*This spell appears in Chapter 7.

**Pathfinder Roleplaying Game Advanced Player's Guide.

Bonus Feats: Altitude Affinity*, Athletic, Endurance, Mountain Hiker*, Mountain Runner*, Mountaineer*, Skill Focus (Climb), Sure Grasp**, Volcanologist*.

*This feat appears in Chapter 4.

**Pathfinder Roleplaying Game Ultimate Combat.

Bloodline Arcana: Whenever you cast a spell with the earth descriptor, your caster level is treated as if you were one level higher than you actually are.

Mountain Native (Ex) At 1st level, you are acclimated to high altitudes. The sorcerer gains a +4 bonus on Handle Animal checks made to influence animals native to hilly and mountainous environments.

Mountain Explorer (Ex) At 3rd level, you gain resist cold 5 and can move across dense rubble, scree and steep slopes without penalty and without leaving tracks. At 9th level, you gain resist cold 10 and notice naturally occurring mountain hazards such as avalanches and volcanic eruptions as if you took 20 on your Perception check, even if you were not actively looking for them.

Mountain Durability (Ex) At 9th level, you gain a +2 inherent bonus to your Constitution. This bonus increases to +4 at 13th level, and +6 at 17th level.

Mountain Movement (Ex) At 15th level, you gain a burrow speed of 30 feet. You can burrow through natural earth and stone, but not through wood or metal.

Living Mountain (Sp) At 20th level, you can transform your body into living stone. You gain damage reduction 10/adamantine and tremorsense 60 feet. You are immune to blindness, cold, critical hits, ability score damage, deafness, disease, drowning, poison, stunning and all spells or attacks that affect your physiology or respiration, because you have no physiology or respiration while you are transformed into living stone. You take only half damage from fire. However, you also become vulnerable to all special attacks that affect stone golems.

You gain a +4 enhancement bonus to your Strength score, but you take a -4 penalty to Dexterity as well, and your speed is reduced to half normal. You have an arcane spell failure chance of 30% and a -4 armor check penalty. You cannot eat, drink (and thus take potions) or play wind instruments, though you may speak.

Your unarmed attack deals damage equal to a club sized for you, and you are considered armed when making unarmed attacks. Your weight increases by a factor of 8, causing you to sink in water like a stone. You can remain underwater while in this condition without fear of drowning. However, when the effect ends, you immediately start to drown. You can use this ability once per day, and it lasts for 20 continuous minutes.

Wizard Archetypes

The prototypical wizard stereotype depicts him as a quirky, stodgy old man with a thick, gray beard and piercing eyes. He wears an odd hat atop his head, which encases a remarkable mind imbued with fantastic book smarts and not a lick of common sense. Like most generalizations, there are a few kernels of truth among the quagmire of gross inaccuracies in this oversimplified description. Wizards have astounding intelligence. They are studious devotees of their craft who spend much of their waking hours scouring eldritch bits of forgotten lore for their esoteric messages and memorizing complex formulae to aid them in their mystical endeavors. Wizards control and wield arcane magic through knowledge and understanding. Magic is not a fickle friend. It is a dependable ally that obeys fixed rules that the wizard establishes when he casts his spells. Wizards do not conjure wonder from thin air. Instead they store their repertoire of spells in a precisely crafted book. The peace and solitude found in the mountains does not exempt indigenous wizards from reviewing the contents of their spellbooks before stepping out the door to adventure. The archetypes presented in this section provide two examples of very divergent wizards. The ferrous mage forms a unique arcane bond with iron, a durable metal that helped shape the course of history. The powerbroker uses his mystical arsenal to alter the course of economic, political and religious events. Both wizards use their sharp minds and keen intellect to make their marks upon a waiting world.

Ferrous Mage

It is hard to imagine a world without iron. Steel would not exist. In fact, life as we know it would not be possible. Iron is a key component in humanoid blood, helping to distribute oxygen throughout the body. While it is true that men forged weapons from bronze and other metals for centuries before iron became widely prevalent, none of these materials matched iron's durability and usefulness over time. In addition to its practical, everyday uses, iron also plays a critical role in the mystical arts. Wizards can conjure a wall forged from iron and transform their bodies into living iron. Iron can also be used as a spell component, most notably when casting enlarge person. Cold iron weapons are even capable of dealing damage to some malevolent denizens of the Lower Planes. For these reasons, the ferrous mage devotes his life to studying the properties of this extraordinary metal. He pours through ancient tomes searching for potential theoretical uses for iron before he conducts experiments to test his hypotheses in the laboratory. In time, he forms an arcane bond with a suitable iron object of personal significance. Like the substance that fascinates him, the ferrous mage has a steely resolve to unlock iron's hidden mysteries and harness the power trapped inside the valuable substance.

Iron Bond (Sp) At 1st level, a ferrous mage may not select a familiar and must form an arcane bond with a pure iron object. The item can be anything — a weapon, a ring, or a necklace — but it must be in direct contact with the wizard's skin at all times to have any effect. If the iron object is damaged, it is restored to full hit points the next time the ferrous mage prepares his spells. If it is destroyed, it can be replaced in the same manner as a wizard replacing a bonded object. At the time of its creation, the ferrous mage must imbue the iron object with 1 of the following 3 powers: cold iron, good luck or magnetic redirection. Once created, the iron object's power cannot be changed, and its abilities can be used 1/day as a free action. The ferrous mage can have only one iron object in existence at any time. He cannot use an iron object bonded to another wizard. This ability replaces arcane bond and the wizard's bonus feats at 5th, 10th, 15th and 20th levels. Each power bestows the following abilities:

Cold Iron: Melee weapons wielded by you are treated as cold iron weapons for the purpose of determining whether they bypass damage reduction. You gain a +1 bonus on caster level checks made to overcome a creature's spell resistance, if cold iron overcomes the creature's damage reduction. Otherwise, you do not receive this bonus. This bonus increases by +1 at 5th level and every 5 levels thereafter, up to a maximum of +5 at 20th level. This bonus stacks with those gained from the Spell Penetration and Greater Spell Penetration feats. This ability lasts for a number of minutes per day equal to your ferrous mage level. These minutes need not be consecutive, but they must be used in 1 minute increments.

Good Luck: You gain a +1 luck bonus on saving throws, skill checks and ability checks. This bonus increases by +1 at 5th level and every 5 levels thereafter, up to a maximum of +5 at 20th level. The luck bonuses last for a number of rounds per day equal to your ferrous mage level.

Magnetic Redirection: You alter the flight path of all metal and metal-tipped projectiles such as arrows, bullets, and crossbow bolts within a 30-foot radius around you. You can change the trajectory of projectiles only weighing 1 pound or less. Affected projectiles that specifically target you stop short of your space and fall harmlessly to the ground in front of you. Otherwise, projectiles that pass through the affected area suffer a 20% miss chance, even if the attacker or the target is outside of the affected area. At 5th level, you may use an immediate action to redirect an affected projectile toward a new target of your choice. You must announce your intention to use this ability after the attacker announces his target, but before he makes his attack roll. The attack is then resolved normally at the new target, albeit with a 20% miss chance. You can use the redirection ability 1/day at 5th level while magnetic redirection is in effect and one additional time per day every 5 levels thereafter. Magnetic redirection remains in effect for a number of rounds equal to your ferrous mage level.

Powerbroker

Though everybody wants to rule the world in some way, a small group of individuals prefers to shape the fortunes of gods and men through proxies rather than direct intervention. The savvy wizards who manipulate the course of events from the safety of the backstage area are commonly referred to as powerbrokers. In simplest terms, he is the true power behind the throne. Naïve observers commonly mistake the powerbroker for a trusted advisor or a loyal subordinate, but in reality the roles are reversed. The charismatic wizard is the actual ruler, and the perceived leader is his lackey. In order to attain this odd dynamic, the powerbroker identifies someone from humble beginnings who displays suitable talent and personality. Over time, he uses his influence and resources to elevate this once lowly person up the organization's hierarchy until his target reaches the top of the power structure. All the while, the rising star acts as the powerbroker's puppet, filling his master's coffers with gold and suppressing all those who oppose the person solely responsible for his lofty position. Because monarchs with a clear line of succession rule many states, powerbrokers target startup merchants and lowly priests rather than would-be kings and princes. Most powerbrokers exert their authority over their charge by specializing in the Influence focused arcane school of magic. (See the "Focused Arcane Schools" section in Chapter 2 of the Pathfinder Roleplaying Game Advanced Player's Guide for details regarding arcane schools of magic.)

Influence School

The powerbroker wizard does not take center stage. Instead, he lurks in the background where he wields his repertoire of spells and magic to bolster the power of those acting on his behest.

Associated School: Enchantment

Replacement Powers: The following school powers replace the aura of despair, dazing touch and enchanting smile powers of the enchantment school.

Ultimate Schemer (Ex) You gain a +1 enhancement bonus to your Intelligence score. This bonus increases by +1 for every five wizard levels you possess to a maximum of +5 at 20th level. At 20th level, this bonus applies to your Charisma score as well.

Combined Intellect (Ex) Whenever you successfully aid another creature on an Intelligence-based or Charisma-based skill check, you may add your Intelligence modifier instead of the normal +2 modifier to the creature's skill check. You must announce your intention to use this ability before the creature attempts the designated skill check. You can use this ability a number of times per day equal to 3 + your Intelligence modifier.

Further Machinations (Sp) At 8th level, you can inspire one creature to plot another creature's downfall. As a standard action, you attempt to instill the target creature with a deep-seated dislike for another creature that you designate as though using *malicious spite* (see *Pathfinder Roleplaying Game Ultimate Magic*). However, you cannot target a creature that has more Hit Dice than your wizard level. The targeted creature receives a Will save each day to negate the effect. The DC is equal to 10 + 1/2 your wizard level + your Intelligence modifier. The effect lasts for a number of days equal to your wizard level. Each day, the target takes 2 points of Wisdom damage unless he performs a spiteful act against the designated creature. The object of the target's contempt must either be within the target's line of sight when you activate this ability or known to the target. You cannot affect more than one creature at a time with this ability. When the effect ends, the target remembers what it did to the object of its dislike, but it cannot recall why it behaved as it did.

Ch. 9: Faiths of the Mountains

Peoples of many lands have gods that they commonly revere, and folk of the mountains are no different. However, there is no one pantheon that represents the worship of mountain dwellers. The Dwarven and Gnomish pantheons are perhaps closest to this idea of universal deities of the mountains, but they generally represent only worshippers of those two races respectively. Giants are also well represented among mountain populations, so their deities play an important role as well. In addition, to those pantheons there are many individual gods that are associated with the mountains or are worshipped by mountain dwellers in many different cultures.

Dwarven Pantheon

The Dwarven Pantheon is revered by dwarves throughout the world. Not all dwarves worship a deity from this pantheon (though most do), but it is rare indeed to find a dwarf who does not at least offer it token respect. Likewise, even the vilest of dwarves still acknowledge Dwerfater as the father of their race even if they offer him no veneration. Certain members of the Dwarven Pantheon have even found acceptance among other races and cultures. These are Pekko, who has been embraced by human, gnomish, and Halfling cultures (though they tend to argue from which culture he originated), Strym, who has found worship among humans as the god Stryme, and Grox who enjoys wholly separate cults among humans and the duergar. One additional oddity is the dwarven god Bilis of the Tuatha De, who is not a member of the Dwarven Pantheon *per se*, but due to his heritage as a dwarf is often included among their number nonetheless.

Dwerfater, Father of Dwarves, Master Crafter

Greater God

Alignment: Lawful Good Domains: Creation (see below), Earth, Good, Law, Strength Symbol: Hammer and anvil Garb: Armor of mithral or steel Favored Weapon: Warhammer Form of Worship and Holidays: Priests worship at the forge, crafting items of steel and mithral. The most sacred steel is tempered in virgin snow on Orenday, the first full moon after midwinter. Typical Worshippers: Dwarves



Also known as Dwurfater to some dwarves, Dwerfater is called the Father of Dwarves. He leads the Dwarven Pantheon and is usually considered to be the progenitor of the dwarven race. Dwerfater is known to have warred with Jubilex in the distant past and is said to have imprisoned the Faceless Lord in a prison of stone. He then appointed a clan of dwarves to serve as guardians over the demon lord's prison for all time. Dwerfater is recognized as the creator of the dwarves, the craftsman from whose forge the entire race first sprang, and all dwarves acknowledge Dwerfater as the Master Crafter. Dwerfater appears as an ancient dwarf whose beard is the color of mithral and touches the ground at his feet. He always wears a blackened leather apron over a coat of mithral mail and always carries his mighty warhammer *Noolhamr*.

Dwerfater first appeared in Bard's Gate by Necromancer Games.

Creation Domain

Granted Powers: You have a knack for creating objects from scratch. You gain a +2 competence bonus to Craft checks and Profession checks for professions skills related to construction or creation. You gain Profession for any creation-related profession as a class skill.

Creator's Touch (Sp): With your touch, you imbue an object with +50% hit points. Alternately, if an object has the broken condition, you can remove that condition with a touch. Objects that receive additional hit points from your touch cannot receive more additional hit points as long as the first ones bestowed still remain. An object that has already received additional from your touch can receive the benefits of removing the broken condition with another touch. Additional hit points to an object from this spell remain for 1 hour per cleric level you possess or until removed through damage. The removal of the broken condition from an object does not wear off, though the object can obtain the broken condition again through additional damage. You can use this ability a number of times per day equal to 3 + your wisdom modifier.

Material Transformation (Su): At 6th level as a swift action you can give any weapon or armor you touch the properties of being made from a special material such as adamantine, cold iron, darkwood, dragonhide, mithral, or silver. The transformation lasts for a number of rounds per day equal to 1/2 your cleric level and can be ended by you with a thought as a free action. You can use this ability as many times per day on as many weapons and armor as you like as long as the total time of these transformations does not exceed your maximum allotted rounds per day. When this maximum is reached, all objects previously transformed by you revert to their original material if they have not already done so.

Domain Spells: 1st—bless water or curse water; 2nd—make whole; 3rd—create food and water; 4th—minor creation; 5th—fabricate; 6th—major creation; 7th—permanency; 8th—greater polymorph; 9th—polymorph any object.

Barator, The Crafter and Master of the Forge (Lost)

Greater God Alignment: Lawful Good Domains: Artifice, Earth, Law, Strength Symbol: Anvil with crossed axe and hammer Garb: Leather apron Favored Weapon: Warhammer Form of Worship and Holidays: No formal holidays but re-

vered at the same times as Dwerfater and Crugas. **Typical Worshippers**: Formerly dwarven smiths, artisans, and craftsmen, dwarves of Clan Krazzadak

Barator is a primeval dwarven god from the earliest days of that race. He was known as a master forger and artisan who was revered by craftsmen among the dwarves and other races alike. According to dwarven myth, he worked together with the elven god Wayland the Smith to create many artifacts of the ancient world. Somewhere in the early days of the world, Barator was lost. None knows his fate and, if Dwerfater knows, he has not deigned to reveal it. Crugas was apprenticed to Barator (and possibly Wayland as well) and was raised by Dwerfater to take Barator's

former position in the pantheon as patron of craftsmanship and the forge. Today, Barator is largely forgotten except among the dwarves of the Great Mountain Clan Krazzadak who still honor him in their ancient capital of Abad Durahai. In that clan, there are still dwarves who serve as clerics of the lost god, though their clerical powers are granted to them by Dwerfater in honor of his lost brother deity.

Barator first appeared in K6: Shades of Gray by Necromancer Games.

Bilis, Dwarf God of the Otherworld, King of the Hollow Hills

Lesser God

Alignment: Neutral Domains: Earth, Fire, Glory, Magic, Repose Symbol: A chariot wheel under a hill Garb: Long brown robes, barefoot, wooden masks depicting stags, boars, and other animals that Bilis might hunt.

Favored Weapons: Boar spear

Form of Worship and Holidays: Primary holiday at sundown of Midsummer Eve for the festival of Lith. A great bonfire is lit to ward away evil spirits and wooden wheels are rolled down slopes to wake Bilis in his hollow hill for his summer hunt. Other services held at eclipses and changing of the seasons. Bits of bread or cheese are sometimes left on flat rocks overnight for the "folk of Bilis' realm."

Typical Worshippers: Isolated dwarven communities, dwarven druids, recognized by Daanites and other human followers of the Tuatha De, some spriggans

Though arguably a dwarf, Bilis is not normally counted among the other members of the Dwarven Pantheon. Rather, Bilis is the Dwarf King of the Otherworld. Legend says that his mystical halls can be reached from the mortal world by means of a mystical castle called Caer Bannog that lies at the center of a mountain tarn. There he holds court among halls beneath the earth that are home to dwarves more akin to him than those of the Lost Lands and to numerous fey. It is also said that darker and stranger things haunt the stalactite-laden caverns of Bilis' realm, but the truth of this matter has never been discerned. Bilis' realm is divided between multiple sub-kings said to be the departed spirits of dwarven kings who go on to rule in death in the Otherworld as they did in life, and it seems that the inhabitants of Bilis' realm are comprised of both living dwarves and the spirits of those that once lived. Some of the known sub-kings that rule in Bilis' realm include Grigoras and Glecidalan. It is speculated that the legendary Dvalin of the Northlands Dvergar is also a king in Bilis' realm, but this has yet to be confirmed. It is thought that the spirits of dwarven dead that did not venerate Dwerfater and his pantheon in life go the halls of Bilis after death instead.

Most dwarves of the Lost Lands do not acknowledge Bilis among the dwarven gods, but some populations of hill dwarves and mountain dwarves cling to the old ways and still venerate the King of the Hollow Hills. These dwarven communities tend to be more isolated and insular, living in villages tucked into hidden valleys among the hills and mountains or in small cavern and tunnel complexes that hold little more than their own immediate populations. They are more in tune with the natural world and less likely to construct extensive mines or massive citadels. Among these folk, Bilis is acknowledged as their king and any earthly king serves only at his pleasure. The rare dwarven druid is most likely a follower of Bilis.

Bilis appears as an old, stooped dwarf with thinning gray hair and beard. As winter progresses toward summer, he becomes younger until by Midsummer Eve he appears to be hale and hearty and in the prime of life. At those times he dons a leather jerkin and takes up his boar spear to emerge from the hollow hills in his chariot and hunt until nightfall of the festival of Lith. Many folk claim thunder in the hills during that time is the sound of his chariot wheels and team as they pursue their quarry.

Crugas, God of Magical Crafts

Lesser God

Alignment: Neutral

Domains: Artifice, Knowledge, Magic, Rune

Symbol: Bellows pointing downward with a tongue of flame in front of it

Garb: Leather apron (to represent smithing) and jeweler's loupe (to represent finesmithing)

Favored Weapon: Dwarven longhammer*

Form of Worship and Holidays: Many worshippers are wizards, sorcerers, or magi who devote the crafting of magical items as their form of worship. Followers who make arms and armor donate one out of every five pieces they craft to the priesthood. Formal worship services are noisy affairs with clanging anvils, heaving bellows, and roaring forge fires as smith-priests lead their congregants in lessons in craftsmanship. Worship services are held on biweekly festival days. Typical Worshippers: Dwarven smiths and armorers, craftsmen, and arcane spellcasters, Dvergar of the Northlands *See Pathfinder Roleplaying Game Advanced Race Guide

Crugas is a wizened old dwarf sometimes said to be the uncle of Dwerfater who was so absorbed in his own crafting as to turn down the opportunity to be father of the dwarven race and let that role pass to his nephew. It should be noted that this theory is considered heretical by most dwarves who are not specifically followers of Crugas so that his own followers tend to downplay this aspect in public. For his part, Dwerfater has remained silent on the subject.

Crugas is the dwarven god of craftsmanship — not so much normal smithwork or stonecutting, which is more held to be the domain of Dwerfater, but rather the work of finesmithing and especially the crafting of enchanted items and armor or weapons of power. In this aspect, Crugas also serves as the patron of arcane magic among the dwarves, a rare enough calling among the stoutfolk, but nearly always inextricably tied to the creation of magic items. In some myths, Crugas is said to have learned his craft as apprentice to the Elven deity known as Wayland the Smith, though this rankles some dwarves who wish to downplay such a connection.

In the cold mountains of the Northlands where the mysterious dwarves known as the Dvergar dwell, Crugas is often associated with their unparalleled crafter and legendary king, Dvalin. Whether Dvalin is a manifestation of Crugas incarnate, Crugas actually is Dvalin, or Dvalin is simply a mythological construct is a matter of some debate outside the insular and little-understood Dvergar.

Crugas first appeared in *F2: Fane of the Witch King* by Necromancer Games.

Dargath, The Kingmaker, God of Craftsmanship and Creation

Demigod

Alignment: Lawful Good

Domains: Air, Artifice, Earth, Fire, Law, Nobility, Strength, Travel, Water

Symbol: An anvil surrounded by a tongue of flame, a diamond, a drop of water, and a breath of air

Garb: Robes or sashes interwoven with metallic threads to denote rank within the church hierarchy: bronze for acolyte, gold or silver for priests, mithral or platinum for high priests **Favored Weapon**: Warhammer

Form of Worship and Holidays: Worship is in the form of crafting weapons, armor, or tools. Those who cannot craft sit in attendance and donate the materials for the crafting. The crafters donate the materials only one-fifth as often to account for their donation of skill and effort. Perfection in craft is considered the highest form of devotion. The training of others as smiths or craftsmen is also considered to be

worship and is conducted on a strict schedule at temples of Dargath.

Typical Worshippers: Dwarves of Libynos, some elementals

While Dwerfater is reckoned the father of their dwarven race, after that people first appeared in the world and spread out to occupy the mountains of the continents of Akados and Boros, they ignored the desert realms of the East. Only after many generations did the dwarves learn that others of their kind had migrated to lands beyond those deserts where other mountain ranges stood, far from the lands of the line of Karam Ezun. The dwarves learned that these distant kin of this land called Libynos had fallen afoul of its many hostile denizens but had no hierarchy of kings to rely on for protection and mutual defense, falling instead into squabbling that made them weak in their disunity and easy prey for their attackers. The great dwarven priest Dargath prayed that Dwerfater would send these lost kin a savior, and in answer, Dwerfater raised the priest as a demigod, and sent him to bring succor to the dwarves of Libynos and bestowed upon him the authority to raise a king over those distant clans. This Dargath did, and to this day, while little recognized in western lands, Dargath remains the chief deity of Libynosi dwarves and the acknowledged representative of the great Dwerfater whom those dwarves had lost the knowledge of in their wanderings.

Dargath is a serious dwarf who focuses on creation and perfection in craftsmanship, whose skills as a blacksmith to the gods are unequaled. In him Dwerfater placed all of the knowledge of crafting as well as the secrets of bending the sacred elements perfectly to achieve the desired outcome at the forge. His tenants are as rigid as the steel he cherishes, but his principles are wholesome and good. He detests evil and inferior weapons. Dargath stays out of the politics of his fellow gods, supporting good and law with his skills at the forge. Since succeeding in establishing the royal dynasties of the Libynosi dwarves long ago, he now confines himself in an iron stronghold atop the Ringing Mountain in Elysium.

Dargath proudly, and some say stubbornly, takes only one form, that of an aged dwarf in imitation of his race's father and liege, Dwerfater. His metallic silver hair and beard reveal his identity. He wears adamantine armor and always carries *Rolikamsk*, his indestructible warhammer forged for him by Dwerfater. *Rolikamsk* is Dwarven for "Life's Spark."

Because of Dargath's mastery of the secrets of the sacred elements, he is seen by some as an elemental deity, though the role and the odd worshippers it occasionally brings suits him poorly and makes an awkward fit for the rigidly organized members of his church.

Dargath first appeared in SF2: Splinters of Faith: Burning Desires by Frog God Games.

Father Poga, God of Time, Lord of the Yuletide

Lesser God

Alignment: Lawful Good Domains: Community, Darkness, Good, Time (see below), Travel

Symbol: Gingerbread bell Garb: Black fur cap with deer antlers, bright red or green coat



Favored Weapon: Greatclub Form of Worship and Holidays: Services held on the eve of the High Holy Day of Hogmanay

called Yuletide, when common folk light candles in all their windows and at their doors. The nobility (or more typically their servants) go through town ringing bells and leaving treats at the doors of lit households pretending it was left by Father Poga.

Typical Worshippers: Mountain dwarves, candy makers, Yuletide celebrants, chroniclers

Father Poga began in the Dwarven Pantheon as a god who oversaw the progression of time. Each year on Orenday (the first full moon after the winter solstice), he was charged with renewing the calendar for the coming year by ushering out the old year and ringing in the new year with the tolling of the city's temple bells. Over time, the dwarves transitioned to the human tradition of the new year beginning at Midwinter rather than at the time of the full moon so that the calendar did not have to be recalculated each year. With this change, Father Poga became more associated with the human High Holy Day of Hogmanay, and stories of him ushering in the new year by bringing treats on Yuletide night began to spread among human and dwarven populations alike.

Tradition holds that each year on the night before Hogmanay, Father Poga captures a mighty wild dire stag high in the mountains and then, using his cudgel as a riding crop to keep it under control, rides down from the heights ringing a bell to announce the holiday and delivering gingerbread treats to all the commonfolk. He wears a thick greatcoat of red or green (depending on the telling and the local tradition) and a tall hat of black fur where he holds the gingerbread as he rides.

In current times, Father Poga has very few adherents (which was largely true in olden days as well beyond the occasional dusty archivist charged with keeping the annals of the years). However, what Father Poga may have lost in the way of actual worshippers has been more than made up for in adoration. Now not only mountain dwarves but many human communities as well celebrate the annual festival of Yuletide by lighting candles for him while the gentry dresses in imitation of Father Poga and delivers gifts of gingerbread and treats. This tradition has never really caught on among hill dwarves for some reason, so it is usually only mountain dwarves who celebrate this tradition among dwarvenfolk.

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—*hastep* 4th—*sendingp* 5th—*permanencyp* 6th—*wind walk*; 7th—*limited wish*; 8th—*temporal status*; 9th—*time stop*.

Grox, God of Artifice and Darkness, The Deep Father

Lesser God

Alignment: Lawful Evil

Domains: Artifice, Darkness, Evil, Knowledge, Law **Symbol**: A blindfolded marble bust (human followers), a hammer cracking a black diamond (duergar followers) **Garb**: Black scholar robes and tam (human followers), gray robes with long sleeves extending below the hands and full veils completely covering the head and face (duergar followers)

Favored Weapon: Light hammer (called a "gavel" by human followers)

Form of Worship and Holidays: In human lands, worship services occur in secret cellars before royal counsels, legislative or other government assemblies, and important hearings or trials in order to bring the influence of Grox on the verdict or decision. Formal holidays occur on the night before the

High Holy Days so adherents can then participate as false worshippers with the congregations of other deities whom they pretend to revere. Duergar and evil dwarves conduct worship services in deep caverns once a month with much chanting and rhythmic clanging of hammers on stone. Criminals and prisoners taken from battles in the previous month are sacrificed by strangulation in these ceremonies. **Typical Worshippers**: Duergar, evil dwarves, lawyers, spies, scribes, alchemists

Grox is worshipped as The Deep Father by the duergar race in mockery of the dwarven god Dwerfater whom they claimed turned his back upon them. They view Grox as a warlike gray dwarf with shining white eyes who seeks conquest for his children through invention and subterfuge. The duergar do not usually outnumber their many enemies (especially the hated dwarves), and must rely on their expertise in moving through the darkest caverns and preparing traps and ingenious weapons to prevail in battle. Their ways are the ambush in the dark and poisoned water source. Despite this tradition of treacherous tactics, they are very orderly and law-abiding amongst their own, following formal hierarchies and chains of command in the name of their blasphemous god.

In addition to his duergar followers, corrupt barristers and government officials who seek to use his mastery of darkness and law to shroud the eyes of justice in pursuit of personal gain and power revere Grox. Their ultimate goals are wealth and power, and personal gain fuels almost everything they do. They manipulate courts of law, royal counsels, and legislative bodies not to bring down or corrupt their governments, but rather to twist the laws and rulings to further enrich themselves. In many ways, they echo the efforts of the cultists of Fraz-Urb'luu, though they endeavor to do so within the boundaries of the law rather than through circumventing it. Worshippers of Grox firmly believe in the sanctity of law and contracts in particular, they simply seek to bend them to their own advantage and then rely on the legal systems themselves to protect their advantages and rights after the fact.

Worshippers of Grox among human lands never venerate him openly, always pretending worship to other gods more socially acceptable in the circles through which they move and work. They often carry a blindfold in a pocket of their robes folded as a "handkerchief" to show their devotion even among hostile crowds, and those in a judiciary capacity frequently keep a gavel with them as symbol of Grox's hammer.

A little-known subset of Grox worshippers outside the duergar and legal system are certain scribes, scholars, and alchemists who venerate the dark god in pursuit of knowledge with which to enrich themselves. These folk call upon their god's favor to grant them special insights as they peruse ancient texts for translation to discover lost lore. A common example of this is found in alchemists who know no bounds in what they will do to further their search for the secret of turning base metals to gold.

Grox first appeared in Unusual Suspects by Frog God Games.

Pekko, God of Ale and Spirits, God of Grain

Lesser God

Pekko is a member of the Dwarven Pantheon, but is revered more among the lowland hill dwarves than the mountain dwarves of the tall peaks. Pekko is also revered among gnomes, halfling, and humans. See the **Gnomish Pantheon** below for further details.

Snorri Horrnison, The Swaggering Axe, Hero-God of the Targ

Demigod

Alignment: Chaotic Neutral Domains: Destruction, Glory, Liberation, Luck Symbol: Dwarven axe with a split haft Garb: No formal garb, adventurer's garb is normal Favored Weapon: Dwarven waraxe Form of Worship and Holidays: High Holy Days and fortnight festivals celebrated with drinking and whoring ... most other days celebrated in the same way.

Typical Worshippers: Mountain dwarves of Clan Targ, dwarven adventurers and gamblers

The pride and joy of the Great Mountain Clan Targ is also their great shame: their homegrown hero-god Snorri Horrnison, subject of many a bawdy tale and off-color drinking song. Unfortunately (or fortunately, depending on whom you ask) is that most of the songs and tales are rooted in truth. Whether Snorri Horrnison is his true name or just an epithet he's picked up as his legend has grown is unclear, but in either case, the name has stuck and appears to meet the god's approval.

According to legend, Snorri was either a fierce warrior, or pious battle-priest, or a raging barbarian of the Great Mountain Clan Targ in the days long before the fall of Hazad-Burgh. Whatever his occupation, he was known to be incomparable in battle, unmatched in cleverness, and peerless in his sense of humor. It is possible that he was also a legendary partaker of ale and whores, though some dispute this as beneath his legacy. Regardless of the truth of these rumors, there is general consensus that he was a follower of Pekko, the god of ale and spirits, and somehow achieved godhood through that deity's sponsorship. Veneration of the ascended hero-god did not really begin until after the fall of Hazad-Burgh; it became fashionable among the folk of Durandel to follow the clan's homegrown god during the high days of that city. After the fall of that city and the scattering of Clan Targ, worship of Snorri tapered off into its current form. There are no known formal temples of Snorri (his adherents would claim that any taproom or campfire where the beer flows free is his holy church), and his clergy and worshippers tend to be wandering dwarven adventurers, principally of the Targ Clan, but by no means limited to them only.

Snorri Horrnison is a demigod who is a wild-haired dwarf with an equally wild beard, both in a shocking shade of red. He wears a horned helm with a rakish tilt and has a perpetual smirk on his lips. In his hands is a double-bladed waraxe called *Woolgatherer* with a leather-wrapped haft, a repair from where the haft was broken upon cleaving one of the horns of the legendary Ulam the Three-Horned Beast.

Snorri Horrnison first appeared in *F3: Crystal Skull* by Necromancer Games.

Strym the Mighty, God of Strength

Lesser God

Alignment: Neutral Good

Domains: Good, Liberation, Protection, Strength, War Symbol: A stylized ox Garb: Brown sleeveless tunic Favored Weapons: Warhammer

Form of Worship and Holidays: Clerics are expected to make themselves available for hard labor and toil if need be, blessings are given before great physical undertakings. Typical Worshippers: Dwarves, soldiers, barbarians, fighters, laborers

Also worshipped among non-dwarves as Stryme, Strym is a dwarven god of strength. He is revered by those who have a great respect for physical might, protecting the weak, and engaging in warfare. He is a stern but fair god, and requires of his priests that they maintain their bodies in peak physical condition, and use their gifts of strength to help in the labors of the earth and the defense of those weaker than themselves. His worshippers are vehemently opposed to slavery; hard labors should be undertaken willingly, not forced upon others. Healing is offered for free to those injured whilst performing strenuous physical tasks. Among dwarves, Strym is also seen as a war god. Most dwarven warriors venerate Dwerfater, but many thanes and war leaders also make offerings of gems or fine spirits to Strym for success in battle.

Stryme/Strym previously appeared in *G8: Aberrations* and *Bard's Gate* by Necromancer Games.

Vergrimm Earthsblood, Keeper of the Mines, God of Miners

Lesser God

Alignment: Lawful Neutral Domains: Artifice, Darkness, Earth, Law Symbol: Crossed pickaxes Garb: Heavy miner's gloves and helmet Favored Weapons: Heavy pick

Favored weapons: Heavy pick

Form of Worship and Holidays: Small services with offerings of precious stones are held on biweekly festival days. On the High Holy Days offerings of valuable ores, preferably mithral, are made. At the opening of a new mine, a ceremony is held to call upon Vergrimm's favor to bring luck and safety to the miners. Mine owners typically donate 5% of the mine's yield to Vergrimm's temples.

Typical Worshippers: Dwarven miners, architects, spelunkers, deep cave explorers

Vergrimm is the god of the deep places and patron of dwarven miners. If Dwerfater fathered the race of dwarves, then Vergrimm gave them their purpose when he revealed to them mithral and instructed them how to locate it. Dwarves venerate Vergrimm to gain an affinity with the deepest caverns and tunnels when they explore or delve. They carry charms in the form of his holy symbol stamped on axe blades and helms to ward away bad luck and chance encounters with the worst horrors of the deeps. Because of the engineering necessary to ensure the safety of mine tunnels beneath all the stresses of the earth, Vergrimm is also revered among dwarven architects and builders who tend to make the sturdiest of clanholds and most impregnable of mountain citadels.

As God of the Deeps, Vergrimm is in touch with the natural rhythms and echoes of the earth. The earth spirits are known to him, and clerics of Vergrimm often have summoned earth elementals in their service. Vergrimm's greatest achievement, perhaps, is his alliance made with the enigmatic lords of the earth, who bestowed upon him the secret mysteries of the substance known as *earth blood*. His mastery of these secrets and the power over earth that it has given him bestowed upon him his sobriquet of Earthsblood.

Vergrimm appears as a dour, pale-skinned dwarf with thinning black hair and a long, but wispy beard. His left eye is an empty socket that appears to be a bottomless black hole; it is said it was both the sacrifice he made as part of the bargain for the secrets of *earth blood* as well as the repository where those secrets are safely held. He wears a miner's helmet and is always seen with his pickaxe *Smoldiung* and a caged canary.

Yngret Yellow-hair, Goddess of the Clanhold, Mother of Accord

Greater God

Alignment: Neutral Good Domains: Community, Fire, Healing, Law, Protection Symbol: A round shield with a gold tower Garb: Full-plate armor Favored Weapons: Spiked shield

Form of Worship and Holidays:

Simple services of chanted hymns on every festival day. Weddings, births, and signing

of treaties and alliances. On High Holy Days a great round loaf of bread is baked from unwinnowed grain and shared among the congregants. On these occasions, oaths are made and renewed and important contracts are signed. **Typical Worshippers:** Dwarven women, matchmakers, city guards, soldiers, and midwives

If Grox is the dwarven god of the particulars of contract language, then Yngret is the goddess of the spirit of agreements. Little known outside of the dwarves, Yngret is nonetheless one of the most venerated of dwarven deities, next only to Dwerfater in ascendancy amid the pantheon. Some theologians claim she is the wife of Dwerfater (though this is generally disputed because others claim this would then make her the Mother of Dwarves, a claim universally scoffed at among dwarvenfolk), while others claim sister, daughter, or even aunt - though none know exactly how that lineage would work out. To the dwarves, these nuances matter little. Yngret is the protector of dwarven settlements and the binder of contracts, alliances, and marriages between dwarves - the latter being more like the former two than different. Dwarves have a low birth rate, and only about 4 out of 10 births is a female. In addition, dwarves seldom become caught up in matters of love and courtship like the other races, so that only about 1 out of every 5 dwarves ever marries and has offspring, the rest — male and female alike - focus on their craft or their business. As such, marriages become formal affairs of alliance between clans and families and require a great deal of negotiation and brokering of considerations. Yngret is as close to a goddess of love that the dwarves get.

Yngret's focus on alliances and mutual agreements for defense makes her the goddess overseeing the security of a clanhold and a favorite among soldiers and settlement defenders. She is the epitome of the idea that the best defense is a good defense. She protects the community and the forge fires that allow the community to survive and thrive, much as lowland races might venerate a goddess of the hearth. While Yngret reveres law and justice, she is also the only dwarven deity who tempers it with mercy, making her the most nurturing of the dwarven gods. The weak and the needy turn to her, as do the sick and wounded. New mothers seek her blessing for the health of children, and a cleric of Yngret typically oversees dwarven births alongside a cleric of Dwerfater. The cleric of Yngret delivers the child safely to the mother and introduces it to the love of the clan, and the cleric of Dwerfater cuts the umbilical cord and introduces it to hardship and duty to the clan. She is said to personally attend the birth of dwarven kings.

Yngret usually appears as a stout dwarven matron with hair of an uncharacteristically golden blond kept in two braided pigtails. Mountain dwarf iconography shows her with a thick, full blond beard, while hill dwarf images leave the beard off. Her eyes are of deep green — also unusual for a dwarf — and she wears highly polished plate armor at all times, even when serving as midwife and delivering a dwarven king. However, she is never pictured wearing a helmet, even in scenes of battle.

Gnomish Pantheon

Unlike the mountain dwarves, gnomes are not ubiquitous to the mountains. However, as one of the races most accepted by mountain dwarves, many gnomes number among the populations of dwarven settlements in addition to the communities of ice gnomes of the Shengotha Plateau and the svirfneblin of Alesardin. Nevertheless, the Gnomish Pantheon enjoys considerable veneration in certain quarters. Hammer Mittelschmerz is universally honored among gnomes, both above and below the mountains, and the deity Dre'uain the Lame has found his way into prominence not only among gnomes but among humans as well (and even elves in the form of Wayland the Smith). Finally, Pekko is a god with a major following among dwarves, gnomes, humans, and halflings alike, though in the mountains his gnomish adherents tend to outnumber any other race.

Hammer Mittelschmerz, God of Gnomes

Greater God Alignment: Chaotic Good Domains: Animal, Artifice, Chaos, Earth, Protection, Trickery





Symbol: A wide, toothy grin with one glinting gold tooth **Garb:** Tinker's apron and magnifying goggles along with well-worn and comfortable traveling shoes

Favored Weapons: Gnome hooked hammer

Form of Worship and Holidays: Solsdag each week is celebrated with a toast to Hammer to invoke his blessing and to start the week off well. The toast ends with all tankards drained and thumped on the table to signify the blow of his hammer against the foes of the gnomes. On High Holy Days, grand festivals are held in gnomish communities, including masked revels and innumerable pranks pulled by anonymous revelers (many actually at the hands of the clergy). The annual Gnomish Grand Masquerade is held on Feast of Fools day.

Typical Worshippers: Gnomes, pranksters, those seeking vengeance

No one knows if Hammer is the god's actual name — most assume it is not — or simply a nickname picked up from his greatest prank. In fact, outside gnomish circles he is mostly just referred to as the God of Gnomes. Hammer Mittelschmerz is not the most widely venerated of gnomish gods (that distinction, no doubt, belongs to Dre'uain or possibly Pekko), and he is not the oldest (that would be Iskardar), and he does not claim to be the father of the race, yet he is unanimously acclaimed among gnomes as the head of their pantheon. The reason is simple: He is the most gnomish of the gnomish deities.

Whether Hammer began as a mortal gnome who ascended to the ranks of godhood or was already a divine power who merely stepped into a greater role, either way he embodies everything a stereotypical gnome should be: He's inquisitive to a fault. He's in tune with the natural world around him, both above and below the earth. He's a tinkerer and inventor and believes in protecting the well-being of gnomes everywhere, regardless of racial subtype. And he pulled off the greatest prank in the history of gnomish pranks, one that had profound and lasting effect, reached the highest levels of the multiverse, and was genius in its simplicity.

Hammer appears as a red-haired gnome with a short beard and long nose upon which perch thick goggles that magnify his eyes to an uncomfortable degree. His face is usually smudged with grease or soot from his incessant tinkering. His wide grin is engaging and frightening (to those who have been on the receiving end of one of his pranks). He wears garish garments under his work apron and assorted tools with which he is always meddling with something or other. He is always on the move from one project or locale to another, constantly having to replace the soles on his boots. He is never seen without his hooked hammer *Snipe-catcher* jauntily propped against his shoulder.

Hammer Mittelschmerz first appeared as the "God of Gnomes" in *F1: Vindication* by Necromancer Games.

Dre'uain the Lame, God of Craft and Smiths, God of Industry and Hard Work

Greater God Alignment: Lawful Neutral Domains: Artifice, Creation (see Dwerfater above), Earth, Fire, Knowledge, Magic Symbol: Three interlocked cogwheels

Garb: Crafter's outfit (different outfits for different crafts) Favored Weapons: Warhammer

Form of Worship and Holidays: Worshippers sacrifice one masterwork item per year (if they can afford it). Worshippers without the means to create or purchase masterwork items for sacrifice can purchase small tin replicas at local temples for use in sacrifices. Late summer craft festivals, earthquakes, and volcanic eruptions are also occasions when sacrifices are made to Dre'uain.

Typical Worshippers: Human, gnome, dwarven, and halfling

craftsmen, inventors, laborers, union organizers, maimed workers, wounded veterans, beggars

Dre'uain appears as a clubfooted gnome with strong but fine-fingered hands. His flame-red hair and beard always appear singed from his labors over the forge. He has a long nose and piercingly curious eyes and wears a soot-covered apron. Hammer Mittelschmerz claims to have learned all he knows of crafting and invention from Dre'uain.

Considered by many to be one of the oldest deities, Dre'uain embodies the creative mind and its ability to fashion objects and devices. Dre'uain is honored by creators, inventors, smiths, architects, and other craftsfolk of all races. His connection to earthquakes, volcanoes, and other seismic events seem to be a holdover from his earliest days as a mighty giant and earth deity. In that capacity, early myths say that he battled the primordial earth spirit Demogorgon for supremacy. The result of the battle was the crippling of Dre'uain and the reduction to his current stature as well as his loss of mastery over the earth, turning instead to mastery of its resources in invention and crafting. Demogorgon faired perhaps worse, losing his mastery over the earth in exchange for knowledge of its deepest secrets instead but at the cost of having his psyche split into two competing halves and being cast into the Ginnungagap.

Since then, Dre'uain has succeeded in one of the most difficult tasks in all the multiverse; he was a gnome god who ascended to a position of respect and major worship among humans, with many adherents among dwarves and halflings as well. Dwarven crafters and inventors are more likely to venerate Dwerfater or Crugas, especially since Dre'uain has not been adopted into the Dwarven Pantheon. Still, a fair number of dwarven craftsmen and smiths prefer to follow his faith than the more magically oriented tenants of Crugas or the distinctly racial patronage of Dwerfater, especially among the hill dwarves who work more closely with other races.

Among humans, Dre'uain not only receives veneration among inventors, craftsmen, and smiths, but his propensity for hard work and virtue of honest labors has endeared him to all manner of manual laborers. Many such laborers follow Stryme, seeing the work of the god of strength in their labors, but for those whose work is less reliant upon physical prowess and more reliant on dogged determination or dedication to tedious or repetitive tasks, Dre'uain strikes a chord. The laborers or many manufactories turn to Dre'uain for their common beliefs, resulting in the formation of labor unions in some locales.

The presence of Dre'uain's own clubbed foot as a model, and the tendency of some of his followers to unionize, has created a following of maimed workers among his followers. This has likewise contributed to a growing number of wounded veteran soldiers among those who follow him, turning away from their former soldier gods in their disability and looking instead to Dre'uain to sustain them. An unexpected side effect of this is that an ever-growing number of beggars - crippled and healthy alike - are beginning to flock to faith. This latest development has created a great deal of discomfort and growing resentment among his clergy because many of these beggars are seen as individuals who eschew hard work in favor of the charity of others, which flies in the face of the very tenants of Dre'uain. Despite many temples openly preaching against the sin of sloth to discourage this affiliation among those they see as ne'er-do-wells, any number of almshouses and soup kitchens continue to pop up in Dre'uain's name, though not formally associated with actual members of the clergy. The church hierarchy has yet to come up with a good solution to this situation and are divided as to whether a solution is even necessary.

Dre'uain is frequently associated with the elven deity known as Wayland the Smith (Weland the Smith among the Tuatha De Pantheon). Many assume they are the same god by different names and in different aspects. The dwarves vehemently deny any suggestion of this, and the churches of Dre'uain and Wayland maintain themselves as entirely separate entities. If there is a connection between Dre'uain and Wayland, neither deity has deigned to comment.

Dre'uain's temples always contain an altar composed of large metal gears intended to represent the eternal mechanisms of the cosmos, which Dre'uain is said to understand and perhaps even serve as caretaker over. True members of Dre'uain's clergy can be identified by their ability to disassemble the interlocking cogs of Dre'uain's holy symbols or connect them back together. This secret, known as the "Blessing of Dre'uain," is

Hammer's Greatest Prank

The story goes that Hammer approached the deity Snuurge, the Father of Goblins and Lord of Fecundity, with a proposal. He had designed an ingenious weapon for use in the tight tunnels of gnome warrens to use against kobolds, the gnomes' racial enemies. He reasoned that the weapon would be of great use in the wars against the kobolds and would finally give them the upper hand, but being only a tinkerer at heart he lacked the forging facilities to make a truly perfect, iconic version of the weapon that the goblins ware no master craftsmen themselves, their forges did burn hot and had materials on hand from millennia of plunder that could be used to create mighty things in the hands of a true craftsman. Hammer's offer was to use Snuurge's forges and materials to craft his master weapon, and then he would share it with Snuurge so his own people could use it to defend their tunnels against incursions of pesky kobolds who often competed with goblins for scant resources.

Snuurge agreed to the gnome's request, even allowing a detailed contract to be drawn up between them, seeing use for the new weapon in his own people's tunnel fights against not only kobolds but also the hated dwarven race. Caring not one whit for the contract he had signed, he intended, of course, to betray the foolish gnome craftsman from the very beginning, but unable to grasp the complexities of the design himself, Snuurge couldn't simply dispose of the gnome; he had to wait until after the prototype was completed before eliminating its designer. To this end, Snuurge had a special forging chamber created in the bowels of a volcano on the Lower Plane of Gehenna to craft the new weapon. Among the contrivances he included in the forging chamber was an opening in the floor that descended through a lava tube to the base of the volcano. This chute, he announced to Hammer, would be where they would discard the scrap from their work so as to not let it build up underfoot. What he didn't tell the gnome lord was that it was also where he intended to cast Hammer after the weapon was completed. A chain running to a nearby vat of lava (for tempering the weapon) could secretly be used to tip its molten contents into the chute after the foolish gnome has been deposited there — a fitting end, Snuurge felt, for an epic betrayal.

The work began, goblin deity and gnome power working side by side before the forge fires. More than once Snuurge attempted to read the thick sheaves of design notes and diagrams that Hammer had prepared, but he could never make any head-way in deciphering them. Thus, he was forced to put up with the gnome's continued presence with feigned enthusiasm and support. Hammer's incessant talking and annoying habits seemed only to become greater as the days passed, and Snuurge found himself relegated to the role of a subservient lackey fetching and carrying for the loudly obnoxious gnome. This only made the task that much more miserable for the Father of Goblins, and each day he comforted himself with the knowledge that the moment of betrayal was approaching when he would be rid of the gnome and claim his prize.

Gnomish myths say (for goblin tales deny any of it) that the work continued for 40 years, with each year finding Snuurge used in some more menial manner and humiliated in some new way by the seemingly oblivious gnome. But finally, the day came when the weapon was complete: It was a gnome hooked hammer, a double-headed weapon unlike any Snuurge had ever seen before, and he instantly grasped its utility in a fight in tight quarters with proper training. The moment of his betrayal and revenge had finally come, and he jumped at the opportunity with glee. As Hammer held the unusual weapon aloft in triumph near the chute where so much debris had been dumped in the preceding years, Snuurge reached out casually as if to give him a pat of congratulations, but instead gave a forceful shove. The startled gnome dropped the weapon as he fell backward into the pit but somehow managed to grab the edge with his fingertips. Snuurge charged forward to stomp the exposed fingers when he discovered one of the first properties of the gnome hooked hammer ... the hook. Somehow, the gnome managed to drop the hammer exactly in the path Snuurge was taking, with its hook pointing directly upward from the floor. Snuurge was not so foolish as to impale his foot upon its sharpened tip and merely lengthened his stride slightly, but he had not reckoned on the concept of the lever it created. As his foot crashed down on the hook just below the pointed tip, the curved hook pivoted beneath his great bulk and brought the hammer end of the weapon swinging upward at great velocity - amazingly at exactly the height of the Father of Goblin's groin. In a prank moment repeated countless times since at gnomish festivals using nothing more than a simple rake left lying on the ground tines upward, Snuurge felt his first encounter with the business end of a gnome hooked hammer; unfortunately it was directly upon the business end of the goblin deity known for his fecundity.

Snuurge howled in pain at the devastating blow to his most sensitive anatomy and immediately sprang forward to at least crush the dangling gnome's fingers as he hung helplessly at the edge of the pit. He was again confounded as the infuriating gnome gave him a wink and a grin and released his grip, dropping into the dark shaft before Snuurge's heavy tread could be brought to bear. It was then that Snuurge learned a second aspect of the hooked hammer as he crouched at the edge of the pit clutching his damaged body and straining to see the gnome in the darkness below. Apparently, without the goblin god noticing, Hammer had tied a string from his wrist to the haft of the hooked hammer. As Hammer fell, the string suddenly yanked the weapon as well. The string pulled the weapon to the edge of the pit where it passed between the legs of the crouching goblin deity, its wickedly sharp pick pointing straight upward still. As it zipped below Snuurge before he could even react, he felt the hooked end of the hammer suddenly raking him in very nearly the same area that the hammer end had encountered only moments previously.

Snuurge howled in pain as the hammer disappeared from sight into the chute. He took a moment to collect himself as he pondered his ruined nether regions, copiously spilling blood upon the stone of the cavern floor, and then he remembered the second part of his planned trap — the vat of molten rock. He painfully rose to his feet and limped around the chute to the edge of the great iron vat where the chain still dangled. Even if he could not have the master weapon he sought, at least he would have his revenge and painfully destroy the gnome. He yanked on the chain as hard as he could to tip the great seething cauldron, only to discover that at some point in the past decades, the gnome had removed one of the bolts that secured the vat to the floor. With the sudden tug of the chain and shift in the vat's center of gravity, the entire vessel tilted and dumped its contents sideways, not into the chute but rather directly into the already mangled lap of Snuurge, Father of Goblins.

The satisfying howls of rage and agony that followed Hammer in his long fall down the chute brought a glint to his eye and a great smile to his face. He looked down into the darkness below, anticipating his final impact at any moment. Another fact that Snuurge had overlooked in his carefully laid trap was that each day Hammer had insisted on cleaning up the ash from the forge himself. He assigned every other disagreeable and ignoble task to Snuurge, but each day at the end of their labors, he had meticulously swept up every speck of ash from the hearth and dumped it down their waste chute. And after 40 years of labors, quite an accumulation of ash had occurred. Hammer struck the peak of the mountain of powder with a dull thump and slid for several seconds down its slope until it deposited him outside the confines of the volcano at the exit of the old lava tube. He had not anticipated, however, the falling hammer descending only moments behind him. As he rolled to a stop among the soft ash, he felt the sudden crash of the hammer's head as it struck him in the face. Spitting a broken tooth and a mouthful of blood, he looked up in time to see the dark form of a great lava wyrm, an ally of Snuurge, glaring down at him from the slope above. The worm, however, seeing the ash-covered gnome as only a blackened humanoid creature with blood flowing from its mouth, assumed it to be one of Snuurge's many goblinoid servitors in the process of eating some victim and paid him no mind, instead moving on with its patrol of the volcano's flanks. As the great beast's shadow moved away, leaving the ash-smeared gnome to himself, in the sudden passing of its shadow Hammer caught a glint on the ground. In an old dried lava flow, long cooled from some ancient eruption, Hammer spied a small gold nugget protruding slightly above the surrounding basalt. Prying it free with the tip of his hooked hammer, he realized it was just the right size to be made into a false tooth. He placed it in his pocket as he whistled cheerfully (or attempted to at least, through his broken tooth) and made his way to the exit from Gehenna that he had prepared long ago - gnome hooked hammer leaning casually over his shoulder as he sauntered away.

Back up in the forging chamber, Snuurge's highest priests and most powerful sorcerers had finally responded to his screams of pain and fury. The worst of his burns and injuries were healed, but some would never be fully recovered. Holding his fury to a dull throb in his head and injured groin, he limped across the chamber to a worktable where the sheaves of parchment lay that held Hammer's designs for the hooked hammer. The gnome had foolishly left them behind. Snuurge thrust them into the face of his highest sorcerer and demanded that he read the mystical writings upon the pages. At the least, Snuurge could gain the knowledge of making the ingenious weapon for his own people. As the sorcerer cast a spell of revealing upon the coded writing, it triggered another spell that had been lain upon the pages long ago. The parchments suddenly revealed themselves to be the very contract signed by Hammer and Snuurge long ago, agreeing to work together to make a secret weapon for use against the kobold race. No actual design notes for the weapon were present, because Hammer had held them in his head all along. Snuurge and the sorcerer had only a moment to consider the pages before them before they too disappeared in a puff of eldritch sparks - magically transported instantly to the realm of the kobold deities ...

Upon returning to his gnomish kin and telling his tale — and revealing the new weapon he brought — Hammer was acclaimed the God of Gnomes. The goblins, of course, denied the whole thing as they added gnomes to their list of most-hated enemies alongside the dwarves, and eyed the kobolds warily who now looked at them with a new animosity. And, most tellingly, Snuurge, the Father of Goblins, dropped fecundity from his deific portfolio.

given to them directly from the god. Others who attempt to do so must make a successful DC 45 Disable Device check.

Dre'uain the Lame first appeared in Bard's Gate by Necromancer Games.

Iskardar, Master of Invention, God of Gems and Wealth

Lesser God

Alignment: Neutral

Domains: Artifice, Earth, Knowledge, Rune Symbol: A scroll impaled on a wavy-bladed dagger Garb: Velvet hooded robes of purple and black Favored Weapons: Kerambit*

Form of Worship and Holidays: Midnight ceremonies in libraries and institutions of learning once a month on a random day determined through complex mathematical calculations. Ceremonies are quiet, candlelit affairs with repetitive chanting to prepare the mind for contemplation and absorption of knowledge. A chosen speaker reveals some latest bit of research or discovery. Sacrifices of gems, jewelry, and small magical items are collected to fund further research and exploration.

Typical Worshippers: Gnome jewelers, finesmiths, scholars, academics, mathematicians, explorers, svirfneblin *See Pathfinder Roleplaying Game Ultimate Equipment

Iskardar is a master inventor and seeker of knowledge. He spends his days trying to plumb the secrets of the universe. Knowledge and inventiveness are his primary passions and concerns. Followers are dedicated to discovering and exploiting knowledge in all its forms, often with an emphasis on resulting material gain. In this way, Iskardar was evolved within the Gnomish Pantheon from just a god of invention and innovation to one of investment and accumulation of wealth as well. Iskardar is primarily worshipped by gnomes both on the surface and deep under the earth. Less concerned with physical invention that the clergy of Iskardar sees as being adequately covered between the faiths of Dre'uain, Hammer Mittelschmerz, Crugas, and Dwerfater, the followers of Iskardar concern themselves more with the invention of theory to understand and manipulate the natural laws of the cosmos. In a recent worship service, a follower of Iskardar revealed work building upon algebraic operations from distant Libynos in the East to derive the areas beneath and between curves. He called his new method "calculanius," and it is currently being considered on its merits by many great minds of Akados.

Iskardar first appeared in K6: Shades of Gray by Necromancer Games.

Kittail Hillcaller, The Wild One, The Wind in the Hills, Goddess of Freedom and Jest

Lesser God

Alignment: Chaotic Neutral (good tendencies) Domains: Chaos, Charm, Liberation, Trickery Symbol: Wooden wind chimes or a feathered hunting horn Garb: Clothing of animal skins and furs

Favored Weapons: Throwing axe

Form of Worship and Holidays: Outdoor dances and jamborees held around bonfires at the changing of the seasons and lunar conjunctions. Simple services for weddings, funerals, and other formal occasions in rural (primarily hilly) settings.

Typical Worshippers: Gnome country folk, hunters, trappers, frontiersmen, slywallies, some fey (mainly satyrs, korreds, and dryads)

What Hammer Mittelschmerz is to the other gods, Kittail Hillcaller is to Hammer Mittelschmerz. Whereas Hammer's constant pranks and incessant cheer tends to wear on his fellow deities, the Wild One, as she's called, seems to be the only one that can get the better of the God of Gnomes. It has been said that she has even managed to cause him to blush, though many find that hard to believe. Kittail Hillcaller is the wild heart of gnomes without the usual constraints of discipline necessary for invention or industry. She is the free spirit that dances in the dew across the hills and through the vales. She is the most fey-like of all the gnomish gods and has been known to have satyrs and korreds among her followers. In some backwoods communities of slywallies among the mountains, Kittail Hillcaller is revered as The Wind in the Hills that brings the rains of spring, the storms of fall, and the snows of winter. They hang wind chimes of wood and bone on the eaves of their cabins and listen to the windsong late in the night.

Kittail appears as a female gnome so heavily dressed in buckskins and furs that her race and gender are barely discernable. A cap of beaver felt covers her head and hangs so low that between it and the bearskin scarf she wears, only her piercing blue eyes and the tip of her nose are visible. When visible, her hair is curly and the brown of new bark, and her skin is ruddy and freckled from long years out in the elements. Kittail truly is a free spirit that dances and sings as often as she walks or talks, and between sudden flurries of running and leaping from hilltop to hilltop, she is known to sound her hunting horn to listen to its echoes dance among the hollows. Some gnomes claim she is the wife, sister, or daughter of Hammer, a claim that he and his clergy vehemently deny. Regardless, she certainly represents the uncontained and unsullied heart of the gnomish race in its purest form and is thus tolerated, if not fully appreciated, by the other gnomish deities.

Pekko, God of Ale and Spirits, Lord of the Abundant Harvest

Lesser God

Alignment: Chaotic Good Domains: Chaos, Community, Good, Plant, Travel Symbol: A tapped beer barrel suspended from a pole Garb: Brewer's apron

Favored Weapons: Quarterstaff

Form of Worship and Holidays: Harvest Festival, Feast of Fools, Brewers' Fest

Typical Worshippers: Gnome, halfling, dwarven, and human brewers, tavern keepers, bakers, some farmers that raise hops and barley

Pekko takes many guises among his worshippers, often appearing as a gnome, human, or dwarf of portly girth wearing a leather apron and carrying a beaker for measuring and sampling ale. In all guises, he carries a staff in one hand and a barrel of ale over his shoulder. Pekko may be boisterous and emotional, laughing one minute or brooding and tearful the next, but he is always quick to recover and share his good mood once again.

Pekko is the god of the brewing of ales and spirits, and the camaraderie and community that grows from it. To a lesser extent, he is a god of the harvest, but principally only to those who grow hops and barley or other crops intended for the brewers' vats. Because of his connection to grain harvests, some bakers also revere the God of Ale and Spirits, though they are much more likely to worship Ceres or Telophus. Pekko enjoys great popularity among many races, and has been formally adopted into the pantheons of the dwarves, gnomes, humans of the Foerdewaith, and halflings alike. Which of these he originated in, none know for sure, though it seems that the halflings, perhaps, may have the strongest claim.

As the Foerdewaith God of Spirits, the faith of Pekko experiences a sometimes-bitter rivalry with the followers of Bacchus-Dionysus of the older Hyperborean Pantheon. Because Pekko espouses the qualities of brewing that draw folk together in community, his church sees the wanton hedonism of Bacchus-Dionysus as madness and a destructive a trap for those who overindulge in the grape. As such, they actively work to convert followers of Bacchus-Dionysus to the more reserved and stable faith of their lord. For their part, followers of the God of Revels have no

qualms over vandalizing temples of Pekko or assaulting his faithful when opportunity and adequate sobriety allow.

Pekko first appeared in *Bard's Gate* by Necromancer Games.

The Dark-Seer, God of Delving and Deep Caverns, The Hooded Dark

Lesser God

Alignment: Neutral

Domains: Animal, Darkness, Earth, Knowledge, Scalykind **Symbol:** Iron claws grasping a dark gem with white eyes just above

Garb: Scale armor and black hood

Favored Weapons: Tekko-kagi*

Form of Worship and Holidays: Sacrifices of gold and gems before expeditions and at the discovery of valuable deposits of minerals, gems, or metals. Day of fasting twice per year based on migration of bats. Nightly prayers and meditation just before sleeping.

Typical Worshippers: Svirfneblin, Under Realms fey (conshees, fyrs, killmoulises, mites, pesties, wechtleins), occasional troglodytes

*See Pathfinder Roleplaying Game Ultimate Equipment

Though his name is often attributed to his ability to see in the dark, the Dark-Seer's appellation actually refers to his ability to pierce the veil of secrecy and mystery to unearth the great secrets of the night below not discovered since the time of Demogorgon. The Dark-Seer appears as a bald, gray-skinned gnome in scale armor and black hood with milky, colorless eyes barely visible within its folds. Svirfneblin identify with him and claim him as their own, and this may be true since few other gnomes venerate the Dark-Seer. Some fey that dwell in the lightless depths venerate the Hooded Dark, though many fey of such realms are evil, and the Dark-Seer is not an evil god (though his neutral attitude does not prevent some evil beings from calling on him). Some claim the Dark-Seer has reptilian blood in his veins, explaining his preference for scale armor and his access to the Scalykind domain, though the dour svirfneblin downplay this possible connection. Some reptilian races of the Under Realms venerate the Dark-Seer, though this is relatively rare.

Giant Pantheon

If there is any other group as ubiquitous to the mountains as dwarves, it is giants (the Jötnar as they are called in the Northlands). Though many of the giant racial subtypes dwell in environments other than mountains, enough of them frequently make their homes in that terrain that their pantheon tends to have a decidedly mountainous bias. While not every deity worshipped by giants is included here — and many are considered parts of other pantheons as well — those most commonly associated with the mountains are present.

Thrym, King of the Jötnar, God of the Frost Giants

Greater God Alignment: Chaotic Evil Domains: Chaos, Cold (see below), Evil, Trickery, Water Symbol: White double-edged greataxe Garb: Chain shirt and white animal pelts Favored Weapons: Greataxe

Form of Worship and Holidays: Worshippers pay homage to Thrym by capturing slaves and defeating foes, especially those who are stronger or more numerous. Sacrifices are left in the cold to die of exposure.

Typical Worshippers: Frost giants, Jotuns, the Jötnar, jotund

Cold Domain

Granted Powers: You can call forth cold, command creatures of ice, and your flesh does not freeze.

Freezing Touch (Sp): As a melee touch attack, you can imbue the chill of winter upon your target. If you hit the foe, your touch deals 1d6 points of cold damage + 1 point for every two cleric levels you possess. You can use this ability a number of rounds per day equal to 3 + your Wisdom modifier.

Cold Resistance (Ex): At 6th level, you gain resist cold 10. This resistance increases to 20 at 12th level. At 20th level, you gain immunity to cold.

Domain Spells: 1st—obscuring mist; 2nd—chill metal; 3rd—sleet storm; 4th—ice storm; 5th—cone of cold; 6th—freezing sphere; 7th—elemental body IV (ice only); 8th—whirlwind; 9th—elemental swarm (ice only).

trolls, frost dwarves, ice trolls, some evil humans living in arctic areas

Thrym appears as an armored frost giant (or possibly a Jotun) with dark, cunning eyes and a devious character. He is called Thrymr in the Northlands, and he is not only a Jotun but is recognized as king of all the Jötnar. He rules a kingdom in the icy cold of the Ginnungagap called Jötunheim, where his great hall is built upon the bones of slain deities and mortal heroes who have tried to play the wily god's games of chances. There is not a true head of the Giant Pantheon, but Thrym, as god of the frost giants and primordial Jotuns and recognized as the King of Jötunheim, is arguably the closest thing the giant deities have to a leader — though theirs is a fractured and contentious group at best (see Gromm the Thundered below).

Thrym has been known to personally come to the aid of his most devoted followers, manifesting himself as a colossal frost giant bearing a double-bladed greataxe of pure ice. The Jotuns are considered to be the true sons of Thrym, and the frost giants his lesser children. Like Surtr, Thrymr and all his Jötnar kin are destined to die under the hammer of the Northlander god Donar, and his hate for the followers of that deity is a burning cold. Next only to his hate for Donar (called Thor among the Heldring) is his animosity toward his sworn enemies Bowbe and Gromm. In the Southlands, his followers seek to destroy the mortal worshippers of these gods whenever they are found.

Thrym first appeared in Bard's Gate by Necromancer Games.

Belphegor, Duke of Hell, Lord of the Gap, The Disputer, Lord of Sloth and Fire, Patron of Fire Giants

Lesser God

Alignment: Lawful Evil

Domains: Artifice, Destruction, Earth, Evil, Fire, Law, Trickery **Symbol:** Twisting flame-cast bronze (sometimes with a burning eye at its center)

Garb: Opulent robes of black silk or thread-of-gold with images of burning eyes stitched upon them with black silk skull caps inset with gold coins

Favored Weapons: Morningstar

Form of Worship and Holidays: Blood offerings are thrown into the fire for Belphegor (through living sacrifices or autosacrifice) on every Manesdag to remind worshippers of their duty to twist the souls of mortals to their lord or to destroy the mortals if unable to corrupt them. Fire giants throw gold, gems, and captives into lava pools after successful raids. The entire month of Eostre is considered sacred to followers of Belphegor.

Typical Worshippers: Fire giants, salamanders, devils (mostly barbed and belier), some smoke giants

Belphegor appears either as an infernal, winged devil with elongated, wavy horns extending outward from his head, fangs, and a long red beard. For mortal worshippers, he usually appears as a massive fire giant clad in robes of thread-of-gold belted with a chain of linked emeralds, and with gold rings inset with large rubies on each finger. He is bald with a beard that appears to be made of golden strands and wears a skullcap of black silk inset with gold coins. If in battle in this form, he goes helmetless but wears a suit of bronze plate armor intricately graven with eyes and tongues of fire and wields a greatsword with a burning hot gold blade called *Axeltwain*. On occasion, he has appeared as a beautiful woman to tempt mortals.

Originally hailing from the frigid Eighth Pit of Hell, Belphegor has long visited mortal realms where he sought to corrupt and entice mortals to the sin of sloth by offering them marvelous inventions and ingenious innovations that allowed them to enrich themselves without putting forth honest labor. Some of these inventions proved useful in the art of war, and he found himself at the center of a cult of fire giants, which caused him to abandon his former lord and relocate to the fiery Fourth Pit of Hell known as Phlegethos. There, the Archduke Belial has given over the vast, volcanic fortress of Heresy's Mouth for his own deific realm. Since then, the cult has grown until Belphegor has a stable following of fire giant worshippers and their servitors. While his cult is not as powerful or as pervasive as that of the fire giant god Surter, it has nevertheless elevated him from simply a Duke of Hell in the service of Mephistopheles to a genuine deity.

In addition to his mastery of temptation of mortals through laziness, Belphegor is also known as "The Disputer" for his ability to sew discord among mortals and corrupt through promises of wealth and the disproportionate distribution of it.

Belphegor first appeared in *G4: The Vault of Larin Karr* by Necromancer Games.

Drahltuz, The Sky Serpent, Giant God of Fear and Death

Lesser God

Alignment: Chaotic Evil Domains: Air, Chaos, Death, Evil, Serpent (see below), Weather Symbol: A giant's skull with a snake twining through the eye sockets Garb: Robes of silver-gray or black with black and red face paint during ceremonies and rituals. Favored Weapons: Great-



club Form of Worship and Hol-

idays: Temples hold idols made of bone and are filled with strange smoke, sometimes intoxicating, sometimes poisoned, sometimes cursed. Sacrifices are held during great storms where captives are thrown from mountain tops or floating cloud citadels. Every Dark Moon (times when the dark moon Sybil is full), strange ceremonies are held that include thunderous drums, hookahs of intoxicating herbs, and cannibalistic feasts. The bones of the clan dead are stained black and lacquered for use in temple adornment. **Typical Worshippers:** Evil Cloud giants and storm giants, hill giants, ogres, invisible stalkers, stormwardens

Despite being a god of the giants, Drahltuz appears as a squat, dwarflike creature, morbidly obese, and with a serpentine skull in place of his head. He represents the living fears of giants and the final, hellish destination

Serpent Domain

Granted Powers: Over time, your devotion bestows you with serpentine traits. As the great serpent, you can hypnotize prey with your serpentine glare and slowly develop immunity to poisons.

Serpent's Gaze (Sp): As a full-round action, you can attempt a gaze attack to hypnotize a single opponent within 30 feet as per the *hypnotism* spell. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Poison Resistance (Ex): At 8th level, whenever you fail your primary saving throw against poison, you automatically gain a second attempt to avoid the negative effects. At 12th level, you gain immunity to poison.

Domain Spells 1st—*magic fang;* 2nd—*summon swarm* (snakes only); 3rd—*greater magic fang;* 4th—*charm monster;* 5th—*animal growth;* 6th—*irresistible dance;* 7th—*creeping doom* (Tiny snakes); 8th—*animal shapes* (snake forms only); 9th—*summon nature's ally IX* (snakes only).

of the souls of their enemies. Those who are faithful to him, however, are promised dominion over the squalid wretches in torment. It is speculated that Drahltuz may be a far-older deity than the other giant gods and even the entire race, and that he has simple adapted his teachings to a new audience from a more primordial following.

Drahltuz's teachings dictate that the mountains are the rightful domain of the giants and that the lesser races shall not be suffered to live there. Thus, followers of the god seek to destroy all other humanoid inhabitants of the mountains altogether. Giants who do not specifically follow Drahltuz still hold him in fear nevertheless. Even the Jotuns of the Northlands have heard of the dread Sky Serpent and call on the favor of Thrymr to protect them when strange thunderstorms without precipitation howl among the mountain peaks and seem to make strange cries in the night sky.

Drahltuz first appeared in "The Dead from Above" in *Quests of Doom* by **Frog God Games**.

Gromm the Thunderer, God of the Storm

Greater God

Alignment: Chaotic Good/Chaotic Evil Domains: Air, Destruction, Strength, War, Water Symbol: A lightning bolt Garb: Metal armor

Favored Weapons: Mace, maul, or warhammer Form of Worship and Holidays: Violent thunderstorms herald holy days. Worshippers pound drums and make violent noise in imitation of their god's thunderbolts.

Typical Worshippers: Good or evil barbarians, good cloud giants and storm giants, mercenaries, adventurers, bards, those who live in regions of harsh or unpredictable weather, stormwardens

Gromm is a barbarian god originally from far in the East but spread to many other barbarian cultures over the centuries with a universal appeal for his thunderous and boisterous ways. Those who fear and respect the fury of nature worship him. He also counts mercenaries and adventurers among his followers, for these are often at the mercy of the weather.

Gromm is powerfully built, his eyes crackle with electricity, and his golden beard and hair glow and spark. He bears a great two-handed mace called *Thunderstroke*. Gromm is a capricious and unpredictable deity known for his great wrath and divided nature. Gromm has both evil and good aspects, though both represent Chaos incarnate in their wild fury. In his evil aspect, Gromm is a foe of the White Wolf, Ahkeela, and hunts him continually, a trait that is imitated by his evil followers when they come upon followers of the Wolf. More than one savage war has raged between

these two faiths in the wild places and gone completely unnoticed by distant civilized lands. It is said the Gromm remembers Drahltuz from before he was a god of giants, and bears him great animosity from those most ancient and days. This is one thing that followers of both his good and evil aspects agree on, and they gladly slay any worshippers of Drahltuz that they come upon.

Beyond those two religions, his traditional enemies are the fire and frost giants, with whom his most fanatical worshippers — the cloud and storm giants — war incessantly. Gromm's fortress is guarded by a band of 50 celestial storm giants, and it is said by some that he actually created the storm giant race and is the reason for his hatred for Drahltuz.

Gromm first appeared in Bard's Gate by Necromancer Games.

Knem Koth, The Dark Harbinger, God of the Evernight, The Shadow God (Dead)

Greater God

Alignment: Neutral Evil

Domains: Chaos, Darkness, Destruction, Evil, Shadow (see below)

Symbol: A great black hand closing over a small spark of light (representing the sun)

Garb: Black monk's outfit

Favored Weapons: Naginata*

Form of Worship and Holidays: On the Material Plane, Moonless Night each month is the greatest holy day of Knem Koth, when no light shines in the skies of the Lost Lands. At that time, strange, scattered remnants of old Phoromycea gather for rituals beneath the black vault of the sky and summon forth the Nocturnals to wreak havoc upon the lighted world. In the Under Realms, Moonless Night is also celebrated as the time when the folk of dark below gather near the surface at a preordained location to make their next raid upon the soft surface dwellers.

Typical Worshippers: Shadow giants, dark folk, Nocturnals, evil human survivors of ancient Phoromycea, some derro *See Pathfinder Roleplaying Game Ultimate Equipment

Knem Koth was a god of the Plane of Shadow revered by the shadow giants. The pinnacle of his might occurred during the Age of Kings as the Phoromycean culture reigned ascendant over Akados. It was also at this time that the Phoromycean gods Kringa the Temptress and The Master, along with a consortium of shadow lords, betrayed Knem Koth. They lured him to the lair of Lacrymundus, the eldritch umbral dragon, where they murdered and dismembered him, flinging his pieces across the universe. Though slain, Knem Koth's dismembered pieces became potent artifacts that the giants of the Shadow Plane have spent the last 10,000 years seeking out under the belief that if reassembled, Knem Koth will rise again and once more spread fear and dread as he strides across the Shadow Plane. Perhaps the most potent of the pieces of Knem Koth is his heart, also known as the *Heart of Darkness*.

In life, Knem Koth's ceaseless goal was to bring darkness over all the multiverse (an uncompromising goal that led to his betrayal by the Phoromycean gods and many shadow lords as well, fearing an upset of the balance of power in their plane). If the ritual of the Shadow Forge at Nightwrack Abbey is ever completed, Knem Koth will be remade to renew his reign of terror. In life, Knem Koth resembled an unimaginably huge shadow giant with flesh of the blackest onyx and a dark crown and veil covering his head. If reformed now, his form is skeletal and decayed with large sections of exposed bone where flesh is missing. Thick tentacles of shadow writhe among his bones, and his horrifying head is revealed to be a hideous amalgamation of chitin plates, wicked barbs, and great, pale eyes.

Knem Koth first appeared in Sword of Air by Frog God Games.

Shadow Domain

Granted Powers: Very closely related to the Darkness Domain, you have an affinity to the darkness and are most comfortable in shadows. In addition, you receive Stealth as a class skill and gain

an additional +2 competence bonus to the skill.

Darkeyes (Su): As a swift action you can imbue yourself with blindsight to a distance of 30 feet, allowing you to see through absolute darkness (even magical darkness), smoke, fog, invisibility, and concealment. This effect lasts for 1 round. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Blur of Shadows (Su): At 8th level when you are in any illumination less than bright light, as a standard action you can call shadows to rise and cover you, granting you concealment. Creatures attacking you have a 20% miss chance on all attack rolls. The effect ends if bright light is introduced to the area, but can be reinitiated once the bright light is gone. You can use this ability for a number of rounds per day equal to 1/2 your cleric level. These rounds do not need to be consecutive.

Domain Spells: 1st—*pass without trace*; 2nd—*darkness*; 3rd—*deeper darkness*; 4th—*shadow conjuration*; 5th—*shadow evocation*; 6th—*shadow walk*; 7th—*greater shadow conjuration*; 8th—*greater shadow evocation*; 9th—*shades*.

Kostchtchie, The Deathless, Demon Prince of Wrath

Lesser God

Alignment: Chaotic Evil

Domains: Chaos, Destruction, Evil, Strength, War **Symbol:** A twisted Toten rune (Death Rune) **Garb:** Furs, necklaces, and body piercings of animal claws and teeth

Favored Weapon: Warhammer

Form of Worship and Holidays: Midwinter and nights of the new moon in winter are nights of sacrifice where enemies are eviscerated and left in the snow to die or are devoured by wolves. Rituals involve drumming, chanting, and battle until blood is drawn and sometimes to the death. Typical Worshippers: Frost giants, aberrant giants, ogres, berserkers, deformed creatures

The mighty Kostchtchie is a yellow-skinned giant, hairless save for bushy eyebrows, with arms of knotted muscle and legs twisted and bent. Despite his deformity, he is able to move about very quickly with a hobbling gait. Kostchtchie is called the Deathless because he was originally a mortal barbarian chieftain who angered Baba Yaga. To punish him, the Old Crone stole his soul and hid it away. As a result, he could not die except by violence and his body became twisted and gigantic, turning into a massive demonic being. He became the patron of frost giants and creatures twisted by deformity who were filled with as much vile hatred and rage as him, in particular athachs and aberrant giants. He has sworn to avenge himself on Baba Yaga ever since, and has even managed to alienate or make enemies of almost every other demon lord as well. Kostchtchie is a being of pure wrath who lives only to kill and destroy. His symbol is an ancient rune for death but twisted to represent his own broken body. Even with his disfiguring condition, he is amazingly strong, and wields a great warhammer called Gorynya that most giants couldn't even lift much less swing in battle.

Kostchtchie first appeared in *The Tome of Horrors Complete* by Frog God Games.

Surter, God of the Fire Giants, King of Muspelheim

Lesser God Alignment: Lawful Evil Domains: Destruction, Evil, Fire, War Symbol: Flaming sword Garb: Black iron half-plate Favored Weapon: Greatsword Form of Worship and Holidays: Taking slaves, burnt offerings or prisoners, enemies, and treasure. Typical Worshippers: Fire giants, volcano giants, some fire creatures and other giants

The great war-god of the fire giants, Surter is a Jötnar and appears as a colossal fire giant wreathed in a cloak of pure flame. Surter, known in the Northlands as Surtr, is said to rule the kingdom of Muspelheim, which is composed entirely of fire and molten rock, in the Ginnungagap. He is mistrustful of the machinations of the Sultan of the Efreet, with whom he has frequent dealings. Surter has a militant and organized mind, and often wages war on other deities, particularly Bowbe and Gromm, who have wrought the end of many of his children. He is destined to slay Frey, though he secretly fears Thor and dreads the day he must face him in the last battle.

Surter first appeared in Bard's Gate by Necromancer Games.

Goblinoid Pantheon

While perhaps not as pervasive as the orcs of the mountains, the goblinoid races are nevertheless a plague among the peaks and vales, and a constant thorn in the side of mountain dwellers of all races. The warlike hobgoblins in particular constitute a threat to the Great Mountain Clans of the dwarves, as they establish great citadel filled with armies ever training for battle, and the mountain dwarf clans know it is only a matter of time until those armies march for wars of conquest among their clan peaks.

Snuurge, Father of Goblins

Greater God

Alignment: Neutral Evil

Domains: Earth, Evil, Magic, Trickery, Vengeance (see below) **Symbol:** A crooked-hafted war pick

Garb: Greasy leathers and gold necklaces

Favored Weapon: Heavy pick or light pick

Form of Worship and Holidays: Snuurge's followers revel in blood sacrifice and also fling gold into forge fires as tribute to their god. His rites are held on the Night of Goblins (Midsummer) and on Moonless Nights. Feasts and overeating are also common forms of worship.

Typical Worshippers: Goblins, hobgoblins, bugbears, nilbogs, silids, troblins

Completely hairless, this god appears as a grossly fat, horned goblin. He wields a great double-handed war pick and is also known for his stealth and deceptiveness. A master of disguise, it is said that Snuurge once lay down and impersonated a mountain in order to avoid the wrath of Bowbe, whom he had defeated in a drinking match. Snuurge is said to have fathered the Goblin Pantheon as well as all of the goblinoid races. He is held as first above all other goblin gods (though due to an unmentioned incident involving the God of Gnomes, whose name is never spoken, he no longer retains the portfolio of fecundity that he once held, and the goblin races no longer breed with the same unstoppable intensity that they did in the early days of the world). Even the hobgoblins who hold his son Kakobovia as most revered still offer sacrifices to Snuurge for fear of his wicked wrath.

Vengeance Domain

Granted Powers: Once per four levels starting at 1st level, you may select a foe or group or foes (be it by race, nationality, character class, or monster type), which are forevermore your sworn enemies. When encountering these sworn enemies, you may enter a rage as a barbarian of your level (though without any rage powers unless you already possess them). You may enter this rage once per day but only when faced with a sworn enemy. If you already have the rage ability, this does not count against your normal use of that ability.

Exacting Touch (Sp): You can cast *doom* as a touch spell on anyone who has previously wounded you or affected you with an offensive spell, using your cleric level as the caster level. You can use this ability a number of times per day equal to 3 + your Wisdom modifier.

Cold Revenge (Su): At 8th level, you can create the effects of a *symbol of pain* against anyone within 60 feet whom you have faced in combat more than 24 hours previously. Only the selected target is affected by the wracking pains, and no saving throw is allowed. Once the effect is created, the target's distance from you no longer matters; the effects continue until you dismiss them or their duration expires. You can use this ability on multiple targets during a day but never on more than one at a time. The pain that is inflicted lasts for a total number of rounds per day equal to half your cleric level. The rounds do not need to be consecutive or against the same target.

Domain Spells: 1st—true strike; 2nd—rage; 3rd—locate object; 4th—shout; 5th—finger of death; 6th—disintegrate; 7th—destruction; 8th—discern location; 9th—soul bind.

Due to a past slight, Snuurge and the kobold goddess Jespegell regard each other with suspicion and smoldering animosity. This has frequently resulted in conflict that has boiled over among their mortal followers, resulting in many casualties on both sides. Snuurge is the mortal enemy of all dwarves and hates gnomes (especially their god) with all the heat and bitter vitriol that a deity of his character can muster. In fact, after the loss of his dominion over fertility at the hands of the gnome god, he gained the Vengeance domain through the sheer force of his hate.

Snuurge first appeared in Bard's Gate by Necromancer Games.

The Destroyer, Warlord of Bugbears, God of Stealth, Violence, and Slaughter

Lesser God

Alignment: Chaotic Evil Domains: Chaos, Destruction, Evil, Trickery, War Symbol: A bloody claw or bladed weapon Garb: Blood-stained attire Favored Weapons: Morninastar

Form of Worship and Holidays: Blood sacrifices on the eve of battles, torture and murder of prisoners taken in battle Typical Worshippers: Bugbears, ogres, trolls, troblins, evil barbarians

Not much is known of The Destroyer outside those who worship him, mainly because most of his followers are incapable of producing a written record or reading sacred writings. As such, each group of followers tends to interpret the worship of The Destroyer for themselves based on personal revelation through their shamans and heroes. These practices are passed down orally through the generations, each adding its own boastful details. The Destroyer has an insatiable appetite for bloodshed and atrocities, with a particular interest in blood sacrifice. His followers relish combat and seek out the weak to attack, dominate, and take captive for later torture and sacrifice.

The Destroyer appears in the form of each group of his worshippers, typically as an enraged, muscular version of the race of worshipper he is

appearing to. What his true form might be (if he has a true form) remains a mystery to all. He rarely grants requests to those who petition him, preferring to let the strongest survive as fate weeds out the weak. In the eyes of the worshippers of The Destroyer, the most fitting fate of a weak worshipper is as a sacrifice upon the god's altar and possibly in a bloody feast afterward for the more cannibalistic races. Clerics of The Destroyer are known as "Weapons."

While many barbaric races venerate The Destroyer, his most formal and universal worship is likely among bugbears where his aspects of stealth and ambush in pursuit of slaughter are held as the highest form of violence and slaughter. A nighttime raid on an unsuspecting village where the dawn reveals no survivors and no trace of the attackers is the epitome of worship in their minds — and, of course, the bloody, cannibalistic orgy-feast to follow later.

Kakobovia, Hobgoblin Demigod of War

Demigod

Alignment: Lawful Evil Domains: Death, Evil, Law, War Symbol: A longsword driven through a boar's skull Garb: Blood-red armor

Favored Weapon: Longsword, composite longbow

Form of Worship and Holidays:

Kakobovia's priests ritually dip hobgoblin weapons in the blood of humanoid sacrifices on the eve of battle. Sacrifices and rituals also accompany the first signs of spring



migrations of birds and herd animals as a signal that the season of war has arrived.

Typical Worshippers: Hobgoblins, some goblins, some humans

Kakobovia, the offspring Snuurge and an unnamed devil, is a crafty and wicked war god. Kakobovia appears as a mighty hobgoblin clad in bloodred banded mail, bearing a massive longsword and a composite longbow made from the horns of demons. Kakobovia rides an infernal iron tusker* named Ahnuuld into battle.

Almost two thousand years ago, Kakobovia managed to infiltrate the Material Plane and create a great hobgoblin theocracy in a range of peaks called the Deepfells. After years of slaughter and battle, Kakobovia was defeated at the hands of Grand Duke Borell I of Reme, after which he was banished from mortal realms. Today, hobgoblins still pray for their lord's return. Because of his defeat, his priests still cannot access spells above 6th level.

*See Creature Collection Revised from Sword & Sorcery Studios. Kakobovia first appeared in **Bard's Gate** by **Necromancer Games**.

Orc Pantheon

Nothing threatens the folk of the mountains so much as the ever-present tribes of orcs that eke out an existence among barren crags, perilous canyons, exposed, windblown rock faces, and cold, fathomless caves. Despite being forced into such hostile environments by pressures from the other mountain races, the fecundity of the orcs ensures that their numbers remain a threat and are likely to provoke a major conflict at least once a generation as they outgrow the resources available and are forced to seek them among the settlements of other races. From the great mountain orcs and mysterious ghost-faced orcs of the heights, to heinous blood orcs of the foothills, and stealthy greenskins among canyon thickets, all can be found in the mountains preying upon those around them in an endless cycle of war.

Beast Domain

Granted Powers: Your blood runs hot with the rage of the beast, and you have the heightened senses of a predator. You gain scent and low-light vision. If you already have one of those special abilities, you gain a +2 circumstance bonus on Perception checks instead. If you already have both of those special abilities, your

circumstance bonus increases to +4 on Perception checks.

Fangs of the Beast (Ex): As a swift action, you gain a bite attack. If used as part of a full-round attack action, the bite attack is made at your full base attack bonus -5. If the bite hits, it deals 1d4 points of damage (if you are Medium) or 1d3 points of damage (if you are Small) plus half your Strength modifier. You can make this attack as part of the action to maintain or break free from a grapple. This attack hits, any grapple checks made by you against the target this round are at a +2 bonus. This effect can be used for a number of number of a grap day equal to 3 + your Wisdom modifier. They do not have to be used in consecutive rounds.

Bestial Hunger (Su): At 8th level, if you use fangs of the beast you can use a full-round action (that does provoke attacks of opportunity) to feed on a helpless foe. This counts as a coup de grace using your bite attack if the victim is alive. Whether alive or dead, as long as the victim was an animal, dragon, fey, humanoid, magical beast, or monstrous humanoid that had been alive within the last hour, you receive 1d4 temporary hit points for every three cleric levels you possess from your feeding. If you already have a bite attack, then you do not need to use fangs of the beast in order to use this ability.

Domain Spells: 1st—magic fang; 2nd—bear's endurance; 3rd—beast shape I; 4th—beast shape II; 5th—beast shape III; 6th—beast shape IV; 7th—greater polymorph; 8th—form of the dragon III; 9th—shapechange.

Subdomains

The Beast Domain grants access to the Lust* and Rage** Subdomains. The granted powers of these subdomains each replaces the bestial hunger power of the Beast Domain.

*See the Charm Domain

**See the Destruction Domain

Grotaag, God of Orcs

Greater God

Alignment: Chaotic Evil Domains: Beast (see below), Death, Destruction, Evil, War Symbol: Rotting severed head Garb: Usually skins, hides, and crude metal armor

Favored Weapon: Greataxe

Form of Worship and Holidays: Blood sacrifice and feasting on captured foes or ceremonial victims from the priest's own tribes, performed under the horned moon (waxing or waning crescent).

Typical Worshippers: Orcs, half-orcs, orogs, ogrillons, some goblins and ogres, chaaor demons

Grotaag is the personification of orcish might and bestial brutality. Appearing as a huge, powerful orc, Grotaag towers over the battlefields, crushing friend and foe alike beneath his black hobnailed boots. He often responds to blood sacrifice by sending evil creatures or even personally manifesting himself. His howls of barbaric rage rumble like thunder across the battlefield, causing the earth to shake. In battle, Grotaag disdains the use of missile weapons, calling them weapons of weaklings or — worse — elves, and he is prone to stopping in the midst of combat to stoop and devour some fallen opponent.

Grotaag first appeared in Bard's Gate by Necromancer Games.

Orcus, Demon Prince of the Undead

Greater God Alignment: Chaotic Evil Domains: Chaos, Death, Destruction, Evil, War Symbol: Demonic ram skull, Orcus seated on this throne, or the Wand of Orcus

Garb: Black cowl and robe ensemble

Favored Weapon: Heavy mace (spiked or skull-tipped) Form of Worship and Holidays: Day of the Dead (first day of winter), nights of blood moons and horned moons. Worship usually involves grave robbery and animation, blood sacrifices, and conscription of the newly dead into the forces of evil. Typical Worshippers: Orcs, orogs, monsters, undead, demons, evil humanoids

Orcus is a demon prince with — surprisingly enough — many human worshippers. He has a strange fascination with humans and their desire for power that dates back to his previous incarnation as Arvonliet during the Age of Kings. It is possibly because this flaw in humans is what causes them so frequently to seek that which Orcus holds dominion over: power over death. Orcus is the lord of all undead, and he resides in the Abyss in his Palace of Bones surrounded by a legion of vampires and liches. Evil, ruination, and wanton destruction are his only goals. He is most often depicted as a bloated, ram-headed, bat-winged monstrosity with cloven-hoofed goat legs. He wields the *Wand of Orcus*, a legendary skull-tipped obsidian rod rumored to slay any living thing it touches.

Though mostly worshipped by the monstrous races, the ranks of Orcus' human worshippers are swelling, as Orcus grants his followers, called Disciples of Orcus, power in large, liberal doses. It is not uncommon for Orcus to give relatively low-level priests command of vast numbers of undead to do his bidding. His symbol is either a demonic ram-headed skull (the most common), a representation of himself seated on this throne (as depicted in the infamous Citadel of Orcus in the ruined city of Tsar), or a depiction of his skull-tipped wand. His priests favor heavy, dark-hooded robes and maces stylized to represent his skull-tipped wand.

Orcus first appeared in the free PDF download "Gods and Demons from the World of Necromancer Games" at the former website www.necromancergames.com.

Other Deities

In addition to the pantheons of the dwarves, gnomes, giants, goblinoids, and orcs, there are other gods who hold some sway in mountainous regions, even if their entire pantheons do not share that focus. Following are a number of deities with interests and/or worshippers in mountainous regions, though there can always be examples of others. These are just the ones encountered most predominantly or who have a portfolio that more specifically addresses mountainous lands and their inhabitants.

Demogorgon, Primal God of the Earth, The Dark Creator, Demon Lord of Fate

Greater God

Alignment: Chaotic Evil

Domains: Chaos, Creation (see above), Darkness, Earth, Evil, Knowledge, Luck

Symbol: A stone bust with two heads, one facing forward and the other backward, representing his aspects of Demos and Gorgos

Garb: Thick mountain robes and sheepskin coats in somber colors of white, brown and, rust red with a conical hat of

wool and felt. Colored sashes are worn to denote rank within the cult hierarchy: Yellow is lowest in rank, then white, then rust red, and with blood red worn only by the high priests. **Favored Weapon**: Temple sword*

Form of Worship and Holidays: Massive bells in remote mountain temples are rung each evening to summon the darkness of night and divide it from the day as their god was divided. For the holy day of Accounds, once every five years on the first day (calends) of Haymond, pilgrims gather at these temples where the bells are rung for a full day to symbolize their master calling the Fates and the genies to answer. Many worshippers go deaf from this continuous cacophony, and some die from exhaustion from swinging the great wooden strikers or from shock caused by the massive sonic reverberations. In lowland cults, small blood offerings are made on the calends of each month, with the sacrifice of sentient creatures occurring in Haymond. Sacrifices are always cut in half in honor of their divided god. Typical Worshippers: Derros, crag men, dark folk, ropers,

demons, bodaks, baregaras, demonic knights, the Fates, genies, aeons, black jinn

*See Pathfinder Roleplaying Game Ultimate Equipment

As possibly the most powerful of all the demon lords, it is no shock perhaps to know that in long-lost eons Demogorgon was no demon at all. In the earliest of times, under a name no longer remembered, Demogorgon was among the first sons of the Creator God known as The Father. To Demogorgon was given dominion over the element of earth as it manifested on the Material Plane. However, in this he was contested in his mastery by a primordial earth giant called Dre'uain. The two proto-deities battled for control of earth for untold years before the struggle finally ended with both being severely injured, losing their claim as the God of Earth, and being changed in fundamental ways. Demogorgon's attacks crippled the earth giant in one leg and siphoned his power until he was reduced to a fraction of his former stature. Known thereafter as Dre'uain the Lame, the crippled giant instead turned his focus to the crafts of materials derived from the earth and eventually became among the greatest of gnomish gods as an inventor and craftsman. The victory was not given to Demogorgon either, though. In absorbing much of the essence of what Dre'uain was, Demogorgon found that the power and knowledge he had drawn in could not be contained and resulted in an explosion of catastrophic proportions. The essence of Demogorgon was split in twain by the overload and cast into the depths of the Ginnungagap to languish for an age and more in a state of perpetual internal conflict.

After an age of countless years, Demogorgon managed to emerge from the rifts of the Ginnungagap into the depths of the Abyss. The sundered fiend had gained a modicum of mastery over his split psyche and began to grow in power as he established a realm for himself on the endless layers of the Abyss. As one of the earliest demons, he was able to rise among the ranks of their lords and attain, for a time, the position of prince over all demonkind. Of course, in the inherent chaos of the Abyss, no universal governance can last for long, and after only a few centuries the demonic suzerainty collapsed back into an anarchy of individual demon lords and their realms. Demogorgon is still sometimes referred to by his old title, but he no longer has claim to its precepts.

It was during the time as he built his Abyssal kingdom that he managed to reconcile and, if not control, at least coordinate the two sides of his psyche. In his loss of his status as an earth god, much like Dre'uain he managed to retain and focus on a portion of it. Whereas Dre'uain chose to master the materials of the earth and the myriad ways they could be bent to his will, Demogorgon instead retained mastery of the earth's deepest secrets, including the secret of life. He became known as the Dark Creator for his ability to draw on those secrets and manifest his will in shaping earth and the life upon it, though inevitably his creations reflected the dark heart and split mind of the creator. It is theorized that many of the twisted abominations of the deep places arose at the will of Demogorgon. And as he shaped the stuff of creation to make life and listened to the whispered secrets of the earth, he learned the ability to know and direct fate as well.

Demogorgon came into the Abyss as a dark, formless spirit, but as his mastery and understanding of creation grew his split psyches took the

names Demos, meaning "spirit," and Gorgos, meaning "Dread." Together as Demogorgon the name both described him as a "Dread Spirit" but also described his mastery of both mortal spirits and the dread fates that he foresaw for them. From his ties to the ancient and primordial deity The Father, the jinn who inhabited the Material Plane still honored him, especially the earth genies known as shaitan, and his aspect as creator and master of destinies within his creation brought to him the allegiance of the deities known as the Fates.

Though The Father is long lost to the knowledge of the mortal races, and Demogorgon can no longer claim kingship over demonkind, his primal bloodline still commands subservience from many and respect from all. Temples of Demogorgon are usually found in mountains, where priests toll the hours of the world's life on great copper bells and whisper the secrets of life and the universe to the wind. Many speculate that it is these very whisperings that the followers of Jamboor are able to detect and interpret the meanings of some of these whispers through their own esoteric means, though that god's church angrily deny any such rumors. However, his adoption into the ancient Hyperborean Pantheon as a powerful god of fate cannot be debated even as his name was made taboo to be spoken, read, or written by that same people.

Demogorgon appears on the highest mountain of every world where he is venerated once every five years. On that day the Fates and the genies of the world report to him what they have seen and give an account of their actions. The extraplanar beings known as aeons hold Demogorgon in great esteem in their role as shapers of the cosmos, especially the theletos as guardians of fate. However, their interest appears to be more in terms of observation and study rather than actual worship. Demogorgon's relationship with other deities and demon lords is complicated, especially the Underworld lords Orcus and Ades who together with him have been collectively known as the Three Great Banes. These three have been both allies and enemies at different times. Together they forged the legendary Tower of Bone, and it is thought that Demogorgon helped Orcus to create the creatures known as demonic knights. However, for an age or more Demogorgon and Orcus have been bitterest of enemies, and seek to undermine or undo the workings of the other at every opportunity. His greatest enemy, though, is the god Mithras who it is said urged his mortal worshippers of the East to journey far to the west specifically in order to spread his faith and allow him to contest the demon lord even among his followers in the Material Plane. Whatever the root is of their personal animosity, it remains a mystery.

Demogorgon appears as a massive humanoid giant, his skin charred black from its long exposure to the Ginnungagap. He is barrel-chested with two thick necks with heads that extend forward at an angle from the same central point — one head and neck extend forward, the other backwards. Two arms extend from each shoulder, and his knees are capable of flexing in either direction, so Demogorgon has no true front or back. He wears bronze-banded mail and a skirt of boiled leather strips, and blood-soaked sandals adorn his feet. Two of his hands carry temple swords and the other two hold copper-studded shields. The head Demos has glassy white eyes and ashen skin, while the head Gorgos has eyes that blaze with fire, a mouth turned up in a fanged sneer, and scalded red skin.

Geb, God of the Earth

Greater God Alignment: Neutral Domains: Earth, Plant, Protection, Strength Symbol: A white goose Garb: Linen shendyt (kilt) and headdress banded with gold.

Higher-ranking priests wear a gold neck collar Favored Weapon: Quarterstaff

Form of Worship and Holidays: As a god of crops, Geb's worshippers often engage in ritual copulation with worshippers of sky goddess Nut to bring forth the crops from the earth. Offerings of barley, fertile soil, and geese or snakes are made regularly.

Typical Worshippers: Khemitite farmers and druids, geons, shaitans, earth elementals, earth dragons

Geb is largely unknown in the mountains of the West, but he is a major deity in the Eastern land of Khemit. He is not a mountain deity, but is an extremely powerful earth deity of the Pharonic Pantheon and is the father of a host of major deities. It is at his command that the land yields forth crops and the barren desert hides the bodies of the dead. Among the Khemitite people, the planet of the Lost Lands is given the name Geb.

Geb appears as a tall, well-muscled man wearing a golden crown. As the god of the earth, Geb is very important to the land of Khemit. He is the son of Shu and Tefnut, the husband of Nut, and the father of Osiris, Isis, Set, and Nephthys. Geb wears a crown of gold that allows him to summon any creatures of the earth to fight for him. His staff can slay all but the greatest of gods. His laughter is said to be felt on the Material Plane in the form of earthquakes. Geb is one the gods who watches the weighing of the heart in the Judgment Hall of Osiris.

Geb first appeared in Gary Gygax's Necropolis by Necromancer Games.

Great Pele, Mother of Fire

Greater God

Alignment: Chaotic Neutral

Domains: Chaos, Destruction, Earth, Fire, Water **Symbol**: Smoking volcano

Garb: Traditional Tulita garb with headdress and tiki mask Favored Weapon: Battle poi*

Form of Worship and Holidays: Ritual prayers held before a great bonfire or on special occasions at the rim of an active volcano crater. The use of fire resistant magic is forbidden in these rituals, causing severe burns to many adherents. Typical Worshippers: Tulita*, fire giants, menehune*, crea-

tures of elemental fire, fire cults *See Freebooter's Guide to the Razor Coast by Frog God

Games

Great Pele is the mother and creator of the Tulita peoples. Not a mountain goddess in the traditional sense, her dominion over volcanism nevertheless warrants inclusion among their ranks. Said to reside in the volcano of Fiery Heart north of Port Shaw, only the extremely devout or extremely foolish would dare to approach her fuming home. Fiery, furious, and full of wrath it was by her will that the isles of the Razor bubbled up from the oceans, and this activity continues as she brings the smoldering lava from her heart to pierce the cold waters to continually make new islands. Despite her role as the creator of the People, the Tulita do not picture her as a maternal figure but rather as a vengeful matriarch who demands of them purity and devotion lest they face the purifying wrath of her molten anger. She is a ruthless defender of her islands and her children and can be called upon to rain vengeance and fury upon those who would dare to exploit them.

Great Pele first appeared in *Freebooter's Guide to the Razor Coast* by **Frog God Games**.

Hecate, Goddess of Evil Magic, The Arcane Mother

Greater God Alignment: Lawful Evil Domains: Evil, Knowledge, Law, Maaic

Symbol: A silver half-disk representing the setting moon Garb: Fashionable togas in the style of ancient Hyperborea of the most expensive cut and material, generally in black Favored Weapon: Ray spells Form of Worship and Holidays:



Priests and wizards who venerate Hecate do so beneath the full moon with sacrifices of blood and magical items as the moon sets. Nights of the rare Double Moon (when both Narrah and Sybil are full) are the most holy of occasions, and herald times of great magic and portents. Each night at

the setting of the moon, followers of Hecate meditate upon arcane secrets and lore. Spellcasters pray or study their spellbooks.

Typical Worshippers: Arcane spellcasters, women, Wali assassins, hags, witches, crones, remnants of lost Arcady, some devils

Hecate is the goddess of evil magic. Her religion is as old as the Hyperborean Empire and even older. In fact, there are indications that her cult was active in the southern reaches of Libynos before the first Boreans ever set foot outside Boros. The followers of the Libynosi god of magic Thasizier claim to be ancient enemies of the Cult of Hecate. Hecate is not truly a mountain deity, but the Hyperborean Kingdom of Arcady established on the Feirgotha Plateau by the archmage Aka Bakar two thousand years ago venerated her as their primary deity bringing her faith into the mountains in great numbers. Even though that kingdom has long since gone to dust, Hecate retains a certain influence among a remnant that remains in hidden hollows, settlements, and tombs.

Though Hecate is not a true moon goddess, the moons play an important role in her faith. In the past she has formed an alliance with the two moon goddesses Narrah and Cybele that is sometimes referred to as the Three Sisters. This alliance is shaky at best, but when it suits the three they can bring their cults of witches and druids, specifically, into coordination to complete some major undertaking.

Hecate has two daughters: the goddess Mirkeer and the demigoddess Neriad. Mirkeer serves as the personal messenger and assassin to Hecate and is the leader of Hecate's cult of Wali assassins. Mirkeer's murder of the Demon Lord of Shadows, Zariathif, allowed her to undergo apotheosis into a true deity though she remains subservient to her mother. Neriad, on the other hand, had an ill-favored dalliance with the archmage Aka Bakar that not only created the nereid race (if rumors are to be believed) but also provoked the jealousy of her mother who transformed her into a living statue for all time in punishment (see *Sword of Air* by **Frog God Games**).

Hecate appears as a beautiful woman flanked by numerous hell hounds, her favored creature. She resides in a floating castle in the Nine Hells. The setting moon is her symbol. She requires sacrifices on the full moon. Her priests are normally accompanied by hell hounds sent by their goddess to guard her temples. Clerics of Hecate have a special rapport with the beasts, allowing a chance to command them as they would undead. Hecate is a jealous goddess, capricious and quick to anger. Ironically, they despise lycanthropes and attempt to kill them (or capture and subsequently experiment on them) whenever the opportunity arises. One of her greatest priestesses, Akbeth, is imprisoned in the famed Rappan Athuk, the Dungeon of Graves (see **Rappan Athuk** by **Frog God Games**). One cult of Hecate is a brotherhood of assassins called the Wali. These assassins primarily reside in Libynos in the East where they have often been at odds with crusader knights of the Foerdewaith, but in recent centuries have become more prevalent in western lands as well.

Hecate first appeared in Bard's Gate by Necromancer Games.

Mirkeer, Goddess of Shadows and the Night

Lesser God Alignment: Neutral Evil Domains: Darkness, Evil, Magic, Shadow (see above) Symbol: A black glove Garb: Black attire Favored Weapon: Dagger

Form of Worship and Holidays: Mirkeer's worshippers pray to her in dark rooms while asked and blindfolded. Her altars are carved of black stone, and nights with a new moon are considered her sacred time. Moonless Night is the holiest of her sacred days.

Typical Worshippers: Thieves, assassins, evil wizards, sorcerers, undead shadows, shadow demons, and those who make their living in darkness.

Not a true mountain god, Mirkeer has recently made inroads among multiple cultural groups where folk might seek to increase their fortune

through nefarious means. Mirkeer is the daughter of Hecate and serves as her mother's messenger and personal assassin. Mirkeer's murder of the Demon Lord of Shadows, Zariathif, allowed her to undergo apotheosis into a true deity. As beautiful as her mother and equally cruel, Mirkeer is the mistress of shadows and can control shadows with a thought. She serves as the grandmistress of Hecate's cult of Wali assassins, but assassins, evil rogues and dark magicians in general venerate Mirkeer. Her cults are always secretive and well hidden.

Mirkeer first appeared in Bard's Gate by Necromancer Games.

Mocham, The Earthpower, Stone of Battle

Greater God Alignment: Lawful Good Domains: Good, Earth, Law, War Symbol: The Dwarven rune "mocham" Garb: Unknown Favored Weapon: Heavy mace Form of Worship and Holidays: Unknown Typical Worshippers: Formerly svirfneblin, deep dwarves, shaitan, earth elementals; Now unknown

Once known as the Earthpower, Mocham was a powerful elemental god. He was also known as the Stone of Battle in his role as the Earth God of War. Mocham appears as a twenty-armed giant with skin of flint and eyes like two radiant rubies. He commanded the power of *earth blood* and it is believed, perhaps, even the great earth spirits themselves, and was a force for the cause of good, bringing battle to the evils of the deeps wherever they might be found. Some said he inherited the powers lost by Demogorgon and Dre'uain during their primeval battle when the earth was still young, and that he used his dominion to great effect against the forces of evil.

But then Mocham disappeared. No one knows for sure what became of the Earthpower; there are no myths or legends that speak of his downfall, it is just as if he ceased to be and his cult was forgotten. In fact, the only common remembrance of Mocham at all is that his former holy symbol became a rune in the Dwarven alphabet, used in both the Dwarven and Terran languages. Occasionally, ancient idols of the lost deity are unearthed, and in all cases, its features are solemn and troubled, a great sense of sadness upon his furrowed brow. However, whether this was how he was always depicted or was some universal change that came about as a result of his disappearance remains to be seen. There are some whispers that Demogorgon knows the secrets of Mocham, but with no worshippers remaining to his name, there is no one willing to risk an audience with the demon prince to try to discover his fate

Mocham first appeared in the adventure "The Sorcerer's Citadel" in *Demons and Devils* by Necromancer Games, though his name was not given until the update of that adventure for *Quests of Doom* by Frog God Games.

Myrddin, God of High Places, Lord of the Wild Air

Lesser God Alignment: Neutral Domains: Air, Knowledge, Luck, Sun Symbol: The sun reflected in a still pool Garb: Hooded woolen robes with a rope belt, bare feet Favored Weapon: Sling Form of Worship and Holidays: Worship services take place

Form of Worship and Holidays: Worship services take place in mountain caves at noon when the sunlight shines through hidden openings onto sacred pools on the Ides (fifteenth day) of each month. The month of Daan (Sixthmonth) is most sacred to Myrddin because the days are longest and the light holds dominance over the sky to the greatest extent of any time during the year.

Typical Worshippers: Druids, bards, poets, seers, prophets, aerial servants, some cloud dragons

Myrddin is an ancient god, long revered on Akados but obscure to most folk today except among the Daanites of Ynys Cymragh and small enclaves of folk who still keep to the Old Ways of the Ancient Ones. He is not so much a god of the mountains, as the god of high places and the aerial spaces of the mortal realm. As such, he has been a mortal enemy to Pazuzu for time immemorial as they both claim dominion over the "Middle Air," as the skies of the mortal realms are known. Myrddin is also a god of light (both in the sense of the sun and of knowledge) and inspiration. Bards and poets therefore venerate him, as do prophets and seers, who seek the divine touch of the God of the Wild Air to give them insights, provide them muses, or reveal to them secrets. Myrddin's temples are usually mountain caves containing a pool and an oculus (natural or hewn) through which the sun can be seen reflected on the waters. Shrines are usually small mountain springs where an offering cup is left for those who drink of his waters to repay his blessing.

Pazuzu, King of the Demons of the Wind, Demon Prince of the Middle Air

Greater God

Alignment: Chaotic Evil

Domains: Air, Chaos, Evil, Protection, Weather **Symbol:** An idol of a four-winged humanoid with a hawk's head with a tall headdress, taloned feet, the right hand pointing up, and the left hand pointing down **Garb:** Light desert robes of reds and browns, a tall headdress, a rope belt, and bare feet

Favored Weapon: Shortbow

Form of Worship and Holidays: Worship takes place under the open sky, preferably in lonely and desolate high places. Rituals involve tattooing and scarification, bloodletting, and sacrifices left bound upon high places or impaled upon poles where they slowly die exposed to the elements and depredations of carrion birds.

Typical Worshippers: Harpies, gargoyles, tengus, manticores, evil sphinxes, evil dragons, vrocks, stirge-demons, evil avian creatures

The Demon Prince of the Middle Air, Pazuzu is an ancient demon lord of all things that fly and soar upon the thermals. He rules no realm in the Abyss, instead laying claim to the skies of all the Abyssal realms, and though the other demon lords deny this, none has dared to try to contest his sovereignty in the skies over their own realms. Fortunately for the other demon lords, Pazuzu does not take interest in the goings-on in the realms below his lofty heights. He is much more interested in the events of the mortal planes, and seeks to corrupt and ruin as many of its occupants as he can.

Pazuzu has a hawk's head and taloned feet with a humanoid body, though he is sometimes depicted with a leonine head. He has four great feathery wings that carry him aloft among the beasts that he calls his own. While he expresses some control over the winds and weather, he actually uses this to shelter and protect his faithful from its ravages while allowing it to unmake the societies of those who do not bow down and call him lord. Pazuzu prefers to act subtly against mortals, planting small hints and clues about himself in innocuous places among treasure hoards or old ruins to pique the curiosity of the one who finds them. He then attempts to slowly corrupt them and cause them to bring his darkness into their hearts until he has a new plaything to toy with and discard, heart and soul. Those sworn to him are called Aerial Lords.

Pazuzu first appeared in *Cults of the Sundered Kingdoms* by Frog God Games.

The Whiskey Man

Lesser God Alignment: Neutral Domains: Hospitality (see below), Knowledge, Protection,

Hospitality Domain

Granted Powers: You are the consummate host and naturally see to the comfort and well-being of those you see as guests. You cast all spells from the hospitality domain at +1 caster level. You gain Craft (alchemy) as a class skill.

Extra Pair of Hands (Sp): At 1st level, you can cast *mage hand* as the spell as a caster of your cleric level. You can cast this spell a

number of times equal to 3 + your Wisdom modifier. *Master of the Table (Su)*: At 6th level, your vision can *detect poison* in a 15-foot cone. This ability is always active and also detects rot, disease, impurities, and contamination in food or drink. It other-

wise functions as the spell *detect poison*. If poison or some impurity is detected, as an immediate action you can *purify food and drink* as the spell as a caster of your cleric level. You can use *purify food and drink* a number of times equal to 3 + your Wisdom modifier.

Domain Spells: 1st—goodberry; 2nd—unseen servant; 3rd—tiny hut; 4th—secure shelter; 5th—healing draught*; 6th—heroes'feast; 7th—refuge; 8th—mage's magnificent mansion; 9th—ambrosia*.

Spells with an asterisk are described below.

AMBROSIA

School conjuration [creation]; Level cleric 9, druid 9, hospitality 9 Casting Time 10 minutes Components V, S, DF Range close (25 ft. + 5 ft./2 levels) Effect feast for one creature/level Duration 1 hour plus 12 hours; see text Saving Throw none; Spell Resistance no

You bring forth a great feast as the *heroes' feast* spell. In addition to the normal effects of the *heroes' feast*, each creature partaking of the feast gains damage reduction 5/— and a +4 morale bonus to Strength and Constitution. The damage reduction and morale bonuses last for 12 hours.

HEALING DRAUGHT

School transmutation; Level cleric/oracle 6, hospitality 5 Casting Time 1 standard action Components V, S, DF Range touch Effect see text Duration see text Saving Throw none; Spell Resistance no

You imbue wine or other strong drink with positive energy, transforming it into a potent healing draught. Anyone who drinks the draught heals 1d8 points of damage per caster level. The *healing draught* also cures any ability damage, disease, or poison from which the target might suffer. The draught still tastes the same as the original drink and is still intoxicating. You may transform enough wine or other drink to create one draught plus one additional draught per five caster levels. The draught must be drunk within 1 minute of the spell's casting or else it loses its healing properties (though not its alcoholic content).

Healing draught is from the Book of Lost Spells by Frog God Games.

Travel

Symbol: A whiskey jug Garb: Mundane work or travel clothes. Favored Weapon: Quarterstaff (walking stick) Form of Worship and Holidays: Services to the Whiskey Man

are informal affairs whenever travelers can gather around a warm fire to share good food and drink. They involve many

toasts and general levity and camaraderie. There are few clerics of the Whiskey Man and not formal churches. **Typical Worshippers:** Travelers, bards, merchants, innkeepers, slywallies

The Whiskey Man is the god of travelers, existing in infinite incarnations across the entire, equally infinite span of time and the multiverse. The names by which he is known are multitudinous, yet his favorite simply seems to be the Whiskey Man, for whiskey is his absolute favorite drink.

The Whiskey Man stands well over 7 feet tall, and has a thick gray and white beard and matching hair, which he wears tied back in a long braid that hangs to his waist. His cotton tunic is loose fitting and faded salmon in color. The thin leather laces in front always remain unfastened. His pants are made from sturdy denim, and he wears them tucked into his water-stained, shin-high leather boots. Hide suspenders keep his pants from falling to his ankles. Sometimes, he can be seen wearing a wide-brimmed leather traveler's hat and a matching, floor-length duster, and wielding a sturdy oaken walking staff in one hand. Feathers, shells, and other bits and pieces of primitive, tribal decoration adorn his hat and duster. A thick miasma of whiskey fumes clings to him, threatening to intoxicate anyone who comes within arm's reach.

The Whiskey Man maintains a small-yet-infinite realm as a conjunction between all planes called the Four Winds. At first appearance, it appears to be a mundane tavern with an eclectic clientele, but doors and passages show that it connects to specialized rooms for the denizens of virtually every plane of the multiverse. The Whiskey Man is assisted in this realm by his chief chef, Zeus Golden, a former greater god and pantheon leader from a time far in the future when the inhabitants of the world where he was venerated let their natural capacity for magic fade away to nothing. He has since retired to the Four Winds where he serves the enigmatic Whiskey Man as chef and general caretaker of the realm.

The Whiskey Man is not a mountain god in particular, however, the slywally mountain folk that inhabit the wooded slopes and valleys have adopted him as a patron deity of sorts, warranting his inclusion in a list of mountain deities.

The Whiskey Man first appeared in *DM1: The Books of Taverns* by Necromancer Games.

Thor, God of Thunder

Greater God

Alignment: Chaotic Good

Domains: Air, Chaos, Glory, Strength, War, Weather **Symbol:** Hammer-shaped amulet

Garb: Warrior garb, sometimes with a linden-wood shield painted black and yellow to denote lightning bolts in a stormy sky

Favored Weapon: Warhammer

Form of Worship and Holidays: Prayers before battle or great undertakings, songs of lament for the dead and praise for glory gained after battle.

Typical Worshippers: Heroes, warriors, ship masters, farmers

Known as Donar in the Northlands, the Heldring god Thor is the son of Odin and Frigg. By far the most popular of the Æsir, Thor is the upstanding — though somewhat wild and reckless — god of storms and heroes. His role as the master of storms means that farmers and others who rely on the weather make appropriate sacrifices and prayers to him. However, despite this important, but mundane, role, Thor is most-often regarded as the patron of heroes and the foe of evil, especially giants and trolls. A long-standing feud between Thor and the Jötnar has resulted in instant violence whenever the two are near, and this extends to his devoted followers as well. Tales of Thor's might and his magical hammer *Mjolnir* are many, and each seems to be a daring deed in the cause of humanity that trumps the one told before it.

Utu, The Sun

Lesser God

Alignment: Lawful Neutral Domains: Fire, Law, Sun, War Symbol: Sun disc with serrated, saw-toothed edge Garb: A horned helmet and robes of white and orange Favored Weapon: Battleaxe, morningstar

Form of Worship and Holi-

days: The Akitu-festival in late Eostre is held sacred by the priesthood of Utu, and the first



two weeks of each month have special significance to their faith with small services held at dawn. The day before Ides in each month includes a sunrise worship service atop the temple and a sunset service within the temple basement where a lamb or calf is sacrificed. Legal cases and judgments are heard before the priests after nightfall when Utu is judging souls in the Underworld.

Typical Worshippers: Holy warriors, judges, government officials, shedu

Utu, or Shamash as he is also known, is a god of distant Ashuria. There he is said to emerge from the eastern mountains (usually identified as the Zagros Mountains) and fly his chariot through the sky as the sun only to descend into a cave in the far western mountains (usually identified as the Stoneheart Mountains) at night. From there he makes his way back east through the Underworld and judges the souls of the dead along the way.

This sun god is a judge, a lawgiver, a warrior, and the god of wisdom. He appears as a tall man wearing a robe and horned helm, and carrying a saw-toothed axe with which he "cuts decisions." He is often depicted standing with one foot upon a mountain. His principal center of worship is in the city of Erech at the eastern edge of the Ashurian Desert.

Utu is the son of the moon god Sin and the minor goddess Ningal. His brother is the minor storm god Ishkur and his sisters are the powerful twin goddesses Ishtar and Erishkigal. He is not a true mountain deity, but his association with rising from a mountain each day and descending into a mountain each night associates him with mountains in the minds of some of his worshippers.

Utu first appeared in *Ancient Kingdoms: Mesopotamia* by Necromancer Games.

Yevthe, Demon Lord of the Riven Stair (Dead)

Lesser God Alignment: Chaotic Evil Domains: Unknown Symbol: A staircase broken down the middle Garb: Unknown Favored Weapon: Unknown Form of Worship and Holidays: Unknown Typical Worshippers: Unknown

Little is known of the demon lord Yevthe. He once ruled a layer of the Abyss, the middle elevations of a great Abyssal mountain range, that were said to be the base of a stairway that once climbed to the heavens themselves before being cast down by the Celestial deities. This Abyssal layer was called the Riven Stair and served as the demesne of Yevthe and his demonic vrock and mezzalorn servants until he was slain in ambush by the ancient demon lord Dagon some 7,500 years ago. Since that time, the former demon lord's Abyssal realm has been absorbed into the surrounding layers, and any demons or mortals who once followed him have been subsumed by the worshippers of Dagon or are dead. None now revere the fallen demon lord, and few are even aware that he ever existed, just as the spiteful Dagon intended.

Ch. 10: Adventure Prologue

The adventures contained in this work take the PCs on an epic journey across the breadth of the Stoneheart Mountains, beginning in the rustic Eamonvale at the southwestern portion of the mountain range and concluding in the heart of the Stoneheart Mountains several thousand miles north of their starting point. The settlement of Miners' Refuge serves as the backdrop for their initial foray into a life of glory and danger. (The preceding locations appear in **Frog God Games'** forthcoming **The Lost Lands Campaign Setting**. It is not necessary to own this product or any other **Lost Lands** products to successfully run these adventures; however, the use of these products would be helpful and can be incorporated into these adventures as well. Of course, the GM can set these adventures in another location of his choosing with only a few minor adjustments, if necessary.)

There are four adventures in all, not including the prologue. Though the stories presented here are not part of a grand story arc, they are linked to-gether. In other words, the events of one adventure lead the characters into the hook for the next adventure. The first adventure, *God of Ore*, begins in the town of Miners' Refuge, which is presented here in great detail. From

Dwarves of the Stoneheart Moutains

The dwarves of the Stoneheart Mountains are almost universally comprised of mountain dwarf clans. This dwarves are extremely territorial and often more than a little xenophobic. Rival clans frequently engage in skirmishes over trivial matters and resort to fullscale bloodshed in defense of more important issues. Their dislike of others is not confined only to their kin. Many of the mountain dwarves well remember what they consider the Great Betrayal by the humans and elves of the lowlands at the Battle of Hummaemidon 3,500 years ago. They outright loathe humans, elves, and halflings (whom they consider a spineless fringe race that clings like paupers to the coattails of their betters) just as much, in some cases more so than they despise orcs and goblins. Though the racial hatred is somewhat tempered in the opening adventure where an environment more friendly to non-dwarves exists due to centuries of successful trade with the folk of Eamonvale, non-dwarven PCs that venture out of the relatively friendly confines of Miners' Refuge face an extremely difficult road. It is possible for non-dwarves to win some measure of tolerance from the native dwarves; however, there is no such thing as universal acceptance among the mountain dwarf clans

As a result, these adventures were designed with the idea of providing an opportunity for play of an entirely dwarven party. The GM is encouraged to allow only dwarves (many hill dwarves are viewed as collaborators but enough remain aloof from the lowland races that they gain a measure of acceptance) and possibly gnomes (who are recognized as a kindred, earthy folk, if somewhat flighty and unpredictable) for these adventures. Of course, there is nothing stopping a PC from disguising himself as a dwarf using either the Disguise skill or magic, but the consequences of getting caught impersonating a dwarf are likely worse than the truth. Likewise, if the idea of an all-dwarven party does not appeal to you and your players, then feel free to open the adventure to the other races and downplay the intolerance of the places that visited on the assumption that the heroic actions and reputations of the PCs allow a certain accommodation with the normally unfriendly mountain dwarves. Ultimately it is your game, so run it in the way that best suits your campaign.

there, the PCs then travel to the distant Fiergotha Plateau in search of a long-forgotten tomb.

For that reason, it is recommended that the PCs complete the adventures in order.

This chapter details the town of Miners' Refuge where the adventures begin. During the downtime before, during, and between the first two adventures, the PCs may use the town as a base of operations where they can rest and recuperate, gain information, purchase supplies, engage in local politics and participate in the side quests that appear here. The events and rumors relating to Bagrus Farmud and Mithral Mountain pertain to the adventure *God of Ore*. The community also gives them a flavor for the forbidding landscape that lies ahead of them. It is important to remember that Miners' Refuge is far more accepting of humans and non-dwarves than the distant locales that follow. In fact, the dwarves are by and large more tolerant of humans than vice versa in this trading town.

Miners' Refuge

The town of Miners' Refuge lies 8 miles southeast of the northern headwaters of the River Eamon, more than 250 miles east of the commercial center of Broadwater and 200 miles east of the fortress of Dun Eamon. This vital waterway bisects the Eamonvale and facilitates trade among the small human and dwarven settlements that dot both sides of the river. Because of its location, the town sees more commercial traffic than the typical rural settlement. Merchants, peddlers and adventurers are a common sight for most townsfolk. Long ago, the Krazzadak dwarves established a mighty kingdom that ruled the area. But a godlike wizard cursed the land and its people, transforming their fertile plateau into a frozen wasteland known as the Ice Plateau. The surviving dwarves and their humanoid neighbors fled the devastation and spread like seeds on the wind throughout the region, building smaller, autonomous settlements in the neighboring Eamonvale. Miners' Refuge was founded shortly after this cataclysm.

Though known predominately as a mining community, Miners' Refuge also produces agricultural products, especially food crops, textiles and livestock. Streams fed by melting snows at the highest elevations of the neighboring mountain chain and minor tributaries of the River Eamon provide an ample supply of fresh water to support farmland, grazing animals and a thriving humanoid population. Small ponds and brooks dot the land in every direction, giving the town a plentiful supply of irrigable water during periods of prolonged drought. The soil is fertile, but rainfall can be torrential and unpredictable. Miners' Refuge typically endures blistering hot summers and frigid winters with moderate temperatures between the two extremes. (Fields of Blood by Frog God Games is an excellent resource for determining the daily weather conditions and introducing additional environmental hazards. For these purposes, treat the non-mountainous area in and around Miners' Refuge as a prairie.) Only fools dare to brave the hazardous mountain pass in extreme weather conditions. Sensible explorers wait for the heat to subside and the snows to melt before setting foot across the Stoneheart Mountains.

In spite of the perceived racial tolerance, Miners' Refuge is a segregated town in many respects. The mountain dwarves control all aspects of daily life within the community. They wield tremendous influence over the town's political, economic and religious institutions. Humans are forbidden to carry weapons in public, though prosperous men and women can purchase the status of "trustee" and avoid this prohibition. It costs 50 gp per year to attain this title, or an aspiring human can pay 500 gp and become a trustee for life. Furthermore, those that opt for the latter can transfer the status of trustee to their immediate family for an additional 100 gp per family member. Naturally, most affluent humans save their coins and pursue the lifetime route. In fact, most of the town's trustees inherited the status from a distant ancestor generations ago. Though the



Miners' Refuge

MINERS' REFUGE N small town Corruption +0; Crime +0; Economy +2; Law -2; Lore +0; Society +4 Qualities prosperous, strategic location Danger +0

Government council

Population 773 (387 mountain dwarves, 271 humans, 56 hill dwarves, 39 gnomes, 12 elves, 8 other) Notable NPCs Falgar Bazdak, Councilmember (N male dwarf

aristocrat 3/expert 3) Grahm Angeheim, Shadow Mountain Innkeeper (N male dwarf aristocrat 5)

Shatan, trapper (CN male dwarf ranger 4)

Base Value 1,400 gp; Purchase Limit 7,500 gp; Spellcasting 4th Minor Items 3d4; Medium Items 1d6

residents know the settlement's forty-two trustees by name and face, these humans must always wear an azure cloak emblazoned with the symbol of an interlocking dwarf and human hand whenever they are armed. Trustees can forgo donning the cloak if they carry no weapons.

Dwarves comprise the majority of the town's population, and almost all of them work as miners or merchants. Numerous tunnels bore into the sides of the foothills on the edge of town. The miners employed here make a comfortable living extracting mundane yet important commercial products including rock salt, iron, limestone, and clay. They occasionally strike small veins of precious metals, such as platinum, gold, and silver along with a rare, fortuitous deposit of rare minerals and gems. Only the most intrepid and experienced dwarves make the arduous journey into the rugged Stoneheart Mountains on their quest for riches and fortune. Many wisely turn back. The others rarely return home.

The town's smaller human population and a handful of gnomes, elves, and half-elves survive by tending the fields and raising livestock. The dwarves hold the actual title to the land, a lasting vestige of the Kingdom of Krazzadak's hegemony over the region, though many human families have worked the same fields for generations and do not recognize the dwarves' titular ownership of their properties. Likewise, the dwarves do not strictly enforce this legal technicality, so as a compromise solution the property's human tenants pay a small percentage of any property transfer to the town's treasury as tribute to the Krazzadak "Mountain King". The human occupants keep the remaining proceeds for themselves.

Most humans are satisfied with their lot in life, yet an undercurrent of resentment flows through some small pockets within the human community. Whether their beliefs are genuine or part of some scheme to increase their influence, these individuals quietly assert that the dwarven majority wields far too much political, economic, and religious power within the settlement. Rumblings of opposition can be heard in some quarters among the humans and a tiny segment of the dwarven population sympathetic to the humans' plight.

To appease the humans, a council of three mountain dwarves and two non-dwarves rules the town. This arrangement allows the humans to have a say in local affairs. Ultimate authority still rests with the dwarven majority, however. Dwarves appointed to the council serve a 20-year term, whereas non-dwarves are limited to spending 10 years on the council. At the end of their tenure, the outgoing councilmember appoints a successor. In the event that one of these individuals dies in office or is otherwise incapacitated, the four survivors vote for their replacement. In the event of a tie, the surviving dwarves unilaterally determine the decedent's successor. Though it is possible for the dwarves, or theoretically even the humans, to eliminate


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the other's representation on the council, no one has yet attempted this bold maneuver. This delicate balance of power placates most residents. It only infuriates the vocal minority of dissenters on both sides of the equation.

First Impressions

Miners' Refuge sprawls across nearly 20 square miles. Like much of its population, the town is roughly evenly divided. Farmland dominates the settlement's northern and western quadrants. Naturally, most of the resident non-dwarves are concentrated in this area. The town square, located at the starting point of the three roads leading out of town, serves as a neutral meeting ground for men and dwarves alike. Most of the shops, centers of government, and influential residents live in close proximity to the community's hub. The remaining dwarves reside in the eastern and southern sections of town, close to the foothills where their mines burrow into the soft rock and earth. Miners' Refuge stands in the irrefutable shadow of the Stoneheart Mountains, particularly Mithral Mountain, which is easily visible from nearly any location in town.

Points of Interest

The small town of Miners' Refuge proper has a number of important areas for the PCs to explore. Some are related to the events and rumors described in the following sections, while others may point the PCs towards additional adventuring opportunities within the settlement and its surrounding environs. Presented below are additional details about these specific locations.

1. Council Headquarters

Located at the edge of the central square, the town's council meets and conducts municipal business within this two-story stone building. There are always 2 town guards in the immediate vicinity at all times. The council's current membership consists of 3 mountain dwarves — Falgar Bazdag (NG male mountain dwarf aristocrat 3/expert 3; Wis 14; Profession [merchant] +11), Duurk Hammerfell (N male mountain dwarf aristocrat 6; Cha 15; Diplomacy +11), and Haamman Dinzak (see the Major NPCs section for more details), as well as 2 humans - Maximilian Stroud (LN male human druid 2/ranger 2; Wis 15; Knowledge [nature] +9) and Rosie Festmacher (see the Major NPCs section for more details). The council meets every Friday at sundown to conduct criminal trials as well as discuss and vote upon important issues facing the town. Otherwise, the councilmembers spend fewer than ten hours a week performing town business within the building. The bulk of the administrative duties fall upon the town's six full-time employees who oversee the town's treasury and tariff collections including payments to attain trustee status, pay salaries to its full-time garrison, and resolve civil disputes among citizens. A hidden safe concealed behind a secret panel in a wall (DC 30 Perception check) holds the town's current receipts. The safe requires two different keys to open, one held by the full-time employees and another kept by the councilmembers. Presently, the safe holds 450 sp and 197 gp. Of course, robbing the safe immediately earns the ire of the council and the town.

Iron safe: 1 in. thick; hardness 10; hp 30; Break DC 25; Disable Device DC 25.

TOWN GUARDS (2) XP 400

hp 22 (Pathfinder Roleplaying Game GameMastery Guide "Guard"; change race from human to mountain dwarf [see **Chapter 1**], with corresponding racial adjustments. Remove the guard's halberd and replace with battleaxe.)

2. Town Garrison

For strategic purposes, the town's garrison overlooks the main road leading to and from the Stoneheart Mountains, which is perceived as the likeliest source of any serious military threat to the community. **Grond Grimaxe** commands the town's military forces. **Four lieutenants**, each overseeing a unit of **10 town guards**, aid him in this critical responsibility. Dwarves hold all command positions within the town's military, but seven human recruits stand alongside their dwarven neighbors in defense of their homeland. Though the garrison is primarily intended to defend the settlement against outside invaders, its members spend almost all of their time maintaining law and order within town limits rather than repelling external invaders. For that reason, Grond and the town council are unwilling to dispatch any of their men and women to aid in the search for Bagrus Farmud and his missing pilgrims (see the adventure *God of Ore* in **Chapter 11**). Though he cannot directly aid the PCs, Grond and his lieutenants are a good source of information about Miners' Refuge, granting PCs a +2 circumstance bonus on Diplomacy and Knowledge (local) checks made to gather information.

GROND GRIMAXE

XP 2,400

CR 6

hp 64 (Pathfinder Roleplaying Game GameMastery Guide "Watch Captain"; change race from human to mountain dwarf [see **Chapter 1**], with corresponding racial adjustments)

LIEUTENANTS (4) XP 800

CR 3

CR1

hp 38 (Pathfinder Roleplaying Game GameMastery Guide "Guard Officer"; change race from human to mountain dwarf [see **Chapter 1**], with corresponding racial adjustments. Remove the guard officer's masterwork guisarme, net, and javelins and replace with masterwork dwarven waraxe, sap, and heavy crossbow.)

TOWN GUARDS (40) XP 400

hp 22 (Pathfinder Roleplaying Game GameMastery Guide "Guard"; change race from human to mountain dwarf [see **Chapter 1**], with corresponding racial adjustments. Remove the guard's halberd and replace with battleaxe.)

3. Jail

The town's jail can comfortably house fifty prisoners, a large number in relation to the town's population. The facility owes its disproportionate size to the settlement's origin as a military outpost, where it served as a staging area for incursions into the neighboring Stoneheart Mountains and as a prisoner camp. Today, the two-story building's entire second floor is vacant, and only half of the ground level's cells are occupied. Miners' Refuge lacks the manpower to guard and supervise more than a dozen inmates at any one time, so citizens convicted of minor criminal offenses are instead encouraged or even coerced to pay hefty fines or cede property to the town and the aggrieved party in order to avoid a lengthy prison stay. Public humiliation is also used as a deterrent for petty crooks. The town views the arrangement as a better alternative to incurring the expenses of maintaining a long-term prison population. In fact, no one has spent more than one continuous year in jail. The town council condemns murderers, traitors, and violent offenders to death. It sentences repeat offenders to one year of hard labor and corporal punishment followed by forced exile.

Six town guards patrol the jail at all times. No one is allowed into the jail with the exception of brief visits by an inmate's spouse and immediate family. Presently, Samuel Josakias (NE male human rogue 3; Dex 16; Stealth +9) is on public display in front of the jail. Passers-by routinely spit and hurl debris at the helpless thief confined to the stocks, but the guards still prevent anyone from getting within arm's length of him. In spite of his current predicament, the bedraggled rogue goads his detractors, proudly telling them that they are as stupid as their fellow citizens who fell for Bagrus Farmud's empty promises. Samuel refuses to divulge any additional details about his statements unless the person questioning him succeeds on a DC 24 Diplomacy check. In that case, he relays that Bagrus told him that his entire religious pilgrimage was a sham to get a bunch of saps to do his dirty work for free. In addition to Samuel's revelation, a successful DC 10 Perception check spots a writ on the wall of the jail itself offering a 50 gp bounty for the capture of Liza deGuero for the murder of her husband.

CR1

CR 1

TOWN GUARDS (6) XP 400

hp 22 (Pathfinder Roleplaying Game GameMastery Guide "Guard"; change race from human to mountain dwarf [see **Chapter 1**], with corresponding racial adjustments. Remove the guard's halberd and replace with battleaxe.)

4. Top of the Peak

Anzam Urhad (N male mountain dwarf expert 5; Cha 16; Profession [merchant] +12) owns and operates the town's general store alongside his tireless assistant Mellibran Tark (NG male gnome commoner 3; Dex 13; Knowledge [local] +8). His shop, Top of the Peak, is open every day from sunrise to sunset except festival day every fortnight and religious holidays (mainly the four High Holy Days each year plus Orenday). In addition to selling his products in his shop, the cagey businessman acts as a distributor to his fellow retailers, importing and exporting goods from distant lands that he then sells to his clients for a small profit. Anzam carries a diverse and full array of products in his store. He carries a complete line of adventuring gear, special substances, tools, skill kits, clothing, food and drink all at a 5% markup over the standard prices that appear in the "Goods and Service" section in Chapter 6 of the Pathfinder Roleplaying Game Core *Rulebook*. Anzam adds an additional 10% "nuisance fee" to any purchases made by non-dwarves. He also boasts a modest inventory of magic items with the same price increase as the conventional equipment.

The shrewd Anzam is reluctant to admit that he fell for Bagrus Farmud's tall tale. With some prodding, he confesses that he gave the swindler 100-gp worth of provisions for a small deposit and shares in his mining expedition. At this point, he sees no need to throw good money after bad in a vain effort to recoup his losses. Anzam and his associate live above the shop, which is secured by a sturdy, locked door during the evenings and overnight hours as well as frequent patrols by at least **2 town guards**.

Strong wooden door: 2 in. thick; hardness 5, hp 20; Break DC 23; Disable Device DC 25.

TOWN GUARDS (2) XP 400

CR 1

hp 22 (Pathfinder Roleplaying Game GameMastery Guide "Guard"; change race from human to mountain dwarf [see **Chapter 1**], with corresponding racial adjustments. Remove the guard's halberd and replace with battleaxe.)

5. Silver Nugget Tavern

This establishment is the only business in town frequented exclusively by humans. The dwarves look down on the rundown bar as a filthy dump tailor-made for human scum. The weathered wooden placard that hangs above the door boldly declares its intended clientele: "Silver Nugget Tavern - Humans Only". Ebenezer Conkrite, a disgraced ex-cleric expelled from the priesthood of Dre'uain for embezzling donations from his church, is the owner of record. Most citizens agree that Arquemath (see the Major **NPCs** section for more details) is the business' real proprietor. In spite of the dwarves' dominance within the town, a confrontation with the formidable Arquemath and his loyalists is certain to be a bloody affair. The experienced, unarmed combatant can best any of the settlement's armed soldiers, with Grond Grimaxe, captain of the garrison, being the only possible exception. Any non-human that enters the premises first experiences awkward silence as the staff and patrons menacingly glare at the offender. Arguemath then rises from his usual seat located in the tavern's far corner and confidently strides toward the person with a wry smile on his face. He ominously stares at the unwelcome trespasser and then asks if the person is illiterate, lost, or just plain stupid. As Arguemath belittles the individual, the remaining patrons collectively rise to their feet and surround him in a not-so-subtle hint to leave. In spite of his combative demeanor, the crafty Arguemath and his followers never instigate a physical confrontation. If the person refuses to leave, Arquemath and the crowd keeps hurling insults at the guest, and the staff refuses to serve him. In the event that the situation deteriorates into violence, Arguemath and his supporters swarm their outnumbered foe and beat him into unconsciousness. They wait for darkness to fall and then dump their victim in one of the neighboring fields. The mob sends him off

with a few more kicks to the ribs before leaving their foe to wallow in his own pain and blood. Arquemath and his cronies resort to deadly force only when absolutely necessary.

In the absence of any such spectacle, Arquemath conducts business from midday past midnight in what has become his movement's de facto headquarters. He spends much of that time forging alliances with his sympathizers and recruiting new members with diatribes about the dwarves' oppression of the town's human minority. The wily speaker capitalizes on recent events, making sure that he blames Bagrus Farmud for killing several of their human brothers, and mentions Dardemus' death at the hands of his wife Liza deGuero, one of the dwarves' alleged puppets. Unless the town council is in session, there is a 20% chance that Rosie Festmacher shares a table with her reputed lover.

The food and drink at the Silver Nugget Tavern are average at best and barely edible at worst. Service is spotty, but the prices are cheap. One of the bar wenches is an exception: Delilah Robeson (LN female human commoner 2; Cha 13; Profession [barmaid] +4) loathes Arguemath and Rosie. Her boyfriend, Perren, joined Bagrus' pilgrimage, and she naturally fears the worst. She discreetly asks the PCs to meet her after the tavern closes at 2nd hour prime (i.e. 2nd hour past midnight). outside of the town jail. At the rendezvous, she asks the PCs to find her missing love. Though she cannot pay them for their services, she also pleads for their aid in another matter. She begrudgingly tells them that her friend Emilia is harboring Liza deGuero in an abandoned house at the edge of town. Dardemus abused the woman for years, and in her mind Liza did Miners' Refuge a service by ridding it of a despicable man. She knows that Liza cannot flee or hide indefinitely, so she pleads with the PCs to champion her cause and not let Rosie Festmacher and the rest of the town council execute the traumatized woman.

EBENEZER CONKRITE

XP 600

hp 16 (Pathfinder Roleplaying Game GameMastery Guide "Cultist")

CR2

6. Shadow Mountain Inn

The Shadow Mountain Inn is the perfect foil for the downtrodden Silver Nugget Tavern. Two dwarf brothers, **Vaern** and **Nomar Zagkal** (LG male mountain dwarf aristocrat 6; Wis 16; Profession [innkeeper] +12) own and operate the thirty-room, four-story inn, restaurant and bar with the help of their wives and combined nine children. The establishment exudes class down to the finest details. The rooms are comfortable, well-decorated and secure. Almost every evening, the town's dwarven and human elite, including members of the council other than Rosie Festmacher, gathers in the spacious bar and attached restaurant to engage in lively conversation, good food and first-class entertainment featuring live performances. Of course, these amenities do not come cheap. An overnight stay and meal cost 3 gp and 1 gp, respectively.

Vaern, Nomar and their staff begrudgingly tolerate the presence of the settlement's wealthiest humans. They do not extend the same courtesy to strangers. Service for human visitors is excruciatingly slow, and the expensive drinks are watered down. Humans that protest this treatment receive a faux apology complete with a free drink spiked with **ipecac** or a very strong **laxative**, on the house.

IPECAC

Type poison, ingested; Save Fortitude DC 16 Onset 1 round; Frequency 1/10 minutes for 1 hour Effect nauseated; Cure 2 consecutive saves Special Effect ingesting ipecac and failing to make 2 consecutive saves during the onset time of another ingested poison gains a +5 bonus on all saving throws against the effects of the other poison as the imbiber vomits repeatedly

LAXATIVE

Type poison, ingested; Save Fortitude DC 14 Onset 2d6 minutes; Frequency 1/minute for 2 minutes Initial Effect staggered; Secondary Effect 1d3 Con damage; Cure 1 save

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Traveling merchants typically stay at the Shadow Mountain Inn, so its patrons are a good source for information about Bagrus Farmud and Miners' Refuge. PCs that interact with the establishment's guests gain a +1 circumstance bonus on Diplomacy and Knowledge (local) checks to gain information about either topic. In addition, **Harn the Bold** (CG male mountain dwarf expert 4; Wis 14; Profession [miner] +8) seeks adventurers to delve into Burd the Stout's mine in search of his missing half-brother and nephew. He offers a 75 gp reward to rescue them from the depths. Though he remains optimistic, he reluctantly concedes that they are likely dead, in which case the reward applies to retrieving their corpses from the subterranean shaft and returning them to the surface for proper interment.

If one of the PCs is a dwarf, either Vaern or Nomar tactfully approaches the PC and hands him a coin purse containing 25 gp. Inside of the purse is the following note written in Dwarven:

Mysterious Note

Go to Room 3B at midnight tonight. Come alone to hear a most intriguing proposition. Speak to no one else about this. Failure to follow my instructions immediately terminates our potentially profitable business arrangement.

Frequent guest and town councilmember Haamman Dinzak authored the note. The **Major NPCs** section discusses its intended purpose.

7. Tricky Pick Food and Grog

Known for its reasonable prices, good food, friendly atmosphere, and unmatched hospitality, this warm and inviting restaurant and bar is the meeting place of choice for the average citizen. Lifelong friends, **Gretchen Trankelmeister** (CG female human expert 4; Int 15; Profession [cook] +9), affectionately referred to as Greta, and **Gwar Stunben** (NG female hill dwarf expert 4; Con 15; Profession [barmaid] +8) opened the business' doors a decade ago. Greta supervises the kitchen, while Gwar oversees the front of the house. The restaurant opens at dawn and closes shortly after sundown. On the other hand, the bar starts serving drinks at noon and last call occurs at midnight. The tolerant, bohemian pair openly speaks out against Arquemath's blatant prejudices, and the snobbish dwarves' subtle racial discord. In spite of or perhaps because of their stance on the current state of race relations, the eatery's popularity continues to grow with locals and visitors alike.

More importantly for adventurers, Gwar is also a direct descendent of fallen Thane Ilgar Ogradmek, the former lord of Mithral Mountain. PCs that interact with the chatty dwarf gain a +2 circumstance bonus on Diplomacy and Knowledge (local) checks made to gather information about Mithral Mountain. In addition to the facts provided in the following **Rumors in Miner's Refuge** section, Gwar also relays that her ancestors told her that the god of the mountain can assume several different forms. This detail is gained only if the appropriate skill check succeeds by 10 or more.

On the other hand, Greta is more concerned about the fate of the tavern's resident barfly and busybody, **Tricia Dromu** (see **Chapter 11**: **God of Ore**, area **H5**). Though the intrusive and loud woman rubbed many patrons the wrong way, Greta developed a soft spot for this vulnerable, troubled soul. In spite of the proprietor's efforts, the aloof Tricia always rebuffed her friendly overtures and kept the tavern's owner at a safe distance. Gwar encouraged her partner to give up on the hopelessly lost cause, but Greta developed a relationship with the lazy schemer. Tricia mysteriously vanished a day before Bagrus Farmud and his followers left Miners' Refuge. Before she left, she confided in Greta that when she came back from her short business trip, she would have enough gold to buy every tavern in Miners' Refuge. Greta offers the PCs 50 gp to find out what happened to Tricia.

8. Temple of Dwerfater

The dwarves of Miners' Refuge pay homage to several different deities, but Dwerfater is the only purely dwarven god boasting a temple dedicated to his name. Its resident priestess, **Nomiba Urpal** (LG female mountain dwarf cleric of Dwerfater 6; Wis 17; Knowledge [religion] +12), tends to the needs of her deity's devoted followers. At the present time, the temple is also the temporary home of **Yurbryn Nurmalk** (see *God of Ore*, **Events**, for more details), the only dwarf to return to the Miners' Refuge alive in the aftermath of the hobgoblins' attack on Bagrus Farmud's pilgrimage. PCs that already made the courageous dwarf's acquaintance via the **Lone Survivor** hook may participate in a more detailed conversation with the widow in the temple's sanctuary. Likewise, PCs first encountering the heroic young woman are also likely to meet with her to get her version of what happened to Bagrus Farmud's pilgrimage. (See the **Lone Survivor** hook in **Chapter 11: God of Ore** for Yurbryn's complete account of these events.)

Strangely, Nomiba expresses more concern over rumors swirling about the defilement of an ancient dwarf tomb than she does about the fate of Bagrus Farmud's lost followers. She tells the PCs that she fears that the individuals plundering the burial mound may be disturbing the final resting place of Gurdkin Feycleaver, an ancient dwarf thane with a reputation for savagery and evil. Myths and legends claim that the covetous royal vowed to defend his earthly treasures even after he departed this world. Naturally, she is very worried that Gurdkin may fulfill his promise and return to the land of the living as an undead horror. She explains that the tomb is reputedly located in the foothills south of the town square beneath an oddly shaped hill best described as resembling a hag's nose. She beseeches the PCs to investigate the stories and offers them a potion of cure *moderate wounds* or a masterwork cold iron longsword if they succeed in preventing Gurdkin Feycleaver from escaping his tomb. Nomiba is an accomplished metalworker, so she also has an inventory of masterwork weapons and armor for sale. She gives the PCs a 5% discount on this equipment after they destroy Gurdkin Feycleaver.

9. Temple of Sefagreth (CR 3)

In addition to mining, the town's residents also engage in commerce. Many of these businessmen include Sefagreth, God of Commerce, Trades, and Cities (see *Bard's Gate* by **Necromancer Games**) in their daily appeals for divine aid and guidance as well as in their less-frequent sacrifices. **Sal Lomma** (CG male human cleric of Sefagreth 4; Wis 16; Knowledge [religion] +10) is the town's resident high priest and worry-wart extraordinaire. In spite of his deity's repeated assurances, Sefagreth's earthly representative frets about everything. Naturally, Bagrus Farmud's disappearance pushes the fragile man nearly to his breaking point. Even within the sanctity of his temple, he constantly paces and fidgets while he makes silent bargains with his god, hoping that the situation miraculously improves.

The appearance of adventurers to right these wrongs is the only event that temporarily calms his frayed nerves. He begs the PCs to find Bagrus Farmud and his missing followers. Throughout the conversation, Sal accepts the ultimate blame for failing to see through the veneer of Bagrus, the false prophet. He offers to heal any injured PCs in exchange for their assistance in the preceding matters, but the basket-case cleric refuses to leave the safety of his temple regardless of the circumstances.

10. Merchants' Guild

In spite of the fact that **Bellig** and **Bellthar Minthammer** (NG male mountain dwarf expert 6; Int 16; Profession [merchant] +11) have never spent a moment apart, the twin brothers — conjoined at the hip — rarely agree on anything. The analytical Bellig is blessed with an extraordinary mind solely focused on crunching numbers. He can compute compound interest in less time than it takes to sign a loan document and tires of other people's company even sooner. His conjoined brother, Bellthar, is the only person he even tolerates, though he ignores him whenever possible. The gregarious Bellthar is the antithesis of his dour sibling. He can captivate an audience for hours while discussing the most mundane topic, but he has no true concept of money and only rudimentary mathematical skill. Bellig and Bellthar complement each other perfectly, making them an ideal business team. Likewise, their fellow merchants recognized their unique abilities and placed them in charge of the town's Merchant Guild.

Right now, the only topic that the pair agrees upon is that they made a huge mistake lending 500 gp to Bagrus Farmud for his doomed pilgrimage. The party responsible for the blunder is subject to considerable

debate. The loquacious Bellthar immediately hit it off with the charming salesman, and established a strong rapport with Bagrus and believed his every word. The numerically inclined Bellig calculated the potential gain offset by the odds of failure and determined that the numbers favored financing Bagrus' expedition to Mithral Mountain. Still, the loss did nothing to shake confidence in the brothers' leadership within the town's merchant community.

The conjoined twins intensely dislike humans and show their disdain in subtle rather than obvious ways. They feign deafness whenever a human speaks with them, and they never look directly into a human's eyes. They exclusively speak Dwarven in the company of humans. In the event that the non-dwarf speaks their language, they ignore them. Instead, they pretend that the person does not understand them and speak through interpreters, asking one of their subordinates to translate what they are saying from the eloquence of the Dwarven language to the stupidity and vulgarity of the Common tongue. These draconian rules even apply to human guild members that the pair has known for decades.

Regardless of what the PCs tell them, Bellig and Bellthar refuse to spend any additional money trying to recoup their loss. Bellthar is a self-made expert on the subjects of Bagrus Farmud, Miners' Refuge and Mithral Mountain. A PC that converses with him gains a +2 bonus on Diplomacy and Knowledge (local) checks to gather information on any of these topics. In addition to the details provided in the **Rumors** section of *God of Ore*, Bellthar comments that Bagrus Farmud planned to use brute force and magic in the form of one or more *soften earth and stone* spells to reopen the sealed tunnel into the base of Mithral Mountain. In fact, he claimed that he intended to use the proceeds of his loan to purchase the services of a druid to cast these spells or buy scrolls containing the spell.

II. Blood-of-Man Residences

While the Silver Nugget Tavern is generally regarded as the epicenter of Arquemath's human resistance movement, the nearby Blood-of-Man Residences serve as its foundation. Forty human men, women and children (all non-combatant commoner 1) live in close quarters within these ramshackle tenement buildings. Most of the building's residents lead ordinary lives either toiling in the fields or working at one of the local businesses. Many of these people oppose Arquemath's dangerous and blatantly racist rhetoric but they never publicly express this opinion. Arquemath's most vocal and volatile supporters relentlessly harass, taunt, and even assault fellow residents that disagree with their hateful philosophy. Arquemath's goons keep a close watch on the adjacent road. Whenever they spot a non-human, the sentry discreetly alerts the others to the intruder's presence. Within seconds, 2d3 street thugs seemingly appear out of nowhere, gather along the side of the road, and glare at the passer-by. Arguemath trains his followers not to instigate physical confrontations. They attack only if the person attempts to enter one of the residences or attacks them first. Likewise, they use nonlethal force unless their life is in imminent danger. After the battle, they disperse even faster than they appeared. When and if the authorities arrive, no one claims to have seen anything.

STREET THUGS (2d3) XP 400

CR 1

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

12. Liza deGuero's Hideout (CR I)

Two decades ago, Roland Faz butchered his domineering mother and older sister in this remote farmhouse. The dilapidated home remained abandoned ever since the heinous crime. Not surprisingly, the town's residents believe that the house is haunted. After poisoning her husband, Dardemus, the frightened **Liza deGuero** had to make a choice — stand trial and face nearly certain execution or find out for certain whether the spirits of the dead truly dwell within the Faz estate. She opted for the latter, and fortunately for her, the rumors about the house were false. In spite of her good luck, she still faces an uncertain future. Her close friend **Emilia** periodically brings her food and water, but Liza realizes that Emilia cannot escape detection indefinitely, which ultimately puts Emilia's life in danger, too.

Liza relies upon the house's creepy appearance and ghostly reputation to keep bounty hunters, curiosity seekers, and the authorities away from her hideout. The home's numerous first-floor windows and flimsy doors make it indefensible from a tactical standpoint. Gaining entry into the hideout is as simple as crawling through one of the many open windows or giving the front door a modest push. The distraught widow sits on a dusty chair in the living room, seemingly resigned to her fate. She is too tired and emotionally drained to escape or resist.

Years of abuse at the hands of her tyrannical husband, the moral consequences of her deed, and sheer exhaustion give the 35-year-old fugitive the appearance of an elderly woman. Her hair is unkempt and prematurely graying. Her withered face and melancholy eyes tell the tale of a guilt-stricken woman that still cannot justify her murderous action in her own tormented mind.

Emilia and Delilah are far more passionate advocates of Liza's cause than the woman herself. If either is present when the PCs arrive, that person begs the adventurers to take Liza somewhere safe outside of Miners' Refuge or leave her be. Liza, on the other hand, expresses no interest or desire to go anywhere. She responds to questioning from anyone other than Emilia with blank expressions, shoulder shrugs and brief yes or no answers. With some effort, Liza grudgingly admits poisoning her husband Dardemus. Oddly, Liza blames herself more than Dardemus. She simultaneously feels justified in what she did and remorseful for killing the man she describes as her only true love.

If the PCs apprehend Liza and bring her to jail, the town guards pay the bounty. Liza hopelessly stands trial during the next town council meeting, where she is convicted and executed the following day. In addition, Emilia and Delilah are also charged with harboring a fugitive. They, too, stand trial and are sentenced to one year in prison followed by permanent hard labor. If one or more of the PCs speak on the guilty parties' behalf during the trial, they may be able to obtain an acquittal if that person succeeds on a DC 25 Diplomacy, Perform (oratory) or Profession (barrister) check. Grant a +2 circumstance bonus if the PCs are performing a service at the behest of any dwarven councilmember. Likewise, if the PCs aid Liza in escaping and are caught, they face the same punishment unless they are performing a service for Haamman Dinzak or Falgar Bazdak, in which case they exonerate the PCs on a technicality. Emilia and Delilah plead with the PCs to escort Liza somewhere far away from Miners' Refuge. During the journey, the PCs may face one or more random encounters from the Appendix or Part II of God of Ore. From there, Liza has enough money to pay for transport to a distant land far from her former life in Miners' Refuge.

EMILIA BROADHURST and LIZA DEGUERO CR 1/2 XP 200

hp 7 (Pathfinder Roleplaying Game GameMastery Guide "Barmaid")

Ad Hoc XP Award: The GM may award the players up to 200 XP each for their actions and decisions during this encounter. Such an award should be based upon whether the character acted in accordance with his or her alignment.

Events in Miner's Refuge

The GM may insert some or all of the following events to give the PCs additional clues about the town and the upcoming adventure. These happenings may also pique their interest in several local adventuring opportunities.

• Two rebellious young girls, **Denara** and **Rebecca** (CN female human commoner 1; Cha 12; Perform [sing] +5) lead a chorus of younger human children in a vicious song about Bagrus Farmud that intentionally insults the town's resident dwarves. "Bagrus Farmud is his name/Spewing his lies is his game/Slap him in his filthy face/And beat his whole disgusting race/ Short and fat and misinformed/Like all his kind, he's just deformed/How I wish that on some day/Those toads would all just go away." The equally foul-mouthed young "ladies" make no bones about their hatred for dwarves and to a lesser degree any other non-humans. They learned this behavior from their father, Arquemath (see the **Major NPCs** section below for more details) who is currently holding court at the Silver Nugget Tavern.

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• Three male dwarves **Maagdum**, **Nordar**, and **Tordul** (CG male mountain dwarf expert 3; Con 14; Profession [miner]+7) vigorously argue over the best place to find gold in the area and the telltale signs that indicate the precious metal's presence. They ask passers-by of dwarven or gnomish descent to help settle their dispute. They refuse to allow any other humanoids to participate in their discussion. If the individual's Profession (miner) check exceeds all of theirs, they graciously offer to buy that person a drink at the Shadow Mountain Inn. Otherwise, the uncouth dwarves mock that person and disparage his mining abilities as well as his parentage as if the unfortunate passer-by rolled a natural 1 on his Profession (miner) check. If asked about the contents of Mithral Mountain, they suddenly grow silent until one of the dwarves whispers that the peak's rich veins "teem with more mithral than a king's tomb."

• Two skinny young boys covered in dust and numerous scrapes, Redd and Taldus (CG male human rogue 1; Dex 12; Perception +4, Stealth +8), nonchalantly hand several stones to a bedraggled man, Carstairs, passing them in the street. The PCs do not notice the transfer unless they succeed on a DC 15 Perception check. If confronted, the young boys admit nothing other than acknowledging that they were digging a hole. On the other hand, a successful DC 20 Sense Motive check detects that the man seems very nervous about the transaction. He is far less resolute than his youthful counterparts. He readily confesses that he sent the two young boys into a partially unearthed tomb outside of town. Still, he insists that he did nothing wrong, and that the treasures within the burial mound are fair game. He refuses to disclose the site's location under any circumstances, though the PCs may clandestinely follow him to the area later that evening. The stones that the boys retrieved are tiny malachite soldiers of obvious dwarven origin. They are badly damaged, with numerous chips and missing limbs rendering them worth a meager 2d6 sp each.

CARSTAIRS CR 2 XP 600 hp 16 (Pathfinder Roleplaying Game GameMastery Guide "Burglar")

• A young woman, **Emilia** (see area **12** above), nervously darts about the town square, buying scraps of food in no logical order or pattern. She stuffs the morsels into her pockets in a deliberate effort to hide them (DC 12 Sense Motive) before bolting toward an abandoned home on the farthest outskirts of town. She constantly looks over her shoulder to make sure no one is following her.

Rumors in Miner's Refuge

It takes no more than a few minutes to overhear the locals discussing the latest gossip buzzing through town. Naturally, the vast majority of the scuttlebutt centers on Bagrus Farmud and his ill-fated pilgrimage. There is no need to succeed on a Diplomacy or Knowledge (local) check to gather this information. Merely standing in close proximity to passers-by or sitting at any of the town's drinking or eating establishments is sufficient to grant access to the following tales at the rate of 1d4 per PC trying to listen or join in with the discussions.

• Bagrus Farmud arrived in town more than a month ago. In three weeks, he gained a significant number of followers who believed his tale about a secret, divine message etched on a mithral tablet in the heart of the fabled Mithral Mountain. Some claimed that the runes revealed the secret of immortality. Others believed that it divulged the location of a wondrous treasure. The pilgrims scattered after a band of hobgoblins attacked them en route to Mithral Mountain. A lone survivor, Yurbryn Nurmalk, returned to the village and now takes refuge in the Temple of Dwerfater.

• Concerned relatives and friends are not the only people interested in discovering what happened to Bagrus Farmud and the missing caravan. Several local businessmen foolishly lent provisions and a wagon to the fast-talking dwarf before he left town. Obviously, they want their property back and are willing to pay for recompense.

• Racial tensions are high in some parts of town. Humans are not welcome in some business establishments, particularly the Shadow Mountain Inn. Dwarves typically stay away from the Silver Nugget Tavern and the Blood of Man Residences. • The legend of Mithral Mountain has been around for centuries. The older dwarves claim that one of their kin unearthed a glorious vein of pure mithral in a long-abandoned tunnel. They claim that the glistening ore was so beautiful that many of their brethren abandoned their old faith and began to worship it as a god. They killed and expelled any dwarves, including their former kin who refused to venerate their shiny, new deity.

• Over the years, the dwarves raised several expeditions to retake Mithral Mountain, yet every attempt failed. Finally, the dwarves dwelling inside the mountain sealed the only entrance shut. No one has mounted a serious effort to venture into the forbidden peak in the last 90 years.

Further Inquiries in Miner's Refuge

PCs seeking more-detailed information about Bagrus Farmud, Miners' Refuge and Mithral Mountain must spend additional time interacting with residents and visitors alike. The GM should exercise discretion when determining whether a particular individual would have enough specialized knowledge to be aware of the rumor. For instance, every dwarf in town knows at least some information about Mithral Mountain, but they rarely share these stories with humans who were born long after Clovis' ground-breaking discovery. Likewise, some elements in the human community are unlikely to divulge any information to non-humans even if they are intimately familiar with the tale. Under the right circumstances, PCs can learn additional rumors from the locals with a successful Diplomacy or Knowledge (local) check.

It is also possible that the PCs came across some of these stories and rumors during the course of their brief adventuring careers. In that case, the PCs may attempt a DC 15 Knowledge (history) check to recollect the tale. Of course, the GM is the final authority when determining whether the PC has the prerequisite knowledge to even attempt the check. For instance, a PC born and raised in a distant, foreign land is unlikely to know specific details about the Stoneheart Mountains regardless of the check's outcome.

Bagrus Farmud

The PCs may learn the following information about Bagrus Farmud with a successful DC 15 Knowledge (local) or DC 15 Diplomacy check. Likewise, the PC may also know the same information with a successful DC 15 Knowledge (history) check.

• Bagrus Farmud is the son of a renowned cleric of Dwerfater of lower Eamonvale. Despite his religious upbringing, he showed no interest in following in his father's religiously-oriented footsteps until the last few months.

• Bagrus is a reputed troublemaker who served several stints in jail for a variety of petty offenses. There is no doubt that his family's wealth and influence spared him even more severe punishment.

If the check succeeds by 5 or more, the PC also learns the following information.

• Bagrus had no knowledge of Mithral Mountain until an elderly dwarf in a drunken stupor told him about the legendary peak during a brief jail stay several months earlier in Dun Eamon. The locale's enormous riches immediately intrigued him, but he expressed no desire to endanger his own life to acquire the legendary treasure.

• Bagrus secretly conspired with the Miner's Refuge town council to lure several prominent humans into the mountains and slay them in their sleep. He and his dwarven companions are alive and taking refuge with the dwarves of Mithral Mountain until the uproar dies down. (This is a false rumor.)

Miners' Refuge

The PCs may learn the following information about Miners' Refuge with a successful DC 15 Knowledge (history), Knowledge (local), or a DC 17 Diplomacy check.

· Historical accounts claim that the unspoiled tomb of a long-forgotten dwar-

ven thane lies somewhere within the foothills surrounding the town. Many fear that the restless spirit of the bygone noble haunts his final resting place.

• No one has seen Burd the Stout, a local miner, for several weeks. His worried son Garkul the Broad told his friends that he was going to look for his father in the family's mine on the edge of town. He never returned.

• Last week, Liza deGuero poisoned her husband Dardemus. She fled before the authorities could question her or detain her. Her chances of surviving in the wilderness are negligible, so it stands to reason that she is hiding somewhere in Miners' Refuge.

• The council is considering hiring adventurers or even assassins to eliminate Arquemath, a reputed former adventurer and town instigator who allegedly leads the human resistance movement.

If the check succeeds by 5 or more, the PC also learns the following information.

• Several wealthy dwarves paid Liza deGuero to murder her husband, Dardemus, Arquemath's close confidante and right-hand man. After the killing, she took refuge with the dwarves that hired her, and she remains hidden under their protection. (This is a false rumor.)

• A decade ago, a psychopath murdered his mother and sister in an abandoned farmhouse on the northern outskirts of town. Their angry spirits now haunt the dilapidated residence. No one goes near the home and its grounds.

• Arquemath is using Bagrus Farmud's failed expedition as a recruiting tool to convince other likeminded humans of the town leaders' true intentions. He wields tremendous influence over Rosie Festmacher, the newer human appointee to the town council.

If the check succeeds by 10 or more, the PC also learns the following information.

• The widowed Arquemath is having an affair with the married Rosie Festmacher. Her weak, dim-witted husband suspects that something is amiss, but he is too stupid and afraid to investigate the matter any further.

• Haamman Dinzak, one of the dwarves on the town council, seeks proof of an illicit affair between Arquemath and his fellow councilwoman, Rosie Festmacher.

Mithral Mountain

The PCs may learn the following information about Mithril Mountain with a successful DC 15 Knowledge (history), Knowledge (local), or a DC 17 Diplomacy check.

• The dwarves dwelling in the mountain are different than ordinary dwarves. They have gray skin and eyes.

• The only known way into Mithral Mountain is through a tunnel near its base. After the last attempt to retake the mountain, the residents sealed the tunnel shut.

If the check succeeds by 10 or more, the PC learns the following.

• The abandoned lodge near the summit conceals a secret entrance into the former dwarven stronghold. The dwarves use the access point to forage for food and watch for intruders. The rocky surface surrounding the lodge is very jagged and extremely steep, making it a very perilous climb.

If the check succeeds by 15 or more, the PC learns the following.

• Ancient legends claim that the dwarves fought an extinct race of monsters for the supremacy of Mithral Mountain several thousand years ago. After defeating the alien creatures, they sealed the tunnels and abandoned the mountain. The beings could supposedly change shapes and influence the actions of others.

Major NPCs in Miners' Refuge

Most of the town's residents lead ordinary lives. They briefly provide the PCs with information, equipment or a bit of humor before resuming their daily activities. However, there are a handful of NPCs that are more than background players. They also have a mission to complete that may bring them into conflict with the heroes. It is important to become familiar with these individuals during the PCs' stay in Miners' Refuge.

Arquemath

On the surface, Arquemath appears to be an ignorant hatemonger with no clear agenda. Reality is far more complicated. The dashing, 40-yearold widower actually believes none of his hateful rhetoric and views nearly all of his devotees as mindless sheep. In his mind, they function as a means to an end. Ever since he arrived in town a mere two years ago, he aspired to rule Miners' Refuge as its despot. In order to do this, he must tip the town's demographics in his favor. Right now, the dwarves make up the majority of the settlement's population. However, if his followers can force a significant number of dwarves to leave Miners' Refuge, humans would make up the majority of its residents and its ruling council, paving the way for Arquemath to take control of the settlement.

For now, the patient Arquemath is content to wait and watch to see how events unfold in the aftermath of Bagrus Farmud's debacle and the PCs' unexpected arrival. His alliance with Rosie Festmacher allows him to monitor the council's activities toward him and his minions. He is also careful not to give the authorities a legitimate excuse to imprison him or his supporters, though he likes to push the envelope hoping that any abuse of power by the ruling dwarves could generate more sympathizers and turn public opinion against the dwarves on the council. Arquemath's unarmed fighting skills also allow him to forgo attaining trustee status and remain a formidable threat within the town. Arquemath enjoys toying with his opponents much more than directly confronting them, so he is savoring these moments while they last.

Arquemath is a lithe, wiry man of average height with long, curly blond hair and a bushy mustache. He spends much of his day holding court at the Silver Nugget Tavern, where an entourage of adoring followers surrounds him. His ally and lover, Rosie Festmacher, often accompanies him there, though they prefer to continue their illicit affair in the privacy of his home near the northern outskirts of town, or at her residence when her husband is away. They never meet publicly other than to rendezvous at the Silver Nugget Tavern. Each party arrives and leaves separately and always takes steps to make sure that no unwelcome busybody or, worse yet, a dwarf spy follows them.

CR 5

ARQUEMATH XP 1,600 Male human monk 6 LE Medium humanoid (human) Init +7; Perception +11

AC 18, touch 17, flat-footed 14 (+1 armor, +3 Dex, +1 dodge, +2 Wis, +1 monk) hp 36 (6d8+6)

Fort +7; Ref +9; Will +10; +2 vs. enchantment spells and effects

Defensive Abilities evasion; Immune disease

Speed 50 ft.

MeleeUnarmed strike +7 (1d8+1) or mwk quarterstaff +6(1d6+1)RangedRangedmwk light crossbow +8 (1d8/19–20)

Special Attacks flurry of blows +7/+7/+2 (1d8+1), stunning fist 6/day (DC 15)

Str 12, Dex 16, Con 12, Int 11, Wis 15, Cha 14 Base Atk +4; CMB +7; CMD 22

Feats Deflect Arrows^B, Dodge^B, Improved Disarm^B, Improved Initiative, Improved Unarmed Strike^B, Iron Will, Skill Focus (Bluff), Stunning Fist^B, Weapon Finesse

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Skills Acrobatics +10, Bluff +9, Climb +8, Escape Artist +10, Knowledge (history) +6, Knowledge (religion) +6, Perception +11, Sense Motive +9, Stealth +10

Languages Common

SQ fast movement, high jump, ki pool (5 points, magic), maneuver training, purity of body, slow fall (30 ft.), still mind Combat Gear potion of barkskin +2, oil of invisibility, oil of levitate, antitoxin; Other Gear cloak of resistance +1, bracers of armor +1, wolfsbane, 243 gp.

Haamman Dinzak

The middle-aged, savvy dwarf politician with thick gray hair and an expressionless face fears the worst from Arguemath and his cohorts. He hates humans the most of all the councilmembers. Of particular concern to him now is Arquemath's growing popularity within the human community and Rosie Festmacher's not-so-secret alliance with the bombastic demagogue. He is convinced that the pair intends to assassinate one or more of the dwarven councilmembers and replace them with Arquemath and his cronies. The accusation sounds plausible in light of current developments, but there is no plan in the works to murder him or any other councilmembers. Haamman, on the other hand, has a scheme of his own in the works.

Haamman is smart enough to know that unjustly imprisoning Arquemath only furthers his cause, so he intends to try him and Rosie in the court of public opinion. Scandal is the bane of every public figure, and he believes that the pair's secret affair has the potential to ruin Rosie's career and expose Arquemath as nothing more than an opportunist. The astute Haamman knows that he must act through proxies to uncover proof of their relationship, and no one fits the bill better than the newly arrived PCs. Ideally, he makes contact with a dwarven PC at the Shadow Mountain Inn. If not, he gives the coin purse and the note discussed in area 6, to a young urchin to hand deliver to the PCs.

If the PCs meet with Haamman, he offers an additional 175 gp to obtain solid proof of an affair between Arguemath and Rosie. Such evidence could include evewitness testimony from multiple disinterested parties (particularly their fellow humans) catching the couple entering or exiting one of their respective residences together, receipts, or better still, correspondence in their own handwriting from either party confirming the immoral affair. Once in possession of this scandalous information, Haamman emerges from the shadows and publicly broadcasts it to the rest of the town, seeking to remove Rosie from the council on moral grounds and exile the human conspirators into the bleak Stoneheart Mountains.

HAAMMAN DINZAK	CR 3
XP 800	
Male mountain dwarf aristocrat 5	
N Medium humanoid (dwarf)	
Init +0; Senses darkvision 90 ft.; Perception +8	

AC 15, touch 10, flat-footed 15 (+4 armor, +1 shield) hp 27 (5d8+5)

Fort +2; Ref +1; Will +6; +2 vs. poison, spells and spell-like effects

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants)

Speed 30 ft.

Melee mwk dwarven waraxe +4 (1d10)

Special Attacks +1 on attack rolls against goblinoids, orcs, humans, and elves

Str 10, Dex 10, Con 12, Int 14, Wis 14, Cha 14

Base Atk +3; CMB +3; CMD 15 (17 vs. bull rush and trip while standing on stone)

Feats Combat Expertise, Defensive Combat Training, Improved Disarm

Skills Acrobatics -1 (+1 balance on stone surfaces), Appraise +8, Bluff +10, Diplomacy +10, Intimidate +6, Knowledge (history) +10, Knowledge (local) +10, Knowledge (nobility) +10, Perception +8, Profession (merchant) +6, Profession (miner), Sense Motive +7

Languages Common, Dwarven, Giant, Gnome SQ cavern lore, hoard, stability, stonecunning Combat Gear potion of neutralize poison, potion of cure disease, 2 vials of antitoxin; Other Gear masterwork chain shirt, masterwork light steel shield, masterwork dwarven waraxe, 61 gp.

Rosie Festmacher

The town's youngest councilmember is an attractive, political newcomer with boundless ambition. Many political observers scratched their head in wonderment when her predecessor tabbed the virtual unknown to succeed him. The vivacious whirlwind of energy has so far proved the pundits and her detractors wrong, however. Rosie is intelligent, personable, and passionate about her work. She spends countless hours meeting and speaking with her constituents about their needs and concerns. Yet the façade of dedicated public servant and lifelong trustee status, which she inherited from her father, hides a sinister dark side. The outwardly friendly young woman transforms into a ruthless powerbroker behind closed doors. She sees her current position on the council as a springboard to greater opportunities. With that thought in mind, the scheming politician latched her aspirations onto another rising star — Arguemath.

The relationship began as a businesslike alliance, yet over the last several months it has mushroomed into a torrid affair, a development that could potentially destroy Rosie's already loveless marriage and her blossoming career. In spite of the detrimental repercussions to their plans, the romance only seems to be getting steamier by the day, especially since Bagrus Farmud's failed pilgrimage dominates the town's gossip mill. Rosie's scrawny, simpleton husband, Siles Festmacher (NG male human commoner 2; Con 14; Profession [shepherd] +6) remains completely oblivious about what transpires in his home while he tends to his livestock in the nearby fields.

The cautious Rosie plays her cards close to the vest. Even Arquemath is not aware of her ultimate endgame. Oddly, she is far less careful about some aspects of her personal affairs. Rosie always casts disguise self to alter her appearance before and after she rendezvous with her lover for their clandestine trysts. Though they see each other every day, the pair exchanges love letters on a nearly daily basis. Arguemath wisely burns her correspondence after he reads it. The more sentimental Rosie destroys many of them, but keeps a handful of them literally close to her heart. In other words, she stuffs them inside her ample brassiere, making any attempt at their retrieval a delicate operation for a brazen would-be thief.

CR 5

ROSIE FESTMACHER

XP 1.600 Female human aristocrat 3/bard 3 LE Medium humanoid (human) Init +6; Perception +5

AC 16, touch 14, flat-footed 12 (+4 armor, +2 Dex) hp 30 (3d8+3d8) Fort +2; Ref +6; Will +8; +4 vs. bardic performance, languagedependent and sonic

Speed 30 ft.

Melee mwk cold iron rapier +5 (1d6-1/18-20), dagger +4 (1d4 - 1/19 - 20)

Ranged mwk light crossbow +7 (1d8/19–20) Special Attacks bardic performance 12 rounds/day (countersong, distraction, fascinate, inspire competence +2, inspire courage +1) Spells Known (CL 3rd): 1st (4/day)—charm person (DC 15), disguise self, sleep (DC 15), summon monster I 0 (at will)—daze (DC 14), detect magic, know direction, Iullaby (DC 14), message, read magic

Str 9, Dex 15, Con 10, Int 15, Wis 10, Cha 18 Base Atk +4; CMB +3; CMD 15

Feats Improved Initiative, Iron Will, Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +7, Appraise +7, Bluff +13, Diplomacy +13,

Disguise +9, Escape Artist +7, Intimidate +9, Knowledge (arcana) +9, Knowledge (geography) +8, Knowledge (history) +8, Knowledge (local) +12, Perception +5, Perform (oratory) +13, Profession (courtesan) +5, Sense Motive +13, Sleight of Hand +7, Spellcraft +9, Stealth +7, Survival +5, Use Magic Device +9

Languages Common, Dwarven, Halfling

SQ bardic knowledge +1, versatile performance (Perform [oratory])

Gear mithral chain shirt, masterwork cold iron rapier, dagger, masterwork light crossbow, 50 bolts, brooch of shielding, 168 gp.

Wrapping up Miners' Refuge

Arquemath and Rosie are in a far more precarious position than their dwarf rivals. Haamman can afford to make a mistake without risking his personal freedom, or more importantly his life. The human conspirators cannot stumble without incurring severe consequences. With that in mind, Arquemath and Rosie see the PCs as a major problem rather than helpful allies, especially if the party consists entirely of dwarves. In that case, they want to get the PCs out of town as quickly as possible by demanding that the town council hire them to investigate the Bagrus Farmud matter or eradicate the hobgoblins that menace merchants traveling through the Stoneheart Mountains. If the PCs commit any infraction within town, the pair demands that the town council imprison them or force them to undertake these dangerous endeavors in lieu of incarceration. In the unlikely event that there are some human PCs, Arquemath and Rosie conspire to use them to gain information about the dwarves' plans, particularly Haamman Dinzik's machinations. If they learn of his efforts to expose their affair, they destroy all evidence of their relationship and keep their distance from one another for the next 2d4 days before cautiously resuming their trysts. From that point forward, they no longer exchange any correspondence or leave any paper trail in their wake.

Haamman is content to keep the PCs in town for as long as possible. If the PCs apprehended Liza deGuero and turned her over the authorities, the manipulative dwarf uses the woman's situation to his advantage. Though he has no intention of pardoning her for her crime, he demands that the widow testify in graphic details about her husband's behavior. He also questions her at length about Arquemath's role, focusing on whether he personally witnessed or participated in any of the wrongdoing. Under his withering examination, the beleaguered Liza admits that Arquemath saw her husband beat her without taking any actions other than to mock her and goad the violent man on even more. The shocking statements damage Arquemath's image in town among dwarven sympathizers and the less-radical members of his faction, but his hardcore devotees remain steadfastly loyal to their leader, considering Liza's testimony to be nothing but lies.

Other Locales

Once the PCs exhaust the adventuring opportunities within Miners' Refuge proper, they may want to explore the surrounding foothills for Burd the Stout and his missing son or the neglected tomb of Gurdkin Feycleaver before heading into the Stoneheart Mountains in search of Bagrus Farmud and the lost pilgrims. These two locales appear on the Miners' Refuge map as area **M** and **T**. Separate maps detail each location.

M. Burd the Stout's Mine (CR 4)

True to its name, several dozen mines, both active and abandoned, plunge into the earth throughout the foothills surrounding Miners' Refuge. Burd the Stout first broke ground on this particular mine ten years ago. He spent 6 years expanding the mine before he abandoned it and moved on to another location. Shortly before his disappearance, he sold the new mine for a tidy profit and returned to the mine he abandoned 4 years earlier in an effort to scratch out a few more discoveries within its tunnels and chambers. Unbeknownst to Burd, two monstrous squatters took up residence inside the mine while it lay dormant. These two creatures killed Burd and his son. They now await more victims.

Burd's abandoned mine is located about 150 yards away from several dwarven residences on the southeastern side of town. The mine's entrance, or adit as it is typically called, slopes downward into the side of a foothill. When the PCs peer into the adit, the GM may read or paraphrase the following description.

Sturdy wooden beams support the ceiling of a tunnel that sharply descends below ground and into darkness. A weak current of stale air from the passageway's hidden recesses brings the odor of freshly dug earth and a foul stench to the surface.

The adit leads into a stable, rough-hewn passageway carved out of earth and stone. During the day, natural light illuminates the first 2d6 feet of the sharply descending tunnel before yielding to the prevailing darkness.

Mr. Main Intersection

The steeply descending passageway levels off before branching off in three different directions that lead into darkness.

A careful search of the area reveals no physical evidence of Burd or Garkul's presence other than one set of tracks that leads into area **M2** and then doubles back toward areas **M4** and **M5**. The other set of tracks heads directly toward area **M5**. Garkul made the first set of tracks much more recently than his father, so locating them requires a successful DC 22 Perception or Survival (to find and follow) check. Burd's tracks are nearly impossible to spot, necessitating a DC 36 Perception or Survival check.

As the PCs proceed farther down the intersection in the vicinity of the junction between areas **M4** and **M5**, PCs that are following existing tracks or those that succeed on a new DC 20 Perception or Survival check notice an odd track intermingled with the humanoid trail. These "tracks" do not resemble individual footprints and instead appear to resemble a heavy object dragged across a surface.

The mine's two resident cave morays have tremorsense, so they immediately detect the presence of any creatures in contact with the ground. As ambush predators, these monsters wait for their unsuspecting prey to approach their hiding spot in area **M4**.

M2. West Chamber

Several loose stones and an abandoned pick lie strewn about the floor. Several recent gouges mar the nearby wall.

Garkul initially entered this chamber in search of his father, but he could not resist the opportunity to scratch some agates out of the wall. He abandoned his pick and the 2d6 agate stones that lie on the floor under the false notion that he would later return to reclaim them. The agates are worth 10 gp each, and the pick is an ordinary tool with some wear, thus reducing its value to 1 gp.

Burd the Stout's Mine

1 square - 5 feet



Gurdkin Feycleaver's Tomb

1 square - 5 feet





M3. East Chamber

An intact humanoid skeleton covered in a thick layer of dirt lies crumbled in a heap close to the wall, while the nearly complete skeleton of a quadruped animal rests a few feet away. Dirt and dust also coat several dozen larger bones from an assortment of different creatures that are strewn about the floor. Two odd, cylinder-shaped protrusions bore into the surrounding walls.

The cave morays originally lived in this abandoned chamber as evidenced by the remains of their long-digested meals. Even a cursory examination of the intact humanoid skeleton (in the form of a successful DC 10 Heal or Knowledge [local] check) verifies that it is human remains, thus eliminating the possibility that it belongs to Burd or Garkul. Likewise, the dirt and condition of the bones confirm that it has been here for at least a few years. The skeleton belongs to a transient who sought shelter inside of the mine shortly after Burd initially abandoned it, and the new tenants moved into their lair. A successful DC 15 Heal or Knowledge (nature) check also determines that all of the remaining bones strewn about the floor are animal bones and not humanoid.

The two holes in the walls functioned as cysts for the slug-like cave morays. The creatures used their natural slime to form these indentations in the walls. A PC that examines either hole confirms that they were not manmade with a successful DC 10 check in any skill involving stonecutting or engineering. A dwarf can determine the same fact with a successful DC 10 Perception check. If the PCs learn this information, they gain a +2 circumstance bonus on any Knowledge (nature) checks made to identify the cave morays and their special abilities or powers.

M4. Cave Moray Lair (CR 4)

The squatting, partially skeletal remains of a short, barrel-chested humanoid rests against the far wall that is marred by several deep gouges. Thick tufts of wiry, gray hair dangle from his decomposing chin and jaw. A blood-encrusted chain shirt covers his sloping clavicles and ribs. His rotting fingers still clutch an exquisitely crafted heavy pick. More than a dozen loose stones surround the body.

Three weeks ago, Burd the Stout wandered into this chamber with the intention of picking up where he left off four years earlier. Sadly for him, the room's **2 cave morays** had other intentions. As in area **M3**, the pair bored holes into the walls. Their bodies blend in so well with the surrounding stone that it takes a successful DC 24 Perception check to spot the concealed beasts. The morays rely upon the element of surprise to strike their victims. As soon as a PC comes within 5 feet of either creature's cyst, it springs out of its hiding space and launches a surprise attack against its prey. Its partner also joins in the attack. When this occurs, the GM may read or paraphrase the following description.

Two slug-like, brownish gray creatures spring from the walls as if shot out by a ballista. They are five feet long and one foot in diameter with dark brown, bulbous eyes and a maw filled with razor-sharp teeth.

The hungry, relatively mindless creatures attack until killed. One of the cave moray's cysts bores into the wall in area **M4** and **M5**; however, its head looks into its lair, so it cannot spring out of the wall in area **M5**.

N Medium magical beast Init +3; Senses darkvision 60 ft., low-light vision, tremorsense 60 ft.; Perception +9

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural) hp 19 (3d10+3) Fort +4; Ref +6; Will +2

Speed 20 ft. Melee bite +5 (2d6+3) Special Attacks ambush, recoil attack

Str 14, Dex 17, Con 13, Int 2, Wis 13, Cha 10 Base Atk +3; CMB +5; CMD 18 Feats Skill Focus (Perception, Stealth) Skills Perception +9, Stealth +10 (+14 in rocky or stony areas); Racial Modifiers +4 Stealth in rocky or stony areas

Ambush (Ex) If a cave moray surprises its opponent, it gains a +4 circumstance bonus to its attack roll that round. Recoil Attack (Ex) A cave moray lunges out of its cyst up to 5 feet to strike at passing opponents or prey. This attack is swift enough to attack running or flying creatures. A cave moray's recoil attack is always considered a charge attack since it recoils into its cyst after an attack to lunge at its opponent again.

Treasure: The cave morays amassed no treasure, but Burd the Stout still wears his prized equipment, including a chain shirt that conceals a silver necklace with an inset diamond worth 250 gp and a masterwork heavy pick. Burd's friends and family members confirm that these objects belonged to Burd for identification purposes. In light of the circumstances surrounding his death, none of his relatives makes a claim on these items, thus allowing them to pass to the PCs, provided of course that the PCs return his remains to the grieving family for proper burial.

M5. Southeast Chamber

Numerous detached bones, including femurs, vertebrae and skulls, litter the floor. The fresh body of a short, broad humanoid in a seated position rests against the near wall. Much of its flesh is missing except for the meat beneath his chainmail and a portion of his arm strapped to an exceptionally made heavy steel shield. A bloody mace rests against his side.

The mine's resident monsters use this secondary chamber as a dumping ground for the remnants of their meals, including Burd's son, Garkul, who also met his end in this chamber. With the exception of the dwarven miner propped against the wall, the remainder of the bones belongs to an assortment of animals that foolishly wandered into the mine since the monsters moved from their previous location. A PC can determine this fact with a successful DC 10 Heal or Knowledge (nature) check.

The 2 cave morays from area **M4** attack the PCs here only if one of them injures the cave moray that occupies the cyst that borders both chambers. As in the previous chamber, it takes a successful DC 24 Perception check to notice the concealed magical beast. Because its head is facing the opposite direction, it cannot ambush or use its recoil attack against opponents that attack it from this location. Instead, it must leave the cyst and circle around the bend and attack its enemy or reposition itself within the cyst so that it faces potential targets. If this occurs, the other cave moray always moves towards the juncture between the adjoining chambers and enters area **M5** from there.

Treasure: Garkul is still wearing his chainmail and carrying his +1 *heavy steel shield*. Before falling, the dwarf warrior damaged the hungry beasts as evidenced by the blood on his light mace. A PC that succeeds on a DC 12 Perception check notices a small pouch partially buried beneath his pelvis. The pouch contains a red garnet worth 100 gp and seven ag-

CHAPTER 10: ADVENTURE PROLOGUE

ates worth 10 gp each that he chipped out of the wall in area **M2** before meeting his ultimate fate. As in the case of Burd, the dwarf's friends and family immediately can identify his heavy steel shield, and they allow the PCs to keep his possessions as long as they return his remains to his grieving loved ones.

Wrapping up Burd's Mine

PCs that ventured here on their own are free to do with the dwarves' possessions as they wish; however, they immediately rouse suspicions and ill will if they attempt to sell the items within town. The dwarven councilmembers take exception to the PCs' stealing these objects from the dead miners and demand that they return the items to the families and retrieve the miners' remains if they want to avoid standing trial on charges of grave robbing or, worse yet, murder. Of course, if the PCs already established a relationship with one of the dwarven councilmembers on another matter, that person dismisses any charges and asks the PCs to retrieve the bodies and apologize to the family with no further harm done. In exchange for their loved ones' possessions, Burd's family pays them a reward equal to half the items' retail value.

T. Gurdkin Feycleaver's Tomb

The land around Miners' Refuge has changed considerably since the dwarves interred their justly maligned thane three centuries ago. During his short lifetime, the sadistic, pampered aristocrat excelled at one endeavor -- making enemies. He abused his royal privilege at every opportunity. Gurdkin condemned those that opposed him to a lifetime of hard and extremely dangerous labor in the deepest depths of his father's mines. His subjects referred to the harsh punishment as "the dwarven backbreaker." Fortunately for those living under his rule, the upstart boy spent only a few brief, bloody months on the throne. He died under mysterious circumstances shortly before coming of age, much to the delight of nearly everyone other than his grieving mother who unabashedly spoiled her only child. Upon his death, the bereaving consort commissioned a tomb fit for a king. In order to keep the burial chamber's location a secret, she blindfolded the construction workers and personally led them to a remote hillside where they labored for six straight days and nights until they finished the grand tomb and interred the thane. They concealed the entrance, and she then led the blindfolded troupe back to their mountain stronghold. It remained hidden until the forces of time and curious children conspired to discover the long-forgotten grave.

Still, without outside assistance, it is nearly impossible to locate the subterranean vault. Nomiba Urpal, Dwerfater's priestess, claimed that an odd hill formation in the likeness of a hag's nose marked the thane's final resting place, but the supposedly telltale landmark is no longer visible after 300 years of wind and weather. Any signs of the odd hill formation vanished quite some time ago. It takes a successful DC 15 Perception check to spot the entrance if the character passes directly over it. Normally the check's DC would increase by +1 for every 10 feet between the observer and the narrow tunnel leading into the tomb, which is no larger than a foxhole. However, the uneven terrain makes it more difficult to spot topographical features, so the DC instead increases by +2 for every 10 feet of distance. To make matters even worse, PCs scouring the area blindly soon realize that there are countless abandoned mines, tunnels and animal dens scattered throughout the area. A PC trying to locate the tomb in this manner needs incredible luck to stumble upon it.

PCs endeavoring to locate the tomb can use several methods. The simplest and most direct is to discreetly follow Carstairs' two thieving boys from afar as they travel back and forth between the two locations (see **Adventure Hooks** in **Chapter 11**: **God of Ore** for more details). The cunning teenagers are slippery characters that make every effort to lose would be pursuers as they quietly plunder the thane's treasures. Carstairs knows where the tomb is, but he never personally goes there. However, a successful DC 20 Diplomacy check and 250 gp is enough to loosen his tongue and relinquish his claims to the thane's treasures. Alternately, a third possibility is to purchase one or more of the malachite toy soldiers that the boys brought back to Carstairs and use that mental image in conjunction with a *locate object* spell or similar magic to narrow the search parameters to a manageable area.

The entrance to the tomb lies midway up the side of a steep hill, just where a small plateau and the hillside meet. When the boys first discovered the hole, it was the size of a rabbit hole. They spent countless hours widening and deepening the opening until reaching its current dimensions. When the PCs discover the tomb's opening, the GM may read or paraphrase the following description.

A narrow opening, no larger than the entrance into a fox's den, descends at a slight angle through the surrounding earth and stone into darkness.

In spite of the children's efforts, the passage into the tomb is still a tight fit even for a human child or a Small creature. A successful DC 10 Escape Artist check allows a Medium-sized creature to squeeze into the hole. A subsequent check that succeeds by 5 or more allows the creature to move 5 feet deeper into the opening. A check that succeeds by 10 or more allows the creature to shimmy through the hole in 1 round. It is impossible for larger creatures to negotiate the opening without substantially widening it. Because of the passageway's sloping angle and the surrounding terrain, darkness shrouds the entrance regardless of the time of day.

PCs venturing here at Nomiba's direction may opt to seal the entrance by collapsing the surrounding earth and stone, but this is only a temporary measure. Carstairs and the boys can simply return later and excavate the tomb again. On the other hand, if the PCs crawl through the opening and into the mausoleum, they must negotiate the narrow 10-foot equivalent of a foxhole before entering the tomb proper.

T1. Gurdkin Feycleaver's Tomb (CR 5)

The makeshift earthen tunnel descends at a 20-degree angle before opening into a wider corridor made from polished stone. After 10 feet, the passageway expands into a grand chamber dominated by a large marble crypt secured by a heavy stone door bearing the image of a skull mounted upon the tip of a dwarven waraxe. Four stone statues of dwarven warriors clad in heavy armor and wielding dwarven waraxes surround the crypt. Images of these warriors battling a vast army of half-man, half-goat creatures adorn the outer walls, though the paint is badly faded or completely gone in many parts. An open stone chest containing an assortment of children's toys rests against one of the near walls, whereas two closed stone chests are against the far wall.

The marble crypt is 10 feet high, so there is 2 feet of clearance between this chamber's ceiling and the top of the mausoleum. The image carved into the face of the crypt's stone door is a depiction of the Feycleaver family crest, which is identifiable with a successful DC 20 Knowledge (history) or Knowledge (nobility) check.

Stone Door: 4 in. thick; hardness 8; hp 60; Break DC 28

The frescoes painted onto the walls show the family's prowess combating fey creatures as evidenced by their battle against the satyrs. In spite of the family's name, scholars generally agree that their alleged battles against fey creatures are complete works of fantasy. Time and humidity took their toll on the artworks, reducing them to flecks of paint and bare walls in several spots. The dwarven warrior statues are made from limestone and remain in relatively good shape. They are worth 100 gp each; however, they weigh 900 pounds and cannot fit through the tomb's narrow opening without being damaged.

Fearful of opening either of the closed chests, the boy-thieves wisely rummaged through the open toy chest against the near wall and took some of the malachite toy soldiers that still nearly fill the container. There are 268 of these tiny sculptures worth an average of 2d6 sp apiece. The two stone chests against the far wall are both closed, but unlocked. Both are trapped.

Stone Chests: 1 in. thick; hardness 8; hp 15; Break DC 24

Stone chest A is a decoy that contains nothing but **toxic dust**. When opened, a pressure plate inside of the chest hurls the contaminated particles at any creature adjacent to the chest.

ERGOT DUST TRAP CR 3 XP 800

Type mechanical; Perception DC 20; Disable Device DC 20

Trigger location; Reset repair

Effect poison gas (Ergot Dust: inhaled; never miss; save Fort DC 12; frequency 1/round for 4 rounds; *initial effect* 1d3 Dex damage; *secondary effect* 1 Dex damage; *cure* 1 save); multiple targets (all targets in a 5-ft.-radius burst)

Stone chest B contains offerings made to the thane at the time of his death. A *scorching ray* trap protects these items.

SCORCHING RAY TRAP CR 3 XP 800

Type magical; Perception DC 27; Disable Device DC 27

Trigger proximity (alarm); Reset none Effect spell effect (scorching ray; Atk +2 ranged touch, 4d6

Treasure: The chest contains 496 gp, 806 sp, a mithral scepter inset with six bloodstones worth 600 gp, a silver orb worth 250 gp and a scrimshaw music box worth 200 gp.

T2. Crypt (CR 4)

fire damage)

An oversized stone sarcophagus occupies much of this cramped crypt. Crafted from solid quartz, the coffin lid is carved into the likeness of a robust male dwarf with a long beard, penetrating eyes, prominent cheekbones and a granite chin. The stone depiction wears heavy armor and uses both hands to hold a dwarven waraxe across its chest.

Gurdkin's quartz sarcophagus makes a grand impression upon the observer. The dwarven craftsmanship is unmistakable in the lid's fine details. The durable and heavy stone makes it extremely difficult to remove the lid, which requires a successful DC 25 Strength check. Six creatures can participate in the arduous effort to open the sarcophagus.

At the time of her son's death, his mother beseeched her priests to prevent others from animating her son's corpse as an undead abomination, but they could do nothing to quell the evil that burned within his malevolent soul. The wicked thane underwent the transformation into a **barrow wight** shortly after being sealed in his coffin. Unable to remove the massive lid or pound his way through the quartz coffin's formidable sides, Gurdkin has patiently waited for 300 years to return to his savage ways. As soon as the lid opens, the deathly horror rises from its earthly grave to pick up where it left off three centuries earlier. When this occurs, the GM may read or paraphrase the following description.

The leathery, gray corpse of a decaying dwarf storms out of its coffin, seeking to strike any nearby with its rotting hands. It glowing crimson eyes immediately betray its malevolent intent. Tattered royal garb loosely hangs from its partially skeletal shoulders.

After spending 300 years in wait, the enraged barrow wight lunges from his coffin with unbridled ferocity and tries to drive his opponents mad with his insanity gaze. The wight then indiscriminately attacks the nearest living sentient creature, pummeling the hapless foe with its slam attack. Gurdkin fights until destroyed.

BARROW WIGHT

XP 1,200

The Tome of Horrors Complete 640 CE Medium undead Init +1; Senses darkvision 60 ft.; Perception +12

AC 17, touch 11, flat-footed 16 (+1 Dex, +6 natural) hp 37 (5d8+10 plus 5) Fort +4; Ref +2; Will +5 Defensive Abilities channel resistance +2; Immune undead traits Weaknesses resurrection vulnerability

Speed 30 ft.

Melee slam +5 (1d4+3 plus energy drain) Special Attacks create spawn, energy drain (1 level, DC 14), insanity gaze

Str 14, Dex 12, Con —, Int 11, Wis 13, Cha 15 Base Atk +3; CMB +5; CMD 16 Feats Blind Fight, Skill Focus (Perception), Toughness Skills Intimidate +11, Knowledge (religion) +8, Perception +12, Stealth +17; Racial Modifiers +8 Stealth Languages Common SQ create spawn

Create Spawn (Su) Any humanoid creature that is slain by a barrow wight becomes a barrow wight itself in only 1d4 rounds. Spawn so created are less powerful than typical barrow wights, and suffer a –2 penalty on all d20 rolls and checks, as well as –2 hp per HD. Spawn are under the command of the barrow wight that created them and remain enslaved until its death, at which point they lose their spawn penalties and become full-fledged and free-willed barrow wights. They do not possess any of the abilities they had in life. **Insanity Gaze (Su)** Anyone within 30 feet that meets a barrow wight's caze is affected as if by an insanity spall. A suc-

row wight's gaze is affected as if by an insanity spell. A successful DC 14 Will save negates the effect and renders the target immune to the same barrow wight's insanity gaze for 24 hours. The save DC is Charisma-based.

Resurrection Vulnerability (Su) A raise dead spell cast on a barrow wight destroys it (Will negates). Using the spell in this way does not require a material component.

Treasure: Not one to part with his worldly goods even after his earthly demise, the greedy dwarf took his most prized possessions with him to the grave. These include his +1 breastplate, a masterwork dwarven waraxe and a scabbard of honing*.

*See Pathfinder Roleplaying Game Ultimate Equipment

Wrapping Up Gurdkin Feycleaver's Tomb

The destruction of the barrow wight eliminates the possibility that someone else may unintentionally — or deliberately — unleash the hateful monster on an unsuspecting world. If the PCs instead decided to close the entrance, Carstairs and his young apprentices return to the site 2d4 days later and resume excavating the grave. Of course, there is nothing stopping other people from following the boys to and from the tomb. In that case, these individuals may release the barrow wight and be unable to stop it, or other powerful NPCs may use the barrow wight as part of some nefarious plot. This is especially true if Nomiba learns that Carstairs and the boys know of the tomb's location. She emphatically tells the PCs that they must destroy the evil lurking within the tomb. In the event that the PCs refuse, she offers them a masterwork light mace for their troubles.

If the PCs release Gurdkin but fail to destroy him, the spiteful horror stalks the foothills south of Miners' Refuge where he kills new victims. During the day, he hides in one of the countless mineshafts that pockmark the landscape. At night, he emerges from his subterranean lair in search of the living. The cunning monster always stays on the outskirts of town, fearing to go anywhere near the Temple of Dwerfater or rouse the ire of its resident cleric.

CHAPTER 11: GOD OF ORE

Ch. 11: God of Ore

Metal on stones, metal on stones, Break your backs, shatter your bones. Dream of riches buried ages untold Deep streams of mithral, silver, and gold!

- Ancient dwarven miner's song

God of Ore is a 3rd-level adventure that takes the PCs from the quiet, mountainside town of Miners' Refuge into the heart of the Stoneheart Mountains in pursuit of a failed pilgrimage to discover a phony religious relic deep inside legendary Mithral Mountain. The dark, twisting tunnels that bore into the fabled mountain soon reveal that some mysteries are not what they first appear to be.

Adventure Background

Fantastical tales telling of rich veins of precious metals, wondrous caverns teeming with sparkling gems, and tunnels brimming with valuable minerals echo against the walls of every home, tavern, and inn within every mining community. Every hardy soul that delves into the bowels of the earth with a pick and a shovel shares the same dream. His trusty pick strikes an ordinary rock as it has countless times before and to his amazement, the chance collision unearths the object of his desire. There in the darkness he sees the proverbial mother lode, a pristine and unspoiled vein of prized ore or stones. Such an occasion is a rarity, and those few individuals that experience this fortuitous event often find that their dream soon turns into a nightmare.

A five centuries ago, a dwarven miner named Clovis Stonesplitter discovered firsthand how the fulfillment of such a wish could go terribly awry. One day, the intrepid miner's pick dislodged a loose block from a long-forgotten masonry wall. He peered through the opening and saw a dark tunnel that his ancestors apparently bricked up countless centuries ago. Without giving it a second thought, Clovis smashed through the barrier. Though his instincts warned him not to venture down the ancient, neglected passageway, curiosity prevailed over logic. He gingerly walked through the crooked and uneven corridor until an inexplicable urge caused him to stop at an oddly shaped bend. In spite of his trepidation, Clovis thrust his mighty pickaxe into the rock. The loose stone split into hundreds of tiny pieces, revealing an unimaginable sight that nearly illuminated the dark tunnel. At first glance, the exposed vein looked like silver, but the veteran miner was nearly certain that he unearthed something far more important — a rich deposit of mithral, an extremely valuable and highly sought after metal.

Yet, there was something odd about what just happened. Clovis swore that he also heard another sound akin to a faint whimper reverberate through the quiet tunnel at the exact moment that the metal tip of his pickaxe struck the inanimate stone. Clovis gently pushed the tip of his mining tool into the soft metal. Much to his astonishment, a low, barely audible groan arose from the glistening ore. Clovis fell to the ground in utter disbelief, but nothing could prepare him for what happened next. The vein of metal instantaneously transformed into a vaguely humanoid form. The being's cold, lifeless eyes fascinated Clovis. As visions of riches danced in his head, the bizarre creature placed its mouth-like orifice over Clovis' stunned face. A breath of warm, metallic-tasting air rushed into Clovis' throat, momentarily jogging him out of his beguiled state. He came to his senses far too late. In an instant, Clovis' skin turned gray and his eyes transformed into glistening silver orbs. The creature released its grip seconds later, but in Clovis' befuddled mind, his encounter with the alien being felt like it lasted for several hours. Though the physical changes were instantly noticeable, no one could predict the true extent of the damage dealt to Clovis' fragile mind. From that moment forward, the transfixed dwarf singularly cared about one thing: worshipping the being he dubbed Dwer-Bokham, "Dwarf of Mithral" in the Dwarven tongue.

Over the next few days, Clovis lured his kin one by one into the abandoned tunnel where the strange creature waited. There, in the darkness, they too came face to face with the dwarves' new deity, Dwer-Bokham. Though many other dwarves abandoned their former deities and joined Clovis in the veneration of their new "god", some resisted. The new god's zealous minions murdered those that refused to bend to Dwer-Bokham's will, as they set about the task of converting the entire mountain complex into a vast temple honoring their newly revealed divine master.

Only one obstacle stood in their way — Thane Ilgar Ogradmek. Accompanied by his retinue of guards and clerics loyal to their people's true gods, the mountain's sovereign lord and his badly outnumbered followers battled Clovis and Dwer-Bokham's minions for supremacy over their mountain stronghold. The combat raged for several days with each side gaining the upper hand at one point or another during the struggle. In the end, however, sheer numbers and fanaticism won out over tactical and logistical superiority. The upstart deity and its converts killed their former leader and gained undisputed control of the complex. Within minutes of their thane's death, the remaining resistance crumbled.

The majority foolishly surrendered and forcibly joined their enemies in the worship of Dwer-Bokham. The wiser minority fled the mountain and never looked back at their former homeland. Most went into hiding until their dying days and never spoke again about the events that took place during those fateful days. Still, a handful of the survivors could not turn away from the past so easily. Over the next decade, the thane's diehard loyalists made four vain attempts to retake the mountain from Dwer-Bokham and his followers. They ultimately failed, and each successive effort proved more disastrous than the previous attempt. After the fourth and final try, it was possible to count the remaining survivors on one hand. Hopelessly outnumbered and completely drained of their financial resources, the last free dwarves came to terms with the irrefutable fact that they would never return home. They left the area and found work elsewhere. During their extensive travels, they told the tale of their homeland to anyone willing to listen, thus spreading the fable of Mithral Mountain far and wide throughout the settlements within and surrounding the Stoneheart Mountains.

Naturally, the story piqued the interest of countless treasure hunters who dreamed of wresting Mithral Mountain from the heretics and liberating its bountiful treasures from their oppressive grasp. Since the fall of Mithral Mountain, as many as two dozen adventuring companies ventured into the Stoneheart Mountains to add their names to the growing legend. None ever successfully retook the mountain, and the handful that returned never even set foot inside the coveted peak. As the body count grew, interest in the quest nearly faded from memory until one charismatic dwarf burst onto the scene. His name was Bagrus Farmud.

Divine Mission

Unlike his parents, siblings, and other family members, Bagrus Farmud displayed no aptitude or interest for traditional dwarven crafts and professions. He derided miners as "bipedal moles" and stonemasons as "mindless chiselers." Bagrus hated getting his hands dirty, and saw hard work as a "virtue" better performed by others. The young Bagrus' lackadaisical attitude angered his tradition-bound father, who was also a renowned cleric within the community. The two clashed repeatedly throughout his long adolescence (several decades among dwarves); however, no amount of preaching, extolling, shaming, or discipline could instill his father's values into the defiant youngster. Tired and bored of his parents' constant efforts to mold him into their image, the young dwarf left home and went out into the world to make his way.

The spoiled Bagrus soon learned that it took much more than a bad attitude and some choice swear words to make it in the real world. The lazy, unskilled, and hedonistic runaway ran out of money in less than a week, forcing him into the company of civilization's more unsavory characters.



Without his father's protection, the wild child quickly ran afoul of the local authorities and spent the better part of the next ten years in jail for a string of petty offenses. The recalcitrant Bagrus refused to admit defeat and crawl back home, so he had to figure out a way to make use of his meager talents. After several days of intense soul searching, he finally came to the realization that he must put his mouth, instead of his hands, to work. He was born with the gift of gab, and the innate ability to spin a nonsensical yarn into something that others wanted to hear. All he needed to do was to concoct a scheme and then start talking. Then he remembered a chance jailhouse encounter from a few weeks earlier. An elderly dwarf sleeping off a terrible hangover told him an ancient legend about a mysterious Mithral Mountain located in the Stoneheart Mountains. The visions of acquiring tremendous wealth danced in Bagrus' entranced mind, but he had to devise a way to get the treasure without risking his own well-being. A devious grin crossed his face as the perfect idea came to him: Convince other people to risk their necks for him.

From this humble beginning, the rest of his diabolical plan flowed like a mudslide down the side of a rain-sodden mountain. Throughout his youth, he saw firsthand what others would do in the name of faith. He spent the next twenty days wandering the wilderness, claiming that he met Dwer-Bokham, the Great God of the Mithral Mountain. The divine being spoke to him and revealed that the mighty deity inscribed the secret to immortality and eternal happiness on a mithral tablet in the heart of the mountain. As his chosen messenger, he would be unable to read the message alone, however, Dwer-Bokham told him that, with his assistance, someone pure of heart and free from corruption could decipher the wondrous revelation. Several drifters scratching a living at the foothills of the Stoneheart Mountains fell under the charismatic Bagrus' sway, but his newly gained converts fell far short of his expectations. He needed men and women that could fight their way past the mountain's malevolent denizens instead of a battalion of miners and farmers. As soon as he stepped foot into the sleepy town of Miners' Refuge, he was supremely confident that he would find more marks than he would ever need to claim Mithral Mountain as his own.

In short time, Bagrus Farmud amassed 28 followers to stand beside him on his glorious crusade into Mithral Mountain. Thanks to their generous donations and the funding he cajoled from others, the confidence man masquerading as a religious figure purchased a wagon train of supplies along with two dozen pack animals and several pieces of fine jewelry befitting an esteemed servant of Dwer-Bokham. Led by their prophet, they set out into the teeth of the Stoneheart Mountains two weeks ago to once again liberate Mithral Mountain and its abundant riches.

The expedition unraveled almost as soon as it began. Bagrus' wagon train could not negotiate the steep inclines and narrow mountain passes, forcing them to abandon a large cache of provisions shortly after getting underway. A few days later, as the group approached Mithral Mountain, a band of hobgoblins from the nearby foothills attacked the traveling company and split them in half. The hobgoblins killed or captured the smaller half of the group comprised of the non-combatant women and children. The remaining contingent led by Bagrus fended off the assault and pressed on to the base of Mithral Mountain. Under Bagrus' misguided directions, his armed followers sundered the stone door barring the entrance into Mithral Mountain. Dwer-Bokham's devoted minions poured through the breach and decimated the charlatan's disciples. Bagrus Farmud barely escaped with his life. After observing their movements for several days from a safe location, the conniving dwarf disguised himself as one of his enemies and bypassed the mountain's defenders. He is now holed up in the thane's quarters awaiting his next move. More critically, Dwer-Bokham's followers perceived the attack as an omen, indicating that the time to spread their faith throughout the Stoneheart Mountains is now at hand.

Adventure Synopsis

The PCs arrive in the town of Miners' Refuge two weeks after Bagrus Farmud and his associates left the locale on their quest to conquer Mithral Mountain and claim its wondrous treasures. The families of those that accompanied the self-proclaimed prophet express tremendous worry about

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the pilgrimage, especially in light of a lone survivor's account that confirms their worst fears. Hobgoblin raiders killed numerous pilgrims and scattered the survivors, who are now missing. Unsubstantiated tales also relay that the corrupted dwarves inhabiting the fabled Mithral Mountain are now raiding and pillaging travelers passing through that region of the Stoneheart Mountains. Several interested parties ask the PCs to rescue any surviving followers and capture Bagrus Farmud.

The trek to reach Mithral Mountain and the lost caravan takes the PCs across the foothills that lead deeper into the Stoneheart Mountains. As they follow the trail of Bagrus' pilgrims, the PCs locate the abandoned wagon and inevitably stumble upon the tragic scene of the hobgoblin ambush. The PCs are free to follow the wicked goblinoids back to their lair to rescue any surviving captives or continue onward to Mithral Mountain. Along the way, the PCs encounter other malevolent and benign denizens that dwell in the inhospitable Stoneheart Mountains. As the PCs approach Mithral Mountain, Dwer-Bokham's minions patrol the surrounding area looking to wantonly slaughter unwelcome trespassers that wander too close to their lair.

When the PCs arrive at the base of Mithral Mountain, the expedition's ultimate fate becomes apparent. Numerous bodies of dwarves and beasts litter the field just outside the previously sealed entrance to Mithral Mountain. Though the pilgrimage's outcome is no longer in question, Bagrus' reckless actions unleashed Dwer-Bokham's minions onto an unsuspecting world. The PCs must now stop the chain of events that the unrepentant charlatan put into motion by delving into the heart of Mithral Mountain and destroying its alleged resident deity. In the depths below Mithral Mountain, the PCs encounter more of the false god's servants and also find Bagrus Farmud hiding in the chambers of the former thane. The descent into Dwer-Bokham's inner sanctum reveals the truth about Mithral Mountain. The so-called veins of mithral were a lie. Dwer-Bokham is a cobaltog, a race of aberrations that dwelled in the mountain long before the thanes rose to power. When this monster melds into stone, the surrounding rock takes on the appearance of mithral, thus accounting for the ancient legends about the peak. In spite of this revelation, the PCs must still negotiate the locale's structurally unsound passages and chambers before they finally meet Dwer-Bokham and his aging crony, Clovis. Here, the PCs must forever rid the world of the enigmatic aberration that transformed an entire people and destroyed a once-proud thanehold.

After defeating the monstrous entity, the PCs must decide what to do with Dwer-Bokham's former worshippers, the mountain itself and the phony dwarf salesman responsible for so many deaths. Can the tainted dwarves resume their former existence and return to the welcoming arms of their long-lost kin? Who is the rightful ruler of Mithral Mountain, and what is to become of Bagrus Farmud? The PCs are likely to play a significant role in providing these answers.

Part I: Swindler's Wake

The opening segment of the adventure takes place in the bucolic town of Miners' Refuge that lies on the edge of the foothills leading into the Stoneheart Mountains. If the PCs traveled here from a distant locale, the GM may use several encounters from the Appendix or those that appear in Part II of this adventure to challenge the PCs. During this portion of the story, the PCs are free to roam through the normally sleepy community, which is now abuzz over the presumed loss of so many of its citizens at the hands of hobgoblin raiders in the surrounding foothills. Many blame the pilgrimage's leader, Bagrus Farmud, for the tragedy, though small segments of the population still believe in the charlatan's supposed religious beliefs. As they explore the town, several interested parties approach the PCs and beseech them to locate their missing friends, relatives or lost goods. Rumors also swirl throughout town about the magnificent riches that reside inside the fallen Dwarven stronghold of Mithral Mountain. The PCs may also partake in several brief excursions in the vicinity of the town, most notably delving into Burd the Stout's Mine or exploring the tomb of Gurdkin Feycleaver. These locations are detailed in the preceding **Chapter 10: Adventure Prologue.**

Beginning the Adventure

The adventure begins in the mountainside town of Miners' Refuge, roughly two weeks after Bagrus Farmud's expedition left Miners' Refuge, and a few days after the company's lone survivor straggles into the mining community with a frightening tale. The hobgoblins that committed the atrocity subsequently returned to their lair, and Dwer-Bokham's minions are still a long way from the unsuspecting town, so there is no immediate danger to the settlement. Still, many concerned people seek the services of adventurers to locate their missing family members, retrieve their lost goods, and rescue any that survived the harrowing ordeal. Likewise, the substantiated reports of marauding hobgoblins and rumors of strange, rampaging dwarves greatly concern the town's merchants, who must ensure the safety of the vital trade route linking the headwaters of the River Eamon with the lands that lie farther west. In fact, the PCs may have accompanied one of these caravans into town, or they could arrive in Miners' Refuge seeking employment protecting other business interests endeavoring to venture into or across the treacherous Stoneheart Mountains.

Adventure Hooks

Though Bagrus Farmud attracted a considerable number of followers during his brief three-week stay in Miners' Refuge, his sales pitch and questionable ethics also rubbed many of its more prominent citizens the wrong way. The fast-talking huckster raised suspicions and doubts wherever he went during his short visit, so there are several influential people who would like to get their hands on the smarmy confidence man. More importantly, there are also many concerned citizens who wait with bated breath for some news about their loved ones' whereabouts and fate. Adventurers are a common sight in town, but their numbers constantly ebb and flow. Right now, none of the town's residents seems eager to step forward and get to the bottom of this predicament, thus all eyes naturally turn to the PCs for assistance. With that in mind, the GM may use one of the following hooks to get the adventure underway, or he may devise a plot device of his own to draw the PCs into the story.

Lone Survivor

Because of her husband's heroic actions, the youthful **Yurbryn Nur-malk** (CG female mountain dwarf warrior 1; Wis 14; Profession [miner] +6) miraculously survived the hobgoblin attack and made it back to Miners' Refuge with only some scrapes and minor bruises. Just before the vicious goblinoids severed the expedition's line train and cut it off from retreat, her brave spouse, Halzin, fought off several of the hideous monsters to buy her enough time to slip away and flee the combat. Though she is fairly certain that he perished in the combat, his fate as well as the fate of the company's other members remains unknown.

Yurbryn has been recovering at the Temple of Dwerfater (area 8 in **Chapter 10**) and is preparing to return to the home she shared with her husband. When she hears that the PCs are in town, she asks Nomiba Urpal to contact them so she can offer them employment to find her missing husband. The scion of a wealthy mining family, the grieving widow can offer a fee of 100 gp each to anyone who can locate her presumably dead husband and rescue any survivors. If the PCs succeed on a DC 20 Diplomacy check, she offers to pay them a ransom of 5 gp each for every survivor that they return to Miners' Refuge. (Because the PCs are likely to speak with Yurbryn in great detail regardless of whether or not the GM uses this hook, her complete account of the expedition is presented here.)

Scarred by her harrowing experience, the young dwarf woman valiantly tries to cope with the fallout from the frightening ordeal and her husband's presumed savage murder at the hands of the ruthless hobgoblins. Not surprisingly, her recollection of these horrific events is disorganized and lacking in specific details. Still, she provides some insight on the pilgrimage's movements as well as its final moments. In spite of the PCs' best efforts to steer the questioning in a desired direction, the terrified Yurbryn's story indiscriminately jumps from one place to another. The stunned widow becomes very uplifting when she speaks of Bagrus Farmud, whom she still adores, and extremely emotional when she talks about her husband.

She cannot provide an organized narrative, so her memories are presented below as bullet points that can be presented in random order or in a slightly more logical pattern.

• Every day at dawn and dusk, the prophet Bagrus Farmud led the believers in prayers to Dwer-Bokham, the great Mithral God of the Mountain. He told us that the deity would grant immortality to those true of heart.

• Bagrus confessed to us that his former sins prevented him from understanding the wondrous message inscribed upon the mithral tablet within Mithral Mountain's inner sanctum. Each night, he extolled us to free our souls from the burdens of evil and embrace purity and righteousness.

• The wagon slowed the party down tremendously. As we climbed the lower slopes, we abandoned the vehicle and continued onward toward Mithral Mountain.

• The hobgoblins poured out of the hills a few nights after we abandoned the wagon. They seemed to come from everywhere and split the pilgrims into two. Our group headed back down the hills toward town, and those that stayed with Bagrus Farmud fled deeper into the mountains.

• My husband bought me time as I slipped through a narrow pass and away to safety. He told me that someone betrayed them by alerting the hobgoblins about their movements. When I turned back to look for him, he was gone, as were the other followers. Many hobgoblins were also dead, but a few remained. There were no signs of Bagrus or the rest of the pilgrims.

• It took me three days and nights to finally make it back to Miners' Refuge. Fortunately I found the road home and encountered no one else on my way back.

Yurbryn does not want to relive the terrifying experience for more than a few minutes at a time. If the PCs persist in questioning her, she breaks down and uncontrollably wails for 1d4 minutes before she shuts down and refuses to speak about the matter any further.

My Sons' Keeper

From the moment he met the shady Bagrus Farmud, Graham Angeheim (N male human expert 5; Cha 14; Profession [merchant] +10), a member of the local Merchant's Guild, knew that the conniving dwarf was a fraud. He never believed Bagrus' tall tale about the religious nature of his trek to Mithral Mountain. The astute businessmen and concerned parent sensed that the greedy dwarf needed saps to risk their lives in pursuit of the forbidding peak's alleged treasure. Sadly, his two thrill-seeking sons, Donnator and Errol, lacked his wisdom. They fell for Bagrus' false promises and joined his misguided pilgrimage into the Stoneheart Mountains in search of adventure. Now, their distraught father grieves for his lost children and demands retribution against the man responsible for their untimely demise — Bagrus Farmud. He offers a 500 gp bounty to anyone that captures or kills Bagrus Farmud. In either case, those seeking payment of the bounty must return him either dead or alive to Miners' Refuge. In addition, he also offers a 100 gp reward for the return of his sons' body (200 gp for both children) to Miners' Refuge for proper interment. He describes his children as being aged 24 (Donnator) and 21 (Errol), each with long blond hair held in a tail by a steel-studded strap. Donnator has a tattoo of a grieving angel (Saint Carmela Tirozo) on his left shoulder, and Errol has the same tattoo on his right shoulder.

Lost Collateral

Bagrus Farmud did not confine his empty promises to his spiritual disciples. He also spread his wealth of lies and deceit to the town's business community. Supposedly short on cash, the scheming hustler gave his creditors only a relatively small deposit for the purchase of his wagon and the expedition's provisions. To make up the difference, he sold them "shares" of the treasure hoard. After Bagrus departed, the dwarf's lenders soon realized that their percentage of Bagrus' loot exceeded 1,000%. Realizing that they had been taken by the crafty swindler, Bagrus' largest creditor and current councilmember **Falgar Bazdak** (NG male mountain dwarf aristocrat 3/expert 3; Wis 14; Profession [merchant] +11) seeks adventurers to locate and return his wagon, remaining provisions, and Bagrus Farmud to Miners' Refuge in exchange for 500 gp. More importantly, Falgar believes the legends of Mithral Mountain to be true, based upon the fact that he is a great grandnephew of Thane Ilgar Ogradmek. He offers the PCs 400 gp and a 5% ownership stake in the mountain if they clear out its current occupants. A successful or failed DC 15 Diplomacy check may adjust this percentage 1d2 percentage points in either direction. (Of course, Falgar's relatives including the Thane's other nephews and nieces have something to say about his claims to the mountain's riches.)

Trail of Fools

The roads leading to and from Miners' Refuge are well worn and heavily traveled. Men, beasts, and vehicles travel across these established thoroughfares on a daily basis, making it virtually impossible to track a specific individual or even a group with any degree of certainty. The entire community unanimously agrees that Bagrus Farmud led his entourage out of town via the eastern road leading deeper into the Stoneheart Mountains. In spite of the size of his entourage, it is still extremely difficult to discern the tracks made by his party from a host of others that passed through this area over the past several days and even weeks. It takes a successful DC 23 Perception or Survival check to spot Bagrus' trail amid the confusion on the eastern road. It is important to remember that the PCs must succeed on a Survival check to follow the trail. If the PCs opt to follow the tracks, the trail leads them into the foothills surrounding Miners' Refuge and **Part II** of the adventure.

Part II: Lower Slopes of the Stoneheart Mountains

If the PCs spend more than two days in Miners' Refuge, pressure to locate Bagrus Farmud and the missing pilgrims steadily mounts. Ultimately, at least one member of the town council seeks out the PCs and directly asks for their assistance. This is especially true if the PCs already performed a service for Haamman Dinzak. Even Arquemath and Rosie Festmacher want to find out what became of Bagrus Farmud and his followers, albeit so that they can use the debacle to their own political advantage.

Mithral Mountain lies roughly 40 miles east of Miners' Refuge. The tall peak is easily visible from town because it towers 1,000 feet above the neighboring mountains and because of its distinct, sheer western face. Much of the terrain between the town and the fabled locale consists of rolling hills that represent the lower slopes of the mountains in the valley of the River Eamon gradually ascending to the far-more-prominent mountain peaks. The frozen expanse of the Shengotha Plateau lies not far beyond Mithral Mountain. The grueling journey is more arduous than the mileage indicates. The road leading out of Miners' Refuge is anything but a direct path to Mithral Mountain, so much of the trek is through rugged terrain on a narrow, sometimes perilous track. In addition, the slope increases the actual distance traveled to some degree. Finally, walking uphill is more tiring than downhill, so fatigue becomes an important factor along the way. Depending upon their mode of transportation, it could take up to a week to reach their destination.

Events on the Lower Slopes

There are no permanent settlements of any note within this part of the Stoneheart Mountains, however, the region still sees a fair amount of traffic. The intrepid miners that make a living in this harsh environment typically go it alone or work in small groups. It is not uncommon to come across an active or an abandoned miner's camp while traveling through the region. Traveling merchants and wagon trains en route to dwarven markets higher among the peaks also make their way across the forbid-ding landscape, though they rarely deviate from the familiar highways and mountain passes. On their way to Mithral Mountain, the PCs may meet one or more of these parties during their travels. These encounters are to

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provide the PCs with recent news and new information about their current task. They are designed to complement rather than replace the more intricate combat and role-playing encounters that follow later in this part of the adventure. The GM may use some or all of the subsequent events to afford the PCs additional details about what lies ahead of them.

Mountain Merchant

Chem Monzak (CG male mountain dwarf expert 4; Cha 14; Profession [merchant] +9), a traveling merchant and his 3 guards, are on their way to Miners' Refuge from distant Abad Durahai. The talkative and outwardly friendly middle-aged man tries to sell the PCs his inventory of alchemical items that he purchased during his stay in the dwarven capital. The wily salesman has at least one of the Special Substances and Items that appear in the "Goods and Services" section in Chapter 6 of the Pathfinder Roleplaying Game Core Rulebook in stock. He also has some of the alchemical remedies that appear in the "Alchemical Remedies" section of Chapter 2 of the Pathfinder Roleplaying Game Ultimate Equipment. There is a 50% that he has a particular item at the present time, though he has no more than one of each at the present time. The chatty Chem charges an additional 10 % for these items. If the PCs ask Chem for information about Bagrus Farmud, he feigns ignorance. The purchase of a single item almost instantly loosens his tongue. He tells the PCs that he saw a few open crates and barrels on the roadside several miles back. They were too large and heavy to strap onto a pack animal, so he presumes that they were originally transported on a vehicle.

GUARDS (3) XP 400

CR 1

hp 18 (Pathfinder Roleplaying Game GameMastery Guide "Caravan Guard"; change race from human to mountain dwarf [see **Chatper 1**], with corresponding racial adjustments)

Mining Company

A company of **3 dwarven miners** (LG male mountain dwarf expert 4; Con 15; Profession [miner] +8) named Tandrel Feldcutter, Okzen Veinfinder, and Zog Blindenluck sit around their camp discussing their next foray among the peaks. The glum dwarves are not fond of conversation with outsiders; however, their dour attitudes suddenly shift to wide-eyed enthusiasm as soon as someone mentions Mithral Mountain. They ramble on at length that there is enough mithral in the mountain to armor an entire generation. Okzen also tells the PCs that he ran into another dwarf a few days ago in mountains who claimed that he smashed his way through the sealed portal at the mountain's base, only to see his men scatter and run at the first sign of resistance. Okzen's description of the dwarf roughly matches that of Bagrus Farmud, but he is also quick to add that he appeared unkempt and badly shaken. Still, he tried to recruit Okzen to join him in entering the mountain, but given the circumstances of his kin's appearance, in his mind he wisely declined.

Lone Prospector

Lorn Broadbeam tells the PCs that he was entrusted to sell vast tracts of land within the Stoneheart Mountains in order to fund a joint military operation being conducted by the town council in Miners' Refuge and city officials in Abad Durahai. He offers to sell the property for the miniscule price of 10 gp per square mile of land (noting with a wink that its per "horizontal" square mile, if you calculate by "vertical" square miles among the precipitous mountain peaks the deal becomes a virtual steal). The wily agent can draft a fresh deed in a matter of minutes, claiming that the proper authorities designated him to transfer the land to lawful purchasers on their behalf. Even if caught in a lie, Lorn refuses to admit this elaborate scheme is a giant ruse, however, in order to save his own skin, the crafty salesman offers the PCs important information in exchange for a pardon. He tells the PCs that the dwarves of Mithral Mountain now patrol their territory, slaying anyone that trespasses on their land. Furthermore, he conveys that he personally saw a small band of hobgoblins leading two bound and seriously injured dwarves and a human woman through the foothills toward an unknown location. Lorn does everything in his power to avoid a physical confrontation or detention. Flight is his first choice. He fights only when there is no other alternative.

LORN BROADBEAM CR 5 XP 1,600

hp 38 (Pathfinder Roleplaying Game GameMastery Guide "Traveling Merchant"; change race from human to mountain dwarf [see **Chatper 1**], with corresponding racial adjustments)

Rumors on the Lower Slopes

The hardy souls that earn a living in the rugged Stoneheart Mountains know far more about the activities in their native habitat than the "urbanites" from Miners' Refuge. The PCs may learn the following tales from the folk they encounter on their way to and from Mithral Mountain. These stories are so commonplace among these daring folk that 1d2 can be heard with each event encountered even without a successful Diplomacy or Knowledge (local) check.

• A small tribe of vicious hobgoblins lairs in a valley surrounded by four low peaks that the savage creatures use as sentry points. They recently attacked a caravan of travelers that resulted in a significant loss of life on both sides of the ledger.

• The dwarves of Mithral Mountain are on the prowl, attacking any living thing they encounter. The strange humanoids have mithral-colored skin and eyes, and they worship a deity named Dwer-Bokham.

• Three humanoid hunters with dark red hair and cloudy hazel eyes sometimes descend from their lair high in the mountains in search of prey. They are skilled warriors who are most feared for their mastery over the weather and the elements. (This is a false rumor.)

• A bipedal catlike predator stalks the mountains. Beware its horrific caterwaul!

In addition to these tales, the individuals traveling through the Stoneheart Mountains are also aware of the earlier rumors regarding Mithral Mountain. Because of their intimate knowledge of the area, PCs conversing with them receive a +2 circumstance bonus on Diplomacy or Knowledge (local) checks made to gather information from them.

Encounters on the Lower Slopes

Unsavory humanoids, hungry beasts and malevolent monsters call the treacherous mountainous terrain of the lower slopes home. On their journey to Mithral Mountain, the PCs inevitably make contact with these native denizens. Four of these meetings occur at fixed locations upon the lower slopes. These set encounters at areas **T1**, **T2**, **T3** and **T4** are presented first. The locations appear on the regional map that details the hills outside of Miners' Refuge. The GM is also encouraged to challenge the travelers using one or more of the random encounters that follow. In addition, the GM may use the encounter tables in the **Appendix** to further harass the players or make use of the mountain hazards that appear in **Chapter 3**.

On Bagrus' Trail

PCs that follow Bagrus' trail on the road out of town may continue to do so using the same Perception or Survival check. Once Bagrus' path deviates from the road, it becomes much easier to pick up and follow his tracks. It takes a successful DC 17 Perception or Survival check to locate his trail and a successful DC 17 Survival check to follow it.

T1. Abandoned Wagon (CR 5)

Logistics is not one of Bagrus Farmud's strong points. The conniving salesman is nearly unmatched at selling his grand vision, but he is a rank



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novice on matters relating to traveling through uncharted terrain. The greedy charlatan could not pass up an opportunity to acquire more treasure at a bargain price, so he financed the wagon and loaded it with provisions, never thinking that the cumbersome vehicle would have any difficulty negotiating the uneven, sloped ground. Bagrus' treasure wagon negotiated the highway well enough, but the vehicle was ill equipped to handle the rugged side track. The situation deteriorated almost instantly after leaving the main road. The vehicle hit a large rut that destroyed one of its wheels and the rear axle. The disabled wagon was rendered motionless and hopelessly stuck. The shortsighted Bagrus never thought of recruiting or hiring someone to maintain and repair the wagon, leaving him no choice other than to offload as much as he could and abandon the wagon on the side of the trail.

Within a day of its abandonment, opportunists stripped the wagon bare. It remained where Bagrus left it until **2 ogres** happened upon the site. The surly brutes used their tremendous strength to lift the now-empty vehicle out of the rut and lug it up to their lair a few thousand feet away. In order to move the wagon, the ogres keep the disabled rear wheels off the ground and push it up the gently sloping hill. The monstrous humanoids are completely absorbed with the task, rendering them nearly oblivious to their surroundings. The distracted ogres suffer a -2 penalty to their Perception checks while occupied with the wagon.

When the PCs arrive on the scene, the ogres are $2d6 \times 100$ feet away from their cavernous home. The ogres are not visible from the road; however, PCs following the road or Bagrus' trail spot the marks made by the monsters' footsteps and the front wagon wheels with a successful DC 13 Perception or Survival check. A successful Perception check determines that the tracks point north, whereas a successful Survival check lets that individual precisely follow the tracks. Otherwise, PCs that accidently stumbled upon the ogres can first spot them at a distance of 2d10 x 10 feet. The same applies to the ogres' chance of noticing the PCs. When either party locates the other, the GM may read or paraphrase the following description.

Two hulking, giant humanoids armed with massive clubs push a wagon slowly up the gently sloping hill. The enormous creatures have cruel, beady eyes and a wide mouth crowded with crooked, rotten teeth.

The ogres immediately attack any living creatures that cross their path or attack them. They let go of the wagon, causing the rear end to crash to the ground, and charge toward their foes, swinging their enormous clubs until they fell their enemies or until one of them falls. In the latter case, the survivor attempts to flee, if possible; otherwise, the outmatched ogre surrenders and offers his possessions in exchange for his wretched life. Though stupid, the giant is clever. The ogre divulges nothing about his lair unless the PCs succeed on a DC 20 Diplomacy or Intimidate check to change his mind. If that occurs, the ogre leads the PCs to a small cave carved from the side of a steep slope. The ogres traveled a circuitous path from their lair to the wagon, so it is impossible to follow their tracks without doubling back to the wagon and tracing them back from there. PCs attempting to locate the ogres' lair without walking in their footsteps or obtaining the monsters' assistance must search a wide area or rely upon blind luck to stumble upon their home.

OGRES (2) CR 3 XP 800 hp 30 (Pathfinder Roleplaying Game Bestiary "Ogre")

Treasure: The ogres have buried an iron coffer in a hole within the fetid chamber. It contains 240 gp and six bloodstones worth 100 gp each. It takes a successful DC 20 Perception check to spot the concealed hole without the ogre's assistance. The ogres wear hide armor, and each carries a greatclub and 4 javelins. Each also carries a small sack containing 3d6 x 10 gp and 1d6 x 50 gp gems.

T2. Ambush Site

As Bagrus Farmud led his followers deeper into the rugged terrain of the Stoneheart Mountains, a large hobgoblin force awaited them. A treacherous resident of Miners' Refuge tipped them off about the caravan's movement. When Bagrus and his followers reached the ambush site, the hobgoblins sprang into action and rained death upon the ragtag band. The hobgoblins drove a wedge between the slower, less-fit members of Bagrus' party and his abler warriors. The savage goblinoids devastated the former group, killing most of them and enslaving the few survivors. The hobgoblins did not fare as well against Bagrus and his more-capable soldiers who withstood the chaotic surprise attack and then forced their hobgoblin foes into a mad retreat. After a brief, obligatory search for the other half of his disciples, the pilgrimage's messianic leader and 9 surviving fighters callously forged ahead to Mithral Mountain, leaving the rest of the group behind to suffer their ultimate fate.

The hobgoblins' assault left both parties in shambles. Neither side could muster the will to tend to their fallen comrades, leaving many to die an agonizingly slow death from their collective wounds. Though some time has passed since the vicious struggle's end, the eerily quiet former battlefield paints a stark portrait of the horror of war. When the PCs reach the site, the GM may read or paraphrase the following description.

The bloated, mottled corpses of human and dwarven men, women, and even a handful of children, striking gruesome and torturous poses, litter the hillsides. The decaying bodies of numerous hobgoblin warriors lie in contorted positions alongside their victims. Likewise, the carcasses of several pack animals, stripped clean of their goods, join their former masters in the macabre landscape of death.

In all, 47 bodies lie strewn across the ground in a one-square-mile area. In every instance, the cause of death is readily apparent. Severe blood loss, lacerations, instantly fatal stab wounds, and brutal bludgeoning ended the lives of everyone here. A close examination of the field reveals how the battle progressed. The bodies of five men (two humans and three dwarves), six women (two humans and four dwarves) and two dwarf children are concentrated in the area several hundred yards northwest of where the fight initially took place. Twelve dead hobgoblins accompany them. Most of these people were non-combatants attempting to flee the onslaught. The hobgoblins stripped these bodies clean, leaving nothing behind but their ragged clothing and sentimental belongings. The hobgoblins also captured three survivors. They led two injured dwarf men and a dwarf woman back to their encampment two miles from this location. One of the dwarves is Yurbryn Nurmalk's courageous husband (see area H5) who suffered grievous injuries in a successful effort to save his beloved wife.

The opposite side of the field roughly one mile east of the preceding site tells a contradictory story. The mangled corpses of sixteen hobgoblins rot under the open sun. Many wear their shattered armor and still grasp their weapons in their decaying hands. Three fresh bulges in the earth hold the remains of three more dwarf followers who fell in battle defending the pilgrimage's leader. Bagrus stripped his disciples of their arms and armor before committing them to their eternal rest.

The few hobgoblins that survived the encounter retreated to their lair. The PCs can follow their trail with a successful DC 18 Survival check. Alternately, the hobgoblins' initial tracks that they made before the battle can be followed with a successful DC 12 Survival check. They lead directly back to their hideaway, indicating that the hobgoblins knew the pilgrims were coming. Bagrus led his significantly smaller group deeper into the Stoneheart Mountains toward his intended goal. It takes a successful DC 16 Survival check to follow in his footsteps.

The remaining five bodies belong to four donkeys and one horse. The terrified and heavily encumbered animals instantly froze and fell where they initially stood, thus marking the location where the skirmish started. In their quest for plunder, the hobgoblins relieved the beasts of their worldly burdens and took them back to their lair for redistribution among their kin. Severed ropes are all that remain of the pack animals' goods. The



looters' trail converges with those of their hobgoblin brethren near where the majority of humans and dwarves were slain.

T3. Hobgoblin Lair

The largely disastrous attack against Bagrus Farmud and his pilgrims dealt a heavy blow to the hobgoblins' ambitious plans. The failed assault nearly halved their numbers, forcing the militaristic creatures to abandon their goals of conquest and adopt a more defensive-minded approach. Unfortunately, their lack of manpower is more aptly suited for survival mode than anything else. They can no longer fully man their defensive outposts or dispatch raiding parties to hunt for food and intruders. Naturally, the hobgoblins' loss is the PCs' gain. The hobgoblins' weakened defenses may allow the PCs to penetrate the outer perimeter unnoticed and gain access to the lair without battling the outer sentries.

The hobgoblins' stronghold is two miles north of the ambush site. The subterranean complex burrows into the side of a rugged slope surrounded by four low peaks that the hobgoblins use as outposts. The redoubts are nothing more than 4-foot-high, square wooden fences that allow archers to observe and snipe at nearby moving targets. When the PCs come within visual range, the GM may read or paraphrase the following description.

Four broad, rounded hills roughly surround a central hill. Four-foot-high, square-shaped wooden fences occupy the top of each outer mound. Thin wisps of smoke pour out of a hole on the central hill's south face.

HI. Redoubt (CR varies)

This redoubt consists of a 4-foot-high wooden fence with a single gate. The barricade has numerous gaps between its posts and planks that allow creatures to see or fire ranged weapons into and out of the obstacle.

The 6 hobgoblins defending the outposts use the earthworks for cover and to remain partially concealed. They are considered to be taking 10 on both their Perception checks to spot trespassers and their Stealth checks to remain hidden. The wily hobgoblins predominately peek through gaps in the fences to keep a close eye on the surrounding area, thus granting them a +2 circumstance bonus on their Stealth checks. Right now, three of these defenses are each manned by two hobgoblins. The cunning monsters use the partially skeletal remains of their deceased brethren to make it appear that two of their kin occupy the unmanned northwest outpost. It takes a successful DC 10 Perception check to notice the corpses' missing flesh and immobility. Of course, the check's DC increases for every 10 feet of distance between the PC and the redoubt's edge. If the hobgoblins spot intruders, they shoot arrows at the attackers while raising a colossal ruckus that attracts the attention of their fellow sentries. The archers do not leave their posts until the enemy attempts to enter the main complex, at which point they exit the redoubts and rush down the hill to engage their foes.

Worse still, each manned outpost has a trained **leopard**. When commanded, the powerful cat climbs or leaps over the fence and charges toward the intruders. There is nothing inside of each redoubt other than a supply of 2d20 arrows, two bedrolls, and 1d6 gp worth of personal effects.

In addition to the outer sentries, another **6 hobgoblins** are stationed inside area **H2**. These guards are too far away from the redoubts to hear a battle that takes place near one of the outer hills. If the battle comes within sixty yards of the entrance into the hobgoblin lair, these warriors have a chance to hear or see it. If the battle occurs 100 feet from the entrance, 4 hobgoblins respond to the incursion by rushing out to join their kin in melee combat, and the other two alert the complex.

Good wooden door: 1-1/2 in. thick; hardness 5; hp 15; Break DC 18; Disable Device DC 20

129

HOBGOBLINS (6) XP 200

hp 11 (Pathfinder Roleplaying Game Bestiary "Hobgoblin")

LEOPARDS (3) XP 600

hp 19 (Pathfinder Roleplaying Game Bestiary "Cat, Leopard")

H2. Entranceway (CR 3)

In spite of its proximity to the exterior entrance, clouds of smoke from a dying fire create a gray haze within a crowded chamber. The red-hot coals and chunks of ash still sear the remaining flesh of a partially dismembered humanoid body rotating on a spit above the intense heat. Scraps of meat, goblets, utensils, two pairs of dice, and numerous coins cover the surface of a large table surrounded by six chairs.

Still smarting from their recent losses at the hands of Bagrus' trained warriors, the 6 hobgoblins manning this guard post are not their usual aggressive selves. On rare occasions, one of them furtively glances outside, desperately hoping that their services are not needed. Because of this disinterest, the guards have no chance of hearing any sounds of combat that are more than 200 feet away. Obviously, they cannot see a combat that is not in their direct line of sight. Once alerted to the presence of intruders, the hobgoblins split up into two units. One group of four engages their foes in combat, and the remaining two warn the remainder of the complex, starting with their chieftain. These two hobgoblins later join forces with their kin in area H7. Unable to hunt en masse because of their depleted numbers, the starving hobgoblins roasted one of the two dwarf prisoners for food. If the PCs catch the guards unawares, the hungry monsters stand around the table gnawing on pieces of meat from their fresh kill. Regardless of the conditions, the hobgoblins stand and fight to the last man.

The passageway connecting the guard post with the rest of the complex slopes steeply downward. By the time the passageway reaches the first intersection, it reaches a depth of 40 feet. The adjoining corridors also delve deeper into the ground, though the descent is far less pronounced or noticeable.

HOBGOBLINS (6) XP 200

hp 11 (Pathfinder Roleplaying Game Bestiary "Hobgoblin")

Treasure: The crockery on the table is worthless; however, there are 58 gp, 109 sp, and 155 cp scattered across the table. In addition to their listed gear, one of the hobgoblins carries a *potion of cure moderate wounds* and another carries a jar of honey worth 5 gp.

H3. Primary Living Quarters (CR varies)

The crowded, humid chamber cannot contain the terrible stench of body odor and waste that spills into the adjacent passageway. The creatures occupying this cramped living quarters reside in utter squalor. Many lie in their own filth on foul-smelling bedrolls piled against the far wall. An underground stream feeds a pond of brackish water that the humanoids apparently use for every purpose other than drinking.

There are **24 female hobgoblins** and **12 juveniles** who cower at the sight of intruders. The frightened children hide behind the closest adults, who also gingerly retreat to the far corners of the room. They voluntarily reveal nothing unless coerced to do so by a successful Intimidate check. Under these circumstances, the adult females admit that the hobgoblins lost almost half their warriors during the ill-fated attack. They also tell the PCs that the chieftain's quarters and the prisoner area are near one another farther down the adjoining corridor. These hobgoblins have no treasure.

CR 2

CR 1/2



H4. Barracks (CR 3)

Eight rickety bunk beds are scattered haphazardly throughout an otherwise open chamber. Piles of soiled clothing, sundry items, armor, and some weapons are piled beneath the bottom bunk of each bed. The putrid smell of sweat fills the air.

The complex's residents live a communal existence, so none of the guards has his own bed in the conventional sense. Those individuals currently not on duty find an empty bed and fall asleep. Presently, **5 hobgoblins** occupy an equal number of the beds. The snoozing goblinoids wear no armor, though they keep their longswords by their sides. Hobgoblins caught in this drowsy state make a feeble effort to fight back before quick-ly laying down their arms and pleading for mercy.

Tactics: If the guards from area **H2** alerted the complex, these hobgoblins are instead awake and taking up defensive positions behind the beds against the far wall. The beds grant them partial cover. They try to don their armor, if possible, while watching the entrance. They fire longbows at anyone they see and continue firing from behind the beds until the PCs engage them in melee combat. Once their numbers are reduced by half, the surviving warriors immediately surrender.

Development: Unlike the perimeter guards, these hobgoblins took part in the battle against Bagrus and his minions. They are reluctant to tell the PCs anything, but a successful DC 13 Intimidate check loosens their tongues in short order. The cagey monsters explain that Bagrus led his best soldiers away from the fray, leaving the defenseless women and children to die. After the battle, he directed an extremely short, perfunctory effort to rescue or locate the weaker members of his contingent before moving on without a second thought. In terms of their present situation, the hobgoblins relay that an ogre jailor and his leopard pet still hold one dwarf and three humans captive. One of the humans in town alerted the hobgoblins about the caravan. If the check succeeds by 5 or more, they provide sketchy details about the areas that lie ahead of the PCs.

HOBGOBLINS (5) CR 1/2 XP 200 hp 11 (Pathfinder Roleplaying Game Bestiary "Hobgoblin")

Treasure: The hobgoblins that dwell in the barracks stuff their worldly possessions under the beds scattered throughout the room. This debris includes an assortment of old rags, tattered clothing, personal items, and other sundry items along with workable armor and weapons. There are twelve suits of hide armor under the beds, seven longswords, and two heavy wooden shields. There is a 30% chance of finding a pouch under each bed containing 2d4 gems worth 50 gp apiece. In addition to their listed gear, the hobgoblins occupying the room each keep 2d10 gp and 1d3 50 gp gems on their person at all times.

H₅. Prison (CR 5)

The door granting entry into the prison is unlocked but snug, which makes it difficult to open. Furthermore, the heat and humidity from the charcoal pit also swells the wood (hardness 5, hp 15, Break DC 16 to open).

The sharp crack of a whip echoes against the walls of a sparsely furnished chamber as a female giant, whose face and arms are covered with piercings and tattoos, uses the cruel instrument against a badly injured man tethered to a scourging post in the center of the room. The leather strap striking skin elicits a terrifying wail from the bloodied victim. Four similar posts are scattered throughout the spacious room in addition to a closed iron maiden and a red-hot charcoal pit. Numerous metalworking tools rest against the side of the elevated cast-iron charcoal pit. Low, dull groans emanate from the far wall where a male dwarf and three female humans are chained to the wall by iron manacles. A mountain lion lounging on a bearskin licks its face and paws as blood from the man tied to the scourging post spatters its fur. The hideous **ogress** uses the whip to inflict pain upon her subject. Upon sighting the PCs, she immediately draws her greatclub instead. She wears extremely tight-fitting hide armor that accentuates her ample bosoms along with her chubby belly, hips, and buttocks. The PCs' intrusion denies the ogress her sadistic pleasure, a development that infuriates her more than anything else. As soon as his mistress engages in combat, the **mountain lion** also springs into action and attacks the nearest enemy. The muscular cat obeys the ogress' commands, so she directs the hungry beast to flank her opponent whenever possible. Both combatants fight to the bitter end. If the ogress is forced to capitulate, she is solely preoccupied with her little fiefdom of misery. She knows nothing about the complex's layout and can only provide information about the prisoners in her custody.

CR 3

CR 2

OGRESS XP 800

hp 30 (Pathfinder Roleplaying Game Bestiary "Ogre")

MOUNTAIN LION

XP 600

hp 19 (Pathfinder Roleplaying Game Bestiary "Cat, Leopard")

The man tethered to the post and nearly unconscious is Travis Truesbury (LN male human expert 3; Wis 14; Profession [tanner] +8), one of Bagrus's pilgrims. The other 4 prisoners manacled to the wall are eternally grateful for their release as they were next in line for Travis's fate. The male dwarf is Gliv Nurmalk (NG male mountain dwarf warrior 3; Str 15; Profession [miner] +7), Yurbryn's husband. He immediately asks the PCs if they know anything about his wife. If told of her safe return to Miners' Refuge, the relieved dwarf thanks the PCs for their assistance in the matter. His account of what happened during the hobgoblin attack is nearly identical to Yurbryn's version. He tells the PCs that the hobgoblins knocked him unconscious after his spouse's escape. Gliv awoke, bound and chained. The hobgoblins led him and another dwarf along with Travis and a human woman to their lair. He has not left the prison since his arrival about a week ago. The hobgoblins took the other dwarf away a few hours earlier and indicated that they would soon return for him. He does not know where the other dwarf went or what happened to him.

Unlike his wife, Gliv no longer harbors any illusions about Bagrus Farmud. He brands him as a snake charmer who uses his followers to perform free labor for him. He was totally self-absorbed with preserving his own well-being during the hobgoblin assault. Bagrus made no effort to protect the most vulnerable members of his company. Though Gliv would like to exact revenge against the hobgoblins, he insists that he must return home to see Yurbryn and rebuild his shattered world.

The two female prisoners are too traumatized to speak of their ordeal. **Caitlyn Teri** (CG female human commoner 2; Int 13; Craft [painting] +6) was captured alongside Gliv during the hobgoblin raid against the pilgrims. The young, budding artist says nothing about the ordeal and desperately wants to return home. The same can be said for, **Dina Prescott** (CN female human commoner 3). The hobgoblins captured this farm wife while looked for a stray cow not far outside Minder's Refuge.

Tricia Dromu is the final female prisoner. Several years ago a former client told her of a hobgoblin tribe that would pay handsomely for information about merchant caravans. After hearing about Bagrus' expedition, the opportunistic Tricia followed his general directions and set out into the higher mountains in search of her big payday. The fearless and crafty negotiator told the hobgoblins' chieftain about Bagrus' huge caravan in exchange for a percentage of the take. Unfortunately, she grossly underestimated the pilgrims' fighting prowess. After the failed attack, the hobgoblins reneged on the deal and imprisoned Tricia for deceiving them. Of course, Tricia never mentions any of this information to the PCs, even if they tell her that Greta sent them to find her. Instead, she spins a fantastic yarn about a treasure map that an unknown man gave her the night before she left Miners' Refuge. The aging courtesan uses her fading looks and flirtatious ways to diffuse any suspicions about her true intentions. Anyone attempting to get a truthful story from Tricia must forcibly compel her to tell the truth; otherwise, she sticks to her story.

CR 1

TRICIA DROMU XP 400

hp 12 (Pathfinder Roleplaying Game GameMastery Guide "Prostitute")

All four prisoners can be set free using the ogress' keys. They are also aware that the ogress lives in an adjoining chamber connected to this one via a secret door opened by rotating the northwest column in a counterclockwise direction. The column spins on its axis with relative ease.

Secret Door: 2 in. thick; hardness 8; hp 30; Break DC 28; Perception 20.

Treasure: In addition to her listed gear, the ogress also wears an amber amulet worth 100 gp and a bone bracelet worth 25 gp. She carries keys for the prisoners' manacles.

H6. Ogress' Chamber

An oversized bed rests against the far wall flanked by two closed iron chests. A large fur lies beneath a wooden post that supports an elevated platform five feet above the ground.

Both iron chests are closed, but neither is locked. The chest against the east wall contains odds and ends of ogre clothing. The ogress' pet mountain lion sleeps on the bear fur or on the elevated platform above it. The vicious cat uses the fur and the post to sharpen its claws, a practice that reduced the once valuable fur to shredded refuse.

Treasure: The chest against the west wall contains 2,099 sp, 431 gp, a mahogany drum worth 50 gp, 16 sixteen +1 arrows.

H7. Secondary Living Quarters (CR 2 or 3)

The roaring flames from the fire pit illuminate and heat an expansive chamber crowded by dirty bedrolls and cloth sacks. A seared pig carcass hangs on the spit above the blaze. Water from a subterranean stream flows beneath the walls and collects in a small pool along the near wall.

The water in the pond is surprisingly clean and potable. The filthy bedrolls are tattered and badly soiled rendering them worthless. Likewise, the cloth sacks are filled with rancid textiles that also have no value.

The number of hobgoblins in this room depends upon whether the guards from area **H2** alerted the complex to the presence of intruders. If they did, those **2 hobgoblins** accompany the **4 hobgoblins** already here. In addition to the warriors, there are an additional **15 hobgoblin females** and **9 juveniles** who are non-combatants. They know no more information than the ones in area **H3**.

HOBGOBLINS (4 or 6) XP 200

CR 1/2

hp 11 (Pathfinder Roleplaying Game Bestiary "Hobgoblin")

Tactics: In addition to their increased numbers, these hobgoblins prepared a nasty surprise for the PCs. They coated the floors and walls in the dotted area with a thick layer of animal fat and oil from their roasting pig carcass. Any creature that runs or charges through the area must succeed on a DC 10 Acrobatics check to avoid falling. Worse still, the grease is highly flammable. The 2 hobgoblins from area **H2** stand at the ready with lit torches in their hands. On their turn, they hurl the torches onto the grease, setting it ablaze. The oil burns for 2 rounds, dealing 1d3 points of fire damage per round to any creature in contact with the burning substance. With nowhere else to run, these hobgoblins fight to the death. If they are forced to speak by succeeding on an Intimidate check or through magical coercion, the hobgoblins provide some crude details about the complex's remaining layout and its occupants. They did not participate in the attack against Bagrus Farmud and the pilgrims. **Treasure**: A thorough search of the bedrolls unearths 10d10 sp. The 4 hobgoblins normally found here carry a total of 95 gp in addition to their listed gear.

H8. Shrine to Kakobovia (CR 4)

The image of a longsword driven through a boar's skull emblazons the wooden door that leads into the shrine. It takes a successful DC 15 Knowledge (religion) check to identify the image as the symbol of Kakobovia's, the hobgoblin demigod of war.

Pieces of damaged armor, broken shields, and sundered weapons adorn the walls. A stone statue of a muscular hobgoblin clad in heavy armor and clutching a massive sword in his hands stands in each of the near corners. Two crude tapestries celebrating hobgoblin victories over their vanquished foes adorn the walls in front of an unusual ceremonial altar crafted from four huge, curved horns affixed to the floor. The horns are placed at each corner of a square and their points conjoin in the center. An upside-down iron helmet stained with blood rests atop the strange junction.

The hobgoblins' shrine venerates Kakobovia (see *Bard's Gate* by Necromancer Games). The shrine's decorations are mostly worthless. The irreparably broken weapons, armor, and shields that adorn the walls were taken from their fallen enemies during past conflicts. The artistically vapid and poorly sewn tapestries celebrating the hobgoblins' glorious victories are riddled with holes and tears. The stone statues depict Kakobovia (DC 15 Knowledge [religion] check if not already identified from the symbol on the door). The rudimentary sculptures are poorly crafted and worthless.

Kamazzoa, the hobgoblin's high priest, prays for guidance from his divine patron after the last military debacle. If he is aware of the PCs' incursion, the tribe's spiritual authority prepares for battle. He casts *desecrate* on the altar, granting a +2 profane bonus to the attack and damage rolls of the **2 zombies** under his control. The spell also adds a +6 profane bonus to the DC to resist negative channeled energy. The cleric then bolsters his defenses with *resist energy* and *protection from good*. An unprepared Kamazzoa takes a different tack. He casts *divine favor* to improve his melee combat skills and then wades into battle. If he is not engaged in hand-to-hand fighting with one of the PCs, he may cast *shield of faith* or *hold person* against one of the opposing warriors. He fights to the death and if taken alive reveals nothing about the hobgoblin complex or its residents unless magically forced to do so. As the chieftain's most trusted advisor, he knows the complex's layout and its current strength.

KAMAZZOA XP 800

Male hobgoblin cleric of Kakobovia 4 (Pathfinder Roleplaying Game Bestiary "Hobgoblin") LE Medium humanoid (goblinoid) Init +2; Senses darkvision 60 ft.; Perception +2 Aura evil, lawful

CR 3

AC 21, touch 12, flat-footed 19 (+7 armor, +2 Dex, +2 shield) hp 29 (4d8+8) Fort +6; Ref +3; Will +8

Speed 20 ft.

Melee mwk longsword +6 (1d8 +2 /19–20)

Special Attacks channel negative energy 3/day (2d6, DC 12), touch of evil (5/day)

Domain Spell-Like Abilities (CL 4th; melee touch +5): 5/day—battle rage (+2)

Spells Prepared (CL 4th; melee touch +5, ranged touch +5): 2nd—desecrate, hold person (DC 14), resist energy, spiritual weapon^D

1st—bane (DC 13), divine favor, doom (DC 13), protection from $good^{D}$, shield of faith

0 (at will)—bleed (DC 12), detect magic, read magic, resis-

CHAPTER 11: GOD OF ORE

CR 1/2

tance D Domain Spell **Domains** Evil, War

Str 15, Dex 14, Con 15, Int 8, Wis 15, Cha 10 Base Atk +3; CMB +5; CMD 17 Feats Command Undead (DC 12), Iron Will Skills Knowledge (arcana) +3, Knowledge (planes) +3, Knowledge (religion) +6, Perception +2, Spellcraft +3, Stealth +5 Languages Common, Goblin Combat Gear wand of hold person (8 charges); Other Gear +1 breastplate, heavy steel shield, masterwork longsword

ZOMBIES (2) XP 200

hp 12 (Pathfinder Roleplaying Game Bestiary "Zombie")

Treasure: Kakobovia's altar is made from four dire ram horns that are worth 50 gp each. The inverted horns are affixed to the floor; therefore, it takes a DC 16 Strength check or Disable Device check to pry them loose. In addition, as an instrument dedicated to evil, each horn imposes a -1 profane penalty on attack rolls, weapon damage, and saving throws to any good-aligned creature in possession of one or more of them. The horns grant no bonuses or penalties to neutral or evil creatures. A *bless, consecrate*, or similar spell cast upon the horns permanently removes this effect.

H9. Chieftain's Audience Chamber (CR varies)

An unusual chair crafted from broken blades and long bones sits atop a 4-foot-high raised platform at the far end of the chamber. A stone staircase ascends to the top of the elevated dais. A tile mosaic of a bloody stained longsword takes up much of the floor just beyond the entrance. Five poorly mummified humanoid heads adorn the walls.

The hobgoblin's chieftain Argomuuth uses this grandiose and intimidating audience chamber to instill fear in all those that stand before him. He normally glares down at his frightened visitors from atop the macabre throne crafted from a mixture of bleached bones and dulled, broken sword blades. The tile mosaic of a bloodied longsword that covers much of the floor is also the propagandist's handiwork. It takes a successful DC 18 Knowledge (religion) check to recognize its affiliation with Kokabovia, the hobgoblin's bloodthirsty demigod of war. In a further display of his martial prowess, Argomuuth crudely mummified and mounted the heads of five adventurers that he personally killed in battle. The victims include two dwarves, two humans (one male, one female), and an elf. In spite of the hobgoblins' inferior mummification techniques, a PC that succeeds on a DC 20 Knowledge (local) check recognizes the faces as belonging to a once-renowned adventuring company known as The Pillars of the Stonehearts. This group of four men and one woman disappeared two years earlier during a much-ballyhooed attempt to infiltrate Mithral Mountain. Like Bagrus Farmud, the hobgoblins intercepted them first, albeit with a much different result.

There is a 50% chance that **Argomuuth** occupies his throne awaiting news about the latest developments from the world around him, provided he has no knowledge of the PCs' incursion into his stronghold. Once notified about the presence of intruders in his midst, the hobgoblins' chieftain returns to the safety of his personal quarters (area **H12**). If Argomuuth is found here, he is always accompanied by **2 hobgoblins** who serve as bodyguards. If Argomuuth is somehow captured, see area **H12** for details of what he knows.

ARGOMUUTH, HOBGOBLIN CHIEFTAIN XP 1,200

CR 4

Male hobgoblin ranger 5 (Pathfinder Roleplaying Game Bestiary "Hobgoblin") LE Medium humanoid (goblinoid)

Init +2; Senses darkvision 60 ft.; Perception +9

AC 19, touch 12, flat-footed 17 (+4 armor, +2 Dex, +3 shield)

hp 47 (5d10+15) Fort +9; Ref +6; Will +2

Speed 35 ft.

Melee mwk longsword +10 (1d8 +3/19–20) **Special Attacks** combat style (weapon and shield), favored enemy (dwarves +4, humans +2) **Spells Prepared** (CL 5th): 1st—longstrider, speak with animals

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

Feats Fleet, Great Fortitude, Shield Focus, Weapon Focus (longsword)

Skills Climb +9, Handle Animal +7, Heal +7, Intimidate +9, Knowledge (nature) +8, Perception +9, Spellcraft +6, Stealth +12, Survival +9

Languages Common, Goblin

SQ favored terrain (mountains +2), hunter's bond (companions), track, wild empathy +6

Combat Gear potion of spider climb; **Other Gear** +1 studded leather, +1 light steel shield, masterwork longsword,

HOBGOBLINS (2) XP 200

CR 1/2

hp 11 (Pathfinder Roleplaying Game Bestiary "Hobgoblin")

HIO. Meeting Room (CR 4 or 6)

A massive oak table covered by a large map serves as the room's focal point. It is plainly evident that the map depicts the area it covers in fine detail. Five wooden chairs and a stone seat upholstered with leather cushions surround the table. A bronze statue of an armored hobgoblin clutching a metallic shield and a longsword overlooks the table.

The dog-eared map details the area in the 20-mile radius surrounding the hobgoblins' stronghold. A PC who uses the map gains a +2 circumstance bonus on Knowledge (geography) checks made in the region. A wooden token placed on the map marks the location where the hobgoblins attacked Bagrus Farmud's pilgrimage. In addition, the map details a structure near the summit of Mithral Mountain annotated with the word "secret" written in Goblin. The base of the same peak is also circled, with the words "now open" next to it, also in Goblin. There is a secret door on one wall that can be opened by pushing the door in and then to the right.

Secret Door: 2 in. thick; hardness 8; hp 30; Break DC 28; Perception 24

Argomuth frequently discusses his plans with the **2 hobgoblin lieutenants** who are present in this room. If the hobgoblins are unaware of the PCs' presence, the lieutenants sit at the table and occupy their time playing cards. Under these circumstances, they are lax to respond to any external threats. They barely look up when the door opens and suffer a -2 penalty on their initiative and Perception checks. Otherwise, the lieutenants remain sharp and alert. They immediately react to the slightest sound and cannot be surprised. There is a 15% chance that Argomuuth is also here. Argomuuth always retreats through the secret door and into his personal quarters at the first sign of danger.

HOBGOBLIN LIEUTENANTS (2) CR 2 XP 600

Male hobgoblin warrior 4 (Pathfinder Roleplaying Game Bestiary "Hobgoblin") LE Medium humanoid (goblinoid)

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

AC 20, touch 11, flat-footed 19 (+7 armor, +1 Dex, +2 shield) **hp** 34 (4d10+12)

Fort +7; Ref +2; Will +2

Speed 30 ft. **Melee** mwk longsword +8 (1d8 +2/19–20)

Str 15, Dex 12, Con 17, Int 8, Wis 13, Cha 12

Base Atk +4; CMB +6; CMD 17 Feats Combat Reflexes, Weapon Focus (longsword) Skills Intimidate +6, Profession (soldier) +8, Stealth +3 Languages Common, Goblin

Combat Gear potion of bull's strength, potion of cure moderate wounds; **Gear** banded mail, masterwork heavy wooden shield, masterwork longsword

Treasure: The exquisitely detailed and beautifully illustrated map is a valuable tool for miners and explorers alike. Because of its many potential uses and artistic value, the map is worth 80 gp.

HII. Secret Passage (CR 4)

This corridor links Argomuuth's personal quarters (area **H12**) with his tactical command center (area **H10**). Like most of his kin, self-preservation ranks at the top of the hobgoblin's chieftain's priorities; therefore, this trapped passageway serves as his last line of defense against intruders. After slaying an enemy cleric, Argomuuth ordered the tribe's cleric, Kamazzoa, to cast a *glyph of warding* spell that the pair acquired from a scroll among their dead foe's possessions. The wary Argomuuth commanded his subordinate to design the trap so that it would activate whenever anyone else, including other hobgoblins, passed through the protected area denoted by the series of dots on the map. The trap activates whenever a living creature other than a hobgoblin of Argomuuth's exact height (5 ft. 2 in.) passes over it. Of course, the treacherous high priest also set the trap so he can bypass the glyph without harm.

Secret Door: 2 in. thick; hardness 8; hp 30; Break DC 28; Perception 22

GLYPH OF WARDING TRAPCR 4XP 1,200Type magic; Perception DC 28; Disable Device DC 28

Trigger touch; Reset none

Effect spell effect (glyph of warding, 3d8 sonic damage, DC 16 Reflex save for half damage); multiple targets (all targets in a 5-ft radius)

The sound wave produced by the trap reverberates against the secret doors on both sides of the passage. Argomuuth attached a small bell to the side of the concealed portal facing into his personal quarters. The sonic blast exerts enough force to ring the tiny apparatus, alerting Argomuuth to the presence of intruders. If this occurs while he occupies his quarters, the hobgoblin chieftain rushes out of his quarters to battle the weakened intruders.

H12. Argomuuth's Personal Quarters (CR varies)

The spacious bedchamber is more befitting of human royalty than a barbarous hobgoblin warlord. Silk sheets and an exquisite animal fur cover the large oak bed against the far wall. A stone hearth and an oak armoire occupy the far corners that flank the bed. There is a life-sized stone statue of a muscular hobgoblin on the near wall adjacent to a closed iron chest. Against the opposite wall is an oval quartz pedestal. A pewter goblet containing a viscous red liquid rests upon the pedestal's surface, which contains the engraved image of a hobgoblin thrusting a longsword through a boar's skull.

The vain Argomuuth coerced a captured sculptor to craft his likeness in limestone in exchange for a merciful death. Despite his affection for it, the tacky sculpture is worthless. The oak armoire next to the bed has two doors that are currently closed. The quartz pedestal is an altar dedicated to the hobgoblin's chief deity, Kakobovia, a fact that the PCs can verify with a successful DC 15 Knowledge (religion) check. The iron goblet contains human blood that the hobgoblin's cleric ritualistically used before their ill-fated excursion against Bagrus Farmud.

If the PCs did not encounter Argomuuth in area **H9** or area **H10**, he is always found here. The normally defiant hobgoblin leader is more reserved than he would be in the presence of his bodyguards and minions. He does not engage his foes in banter and fights valiantly until reduced to fewer than 10 hit points. At that point, Argomuuth offers to surrender in exchange for his treasure and information, if the PCs insist on obtaining the latter in order to spare his life. Otherwise, he fights to the death.

Development: If defeated and spared, Argomuuth confesses that Tricia Dromu tipped him off about the pilgrimage, promising that stealing from the caravan would be a lucrative and easy task. Of course, her assessment of it fighting abilities proved far from accurate. After the debacle, he imprisoned her in area H5. He has also learned that since the battle, Bagrus Farmud and his remaining followers reopened the base to Mithral Mountain but were driven back by the dwarves who still occupy the mountain. The Bagrus fled the scene and is likely hiding somewhere in the mountains nearby. He knows that an abandoned lodge near the summit of Mithral Mountain conceals a secret entrance into the stronghold. Lastly, Argomuth insists that Dwer-Bokham is hardly a god in the traditional sense. Instead, he claims that the so-called deity is likely a creature of legend from ancient mountain myths known as the cobaltog that was reputed to dwell somewhere within this region of the Stoneheart Mountains. He remembers nothing about the mythical being other than its ability to assume a vaguely humanoid-shaped form and that of an ordinary vein of mithral.

Treasure: The armoire contains two noble's outfits and a royal outfit in addition to an assortment of worthless hobgoblin fashion. The silk sheets and the bear fur on the bed are worth 100 gp and 20 gp, respectively. The iron chest holds 1,058 gp, 904 sp, a bronze music box worth 100 gp and 2 *arcane scrolls*: (CL 4: *blur, invisibility*) and (CL 3:*mage armor, shield, wind wall*). If brought back to Miners' Refuge, the residents identify the bronze music box as a cherished heirloom previously belonging to Lily Rom, one of the presumably deceased pilgrims.

H13. Elite Living Quarters

MOUNTAINS OF MADNESS

There are two barracks style beds, each with a top bunk and a bottom bunk in the chamber. A circular table surrounded by four wooden chairs fills the space between the beds. Piles of clothes and other items lie in the space beneath both beds.

The two hobgoblin lieutenants and Kamazzoa, the cleric, occupy these chambers. The tribe's sergeant also resided here until his death a week ago during the attack against the pilgrims. The bedroom's furnishings are best described as rudimentary and poorly made, rendering them worthless.

Treasure: Scattered amid the soiled clothing, dirty rags, and sundry under the beds is an ivory comb worth 25 gp, a bronze brooch worth 20 gp, and a silver hand mirror worth 10 gp. Finding these objects among the debris requires a successful DC 15 Perception check.

H14. Crematorium

The smell of burnt charcoal permeates the air. The odor emanates from a 6-foot-deep pit full of charred debris. Soot coats the floor, walls, and ceiling. Stone shelves protrude from the walls at varying heights and widths. Earthenware vessels sit upon them.

The hobgoblins cremate their more prominent dead in this crude crematorium and store the decedents' ashes in the ceramic urns that lie upon the protrusions jutting out from the walls. There are eightyfour vessels in all. Six of these ceremonial containers bear the image of a longsword embedded into a boar's skull, which is the symbol of Kakobovia (DC 15 Knowledge [religion] check to identify). The burial vessels have no value.

H15. Workshop (CR 2)

Warm air from a smoldering forge surges out into the corridor. Two unkempt, sweaty, and exhausted-looking dwarves feverishly work around the anvil. They alternate between pounding the glowing metal and dipping it into a cooling bath. Several other heated pieces of iron await the same fate. A wheelbarrow containing more bars of unforged iron rests against the far wall. To one side an elf woman glues a horn nock on one end of a bow stave.

The chieftain assigned 4 hobgoblins to oversee his slave labor force. They never retreat and fight to the death rather than submit to the humiliation of defeat. The hobgoblins captured these laborers three months ago and immediately charged them with the task of building hobgoblin armaments. The two dwarves Kron Steelbreather (CG male mountain dwarf expert 3; Int 14; Craft [weapons] +10) and his partner Brogg Clawsmasher (N male mountain dwarf expert 3; Wis 12; Craft [weapons] +8) work in unison to replenish the hobgoblins' supply of weapons. The elf Wynosa (NG female elf expert 3; Int 15; Craft [bows] +10). Unlike her counterparts, she subtly resists the demands of her captors. In comparison to her hardworking compatriots, Wynosa spends as much time as possible on the aesthetics of her handiwork rather than their functionality in a deliberate effort to slow her progress. She adds painstakingly fine details to her bows under the guise that she is adding "magic runes" to aid the hobgoblins in battle (though the bows she crafts are not of masterwork quality). The hobgoblins captured the trio in the valley of the River Eamon in search of employment. They are very familiar with the complex's layout because they frequently share their quarters with their jailors. They are also aware that many hobgoblins died during a recent raid, and the enraged chieftain blamed the catastrophe on a deceitful woman whom he subsequently imprisoned.

HOBGOBLINS (4) XP 200

CR 1/2

hp 11 (Pathfinder Roleplaying Game Bestiary "Hobgoblin")

Treasure: The four hobgoblins carry 46 gp in addition to their listed gear. One of them carries a jade locket that bears the inscription "*May luck be with you*" that is worth 100 gp.

T4. Bagrus' Hideout

The pilgrimage's slippery leader escaped the massacre and hid in this small, secure outcropping a meager 600 yards northwest of his failed foray into Mithral Mountain. From this location, Bagrus kept a wary eye on the patrols moving through the area at night. After monitoring the disorganized dwarves' routine for several days, the schemer devised another plan. Using the ingredients at hand, he mixed up a concoction of silvery-gray makeup that he applied to his skin. He then lured one of the infused dwarves up to his concealed position and killed him in a surprise ambush. He hastily dumped the corpse behind a cluster or rocks and took his place among the patrol. Using this clever disguise, Bagrus finally infiltrated Mithral Mountain, where he awaits his next move.

The PCs can locate his makeshift camp by following his tracks or visually noticing the outcropping. In the former case, a successful DC 22 Perception or Survival check locates his trail. A PC that succeeds on a Survival check can follow those tracks back to Bagrus' temporary camp. On the other hand, spotting the poorly hidden corpse and detecting its foul smell requires only a successful DC 0 Perception check, though the DC increases by +1 for every 10 feet of distance between the observer and the site. Upon reaching Bagrus' former hideout, the GM may read or paraphrase the following description. A small outcropping surrounded by several large stones protrudes from the side of a mountain slope facing Mithral Mountain. Clumps of loose dirt and small stones cannot mask the stench of decay emanating from a partially covered dwarf corpse. A few gnawed bones and other scraps fo food as well as a ceramic bowl containing a thin veneer of silvery-gray liquid are scattered about the area.

PCs that examine the corpse immediately determine the cause of death without making a check — a single blow to the back that shattered the victim's spine. Decomposition cannot hide the silvery-gray color of the corpse's skin and pupils. In addition, similarly colored deposits are also present underneath its nails. However, other than the unusual hue, a PC who succeeds on a DC 15 Knowledge (nature) check verifies that there are no other visible anatomical differences between this dwarf and others of his race. The corpse is that of an infused dwarf (see **Chapter 6** for more details on these creatures).

The silver-gray liquid in the bowl is makeup that Bagrus concocted to coat his skin and make him appear like one of Dwer-Bokham's minions. A PC determines the substance's purpose and composition with a successful DC 10 Disguise check or DC 15 Perception check. With this information in hand, the PCs are likely to deduce that the dwarf's killer used the material to alter his appearance and infiltrate Mithral Mountain.

Random Encounters

Presented below are four random encounters that may take place in the foothills at the edge of the mountain range or within the Stoneheart Mountains proper. The GM is free to use or omit any or all of these encounters and replace them with random encounters from the **Appendix** or design several new encounters for the journey.

Cat of Nine Tales (CR 4)

The tall grasses of the plains and lower mountain slopes are the natural habitat of the sleek and cunning **caterwaul**. The beast uses this camou-flage to methodically stalk its intended victim. The moment it comes within 60 feet of its designated target, the monster emerges from the grass and emits its horrific cry.

A terrifying scream emanates from the grass nearby. The source is a bipedal feline with almost elfin features, yellow eyes, dark blue fur, and a long tail. Dropping to all fours and racing across the ground at breakneck speed, the beast bares its ferocious teeth and hurtles towards you.

The **caterwaul** attempts to surprise its foes with its screech attack before closing to melee. The caterwaul uses its tremendous speed to charge the most-isolated opponent with its bite and claw attacks. The beast remains constantly on the move, using Acrobatics to tumble and never giving its opponents an opportunity to surround it. If seriously threatened, the caterwaul relies on its remarkable speed to retreat and lope back to its lair. It can be tracked with a DC 15 Survival check. It has no treasure in its lair.

CATERWAUL

CR 4

XP 1,200 The Tome of Horrors Complete 95 CE Medium magical beast Init +6; Senses darkvision 60 ft., low-light vision, scent; Perception +13

AC 18, touch 16, flat-footed 12 (+6 Dex, +2 natural) hp 37 (5d10+10) Fort +6; Ref +10; Will +3

Defensive Abilities evasion

Speed 50 ft., climb 20 ft. Melee bite +8 (1d6+2 plus grab), 2 claws (1d4+2) Special Attacks pounce, rake (2 claws 1d4+2), screech

Str 14, Dex 22, Con 15, Int 7, Wis 14, Cha 6 Base Atk +5; CMB +7 (+11 grapple); CMD 23 (27 vs. trip) Feats Skill Focus (Perception), Weapon Focus (bite, claws) Skills Acrobatics +10 (+14 balancing, +18 jumping), Climb +14, Escape Artist +7, Perception +13, Stealth +14 (+26 in tall grass); Racial Modifiers +4 Acrobatics when balancing, +4 Perception, +4 Stealth (+12 in tall grass) SQ sprint

Evasion (Ex) This ability functions identically to the rogue ability. **Screech (Su)** Once every 10 minutes, a caterwaul can emit a piercing screech that deals 1d8 points of sonic damage to all creatures within 60 feet that hear it. A creature that makes a successful DC 14 Fortitude save takes no damage. The save DC is Constitution-based and includes a +2 racial bonus. **Pounce (Ex)** Once per minute, a caterwaul can move up four times its speed (200 feet) when making a charge.

Bat Country (CR 3)

When night falls upon the hills and mountains, one of its most feared aerial predators takes to the skies. The merciless **mobat** hunts its prey under the cover of darkness. The enormous, nocturnal bat soars through the heavens in search of its next meal. Naturally, campfires and other light sources pique its interest. When it spots potential prey, the magical beast stealthily circles overhead, slowly descending until it is within 20 feet of its intended target. The massive predator then unleashes a deafening screech and attacks its stunned opponents. Once in melee the creature prefers using its Flyby Attack to attack and fly away. Once it drops below 10 hit points, the aerial monster takes wing and ascends into the heavens to live another day.

MOBAT XP 800

The Tome of Horrors Complete 53 N(E) Large magical beast Init +5; Senses blindsense 120 ft., darkvision 60 ft., low-light vision; Perception +10

AC 15, touch 14, flat-footed 10 (+5 Dex, +1 natural, -1 size) hp 34 (4d10+12) Fort +7; Ref +9; Will +2

Speed 20 ft., fly 40 ft. (good) Melee bite +8 (1d8+4) Space 10 ft.; Reach 5 ft. Special Attacks sonic screech

Str 17, Dex 21, Con 17, Int 6, Wis 14, Cha 6 Base Atk +4; CMB +8; CMD 23 Feats Fly-By Attack, Weapon Finesse Skills Fly +11, Perception +10, Stealth +5; Racial Modifiers +4 Perception when using blindsense

Sonic Screech (Su) A mobat can blast an ear-splitting screech that affects all creatures (except other mobats) within a 20-ft. radius. The screech stuns any creature in the area for 1d3 rounds if it fails a DC 15 Will save. This is a sonic, mind-affecting effect. Whether or not the save succeeds, an affected creature is immune to the same mobat's screech for 24 hours. The save DC is Constitution-based.

The only way to follow a wounded mobat back to its lair is to track it visually during flight, a difficult proposition in darkness. The mobat lives in a craggy peak 1d4 miles away in the nearby mountains. The creature has a treasure consisting of a leather pouch containing 6 aquamarines worth 100 gp, a masterwork battleaxe, and a coin purse that holds 65 gp.

Early Worm Gets the Adventurers (CR 5)

Instead of scouring the mountains searching for a meal, a **tazelwurm** selects a strategic position above and overlooking a well-worn path. It hides and uses its tremorsense ability to detect the arrival of prey. The cunning predator never rushes headlong into the middle of a sizable group, instead trying to pick off a lagging traveler or one who otherwise becomes separated from its group. It takes a DC 37 Perception check to notice the tazelwurm in its motionless state as it takes 20 on its Stealth check. The solitary tazelwurm never retreats and fights to the death. It has no lair.

TAZELWURM XP 1.600

The Tome of Horrors Complete 593 N Large magical beast Init +6; Senses darkvision 60 ft., low-light vision, scent, tremorsense 60 ft.; Perception +8

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, -1 size) hp 59 (7d10+21) Fort +8; Ref +7; Will +4 Resist fire 10

Speed 40 ft.

CR 3

Melee 2 claws +10 (1d6+4), bite +11 (2d6+4) Special Attacks ambush, frightening exuviation

Str 19, Dex 14, Con 16, Int 2, Wis 15, Cha 15 Base Atk +7; CMB +12; CMD 24 (can't be tripped) Feats Improved Initiative, Improved Natural Attack (bite), Power Attack, Weapon Focus (bite) Skills Perception +8, Stealth +13 (+17 in rocky or subterranean environs); Racial Modifiers +4 Stealth (+8 in rocky or subterranean environs)

Ambush (Ex) If a tazelwurm catches an opponent flat-footed, it gains a +4 circumstance bonus to its attack roll for that round.

Frightening Exuviation (Ex) If a tazelwurm is hit by a fire attack or effect that deals at least 10 points of damage, it takes no damage, but instead allows its scales, flesh and fur to be consumed and burned away in a single round, exposing its skeletal structure. A creature viewing this must make a successful DC 15 Will save or be paralyzed with fear for 1d3 rounds. The save DC is Charisma-based. A creature that successfully saves cannot be affected again by the same tazelwurm's frightening exuviation for one day. This has no effect on other tazelwurms.

Mithral Mayhem (CR 4)

If nothing else, Bagrus Farmud's failed attack accomplished a feat that borders on the impossible. The bloody assault pushed the paranoia and hatred coursing through the metallic veins of Dwer-Bokham's minions to unprecedented heights. The formerly reclusive dwarves of Mithral Mountain now patrol the area around their stronghold as they search for food, survivors from the botched raid, and new intruders. At dusk, **2 infused dwarves** leave the security of their lair and scour the surrounding area all night long. They return to their lair just before dawn. Even their newfound zeal is not strong enough to overcome their light blindness, so they never are encountered outside during daylight hours.

INFUSED DWARVES (2) XP 600 hp 31 (Area M1) CR 2

CR 5

Tactics: The pair lacks any semblance of organization or purpose. They aimlessly wander a 3-mile radius around the base of Mithral Mountain

CHAPTER 11: GOD OF ORE

and make no effort to conceal their presence or sneak up on their unsuspecting prey. Their tactics are always the same regardless of whether they stumble upon a defenseless animal or a giant humanoid. They charge their opponent with reckless abandon. Wild screams and contorted facial expressions accompany their mad charge. When the PCs encounter the infused dwarves, the GM may read or paraphrase the following description.

Two dwarves with dull silvery skin and metallic eyes brandish their waraxes and shout an indecipherable war cry as they advance forward with maniacal glee.

Development: During battle the dwarves cry the phrase "Dwer-Bokham!" repeatedly amid their otherwise inane babbling. A PC who understands Dwarven and succeeds on a DC 10 Perception check hears them utter these specific words. Mithral Mountain's warriors hate other dwarves more than any other race; therefore, they focus their attacks against their sworn enemies. The infused dwarves never retreat and fight to the bitter end. If the PCs capture them, they refuse to speak other than to extol the virtues of their God of Mithral. Their fanaticism prevents them from being intimidated, and they can only be magically compelled to divulge information about the mountain. They confirm that an abandoned lodge near the summit conceals a rarely used entrance into the stronghold and begrudgingly admit that the "unbelievers' blasphemy" significantly weakened their numbers. They describe Dwer-Bokham as taking a silvery humanoid form and dwelling within one of the deepest caverns inside the mountain.

Part III: Mithral Mountain

After completing the long, arduous trek into the peaks of the Stoneheart Mountains, the PCs finally arrive at their intended destination — Mithral Mountain. The high mountaintop and its lodge are easily visible from as far away as Miners' Refuge, though it is impossible to distinguish any specific details from such a distance. By this point in the adventure, the PCs have almost certainly reached 4th level. If that is not the case, the GM may remedy the situation by pitting the PCs against a second patrol of infused dwarves or staging a random encounter with one of the monsters from the **Appendix**. Standing in the shadow of the staggering peak, the PCs must delve into the depths of the former stronghold and destroy the false god that holds sway over a corrupted people.

Approach to Mithral Mountain

Throughout their journey in the Stoneheart Mountains, the PCs have repeatedly kept a wary eye focused on their ultimate destination. Still, the view from afar differs dramatically from the perspective at the mountain's base, which is thousands of feet above sea level. The most telling dissimilarities are the telltale signs of Bagrus Farmud's failed pilgrimage. When the PCs come within 300 feet of the mountain's base, the GM may read or paraphrase the following description.

A rocky mountain practically devoid of any vegetation soars an additional 3,000 feet into the heavens at a remarkably steep angle before culminating in a jagged, stony summit. The peak is reminiscent of an inverted funnel with a steep, narrow base and a sharply ascending, conical-shaped upper body. A dilapidated stone structure occupies a ledge at the junction between these two opposing features nearly 500 feet below the mountain's apex on its western side. A roughly hewn entrance on the southern face just above the base burrows deeper into the mountain. The access point appears to be unguarded. Rotting dwarf corpses litter the gravelly terrain in front of it. Many of the bloated, decomposing bodies still clutch their waraxes and heavy shields. Their shredded armor clings precariously to their torsos. Skeletal ribs are visible through the numerous gaps in the steel links. The ground at the mountain's base is a gradual slope. Creatures gain a +1 bonus on attack rolls made against creatures downhill from them. PCs that attempt to scale the mountain to reach the abandoned lodge encounter a steep slope. These individuals must spend 2 squares of movement to enter each square of steep slope. In addition, the slope affects movement downhill and mounted characters as described in the "Hills Terrain" section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*. Furthermore, an area of shifting gravel, i.e. scree, fills a 100-foot-wide ring just beneath the stone structure. The scree occupies a steep slope; therefore, the DC of Acrobatics checks performed in the area increases by 5. The DC of Stealth checks increases by 2. (See the "Mountain Terrain" section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook* for more details regarding the effects of scree upon movement.)

The seven dwarves and two humans that continued to follow Bagrus Farmud after the hobgoblin's assault strike macabre death poses at the base of Mithral Mountain. Eight of Dwer-Bokham's minions join them in the gruesome montage. Despite the passage of time since their death, the cool climate preserves the corpses well enough to distinguish the native dwarves from Bagrus' contingent. In addition, the two human corpses are in good enough shape to positively identify them as Graham Angeheim's missing sons, Donnator and Errol (see the **My Sons' Keeper** hook from **Part I** of the adventure), provided of course that the PCs look for their distinguishing tattoos and physical features. The mountain's inhabitants do not partake in any rituals to commemorate the deceased. They are content to let the corpses rot and eventually coalesce with the surrounding dirt. The concept of rummaging the bodies of the dead for treasure does not register with the false god's followers.

After spending centuries sealed within the mountain, the resident dwarves find the necessity of guarding the breach completely revolting. During the day, the 2 infused dwarves assigned this unpleasant task lurk in the shadows and darkness within area **M1**. Neither of the guards performs any active reconnaissance or keeps a vigilant eye on the surrounding area. The best they can offer is a halfhearted, nonchalant glance pointed toward the outside world. For these purposes, the two monsters are treated as if they are taking 5 on their Perception checks (the normal take 10 with a -5 circumstance penalty for their lackadaisical attitude). The infused dwarves leave the safety of the darkness only if they are attacked or if they get an incredible stroke of luck and spot an intruder.

The dwarves are much more at ease once the sun sets. Then they keep a vigilant watch over their surroundings and sweep the area around the entrance every 2d3 x 10 minutes. These guards always remain within 300 feet of the entrance and spend 2d4 minutes scouring the vicinity near the complex for intruders or prey creatures.

Infused dwarves that spot outsiders always react in the same manner. They fly into battle, wildly swinging their waraxes and screaming, as they barrel toward their foes. Stealth is not part of their vocabulary, and the notion of warning their kin to the presence of potential danger also never crosses their obsessed minds. Of course, their maniacal screams may be enough to alert their brethren about the PCs' arrival, but doing so is a happy accident rather than a deliberate plan.

Regardless of the time of day, none of the native denizens even glances in the direction of the mountain pass that leads to the lodge (area L1) near the mountain's summit. They respond to any loud disturbances emanating from the area. Otherwise, they never give the abandoned structure a second thought.

Treasure: Bagrus' seven dwarves each carry a dwarven waraxe and a heavy steel shield. Three waraxes are of masterwork quality, four are ordinary, though three of them have the broken condition. The same numbers also apply to the heavy steel shields. Five of these dwarves wore chainmail and two wore splint mail. These items all have the broken condition. In addition to the preceding combat equipment, each dwarf also carries a pouch containing 2d6 gems worth 10 gp each. One dwarf also has a potion of spider climb, and another dwarf carries incense of transcendence (Pathfinder Roleplaying Game Ultimate Equipment). Donnator and Errol wear studded leather armor with the broken condition. The eight dwarves beholden to Dwer-Bokham wear ordinary chain shirts that all have the broken condition, eight heavy steel shields including two of the masterwork variety and another four with the broken condition, eight dwarven waraxes and eight heavy crossbows. The weapons are all ordinary and remain fully functional. In addition, these dwarves each carry a pouch containing 1d6 small agates worth 10 gp apiece.

Gaining Entry

There are two ways to enter Mithral Mountain. The more obvious is the entrance that Bagrus Farmud created using his soften earth and stone spell. The dwarf charlatan centered the spell on a sealed stone door on the mountain's southern face, however, the novice spellcaster failed to realize that the magic would not work against worked stone. After futilely attempting to bash the sealed stone door into pieces, he and his retinue smashed their way through an adjoining span of natural rock and stone, thus creating the entrance that is visible today. The lodge is the less-apparent entrance into the mountain's inner workings. The dwarves under Thane Ilgar Ogradmek's grandfather built the impressive structure centuries earlier for the dual use as a lookout tower and a drinking hall. The lodge's difficult-to-reach location made it easy to spot encroaching trespassers trying to negotiate the daunting scree leading up to the enclave and also gave the thane and his soldiers an ideal vantage point to observe the movements of rival dwarven clans and other enemies throughout the region.

This following section first details the more obscure path into Mithral Mountain before detailing the more noticeable entrance.

Pass Less Traveled

A rocky, gravelly path meanders its way around boulders and other obstacles on its way toward the summit. The lodge is roughly 2,500 feet above the base of the mountain, but the circuitous path through the mountains increases the actual distance by an additional mile. In addition, PCs attempting to scale the mountain and gain access to the lodge by means other than the path must also negotiate the scree blocking their way. If the PCs successfully bypass this treacherous terrain, the GM may read or paraphrase the following description.

An ancient stone structure juts out from the surrounding rock and peers across the valley below it. A weathered limestone staircase ascends from the mountainside to the stone door emblazoned with the depiction of a hammer and an anvil. The portal is tightly shut. Numerous crossbow slits span the western, southern and northern walls. Nothing larger than a rat could pass through these small openings.

Despite its neglected and abandoned appearance, the dwarves of Mithral Mountain are aware that a secret door connects their complex to the lodge. Before Bagrus unsealed the main entrance at the base of the mountain, the infused dwarves also used the lodge to enter and exit their complex to hunt and to gather other supplies not available within their lair.

The symbol on the door is a legacy of Thane Ilgar Ogradmek's rule. It is the religious symbol of Dwerfater, a fact a PC can verify with a successful DC 10 Knowledge (religion) check. In spite of defying the current residents' faith, the infused dwarves did not remove or otherwise deface the heretical image. The heavy stone door requires some effort to open.

Secret Stone door: 4 in. thick; hardness 8; hp 60; Break DC 28.

L1. Lodge

Narrow, focused beams of natural light penetrate through a series of crossbow slits that span the entire western wall overlooking the mountain and half of the northern and southern walls. The warm rays illuminate a stone statue of a majestic, muscular dwarf warrior clad in a chain shirt with helm and armed with a mighty waraxe. The figure has a bushy mustache and wiry hair. Another statue near the far wall depicts the same subject in a slightly different pose. A granite oval table surrounded by eight granite chairs occupies much of the room. Several dozen ancient pewter tankards and an equal number of stained, stone dishes cover the table. Two weathered tapestries depicting a great dwarven victory over a hobgoblin army cover nearly half of the far walls. The hall's crowning achievement is a double-headed drum cast in pure silver. The musical instrument rests upon an iron stand.

The Thane's grand hall remains much the same as it did during the mountain's heyday. Most of the furnishings are far too bulky and heavy to remove, with the granite oval table being the best example. However, the twenty-seven pewter tankards and twenty-seven stone plates can be taken. The two statues are carved from limestone and weigh more than 1,000 pounds. A successful DC 15 Knowledge (history) or Knowledge (nobility) check confirms that both statues depict Thane Ilgar Ogradmek a few years before Dwer-Bokham's minions deposed him. Likewise, the tapestries on the walls also portray the dwarves' leader defeating Argomuuth's distant ancestors centuries ago. The tapestries are artistic masterpieces and historical treasures, but neither has aged well. Many of the images are badly faded or even missing in spots, which significantly reduces their value.

The drums are the room's centerpiece and the key to opening the secret door concealed on the east wall. A PC that searches the drums for clues finds an inscription along the rim of one drum with a successful DC 20 Perception check. The etching says in Dwarven, "In Praise of Mithral," which refers to an ancient dwarven song. It takes a successful DC 20 Knowledge (history) or bardic knowledge check to recall the obscure melody. Naturally, dwarves receive a +5 circumstances bonus to recollect the tune, whereas non-dwarves suffer a -5 circumstance penalty on the same check. If the PC remembers the song, he must then play the first two stanzas on the drum, a feat that requires a successful DC 15 Perform (percussion instruments) check. The outline of the secret door then becomes visible on the east wall for 1 minute before fading again. This magical effect imbues the drums with a faint aura of illusion magic. PCs that fail to locate the hidden portal through this means must do so the old-fashioned way - search for it. In either event, the door must still be forced open to gain entry to area L2.

Secret Stone Door: 4 in. thick; hardness 8; hp 60; Break DC 20; Perception DC 38

Treasure: The pewter tankards are worth 1 gp apiece. Despite their poor condition, each tapestry is worth 100 gp. The silver drums are easily transportable and are worth 350 gp. They function as masterwork musical instruments.

L2. Passageway (CR 4)

A featureless, roughhewn tunnel winds its way through the surrounding stone.

The stone passageway links the lodge with the main complex roughly 2,500 feet beneath it. The narrow, claustrophobic corridor is nearly 2 miles long as it corkscrews its way into the mountain itself. There are no steep inclines or descents, so it is fairly easy to negotiate the passage's many twists and hairpin turns. During Thane Ilgar's reign, his guards routinely secured the lodge, and outdoor patrols kept a vigilant eye for intruders. In the absence of any undisputed authority, the long passageway remains unguarded. The only obstacle barring the way from the lodge into the main complex is a long-forgotten vestige of the stronghold's former masters. A *glyph of warding* several feet inside of the tunnel activates whenever any non-dwarf passes through the threshold (infused dwarves do not activate this glyph).

GLYPH OF WARDING TRAPCR 4Type magic; Perception DC 28; Disable Device DC 28

Trigger touch; Reset none

Lodge



1 square - 5 feet





Mithral Mountain Ground Level



Effect spell effect (glyph of warding, 3d8 electricity damage, DC 16 Reflex save for half damage); multiple targets (all targets in a 5–ft–radius)

The secret door connecting this passageway to the lodge is easily noticeable from this side. The PCs must still force the door open, but they do not need to succeed on a Perception check to notice it.

In spite of the fact that the passageway is unguarded, there is a 20% chance of encountering **2** infused dwarves for every 10 minutes spent moving through the passageway. The passageway ultimately leads into area C1.

INFUSED DWARVES (2) XP 600 hp 31 (Area M1) CR 2

Mithral Mountain Features

Thane Ilgar Ogradmek's former stronghold is a marvel of dwarven engineering and craftsmanship. All surfaces are constructed from worked stone, and the ceiling height is 8 feet with the exception of the mining tunnels in area **M7** and the entire Sanctum Level. These areas feature roughhewn stone corridors and surfaces with an average ceiling height of 1d4+4 feet. Doors are made from stone and are surprisingly well-maintained, allowing PCs to open unlocked portals without exerting any effort. Doors that are stuck, locked, or barred are noted in the room description. The resident dwarves have darkvision and light blindness; therefore, there are no light sources throughout the complex.

MI. Entrance (CR 4)

A roaring fire pit against the far wall heats and illuminates a spacious, roughhewn chamber. A handful of metal skewers rest on the floor along the fire pit's edge. Two filthy bedrolls lie on the floor against the near wall. Numerous large chunks of rock and stone are scattered around the entrance, and the opening's edge are rough and uneven in many spots. Several sculptures protrude from the wall adjacent to the entrance. Dwarven runes also cover much of the same area.

Bagrus Farmud originally attempted to enter Mithral Mountain through its sealed stone doors, but the effort ultimately failed. Instead, he battered through the adjoining natural rock and stone. A PC that succeeds on a DC 10 Perception check notices that the stronghold's original stone doors are intact. The stonecunning special ability grants a +2 bonus to this check and also entitles a dwarf passing within 10 feet of the doors to a check. Dwer-Bokham's minions sanded down the carvings and runes that appeared on the outside of the doors decades earlier, but much of the original sculpting on the inside of the doors is unblemished. The carved images of four dwarven warriors protrude in relief from the door's interior. The runes that surround the carving identify each figure as one of the clan's legendary thanes. They include Thane Rognar Ogradmek, Thane Balaster Ogradmek, Thane Thern Ogramek, and the last ruler of Mithral Mountain Thane Ilgar Ogradmek. It takes a successful DC 15 Knowledge (history) or Knowledge (nobility) check to correctly identify all four individuals as the Lords of Mithral Mountain.

Unlike the conventional fire pit that burns wood, the mountain's residents use coal and tar for fuel. There is an ample supply of these flammable materials within the mining complex. The filthy bedrolls belong to the **2 infused dwarves** that occupy the entrance. These two guards act as described in the preceding section.

INFUSED DWARVES (2) XP 600

Male infused mountain dwarf warrior 3 (see **Chapter 6**) CE Medium humanoid (augmented humanoid; dwarf) **Init** +5; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +0

AC 20, touch 11, flat-footed 19 (+4 armor, +1 Dex, +2 natural, +3 shield)

hp 31 (3d10+12)

Fort +8; Ref +2; Will +0; +2 vs. poisons, spell and spell-like abilities

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants)

Weaknesses light blindness

Speed 20 ft.

Melee mwk dwarven waraxe +7 (1d10+3/x3) Ranged heavy crossbow +4 (1d10/19-20) Special Attacks +1 on attack rolls against goblinoids and orcs

Str 17, Dex 13, Con 20, Int 10, Wis 8, Cha 6 Base Atk +3; CMB +6; CMD 17 Feats Improved Initiative, Shield Focus

Skills Climb +2, Knowledge (dungeoneering) +3, Perception +0 (+2 to notice unusual stonework), Survival +1 Languages Common, Dwarven SQ obsessed, statue Gear chain shirt, heavy steel shield, masterwork dwarven waraxe, heavy crossbow, 20 bolts

Obsessed (Su) An infused creature becomes obsessed with the cobaltog that created it. The infused creature perceives its creator as a god. It obeys its master's orders without question, even in the case of suicidal and obviously harmful commands. If no common language exists between the infused creature and the cobaltog, the infused creature can only follow basic commands such as "Come here," "Go there," "Fight," and "Stand Still." The infused creature only venerates the cobaltog that created it. Likewise, it only cooperates with other infused creatures venerating the same cobaltog. If its master is slain, the infused creature indiscriminately attacks all humanoids and other cobaltogs that it encounters. Once infused, it cannot be infused again by another cobaltog.

Statue (Ex) An infused creature can hold itself so still that it appears to be a statue cast out of silvery metal. An infused creature that uses statue can take 10 on its Stealth check to hide in plain sight as a metallic statue. It can maintain this position for as long as it wishes.

M2. Water Supply

An underground current continually fills a 6-foot-deep pool with fresh, clean water. An overflow channel built into the far corner siphons any excess water out of the chamber. A sturdy steel cart with four attached buckets is parked just inside of the first entrance.

Engineers built this reservoir hundreds of years ago to provide an ample supply of water for a large population. The dwarves use the cart and its attached buckets to draw water from the pool and transport it throughout the complex. The water is surprisingly fresh and is safe to drink.

M3. Food Supply (CR 3)

The smell of moldy earth is unmistakable. A thick layer of damp soil covers the entire floor. Hundreds of mushrooms, some measuring several feet in diameter, spring up from the ground.

CR 2

CR 2

Unable to grow traditional crops or raise livestock in their dark subterranean abode, the dwarves instead grow mushrooms, which are the staples of their diet.

M4. Guard Room (CR 4)

Two stone statues of an idealized dwarf warrior clad in heavy armor and clutching a readied crossbow occupy the chamber's far corners. An overturned and badly damaged identical statue rests on the floor near the entrance. The lower torso, an arm and an attached head and arm of the same sculpture lie strewn about the floor close to the near corner.

During Mithral Mountain's golden era, the thane's underlings greeted honored guests and dignitaries in this antechamber. The stronghold's current occupants use it as a guardroom manned by **2 infused dwarves**. Like their brethren, they charge headlong into the fray, wildly swinging their dwarven waraxes. Throughout the battle, they repeat the clearly audible phrase, "Dwer-Bokham!" They never retreat or surrender. As with their compatriots on patrol, these guards reveal nothing about the stronghold unless magically compelled to do so. If forced to speak against their will, they reveal the same information that Dwer-Bokham's minions outside the mountain gave.

INFUSED DWARVES (2)	
XP 600	
hp 31 (Area M1)	

Treasure: In addition to their listed gear, each guard has a pouch that contains 1d4 bloodstones worth 100 gp apiece. One of the guards also has a bone scroll case containing an *arcane scroll (flame arrow, ice storm,* CL 8th).

M5. Living Quarters (CR 0 or 4)

Small buildings crafted from stone and large piles of rubble fill an immense, open chamber that stretches for as far as the eye can see in most places. Though there are minor variations to each of the standing structures, they share the same general features of being two stories tall and accessible through a stone door at the top of a staircase or at the bottom of one. Passages akin to streets and alleyways crisscross their way throughout the vast space carved out of the hewn stone. The domed ceiling reaches a staggering height of 80 feet at its apex with a minimum height of 20 feet along the room's edges.

The dwarves of Mithral Mountain dwelt in these residences; Dwer-Bokham's minions abandoned the homes, causing them to fall into a state of disrepair and neglect. The buildings are not identical, but they share the same general characteristics. Each consists of two stories and a lower level. The rooms on the two upper floors are dedicated to living quarters, whereas the lower floor functions as work or storage space. One family typically occupied each of the homes, with some exceptions. As more dwarves fell under Dwer-Bokham's influence, some fled the mountain, taking their belongings with them. Those who came under the false god's sway and Thane Ilgar's loyalists remained behind along with their personal possessions. After the decisive battle, the victors looted many of their foes' homes and offered those treasures to their allegedly divine benefactor.

Mithral Mountain's current occupants view these residences as a hateful reminder of their heretical past. PCs that explore the area have only a 10% chance per hour of encountering **2 infused dwarves** wandering through the chamber. The pair never ventures into the buildings. INFUSED DWARVES (2) XP 600 hp 31 (Area M1)

Treasure: There is a 50% chance that a particular location has no treasure. A PC who succeeds on a DC 10 Perception check while searching a building with treasure recovers 6d6 gp worth of valuables in each location. For every 5 by which the check succeeds, the amount is doubled; therefore, a check that succeeds by 10 recovers quadruple the amount of treasure.

M6. Ruined Temple of Dwerfater

Pieces of four overturned stone statues that depicted dwarf warriors are scattered about the floor near four recessed alcoves in a resplendent temple. Many of the chunks of stone strewn about the room are nearly pulverized. The larger pieces on the floor appear to have been deliberately defaced, as evidenced by large gouge marks in the stone and disgusting, desiccated streaks of foul matter smeared on the sculptures' surfaces. The same fate befell the once magnificent bas-relief sculptures of dwarves laboring in front of forges that adorn the outer walls. Though still intact, a quartz altar and a mosaic of a hammer and an anvil occupying much of the floor are marred by the same desecration. A larger alcove behind the altar leads to a stone staircase that descends into darkness.

Here the mountain's former residents worshipped their patron deity, Dwerfater. Immediately after the thane's expulsion, Dwer-Bokham's minions desecrated the temple of their former deity by toppling the statues and spreading excrement on the artworks. The four sculptures depicted non-specific dwarf warriors whereas the mosaic on the floor represents Dwerfater's symbol, a fact that a PC unfamiliar with the symbol can determine with a successful DC 10 Knowledge (religion) check. In spite of their efforts to defile the sacred site, a *hallow* spell cast more than 7 centuries ago still radiates from the altar and the 40-foot radius around it. The staircase beyond the altar leads to the thane's halls of power and his personal quarters.

M7. Mine Tunnels (CR o or 4)

The polished stone walls, floors and ceilings end, and roughhewn stone passages begin, boring holes and tunnels into the surrounding rock.

By and large, the mine tunnels yield relatively ordinary finds that cast the legends about abundant quantities of mithral and other precious materials into doubt. Salt and coal are the most prevalent substances found in the mine. Though still valuable in their own right, their worth pales in comparison to the mountain's namesake. The current inhabitants liberally use both materials in their daily lives. They extract the minerals from the surrounding stone and load their treasures onto the untended mine cart in the easternmost tunnel. The dwarves never enter area **M7A** and area **M7B**. A PC who succeeds on a DC 15 Survival check or Perception check notices that no dwarven tracks lead into either area.

In spite of their allegiance to Dwer-Bokham, his minions still occupy some of their time scratching stones from the mountain's rich deposits. There is a 40% chance of encountering **2 infused dwarves** every 30 minutes spent in the area. The devoted miners are somewhat distracted by the dreams of riches or the task at hand; therefore, these individuals suffer a -2 circumstance penalty on Perception checks. They also make no effort to conceal their presence.

INFUSED DWARVES (2) XP 600 hp 31 (Area M1)

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CR 4

M7A. Fulgurate Mushrooms (CR 4)

The ground is soft and spongy. A patch of sky blue mushrooms with cloudy, white stems rises out of the soil just beyond an intersection.

The **fulgurate mushrooms** are harmless until touched. They occupy a 10-ft.-square area an additional 10 feet past the end of the spur connecting the two passageways. Though they predominately grow out of the soil, a handful of hardy specimens cling to the walls. A PC who succeeds on a DC 19 Knowledge (nature) or (dungeoneering) check identifies the fungi and recognizes the danger they pose.

FULGURATE MUSHROOMS (Infestation, Plant [Fungus]) — Hazard XP 1,200

The Tome of Horrors Complete 757

10-foot-square patch; when it senses an attack, the fungus sends out a burst of lightning in a 10-foot radius, dealing 3d6 points of damage (DC 16 Reflex save for half). The lightning discharge immediately destroys the patch. Attacks that deal cold damage cause the fungus to release its lightning blast at double-strength (20-foot radius, for 6d6 points of electricity damage).

M7B. Weird Area (CR 4)

The narrow, stone passageway opens into a foul-smelling chamber. Dead leaves, branches, mosses, fungi, and plants form a thick layer covering the floor. Numerous bones and the glint of several manufactured objects are interspersed among the dried and rotting plant matter.

Dwer-Bokham's minions never wander into this sinister chamber because of the resident **fungus weird**, a large serpent seemingly formed from fungus, plants and tangled vines. The bizarre, semi-intelligent plant hides among the decaying debris atop it. Regardless of its lust for blood and meat, the fungus weird cannot leave its fungus pool; it must rely upon victims to fall into its clutches rather than actively pursue them. Spotting the concealed predator beneath the pile of garbage requires a successful DC 20 Perception check. Surprise is its ally, so the monster waits for an ideal moment to strike. Likewise, it takes a successful DC 15 Perception check to notice a shield, a suit of armor, and an exceptionally well-made mace among the clutter. The fungus weird hopes that these valuable objects grab the PCs' interest and lower their guard. The malevolent plant's "pool" occupies the entire roughly round chamber. The objects are scattered throughout the chamber, thus requiring the PCs to enter the "pool" to reach them. The moment this occurs, the fungus weird attacks.

FUNGUS WEIRD XP 1,200 The Tome of Horrors Complete 635

The Tome of Horrors Complete 635 N Large plant (fungus) Init +7; Senses low-light vision; Perception +12

AC 16, touch 12, flat-footed 13 (+3 Dex, +4 natural, -1 size) hp 39 (6d8+12) Fort +7; Ref +5; Will +3 DR 5/bludgeoning; Immune plant traits

Speed 30 ft. Melee bite +7 (1d8+4 plus grab) Space 10 ft.; Reach 5 ft. Special Attacks sleep spores

Str 17, Dex 17, Con 14, Int 10, Wis 12, Cha 13 Base Atk +4; CMB +8 (+12 grapple); CMD 21 (cannot be tripped) Feats Alertness, Improved Initiative, Weapon Focus (bite) Skills Perception +12, Sense Motive +3, Stealth +8 Languages Common, Terran, Weirdling SQ camouflage, fungus pool, reform

Camouflage (Ex) A fungus weird is effectively invisible in its pool until it attacks. It takes a successful DC 20 Perception check to notice a fungus weird in its pool before it attacks. Fungus Pool: A fungus weird's "pool" is not a pool at all, but an entanglement of leaves, branches, mosses, funguses and plants. A typical pool covers a 20-ft.-radius, and a fungus weird (being bound to its pool) can never leave this area. A creature that enters a fungus weird's pool (on its own or with the aid of the fungus weird) is automatically entangled (as the *entangle* spell) until it escapes. An entangled creature can break free and move half its normal speed by using a full round action to make a DC 15 Escape Artist check or a DC 19 Strength check. The check DCs are Constitution-based and includes a +4 racial bonus.

Sleep Spores (Ex) Once every 1d4 rounds, as a standard action, a fungus weird can release a puff of greenish-yellow spores in a 10-foot cone. These spores induce sleep (as the *sleep* spell) if the opponent fails a DC 15 Will save. Unlike the *sleep* spell, there is no HD limit or maximum HD affected. The save DC is Constitution-based.

Reform (Ex) When reduced to 0 hit points or less, a fungus weird collapses back into its pool. Four rounds later, it reforms at full strength minus any damage taken from firebased spells and effects.

Tactics: Creatures that are pulled into the pool or step into it of their own accord are automatically entangled. The fungus weird then uses its sleep spores to knock its foes unconscious. The monster uses this ability whenever possible. Otherwise, it attacks with its bite attack. The fungus weird fights until destroyed, though resumes the combat when it reforms.

Treasure: The three objects in the fungus weird's pool are a masterwork heavy steel shield, a masterwork suit of half-plate armor with the broken condition, and a +1 light mace.

Catacombs Level

The walls, floors and ceilings on this level are crafted from the finest polished marble. The architectural features are otherwise the same as those encountered on the ground level.

CI. Audience Chamber

A magnificent greenish-black throne carved from a single block of stone sits atop a raised dais accessible via a stone staircase in front of it. The wondrous seat of power overlooks a grandiose chamber supported by four columns fashioned into the likeness of a mighty hammer. Even the slightest glimmer of light reflects off the flecks of crystals embedded into its polished walls. Two stunning tapestries memorialize great battles between the dwarves and marauding hordes of hobgoblins.

The thanes that ruled over Mithral Mountain frequently met their subjects and other dignitaries in this impressive audience chamber. The room's centerpiece is the malachite throne, which rests upon a 4-foot-high dais. Though the height in not particularly intimidating by human standards, the throne's incredible craftsmanship and the elevation served its intended purpose whenever the thane interacted with others of his kin and most other humanoids. The dwarves carved the limestone columns into the shapes of upright hammers as a tribute to their patron god, Dwerfater. The archway in the northwestern corner of the room opens into area L2, the long, circuitous passageway that connects the main complex with the lodge near the mountain's summit.

CR4

Catacombs Level



A tiny raised button on the left side of the throne opens the secret door that leads to the thane's personal quarters. The DC 25 Perception check needed to spot the button and the secret door itself are identical. PCs who failed to detect the mechanism must use magical means or brute force to gain entry into that area.

Secret Door: 4 in. thick; hardness 8; hp 60; Break DC 20; Perception DC 25

Treasure: The two tapestries are in surprisingly good shape considering their age and are worth 100 gp each. There are 106 crystals embedded in the walls worth 5 gp apiece. Removing the crystals requires a successful DC 15 Disable Device or Strength check. It takes a standard action to pry each crystal free. A check that fails by 5 or more destroys the crystal, rendering it worthless.

C2. Catacombs (CR 5)

Dwer-Bokham's minions greatly fear death and the undead. They closed the massive stone door barring passage into the catacombs. The doors must be forced open.

Stone door: 4 in. thick; hardness 8; hp 60; Break DC 28.

Rows of intricately carved and detailed stone coffins form makeshift streets and alleys in an otherwise massive, open chamber. Nearly all of the sarcophagi's lids are sculpted into the likeness of the occupant with inscriptions of the deceased's name on the coffin's side. In spite of the number of coffins, much of the chamber's southern portion remains empty.

The dwarves arranged their relatives' final resting places in precise, orderly fashion. The oldest burials appear closer to the entrance, whereas the more recent are farthest away. The newest additions to the catacombs are those that are farthest south along the west wall. A cluster of burials appears to coincide roughly with Dwer-Bokham's uprising. These sarcophagi are less detailed than the others and appear to be rushed. The catacomb's longest-tenured deceased occupants have been here for 950 years, while the newest are 5 centuries old.

Pushing the coffin's heavy lid aside demands a successful DC 20 Strength check. As many as five Medium humanoids can aid another in the effort. The remains inside of the sarcophagi are nothing more than piles of bone and dust. If the PCs rob the dead of their possessions, the offense greatly offends any dwarves that learn of it. The guilty party suffers a -5 circumstance penalty to all Charisma-based skill checks made to influence dwarves aware of the grave transgression. The penalty remains in effect until the offender benefits from an *atonement* spell or is granted forgiveness from the dwarven community.

The PCs' more pressing concern is the room's lone occupant. It is easy to mistake the **ectoplasm** for an unhappy spirit. Though unintelligent, the monster is a skilled hunter that benefits from common humanoid misconceptions. Its appearance and location implies that it is undead but the ectoplasm is actually an ooze. It feeds on dead organic matter, but that does not preclude it from attacking living creatures that trespass on its territory. When it detects the presence of living creatures, it manifests itself and unleashes its breath weapon at its enemies. It then touches its foes, depriving them of their Strength. After 1d4 rounds of combat, the ectoplasm realizes that the PCs are not edible. The incorporeal being attempts to flee, passing through coffins until it finds a suitable hiding space.

ECTOPLASM

CR 5

XP 1,600 The Tome of Horrors Complete 249 N Large ooze (incorporeal) Init +1; Senses blindsight 60 ft.; Perception -5

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

hp 47 (5d8+25) Fort +6; Ref +2; Will -4 Defensive Abilities incorporeal; Immune ooze traits

Speed fly 30 ft. (perfect) Melee incorporeal touch +3 (1d8 Strength damage) Space 10 ft.; Reach 5 ft. Special Attacks breath weapon, manifestation, Strength damage, undead bane

Str —, Dex 12, Con 21, Int —, Wis 1, Cha 1 Base Atk +3; CMB +5; CMD 16 Skills Fly +7 SQ glow

Breath Weapon (Su) Once every 2 rounds as a standard action, an ectoplasm can release a 20-ft. cone of ectoplasmic goo at its foes. Affected opponents must succeed on a DC 17 Fortitude save or be affected as if by a *sleep* spell (caster level 7th). A successful save renders a creature immune to that ectoplasm's breath weapon for 24 hours. The save DC is Constitution-based.

Glow (Su) An ectoplasm continually gives off light with the approximate brightness of a candle. It cannot consciously extinguish this light. When an ectoplasm is killed, this light fades to darkness.

Manifestation (Su) An ectoplasm dwells on the Ethereal Plane and as an ethereal creature, it cannot affect or be affected by anything in the material world. When an ectoplasm manifests, it partly enters the Material Plane and becomes visible but incorporeal. A manifested ectoplasm can be harmed only by other incorporeal creatures, magic weapons, or spells with a 50% chance to ignore any damage from a corporeal source. A manifested ectoplasm can pass through solid objects at will, and its own attacks pass through armor. A manifested ectoplasm always moves silently.

Strength Damage (Su) The touch of an ectoplasm deals 1d8 points of Strength damage to a living creature. Undead Bane (Su) Against corporeal undead, an ectoplasm deals 1d8 points of Strength damage and 1d8 points of damage. Ectoplasms ignore the damage reduction of corporeal undead.

Treasure: There is a 10% chance of finding a random masterwork item such as a shield, armor or weapon inside each coffin (30% when searching a thane's coffin). If one of these items is present, the PCs also find jewelry and gems worth 1d6 x 100 gp on the body.

C3. Thane's Quarters (CR 5)

A corridor decorated with faded frescoes of a great dwarven city opens into a spacious bedchamber. A moldy, tattered bearskin rug covers much of the floor. The lit hearth in the far corner illuminates and warms the surrounding area, which includes a magnificent stone bed with a limestone headboard, a granite-bathing vessel, an armoire carved from burl, a writing desk made of the same material, and a granite privy.

Despite the passage of time, most of the furnishings other than the bearskin rug are in surprisingly good condition. The armoire is still solid, though, the thane's surviving loyalists emptied out its contents along with those within the writing desk before fleeing the mountain. The granite pieces are a testament to the dwarves' superior stonecutting skills. Unfortunately, these wondrous items are far too heavy and bulky to move.

The hearth's smoldering embers are a surefire clue that the luxurious bedchamber is no longer unoccupied. In fact, the bedroom's current resident is as brazen as they come. **Bagrus Farmud**, the false prophet that

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led his followers to their doom, casually relaxes on the bed, acting like he does not have a care in the world. Tattered scraps of clothing drape over the bloodied leather armor of an obviously dehydrated and emaciated dwarf. Deep fissures mar the surface of his gaunt, drawn face, and his hair and beard are a wild mess filled with clumps of caked dirt and blood. Flecks of silvery paint still cling to the skin on his hands and face. The disheveled dwarf is a far cry from the impeccably manicured person who sauntered into Miners' Refuge two weeks earlier and charmed a legion of awestruck followers.

BAGRUS FARMUD

CR 5

XP 1,600 Male mountain dwarf rogue 6 CE Medium humanoid (dwarf) Init +2; Senses darkvision 90 ft.; Perception +7

AC 15, touch 13, flat-footed 12 (+2 armor, +2 Dex, +1 dodge) hp 36 (6d8+6)

Fort +4; Ref +8; Will +3; +2 vs. poisons, spell and spell-like abilities

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants), evasion, trap sense +2, uncanny dodge **Weaknesses** light sensitivity

Speed 20 ft.

Meleemwk dagger +7 (1d4 +1/19-20)Rangedmwk light crossbow +7 (1d8/19-20)Special Attacks +1 on attack rolls against goblinoids, orcs,
humans, and elves, +3d6 sneak attack, rogue talents (minor
magic, major magic)Spell-Like Abilities (CL 6th; spell failure 10%):
3/day—daze (DC 10)
2/day—charm person (DC 11)

Str 12, Dex 14, Con 13, Int 11, Wis 10, Cha 16

Base Atk +4; **CMB** +5; **CMD** 18 (20 vs. bull rush or trip while standing on stone)

Feats Deceitful, Dodge, Skill Focus (Bluff)

Skills Acrobatics +7 (+9 to balance on stone surfaces), Bluff +17, Diplomacy +12, Disguise +12, Escape Artist +7, Intimidate +8, Knowledge (dungeoneering) +7, Knowledge (local) +7, Perception +7 (+9 stonework traps and doors), Perform (oratory) +10, Profession (gambler) +5, Sense Motive +9, Sleight of Hand +7, Stealth +7, Use Magic Device +12 Languages Common, Dwarven

SQ cavern lore, hoard, rogue talents (finesse rogue), stonecunning

Combat Gear 2 potions of cure moderate wounds, scroll of soften earth and stone, wand of shield (CL 2:, 26 charges); **Other Gear** leather armor, masterwork dagger, masterwork light crossbow, 20 bolts, cloak of resistance +1

Light Sensitivity (Ex) Mountain dwarves are dazzled for 1 round in an area of bright light.

Development: Bagrus is happy to see the PCs, but his inner spirit presents a stark contrast to his outward appearance. The crushing defeat at the hand of Dwer-Bokham's minions did little to thwart Bagrus' ambitions and he plays fast and loose with the truth when it comes to his role in the fiasco. He actually quaffed a *potion of invisibility* and fled the scene the moment that the battle turned against his forces.

Bagrus relates a sanitized version of the story to the PCs. He claims that he and his disciples used a spell to breach the sealed entrance at the base of the mountain. As soon as they encountered any resistance from the native denizens, he intended to conduct an orderly retreat to a designated rallying point where he would then formulate a formal strategy to contend with the opposition. Of course, he accepts no blame for the humiliating rout and instead tells the PCs that his followers failed to withdraw from the combat as originally planned. Their religious fervor drove them onward. They disobeyed his instructions and launched a chaotic frontal assault against their enemies. Even though they inflicted heavy losses on Mithral Mountain's dwarves, the mountain's dogged defenders were too numerous to defeat. In spite of his valiant efforts to rally the troops and win the day, his men broke and ran, forcing him to flee the battle. He returned to the scene the following morning hoping to uncover any traces of survivors. They were all gone. Cleverly creating some silver paint for his skin, Bagrus killed one of the mountain's sentries and infiltrated their lair, making it as far as his present location.

The animated Bagrus is quick to gloss over the failings of the past and now turns his attention to the promise of the future. He insists that he and his troops dealt a severe blow to their foes, leaving the mountain vulnerable to a small band of seasoned adventurers. Naturally, the confident Bagrus gladly volunteers to lead the expedition. He eagerly offers advice, encouragement, and wisdom as an authority figure. On the other hand, fighting is a task best performed by his underlings. PCs that strike a bargain with the wily charlatan soon learn that Bagrus' words speak louder than his actions. The clever rogue never objects to raising his voice to help his fellow warriors. The same cannot be said for his sword.

PCs seeking to detain Bagrus or dispense their own brand of frontier justice encounter a defiant adversary. The recalcitrant dwarf vigorously disputes any charges raised against him, countering that everyone who accompanied him on his journey came of their own free will. If the PCs attempt to apprehend him, attack him or cast spells at him, his first inclination is to flee back into the mountains. If unable to escape, he casts *charm person* against one of the group's fighters. PCs that successfully capture Bagrus must deal with a disruptive prisoner who constantly tries to escape while creating a gigantic row.

PCs that successfully intimidate Bagrus or magically coerce him into divulging information gain a surprisingly small amount of information. He admits that he learned about Mithral Mountain while a prisoner of a rival clan. He also knows that the dwarves of Mithral Mountain worship a deity they call Dwer-Bokham who is supposedly a creature made from living mithral. Though he does not know the being's exact location, he is almost certain that he dwells somewhere deep in the mines. He also relays that the residents never venture to this area of the complex, making it a safe location to rest and regroup before pushing onward against Dwer-Bokham and his worshippers. Lastly, Bagrus begrudgingly admits that he made up the story about the mithral tablet containing the secret to immortality in order to attract followers.

SI. Lower Mine Tunnels (CR varies)

Roughhewn stone tunnels bore into the mountain, descending deeper at a noticeable angle.

The tunnels descend at a steady grade, but even at this depth, there are no signs of the legendary veins of mithral that gave the mountain its name. For every 15 minutes spent in the tunnels, there is a 30% chance of encountering **2 infused dwarves** and a 20% chance of encountering **1d4 cave scorpions**. Dwer-Bokham's minions actively patrol the mine tunnels, whereas the cave scorpions mimic piles of stone and lie in wait for passing prey. It takes a successful DC 22 Perception check to see through the cave scorpion's ruse and recognize it for what it truly is. The sounds of combat echo throughout the mining complex, so the chances of a random encounter doubles on the next check that follows the battle. In either event, the PCs cannot encounter more than 4 infused dwarves and 8 cave scorpions during their exploration of the lower mine tunnels.

INFUSED DWARVES (2) XP 600 hp 31 (Area M1) CR 2

SCORPION, CAVE XP 400

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CR 1

hp 16 (Pathfinder Roleplaying Game Bestiary 2 "Scorpion, Cave")

Sanctum Level



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SIA. Unsound Tunnels

In addition to the monsters that roam the tunnels, several areas within the tunnels are structurally unsound. The intelligent inhabitants avoid these locations, so there are no humanoid tracks around these sites.

A PC who succeeds on a DC 20 Knowledge (engineering) or Craft (stonecutting) check spots the weakened construction. There is a 30% chance that any sound louder than an ordinary conversation creates enough vibrations to cause the crumbling ceiling to collapse. A full-scale battle doubles the chance of a deadly cave-in every round. See the "Cave-Ins and Collapses" section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook* for more details.

S2. Living Area (CR 4)

Flames fueled by burning coal spew black smoke into a crowded chamber. The bonfire roasts a man-sized scorpion's tail affixed to a spit. Filthy animal skins line the far wall, and the stench of bodily waste hangs heavy in the polluted air. A basin of dust-coated water sits against the near wall, and a trough filled with large mushrooms rests across the room.

The dwarves' current living conditions are a far cry from the splendor of Thane Ilgar's reign. Dwer-Bokham's xenophobic minions live in utter squalor, sleeping on the floor, drinking foul, brackish water, and subsisting on a constant diet of mushrooms occasionally supplemented by cave scorpion. At the present time, **2 infused dwarves** rotate the rare treat of a scorpion's tail over the fire. The humanoids are thoroughly engrossed in the task at hand, thus causing them to suffer a -2 circumstance penalty on their Perception checks. In addition, the horrific odor of excrement and urine is so powerful that the PCs gain a +2 circumstance bonus on their Perception checks. PCs that confront the pair face very motivated opponents. Throughout the battle, the two dwarves deliberately make a tremendous racket that may attract the interest of more dwarves roaming the tunnels or even the cave scorpions searching for a meal. Of course, if the PCs eliminated all of the wandering creatures described in area **S1**, then their cries for aid are in vain.

INFUSED DWARVES (2) XP 600 hp 31 (Area M1)

CR 2

S3. Active Mine (CR 3)

Steam billows forth from a 4-foot-long red, winged reptile as it blasts the rocky wall with a cone of fire. The creature's translucent scales are mauve and burgundy, while its wings are mottled black. Its crimson eyes glow in the darkness, as do the rocks and stones on the far wall subjected to the full effect of its roiling inferno. Two unattended mining picks rest on the floor, and an empty mining cart stands at the ready. An alcove along the near wall leads into darkness.

In a rare twist, Dwer-Bokham raised this subservient **fire drake** from an egg and put it to good use softening metallic ore from surrounding stone for easier extraction. In this case, the beast works to separate tin from the natural rock formation. The malevolent monster immediately attacks any creatures other than its master and his minions. The capricious dragon relies almost exclusively on its breath weapon, discharging a cone of fire every round unless the PCs surround it. In that case, the fire drake falls back upon its melee attacks, concentrating its claws and bite on a single foe. The monster fights until killed.

LE small dragon (fire) Init +1; Senses darkvision 60 ft., low-light vision; Perception +7

AC 15, touch 12, flat-footed 14 (+1 Dex, +3 natural, +1 size) hp 30 (4d12+4) Fort +5; Ref +5; Will +4 Defensive Abilities pyrophoric blood (DC 13, 1d3 fire); Immune fire, paralysis, sleep Weaknesses vulnerability to cold

Speed 20 ft., fly 60 ft. (average) Melee bite +7 (1d6+1), 2 claws (1d4+1) Space 5 ft.; Reach 5 ft. (10 ft. with bite) Special Attacks breath weapon (20 ft. cone, DC 13, 2d8 fire)

Str 13, Dex 13, Con 13, Int 4, Wis 11, Cha 10 Base Atk +4; CMB +4; CMD 15 (19 vs. trip) Feats Fly-By Attack, Weapon Focus (bite) Skills Fly +10, Perception +7, Stealth +12 Languages Draconic

Breath Weapon (Su) A fire drake's breath weapon is a 20-ft. cone of fire.

Pyrophoric Blood (Su) A fire drake's blood is highly flammable and ignites in a burst of flame upon contact with the air. A creature that makes a successful attack with a slashing or piercing weapon (including natural weapons) against a fire drake must succeed on a Reflex save or take 1d3 points of fire damage from the splashing blood.

Treasure: The fire drake's blood can be harvested and used as a firebomb or to temporarily give weapons the flaming property. See the "Fire Drake" section in *The Tome of Horrors Complete* for more details regarding this usage. Never one to part with its worldly treasures, the fire drake keeps 285 gp, 800 sp, and fourteen garnets worth 100 gp each in a pile located at the back of the alcove. In addition to the coins and stones, there is also *dust of emulation* and *soul soap* scattered among the pile. These items appear in the *Pathfinder Roleplaying Game Ultimate Equipment*.

S4. Ancient Alcove

The roughhewn walls merge with a section of a solid, polished wall crafted from granite that features a bizarre tile mosaic. The image shows a chunk of silvery-grey metallic ore in the process of transforming into a humanoid shape with metallic plates and an oddly fashioned head with a rounded mouth. A dwarven warrior splits the creature's head in two with his fearsome waraxe.

The strange mosaicpredates the dynastic line of the Ogradmek thanes. A successful DC 20 Craft (painting) or Knowledge (history) check determines that the artist created the work 2,000 years earlier. A successful DC 10 Knowledge (engineering) verifies the obvious — that ancient dwarves constructed the wall two millennia earlier. The painting shows the dwarves battling their long-forgotten enemy, the cobaltogs. It takes a successful DC 25 Knowledge (history) check to recall tales of these obscure, yet legendary battles against this long forgotten race. A dwarf character receives a +5 circumstance bonus to recollect these stories, whereas a non-dwarf suffers a -5 circumstance penalty on this check. A PC who succeeds on the check remembers hearing about a race of aberrations that could fascinate observers with their gaze and could meld into stone. With this knowledge and the details found in the painting, the PCs may correctly deduce that the mountain's alleged veins of mithral were in fact cobaltogs that melded into stone.

S5. Shrine

Three limestone statues depicting kneeling dwarves rest at the feet of a white marble statue of a vaguely humanoid being with outstretched hands. Thousands of coins and dozens of ornamental stones rest upon a crude altar that sits on the floor of a recessed niche.

Five centuries ago, Dwer-Bokham first emerged from the surrounding stone at the very spot now commemorated by the altar. His loyal followers periodically place their offerings upon the ceremonial stone. Nearly all of the riches found here were taken from their dwarven foes after their original uprising.

The sculptures of the prostrate dwarves pale in comparison to the artistic quality and detail found in the depiction of Dwer-Bokham. Though the faux deity is generally humanoid in shape, the creature is rigidly structured yet featureless. The arms and torso are covered in metallic plates, but they lack any muscular or skeletal definition. Its lower body consists of a singular tentacle rather than actual legs. The face is also more alien than human. Other than indentations for eyes, the subject has no hair, nose, ears, or jawline. Its mouth is nothing more than a circular orifice with no defined lips or teeth. The white marble is finely polished but unpainted so it is impossible to tell if the artwork accurately reflects Dwer-Bokham's actual coloration.

Treasure: The altar holds 684 gp, 2,709 s, and 68 agates worth 10 gp each.

S6. Dwer-Bokham's Sanctum (CR 6)

A stone portal separates this chamber from the other tunnels and chambers. The door is rarely used as the occupants on the other side almost never venture out of the inner sanctum. It is not stuck or locked in the conventional sense, yet it still requires a good amount of effort to force open the poorly made door.

Stone door: 4 in. thick; hardness 8; hp 60; Break DC 18

Four pieces of gray, metallic ore rest upon marble pedestals set roughly equidistant around the perimeter of an oval cavern. Likewise, several large chunks of rock salt lie inside a marble basin. A bright shiny being, humanoid in shape loiters near the receptacle. The creature's lower torso consists of a single appendage that more closely resembles a thick tentacle covered in metallic plates than an actual leg. Likewise, its upper body is best defined as a segmented central torso that connects the lower body with two hardened, chiseled limbs and a bizarre head that contains two silvery eyes and a round, formless mouth. A wizened dwarf wearing an ancient robe and armed with a heavy mace stands nearby these disgusting belongings.

At first glance, the objects resting atop the pedestal appear to be large deposits of mithral given their appearance and the mountain's reputation. It takes only a successful DC 10 Knowledge (dungeoneering) check or DC 10 Intelligence for a PC with stonecunning to realize that the material is not mithral at all. In fact, it is not stone or metal. Instead, it is extremely dense matter that fossilized eons ago, though determining this level of detail requires a successful DC 20 Knowledge (dungeoneering) check. If the check succeeds by 5 or more, the PC determines that these objects represent the alien creature's final state.

The being known as Dwer-Bokham is a **cobaltog**, an ancient race of aberrations that all but disappeared from the world following the ascendancy of the prevalent humanoid races. (See **Chapter 6** for more details about the cobaltog.) The creature survives on a diet of salt, thus explaining the large quantities of the mineral within the marble basin. After spending centuries holed up within the mountain fortress, the aspirant false deity seeks new converts to his heretical faith. Though they age at only about

one-fifth their normal rate, infused creatures are sterile, so its followers cannot reproduce thus explaining the need to acquire fresh bodies to infuse. The PCs' arrival gives him the perfect opportunity to add to his diminishing legions. The cobaltog's tremorsense ability makes him aware of the trespassers lurking outside of the door. Though he cannot tell the exact nature of the creatures awaiting him, he knows that no more than two of his dwarven servants ever approach his inner sanctum. He telepathically tells his most-devout servant, the old dwarf **Clovis**, to use his magic to prepare for battle. Of course, the loyal subordinate complies with his master's wishes.

DWER-BOKHAM, COBALTOG

XP 1,600

CR 5

hp 45 (see Chapter 6)

CLOVIS STONESPLITTER XP 600

CR 2

Male infused mountain dwarf adept 3 (see **Chapter 6**) CE Medium humanoid (augmented humanoid, dwarf) **Init** +0; **Senses** darkvision 90 ft., tremorsense 30 ft.; **Perception** +4

AC 11, touch 10, flat-footed 11 (+1 armor) hp 16 (3d6+6) Fort +2; Ref +1; Will +7; +2 vs. poisons, spell and spell-like abilities Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants)

Weaknesses light blindness

Speed 20 ft.

Melee mwk heavy mace +7 (1d8) Special Attacks +1 on attack rolls against goblinoids, orcs, humans, and elves Spells Prepared (CL 3rd; melee touch +1): 1st—bless, protection from good, sleep (DC 15) 0—create water, ghost sound (DC 14), touch of fatigue (DC 14)

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

Base Atk +1; **CMB** +1; **CMD** 11 (13 vs. bull rush and trip while standing on stone)

Feats Blind-Fight, Toughness

Skills Acrobatics +0 (+2 balance on stone surfaces), Heal +9, Fly +3, Knowledge (dungeoneering) +10, Knowledge (religion) +8, Perception +4, Profession (miner) +5 (+7 mining precious metals and gems), Spellcraft +8, Survival +10 Languages Common, Dwarven

SQ cavern lore, hoard, obsessed, statue, stonecunning Combat Gear 2 potions of cure light wounds; Other Gear bracers of armor +1, masterwork heavy mace

Obsessed (Su) An infused creature becomes obsessed with the cobaltog that created it. The infused creature perceives its creator as a god. It obeys its master's orders without question, even in the case of suicidal and obviously harmful commands. If no common language exists between the infused creature and the cobaltog, the infused creature can only follow basic commands such as "Come here," "Go there," "Fight," and "Stand Still." The infused creature only venerates the cobaltog that created it. Likewise, it only cooperates with other infused creatures venerating the same cobaltog. If its master is slain, the infused creature indiscriminately attacks all humanoids and other cobaltogs that it encounters. Once infused, it cannot be infused again by another cobaltog.

Statue (Ex) An infused creature can hold itself so still that it appears to be a statue cast out of silvery metal. An infused creature that uses statue can take 10 on its Stealth check to hide in plain sight as a metallic statue. It can maintain this position for as long as it wishes.

CHAPTER 11: GOD OF ORE

CR —

KHAZHAN

XP — Male bat familiar (Pathfinder Roleplaying Game Bestiary "Familiar, Bat") N Diminutive magical beast 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 (3 HD) 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.

Str 1, Dex 15, Con 6, Int 7, Wis 14, Cha 5 Base Atk +1; CMB -1; CMD 4 Feats Weapon Finesse Skills Fly +16, Perception +6 SQ improved evasion, share spells, empathic link, deliver touch spells

Tactics: Dwer-Bokham uses his avaricious gaze to fascinate his humanoid foes. The cobaltog physically attacks any humanoid creatures that shrug off the effects of his avaricious gaze in a deliberate effort to reduce their Wisdom score and lessen their resistance to it. When he fascinates at least half of the PCs, he attempts to infuse his fascinated foes, starting with the physically weakest character. Clovis lends magical aid to his master, boosting their attacks with a *bless* spell and bolstering his defenses with a *protection from good*. He then casts *sleep* and *touch of fatigue* against the PCs. Clovis fights to the death defending his god. He rebuffs any overtures to renounce Dwer-Bokham, and his loyalty to his cobaltog master never wavers.

Development: If the battle turns against Dwer-Bokham, he attempts to bargain for his life, offering the PCs his treasure as well as a long-forgotten secret. He tells the PCs that the greatest collection of lost knowledge can be found in the Library of Arcady on the Fiergotha Plateau several hundred miles north of their present location. (The Library of Arcady is the setting for *A Little Knowledge*, the next adventure in the series.) If the attempt fails, Dwer-Bokham fights to the end.

C7. Dwer-Bokham's Vault

Numerous loose coins and other objects nearly cover the entire floor. Colorful bas-relief sculptures adorn the walls. Though chipped and faded in some spots, the artwork clearly depicts ancient dwarf warriors waging an epic battle against silvery, humanoid creatures that are shown melding into the surrounding stone where they resemble a vein of silvery-gray metallic ore.

The sculptures adorning the walls date back nearly 2,000 years, a fact that a PC can determine with a successful DC 20 Craft (sculptures) or Knowledge (history) check. The artwork reveals that the legends of Mithral Mountain were indeed false. The alleged veins of mithral were in actuality cobaltogs that melded into the surrounding stone, making them appear to be pure veins of the precious metal.

Treasure: During his reign, Dwer-Bokham has accumulated a vast array of material goods from looting the halls and chambers of the mountain, including 3,059 gp, 4,320 sp, 8 tournaline stones worth 100 gp each, 12 + 1 crossbow bolts, two goblin skull bombs*, an elixir of fire breath, and a heavyload belt*.

*These items appear in *Pathfinder Roleplaying Game Ultimate Equipment*.

Concluding the Adventure

Dwer-Bokham's destruction eliminates a threat to Miner's Refuge,however, his absence also creates several unforeseen consequences. With their false deity gone, any remaining dwarves who previously fell under his sway are now divided and leaderless. His inherently chaotic followers soon abandon Mithral Mountain and fan out across the region, leaving a trail of violence in their wake.

In addition, Thane Ilgar's relatives and few surviving loyalists see this as a perfect opportunity to reclaim their former homeland and begin life anew in their ancestral home. Several contenders step forward to fill the power vacuum and lead the rebuilding of the community; however, there is no universal consensus regarding who should rule in the thane's stead. Ilgar has no direct line of succession, so there is no obvious choice to succeed him. Despite the high stakes, none of the possible successors wants the situation to escalate into an armed conflict. One or more of the candidates may turn to the PCs for an endorsement or to dredge up potentially damaging information about an opponent. It is even possible that an unscrupulous powerbroker may turn to the PCs to intimidate a foe into dropping out of contention or attempt to assassinate or otherwise incapacitate a rival.

The PCs must also decide what to do with Bagrus Farmud. Naturally, if the PCs killed him, they can collect their reward without any further complications. Otherwise, they must return the captive Bagrus to Miners' Refuge to receive their recompense and bring him to justice. The conniving swindler knows that his fate is all but sealed if he returns to Miners' Refuge. As a result, throughout the journey back to town, hepleads for his freedom. He offers to pay the PCs double or even triple the amount of the highest award in exchange for setting him free. Of course, the skilled conman has no intention of fulfilling that promise. He flees into the mountains at the first opportunity, never to set foot anywhere near Miners' Refuge again. If the PCs rebuff his overtures and hand him over the council to face his accusers, a speedy trial and execution awaits the charlatan.

If the PCs ventured to the hobgoblin lair and freed the captives, the townspeople are overjoyed to see the PCs upon their arrival, with the exception of Arquemath and Rosie Festmacher. They give the PCs the cold shoulder and encourage them to take part in another adventure — preferably somewhere far away from Miners' Refuge.

The respite also gives the PCs an ideal opportunity to rest and recuperate for the next adventure, *A Little Knowledge*, which takes place on the distant Fiergotha Plateau. The intermission also presents an opportunity for the PCs to participate in the side treks that appear in the **Chapter 10**: **Adventure Prologue**.

Ch. 12: A Little Knowledge

Life within me ebbs, yet this is not the end, Deem me worthy, and my soul it shall ascend. Into the heavens I soar far beyond and so on high By the side of my lord Ra, on a boat across the sky.

— A Khemitian funerary prayer

A Little Knowledge is a 5th-level adventure that takes the PCs across the Stoneheart Mountains onto the forbidding Feirgotha Plateau to investigate the myths and tales surrounding the ancient and presumably deserted Library of Arcady. The PCs soon discover that the venerable building is not as abandoned as originally believed, and its unusual caretaker keeps more terrible secrets than any of its fabled lost writings.

Adventure Background

More than 2,000 years ago, the legendary archmage Aka Bakar magically transported his formidable tower and thousands of his former home's fearsome soldiers from the city of Pharos onto the cold, largely uninhabited high desert of the distant Feirgotha Plateau amid the Stoneheart Mountains. In a series of brilliant military maneuvers, the shrewd human wizard and his invading army expelled those mountain dwarves who were resident from the plateau. He cleared their few citadels on the plateau and destroyed the infamous keep of Baen Halfhammer in Baen's Pass. With his major opposition eliminated, the keen ruler embarked on a bold plan to construct numerous settlements, temples, monuments, and public works in his newly conquered land. These wondrous buildings served as the foundation for the Kingdom of Arcady.

Under his astute guidance, the newfound state rapidly expanded. He imported the architectural and technological traditions of his native people, transforming the frigid, lifeless wasteland into fertile farmland capable of supporting vital food staples and sustaining vast herds of livestock. Aka Bakar concentrated most of his construction and irrigation efforts around the centrally located bottomless lake, Toh Kristael, which included the burgeoning settlement of Deepharbor found along its northern shore. Within two years of its founding, countless refugees fleeing the Great Darkness poured into the growing town, transforming the quaint community into a bustling and magnificent city replete with wondrous marvels and exotic goods.

The influx of residents secured the Feirgotha Plateau's northern and central borders, but its southern flank remained vulnerable to invasion via the remote Southern Pass. In order to attract settlers to the desolate region, Aka Bakar commissioned his grandest project to spearhead migration to the area. The renowned wizard gathered many of the great works he had claimed from the Great Library of Pharos and transported them to what would be the site of his newly constructed Library of Arcady, less than ten miles from the Southern Pass. He chose his most-promising young apprentice, Thanopsis the Learned, to oversee the edifice's construction and catalog its immense inventory. Just as Aka Bakar intended, the huge undertaking drew scholars, intellectuals, artisans, and laborers to the distant locale, which in turn attracted countless support industries and the settlers to supply them, thus bolstering the southern boundary's defenses and increasing his influence in this backwater region.

For the next forty years, Thanopsis relished his role as the caretaker of Arcady's treasure trove of knowledge, yet even Aka Bakar's loyal servant could not overlook his sovereign's escalating descent into eccentricity and madness. In a surprise move, a massive hobgoblin army struck at the heart of Arcady. The devastating attack caught the kingdom's army completely off-guard. Farther south, a horde of orcs marched up the Southern Pass and launched a simultaneous assault against the kingdom's vulnerable underbelly. The rampaging orcs besieged the Library of Arcady. Aka Bakar's legions hung on for dear life in the face of the combined hobgoblin and orcish onslaughts. When all seemed lost, the deranged sovereign and his

legendary *Sword of Air* arrived on the scene and turned back the hobgoblin and orcish invaders. Yet victory came at a frightening cost. Aka Bakar disappeared and was believed lost, and the capital of Deepharbor was destroyed. Arcady's leaderless survivors abandoned the Feirgotha Plateau soon after, leaving the high desert and the vengeful dwarves to reclaim the desolate landscape. Only one man remained behind in the aftermath — Thanopsis, Arcady's genius librarian.

Cheating Death

Like many of his Khemitite-descended brethren, the noble Thanopsis looked forward to reaping the splendors of the afterlife. Yet, he never faced death until the barbarous ore warriors forced him to confront his own mortality. In those frightful moments, Thanopsis realized that dying terrified him. He rationalized that the afterlife was a blissful fallacy conjured to comfort the dying and the living alike. In his mind, death was an absolute finality. He found the path of joining the ranks of the undead equally undesirable. For Thanopsis, the act of dying irreparably corrupts the individual, regardless of whether the soul embarks on an eternal journey into the afterlife or not, or the body or spirit is reanimated by an arcane or divine force.

As the orc hordes surrounded his embattled library, Thanopsis, with some unwitting assistance from the legendary archmage Aka Bakar, concocted a wicked plan to cheat death. The clever apprentice remembered one of his master's offhand comments before his disappearance. "Thought," he said, "is the essence of being. As long as it endures, death is powerless." He conjectured that if his consciousness survived, he could live forever.

The magician scoured the library searching for the mystical solution to his dilemma. In a neglected, obscure tome, he found the answer the designs for a magical device that could transfer a living mind's consciousness into a perfectly preserved dead body. Thanopsis instantly knew what he must do next. Aka Bakar's disappearance had thrust the ravaged kingdom of Arcady into chaos, presenting Thanopsis with the perfect opportunity to obtain the human subjects he needed to conduct his amoral magical experiments. The seemingly genial librarian rescued hundreds of orphaned children from the carnage and offered them sanctuary within the library. Then he waited for everyone else to flee the library and the surrounding settlements before he set his plan into motion. In the dead of night, the devious librarian duped the children into a frigid cavern beneath the library in the heart of an underground glacier. He then sealed the exit and consigned his victims to their fate within the deep freeze. Their muffled cries for help went unanswered while he waited for the sounds of life to cease. When his victims had all succumbed to the bone-chilling cold, the subzero temperatures in the frigid cavern kept their corpses in a state of pristine preservation.

Alone at last, Thanopsis toiled in his laboratory to create the magical item he named the consciousness crystal. The moment his mind and body showed the first telltale signs of aging, Thanopsis took a monumental leap of faith. He activated the crystal and sank into a deep coma alongside his first handpicked human subject. Twenty-four hours later, his consciousness awoke in the new, vigorous body of a previously deceased teenage boy. Thanopsis repeated this process every few decades for the next 2,000 years. But, magic can be a temperamental and imprecise mistress in the hands of a mere mortal. The slightest change in intonation or disruption of rhythm can have a profound effect. On occasions small errors in the ritual diminished his mental acumen. Through the passing centuries repeated errors in use of the consciousness crystal steadily lessened his arcane powers and intellect. Now occupying the body of an old woman, the despondent librarian faces his first crisis in more than 2,000 years: Thanopsis neglected to notice that an unusual warm spell several years earlier had affected the glacier cave and partially thawed his remaining frozen subjects, allowing subtle decay and rendering the corpses useless

for their intended purpose. The aging wizard desperately sought a suitable new human host, but the xenophobic dwarves of Clan Craenog who watch over the Feirgotha Plateau had expelled the last human residents from this land long ago. Since the dwarves continue to kill humans on sight, men and women from foreign lands never willingly set foot in their territory.

At the zenith of his power, the brilliant wizard could have used his magic to solve his problem, but the act of transferring his consciousness so many times with so many tiny imperfections had dulled his wits and corrupted his memory. He now lacks the intelligence to wield his most-powerful spells and must rely upon more-conventional means to achieve his ends. Each morning, the desperate necromancer animates his former tests subjects and other dead humanoids from the grounds around the library and sends them into battle against the dwarven garrison how guarding the Southern Pass. He seeks to destroy the dwarven outpost and hopefully use any human prisoners he finds in their custody for his intended purpose. Otherwise, with the dwarves eliminated, he is free to lure humans from the lowlands up the Southern Pass and into his clutches. In either event the dwarves, long beleaguered by attacks from the walking dead, stand on the verge of defeat unless relief arrives soon, and Thanopsis' parasitic existence is poised to claim countless more innocent victims.

Adventure Synopsis

The GM may begin the adventure in Miners' Refuge after the PCs successfully complete the previous adventure, *God of Ore* in Chapter 11, or start the tale in another location closer to their ultimate destination. In either event, an interested party asks the PCs to travel to the remote, southern edge of the frigid Feirgotha Plateau in search of the fabled Library of Arcady. (The Feirgotha Plateau can be found on the Gulf of Akados Region Map from Frog God Games.) Alternately, a representative of the Clan Craenog implores his fellow dwarves to aid the beleaguered dwarven garrison of Burvaadun. The fortress guards the strategic Southern Pass that carves a path through the Stoneheart Mountains connecting the lands below the mountains with the Feirgotha Plateau.

Of course, the rugged Stoneheart Mountains and its native denizens stand between the intrepid adventurers and their goal. Fortunately for dwarven PCs, the ancient dwarves of the Great Mountain Clans long ago created "high-ways", narrow, twisting paths that wind among the mighty peaks connecting the regions of one Great Clan to another. Only mountain dwarves know of the existence of these treacherous high-ways, but one does indeed connect the clan peaks of Clan Krazzadak around the Ice Plateau with the clan peaks of Clan Craenog around the Feirgotha Plateau. PC parties that are not mountain dwarves must find other means to reach Burvaadun and either scale the challenging peaks or travel from the lowlands east of the Stonehearts and take the well-worn and safer Southern Pass onto the Feirgotha Plateau.

PCs that travel to Burvaadun, either intentionally or en route to the Library of Arcady, find the stronghold close to the breaking point. Skeletons and zombies attack the crumbling fortress every night in ever-increasing numbers. The undead marauders killed the garrison's commander along with more than half of his battle-weary soldiers. The trail of the walking dead leads back to the site of the presumably abandoned and ruined Library of Arcady where Thanopsis, the raid's architect, seeks to shatter the dwarves' defenses and hopes to obtain human subjects from their prison or from the lands below the mountains.

When the PCs arrive at the Library of Arcady, the settlement around it is destroyed save for a mound of snow-covered rubble where the Pyramid of Thanopsis once stood. However, they then discover that the rumors of the library's demise at the hands of its orcish invaders are greatly exaggerated. The structure of obvious Khemitian origin remains intact, and Thanopsis' mindless undead minions muster in and around its outer courtyard. Characters that defeat or slip past the guardians can then enter the library proper. The building's current resident transformed some of his former colleagues into his undead servants, while swarms of voracious scarab beetles, malevolent constructs, and other monsters originally hailing from Thanopsis' homeland also perform the bidding of their sinister master.

In the subterranean chambers below the library, the PCs locate Thanopsis' unoccupied tomb and the ghastly secret to the librarian's incredible longevity — a large icy vault filled with the frozen yet decaying bodies of numerous children, as well as dozens of festering, elderly corpses. Thanopsis' consciousness now occupies the body of an old woman, a guise that the cunning wizard uses to his advantage to allay the PCs' suspicions. The fear of death consumes the wily librarian as he attempts to destroy the characters by leading them into a prearranged trap. If the PCs survive the lethal trick and realize the deception, the enraged and frightened Thanopsis uses his arsenal of magic to destroy his foes and once again cheat death. It is up to the PCs to stop this ancient menace from claiming more lives to prolong his wretched existence.

Part I: Knowledge Lost

The first portion of the adventure takes place in the formidable Stoneheart Mountains en route to the frigid Feirgotha Plateau. During their trek, the PCs encounter several of the area's native inhabitants. Their interactions with these men and beasts reveal important information about the region's history and the dwarven clan that dominates this region of the Stoneheart Mountains. In addition to contending with these creatures, the PCs must devise a means to reach the elevated plateau. Unless they have access to the secret "high-ways" of the mountain dwarves, the PCs must either scale the sheer cliffs and icy rock walls along the mountain range's southern boundary, or travel from the more distant Southern Pass. In the latter case, the PCs must pass through the dwarven garrison of Burvaadun to gain access to the arctic wasteland that lies ahead of them.

Beginning the Adventure

The adventure may begin in one of several locations. The mountainside town of Miners' Refuge is the likely starting point for an adventuring party that completed the previous adventure, God of Ore. The rural settlement lies roughly 350 miles south of the distant Feirgotha Plateau, where the Library of Arcady is located. The journey to the site by conventional means could last several weeks or months as the PCs wind their way through the inhospitable and treacherous Stoneheart Mountains or circumnavigate them entirely to reach the Southern Pass north of the ruins of Tsar (see The Slumbering Tsar Saga by Frog God Games for information about those ruins and the surrounding Desolation or Sword of Air by Frog God Games for more information about travel through that region). GMs who want to forego such a long, perilous trek could alternately use a closer location as a jumping-on point, thus eliminating the need to recreate several weeks of travel. The dwarven citadel of Erod Flan, the primary stronghold of the Clan Craenog, is the most logical choice, though the GM is ultimately free to start the adventure practically anywhere within or near the Stoneheart Mountains.

Clan Craenog

This potent clan of mountain dwarves controls large swaths of territory within the eastern and central Stoneheart Mountains, particularly in the areas around the Feirgotha Plateau as well as the three mountain passes (Baen's Pass, Pelivar Pass and the Southern Pass) that grant access to the elevated flatlands high atop the mountain range. The dwarves refer to their kingdom as Flaencragh, and for much of its history, a king ruled the realm. This practice ended more than three centuries ago when the last king vanished without a trace during the Battle of Tsar. His subjects left the title vacant and instead bequeathed the title of High Thane upon Om, the former king's first cousin. The High Thane rules the land from his citadel of Erod Flan, where he keeps a watchful eye on the neighboring Feirgotha Plateau and the hobgoblin strongholds of the Starcrag Range.

Though the dwarves focus much of their attention on the barbarous goblinoids to their north, they also keep a close watch on the human settlements to the east. The dwarves of Clan Craenog are all too familiar with humanity's treacherous ways. The High Thane's loyal subjects, still seething from ancient betrayals, usually kill human trespassers on sight.

Adventure Hooks

The PCs are likely drawn into the adventure's events in one of three ways. An interested party asks the characters to travel directly to the Library of Arcady to retrieve a particular item or to solve a long-standing mystery about the foreboding locale. Alternately, the adventurers may be sent to the remote garrison of Burvaadun to aid the weary soldiers manning the lonely stronghold straddling the border between the strategic Southern Pass and the Feirgotha Plateau. The strange events plaguing the garrison ultimately lead back to the supposedly abandoned Library of Arcady. The GM may use one or more of the following hooks or create one of his own to set the adventure into motion.

Relief Force

After the third assault at the hands of Thanopsis's undead minions, Foran Rockfeller, the now-deceased commander of the Burvaadun garrison, dispatched his nephew Voorn Rockfeller (LN male mountain dwarf fighter 3; Str 15; Profession [soldier] +8) to seek aid for his beleaguered troops fending off the attacks. Naturally, the young warrior only approaches a party composed entirely of dwarves, so this hook is only appropriate for a group of PCs that meets this requirement. If the PCs are members of the Clan Craenog, the passionate Voorn appeals to the characters' familial loyalty to perform this service on behalf of their thane. Otherwise, Voorn offers to pay 750 gp worth of gems and jewels to his fellow dwarves to help break the siege. If the PCs balk at his initial offer, Voorn reluctantly agrees to add a 250 gp emerald to the payment. After reaching an agreement with the characters, he tells the PCs that a horde of skeletons and zombies attacked the strategic garrison of Burvaadun for three consecutive nights before his departure. The remote fortress overlooks the Feirgotha Plateau and the Southern Pass that leads into the lowlands beyond. He is certain that the animated human and orc corpses originated from the ruins of the Library of Arcady, the only significant abandoned settlement near the garrison.

Ancestral Mystery

For the last seventeen years, Octavio deMorreau of Bard's Gate (N male human expert 5; Int 16; Knowledge [history] +11), a renowned historian and genealogist, longed to solve an ancient mystery. The human scholar knows that the dwarves watching over the Feirgotha Plateau kill humans on sight, so he seeks adventurers to travel in his stead to the lost Library of Arcady and investigate rumors that hundreds of humans disappeared into the library shortly before the remaining residents abandoned the site. Most scholars believe that these refugees died in the ensuing chaos or fled to unknown locations. However, Octavio is convinced that something else happened to these misplaced souls. He also takes a special interest in this matter because he recently discovered that several of his distant ancestral relatives were among the missing. Octavio tells the PCs that a powerful wizard from the far-off land of Khemit established a human kingdom on the desolate plateau roughly 2,000 years ago. After a short period of prosperity, the kingdom suddenly and violently collapsed without any credible explanation. He offers the PCs a rare Khemitian religious relic, a golden statue of a reed boat worth 900 gp in exchange for their assistance in his investigation.

Full Verse

Most dwarves take little interest in poetry, but **Gromm Nethervein** (CG male hill dwarf; aristocrat 5; Cha 15; Perform [oratory] +9) is a rare exception. The effervescent dwarf boasts an impressive collection of rare poetry books, yet there is one seminal volume missing from his stacks: *"The Lamentations of a Broken Man"* by the legendary poet Suqri. Gromm is nearly certain that the coveted work still rests on the Library of Arcady's ancient shelves, and he is more than happy to pay adventurers the sum of 1,000 gp to retrieve the priceless verses for him. If the PCs fail to locate Suqri's illustrious poems, Gromm offers to pay them 500 gp for the effort, provided of course that they can prove that they actually visited the library by acquiring some other equally rare written work.

Stoneheart Mountains

The adventure's opening foray takes the PCs on a potentially epic journey through the inhospitable mountains. Among the peaks temperatures are cold except for a brief period of warmer weather around midsummer, and winter can be brutally frigid. Precipitation is an uncommon occurrence in the summer, but Nature makes up for its lost opportunities in the other seasons by deluging the peaks of the Stoneheart Mountains with torrents of rain from thunderstorms or blanketing the land in several feet of fresh snow from howling blizzards. The foothills around the Stoneheart Mountains receive enough moisture from rainfall and water runoff from the higher elevations to support hardy grasses and in some cases thick forests. In the valleys and saddles between the peaks where the elevation extends below the tree line, alpine forests of spruce, pine, larch, and fir. Greenery is scarce throughout the higher peaks of the Stoneheart Mountains proper due to the rocky terrain lacking any real soil layer. Some durable shrubs cling to life along with the occasional tenacious twisted pine, but otherwise the surface areas consist almost entirely of bare rocks covered in hardy lichens and other small plants often buried beneath a layer of snow and ice at the higher elevations.

The preceding terrain features and the prevailing weather conditions make travel through the rugged peaks slow at best and lethal at worst. There are no roads or even rudimentary trails, so the terrain is considered to be trackless in all locations, and slopes range from gradual to steep (see the "Movement" section in Chapter 7 and "Mountain Terrain" in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook*, as well as **Chapter 2** of this sourcebook.) More importantly, characters who seek to remain among the lower peaks and draws when moving through these areas do not reach heights exceeding 5,000 feet above sea level, so the altitude has no physiological effects on living creatures.

If the PCs attempt to climb among the higher peaks, they ascends at a sharp rate, thus the area is treated as a steep slope. In addition, there is a 20% chance per day that the characters also encounter scree while moving through the area (the effects of steep slopes and scree are described in the "Mountain Terrain" section in Chapter 13 of the Pathfinder Roleplaying Game Core Rulebook as well as Chapter 2 of this sourcebook.) The most daunting obstacle is the altitude. The summits of these formidable mountains tower 3d4 x 1,000 feet above sea level. Creatures that are not acclimated to high altitude must succeed on a DC 15 Fortitude save every hour that they spend above 5,000 feet or become fatigued. The saving throw's DC increases by +1 for every previous check. The character remains fatigued until he descends below the 5,000 feet (see the "Mountain Travel" section in Chapter 13 of the Pathfinder Roleplaying Game Core Rulebook and Chapter 2 of this sourcebook for more information on acclimation and the effects of high altitudes on living creatures.) It is important to note that any creature with an "Environment" entry that includes mountains is considered native to the area and acclimated to the high altitude. This includes the indigenous mountain dwarves. Likewise, other creatures that live at this altitude for several months straight can become acclimated but until then are subject to the effects and fatigueThe GM is free to include additional mountain hazards such as inclement weather and other features described in Chapters 2 and 3 of this book.

Reaching the Feirgotha Plateau is not a simple task. The peaks that make up the boundary between the Stoneheart Mountains and the Feirgotha Plateau loom large and serve to fend off unwanted trespassers. These fearsome mountains are not only treated as steep slopes that ascend above 5,000 feet in altitude, but they also contain terrifying cliffs and rock walls coated with thick sheets of ice. On average, they reach a staggering height of 5,000 feet plus 2d4 x 1,000 feet. The cliffs in these regions are typically 2d6 x 10 feet tall, whereas the rock walls are 2d4 x 10 feet tall. For the sake of simplicity, PCs attempting to scale the mountains in this area encounter a cliff every 3d6 x 100 feet that they travel through this terrain. Likewise, they encounter a rock wall every 1d4 x 1,000 feet that they travel. It would normally require a successful DC 15 Climb check to ascend a cliff, and a successful DC 25 Climb check to ascend a rock wall. However, the ice covering these surfaces increases the Difficulty Class of both checks by +5. (The "Hills Terrain" and "Mountain Terrain" sections in Chapter 13 of the Pathfinder Roleplaying Game Core Rulebook provide more details about cliffs and rock walls.) PCs that encounter one of the preceding natural barriers must either successfully negotiate it or turn back and try their luck at another location 3d6 x 1000 feet away.

Mountain High-Ways

Though the Great Mountain Clans of the Stonehearts are often at odds with each other and frequently even involved in smallscale armed conflicts, this wasn't always the case. In far olden days before the coming of the Hyperboreans, the mountain clans were united under a single dwarven king. Even after the fracturing that occurred following the Great Betrayal at Hummaemidon peace and unification was achieved at times, most notably through the efforts of King Kroma at the Battle of Tsar three centuries ago. Constructed from these older times when greater harmony existed among the mountain clans, the dwarves constructed secret "highways" among the mountain peaks. These were precarious roads and trails that twisted among peaks, over saddles, and through valleys to connect the clan peaks of one of the Great Clans with those of another. The highways were by no means safe or easy paths (though to the hardy mountaineers of the Great Clans, they seemed convenient enough), but they were certainly easier and safer than scaling cliffs and valleys among the trackless peaks. These highways also sometimes connected individual citadels and thaneholds within the clan peaks of a single clan, but more often than not these were connected by more easily guarded "low-ways", a series of strategically placed tunnels that burrow through and beneath intervening mountains and create trails among the thick foliage of the lower peaks to provide more secure paths within a hold that are safer from the prying eyes of enemies and predators.

The most obvious high-way between the clan peaks of Flaencragh and old Krazzadak stretches between the southern portion of the Feirgotha Plateau and the northern tip of the Shengotha Plateau. However, since the coming of the Ice Mage and the destruction of the Krazzadak holdings upon what is now the Ice Plateau, this simpler route has long been abandoned in favor of the high-ways that extend along the western side of the Ice Plateau all the way down to Krazzadak clan peaks around the headwaters of the River Eamon and beyond. It is this route that mountain dwarf PCs will likely take if participating in this adventure after having completed the events described in *God of Ore*.

Mountain dwarves of the Great Clan in any given area are already aware of the location of his own clan's high-ways. Mountain dwarves of another Great Clan can locate another clan's high-ways with 1d3 days of searching in a given area where such a high-way exists. The dwarf may make a Perception or Knowledge (geography) check, and for every 5 by which the check exceeds a DC 10, the search time is reduced by 1 day. If the search time is reduced below 1 day, then the search requires only 1d6 hours to locate a suitable high-way. For races other than mountain dwarves, locating a suitable high-way requires a DC 25 Perception or Knowledge (geography) check and a minimum of 1d6+3 days. If the individual has been on this particular high-way before, then the length of time to search is reduced by 1 for each 2 by which the check exceeds 25 but can never be reduced to less than a full day of searching.

Once a suitable high-way has been found, a mountain dwarf can follow the winding and treacherous hidden trail with no problem. All other races must make a DC 20 Survival check each day or lose the hidden track. It takes 2d12 hours for these races to realize they have lost the trail, and they must backtrack the same amount of time and make a new DC 20 Survival check to find the high-way again.

High-ways remain above the 5,000-foot elevation along their entire length, so hazards and conditions above these altitudes apply as normal as described above. If a mountain dwarf is using the high-way, it is considered a road or trail and allows three-quarter speed. For other races that do not at least have the benefit of a mountain dwarf guide, it is considered trackless allowing only onehalf speed but at least without the burden of having to contend with the difficulties of scree fields or scaling cliffs and peaks. If ascending from the Gulf of Akados lowlands, the Southern Pass grants access to the Feirgotha Plateau without having to overcome the steep slopes, icy cliffs, and rock walls found throughout the uncharted mountains abutting the frigid plains. For the purposes of determining the characters' speed, the Southern Pass is treated as a road. Creatures that remain in the pass move at three-quarters their normal speed instead of half their normal speed as in the case of traversing through trackless terrain. The Southern Pass ascends at a gradual slope throughout its climb up to the Feirgotha Plateau. Creatures that use the Southern Pass are still subject to the effects of high altitude once they reach a height greater than 5,000 feet.

In the end, the trek through the Stoneheart Mountains is intended to serve as a prelude rather than the adventure's focal point. The following sections present a handful of unusual events, some combat encounters and several clues about what lies ahead of them on the Feirgotha Plateau and within the Library of Arcady. These activities are likely enough to satisfy the PCs' craving for action and prevent the characters from feeling bogged down by the repetition of an endless trip through harsh wilderness. Spending several weeks moving through the bleak, mostly uninhabited landscape can quickly become an exercise in tedium if mishandled.

Events in the Stonehearts

The southern Stoneheart Mountains are a sparsely populated, inhospitable landscape, but they are not devoid of life and adventure. The GM may insert some or all of the following events to break the monotony of traveling through the rough terrain. In addition to testing the PCs' combat mettle, these events may also challenge their moral and ethical codes.

Salvagers

Durden Stoneshifter, Kruuz Gemblaster, and **Zern Hammerstroke** (N male mountain dwarf commoner 5; Con 14; Knowledge [geography] +8) salvage scrap metal and spare parts from ruined settlements throughout the Stoneheart Mountains. The hardy mountain dwarves eke out a meager existence in their line of work and are currently looking for an opportunity to ply their trade somewhere within the immediate vicinity. If the PCs direct them to a prospective location such as the nearby lair of a slain monster, the normally sullen dwarves instantly perk up and engage them in conversation. They relay that they occasionally venture to the Feirgotha Plateau, but they refuse to go anywhere near the only worthwhile site nearby on the frigid plains — the Library of Arcady. Kruuz was the only member of the group to summon enough courage to even see the building, but the sight of shambling corpses wandering around the building's perimeter sent him into a full retreat.

Dwarven Deserter

A young, exhausted dwarf, Hlaavor Bloodstone (CE male mountain dwarf warrior 3; Str 15; Bluff +7) catches his breath while resting against some rocks. He claims that an unknown monster attacked him and his fellow miners a few hours ago. He has been on the run ever since. Hlaavor describes the beast as a sleek, fast-moving quadruped made from earth and stone. His account of the combat is extremely vague, as are his directions to the alleged mine, which he claims is 3 miles east of his current position. In actuality, the young dwarf deserted his post at Burvaadun. Fortunately for him, he is a more-accomplished liar than a soldier. Hlaavor comes from a prominent family in the Clan Craenog, and his assignment to the remote military installation resulted from several indiscretions that brought great embarrassment to his relatives. If the PCs see through his deception, he admits to his cowardice and offers to accompany the PCs back to Burvaadun in exchange for their silence about his desertion. He tells the PCs that skeletons and zombies attacked the garrison every night for an entire week before he fled. The undead monstrosities seemed to be acting under directions, as they always swarmed around one or two individuals rather than attacking en masse. Hlaavor deserted in the early morning hours after the garrison commander fell. When he returns, he tells his superiors that he abandoned his post to seek aid from a band of adventurers that he heard were in the region. The acting garrison commander is too fearful of the Bloodstones' influence to take any direct action against Hlaavor other than confine him to the prison until reinforcements arrive.

Mountain Music

Minstrel Flintspark is exactly what his name suggests — a traveling performer. The eccentric male dwarf constantly smashes rocks against each other in his never-ending quest to duplicate musical notes and create fresh, new sounds. The jovial fellow tells the PCs that he is on his way to the Eamonvale, where he believes that his unique blend of music and showmanship would find a better audience than with his dour kin in Erod Flan. Never one to pass up the opportunity to play to a captive audience, Minstrel indulges the PCs with an ancient song that he claims dates back to the heyday of the Arcady Kingdom:

"Kings and dragons covet gold, Minstrels sing of tales old, Fools rule from atop their hoard Blind to all that they ignored. Too late they learn the awful truth That riches fade just like their youth; Yet there is treasure that endures Ideas, thoughts, and precious words."

The talented singer claims that the song is intended to mean knowledge lasts forever, whereas tangible goods eventually turn to dust. He believes that it is a tribute to the Library of Arcady, though he cannot say that with any degree of certainty.

MINSTREL FLINTSPARK XP 1.600

CR 5

hp 36 (Pathfinder Roleplaying Game GameMastery Guide "Minstrel"; change race from human to mountain dwarf [see **Chapter 1**], with corresponding racial adjustments)

Lost Guard

Gascon Chartreau, a human caravan guard, is hopelessly lost within the lands over which the dwarves of Clan Craenog keep a close watch. While en route to the town of Miners' Refuge, a troll attacked his caravan, slaying three of his fellow guards and scattering the remaining survivors. The young and obviously scared man barely escaped and ran for his life. The novice outdoorsman could not regain his bearing as he wandered deeper into hostile territory. At this point, he has no idea where the battle against the troll took place, other than indicating that the combat took place three days ago. The frightened soldier is strongly aware of the indigenous dwarves' hatred of his people. If the PCs do not attack him on sight, he begs them to point him in the right direction back to the Eamonvale. If dwarven PCs attack Gascon, he is no match for the characters in a fight, but before falling he falsely claims to be the illegitimate son of a powerful witch. Gascon utters several phrases of gibberish and then curses his dwarven assassins, claiming that they are doomed to die by the sword of the fair-haired man with nine fingers.

GASCON CHARTEAU XP 400

CR 1

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

Rumors in the Stonehearts

Travelers are generally few and far between in the rugged Stoneheart Mountains, but the intrepid explorers that call this region home are often happy to exchange stories with others they encounter along the way. There is no need to succeed on a Diplomacy or Knowledge (local) check to gather this information. Merely conversing with willing humanoids is sufficient to grant access to 1d4 of these tales.

• The Feirgotha Plateau is largely desolate and uninhabited with the exception of some wild beasts and several herds of mountain sheep that graze upon its grasses during the slightly warmer summer months.

• Attempting to scale the icy rock walls and cliffs adjacent to the Feirgotha Plateau is extremely dangerous business. It is far better to travel a little farther and make use of the Southern Pass than risk falling to one's death to save a few days' travel.

• The dwarven garrison of Burvaadan stands watches over the Southern Pass and the Feirgotha Plateau. No dwarf in his right mind volunteers for this miserable detail in a remote, barren stretch of the world. Misfits, troublemakers and petty criminals make up much of the outpost's ranks. (This rumor is partially true.)

• Thousands of years ago, a human kingdom known as Arcady instantly appeared on the desolate Feirgotha Plateau. These people built strange pyramids, worshipped foreign gods, and adorned their buildings and temples with bizarre pictographs. The kingdom collapsed into anarchy and ruin almost as suddenly as it sprang into being.

• The Kingdom of Arcady's human subjects never died. Instead, they retreated into a great necropolis, where they were mummified and transformed into a variety of undead monsters. (This is a false rumor.)

Further Inquiries

PCs seeking detailed information about the Kingdom of Arcady, the Library of Arcady, the Feirgotha Plateau, and Burvaadun must interact with the right individuals for at least a few hours. The GM should exercise discretion when determining whether a particular individual is aware of the rumor. For instance, mountain dwarves know a great deal about Burvaadun and possibly the Feirgotha Plateau. They generally know nothing about Arcady, however. Under the right circumstances, PCs can learn additional rumors from the locals with a successful Diplomacy or Knowledge (local) check.

It is also possible that the PCs came across some of these stories and rumors during the course of their brief adventuring careers. In that case, the PCs may attempt a Knowledge (history) check to recollect the tale. Of course, the GM is the final arbiter when determining whether the PC has the prerequisite knowledge to attempt the check. For instance, a PC born and raised in a distant, foreign land may know something about the Khemitite people, but he is unlikely to know specific details about the Feirgotha Plateau regardless of the check's outcome.

Arcady

The PCs may learn the following information about the Kingdom of Arcady with a successful DC 20 Knowledge (local) or DC 20 Diplomacy check. Likewise, the PC may also know the same information with a successful DC 20 Knowledge (history) check.

• The instantaneous arrival of a great tower and thousands of foreign troops marked Arcady's auspicious beginning. A great archmage magically transported entire buildings, thousands of people and even a vast collection of scrolls and books from his native land onto the Feirgotha Plateau. He disappeared long ago.

• The spirits of the dead haunt the ruined Library of Arcady. Dwarven patrols always avoid the building. (This rumor is partially true.)

If the check succeeds by 5 or more, the PC also learns the following information.

• The archmage commissioned the Library of Arcady along the southern edge of his borders, and he appointed Thanopsis, his most studious apprentice, to oversee its construction and serve as the institution's head librarian.

• A horde of orcs assaulted and destroyed the Library of Arcady during the kingdom's dying days. After a prolonged siege by the marauding invaders, the army arrived and beat back the orcs. However, Arcady collapsed shortly afterward, and Thanopsis along with hundreds of other people vanished under mysterious circumstances. (This rumor is partially true.)

Feirgotha Plateau, Clan Craenog, and Burvaadun

The PCs may learn the following information about any of the preceding topics with a successful DC 20 Knowledge (local) or DC 20 Diplomacy check. Likewise, the PC may also know the same information with a successful DC 20 Knowledge (history) or Knowledge (nobility) check.

• Foran Rockfeller commands the garrison of Burvaadun. He leads a force of forty soldiers who keep a vigilant watch over the Southern Pass.

• The mountain dwarves of Clan Craenog are the dominant humanoid population in the area. Their mian stronghold, Erod Flan, is 200 miles northwest of Burvaadun. The clan hates humans, hobgoblins, and elves. They attack these enemies on sight. The dwarves that man the garrison all belong to the clan and owe their allegiance to their kin.

• The Feirgotha Plateau is cold and desolate. No humanoids other than several dwarven outposts permanently inhabit the area since the humans abandoned the area millennia ago.

If the check succeeds by 5 or more, the PC also learns the following information.

• Over the course of the past several weeks, several groups of mindless undead have attacked Burvaadun, claiming the life of the garrison commander as well as half of his beleaguered force. In spite of the casualties inflicted upon their undead foes, their numbers continue to swell.

Encounters in the Stonehearts

In addition to the more benign events presented in the preceding **Events** in the Stonehearts section, wicked beasts and sinister humanoids also roam the Stoneheart Mountains in search of a fresh meal or an unfortunate victim. Depending upon the duration of the PCs' journey within the Stoneheart Mountains, the GM may use one or more of the random encounters that follow. It is recommended that the GM use at least one encounter for every two days spent traveling through the Stoneheart Mountains. These combats are deliberately more difficult than conventional encounters because they are likely to be spread out over the course of several days of travel rather than compacted into a short span of time. In addition, the GM may use the encounter tables in the **Appendix** to further harass the players or make use of the mountain hazards that appear in **Chapter 3**.

A Troll's Best Friends (CR 7)

Though the dwarves of the Stoneheart Mountains loathe humans, the entire race regardless of location, has an innate enmity for giants. In this part of the world, none of these massive humanoids is held in lower esteem than an ancient foe: the troll. These malevolent humanoids stalk the gravelly passes and higher elevations in a constant quest to eat and mete out suffering. This hungry troll, who refers to himself as Mangutter in his native tongue, is no exception and 2 trollhounds accompany him on his nightly hunts. These are squat, muscular quadrupeds resembling bestial canines. Disgusting puss oozes out of weepy sores on their skin. The trio is well acclimated to life at high altitudes, so the troll and his voracious pets are typically found at the higher elevations where they can wear down their non-indigenous foes. The monsters are not equipped to sneak up on their foes, but they have keen eyesight and can detect the odor of fresh prey from quite a distance away. Once they catch a glimpse or a whiff of a potential victim, the faster trollhounds fan out to envelop their foes, whereas the giant brute charges headlong into the fray.

TROLL

XP 1,600

hp 63 (Pathfinder Roleplaying Game Bestiary "Troll")

TROLLHOUNDS (2) XP 800

hp 30 (Pathfinder Roleplaying Game Bestiary 3 "Trollhound")

Tactics: Though the trio is not particularly bright, they are cunning combatants. They concentrate their melee attacks against a single opponent, flanking the hapless foe whenever possible and attempting to beat their victim to a bloody pulp before moving onto their next target. The troll and his pets fear nothing except acid and fire. If the PCs wield either, the monsters flee at the first sign of adversity. Otherwise, they fight until killed, confident that they are going to simply regenerate later on and live to fight another day.

Treasure: Constantly on the move, Mangutter carries his treasures with him in a weathered leather bag. The bag contains 409 gp, 6 pearls worth 100 gp apiece, a *potion of resist energy* (cold), a masterwork handaxe, and a scrimshaw carving kit worth 75 gp.

Completely Abominable (CR 7)

Icy cliffs and snow-covered rock walls are not the only hazards that face adventurers who attempt to scale these sheer surfaces to reach the Feirgotha Plateau beyond the mountains. A select handful of hardy and fearsome creatures also inhabit this formidable landscape. The most legendary of these monsters is the reclusive yeti. These mighty humanoids are an extremely rare sight, even for those that dare to ascend into the heavens atop the highest peaks. Most yetis shun contact with other humanoid creatures, but these **3 yetis** do not shy away from potential prey

CR4

YETIS (3) XP 1,200

hp 45 (Pathfinder Roleplaying Game Bestiary "Yeti")

Tactics: The yetis are able hunters and adept climbers. The trio uses these skills to lie in wait for their prey and then to leap down upon them. (In this case, the yeti typically has enough time to take 20 on its Stealth check, so in an area covered in ice and snow, it takes a successful DC 29 Perception check to notice the large monster. In the absence of such wintry conditions, PCs can instead spot the yeti with a successful DC 21 Perception check.) These ambush predators take up a position atop or alongside a natural barrier such as a steep slope, cliff or rock wall. As soon as the target begins its ascent, the yetis spring their trap and leap down upon their startled foes, tearing into their flesh with their jagged claws. They immediately flee, leaving their belongings behind, as soon as one of them is reduced to fewer than 10 hit points.

Treasure: Right before the ambush, the yetis dug through a soft patch of snow and concealed their treasures within that recess. In spite of their efforts to hide the disturbance, the PCs can spot the telltale signs of humanoid activity with a successful DC 24 Perception check. After brushing away several feet of snow, the PCs discover *boots of the winterlands*, 8 chunks of unpolished quartz worth 25 gp each, and a strange piece of stone covered in hieroglyphs. The yetis found the piece near the Library of Arcady. If the PCs can translate the hieroglyphs by being familiar with the Khemitite language, succeeding on a DC 20 Linguistics check, or by using magical means the message reads as follows:

"The journey to knowledge begins not with a single step, but with the turn of the first page."

This further alludes to the importance of the Library of Arcady.

Scapegoat (CR 6)

Few places are as unforgiving as the Stoneheart Mountains. A slight deviation from a familiar trail or a patch of dense fog can render even the most seasoned traveler hopelessly lost within the treacherous landscape. For many, death serves as the merciful end of an earthly journey and the gateway to the next life. However, some unfortunate individuals remain trapped in an unnatural state between this world and the next stage of existence. Instead of dying, their wayward souls depart their mortal coil and are imprisoned within a magical receptacle dangling from the neck of its undead host, the sinister **lantern goat**. The hideous creature collects these lost souls inside of a mystical iron lantern.

The evil monster typically roams in the mountain's lower elevations and the surrounding foothills in search of a lone, preferably lost, victim

CR 5

CR 3

traveling through its domain. From a distance, the foul creature looks very similar to an ordinary goat with a lantern hanging around its neck; thus, its initial appearance rarely alarms those that cross paths with the parasitic beast. In fact, recognizing the creature for what it truly is requires the character to succeed on a DC 21 Knowledge (religion) check. In this guise, the foul undead host innocently walks up to its unsuspecting targets and attempts to send them into a panic using the magical power stored within the fell lantern hanging from its scrawny neck, choosing one to chase in an attempt to capture his soul.

LANTERN GOAT XP 2.400

CR 6

The Tome of Horrors Complete 402 CE Medium undead Init +8; Senses darkvision 60 ft., lifesense 60 ft.; Perception +11

AC 19, touch 15, flat-footed 14 (+4 Dex, +1 dodge, +4 natural) hp 68 (8d8+24 plus 8) Fort +5; Ref +6; Will +6 Immune undead traits

Speed fly 30 ft.

Melee head butt +10 (1d6+1), 2 hooves +10 (1d4+1) Special Attacks fear light, soul capture

Str 13, Dex 18, Con —, Int 6, Wis 10, Cha 17 Base Atk +6; CMB +7; CMD 22 (26 vs. trip) Feats Dodge, Improved Initiative, Toughness, Weapon Finesse

Skills Acrobatics +10, Perception +11, Stealth +9

Fear Light (Su) A lantern goat can emit an ugly yellow light from the lantern around its neck as a free action. All creatures within 60 feet that view this light must succeed on a DC 17 Will save or be panicked for 1d4+4 rounds. A creature that succeeds on its save is immune to the fear light of that lantern goat for one day. The save DC is Charisma-based. Lifesense (Su) A lantern goat notices and locates living creatures within 60 feet, just as if it possessed the blindsight ability. It also senses the strength of their life force automatically, as if it had cast deathwatch.

Soul Capture (Su) Any living creature reduced to below 0 hit points while within 60 feet of a lantern goat must succeed on a DC 17 Will save or have its soul drawn into the lantern goat's lantern. The DC increases by +1 for every hit point the character is below 0 (e.g. at a character at -3 hit points must save at DC 20). Once captured, the lantern goat slowly digests the creature's soul over a period of 1 hour, using it to fuel its dark energies. A creature slain in this manner can be returned to life only by a resurrection, true resurrection, wish or miracle. Raise dead has no effect on such a slain creature. If the lantern goat is slain and the lantern destroyed, the soul is released back to the body if still living. The lantern cannot be destroyed or removed until the lantern goat is destroyed. The save DC is Charismabased.

Part II: Fiergotha Plateau

After braving the journey through the Stoneheart Mountains, the PCs arrive upon the cold, desolate Fiergotha Plateau. Characters who reached the plateau via the Southern Pass or the high-way and PCs enlisted to aid the beleaguered dwarven defenders first arrive at the besieged garrison of Burvaadun, which is severely hampered by its crumbling infrastructure and flagging morale. Adventurers who stay the night experience the terror firsthand as Thanopsis's undead legions once again march upon the battered walls and attempt to breach the last remaining obstacle in Thanopsis's quest to reach the lowlands be-

yond. Characters who forego the conventional route and scale the rugged Stoneheart Mountains must still contend with the dizzying altitude and frigid weather conditions that plague the bleak landscape. In spite of nature's unbridled wrath, free-willed undead creatures and frightening beasts stalk this desolate realm.

Nature's Fury

Though the dwarves of Clan Craenog keep a watchful eye over the desolate Feirgotha Plateau, the environment itself remains its staunchest defender. The harsh climate requires specialized adaptations. The most immediate and life-threatening concern is the bitterly cold temperatures. For much of the year, temperatures remain firmly entrenched below 40° F. During the winter, overnight temperatures frequently drop below 0° F and occasionally fall below -20° F. The icy winds that swirl across the flat landscape make it feel even colder. In order to determine the exact weather conditions, the GM may use the Temperature and Wind tables that appear in Chapter 3. (The "Cold Dangers" section in Chapter 13 of the Pathfinder Roleplaving Game Core Rulebook details the cold weather's effects on creatures exposed to such conditions.) The adventure takes place in the late months of spring when winter's grip has not yet fully loosened its hold upon the plateau, and the warmer summer months have not yet had the chance to melt away the sparse accumulation of snow and ice.

The effects of high altitude are a constant danger on the Feirgotha Plateau. Every location on the plateau is between 5,000 and 15,000 feet above sea level. Characters who are not indigenous to this environment or properly acclimated to these staggering heights suffer the ill effects associated with high altitude as described in the "Stoneheart Mountains" section from **Part I** of this adventure. Thunderstorms and blizzards are a rarity in the semiarid plateau. On the other hand, violent, bone-chilling winds constantly challenge explorers that brave the formidable terrain. The GM may consult the tables that appear in **Chapter 3** of this sourcebook to determine the likelihood of a storm and the current wind speed.

Burvaadun

The dwarves' remote, isolated garrison is the only permanently inhabited settlement for miles in every direction. Strategically perched atop a gentle slope, the imposing structure offers an unobstructed view of the roughly twenty-mile stretch of the Southern Pass that lies below it and several miles of visibility across the Feirgotha Plateau. Built nearly 2,000 years ago upon the foundation of an ancient Khemitian temple, the fortress is a neglected shadow of its former self. Though the dwarves of Clan Craenog openly proclaim that Burvaadun is an important defensive cog in their military plans, the truth is much different. The remote, isolated stronghold is badly underfunded and undermanned. Ambitious dwarves longing for fame and glory eagerly volunteer to serve along the clan's northern and eastern frontiers. These brave warriors savor the opportunity to smite their race's hated goblinoid and orc enemies. On the other hand, few choose to fritter their days away standing guard over a barren wasteland far from the comforts and political intrigue of Erod Flan. Instead, a handpicked leadership cadre of devout loyalists commands a garrison composed almost entirely of exiles and misfits seeking redemption rather than a unit of cohesive professional soldiers. They can still stave off a rogue monster or a band of disorganized troops, but they fare far worse against a determined, cohesive enemy.

Burvaadun is literally footsteps away from the edge of the Southern Pass. Sheer cliffs and rock walls delineate the boundary between the trail and the surrounding terrain. In fact, it is impossible to slip past the fortress without scaling or climbing down one of these treacherous, nearly vertical surfaces. While it is plausible that a solitary mountaineer could negotiate the dangerous ascent or descent, maneuvering a vehicle or transporting a heavy load across the steep landscape would be a feat fit for the gods. Even then, the daring individual would still have to elude the gaze of the sentries manning the outer walls in order to enter or escape the Feirgotha Plateau unnoticed.

In light of recent events, Burvaadun's guards display far more vigilance and attentiveness than they would have shown just weeks earlier. Stationed atop the stronghold's outer walls, four guards keep their eyes peeled on the high plains west of the garrison with an occasional glance towards the Southern Pass. Naturally, the weary sentinels rejoice at the sight of their fellow dwarves. When the PCs enter Burvaadun's visual range, the GM may read or paraphrase the following description.

Decayed human and orc corpses along with shattered humanoid skeletons lie strewn along the ground outside of two gaping holes in a crumbling, 20-foot-high circuit wall. Four armored dwarves stand atop parapets affixed to the wall. A heavy iron gate built into the northern wall serves as the conventional point of entry into the garrison proper. The silhouette of a large, central building is slightly visible behind the wall.

Burvaadun's outer wall has stood for nearly 2,000 years. But the ravages of time and neglect have taken their toll on this testament to the dwarves' superior stonemasonry skills. The garrison's architects and engineers constructed the perimeter wall from precisely carved, interlocking stone blocks securely joined together without the need for mortar by the forces of gravity and friction. In spite of their stellar craftsmanship, freezing temperatures, wind, lack of resources, and callous indifference conspired together to undo their handiwork.

Stone wall: 1 ft. thick; hardness 8; hp 90; Break DC 35

There are now three breaches in the wall — one on the eastern wall and more importantly two on the southern wall. The 8-foot-wide abscess in the eastern wall abuts a nearly vertical rock wall currently covered by a layer of solid ice. However, the two 5-foot-wide breaches in the southern wall are far more problematic as demonstrated by the eighty-four humanoid corpses and sundered skeletons littered around the area. The dead bodies show obvious signs of decay, and in most cases, the cause of their current demise — wicked lacerations from a very sharp instrument or crossbow bolts buried into their rotting flesh. No useful information is gleaned from examining the skeletons; however, a successful DC 30 Knowledge (local) check confirms that all of the human corpses are of Khemitite descent.

Naturally, the remaining dwarves are relieved to see their kin, whom they presume are part of a larger force sent to reinforce the garrison's defenses. Though it is easy to walk through the breaches and into the courtyard, Burvaadun's defenders insist that the PCs pass through the main gate.

Iron Gate: 2 in. thick; hardness 10; hp 60; Break DC 28

The **4 veteran soldiers** that man the wall are clearly nervous and edgy as they open the gate for the PCs and escort them into the garrison building in order for them to speak with their current leader, Thurn Rockfeller, Foran Rockfeller's younger brother. These 4 guards are part of the garrison described under **Soldiers** below, and their loss should be subtracted from that total accordingly.

VETERAN SOLDIERS (4) CR 1 XP 400

hp 22 (Pathfinder Roleplaying Game GameMastery Guide "Guard"; change race from human to mountain dwarf [see **Chapter 1**], with corresponding racial adjustments. Remove the guard's potions of cure light wounds, halberd, heavy flail, and sap and replace with dwarven longaxe* and warhammer.)

*See Pathfinder Roleplaying Game Advanced Race Guide

The GM may read or paraphrase the following description of what lies behind the walls.

At least a dozen wooden statues carved into the likeness of a man cover the grounds of an expansive courtyard. The telltale marks of a axes rip into the sides of these combat training dummies. In spite of the cool temperatures, broad, green leaves and stems arranged into neat rows protrude from the nearly frozen soil. Likewise, ten sheep mill about inside a fenced enclosure, as they feed upon brown stalks that emerge from the snow-covered ground. The garrison's centerpiece is a large stone structure that stands 25 feet high and occupies nearly half of the area behind the walls. Two bronze statues of armored dwarf warriors flank the entrance into the ancient stone keep.

Though the PCs' arrival buoys the sagging morale of Burvaadun's defenders, even the most casual observer cannot help but noticing the residents' glum facial expressions and defeated body language. Four dwarves accompany the characters and lead them into the central building to meet with the garrison's current commander. One of the dwarves raps several times on a heavy wooden door before he throws it open. The portal grants access to an ancient audience chamber. Intricate wooden carvings of dwarven faces adorn the walls and sundered waraxes are affixed to the ceiling. A haggard, middle-aged dwarf seated behind a desk feverishly scratches words onto a piece of vellum.

Thurn Rockfeller

Unlike most of Burvaadun's inhabitants, the steadfastly loyal Thurn gladly stepped forward and lent his axe and mind to his family's cause. Unfortunately for the current situation, his acumen with the latter outweighs his prowess with the former. Thurn grew up in the imposing shadow of his confident older brother, Foran, who consistently outperformed his younger sibling in warfare and politics. The cerebral Thurn never coveted an opportunity to lead his kin into battle or outmaneuver his rivals to attain a position of authority within the clan. Instead, he prefers to advise others rather than make the decisions himself. He functioned admirably in this role during his brother's tenure as the garrison commander; however, it is grossly apparent that the consummate second-in-command lacks his brother's decisiveness and charisma.

Thurn occupies his time writing letters begging his clan's leaders to send aid to his exhausted garrison. Unfortunately, there are no dwarves available to deliver this correspondence, just as there are no skilled artisans to repair the gaping holes in the outer wall. The PCs' sudden arrival is enough to momentarily lift Thurn's spirits and distract him from the current task at hand.

Thurn gives the PCs a rousing welcome, for he falsely believes that they are the vanguard for a much-larger relief force. If the characters tell him that there are no other reinforcements on their way, the dwarf's giddy attitude deflates to cautious optimism. In spite of his reluctance to lead his fragile soldiers into battle, Thurn is still an adequate commander and an excellent source of information about the recent attacks and the Feirgotha Plateau. The PCs' conversation with Thurn, if they choose to speak with him, reveals the following information. There is no need to succeed on Diplomacy or Knowledge (local) checks, as Thurn willingly relays the subsequent details without any prodding, though the PCs should ask questions to obtain the following information. Thurn will only volunteer those items that the PCs fail to ask about.

• The attacks began several weeks ago and progressively grew stronger with each passing evening. At first, the garrison fended off the small assaults with little difficulty,however, the enemy's sheer numbers started to take their toll. On average, a mixed force of fifteen to thirty human and orc zombies along with assorted skeletons attack Burvaadun during the overnight hours.

• A horde of zombies and skeletons killed his brother Foran 2 weeks earlier. The mindless, undead minions purposefully surrounded the garrison's commander in an act that suggested they were acting under the directions of a more-intelligent creature.





• The nightly assaults has claimed the lives of Foran and 18 soldiers so far, which leaves the garrison at half of its original strength. In addition to those killed, Foran also dispatched Thurn's son, Voorn to enlist aid to the beleaguered garrison. If pressed, Thurn reluctantly admits that three young dwarves deserted the garrison, including Hlaavor Bloodstone (see the **Events in the Stonehearts** section in **Part I** for more details regarding Thurn's reaction toward the deserter).

• The garrison now lacks the manpower to patrol the surrounding area. Though his soldiers rarely encountered anyone other than an occasional renegade human or small orc expeditionary force, Burvaadun's troops always stayed away from the Library of Arcady. They believed that it is haunted, and Thurn suspects that the animated corpses came from the ancient structure. He reached this conclusion based upon the facts that the undead monsters' tracks always lead in that general direction and that the long-forgotten battleground is a plentiful source of dead bodies.

Thurn is grateful for whatever assistance the PCs can provide to his shell-shocked soldiers. If the PCs arrive later in the day, he implores them to remain at the garrison that evening and help his men fend off tonight's assault. Otherwise, he believes that someone or something at the Library of Arcady is responsible for animating the dead and coordinating the attacks. He implores the adventurers to travel to the Library of Arcady and eradicate the creature or creatures directing the assaults before the garrison faces certain doom. He cannot offer the characters any monetary reward now, but he pledges to relay their tale of heroism and bravery to the clan's leadership in Erod Flan. He also invites them to speak with Varus Broadshield, the resident cleric of Dwerfater, and his soldiers, if necessary.

THURN ROCKFELLER XP 600

CR 2

hp 26 (Pathfinder Roleplaying Game NPC Codex "Heir Apparent"; change race from human to mountain dwarf [see **Chapter 1**], with corresponding racial adjustments. Replace the masterwork longsword and dagger with a masterwork dwarven waraxe and heavy crossbow.)

Varus Broadshield

While Thurn may feel overwhelmed, Varus Broadshield truly is. The cleric's faith hangs by a thread, as he has spent the better part of 3 weeks burying the dead and tirelessly tending to the living's spiritual needs and physical injuries. Varus's healing potions are completely gone. He exhausts his daily allotment of spells as soon as he regains them, and he wavers in his belief that his patron deity cares about him and his followers. The garrison's Temple of Dwerfater resembles a triage unit more than a place of worship. Three weak and gravely injured dwarves lie on the hard, stone floor. The masks of pain etched unto their chiseled faces and an occasional prolonged groan attests to the brave recruits' suffering.

Given their present circumstances, actions speak much louder than words. If the PCs assist in aiding the dwarves in his care, Varus reciprocates by helping the characters in any way possible. On the other hand, Varus turns his back on PCs who ignore the plight of those under his care. He blames Clan Craenog for the current state of affairs. Unlike the measured and diplomatic Thurn, Varus lambasts the clan's leadership for habitually starving Burvaadun of resources and using the remote outpost as a dumping ground for rejects and ne'er-do-wells. He asserts that the undead legions would not be a problem if Burvaadun were staffed to its full capacity with capable soldiers and the necessary infrastructure. With these criticisms aside, Dwerfater's cleric is aware of the same information that Thurn knows, with one important addition.

The Khemitites, the library's builders, were obsessed with the afterlife. Those unwilling to pass onto the next world were sometimes transformed into undead monstrosities. Mummification was also a common practice, and it was not uncommon for the dead to arise from their coffins and terrorize the living. He cannot explain why such a creature would remain dormant for so long, but he is convinced that a vestige from Arcady's heyday directs the recent attacks against Burvaadun for some unknown purpose. **hp** 21 (Pathfinder Roleplaying Game NPC Codex "War Priest"; change race from dwarf to mountain dwarf [see **Chapter 1**], with corresponding racial adjustments, alignment to Lawful Good, and deity to Dwerfater. Varus channels positive energy instead of negative energy. Replace the Chaos and Destruction domains with the Creation and Good domains.)

Soldiers

Culled from the ranks of miners and other commoners with little formal military training, this motley army has surprisingly outperformed its meager expectations. At its peak, 40 dwarves manned the walls and patrolled the garrison's perimeter. Deaths, desertions, and injuries whittled the force down to a mere 5 conscripts and 11 veteran soldiers. Because the attacks occur exclusively at night, the exhausted soldiers sleep in six-hour shifts during the day. They affirm that their patrols always stayed away from the haunted Library of Arcady. though with a little coaxing in the form of a successful DC 14 Diplomacy check, a few of Burvaadun's soldiers admit that they approached the supposedly deserted site on several occasions. They never saw any signs of life during these rare excursions. Even from a distance, however, frozen human and orc corpses were visible throughout the seemingly abandoned location. In addition, the building itself still stands with no visible signs of damage. Of course, no one ventured close enough to the Library of Arcady to confirm that it is deserted. Burvaadun's soldiers have no other useful information. It is important to note that all of Burvaadun's soldiers do not share the same statistics as noted in the subsequent entries.

VETERAN SOLDIERS (11) XP 400

CR 1

CR1

hp 22 (Pathfinder Roleplaying Game GameMastery Guide "Guard"; change race from human to mountain dwarf [see **Chapter 1**], with corresponding racial adjustments. Remove the guard's potions of cure light wounds, halberd, heavy flail, and sap and replace with dwarven longaxe* and warhammer.)

CONSCRIPTS (5) XP 400

hp 16 (Pathfinder Roleplaying Game NPC Codex "Miner"; change race from dwarf to mountain dwarf [see **Chapter 1**], with corresponding racial adjustments. Replace the miner's leather armor with chain mail and replace his heavy mace with a dwarven waraxe.)

*See Advanced Race Guide

Undead Attack (CR varies)

Naturally, the worried defenders ask the newly arrived reinforcements to fight beside them and repel the undead horde expected to appear during the overnight hours. This combat is not intended to severely challenge the PCs, as the substantially weaker lesser undead are not a serious threat to highly skilled opponents. Rather, this combat gives the PCs an opportunity to offer the dwarves hope and rebuild their shattered morale. After this encounter, it becomes apparent that the true danger lies farther west in the suddenly rejuvenated Library of Arcady.

On this particular night, Thanopsis dispatches a fresh legion of **14 zombies** and **8 skeletons** to Burvaadun. The attack occurs 2d4 hours after sunset. The zombies and skeletons approach the stronghold from the northwest and immediately proceed toward the breaches in the south wall. The garrison counters by positioning 6 crossbowmen on the parapets along with any PCs who volunteer for the duty. The remaining 10 soldiers fill the breaches in the southern wall. Thurn coordinates the defense from the top of the parapet, directing his soldiers to hold their fire until the undead minions come within 300 feet of the wall.

CR1

SKELETONS (8)

XP 135

hp 4 (Pathfinder Roleplaying Game Bestiary "Skeleton")

ZOMBIES (14) XP 200

hp 12 (Pathfinder Roleplaying Game Bestiary "Zombie")

Tactics: The PCs are free to operate in conjunction with Burvaadun's defenders or independent of them. If the PCs opt for the latter, the GM can shape the battle in accordance with the PCs' actions. PCs that choose to meet the zombies and skeletons on the open field do so alone, as the garrison's soldiers remain behind the walls. In this case, the combat proceeds normally with the PCs singlehandedly battling against Thanopsis's mindless minions. On the other hand, the GM must make some adjustments for characters fighting alongside their dwarven counterparts. As a general rule, the zombies and skeletons concentrate their attacks against a handful of individuals rather than spreading out over a wide area and fighting multiple enemies. By surrounding one or two dwarves, the enemy benefits from flank attacks and is more likely to kill their target than if they split up and attacked larger groups. The undead monsters indiscriminately encircle the closest defenders, whether that is a PC or one of the dwarven soldiers. The zombies and skeletons always fight until destroyed.

Development: What the PCs and Burvaadun's defenders do not know is that Thanopsis observes the battle from afar using a *scrying* spell. The adventurers' appearance and intervention greatly concerns the undead wizard, prompting him to respond to the impending crisis by taking the actions outlined in **Part III** of the adventure.

Path of Knowledge

Any tenderfoot can follow the legion's tracks through the packed snow and back to their starting point with a successful DC 5 Survival check. A PC can locate, but not follow the tracks with a successful DC 5 Perception check. The Library of Arcady lies 10 miles northwest of Burvaadun.

Roads Untraveled

Characters that scale the sheer cliffs and icy rocky walls barring passage to the Feirgotha Plateau may skip traveling to Burvaadun altogether. Under these circumstances, the PCs cannot follow any well-worn trails to the Library of Arcady; therefore, they must locate the ancient site through other means. Landmarks are extremely few and far between, but a PC who succeeds on a DC 20 Knowledge (geography) can direct his fellow adventurers to the presumably abandoned complex.

It is recommended that the GM grant the PC an appropriate modifier to the preceding check based upon the character's familiarity with the region. A dwarf character that has been to the Feirgotha Plateau before receives a +2 circumstance bonus to this check, whereas a mountain dwarf indigenous to the area gains a +5 circumstance bonus to his Knowledge [geography] check. Likewise, a character with just passing knowledge of the area would receive a -2 circumstance penalty to his check, while a character with absolutely no familiarity with the area suffers a -5 circumstance penalty or worse depending upon the situation.) Getting lost on the Feirgotha Plateau for an extended time can be an adventure in itself, as the bone-chilling temperatures and icy winds take an extreme toll on even the hardiest humanoids.

Pyramid of Thanopsis

No building is more closely associated with Khemitian civilization than the iconic pyramid. Made from enormous blocks of limestone, the outwardly simple structure serves as a source of wonder for the average citizen and an eternal residence for the individual entombed inside its walls. Thanopsis commissioned the pyramid's construction shortly after his arrival on the remote site. Unlike his older self, the pragmatic wizard did not fear death and looked forward to the afterlife — especially one safe from tomb robbers. While teams of laborers toiled to erect his impressive pyramid, a handful of trusted engineers and artisans secretly worked belowground to construct his subterranean tomb located directly beneath the apex of the aboveground structure. Naturally, the practical and notoriously cheap Thanopsis did not want to waste precious time, money, and resources building an opulent decoy, so he instructed his architects to cut costs wherever practical. In the end, they compromised structural integrity for outward appearance. Under normal circumstances, the tradeoff would go completely unnoticed. However, Thanopsis's decision sealed the pyramid's fate. Years of weathering and winter storms finally caused the Pyramid of Thanopsis to collapse into a massive heap of shattered stones.

The pyramid that once soared nearly 100 feet into the sky is now a 15-foot-high pile of rubble covered in a thick layer of ice and snow. The gently sloping mound encompasses a 20,000-square-foot area and is visible from 1,000 feet away. The GM may read or paraphrase the following description of the razed site.

An extremely broad, gently sloped snow-covered mound rises above the flat terrain surrounding it. Several jagged pieces of stone pierce the white tapestry.

After brushing away the outer coating of snow and ice, the PCs discover that the massive blocks that made up the pyramid's outer walls shattered into numerous smaller pieces when the building collapsed. A PC who succeeds on a DC 10 Knowledge (engineering) check determines that a pyramid once stood on this site based upon the stones' shape and their alignment. In addition, the volume of stone found here is surprisingly smaller than expected considering the size of the perimeter. A successful DC 15 Knowledge (engineering) check reveals the answer. The structure's builders used refuse, garbage, construction debris, and sand to fill the structure's interior, a fact that also leads the character to conclude that the pyramid was hollow and did not serve as a burial vault.

It takes a successful DC 15 Knowledge (religion) or DC Knowledge (local) check to determine that the Khemitite people entombed only the most powerful and influential people inside of their pyramids along with their material wealth. The dwarves of the Stoneheart Mountains know virtually nothing about this archaic human culture and religion, therefore, they suffer a -5 circumstance penalty on both of these checks. In the end, digging through the stones proves to be an exercise in futility that uncovers no treasure and reveals no greater insight about the Pyramid of Thanopsis.

Encounters

The dwarves keep a vigilant eye over the Feirgotha Plateau especially for their hated human adversaries, yet even their keen vision cannot see everything. There are no permanent humanoid settlements in the southern reaches of the plateau, but the desolate wasteland is not entirely uninhabited. As the PCs travel on their way to the Library of Arcady, the PCs may randomly stumble upon these rare creatures. The GM may use the encounter tables in the **Appendix** to harass the players or make use of the mountain hazards that appear in **Chapter 3**.

Part III: Library of Arcady

The harrowing trek across the Stoneheart Mountains and the Feirgotha Plateau culminates in the PCs' arrival at the fabled Library of Arcady. Though the surrounding Khemitian structures collapsed into ruins over the passing centuries, the legendary repository of knowledge still endures thanks to its resident wizard. Contrary to what the dwarves believe, the ancient building is far from being abandoned or destroyed. Vile undead minions and servitor constructs patrol the grounds and protect their master from harm. In addition to Thanopsis's servants, the living and undead relics of a bygone era also lurk in the library's neglected corners and sealed chambers, waiting to pounce on unwitting trespassers who disturb their rest. As the PCs descend deeper into the earth, the magnitude and horror of Thanopsis's crimes evidenced by the numerous youthful corpses in his frozen vault becomes apparent. To finally break the millennia old cycle

CHAPTER 12: A LITTLE KNOWLEDGE

CR 1/3

CR 1/2



of evil, the characters realize that they must introduce Thanopsis to his greatest fear — his own death.

Approach to the Library (CR varies)

Scholars and residents alike interchangeably use the term Library of Arcady to describe the structure itself as well as the complex and settlement surrounding it. At the zenith of its influence, the library functioned as the centerpiece of a vibrant community where several thousand artisans, servants, visiting scholars and influential citizens dwelt year-round. These people needed places to live and ancillary services. Sprawling residential areas, temples, markets, and public works soon sprang up around the library, encompassing an area of approximately one square mile around the central building. Unfortunately, the kingdom's sudden collapse 2,000 and the subsequent mass exodus ensured the complex's eventual demise. By the end of the following century, the once-grandiose pyramids, stelae, and monuments fell into ruin. Most of their crumbled foundations lie beneath a layer of ice and snow. Massive cornerstones and half-buried ruined walls are the only visible remnants of a lost community that once surrounded the library complex itself.

The Library of Arcady rests atop a slight elevation overlooking the flat expanses of the southern Feirgotha Plateau. This geographical feature allows the characters to see the outline of the immense building as well as the rubble surrounding it from a distance of 1,000 feet away. When the PCs first see the library, the GM may read or paraphrase the following description.

Large blocks of stone and vertical monuments covered in layers of ice and snow are spread throughout the area surrounding an immense, 25-foot-high stone structure consisting of a central building and two adjoining wings with steeply pitched, ice-slicked roofs. An open courtyard featuring a marble fountain and numerous small gardens overgrown with hardy plants occupies the space in front of the main structure and between the opposing annexes. The only visible entrance is a stone door in front of the main building. Two limestone statues of a muscular man with the head of an ibis flank the stairs leading up to the limestone portal.

If the PCs arrive at the library while Thanopsis's undead warriors are away in battle at Burvaadun, the library is surprisingly undefended. Shortly after their destruction, Thanopsis immediately casts two more *animate dead* spells to replace his fallen minions. He raises a force of **12 skeletons** and **12 zombies** to defend the library. They form in area **L1**, where they wait quietly and occasionally wander around the building's perimeter. The mindless skeletons and zombies attack living creatures on sight.

SKELETONS (12) XP 135

hp 4 (Pathfinder Roleplaying Game Bestiary "Skeleton")

ZOMBIES (12) CR 1/2 XP 200 hp 12 (Pathfinder Roleplaying Game Bestiary "Zombie")

As discussed in **Part II** of the adventure, Thanopsis becomes extremely worried if his *scrying* sees unfamiliar faces, especially those wielding magic, fighting alongside the garrison's defenders. If this occurs, the troubled wizard calls upon his two former protégés who now serve him in death. Shortly after the library's fall, Thanopsis transformed these unfortunate souls into **2 spellgorged zombies**. Though visually indistinguishable from normal zombies, Thanopsis programmed these creatures to unleash their arsenal of spells against any living humanoids they encounter. Each is armed with a *lightning bolt* and *scorching ray* spell that they use against the closest enemy when they are encountered. N Medium undead Init +1; Senses darkvision 60 ft.; Perception +1

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural) hp 27 (5d8+5) Fort +1; Ref +2; Will +5 Immune undead traits

Speed 30 ft.

Melee slam +4 (1d6+1) **Special Attacks** spell storing (CL 9th, 5 total levels; lightning bolt [DC 15], scorching ray +4 ranged touch)

Str 12, Dex 12, Con —, Int —, Wis 12, Cha 10 Base Atk +3; CMB +5; CMD 15 Feats Toughness⁸

Spell Storing (Su) A spellgorged zombie can store any spells cast into its mouth as if it were a *ring of spell storing*. The spellgorged can store a number of spell levels equal to its Hit Dice. Each spell has a caster level equal to that of the spellcaster that placed the spell in the spellgorged zombie. The spell DC for any spell stored in a spellgorged zombie is determined using the ability scores of the spellcaster who placed the spell.

The source of these undead is apparent. PCs who succeed on a DC 10 Perception check notice unusual, protruding contours in the snow around the library as well as the glint of steel above the icy surface. An examination of these areas reveals a humanoid corpse beneath the surface. Fallen orc warriors from the ancient siege account for 60% of these bodies, whereas the human defenders make up another 35% of these individuals, and slain mounts constitute the remaining 5% balance. There are 204 of these bodies scattered in a 1-mile-radius around the Library of Arcady. Despite the currently frigid temperatures, they are either skeletal remains or badly decomposed cadavers. Two thousand years of exposure to the elements rendered their equipment useless and the epic battle's survivors looted their valuables countless centuries ago. In addition, a PC who succeeded on the preceding Perception check also notices more than 200 hollows in the ice and snow. Astute characters figure out that the gouges were made when the bodies were disinterred from their previous resting place. The overwhelming majority of these holes were made within the last few weeks as Thanopsis scavenged the grounds around the library for more corpses to animate in his battle against Burvaadun.

The resident wizard's salvage operations do not extend to the rubble and debris that surrounds his beloved library. The remains of the buildings' razed foundations sit beneath several feet of ice and snow, yet there are still several pieces of useful material and intact objects from Arcady's golden era scattered outside the premises. The most notable of these objects are the four obelisks that surround the library itself. Hieroglyphs once covered these 20-foot-high limestone monoliths, but the constant barrage of wind, ice and snow erased the pictographs from all of the obelisks except for the one near the northeastern corner of the building. The GM may read or paraphrase the following description.

Strange runes and pictures are carved into the face of a **20**-foot-high limestone stela, worn and pitted with wind and age.

The message is written in Khemitian and states: "He who thirsts for knowledge, let him drink from my waters. He who enters with an open mind, let ideas fill every corner of his being. For I am Thoth, divine guardian of this repository and patron of learning."

While self-evident in the message, a successful DC 15 Knowledge (religion) check confirms that Thoth is the Pharonic god of knowledge and magic still often worshipped in far Khemit. Dwarves unfamiliar with this human faith suffer a -5 circumstance penalty on the preceding check.

CR 3

CR 1/3

Entering the Library

There are three conventional ways to enter the library. The most obvious and direct route is through the heavy stone door that opens into the main building that is accessible through area L1. Less obvious are the rock crystal skylights built onto the roofs of both annexes. During the library's operation, these openings allowed natural light to illuminate the rooms beneath them. Now, 2d4 inches of packed snow cover them. Still, it is possible to spot the crystal partitions with a successful DC 20 Perception check, modified, of course, by the distance between the observer and the skylight. Getting onto the 20-foot-high roof requires a successful DC 25 Climb check or a suitable alternate means such as levitate or fly. (The base of the roof is 20 feet high, but the apex of the slanted roof is 25 feet high as mentioned in the structure's initial description.) In addition, the roof's 30-degree slope and the accumulated ice and snow require the character to succeed on a DC 7 Acrobatics check to maintain his balance while moving across the slick surface. A PC that fails the check slides off the roof and lands on the ground, taking 2d6 points of falling damage. Otherwise, the character can brush away the packed snow and shatter the opaque rock crystal to gain access to either area L11 or area L13 beneath the window.

Glass Skylight: 6 in. thick; hardness 8; hp 25; Break DC 20

Library Features

The library is a classic example of Khemitian architecture. All outer and interior walls, floors, and ceilings are constructed from worked granite quarried from the nearby mountains. The ceiling height is 20 feet along the perimeter of the exterior walls and 25 feet at its highest point. Archways reach a height of 15 feet at their apex. The stone doors are surprisingly well maintained, allowing PCs to open unlocked portals without exerting any effort. Doors that are stuck, locked, or barred are noted in the room description. In an effort to reduce the possibility of a catastrophic fire, Thanopsis spent the better part of a year casting *continual flame* spells on 40 agate stones that he later embedded into the ceilings, safely illuminating the entire complex in warm light. The only exceptions are in area L11 and parts of area L13, which were lit by sunlight pouring through the skylights built into the ceiling. These two locations are now dark.

Random Encounters (CR 6)

Most of the library's denizens are bound to their particular areas in accordance with Thanopsis's instructions or because of the circumstances surrounding their creation. There is one noteworthy exception. Shortly after Arcady's demise, Thanopsis created **4 wax golems** to maintain the library. He modeled these constructs into the likeness of an idealized Khemitite scholar rather than after a specific individual. Nevertheless, after several months they acquired sentience and became convinced that they are actual librarians. These creatures roam the complex in pairs, though one pair remains in the west annex at all times. While traveling through the main building and the eastern annex, there is a non-cumulative 25% chance of encountering these creatures for every 10 minutes spent in these areas. The chances of encountering them increase to 50% while venturing through the western annex. They never go outside.

The wax golems encountered in the main building and eastern annex are not immediately hostile and approach the party asking if they require any assistance. They are generally helpful, directing the PCs in accordance with their wishes. However, they provide no information about Thanopsis and do not lead the PCs toward the western annex. They immediately attack the adventurers if they triggered the magical trap in area L7. Likewise, they attack on sight PCs wandering through the western annex. The wax golems lose their sentience if they take an amount of fire damage equal to half their hit points and become mindless constructs attacking any targets they detect. GOLEMS, WAX (SENTIENT) (2) XP 1,200 hp 42 (Pathfinder Roleplaying Game Bestiary 4 "Golem,

Wax")

Init +3 **Will** +3

Int 10

Feats Improved Initiative, Skill Focus (Perception) and Skill Focus (Profession [librarian])

Skills Perception +11, Profession (librarian) +11, Sense Motive +7

SQ sentient

LI. Courtyard (CR 5)

The withered and frozen husks of numerous plants remain firmly embedded in the hardened soil within enormous garden boxes bordered by 4-foot-high stone walls. Large, circular flagstones create paths and walkways among the garden boxes. Despite the snow cover, most of these decorative pieces are still visible. An immense limestone fountain occupies a significant portion of the central courtyard. Snow and oddly shaped icicles cover a statue of a remarkably tall man that stands on an elevated platform in the center of the fountain, which is filled with a solid block of ice. Farther ahead, two limestone statues of a man with an ibis head flank a stone staircase that leads to a heavy stone door.

The grand courtyard is a far cry from its former self. The breathtaking flowers and exotic plants that thrived in its gardens are dead, brittle stalks of frozen organic matter. The flagstones spread throughout the compound also have seen better days, as neglect, erosion, and the harsh climate cracked most of the polished stones and erased the images sculpted onto them. It takes a successful DC 20 Perception check to notice that intricate carvings once detailed the face of these sett stones. Even with a successful check, it is impossible to determine what image originally appeared on the stone.

Unlike the paving stones, the two limestone statues depicting the Pharonic god Thoth are still in remarkably good condition. It takes a successful DC 15 Knowledge (religion) check to confirm the statues' identity as a patron of Khemit. Dwarves unfamiliar with this human religion suffer a -5 circumstance penalty on this check. Likewise, the stone staircase shows minimal signs of wear, but the stone door adjacent to it was not as fortunate. The hieroglyphics that once covered the portal's surface are faded in many spots. It takes a successful DC 20 Perception check to read the entire message, which is written in Khemitian. The message on the door says, "May wisdom guide you; may knowledge enlighten you. This journey begins not with a single step but with a word and an idea."

In addition to the undead guardians, the frozen statue in the fountain is Thanopsis's most-vigilant and frightening defender. The mindless construct makes no deliberate effort to disguise its appearance; therefore, it takes a DC 10 Perception check to recognize that the statue covered in ice is in fact an **ice golem** formed out of a solid block of frozen water. The construct immediately attacks if it is attacked or if a dwarf approaches within 60 feet of it. It releases its frigid breath weapon and then wades into melee combat, swinging its mighty, jagged icy fists at its opponents. The creature does not surrender and attacks until destroyed.

ICE GOLEM XP 1,600

hp 53 (Pathfinder Roleplaying Game Bestiary "Golem, Ice")

CR 5

L2. Entry Hall (CR 5)

Intricate carvings on the walls depict men and women separating tiny pieces of plant fiber and immersing them in water. Two large archways on the east and west walls lead into adjoining antechambers. Hieroglyphics run across the frieze of both archways. The chamber then narrows and opens into a smaller archway covered in more hieroglyphics. Though lifeless, the well-preserved corpse of a creature with a lion's body, falcon wings, and a beautiful woman's head and torso sits in a semi-upright position in the center of the room.

The carvings adorning the walls depict servants making papyrus. It takes a successful DC 10 Knowledge (nature) check to identify the plants as papyrus and recognize the technique used to make the writing material. The hieroglyphics adorning the archway's friezes provide directions to visitors in Khemitian. The writing above the east wall translates to: "*Speaking rooms and eating areas*", whereas the writing above the west wall translates to: "Private reading and gathering places". The hieroglyphics above the central archway translate to "Main collection and administrative." It is important to note that the phrase "private reading" can be interpreted in two different ways. Because of the subtleties in language (and the lack of comma usage in Khemitian), it is impossible for a non-Khemitite to determine if it is referring to private reading areas or if it is written as a list, meaning private areas and reading areas. In actuality, the latter interpretation is correct.

During the library's last chaotic days, the cowardly Thanopsis cajoled the library's most frequent visitors and patrons into fighting against the orcs besieging the surrounding settlement. Most gladly took up arms at the powerful wizard's behest, but the aloof sphinx, Travvok, refused. The spiteful wizard never forgot Travvok's betrayal. When she returned to peruse the library's shelves after Arcady's demise, the angry Thanopsis momentarily forgot his fear and killed the beast that had abandoned him in his darkest hour. In a deliberately ironic twist, he transformed Travvok into a **sphinx zombie** that guards the library today. The sphinx zombie immediately attacks any living creature other than Thanopsis that enters the west corridor or otherwise disturbs it.

SPHINX ZOMBIECR 6XP 2,400Pathfinder Roleplaying Game Bestiary "Sphinx"; "Zombie"NE Large undeadInit +0; Senses darkvision 60ft., low-light vision; Perception +0

AC 12, touch 10, flat-footed 11 (+3 natural, -1 size) hp 77 (14d8+14) Fort +4; Ref +4; Will +9 DR 5/slashing; Immune undead traits

Speed 40 ft., fly 60 ft. (clumsy) **Melee** claw +16 (2d6+7/19–20) or slam +16 (1d8+10) **Space** 10 ft.; **Reach** 5 ft.

Str 24, Dex 11, Con —, Int —, Wis 10, Cha 10 Base Atk +10; CMB +17; CMD 27 (31 vs. trip) Feats Toughness^B SQ satggered

L3. East Antechamber

The colorful bas-relief sculptures on the walls depict an assembly of men gathered in a large hall, and a group of human men and women feasting on roasted lamb. Two polished marble columns apparently support the ceiling overhead. The statue of a beautiful woman clad in robe still bearing the traces of light-colored paint stands beside an archway. A crown and the sun disc adorn her head. The painted, carved images on the walls further confirm that the rooms within the annex function as lecture halls and dining areas. The two columns primarily serve as decorative pieces rather than support pieces. The statue depicts the Pharonic goddess Hathor, the patron of music and the arts. A PC can ascertain this fact with a successful DC 20 Knowledge (religion) check. Dwarves and those unfamiliar with the Khemitian pantheon suffer a -5 circumstance penalty on this check.

L4. West Antechamber

The paintings on the walls depict men and women looking at and presumably reading scrolls in small chambers as well as many of these same individuals gathered together in a larger chamber. Two fluted marble columns presumably support the ceiling overhead. A statue of a woman dressed in a panther-skin dress stands adjacent to an archway. She wears a seven-pointed crown with a pair of downward facing horns.

The paintings on the walls suggest that the rooms within the annex function as reading rooms and meeting chambers. The two columns primarily function as decorative pieces rather than support beams. The statue depicts the Pharonic goddess Seshat, Khemit's patroness of writing, history, time, knowledge, and architecture. A PC can ascertain this fact with a successful DC 20 Knowledge (religion) check. Dwarves and those unfamiliar with the Khemitian pantheon suffer a -5 circumstance penalty on this check.

Ls. Main Collection (CR 6)

An impressive statue of a muscular man with outstretched arms and an ibis head seemingly welcomes visitors to an expansive and breathtaking library. Latticed, triangular shelves built into the outside walls house thousands of bound scrolls. Some of these written works are stored in decorative cases, but a sizable majority is rolled up around a metallic or bone dowel affixed or sewn onto the top of the scroll. Hieroglyphics appear above some of these shelves as well as across the faces of six freestanding lattice works that fill most of the enormous chamber. Like the shelves attached to the perimeter walls, these pieces of furniture also feature interlocking triangular woodwork that separates and stores a substantial inventory of scrolls.

Khemitite scribes used papyrus as their exclusive writing medium. The material was abundant at the time from the shores of the lake Toh Kristael, but it unfortunately disintegrates relatively quickly in any environment other than an arid climate. Tragically, all of the scrolls that were not stored in cases stick together and crumble to pieces when unfurled or even handled. In fact, while searching through the shelves, the PCs find large piles and thick layers of detritus from scrolls that already fell apart centuries earlier. The scrolls stored within the cases fared better than their unprotected counterparts. Of the 1,075 documents sealed inside of wooden, ceramic, bone, and metallic containers, 604 of them are still intact and viable.

Thanopsis was a true visionary. Instead of storing the scrolls according to size, age, or some other indiscriminate rationale, he arranged the library's contents by subject matter, dividing the collection into ten different categories as designated by the letters **A** through **J** on the map of area **L5**. This allowed the library's patrons to more easily locate the scroll they were looking for rather than sifting through hundreds and possibly thousands of works. Thanopsis could not alphabetize the scrolls, because the Arcadians used Khemitian hieroglyphics rather than a conventional alphabet. However, he devised a clever solution. He sorted the scrolls based upon the length of the hieroglyphs used for the author's name. He placed the scrolls written by the author with the shortest symbol at the top left of the rack, whereas the author with the longest symbol appeared at the opposite end of the rack. It takes a successful DC 20 Perception check

to figure out Thanopsis' organization system. Characters who understand the preceding method and comprehend the Khemitian language and know what they're looking for can locate a specific scroll within 1d6 minutes. Otherwise, the PCs must spend 10d6 minutes and succeed on a DC 15 Perception check to find a particular item.

The secret door on the east wall grants access to the arcana section. The library's architects concealed the opening mechanism behind the lattice-work in the freestanding shelves in area \mathbf{F} . Locating the opening mechanism and finding the secret door requires the same Perception check.

Secret Door: 4 in. thick; hardness 8; hp 60; Break DC 28; Perception 25.

Library Categories
A: Philosophy
B: Atlases and Maps
C: Religion
D: Linguistics
E: Literature
F: Science and Mathematics
G: History
H: Social Sciences and the Arts
I: General Works
J: Biographies

While spending an inordinate amount of time in the library may not be a pressing concern, lingering too long browsing its shelves almost assuredly attracts the interest of the **4 thought mists** that dwell within the library. Formed from the essence of an idea about to fade into oblivion, these thoroughly alien life forms dwell on the Ethereal Plane but never venture far from their birthplace. They feed on the intellect of living beings, devouring their thoughts for some unknown, malevolent purpose. For every minute spent in this room, there is a 20% chance that the thought mists manifest on the Material Plane and attack the unsuspecting trespassers. Despite their intelligence, the creatures fight as individuals and not as a cohesive unit. Once in the presence of a living mind, every thought goes by the monster's wayside except for one primeval urge — to feast on the consciousness of the living.

THOUGHT MISTS (4) CR 2 XP 600 hp 14 (see Chapter 6)

Treasure: Decay and time have taken their toll on the library's inventory. None of the surviving written works is in mint condition, and they are so obscure and archaic that they are worth a meager fraction of their original value. On average, the viable scrolls are worth 1d4 gp apiece with a few exceptions. If Gromm (see the **Full Verse** hook in **Part I** of the adventure) sent the PCs to retrieve Suqri's *"The Lamentations of a Broken Man,"* the PCs fortuitously find the masterful poem sealed within a bone scroll case. It is worth 500 gp. Likewise, a PC may attempt a DC 20 Knowledge (history) check to recall the names of the classical authors from this period. If the check succeeds, the PC can search the shelves and locate up to six other noteworthy scrolls worth 1d4 x 100 gp each. Of course, the amount of time spent on this undertaking depends upon the character's understanding of Thanopsis's organization system as described above.

L6. Administration

Spilt black ink covers sections of the floor as well as three wooden desks spread throughout a crowded chamber. There is a small stool behind each desk and fragments of moldy papyrus and worn styluses sit atop the desks' surfaces. Two open cabinets abutting the near wall contain numerous ledger books, though the quantity of detritus on its shelves and the surrounding floor indicate that most of their contents disintegrated long ago. The same fate befell two spools of rolled papyrus flanking one of the desks as well as an unfurled scroll resting upon a table adjacent to the far wall.

Lesser librarians and scribes under Thanopsis's tutelage operated a sophisticated acquisitions and cataloging department within this bustling room. The ledgers precisely detail every scroll and document that the library attained from its inception until the Kingdom of Arcady's collapse. None of the ledgers survived intact. In most cases, the ledgers are too dry rotted to even open without causing irreparable damage. A handful of pages have endured, and the glimpse into the distant past gives additional insight about the Khemitite culture. Locating just one of these fragments among the debris takes a successful DC 20 Perception check and 1d4 minutes. There is a 10% chance that the PCs locate the page referring to the acquisition 2,024 years ago of Suqri's *"The Lamentations of a Broken Man"* for a payment of 50 gp. Gromm (see the **Full Verse** hook) would also be very interested in this document and is willing to pay an additional 200 gp for it. In addition, if the PCs did not locate Suqri's work on the shelves, he is willing to accept this page as proof of their visit to the library.

A close examination of the desk nearest to the far wall provides some useful information. The stylus sitting atop it is worn to the base. The scribe assigned to this station carved a hidden message onto the desk's underside. Locating the hieroglyphics requires a successful DC 25 Perception check. Written in Khemitian, it cryptically says: "*Thanopsis doubts Maat's feather and Ra's boat.*" If the character succeeds on a DC 25 Knowledge (religion) check, the sentence mentions Thanopsis's doubts about the gods and the afterlife. As always, dwarves and those unfamiliar with the Pharonic pantheon suffer a –5 circumstance penalty on the preceding check.

L7. Arcana Section (CR 6 or varies)

Musty air pours out of a tightly packed chamber. There is barely enough room to move between the latticework shelves affixed to all three walls. Rotten scrolls fill the shelves, though several scrolls sealed within ceramic and thick glass cases are interspersed among the others. The intrusion swirls up a cloud of loose papyrus fragments from the floor and the latticework.

Unlike the library's main collection, Thanopsis maintained rigid control over who entered the arcana section. To enforce his edict, he cast a protective rune upon the floor directly underneath the portal's threshold. The *symbol of sleep* triggers whenever any creature other than him enters the arcana section.

SYMBOL OF SLEEP TRAPCR 6XP 2,400Type magic; Perception DC 30; Disable Device DC 30

Trigger spell; Reset none

Effect spell effect (symbol of sleep, fall into catatonic slumber for 3d6 x 10 minutes, DC 20 Will save negates); multiple targets (all targets within 60 ft.)

It is impossible to wake sleeping characters using nonmagical means, which can be especially problematic if the thought mists from the adjoining

chamber or the pair of roaming wax golems arrive on the scene. Either group of monsters immediately attacks sleeping PCs and their allies on sight.

The lack of ventilation in this small, crowded chamber exacerbated the growth of mold and other destructive organisms within the papyrus fibers. As in the main collection, none of the unprotected papyrus scrolls survived the devastation. There are 44 scrolls inside of glass or ceramic cases.

Treasure: Though the voracious fungi destroyed the majority of the papyrus scrolls within the ceramic and glass cases, 6 of them survived. If the PCs cast *detect magic* in the area, all 6 scrolls radiate an aura of magic based on its contents. Otherwise, the PCs must rely upon trial and error to discover the viable scrolls. It takes a full-round action to open a scroll case and look inside. Each scroll contains an individual arcane spell. There are 6 *arcane scrolls* (CL 6: *acid arrow*; CL 5: *burning hands*; CL 5: *daylight*; CL 8: *elemental body I*; CL 4: *reduce person*; and CL 5: *summon monster II*).

L8. Major Lecture Hall

An elevated platform against the far wall overlooks four rows of stone benches facing it. A central aisle bisects the seating area and stone stairs ascend to the elevated platform. Numerous images and gouges mar the stone surfaces.

Arcady's greatest orators and visiting scholars lectured audiences within this distinguished hall. In spite of the speakers' magnitude, graffiti covers the entire back of every bench and nearly every seat as well. The vast majority of writing consists of hieroglyphs containing the individual's name and a date. A successful DC 25 Perception check notices one mysterious sentence scrawled in Sphinx. It reads: "*He says there is no afterlife, and nothing lies beyond this mortal world. Let him stay behind and discover the truth.*" Travvok, the sphinx from area L2 scrawled the message eons earlier, though she never specifically mentions the speaker's name.

L9. Minor Lecture Hall (CR 4)

An elevated platform overlooks three rows of stone benches facing it. A central aisle bisects the rows, and stone stairs ascend to the platform. A single, marble chair in each of the near corners faces the platform.

Thanopsis conducted intimate discussions in this smaller lecture hall, thus accounting for the noticeable lack of graffiti on the furniture. The two marble chairs in the hall's corners were for guests of honor. Despite appearances, the chamber is not empty. Lurking amid the benches are **2 pipefoxes**. The diminutive creatures used their minute size and their magical abilities to sneak past the mindless undead guardians and make their way to the lecture halls on their quest for knowledge. The creatures are naturally shy and adept at remaining out of sight as they carefully observe the PCs. If the PCs succeed on a Perception check and spot the cunning serpents, the pipefoxes use their spell-like abilities to vanish and relocate to a new hiding spot.

PIPEFOXES (2) CR 2 XP 600 hp 13 (Pathfinder Roleplaying Game Bestiary 4 "Pipefox")

Development: If they remain undetected, the pipefoxes do not reveal their presence unless they witness one of the PCs casting a spell. In that case, the magical beasts summon the courage to approach that individual and converse with him about obscure bits of knowledge. The pipefoxes interact with humanoids in a quid quo pro manner. For every bit of knowledge they impart to the PCs, they expect an equal or even greater amount in return. The information can be about the library itself or something fascinating that the PCs found in the library such as reading them Suqri's poetry. In return, the pipefoxes tell the PCs that the entrance to the subterranean level is in the western annex. They also mention that the library's

"master" seeks young humans for some unknown purpose. If questioned about the source of their information, they have firsthand knowledge of the former and they obtained the latter bit of knowledge through magical means. An arcane spellcaster who establishes a strong rapport with one of the pipefoxes may gain a familiar in the process. (See the monster's entry for more details.)

Otherwise, the inherently inquisitive creatures follow the PCs from a distance and observe their actions for 1d4 minutes. If the PCs simply barrel through the rooms in the eastern annex without taking some time to search for clues or analyze the situation, the pipefoxes lose interest in the PCs and return to this room. If the PCs appear thoughtful and introspective, the pipefoxes behave as previously described. The pipefoxes are not aggressive by nature and always use their spell-like abilities to evade and avoid combat. They fight only if cornered and are left with no other choice.

Ad Hoc XP Award: PCs who gain useful information from the pipefoxes earn 1,200 XP for their efforts. In addition, if one of the pipefoxes agrees to be a familiar, the PCs gain an additional 600 XP for the encounter. Alternately, if good-aligned characters kill the pipefoxes without provocation, the GM may award the characters no XP for the encounter or give an appropriate XP penalty.

L10. Kitchen

Thick layers of dust and soot cover the surfaces of two stone hearths in the corners adjacent to the north wall. An immense stone firebox filled with crumbled charcoal and ash nearly spans the entire length of the south wall. Interlocking, blackened steel bars comprise a grilled cooking surface. An oversized porcelain sink with two spigots is built into an ornate wooden cabinet with numerous drawers and several cutting surfaces on top of it.

An entire team of servants feverishly worked in this kitchen during the library's operation to feed hungry scholars and visitors in the adjoining dining hall. They used the two hearths to create savory soups and stews while using the grill to roast a wide variety of native and imported meats. The equipment still functions, though it requires extensive cleaning before use. Even the sink's two faucets release a torrent of cold water into the basin that washes away down the drainpipe.

The cabinet supporting the sink has eight drawers containing an assortment of kitchenware including utensils, cutlery, cooking implements, mugs, plates, sharpening tools, spare charcoal, jars of desiccated herbs, and three crumbled scrolls that contained ancient recipes.

LII. Dining Hall

Six tables surrounded by an equal number of wooden chairs occupy most of a spacious dining hall. A much-longer, yet narrower, table surrounded by fourteen chairs is near the far wall. Dust-covered plates are scattered on the tables, and numerous shards of broken pottery and porcelain are strewn across the floor. Snow and ice are visible through the crystalline skylight that makes up much of the ceiling.

The library's visitors and employees alike left the dining hall in a shambles in their haste to flee the structure and the Feirgotha Plateau after Arcady's rapid collapse. The plates on the tables have been there for 2,000 years, along with the shattered pieces. None of these items has any value or significance. The skylight on the eastern annex opens into this chamber; it is slightly more than 20 feet above the floor and slightly less than 20 feet above one of the tables. Characters that fall onto either surface take the appropriate amount of falling damage.

L12. Reading Room

A simple, wooden desk is against the far wall. A wooden chair is tucked beneath it.

Visitors who chose not to stand in the main collection area could use these small private rooms to read a scroll at their leisure. All of the reading rooms are empty except for one. A brief, cryptic note written in Common on parchment is affixed to the bottom of the desk in the northwest reading room. The partially damaged note reads: "*The librarian says he knows a* ... place ... the complex. The orcs are everywhere. We cannot escape. These may be my ... words. What ... is there but ... him." The message's missing passages in order are "*safe*," "*underneath*," "*last*," "*choice*" and "*to trust.*" The use of parchment and Common suggests that the author was not of Khemitite descent like most of the inhabitants of Arcady, but the writer provides no further clues about his or her identity.

L13. Meeting Room

A round wooden table surrounded by six chairs rests in the center of the room. Snow and ice prevent light from entering through an opaque crystalline skylight built into the ceiling.

Scholars and ordinary citizens routinely gathered in these private meeting rooms to engage in everything from heated intellectual debates to clandestine trysts. The skylight on the library's western annex illuminates the corridor connecting these rooms as well as portions of some meeting rooms as shown on the accompanying map. It is a little more than 20 feet down from the skylight to the floor and slightly less than 20 feet from the skylight to the top of a table.

The heavy, stone door and granite walls suppress most sound in either of the preceding cases, and the doors can be locked from the inside, thus preventing unwelcome visitors from barging into a raucous argument or an awkward situation. All of the rooms are empty except for the middle meeting room off the southern wall. During the library's last chaotic days, someone carved an image of a boat falling from the sky onto the table's face. The drawing's exact meaning is unclear, but a PC who succeeds on a DC 15 Knowledge (religion) check recalls that the Pharonic god Ra uses a boat to transport the dead into the afterlife. Dwarves and those unfamiliar with Khemit's pantheon receive a -5 circumstance penalty on this check.

L14. Privy

There are twenty-four holes cut into the surface of two elevated marble slabs that nearly span the entire length of the north and south walls as well as a small portion of the far wall.

The library's architects wisely used a primitive septic system to store and degrade the waste from this privy, eliminating the need to manually remove such materials and dispose of it elsewhere.

L15. Staff Living Quarters

Though they did not always stay here, the library's three most senior staff members were given the option of residing in this chamber on a fulltime basis. Because it served as their personal living quarters, the door was usually kept locked at all times, as it is now.

Stone Door: 4 in. thick; hardness 8; hp 60; Break DC 28; Disable Device DC 22.

Three military-style bunk beds rest against the far wall. Two dressers with three drawers apiece are adjacent to the near wall.

The fretful Phamses lived here throughout the orc siege. The timid scribe left immediately after Arcady's army routed the orcs. The meticulous worrywart missed a scrap of papyrus that fell behind the bottom drawer in the east dresser. It is impossible to spot the stray page without opening the drawer, and it still requires a successful DC 20 Perception check to notice the papyrus when the drawer is opened. Completely removing the drawer decreases the check's DC by -10. Written in Khemitian hieroglyphs, the damaged papyrus reads: "... is a fraud. A hoax perpetrated on the weak-minded and fools. There is nothing ... death except emptiness."

L16. Guest Quarters

Two beds rest against the far wall, and a dresser with two drawers abuts the near wall.

Visiting scholars used these guest quarters. As the situation in Arcady rapidly deteriorated and the orcs' grip on the surrounding settlement tightened, no one dared to make the harrowing trek to the renowned library. Therefore, the guest quarters stood empty for an entire year before the Arcadians abandoned the Feirgotha Plateau. The beds and dresser are empty.

L17. Supply Room (CR 5)

The stone door is always closed, yet it is not secure. A successful DC 10 Perception check notices a small fissure at the bottom of the door large enough for a Small creature to squeeze through.

Warped wooden crates and barrels stacked nearly to the ceiling form makeshift aisles and rows in a packed supply room. Most of these wooden items show signs of heavy gnawing with the fragments of many more scattered upon the floor.

This room has recently been converted into a nest by **3 ratings** and their **2 dire rat** companions that have wandered in from the frigid high desert. The ratings use their spell-like abilities to remain concealed as they move about the complex. The clutter makes it especially difficult to see the rat-lings, granting them a +2 circumstance bonus to their Stealth checks.

RATLINGS (3) XP 600

hp 19 (Pathfinder Roleplaying Game Bestiary 4 "Ratling")

RATS, DIRE (2) XP 135

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

Tactics: Whether the PCs see them or not, the cunning adversaries immediately call for reinforcements using their *summon swarm* spell-like ability. They are poor melee combatants, but if forced to fight, they surround one of the PCs and deal sneak attack damage. Once the battle turns against them, they become invisible and flee, using *dimension door* to get as far away from the PCs as possible. Ratlings forced to surrender bargain for their lives with sketchy details about the library. They are aware of the wax golems that roam the hallways, and they believe that the "old woman" lives somewhere beneath the building. Otherwise, they have no other useful information. On the other hand, the **dire rats** attack intruders on sight and fight until killed.

CR 2

CR 1/3

Treasure: The ratings are adept at using scrolls of any variety. The three ratings carry 3 *divine scrolls* (CL 7: *call lightning, owl's wisdom,* and *speak with dead*) and 2 *arcane scrolls* (CL 6: *glitterdust* and *halt undead*).

L18. Thanopsis's Office (CR 5)

The fearful Thanopsis always keeps this door locked. The PCs must either force the door open or bypass the locking device.

Stone Door: 4 in. thick; hardness 8; hp 60; Break DC 28; Disable Device DC 24

Intricate carvings and paintings depicting scribes feverishly copying papyrus scrolls cover the walls and the outer surface areas of an exquisitely crafted desk made from a rare, black wood. A chair constructed from the same exotic material is partially tucked underneath it, juxtaposed against the furniture's two drawers. Two statues of an engorged, squat beetle flank the desk.

Thanopsis's ebony desk is the centerpiece of his old office. The details engraved onto the sides and legs represent some of Arcady's finest handiwork and craftsmanship. The huge desk weighs 400 pounds, making it extremely difficult to remove from this location. The two desk drawers are empty. Though the statues appear solid at first glance, a successful DC 20 Perception check reveals the presence of a tiny crack separating the top from the bottom. In other words, the statues are more akin to a jar and a lid than a solid structure. The two halves are securely fastened together for a reason that soon becomes apparent.

The paintings and carvings on the wall are Khemitian masterpieces, both artistically and architecturally. The paintings on the west wall and south wall each contain a sun disc, one of which is placed in the middle of the door on the southern portion of the west wall and the other a few inches from the nearby corner. A successful DC 25 Perception check determines that the sun discs are actually stone buttons. The two buttons must be pressed simultaneously in order to deactivate the **trap** on the door. If not, **2 scarab beetle swarms** emerge from the statues flanking the desk and attack the closest living creature.

SCARAB BEETLE TRAP	CR 5
XP 1,600	
Type mechanical; Perception DC 25; Disable	Device DC 25

Trigger touch; Reset repair

Effect Opening the door leading into **Area L20** without deactivating the trap causes the top portion of each beetle statue to immediately detach. A scarab beetle swarm emerges from each statue and attacks the nearest living creature.

SCARAB BEETLE SWARMS (2)CR 3XP 800Dunes of Desolation 60N Diminutive vermin (swarm)Init +2; Senses darkvision 60ft., tremorsense 30 ft.; Perception+4

AC 16, touch 16, flat-footed 14 (+2 Dex, +4 size) hp 28 (8d8–8) Fort +5; Ref +4; Will +2 Defensive Abilities swarm traits; Immune weapon damage

Speed 40 ft. Melee swarm (2d6) Special Attacks daze (DC 10), distraction (DC 13)

Str 1, Dex 15, Con 8, Int —, Wis 10, Cha 2 Base Atk +6; CMB —; CMD — Skills Perception +4; Racial Modifier +4 Perception **Daze (Ex)** Any living creature that begins its turn with a beetle swarm in its space must succeed on a DC 10 Will save or be dazed. This is a mind-affecting fear effect. The save DC is Charisma-based.

Treasure: If the PCs can devise a way to remove the desk and transport it back to civilization, it is worth 500 gp.

L19. Thanopsis's Quarters

An open armoire reveals an assortment of ancient silk clothing befitting royalty. Likewise, a nearby vanity table with an attached mirror and adjacent stool contains an array of perfumes and cosmetics jars. An alabaster bathtub supported by four legs fashioned into the likeness of a leopards' paws and adorned with carvings of nautical images rests in front of a luxurious bed covered in an exotic, spotted fur with silk sheets.

Thanopsis resided in his luxurious bedchamber until he began his assaults against Burvaadun. He now resides in the perceived safety of his planned tomb beneath the Pyramid of Thanopsis. In his current female form, Thanopsis made extensive use of the vanity table and cosmetics until several weeks ago. He only visits the room on rare occasions.

Treasure: The silk sheets and leopard fur covering the bed are worth 50 gp and 100 gp. Nine jars of rare, exotic perfume on the vanity table are worth 25 gp each. Likewise, four jars of makeup are worth 10 gp each. The clothing in the armoire is the equivalent of two noble's outfits worth 75 gp each and two royal outfits worth 200 gp apiece.

L20. Passage to Pyramid Level

Stone stairs descend at a steep angle into a corridor that bends sharply toward the southeast. The painted images of anthropomorphic creatures adorn the smooth, limestone walls.

The stairs descend 25 feet at a 45-degree angle before the passage turns in a southeasterly direction. A character that succeeds on a DC 10 Knowledge (religion) check determines that the anthropomorphic figures on the walls depict various members of the Pharonic pantheon of Khemit. The long corridor continues in that direction for 3,000 feet before it ends in a heavy stone door that marks the beginning of the Pyramid Level.

Pyramid Level

Under Thanopsis's guidance, the library's architects, masons, and artisans built and designed the Pyramid of Thanopsis to serve as his tomb. The calculating librarian felt that the ostentatious display served no purpose other than to invite grave robbers to plunder his worldly goods after his demise. Instead, he instructed his servants to construct his mausoleum 25 feet below the pyramid's base. As his fear of the afterlife grew, Thanopsis used his formidable magical powers to create the tunnels and chambers that would become his laboratory and frigid vault. As a result, the walls and ceilings in area P2 and area P3 as well as the adjoining corridors, are roughhewn stone surfaces with an average height of 1d4+8 feet. The areas constructed by the library's original workforce, i.e. area P1, area P4 and area P5 share the same architectural characteristics as the library itself. The stone doors open with little effort, with exceptions of the doors in area P2 and area P3.





PI. Embalming Chamber (CR 5 or 0)

Pungent aromas fill the musty air. Dried herbs, resins, and other globular materials float on the surface of a cloudy solution that fills the halfway point of an oversized alabaster bathing vessel adjacent to a large, stone slab. The same liquid is also found in a metallic barrel against the far wall. A spool of thick gray linen affixed to the top of a bronze pole sits on each side of the tub. Numerous jars rest upon a series of shelves affixed to the far wall. Two statues of a humanoid with a jackal's head stand before an archway opposite the stone door.

The Khemitite priests used this funerary chamber to mummify the library's deceased scribes before interring their preserved bodies in the adjacent ossuary. The embalmers first removed the decedent's organs while the body rested atop the stone slab. Despite their cleanliness, a successful DC 20 Perception check detects splotches of dried fluids on the cold surface. The character must then succeed on a DC 20 Knowledge (local) or Heal check to identify the stains as bile and blood. The adjacent desiccation vessel's liquid solution is filled with a mixture of herbs, resins, oils, honey, and natron, an alkaline salt mineral, which is the primary ingredient. The barrel against the far wall also contains a natron solution. After soaking the body in the solution for several weeks, the embalmers then wrapped the corpse in the specially treated funerary linens. The fourteen jars on the shelves include an assortment of the materials floating on top of the vessel's surface. Time has rendered all of them inert save for one — a sealed jar of rare honey. The two statues depict the Pharonic god, Anubis. Identifying the guardian of the dead requires a successful DC 10 Knowledge (religion) check.

If Thanopsis failed to detect the PCs' presence at Burvaadun, the **2 spellgorged zombies** stand guard in this chamber. They immediately attack all living creatures except Thanopsis.

SPELLGORGED ZOMBIES (2) XP 800 bp 27 (see Approach to the Lib

hp 27 (see Approach to the Library)

Treasure: The rare jar of honey is still viable. Produced from the pollen of the black locust tree, the exotic commodity is worth 250 gp. Alternately, if spread on a poisonous contact wound, the recipient gains a +4 alchemical bonus to saving throws made to resist that poison. Using the honey in this manner requires a full-round action that provokes attacks of opportunity.

P2. Frozen Vault (CR 6)

Thanopsis magically sealed the stone door of this room using an *arcane lock* spell.

Stone door: 4 in. thick; hardness 8, hp 60; Break Down DC 38; Disable Device DC 20

Frigid air surges out of a vast chamber covered in thick layers of ice. More than a hundred frozen human corpses partially buried beneath alternating layers of ice and snow are scattered across the floor. Pain is etched onto their chiseled faces, and nearly all of the bodies are curled up in the fetal position in a futile effort to retain body heat. A smaller number is huddled together in macabre death poses. Adolescent boys and girls make up the overwhelming majority of these unfortunate victims, though there are roughly thirty elderly, time-worn bodies interspersed among the young.

The frozen vault is the sad legacy of one man's efforts to defy death regardless of the cost. PCs investigating the youngsters' disappearance at Octavio's behest (see the **Ancestral Mystery** hook) solve the riddle of what happened to countless refugees seeking sanctuary during Arcady's last dark days. The heartless Thanopsis broke his promise to help these poor souls and instead condemned them to the horrific fate of freezing to death for his own selfish purpose. In order to accomplish that goal, he built this vault in the heart of an underground glacier. The temperature within the room is -10° F. Characters unprepared for these conditions take lethal damage. (See the "Cold Dangers" section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook* for details.) The room is so cold that it only takes a successful DC 5 Perception check to feel the icy air through the stone door.

Thanopsis cast the spell nearly 2,000 years ago when he first imprisoned his future hosts within the vault. The door now prevents **3 hoar spirits** from escaping. Thanopsis uses his arsenal of spells to keep the vengeful undead at bay on those rare occasions when he enters the frozen vault searching for his next suitable host. Though their anger is directed at the wizard who killed them, the enraged spirits attack any living creature that stumbles into their lair. The monstrosities unleash a *cone of cold* at the first opportunity before wading into combat with their icy claws. The intelligent undead avoid fire-wielding opponents whenever possible. They fight until destroyed.

HOAR SPIRITS (3) The Tome of Horrors Complete 370 CE Medium undead (cold) Init +2; Senses darkvision 60 ft., heatsense 60 ft.; Perception +11 AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural)

AC 17, fouch 12, flat-footed 15 (+2 Dex, +5 hafural, hp 26 (4d8+8) Fort +3; Ref +3; Will +6 Immune cold, undead traits Weaknesses vulnerable to fire

Speed 30 ft. Melee 2 claws +7 (1d4+3 plus 1d3 cold plus glaciate)

Special Attacks cold 1d6, glaciate (DC 14) Spell-Like Abilities (CL 4th): 1/day—cone of cold (DC 17)

Str 17, Dex 15, Con —, Int 10, Wis 15, Cha 15 Base Atk +3; CMB +6; CMD 18 Feats Alertness, Weapon Focus (claws) Skills Acrobatics +6, Climb +10, Perception +11, Sense Motive +4, Stealth +9 Languages Khemitian

Cold (Su) Hoar spirits generate intense cold. It deals an extra 1d3 points of cold damage with each claw attack. Creatures attacking a hoar spirit with an unarmed attack or natural attacks take 1d3 points of cold damage each time they hit.

Glaciate (Su) A creature hit by a hoar spirit's claw must succeed on a DC 14 Fortitude save or be paralyzed by bone-numbing cold for 1d4+1 rounds and take 1 point of Dexterity damage. The save DC is Charisma-based. **Heatsense (Ex)** Hoar spirits can detect heat (such as that generated by living creatures) within 60 feet, including the heat of invisible creatures. It functions as blindsense in regard to any non-visible heat sources within its range.

P3. Thanopsis's Laboratory (CR varies)

In order to prevent any interruptions as well as guard against intruders, he cast an *arcane lock* on this stone door as soon as he finished building his laboratory.

Stone door: 4 in. thick; hardness 8, hp 60; Break Down DC 38; Disable Device DC 20

The roaring flames in an adjacent hearth warm and illuminate a spacious laboratory. Two lit, golden braziers dangle from a chain imbedded in the ceiling, filling the room with the scent of burning incense. Numerous leather-bound books nearly fill a large bookcase against the near corner. Against the far wall are a simple writing desk, a matching chair, a closed iron chest and a wooden cabinet topped by a granite counter covered with alchemical equipment. A pool of fresh, clean water is adjacent to the north wall.

Thanopsis spends many hours in his laboratory, attempting to recall the spells that he can longer cast because of the *consciousness crystal*'s detrimental effects. During his 2,000 years of isolation, the brilliant wizard occupied countless hours transcribing the main collection's most valuable works from fragile papyrus onto more-durable parchment and vellum. He copied 304 tomes that he now stores on the bookcase in his laboratory.

Thanopsis's summoning circle in the center of the room is dormant, thus, it does not emit a magical aura. He uses the pool of water against the north wall as the material component of his *scrying* spell. Thanopsis cares little for his monetary treasures, so the iron chest is neither locked nor trapped. For a wizard of his former stature, his alchemical equipment is ordinary at best.

There is a 50% chance of encountering **Thanopsis** within his laboratory. The GM may read or paraphrase the following description of Arcady's legendary librarian. If he is not here, he is always found in area **P5**.

An old woman with an olive complexion, long gray hair, longing brown eyes, and attractive features loiters around the workspace against the opposite wall. She wears numerous pieces of elaborate jewelry of ancient make on her hands, neck, and wrists. A wondrous cloak drapes around her stooped shoulders. Thanopsis's consciousness now occupies the body of an old, Khemitite woman, a guise that he uses to his maximum advantage. The PCs' presence naturally frightens the cowardly wizard, but he maintains his composure and attempts to bluff his way out of an immediate confrontation. "She" claims to be Arsinoa, one of Thanopsis's servants. Arsinoa feigns regret over her master's many sins, though she begrudgingly justifies his actions based upon the "troubling times" that he endured. She then tells the PCs that Thanopsis died 2,000 years ago, and any creature claiming to be Arcady's revered librarian is an imposter. To prove her point, she offers to take the characters to see his mummified body in area **P4**. Once there, she and the chamber's resident crypt thing immediately attack the PCs. If the PCs already destroyed the undead guardian and went to area **P5**, she shrugs her shoulders and tells the adventurers that she did all she can to help.

CR8

THANOPSIS XP 4,800 Male human necromancer 9 NE Medium humanoid (human) Init +4; Senses lifesight 10 ft.; Perception +3

AC 13, touch 11, flat-footed 13 (+1 armor, +1 deflection, +1 natural) hp 43 (9d6+9) Fort +4; Ref +4; Will +12

Speed 30 ft.

Melee mwk quarterstaff +5 (1d6)

Necromancer Spell-Like Abilities (CL 9th; melee touch +4): 5/day—grave touch

Spells Prepared (CL 9th; melee touch +4, ranged touch +4): 4th—animate dead, scrying (DC 16), wall of fire 3rd—dispel magic, fireball (DC 15), summon monster III, vampiric touch 2nd—command undead (DC 14), detect thoughts (DC 14),

false life, resist energy, scorching ray, spectral hand 1st—chill touch (DC 13), detect undead, mage armor, magic missile, ray of enfeeblement (DC 13), shield 0 (at will)—bleed (DC 12), disrupt undead, ray of frost, read magic

Arcane School Necromancy Opposition School Illusion, Transmutation

Str 10, Dex 10, Con 10, Int 14, Wis 17, Cha 19 Base Atk +4; CMB +4; CMD 15

Feats Command Undead[®] (5/day), Craft Construct, Craft Magic Arms and Armor, Craft Wondrous Item, Forge Ring[®], Improved Initiative, Iron Will, Scribe Scroll[®], Toughness Skills Appraise +7, Bluff +10, Craft (sculpture) +10, Knowledge (arcana) +14, Knowledge (engineering) +7, Knowledge (history) +9, Knowledge (planes) +9, Knowledge (religion) +9, Profession (librarian) +15, Spellcraft +15 Languages Common, Dwarven, Khemitian SQ arcane bond (masterwork quarterstaff), life sight (9 rounds)

Combat Gear wand of lightning bolt (CL 7: 9 charges), arcane scroll (CL 7: fear, summon monster III), 2 potions of mage armor, potion of resist energy (cold), 2 vials of antitoxin; **Other Gear** amulet of natural armor +1, bracers of armor +1, cloak of resistance +1, ring of protection +1, ring of sustenance, consciousness crystal (see **Chapter 5**), masterwork quarterstaff, three aquamarines worth 250 gp each, a garnet ring worth 100 gp, two bronze necklaces worth 50 gp each, three bronze bracelets worth 25 gp each.

Spellbook All prepared spells plus: 0—all; 1st—alarm, cause fear, identify, silent image; 2nd—arcane lock, blindness/ deafness, continual flame, rope trick, scare, see invisibility; 3rd—clairaudience/clairvoyance, explosive runes, halt undead, nondetection, tongues; 4th—arcane eye, bestow

curse, detect scrying, fear, stoneskin; 5th—cone of cold, feeblemind, magic jar, symbol of pain, symbol of sleep; 6th—create undead, geas/quest, symbol of fear; 7th control undead, limited wish.

Tactics: Thanopsis dispenses with the ruse once it becomes apparent that the adventurers do not believe his elaborate tale. If the PCs struggled to open the door, Thanopsis bolsters his defenses before the encounter. He casts *mage armor*, followed by *shield* to substantially improve his AC. If he still has enough time, he also casts *resist energy* (fire) and *false life* to grant him temporary hit points. In battle, Thanopsis prefers to divide and conquer his foes when possible. To achieve this aim, he places a *wall of fire* in an ideal location to separate one or two PCs from the rest of their party. In rapid succession, he then uses his *wand of lightning bolt* on the characters in his line of sight followed by a strategically positioned *fire-ball* intended to affect the PCs on his side of the wall and those on the opposite side.

Thanopsis' fear of death consumes him. He has no magic to aid his escape. Therefore, whenever he is reduced to fewer than 10 hit points, he begs and grovels for his wretched life. The terrified wizard offers the PCs all of his worldly treasures in exchange for mercy. If they refuse his offer, he reluctantly continues to fight, intermittently moping, sobbing, and crying between actions until he either defeats the PCs or his greatest nightmare finally comes true.

Even though Thanopsis has not personally encountered another living soul in twenty centuries, he cast a *feeblemind* trap on his spellbook's front page eons ago to prevent other wizards from stealing his lifetime of mystical research. Thanopsis can read his spellbook's contents without harm.

FEEBLEMIND TRAP	CR
XP 2,400	
Type magic; Perception DC 30; Disable Device DC 30	

Trigger spell; Reset none

Effect spell effect (feeblemind, reader's Intelligence and Charisma scores each drop to 1, DC 20 Will save negates)

Treasure: Thanopsis' iron chest holds 2,075 gp and 6,443 sp. The 304 books on the bookcase are worth 5 gp each. The alchemical equipment is extremely archaic and in poor shape, reducing its value to a meager 25 gp.

P4. Ossuary (CR 5)

Six ornately carved and masterfully painted stone sarcophagi occupy custom-fitted niches built into the surrounding walls. The upright coffins are decorated with gold plating and inlaid stones. Sculptures and paintings on the walls, floor, and ceiling presumably depict the souls of the dead sailing on reed boats past a menagerie of anthropomorphic figures. Hundreds of browned papyrus scrolls rest upon two sets of shelves against the far wall. An unusual chair crafted from reeds and shaped into the likeness of a seat found on a boat rest in front of each collection of scrolls.

In contrast to Thanopsis, six of the library's greatest scribes and scholars embarked on the journey into the afterlife as described in the numerous decorative artworks on the walls and ceiling. Once again, a successful DC 10 Knowledge (religion) identifies the Khemitian traditions of the afterlife and identifies the anthropomorphic figures as members of their pantheon. The decedents' beloved scrolls and comfortable chairs also joined them in the next world. However, just like the papyrus scrolls in the library proper, these too succumbed to the ravages of age and moisture, rendering them unreadable and worthless. In accordance with Khemitian tradition, each of the sarcophagi's lids was fashioned into the likeness of the person contained within the stone receptacles. Names do not appear anywhere on the coffins' surfaces. Of course, the artisans tasked with replicating the individuals' faces and bodies glossed over their imperfections and produced highly stylized and idealized likenesses of these individuals. Opening one of the coffins requires a successful DC 25 Strength check. The coffins contain nothing other than the occupant's mummified corpse.

Stone Sarcophagus: 4 in. thick; hardness 8; hp 60; Break DC 25

Thanopsis and a visiting priest combined forces to create the **crypt thing** that protects the ossuary and Thanopsis' tomb from defilement. Its wizardly creator forbade the crypt thing from conversing with anyone other than him. Based upon these instructions, the monster seems perfectly content to stand in the center of the room and monitor the PCs' actions without uttering a single word. It does not attack until the characters enter the room or attack it. Once either condition is satisfied, the undead creature unleashes a teleporting burst to scatter the adventurers throughout the pyramid level. Though stationed within the ossuary, it can *dimension door* to any location in sight, though it cannot pass through the north door in area **P1**.

If Thanopsis accompanied the PCs into the room, the crypt thing obeys his master's commands and attacks their shared foes with its claws. Under these circumstances, it never uses its teleporting burst ability unless Thanopsis directs it to do so. The crypt thing fights until destroyed.

CRYPT THING

6

CR 5

XP 1,600 The Tome of Horrors Complete 129 N Medium undead Init +6; Senses darkvision 60 ft.; Perception +17

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural) hp 56 (7d8+21) Fort +5; Ref +4; Will +7 Defensive Abilities channel resistance +4; DR 10/magic; Immune undead traits

Speed 30 ft. Melee 2 claws +7 (1d6+1) Special Attacks teleport other (DC 20)

Str 12, Dex 14, Con —, Int 12, Wis 14, Cha 16 Base Atk +5; CMB +6; CMD 18 Feats Alertness, Improved Initiative⁸, Skill Focus (Perception), Skill Focus (Sense Motive), Weapon Finesse Skills Bluff +10, Intimidate +13, Knowledge (history) +8, Perception +17, Sense Motive +17 Languages Common

Claws (Ex) A crypt thing's claws are treated as magic for the purpose of overcoming damage reduction.

Teleport Other (Su) Once per day as a standard action, a crypt thing can teleport all creatures within 50 feet of it to a randomly determined location. An affected creature can attempt a DC 20 Will save to negate the effects. The save DC is Charisma-based and includes a +2 racial bonus. An affected creature is teleported in a random direction (roll 1d4: 1, north; 2, south; 3, east; 4, west) and a random distance (1d10 x 100 feet) away from the crypt thing. Roll randomly for each creature that fails its saving throw. A teleported creature arrives in the closest open space at the determined destination. A teleported creature can arrive in mid-air rather than on a solid surface if the crypt thing wishes. A creature that arrives in mid-air takes falling damage when it contacts a solid surface (unless it has some means to prevent falling, such as the ability to fly, or a feather fall spell).

P5. Thanopsis's Tomb (CR varies)

An immense barge made from reeds dominates the center of the room. The huge boat is thirty feet long and just wide enough to accommodate an unpainted alabaster coffin with smooth, flat surfaces and no imagery or sculptures. On the other hand, numerous paintings and bas-reliefs depicting hosts of anthropomorphic figures greeting a middle-aged man on a reed boat cover every available surface on the walls. Several hundred papyrus scrolls rest upon freestanding shelves adjacent to the reed barge.

Surprisingly, the egotistical Thanopsis specifically requested that his coffin not bear any images of his likeness. The same cannot be said for the artworks covering the walls. The handsome, bald middle-age man shown in these paintings and bas-relief sculptures accurately depict the great librarian before his numerous transformations. The images portray Thanopsis' journey into the afterlife, which the PCs can confirm with a successful DC 10 Knowledge (religion) check. Likewise, a character that succeeds on a DC 20 Knowledge (history) check identifies Thanopsis as the paintings' subject. Thanopsis also desired to keep his treasured written works for all eternity, but his nonmagical papyrus scrolls turned into tattered shreds eons ago. The ever- cautious Thanopsis preserved four magical scrolls in ceramic cases and stashed them on the shelves. He can locate the scrolls with ease, but it takes a successful DC 18 Perception check for someone other than him to quickly spot each of the concealed writings.

Alabaster Coffin: 4 in. thick; hardness 8; hp 60; Break DC 20

There is a 50% chance of encountering **Thanopsis** here. If he is not here, he is always found in area **P3**. The GM may read or paraphrase Thanopsis' description from that area as well. Though the door is not secured, the PCs' combat with the crypt thing in the adjacent tomb likely alerts Thanopsis to the presence of intruders. (Each round, Thanopsis may attempt a Perception check to hear the commotion from area **P4**.) The cunning wizard has no option left other than to fight, so he prepares for combat as described in area **P3** with two notable exceptions: His first actions are to cast *greater invisibility* and *stoneskin* from two of the scrolls scattered among his collection. Otherwise, he behaves and acts as described in area **P3**.

Treasure: As previously mentioned, Thanopsis hid the following 4 *arcane scrolls* (CL 9: *greater invisibility, seeming, stoneskin, teleport*) among his scroll collection. Thanopsis's alabaster coffin is empty, but the 500-pound vessel is worth 250 gp.

Concluding the Adventure

Thanopsis's defeat rids the Feirgotha Plateau of a long-standing menace, but it also increases the likelihood of other malevolent monsters taking up residence in the abandoned structure. This development prompts the dwarves of Clan Craenog to monitor the remote region more closely. Over the coming months, Burvaadun witnesses significant upgrades in structural improvements and manpower. Dwarven stonemasons repair the breaches in the garrison's outer wall and even construct several small outposts in the Library of Arcady's vicinity.

Clan Craenog also takes notice of the PCs' actions in this matter. If dwarven characters aided Burvaadun in its time of need, the High Thane invites the brave dwarves to Erod Flan to express his personal gratitude. This time, a column of troops escorts the PCs from the isolated fortress to the distant dwarven capital. Even if they did not directly intervene on behalf of the dwarven defenders, Thanopsis's destruction ends the prolonged siege of Clan Craenog's beleaguered garrison. The grateful dwarves enthusiastically greet their liberators and offer to accompany them to Erod Flan once a relief force arrives at the garrison.

The PCs' fortunes now turn north, though they are still free to revisit Miners' Refuge for some much-needed rest and recuperation in addition to restocking their supplies. Alternately, the PCs can accomplish these tasks when they reach the next leg of their journey at Erod Flan or another suitable location along the way.

Ch. 13: Between a Rock and a Charred Place

A fiery blast tore through their ranks And buckled their vulnerable flanks, The hobgoblins burned with eyes of flame, Still they came, still they came!

— "Varrandungen" an epic poem translated from the original Dwarven

Between a Rock and a Charred Place is a 7th-level adventure that thrusts the PCs into the middle of an epic confrontation between the dwarves of the Stoneheart Mountains and the hobgoblins just beyond their borders. Under their new leadership, the hobgoblin warmongers deploy an innovative grand strategy: to forge an alliance with one of the dwarves' old enemies and a traitor in their foes' midst. The dwarves' dominance over the region and very survival hangs in the balance if the PCs cannot thwart the monsters' ambitious plans.

Adventure Background

The frenetic beat of war drums pounds in the heart of every hobgoblin warrior. The martial rhythm urges these aggressive humanoids to new conquests and greater brutality. Their voracious appetite for spilling blood and their compulsive need to subjugate other sentient beings to their will perpetuates a never-ending state of war against their unwilling neighbors. Many of these conflicts rage for centuries as the forces of civilization struggle to keep the expansionistic hobgoblin armies at bay. For dwarves, the battle against the hobgoblins and their malevolent kin is an indelible way of life. From an early age, dwarves learn how to combat these hated foes, and most get the opportunity to put their lessons into practice on the battlefield. Nowhere is this truer than in the Stoneheart Mountains.

The mountain dwarves of Clan Craenog who dominate much of the eastern and central Stoneheart Mountains always keep a wary eye pointed north toward the Starcrag Range and, more specifically, the hobgoblin citadels of Exor, Smashed Skull, and Hollow Bone. In spite of several impressive victories by both sides over the past several hundred years, territorial gains are invariably short-lived. The two foes remain locked in a virtual stalemate. For the most part, the leaders on both sides grudgingly accept the status quo. However, a young and remarkably intelligent hobgoblin warlord aspires to finally break the deadlock and assume supremacy over the Stoneheart Mountains.

From his stronghold of Exor, the new hobgoblin warlord Grugdour believes that the complacent dwarves are ripe for conquest. The dwarves' lack of a king fuels rumors of discontent among several prominent families within the court of Erod Flan, the clan's capital. Grugdour senses weakness and disunity, especially in light of the troubles experienced at Burvaadun, and he intends to exploit the situation. Hobgoblins are not renowned for diplomacy and subterfuge. In the minds of his predecessors, victory was won only on the battlefield. They would happily launch a bloody frontal assault against the heavily fortified dwarven citadel of Tyr Whin, the clan's only significant military presence in the north. The tactically brilliant and charismatic hobgoblin warlord realizes that it takes more than military might to wrest the critically important military installation from the hands of his enemies. In his mind, it is better to share glory with others than taste defeat alone.

With that philosophy in mind, Grugdour knows that his hobgoblins are not the dwarves' only enemy. Several decades earlier, the dwarves of Erod Flan eradicated a clan of dark folk, a humanoid race with a longstanding grudge against the dwarves, from the abandoned quartz mine beneath the citadel's foundation. At least, that is what the dwarves thought. The dark folk's leader, a dark caller named Rogvörn, led a ragtag handful of dark creepers and dark stalkers into a hidden chamber that the dwarves failed to find. Since their devastating defeat, they have slowly and stealthily rebuilt and repopulated the subterranean complex beneath the citadel, waiting for the perfect opportunity to exact their revenge.

Hours of Discontent

Fortunately for Grogdour, Clan Craenog is not fully united behind its current high thane. After the disappearance and presumed death of King Kroma during the Battle of Tsar three centuries ago, the surviving dwarves left the title of king vacant and instead elevated Kroma's first cousin, Om, to the position of high thane. Naturally, some disagreed with this decision. Om's older, cousin Garnock, a dwarf poorly suited to diplomacy and rule, demanded that his kin crown him high thane. The clan's most influential dwarves chaffed at the idea of bestowing the title to a bumbling lout. No one supported the universally disliked Garnock in his bid to assume clan leadership. The bitter old dwarf vehemently protested the perceived slight until his dying breath almost two centuries later. Before succumbing to old age, the venerable dwarf married a dwarven woman more than two hundred years his junior. The short-lived relationship produced his only child - the surprisingly bright and affable Blassian. In fact, the youngster was so different from the unpopular Garnock that many of his relatives were certain that someone else actually fathered the impressive boy. Still, Blassian shares one common trait with his father: He wants to rule Clan Craenog as Kroma's rightful heir.

Though more charismatic and intelligent than his gruff, ignorant father, Blassian's political maneuverings and machinations appear to be all for naught. The popular dwarf is widely respected within the clan, yet his elusive goal now seems completely unattainable considering that Om's oldest son and the current high thane, Kaelan, along with his two younger brothers, two sons, and four grandsons all stand in his way. Despite outward appearances, Blassian's fidelity to the clan is a ruse. He is loyal only to one person — himself. Blassian greatly resents how Om and his descendants treated his admittedly boorish father. Now convinced that he cannot attain his desired goal through peaceful means, the desperate and ambitious dwarf looked elsewhere for aid.

Strangest Bedfellows

Distance and race separate Rogvörn, Grogdour, and Blassian, yet they share one faith that binds them together. Outwardly, each worships the traditional gods of their people. However, in secret, the diverse trio worships Hecate's daughter, Mirkeer, Goddess of Shadows and the Night. Their divine mistress heard their prayers and united the three conspirators using an owb servant to act as their intermediary. In spite of their differences in language, culture, and ideology, Blassian found willing allies in Grugdour, his equally smart and determined hobgoblin counterpart, and Rogvörn, the dark caller responsible for saving the dark folk beneath Erod Flan. United by their common belief, the devious trio concocted a sinister plot to accomplish all of their goals in one fell swoop.

The masterful scheme has several moving parts. Rogvörn intends to use a pocket of volatile natural gas to wipe out the high thane's entire family during a ceremony to honor the PCs' recent actions on the Feirgotha Pla-

teau. Naturally, Blassian skips the event, allowing him to survive the devastating blast, which leaves him as the most logical choice to succeed his cousin as Clan Craenog's undisputed high thane. In accordance with their carefully crafted plan, the dwarves' new leader urges his kin to venture into the depths below Erod Flan and avenge their fallen high thane. After the dwarves sustain significant casualties in the trapped underground tunnels and chambers, the newly crowned high thane cedes the territory beneath Erod Flan to the conniving dark caller and his dark creeper servitors. Meanwhile, in response to the massive explosion, Blassian summons reinforcements from Tyr Whin, leaving the important outpost at less than half its original strength. As the dwarven relief force marches across the Stoneheart Mountains toward the clan's capital, Grugdour's hobgoblins launch a surprise assault against the significantly weakened citadel. If all goes according to design, Rogvörn and the dark folk would rule the underground realm below Erod Flan, Blassian would become high thane and assume leadership over Clan Craenog, and Grugdour would add an important symbolic and tactical piece to his expanding kingdom. Mirkeer and her servants would claim secret dominion over an enormous swath of the central Stoneheart Mountains.

Of course, the PCs are hopefully there to prove once again that the best laid plans of dwarves, hobgoblins, dark folk, and a secretive goddess all go awry. (The PCs' journey to Tyr Whin and their battle against the hobgoblins and their ambitious overlord appears in the next adventure, *War of Shadows*.)

Adventure Synopsis

If the PCs participated in the adventure *A Little Knowledge*, the GM may segue directly into this adventure by having a column of dwarven reinforcements escort the PCs from the distant garrison of Burvaadun to Erod Flan approximately 100 miles away to meet with the high thane. Alternately, Clan Craenog's high thane invites the characters to the fortress to honor them for their actions on another matter of importance to the mountain dwarves.

During the ceremony, Rogvörn and the dark folk ignite a pocket of methane gas that causes a loud and powerful explosion that shakes the audience hall to its foundations. Though the blast causes a considerable amount of structural damage and some injuries, the scheming dark caller and his minions fail in their bid to kill the high thane and his immediate family. The startled high thane again asks the PCs to risk their lives and venture into the tunnels beneath Erod Flan to prevent another catastrophe and unmask the culprits. Blassian, one of the conspirators, needs additional time to devise an alternate plan, so he offers to lead the expedition into the underground complex where he hopes to lure the PCs to their doom.

The PCs may either enter the dark folk's complex through the abandoned quartz mine beneath Erod Flan or by excavating tons of rock and stone from the blast site and infiltrate their lair through the proverbial backdoor. The dark folk expect the dwarves to counterattack, and are well prepared for the dwarves (and possibly the characters). Lethal traps and hand-chosen guardians lie in wait throughout the mine's claustrophobic tunnels and chambers. Of course, Blassian, the high thane's supposedly loyal subject and the PCs' alleged ally, intervenes whenever possible to thwart the characters' interference with the grand scheme. The clan's would-be ruler shows his true colors at the most opportune moment, joining with his dark folk allies or their minions to prevent the characters from ruining his plans.

After the PCs successfully stymie the traitorous dwarf, they must still contend with the surviving dark folk and their minions on their home turf. Deadly traps and volatile pockets of explosive gas make their task even more difficult. As the PCs explore the dark folk's alien world and encounter its leader caste, they learn of Grugdour's involvement in this elaborate plot and the hobgoblins' planned assault against Tyr Whin. In the depths below the dwarven citadel, the PCs encounter one of the plot's architects, the vengeful Rogvörn. The dark folks' unquestioned leader and Mirkeer's owb servant sense that their original plan failed, so they scramble to set off another devastating detonation that could potentially level wide swaths of the city. If the PCs cannot stop him, hundreds and perhaps even thousands of dwarves may meet Dwerfater sooner than they intended.

Part I: Pomp and Circumstance

The adventure's opening scenes take place in the dwarven citadel of Erod Flan, first city of the Great Mountain Clan Craenog. In recognition of their services to Clan Craenog, the high thane personally invites the PCs to attend a traditional dwarven feast followed by a ceremony granting them exalted status among the mountain dwarves. Before the festivities, the PCs are free to briefly explore the citadel and restock their supplies and equipment or to gather vital information from the local residents that could aid them later in the adventure. After touring Erod Flan, the PCs may interact with the high thane and his court throughout the extravagant meal. Then, as the high thane is about to grant the PCs the lofty title "Brothers of the Thane," a powerful blast rips through the hall, collapsing parts of the ceiling and injuring some of the guests. The angered and concerned thane turns to the PCs and asks them to unmask the responsible parties and prevent his fortress from coming to ruin.

Beginning the Adventure

The adventure may begin in any location under the dominion of Clan Craenog. However, the remote garrison of Burvaadun from the previous adventure is the most-logical starting point. It is preferential for the high thane to dispatch a contingent of his troops to notify the PCs of his intention to honor them and then to escort them back to Erod Flan along the low-ways of the clan peaks, thus eliminating the need for random encounters on their trip to the clan's capital. Of course, it is possible to allow the PCs to venture on their own to Erod Flan from another location somewhere in the Stoneheart Mountains. In that case, the GM may use some of the random encounters from the **Appendix** to challenge the PCs before they arrive in the dwarven citadel.

Adventure Hooks

Between a Rock and a Charred Place begins in a rather innocuous way. The adventure starts with a happy occasion instead of the PCs investigating a mysterious location or confronting a growing menace. The high thane invites them to attend a celebratory gathering held in their honor and to bestow an important title upon them. The three hooks presented below deliver the same message, yet each does so in a different manner. The GM is free to use one of the following hooks or create one of his own to set the adventure's events into motion.

Heroes of Burvaadun

PCs who defeated Thanopsis and his undead legions, at the behest of Voorn Rockfeller (LN male mountain dwarf fighter 3; Str 15; Profession [soldier] +8) must eventually return to Burvaadun to collect payment for their services and to inform Thurn Rockfeller, the garrison's commander, of their success. When the PCs arrive at Burvaadun, Thurn hands them a message from Voorn asking them to remain at the garrison until the high thane's reinforcements finally arrive one week later. As promised, Omgard Karskbit (LN male mountain dwarf; Ftr5; Con 15; Profession [soldier] +10) appears at the remote outpost along with 80 fresh dwarven soldiers under his command. Sixty of the troops join the survivors at the garrison along with several wagons stuffed with provisions and other critical supplies. Omgard tells the PCs that the grateful high thane wants them to accompany him and 20 of his men back to Erod Flan for a banquet in their honor as well as to receive a special gift from Clan Craenog's leader. If the PCs travel with Omgard and his soldiers, the overland trip takes a week to slog the roughly 100 miles back to Erod Flan.

THURN ROCKFELLER XP 600

hp 26 (Pathfinder Roleplaying Game NPC Codex "Heir Apparent"; change race from human to mountain dwarf [see

CHAPTER 13: BETWEEN A ROCK AND A CHARRED PLACE



Chapter 1], with corresponding racial adjustments. Replace the masterwork longsword and dagger with a masterwork dwarven waraxe and heavy crossbow.)

Long Days' Journey

PCs seeking to claim their compensation for retrieving one of the library's valuable tomes or solving the mystery surrounding the fate of the missing youngsters at the time of Arcady's collapse must return to one of the human settlements in either Miners' Refuge or another suitable lowlands location. Clan Craenog sends **Kellyn Cyanbrass** (CG female mountain dwarf ranger 4; Wis 15; Survival +9) and her band of 12 rangers to find the adventurers who saved the garrison of Burvaadun from certain destruction. Kellyn eventually tracks the PCs to their current location and delivers the same message as her counterpart Omgard. She and her followers agree to escort the PCs back to Erod Flan to attend the feast and ritual. Depending upon the PCs' starting point, the journey can take anywhere from a few weeks to several months depending on where the PCs are located when Kellyn finds them.

Enemy Mine

Clan Craenog has many bitter enemies: Humans, orcs, goblins, hobgoblins, elves, and giants rank at the top of their list. If the PCs did not participate in the adventure *A Little Knowledge*, the high thane instead seeks to honor them for defeating one or more of the preceding foes at some other point in their adventuring career. Rather than directly summoning the PCs to Erod Flan, the characters learn of the high thane's interest through a local settlement's rumor mill, a public announcement, or a display asking for information about the PCs. The GM may also choose an alternate means of notification. Without the benefit of an armed escort, it is best to use this hook only in close proximity to Erod Flan. Otherwise, the PCs may have to negotiate several hundred miles of hostile territory without the protection afforded by traveling with a large group under the high thane's jurisdiction.

Erod Flan

Roughly 70 miles east of the Feirgotha Plateau, Clan Craenog's capital and most-formidable fortress is a monument to dwarven engineering and military planning. The citadel is centrally located in relation to the three vital mountain passes under the dwarves' control. It is nearly halfway between Baen's Pass and the Southern Pass. Pelivar Pass lies on the western boundary of the narrowest stretch of the Feirgotha Plateau due west from Erod Flan. Though most dwarves refer to Erod Flan as a citadel, the defensive bulwark is more than a military outpost. Aristocrats and soldiers need food, clothing, water, and an assortment of other goods just to meet their basic needs. They also require a vast and sophisticated infrastructure to produce and deliver these essential commodities among desolate mountain peaks and difficult terrain. Every profession typically found in larger rural settlements is well-represented in Clan Craenog's formidable capital.

Erod Flan

LN large town Corruption +2; Crime -3; Economy +1; Law +4; Lore +1; Society -2

Qualities insular, racially intolerant (elves, half-elves, half-orcs, halflings, humans), strategic location **Danger** +5

Government overlord Population 4,609 (4,534 mountain dwarves, 75 gnomes) Notable NPCs Kaelan, High Thane of Clan Craenog (LN male mountain dwarf cleric of Dwerfater 7)

Minchain Redash, Guard Captain (N male mountain dwarf fighter 7) Edda Brittlestone, Quartermaster (LN female mountain dwarf expert 6)

Base Value 2,200 gp; Purchase Limit 10,000 gp; Spellcasting 5th; Minor Items 3d4; Medium Items 2d4; Major Items 1d4

First Impressions

The towering fortress of Erod Flan is an architectural marvel for peaceful visitors to behold. But the mighty citadel elicits images of sheer terror in the eyes and mind of an attacking warrior. Clan Craenog built the centerpiece of their kingdom atop an elongated mesa 7,428 feet above sea level. Sheer rock walls and cliffs make up much of the slope surrounding the elevated structure. An attacking army without significant magical resources or an innate ability to fly would find it nearly impossible to reach Erod Flan's forbidding walls by any means other than the two mountain passes that carve a negotiable path through the mountains bordering the citadel. One pass approaches the main gate from the east, whereas the other leads to a secondary entrance on the southeastern face. Both routes weave a gently sloping, meandering road through the rugged rocks. Hairpin turns and narrow stretches barely wide enough to accommodate two dwarves standing side-by-side mark each path. Of course, Erod Flan's builders intentionally designed the passes in this manner to prevent enemies from lugging heavy siege equipment up the mountainside and positioning these devices within feasible striking distance of its outer defenses. The GM may read or paraphrase the following description of the fortress when the PCs first set eyes upon the intimidating structure.


A pair of narrow, winding mountain passes carves a navigable pass through the treacherous stones and sheer surfaces that separate the base of a series of interconnected mountains from an elongated mesa at the summit. A mighty fortress with 30-foot-high walls and two gates dominates the roughly one-square-mile plateau. Numerous figures man parapets atop the walls, keeping a vigilant watch in every direction. Seven 60-foot-high towers are strategically positioned along the walls.

The PCs' escorts lead them through the southeastern gate and into Erod Flan proper. The dwarven citadel looks more like a walled, cosmopolitan settlement than a military installation. The GM may read or paraphrase the following description detailing the sprawling compound.

In spite of the omnipresence of dwarven soldiers clad in heavy armor and carrying an arsenal of weapons, the immense citadel boasts all of the features typically found in a large settlement. Several hundred sheep, goats, and cattle graze in an enclosed pasture adjacent to at least 100 acres of open farmland. Numerous small homes and granaries dot the landscape. The dwarves in the high thane's service presumably dwell in two enormous barracks complexes. The larger structure dominates the northeastern quadrant of Erod Flan, and the smaller one is in the southeastern section adjacent to the military training grounds and the high thane's palace. Merchants, craftsmen and professionals sell their wares and their services in the bustling marketplace at the citadel's heart. In addition to housing their shops and offices, the businesses' proprietors and employees alike permanently live here as well.

The high thane keeps a tight schedule, so the PCs cannot spend more than a few hours wandering through Erod Flan. As a rule of thumb, allow the PCs 1d4 hours to explore Erod Flan before their audience with the high thane. Still, their brief foray through the streets and alleyways gives them enough time to pick up on some of the prevailing rumors and to restock their supplies.

General Features

Not surprisingly, dwarves dominate the citadel by an incredibly large margin. A small gnomish community ekes out an existence manufacturing clever gadgets and plying trades useful to the dwarves. Erod Flan is almost evenly divided between its military and civilian population. The high thane's army boasts 2,415 full-time professional soldiers. The majority man the walls and towers along the citadel's perimeter. Meanwhile, several hundred warriors constantly patrol the rugged mountains surrounding the settlement. These squadrons number between 20 and 40 soldiers, including at least one captain or watch officer. The troops usually spend at least a month in the untamed wilderness before returning home to the comparable safety of Erod Flan.

In addition to the regular army, 1,155 civilians participate in monthly military exercises and are equipped and trained to serve their liege in an emergency. Still, the dwarven commanders know that infrequent drilling is not a substitute for actual combat experience. Few auxiliary troops have ever swung a waraxe at a live enemy or stared death in the face. In the minds of Erod Flan's commanders, deploying them in battle is a measure of last resort and not a tactical option.

Like most mountain dwarf communities, men outnumber women by a staggering five-to-one margin. Most dwarves sarcastically quip that it is easier to find a flawless pearl inside a wild boar's anus than it is to find a wife in Erod Flan. The fierce competition for a suitable mate combined with the effects of copious amounts of beer and frayed nerves provides the catalyst for the steady stream of fistfights and brawls within the citadel.

Military leaders clearly understand the reasons for their troops' frustrations, but they must maintain order within the ranks and not excuse such behavior without disciplining the offenders.

Brief Tour

At first glance, Erod Flan appears no different than any other large town. It grows crops and raises livestock to feed and clothe its population. The central market (area **D** on the map of Erod Flan), contains a diverse array of shops and businesses that cater to the visitors' every need. Yet, it differs from the conventional settlement in one important respect. The military is typically born from the need to protect the community. In Erod Flan, the community exists to support the army.

Still, the dwarven capital boasts the services and goods found in any commercial center. There are twelve taverns scattered throughout the citadel, including The Sharpened Axe, Dead Man's Hand, and Dwarves' Delight. These establishments serve soldiers and civilians alike. On the other hand, all of the proprietors who sell food, basic supplies and adventuring gear primarily serve the military's needs. Edda Brittlestone (LN female mountain dwarf expert 6; Wis 15; Bluff +10, Profession [merchant] +11, Profession [quartermaster] +14) makes bulk purchases on behalf of the high thane's army at a significant discount to the clan. Of course, these businessmen peddle their wares to individuals as well. However, soldiers and civilians typically pay standard prices for equipment, whereas merchants always charge unfamiliar faces 1d4 x 10% more than their usual customers. Their inventory includes all of the armor, weapons and items found in the "Equipment" section in Chapter 6 of the Pathfinder Roleplaying Game Core Rulebook with the exception of alchemical substances, which are available only at the Smoking Gnome's Tinker Shop. Located in the tiny gnomish section of Erod Flan, the shop's eccentric owner, Glarn Goldentoe (CG male gnome alchemist 6; Int 16; Craft [alchemy] +13) offers fair prices for his wondrous creations and poor advice for practically everything else.

Edda Brittlestone is the exclusive source for magical equipment in Erod Flan. As the high thane's quartermaster, the steadfastly loyal Edda buys and sells mystical gear on her liege's behalf. Edina sells everything in her inventory for 2d4% more than its list price. Likewise, she purchases new items for 50% - 1d4% of their list price. She never parts with armor and weapons that could better Erod Flan's soldiers. However, she is extremely interested in buying those same items from adventurers, and is even willing to pay 50% of the list price for such items.

Rumors in Erod Flan

Erod Flan's mighty walls are tall enough and strong enough to keep enemies at bay, but they would have to be 100 miles high to keep rumors out of the citadel. Reconnaissance missions and travelers ensure that a steady stream of news and stories enters the fortress on a regular basis. There is no need to succeed on a Diplomacy or Knowledge (local) check to gather this information. Merely conversing with Erod Flan's residents and soldiers is sufficient for each PC to gain 1d3 of these rumors.

• Kaelan, the current high thane of Clan Craenog, is elderly and frail. He is Om's oldest living son at the venerable age of 269. Consensus holds that his older son Thron is next in line to rule the kingdom. Kaelan's two younger brothers still have a legitimate claim to succeed their sibling. However, neither has expressed any intention to do so after Kaelan's passing.

• Erod Flan boasts a standing army of 2,500 well-trained professional soldiers with an auxiliary force of more than 1,000 waraxes, swords, and crossbows.

• Over the last several months, Clan Craenog's dwarves have skirmished against small bands of goblins, hobgoblins, and orcs during their excursions into the Stoneheart Mountains.

• The hobgoblin strongholds of Exor, Bone Hollow, and Smashed Skull pose the greatest threat to Clan Craenog's dominance of the region. The highly disciplined and organized goblinoids can muster a combined force of 10,000 warriors. Fortunately, the hobgoblins are fractured and divided. Each of the three strongholds has its own warlord.

• Orcs are massing near the Southern Pass and appear poised to launch an assault against Burvaadun and the Fiergotha Plateau. They seem intent on returning to the Library of Arcady for some inexplicable reason. (This is a false rumor.)

• Brave adventurers recently saved the garrison of Burvaadun from certain destruction. The high thane invited them to Erod Flan to honor them for their heroism.

Greater Details

While there is no shortage of rumors in Erod Flan, some stories are more accessible than others. PCs intent on gathering more detailed information may interact with the local residents or recall tales they overheard or personally experienced at some point during their adventuring career. The GM must exercise judgment when doling out these additional details. The common foot soldier may be a good source of information about present and past battles, but he is less likely to know anything about intrigues within the high thane's court. PCs can acquire this information from the locals with a successful Knowledge (local) or Diplomacy check. Alternately, the PCs may already be familiar with the stories through firsthand knowledge or learning about these details from another source, in which case, the character must succeed on a Knowledge (history) check. Of course, the PC must be aware of the basic subject matter before he can attempt a check. If the character belongs to Clan Craenog, it is appropriate to grant a +2 circumstance bonus to that PC's Knowledge (history) check if the information directly pertains to the clan.

Clan Craenog and Erod Flan

The PCs may learn the following information about Clan Craenog and Erod Flan with a successful DC 20 Knowledge (local) or DC 20 Diplomacy check. Likewise, the PC may also know the same information with a successful DC 20 Knowledge (history) check.

• Even Old High Thane Om's ascension to high thane did not go undisputed. His boorish older cousin, Garnock, vigorously protested being passed over in favor of his more tactful and widely respected younger cousin. Though he disputed this alleged injustice until his death, Kroma's family unanimously dismissed his claims and universally supported Om's succession. Kaelan is Om's oldest son.

• Erod Flan is built atop a formerly active quartz mine. The dwarves depleted the mine's rich deposits, and abandoned it a few decades ago after encountering and defeating a small clan of dark folk who moved into the tunnels. The dwarves sealed the mine by deliberately collapsing the adit leading into it and casting powerful spells on the entrance.

• Edda Brittlestone, the citadel's quartermaster, sells and purchases magical equipment from adventurers passing through Erod Flan. She is friendly and pleasant, yet she still drives a hard bargain.

Stoneheart Mountains

The PCs may learn the following information about the surrounding Stoneheart Mountains with a successful DC 20 Knowledge (local) or DC 20 Diplomacy check. Likewise, the PC may also know the same information with a successful DC 20 Knowledge (history) check.

• Miners dangerously close to Exor recently unearthed a vein of platinum. Tyr Whin sent 100 soldiers to the site to fend off the hobgoblins and allow the dwarves to extract the precious metal. As soon as the hobgoblins arrive in force, the miners intend to trap the mine. (This is a false rumor.)

• Humans from the lowlands are attempting to resettle portions of the eastern Stoneheart Mountains. Their emissary offered the indigenous dwarves 100 pearls in exchange for several hundred square miles of land. The high thane is currently contemplating the proposal. (This is a false rumor.)

• A young and energetic hobgoblin named Grugdour recently assumed control of the citadel of Exor. He is more intelligent than his peers and

openly stated that he plans to unite the hobgoblins and wrest the Stoneheart Mountains from Clan Craenog. Despite his boasts, there is no increased hobgoblin activity in the area.

• Truvven Blackgranite, Kaelan's most-trusted son-in-law commands Tyr Whin, the clan's northernmost citadel. He has 1,000 trained dwarves at his disposal. Truvven recently asked Kaelan to transfer an additional 500 soldiers from Erod Flan to Tyr Whin. The high thane denied his request.

Audience with the High Thane

Given the high thane's advanced age and declining health, his staff and advisors waste no time preparing for the banquet and ceremony scheduled to take place either at noon or in the early evening, depending upon the time that the PCs arrived in Erod Flan. As previously mentioned, these arrangements likely allow the characters to explore the citadel for a few hours before meeting Clan Craenog's ailing ruler. When they arrive at the high thane's palace (area **F** on the map of Erod Flan), a retinue of six dwarven soldiers clad in breastplates and armed with ornately decorated longswords greets them and escorts them through the labyrinth of corridors into the high thane's banquet chamber. When the PCs arrive, the GM may read or paraphrase the following description.

Several dozen dwarves attired in fine robes stand at attention and raise their silver tankards. In unison they shout, "In the hall of the High Thane, there are none but brothers. In the eyes of all dwarves, there are no others. Bring glory, duty, and honor to our table. Fight to the end until no longer able. Hail Kaelan, High Thane of Clan Craenog! Hail our honored guests, now blood of his line!" A thunderous ovation echoes through the massive banquet chamber, as servants scramble to bring roasted meats, fragrant cheeses, and other dwarven delicacies to the hungry guests seated at long oak tables in front of a wizened dwarf dozing off on an ornately carved onyx throne. The elderly dwarf wears the trappings of royalty, including a silver-and-gold crown, a golden amulet, and elegant silk clothing. His trembling hands grip the handle of an ivory cane.

The soldiers who accompanied the PCs depart, and a handsome, robust dwarf emerges from the crowd to greet them. He introduces himself as the high thane's older son, **Thron** (LN male mountain dwarf inquisitor 5; Wis 16; Knowledge [religion] +10). He discreetly whispers to the characters and instructs them to stand behind him and repeat what he does as they approach his father **Kaelan** (LN male mountain dwarf cleric of Dwerfater 7; Wis 18; Knowledge [religion] +14). When they reach the throne, Thron drops to one knee and uses a quiet hand gesture to tell the characters to do the same.

With the entire hall watching, Thron says, "We kneel as servants and rise as equals." If the PCs do not get the hint and recite the same words, Thron looks back at them and signals to them to repeat after him. Thron returns to his feet, walks over to the throne and bows in front of the high thane. He places his arms on the high thane's shoulders and says, "I stand with you, my brother, wherever the path may lead us. I stand beside you, my brother, wherever darkness prevails. I stand in front of you, my brother, where others dare not go. Let neither time nor distance separate us, for the same blood flows through our veins until we pass onto the next world." Once again, Thron instructs each PC to repeat the oath of brotherhood.

After the final character recites his vows, the feeble thane leans heavily on his cane and rises to his unsteady feet. He declares in a weak voice, "Though water washes all things away, blood endures forever. In the eyes of gods and mortals, we are now kin, born of the same union." With those words, the high thane gently falls back into his seat, and the hall again erupts into a mixture of song and applause. The high thane's statement concludes the Brothers of the High Thane ceremony, and the PCs are invited to participate in the ensuing festivities.



Feast

The high thane's entire family attends the ceremony, including his older son Thron, younger son **Rawdwr** (LG male mountain dwarf ranger 4; Wis 15; Survival +9) and Kaelan's two younger brothers, **Egan** (LN male mountain dwarf aristocrat 5; Cha 14; Knowledge [nobility] +8) and **Hangel** (N male mountain dwarf fighter 6; Wis 15; Profession [soldier] +11). In addition, Thron's three sons, **Eara** (CN male mountain dwarf rogue 3; Dex 14; Bluff +7), **Ghadra** (LN male mountain dwarf cleric of Dwerfater 4; Wis 15; Knowledge [religion] +9), **Gwydre** (LG male dwarf paladin of Dwerfater 3; Cha 16; Heal +8), and Rawdwr's only son, **Braydon** (CG male mountain dwarf barbarian 3; Str 15; Handle Animal +7), are there as well. Kaelan's two daughters and his children's spouses, granddaughters, and nieces are spread throughout the crowd.

At this point in Kaelan's life, the trappings of wealth and power can no longer conceal the ravages of age. The pious high thane remains one of Dwerfater's most fervent worshippers and can still cast divine magic in his deity's name, but he is a physical wreck. He can barely walk, even with assistance. He cannot pick up a longsword or waraxe without trembling, and he can hold each weapon only for a few seconds before it falls out of his feeble hands. Kaelan forgets recent events moments after they take place. Nonetheless, Kaelan remains a powerful figure in spite of his limitations. His eyes still sparkle when he speaks of his father Om, his deceased wife Rongara and his children. Now that the PCs are official "brothers of the high thane," they have his complete trust. They can converse with him at any time. Throughout the celebration, the PCs are free to interact with Kaelan and any of the other guests for as long as the GM sees fit. The GM may also use one or more of the following incidents to spice up the party before the dark folk's rude intrusion.

Eara's young, beautiful wife **Arliss** (CN female mountain dwarf aristocrat 3; Cha 15; Knowledge [nobility] +8) places one arm around a male PC's waist. Her breath smells like ale, and she has trouble keeping her balance. If the PC subjected to this unwanted attention or a companion succeeds on a DC 15 Perception check, that person notices Eara glaring in the PC's direction. The noble dwarf observes the spectacle for a few moments before reacting to Arliss' flirtation. If the PC rebuffs her overtures, Eara sheepishly apologizes to the PC before he grabs Arliss and leads her away. A PC enamored by Arliss' attention gets a much-different response: Eara confronts the character and accuses him of making advances toward his wife. The loud and unpleasant disturbance instantly alerts Thron to potential trouble. He intercedes and directs an agitated Eara to take the obviously drunk Arliss back to her quarters until she sobers up 1d4 hours later.

Two dwarven soldiers, **Vaalgar** (CN male mountain dwarf fighter 4; Str 15; Craft [armor] +6) and **Cirral** (N male mountain dwarf fighter 4; Str 14; Craft [weapons] +7), who originally escorted the PCs into the banquet hall, conspicuously discuss their heroism in battle. Vaalgar brags that he stood at the vanguard sixty years ago when his unit singlehandedly pushed the hobgoblin battalion back to the walls of Exor. Cirral responds by boasting that he led a furious dwarven charge against a horde of orcs attempting to wrest the Southern Pass from the clan's control. He then mentions his role in fighting off the dark demons and monsters that dwelt below the citadel. A successful DC 15 Knowledge (history) check confirms that the pair is grossly exaggerating most aspects of these conflicts. However, Cirral actually was present when the dwarves defeated the dark folk in the abandoned mine shafts. He describes his foes as ragged, filthy beasts deserving of neither honor nor mercy.

A dwarven minstrel, **Faegoor** (CG female mountain dwarf bard 4; Cha 16; Perform [sing] +10) picks a random PC from the crowd and asks him to sing an old dwarven favorite with her. The character knows the song's words with a successful DC 10 Knowledge [local] check. Naturally, a PC familiar with the melody is more likely to give a good performance (+2 circumstance bonus on his Perform [song] check) than a dwarf unfamiliar with the song. If the PC turns in a good performance, the crowd cheers. Otherwise, the fickle guests jeer and mock him for delivering a terrible rendition.

Ingeal Nickelback (LG female mountain dwarf oracle 5; Wis 16; Profession [astrologer] +11), a quirky yet devout oracle, asks the PCs to allow her to bless them after the ceremony. The old dwarf woman places her hands on a character's temples, closes her eyes, and incoherently mumbles. Her strange behavior continues for 1d4 minutes before she suddenly emerges from her self-induced trance and declares that she and the PC share the same dreams. Regardless of the PC's denials to the contrary, Ingeal insists that she and the PC keep experiencing graphic nightmares of violence, shadows, and triangles in their visions.

Famine (CR 8)

After a few hours of intense eating and hard drinking, the revelers steel their swimming minds and heavy stomachs for the final treat of the evening — tantalizing sweets from the dwarven ovens. The tempting aromas of honey, caramelized sugar, and freshly baked confections dance in the air and on the ravenous diners' tongues. Yet, these magical bouquets mask another far more sinister scent. A character who succeeds on a DC 25 Perception check detects a very faint foul sewer stench intertwined with the more pleasant smell. The revelers and servants alike fail to notice the odor or attribute the smell to the ovens in the nearby kitchen.

Sadly, the tasty desserts go to waste as Mirkeer's triad springs their plan into action. As the servants prepare to tote the delicious sweets into the dining hall, the dark folk ignite a large pocket of methane gas located right underneath the thane's feet. The GM may read or paraphrase the subsequent description of the chaotic scene.

The weary guests brace their stomachs for the final course of the evening, only to be rudely interrupted by what sounds like a peal of thunder and what feels like an earthquake. The ground inexplicably trembles and the ceiling buckles in the wake of a massive explosion. Jagged stone blocks crash to the ground and tumble into a 20-foot-radius crater that instantaneously appears in the center of the floor. These displaced pieces rest on top of the destroyed furniture and mangled bodies beneath them. Agonizing screams and faint whimpers desperately calling for aid are the only sounds heard in the aftermath of the deafening noise that accompanied the ferocious blast.

Fortunately for the guests, the dwarves' engineering and architectural prowess proves more formidable than the dark folk's nasty surprise. In a fortuitous stroke of luck for the dwarves, the blast originated beneath a section of floor that contained several extremely sturdy tables that absorbed some of the explosion's immense energy. Still, the detonation's effects are devastating. Everyone in the chamber, including the PCs and the high thane, has a 60% chance of being struck by debris from the partially collapsed ceiling. These individuals take 8d6 points of damage, or half that amount if they succeed on a DC 15 Reflex save. Whether the save is successful or not, the individual is buried. Individuals not directly hit by the falling stones are considered to be in the slide zone. A character in the slide zone takes 3d6 points of damage unless he succeeds on a DC 15 Reflex save, in which case he takes no damage at all. Characters that fail the preceding save are buried. The "Cave-Ins and Collapses" section in Chapter 13 of the Pathfinder Roleplaying Game Core Rulebook details the effects of being buried.

In addition, there is a 20% chance that the person was standing or seated in the area now encompassed by the crater. Characters in this area fall 20 feet into the hole and take 2d6 points of falling damage. The powerful detonation also caused the underground chamber's walls and ceiling to collapse as well, filling it with additional debris. To make matters worse, some of the coal deposits imbedded in the rocks catch fire after the detonation, filling the air with black smoke. Characters that do not climb out of the crater take 1d6 points of fire damage every round that they spend within the crater. In addition, black smoke fills the air, making it extremely difficult to see and breathe within the fissure (see the "Smoke Effects" section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook* for details about smoke). Characters must succeed on a DC 10 Climb check to scale the mounds of debris and escape the crater. It is possible to enter the subterranean tunnels through this entry point if the PCs extinguish the flames and then remove the 1,040 tons of debris that now fills area **D18** (see **Part II**) and separates them from the now-blocked corridor into the dark folk's lair.

It is impossible to adjudicate what happens to everyone in the banquet hall at the time of the explosion. Of the twelve servants in the room, the falling debris instantly kills seven of them, and two more perish in the slide zone. Likewise, Kaelan and his family suffer a similar fate. The explosion slays two of his four grandsons, one of his brothers, nearly all of his granddaughters, nieces, and respective in-laws. (The GM may use any means to determine who perishes in the disaster.) Soldiers stationed throughout the high thane's palace arrive on the scene moments later. They frantically remove the stones trapping many of the survivors and scramble to aid their badly injured high thane as well as the PCs, if they are in need of rescuing. Dwerfater's clerics also rush to the scene and deploy their magic to heal those wounded in the blast.

Surprisingly, High Thane Kaelan regains his senses remarkably quickly under the circumstances and intently listens to the reports and advice that his surviving family members provide him. The blast's tremendous concussive force seemingly jars him out of his lethargic state and focuses his often-distracted mind on the task at hand. While everyone around him

Blassian

Garnock's son already knows what everyone suspects. Trying to appear as unprepared as possible, the outwardly helpful dwarf dashes to the banquet hall unarmed and half-dressed. Blassian is very handsome, with chiseled facial features, a neatly trimmed reddish-brown beard and moustache, braided hair, chilling gray eyes, and a granite jaw. His physique is the exact opposite of the quintessential barrel-chested, stocky dwarf.

Blassian's true intent is to assess the damage and then determine his next step. Like his divine patron, Mirkeer's servant wants to remain in the shadows and not attract unwanted attention. He feigns genuine concern for the victims and rushes from one injured person to another, gauging the severity of their injuries. If he encounters an unconscious or otherwise helpless member of the royal family, the sly Blassian cannot resist the opportunity to eliminate another competitor. He discreetly pours a dose of dark reaver powder down the victim's throat. The skilled rogue uses his Sleight of Hand skill to conceal his actions. An observer whose Perception check equals or exceeds Blassian's Sleight of Hand check sees him do it. That individual can take matters into his own hands or notify someone else. Absent any concrete physical evidence, such as an empty vial of the poison, High Thane Kaelan and his heirs do not give any credence to the observer's accusations.

BLASSIAN

CR 7

XP 3,200 Male mountain dwarf barbarian 4/rogue 4 N Medium humanoid (dwarf) Init +3; Senses darkvision 90 ft.; Perception +10

AC 19, touch 14, flat-footed 15 (+5 armor, +1 deflection, +3 Dex)

hp 61 (4d12+4 plus 4d8+4)

Fort +6; Ref +8; Will +2; +2 vs. poison, spells and spell-like effects

Defensive Abilities defensive training (+4 dodge bonus to AC vs. giants), evasion, trap sense +1, uncanny dodge **Weaknesses** light sensitivity

Speed 30 ft.

Melee +1 rapier +12/+7 (1d6+3/18–20) or +1 rapier +10/+5 (1d6+3/18–20), mwk dagger +9/+4 (1d4+1/19–20) **Ranged** mwk sling +11 (1d4+2)

Special Attacks +1 on attack rolls against goblinoids, orcs, humans, and elves, rage (11 rounds/day), rage powers (rolling dodge +1 [1 round], surprise accuracy +2 [1/ rage]), sneak attack +2d6

Str 14, Dex 17, Con 12, Int 12, Wis 10, Cha 13 Base Atk +7; CMB +9; CMD 21 (23 vs. bull rush and trip on solid ground) Feats Improved Two-Weapon Fighting, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (rapier) Skills Acrobatics +8 (+10 balance on stone surfaces), Appraise +6, Bluff +9, Climb +7, Diplomacy +8, Disable Device +11, Disguise +5, Escape Artist +7, Intimidate +6, Knowledge (dungeoneering) +9, Knowledge (local) +7, Knowledge (nobility) +4, Knowledge (religion) +4, Perception +10, Perform (oratory) +6, Sense Motive +5, Sleight of Hand +13/+18 (w/gloves), Stealth +13, Survival +4 Languages Common, Dwarven, Gnome SQ cavern lore, fast movement, hoard, rogue talents (resiliency [1/day], surprise attacks), trapfinding +2 Combat Gear potion of invisibility, 2 doses of greenblood oil poison, 2 doses of dark reaver powder, antitoxin; Gear +2 studded leather armor, concealing pocket*, +1 rapier, +1 ring of protection, gloves of larceny*, masterwork dagger, masterwork sling, thieves' tools, 50 sling bullets.

*These items appear in the Pathfinder Roleplaying Game Ultimate Equipment.

Light Sensitivity (Ex) Mountain dwarves are dazzled for 1 round in an area of bright light.

When raging, Blassian has the following stats: AC 17, touch 12, flat-footed 14; hp 77; Fort +8; Will +4; Melee +1 rapier +12/+7 (1d6+5/18–20) or +1 rapier +10/+5 (1d6+5/18–20), mwk dagger +9/+4 (1d4+2/19–20); CMB +11; CMD 23; Skills Climb +9

tries to figure out what just happened and why, the suddenly rejuvenated high thane utters two simple words, "dark folk." Despite the surrounding chaos, an eerie silence comes over the frantic chamber with that utterance. Worried facial expressions instantly replace the dogged determination etched onto the survivors' and rescuers' countenances. Sensing the people's distress, the concerned high thane immediately convenes a meeting behind closed doors to discuss the clan's response to the brazen attack.

Into the Breach

As the newest brothers of the high thane, the eyes of Kaelan and his family naturally turn to the PCs for aid in these desperate times, even though a few hushed whispers suggest that the characters are willing conspirators in a plot to usurp the high thane and rule in his stead. The isolated handful of doubters is not enough to stem the overwhelming opinion that Clan Craenog needs the adventurers' services more than ever. Despite his fragile emotional and physical state, Kaelan summons his surviving relatives and the PCs to a hastily arranged meeting to address the dark folk threat.

From the beginning, High Thane Kaelan insists that the dark folk are responsible for this atrocity, and that this act is merely their opening salvo in a much-greater plan. The high thane and his remaining family unanimously agree that a crushing and immediate response is needed to prevent more bloodshed and further damage to the citadel. If the PCs challenge Kaelan's assertion, the energized high thane tenuously rises from his chair, pounds his fist on the table and exclaims, "I was there, thirty-three years ago!" The angry high thane then demands that the PCs "behave like true 'brothers of the high thane' and carry out this vital mission, instead of disputing what everyone knows to be true." Kaelan calms down shortly after this outburst and asks the adventurers to delve into the abandoned tunnels beneath the citadel and eradicate the dark folk threat. He tells the characters that they may keep any treasures they discover in underground passageways, including any precious metals that they find. The high thane and his associates reveal the following information to the PCs during the course of their discussions.

• Erod Flan rests atop an old quartz mine that they abandoned decades earlier. Still, the dwarves patrolled the dormant tunnels for many years without incident until one of the walls in the main passageway inexplicably collapsed thirty-three years ago. The first engineers sent to investigate the cause disappeared and never returned.

• Kaelan sent a squadron of twenty soldiers to locate the missing dwarves. As they tracked the engineers' movements in the mine, a sizable force of dark folk leapt from their hiding spots and attacked the unit. Only four of the dwarves escaped the onslaught.

• A few days later, 200 dwarven soldiers poured into the subterranean tunnels and confronted the dark folk in a series of bloody engagements. The dwarves outnumbered the dark folk, but their numerical superiority and heavy armor worked against them in the twisting, narrow corridors. The devious dark folk trapped expansive areas of their underground domain. Still, the dwarves prevailed after three weeks of heavy fighting.

• Dwarven engineers permanently sealed the entrance, and Dwerfater's clerics cast magical wards to prevent the dark folk from entering Erod Flan. In spite of their efforts, High Thane Kaelan could not shake a nagging feeling that small pockets of the resilient humanoids escaped the carnage and bided their time waiting for an ideal opportunity to strike. He believes that they deliberately chose this moment for a reason.

• The tunnels are now accessible only through a heavily guarded passage underneath the barracks located in the citadel's southeastern quadrant. A team of six guards monitors the entrance on a continual basis. When the dwarves sealed the tunnels, Kaelan and his most-trusted lieutenant built a well-concealed and magically protected secret passage that would allow the high thane and his soldiers to access the abandoned mine in case of an emergency such as this. There are no reports of any unusual activity in the area, making this situation even more puzzling to the wise and experienced thane.

If the PCs accept the high thane's request to destroy the dark folk before they act again, one of his sons or grandsons accompanies the PCs to the abandoned tunnels, thus beginning **Part II** of the adventure.

Traitor in the Midst

The clever Blassian keeps a close eye on the high thane and the characters. Several minutes after the high thane summons his surviving family members and the PCs into a private audience chamber to discuss the crisis, the crafty rogue quietly enters the room. The attendees nonchalantly acknowledge Blassian's presence as he joins the meeting already in progress. To allay the PCs' suspicions, Vaalgar, Cirral, and Ingeal from the **Feast** section of the adventure do the same. Blassian intently listens and says nothing until the very end of the meeting. As the PCs prepare to depart for the abandoned quartz mine, Blassian rises to his feet and volunteers to guide the characters through the subterranean tunnels. Vaalgar and Cirral also feign that they were about to offer their services as well. However, they defer to their more-accomplished and better-connected counterpart.

Blassian walks a fine line in this situation. He desperately wants to eliminate the meddling PCs with the help of his dark folk allies, but he does not want to be overly aggressive and give the impression that he has an ulterior motive. Blassian states his case for joining the expedition by pointing out that he is familiar with the mine and has experience fighting the dark folk, both of which are true statements. He dismisses any attempts to excavate the crater and infiltrate the subterranean complex via this route as utter folly. Blassian passionately explains that the explosion dislodged tons of rock and stone, and even after excavating the debris, any passages granting access to the dark folk's complex may also be in ruins. He states that any time spent chasing this fruitless goblin dog is a waste of valuable resources. Though he obviously prefers to play an active role in the exploration of the tunnels, he does not insist or demand that he accompany the PCs on their mission or that they abandon any efforts to confront the dark folk through their proverbial back door. In the end, he acquiesces to the PCs' wishes. Blassian's actions are described in detail in Part II of the adventure.

Part II: Dark Shadows

After learning of the devastating blast that tore through the high thane's banquet hall, Erod Flan is understandably on edge. It is now up to the PCs to calm the citizens' frayed nerves and delve into the underground tunnels to prevent another explosion and neutralize the dark folks' threat once and for all. In the depths below the dwarven capital, the PCs soon realize that their enemy spent many years planning for this seminal moment. False entryways, devious traps, ambushes, and murder holes block the PCs' passage through the dark folks' sinister lair. Blassian, the treacherous turncoat, also conspires against the characters. He either leads them straight into the dark folks' most lethal obstacle, or he joins their allies and participates in the attack against the daring adventurers. In addition to Blassian, the PCs must also battle the dark folks' leader, Rogvörn, as well as his owb intermediary in order to prevail in their quest to save Erod Flan from near-certain destruction. In spite of their success, the PCs come to the frightening realization that their road ultimately takes them to the distant citadel of Tyr Whin and a confrontation with Grugdour, the ambitious hobgoblin overlord and his war machine.

Into Darkness

There are two ways into the dark folks' subterranean realm, though neither path is easy. The high thane and his entourage direct the PCs to the dwarves' only known entrance into the mines through the guarded passage beneath the southeastern barracks. Entering the underground complex via this route is simply a matter of walking through the secret passage that connects the surface world with the mines. High Thane Kaelan tells the PCs where to find the hidden entrance, which comes as a shock to the clan's stunned guards, who had no idea of its existence. With that said, the dark folk expect the dwarves to use this entrance, regardless of whether the current high thane and his heirs perished in the explosion. The dark folk are well prepared for an assault from this direction.

Alternately, the PCs can excavate the stones and debris from the crater, extinguish the flames and then gain access to the dark folks' realm in this manner. Unless the PCs use magic to pass through the stones or other-

wise remove them, it takes a tremendous, concerted effort to clear the rubble from the blocked corridor and enter the dark folks' lair through the proverbial backdoor. In addition to the hard labor needed to move 1,040 tons of rock and stone from an 80-foot-deep crater, the characters must also overcome the heat and thick, black smoke emitted by the smoldering coal deposits. The "Cave-Ins and Collapses" section in Chapter 13 of the *Pathfinder Roleplaying Game Core Rulebook* discusses how long it takes to clear debris in the aftermath of the collapse. Furthermore, the process of manually removing the heavy objects from the explosion site creates tremendous noise that alerts the dark folk to the PCs' presence.

Once the PCs decide upon their route, the adventure proceeds to the appropriate locale on the accompanying map of the dark folk's realm. If the characters go through the entrance below the southeastern barracks, the adventure begins at area Q1. PCs that opt to excavate the crater instead of using the secret passage start their exploration in area D18.

Quartz Mine Features

The dwarves constructed the quartz mine for functionality rather than aesthetics. There are no unstable or structurally unsound areas within the mine. All surfaces are carved out of rough-hewn stone and the average ceiling height is 2d3+2 feet. There are no doors on this level. The dwarves have darkvision, therefore, there are no light sources throughout the complex.

Q1. Barracks Passageway

Stone stairs descend at a steep angle into a nondescript, rough-hewn stone corridor. Six dwarves clad in half-plate armor stand at attention against the walls. They carry dwarven waraxes and light crossbows. Massive stones fused together with mortar block the remainder of the passageway. In spite of their attentiveness, the **6 dwarven soldiers** (LN male mountain dwarf fighter 3; Con 15; Profession [soldier] +8) defending the entrance into the quartz mine are jittery and concerned. They are part of a rotation of 24 soldiers assigned to this duty, and they insist that neither they nor any of their counterparts heard or saw anything unusual up to, during, and after the explosion. The stone and mortar barrier separating area **Q1** from area **Q3** also holds a few unexpected surprises. The dwarves inlaid a thin sheet of lead roughly midway through the obstacle as well as other alloys to foil divination spells and attempts to bypass the barrier by manipulating the stone.

The dwarves manning this entrance are stunned to learn of the secret passage that grants access to the other side of the corridor. The PCs are aware of the portal's existence and location. It may take several tries, but the characters eventually find the secret door.

Secret Door: 4 in. thick; hardness 8; hp 60; Break DC 28; Perception 30

Q 2. Secret Passage (CR 7)

A rough-hewn, stone corridor turns west and disappears behind the bend.

The secret passage simultaneously serves as an access point for the dwarves to enter the mine and a formidable deterrent to other creatures attempting to infiltrate Erod Flan from below the citadel. The dwarves placed a powerful *greater glyph of warding* at the section of corridor bearing the "T" symbol. The magical trap does no harm to dwarves, but it releases a deafening blast of sonic energy whenever anything else steps across it. (Of course, this can be a big problem if one of the PCs is masquerading as a dwarf.) The high thane is aware of the spell's triggering condition, and he gives the password to a gnome or another race with strong ties to the dwarves. He conveniently "forgets" the triggering condition for all others.

Running Blassian

The would-be thane has bided his time for decades, so he has the patience to wait at least a few more days to claim his elusive prize. As mentioned in **Part I** of the adventure, Blassian prefers to accompany the PCs into the quartz mine. Thanks to Mirkeer's intercession, the traitorous dwarf is aware of the numerous traps that lie in wait for unsuspecting PCs as they pass through the quartz mine. If the PCs allow Blassian to lead or guide them through the underground complex, he deliberately takes them to a trapped intersection (area **Q4A**) and tips them off to the trap's presence as a means of further gaining their trust. Later, he takes the PCs out of their way to encounter the traps in area **Q4B** and area **Q4C**. Likewise, Blassian also fights to the best of his abilities against the mindless livestones inhabiting area **Q4**, yet he uses a full-round action to fight defensively against the fungus leshies. He never rages or sneak attacks either of the preceding foes.

Blassian considers the grimlocks to be his strongest allies. If the cunning monstrous humanoids surprise the PCs or act before most of the PCs during the initial round of contact, the treacherous dwarf flies into a rage and sneak attacks the most vulnerable PC, preferably an arcane spellcaster. If the tide of battle turns against Blassian and his grimlock allies, he discreetly quaffs his *potion of invisibility* and tries to escape unnoticed. In this case, Blassian heads back toward the mine's entrance and attempts to convince the high thane and his court that the PCs ambushed him in the quartz mines. Unless Blassian wildly succeeds on his Bluff check to perpetrate his boldfaced lie, Kaelan expresses skepticism about his distant relative's odd story. In spite of his cloudy memory, the aging high thane quickly points out that Blassian volunteered his services to the expedition. If the characters intended to kill his traitorous cousin from the beginning, the high thane surmises that the PCs would have sought out Blassian and made sure that

he accompanied them into the mines. Kaelan believes Blassian is too ashamed to admit his cowardice in battle and instead concocted this elaborate ruse to conceal the truth. He dismisses his cousin's ridiculous charges and awaits word from the PCs before committing more troops to the mines. The high thane and his family discreetly confine Blassian to his quarters until the immediate crisis subsides. Fearful of losing his bid to succeed Kaelan, the scheming dwarf reluctantly complies.

If the PCs refused Blassian's services, the conniving rogue cajoles the guards in area Q1 to allow him to pass and explore the tunnels on his own. He attempts a Survival skill check to follow the PCs' trail and his Stealth skill to remain unseen as he monitors the characters' progress in the quartz mine. Once they come into contact with the grimlocks or if one of the traps deals significant damage to the PCs, Blassian attacks as described in the preceding section. In the event that the characters avoided the grimlocks, Blassian instead attacks the PCs when they encounter one of the dark stalkers in either area **D3** or area **D6**.

Despite his lofty political ambitions, self-preservation is first and foremost on Blassian's mind. Blassian surrenders if reduced to fewer than 10 hit points. If the PCs successfully intimidate their untrustworthy kin or magically compel him to speak against his will, Blassian reveals that he is merely a pawn in a grander plan. He tells the PCs that the dark folk are a distraction, and that the real danger lies farther north at the remote outpost of Tyr Whin where Grugdour, the new hobgoblin overlord, and his army of thousands of troops are moving into position to attack the venerable dwarven fortress. Blassian also confesses that his first act as high thane would be to transfer 500 troops from Tyr Whin to Erod Flan to deliberately leave Tyr Whin more vulnerable to the hobgoblins' attack under the guise of protecting the capital.



CR 7

GREATER GLYPH OF WARDING TRAP XP 3,200

Type magic; Perception DC 31; Disable Device DC 31

Trigger touch; Reset none

Effect spell effect (greater glyph of warding, 6d8 sonic damage, DC 20 Reflex save for half damage); multiple targets (all non-dwarf targets in a 5-ft-radius)

An *arcane lock* protects the **secret door** on the opposite side of the corridor. The locking mechanism can be found on the side of the door facing area **Q2**, thus allowing the dwarves to use the lock to enter into area **Q3** rather than vice versa.

Secret Door: 4 in. thick; hardness 8; hp 60; Break DC 38; Disable Device DC 20; Perception 30

Q3. Mine Entrance (CR varies, 0 or 9)

The rough-hewn stone corridor turns west and splits into two narrower passages.

Before Bretton Chiselear, Erod Flan's legendary cleric of Dwerfater, left this world to spend eternity with his divine patron, he performed one last service for his people. He cast a potent *symbol of death* on the portal connecting area Q2 and area Q3. The symbol triggers whenever any non-dwarf passes through the portal, so once again a non-dwarf PC must figure out a way to circumvent triggering the lethal spell. As in area Q2, the high thane may provide the password to a non-dwarf based upon the circumstances. Bretton also cast a *permanency* spell on the symbol, so once triggered it becomes inactive for 10 minutes before it can be triggered again. Needless to say, Bretton's powerful magic served its purpose, keeping the dark folk at bay and forcing them to devise an alternate means of avenging their defeat.

SYMBOL OF DEATH TRAPCR 9XP 6,400Type magic; Perception DC 33; Disable Device DC 33

Trigger spell; Reset automatic

Effect spell effect (symbol of death, kills one or more creatures within 60 feet of the symbol [treat as a burst] whose combined total current hit points do not exceed 150, DC 24 Will save negates); multiple targets (all targets within 60 ft.)

Q4. Mine Shafts (CR varies)

Narrow, twisting corridors bore deeper into the earth at a slight, yet noticeable angle. The rough-hewn stone passageways show visible signs of tunneling and excavating and are also covered by thick layers of mold, lichens, and fungi.

The adjoining mine shafts and tunnels are narrower and less precise than the rough-hewn corridor that connects the subterranean complex with the surface world. The passageways generally descend between 10 and 20 degrees into the ground. The dark folk spent the better part of this decade preparing for their potential rematch against their dwarven adversaries. They cleverly populated the mineshafts with guardians that are immune to the numerous traps scattered throughout the complex. There are three different groups of creatures that roam the mineshafts.

Fungus Leshies (CR 7)

The most numerous are the **18 fungus leshies** that tend to the plant growth coating the mineshafts' surface areas. The alien creatures wander the passages in groups of six. There is a 40% chance of encountering one of their patrols for every 10 minutes spent wandering through area **Q4**.

The leshies are difficult to spot in their native environment. Therefore, it takes a successful DC 24 Perception check to notice them whenever the fungus leshies are on the move. The PCs may also stumble upon the shape-changing monsters while they are disguised as an ordinary small fungus. In this form, the monsters are unrecognizable as a threat. As soon as the PCs walk past them, they return to their fungus leshy state and attempt to surprise their unsuspecting foes.

FUNGUS LESHIES (6)

XP 600 hp 15 (Pathfinder Roleplaying Game Bestiary 3 "Leshy,

Fungus")

Tactics: Though not normally aggressive, the dark folk responsible for their creation now exert nominal control over the creatures. The **6 fungus leshies** open combat by spitting their puffballs at their foes. The creatures then wade into melee combat, attempting to encircle the PCs and attack them with their bite and claws. They communicate with each other using plantspeech, which allows them to coordinate their attacks and creates enough noise to increase the chances of encountering other wandering monsters by 10% for the next ten minutes. The fungus leshies do not retreat and never surrender.

Treasure: The strange creatures never stray more than $10d10 \times 10$ feet from their permanent lair. The fungus leshies always bury their worldly goods beneath a small pile of fungus. It takes a successful DC 15 Perception check to spot the anomaly and locate their treasure, which consists of 6d6 agate stones worth 10 gp each and 2d6 garnets worth 100 gp each.

Livestone (CR 6)

The **3 livestones** that inhabit these tunnels are long-time residents of the dwarven mines. These strange oozes are solitary predators that lie in wait for potential prey to wander too close to their lair. There is a 30% chance of encountering a livestone for every 10 minutes spent in area **Q4**. It takes a successful DC 18 Perception check to spot the concealed creature while moving past it. If the livestone noticed its opponent first, the creature solidifies. A character must then succeed on a DC 26 Perception check to detect the solidified livestone. When the PCs encounter one of the three livestones, the GM may read or paraphrase the following description.

A slab of moss-covered stone separates from the surrounding rock and transforms into a grayish ooze that forms a solidified pseudopod.

The livestone slams into its prey and then attempts to engulf its hapless opponent. The mindless creature has no concept of strategy or death, so it uses this tactic until it slays its target or the PCs kill it. The unintelligent ooze has no treasure.

CR 6

CR 2

XP 2,400 The Tome of Horrors Complete 407 N Large ooze Init +0; Senses blindsight 60ft.; Perception -5

AC 9, touch 9, flat-footed 9 (-1 size) hp 76 (8d8+40) Fort +7; Ref +2; Will -3 Defensive Abilities solidify; Immune petrification, ooze traits

Speed 20 ft. Melee slam +10 (1d8+7) Special Attacks engulf (DC 17, 1 acid)

Str 20, Dex 10, Con 20, Int –, Wis 1, Cha 1 Base Atk +6; CMB +12; CMD 22 (cannot be tripped) Skills Stealth –4 (+8 in stony areas, +16 while solidified); Racial Modifier +12 in stony areas, +20 Stealth if it solidifies while in

LIVESTONE

stony areas

Engulf (Ex) A livestone that has engulfed an opponent can instantly solidify its form, dealing 8d6 points of bludgeoning damage per round to the trapped victim (DC 17 Fort half). The save DC is Strength-based.

An engulfed creature can be freed by killing the livestone or by casting stone to flesh on the livestone. This deals 1d6 points of damage per caster level to the livestone and automatically ejects an engulfed victim.

Solidify (Ex) A livestone can solidify all or part of itself into a material with the hardness and consistency of solid rock. A solidified part of a livestone has a hardness of 8 and a break DC of 50. A livestone can affect the solidification as a free action. An opponent attacking a livestone must succeed on a DC 19 Reflex save each time his attack hits. If the save is failed, the livestone actually solidifies the portion of its body at the instant it was hit, thus applying its hardness rating of 8 to any damage it takes. A livestone cannot attack if its entire form is solidified. The save DC is Strength-based.

Grimlocks (CR 7)

The dark folk are not alone in hating the dwarves. There is a 20% chance of encountering **4 grimlock barbarians** for every ten minutes spent exploring area **Q4**. The monstrous humanoids are born hunters who use stealth to sneak up on their prey and brute strength to slice their foes into pieces. It takes a successful DC 26 Perception check to notice the wily predators.

GRIMLOCKS (4) XP 800

Male grimlock barbarian 2 (Tome of Horrors 4 125) NE Medium monstrous humanoid Init +1; Senses blindsight 40 ft., scent; Perception +12

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural) hp 32 (2d10+4 plus 2d12+4) Fort +5; Ref +4; Will +2 Defensive Abilities uncanny dodge; Immune gaze attacks, illusions, visual effects Weaknesses blindness

Speed 40 ft.

Melee battleaxe +8 (1d8+3) or 2 slams +7 (1d4+3) **Special Attacks** rage (8 rounds/day), rage power (powerful blow, 1/rage)

Str 16, Dex 13, Con 14, Int 10, Wis 8, Cha 6 Base Atk +4; CMB +7; CMD 18

Feats Alertness⁸, Skill Focus (Perception), Weapon Focus (battleaxe)

Skills; Climb +10, Perception +12, Sense Motive +3, Stealth +8 (+16 in stony areas), Survival +4; **Racial Modifiers** +8 Stealth in stony areas

Languages Grimlock, Undercommon SQ fast movement Gear battleaxe

When raging, the grimlocks have the following stats: AC 13, touch 11, flat-footed 14; hp 40; Fort +7; Will +4; Melee battleaxe +10 (1d8+5) or 2 slams +9 (1d4+5); CMB +9; CMD 20; Skills Climb +2

Tactics: The grimlocks fly into a wild rage the instant they detect a dwarf. Their tactics are simple: Whenever possible, they use their knowledge of the terrain to surround their enemies and eviscerate them with blinding efficiency. They continue hacking at their foes until one side falls in battle. Surrender and retreat are not in their vocabulary.

Treasure: In addition to their battleaxes, each grimlock also carries a pouch containing 2d6 pieces of quartz worth 10 gp each. One of the

humanoids also wears a *helm of fearsome mien*. This item appears in the *Pathfinder Roleplaying Game Ultimate Equipment*.

Q4A. Stand or Fall (CR 6)

The dark folk positioned this devious pitfall trap at four strategically positioned locations within the tunnels. Unlike most lethal devices, this clever booby trap has two separate components that work in unison. The first part is a *hold person* spell that affects dwarves and other humanoids, but has no effect against the fungus leshies, livestones, and grimlocks. The trap triggers whenever a humanoid steps into the area.

HOLD PERSON TRAP

CR 3

CR 5

CR7

Type magic; Perception DC 27; Disable Device DC 27

Trigger spell; Reset none

Effect spell effect (hold person, one humanoid paralyzed for up to 6 rounds, DC 16 Will save negates)

The device's second and far-more-lethal component is the **deadfall trap** beneath the creature. It takes the floor approximately 3 seconds to split apart and open into a 120-foot-deep pit with sheer vertical walls. In fact, the floor separates so slowly that any creature not paralyzed or held is considered to have rolled a natural 20 on their Reflex save to avoid falling into the chasm. A paralyzed creature is not as fortunate. Unless another character can take an immediate action to rescue the held humanoid, that creature falls to the bottom and takes 12d6 points of falling damage. The trapped passage of the floor returns to its normal position 1 minute after activating the trap.

PIT TRAP XP 1,600

CR 3

Type mechanical; Perception DC 25; Disable Device DC 20

Trigger location; Reset automatic reset

Effect 120-ft.-deep pit (12d6 falling damage); DC 15 Reflex avoids (creatures that can act and move without impediment are considered to have rolled a natural 20 to avoid this trap); one target in a 5-ft. square

Q4B. Demonic Dreams (CR 7)

In comparison to the preceding trap, the dark folk's next trick is much simpler yet equally deadly. The sly creatures placed **3** greater glyphs of warding throughout the complex. Whenever a dwarf steps over an area protected by one of these potent spells, a **shadow demon** is instantly summoned to the location. It immediately attacks the offending creature and its allies for the next 12 rounds, or until the PCs destroy it, whichever comes first.

GREATER GLYPH OF WARDING TRAP CR 7 XP 3,200

Type magic; Perception DC 31; Disable Device DC 31

Trigger touch; Reset none

Effect spell effect (summon monster VI, instantly summons 1 shadow demon that remains for 12 rounds or until destroyed)

SHADOW DEMON

XP 3,200

The Tome of Horrors Complete 172 CE Medium outsider (chaotic, demon, evil, extraplanar, incorporeal)

Init +8; Senses darkvision 60 ft.; Perception +20

AC 18, touch 18, flat-footed 14 (+4 Dex, +4 deflection) hp 59 (7d10+21) Fort +5; Ref +11; Will +7

Defensive Abilities incorporeal; DR 10/cold iron or good;

Immune cold, electricity, poison; Resist acid 10, fire 10; SR 18 Weaknesses sunlight powerlessness

Speed fly 40 ft. (perfect)

Melee 2 claws +11 touch (1d6 plus 1d6 cold), bite +11 touch (1d8 plus 1d6 cold)

Special Attacks pounce, sprint, shadow blend **Spell-Like Abilities** (CL 10th):

At will—deeper darkness, fear (DC 18), greater teleport (self only) telekinesis (DC 19)

3/day—shadow conjuration (DC 18), shadow evocation (DC 19)

1/day—magic jar (DC 19), summon (level 3, 1 shadow demon 50%)

Str —, Dex 18, Con 17, Int 14, Wis 14, Cha 19

Base Atk +7; CMB +11; CMD 29 Feats Blind-Fight Combat Reflexes Impro

Feats Blind-Fight, Combat Reflexes, Improved Initiative, Lightning Reflexes

Skills Acrobatics +14, Bluff +14, Fly +22, Knowledge (local) +12, Knowledge (planes) +12, Perception +20, Sense Motive +12, Stealth +14; Racial Modifiers +8 Perception Languages Abyssal, Common, plus any two; telepathy 100 ft.

Sprint (Ex) Once per minute, a shadow demon increase its fly speed to 240 feet for 1 round.

Shadow Blend (Su) During any conditions other than bright light, a shadow demon can disappear into the shadows as a move-equivalent action, effectively becoming invisible. Artificial illumination or light spells of 2nd level or lower do not negate this ability.

Sunlight Powerlessness (Ex) A shadow demon is utterly powerless in bright light or natural sunlight and flees from it. A shadow demon caught in such light cannot attack and can take only a single move or attack action. A shadow demon possessing a creature using *magic jar* is not harmed by sunlight, but if it is struck by a *sunbeam* or *sunray* spell while possessing a creature, the shadow demon is driven out of its host automatically.

Q4C. Dark Folk Say (CR 8)

Alien artwork depicting humanoid figures covered in thick linens decapitating and torturing dwarves covers the walls. Hand-shaped indentations are scattered among the crude paintings.

Like the preceding traps, this sinister barrier has two components. The first part is a *mass suggestion* spell uttered in Dwarven that directs the individuals to place their hands atop the impressions built into the wall surfaces. The trap's first component triggers whenever a humanoid approaches within 10 feet of the corridor's end.

MASS SUGGESTION TRAP	CR
XP 3,200	
Type magic; Perception DC 33; Disable Device DC 33	

Trigger spell; Reset none

Effect spell effect (suggestion, mass, up to eleven living creatures within 30 feet, no two of which can be more than 30 ft. apart, are instructed to place their hands inside the impressions built into the wall, DC 20 Will save negates)

True to form, the second part of the trap emulates what the PCs see in the artwork. As soon as the character places one of their hands inside of the impression, a **concealed blade** springs from the wall and attempts to lop off the unfortunate creature's head. The trap is constructed specifically for dwarves, i.e. the blade strikes an area where a dwarf's head would normally be.

7

XP 1,600 Type mechanical; Perception DC 25; Disable Device DC 20

Trigger location; Reset automatic

Effect Atk +20 melee (2d4+6/x4); the scythe is treated as a keen weapon against dwarves

Q5. Passageway (CR 7)

WALL SCYTHE TRAP

The dark, rough-hewn corridor heads west before making an abrupt turn toward the southeast. The passageway continues in that direction for as far as the eye can see.

A secret door once separated this passageway leading into the dark folks' lair from the dwarves' quartz mine. The dark folk dismantled the door after the dwarves' departure from the quartz mine. The passageway continues heading in a south-southeasterly direction for approximately 300 feet before reaching the final obstacle in reaching the dark folks' complex — a narrow, twisting tunnel embedded with razor-sharp pieces of jagged obsidian. The passageway descends into the earth at a 30-degree angle. To make matters worse, the tiny humanoids applied a thin layer of grease onto the smooth surface, making it extremely difficult to negotiate the descent without falling and potentially sliding to the bottom of the tunnel. The GM may read or paraphrase the following description of this sinister barrier.

An oily substance glistens on the smooth surface of a polished, stone tunnel that twists and turns at sharp angles all while descending deeper below the surface at a 30-degree angle. Shards of volcanic glass protrude from the walls, floor and ceiling. The subterranean passageway is barely wide and tall enough to accommodate a dwarf-sized creature.

In order to avoid coming into contact with the keen edges of the volcanic glass, a Small character moving at half his normal speed must succeed on a DC 14 Acrobatics check to avoid the dangerous obstacles and not fall prone. Only one Acrobatics check is needed each round. A character can move at full speed, but the Acrobatics check's DC increases by 10. Medium creatures must succeed on a DC 19 Acrobatics check to avoid coming into contact with the embedded obsidian while moving through the tunnel. They must also succeed on a DC 14 Acrobatics check or fall prone. Larger creatures cannot squeeze through the tunnel at all. Tiny creatures gain a +4 circumstance bonus on their respective Acrobatics checks to avoid the obsidian edges and maintain their balance. Diminutive-sized creatures and smaller do not need to succeed on an Acrobatics check in order not to come into contact with the sharp obsidian; however, they must still succeed on a DC 4 Acrobatics check to maintain their balance and not fall.

Each time that a character fails an Acrobatics check, the creature takes 1d6 points of slashing damage from the embedded glass. Worse still, the character also falls prone and slides down the tunnel, taking an additional 1d6 points of slashing damage for every 10 feet traveled in this manner. A sliding character can end the slide by succeeding on a DC 20 Climb check. Unfortunately, the only objects that he can grab onto are the jagged pieces of obsidian. Therefore, a successful check prevents the character from sliding any farther down the tunnel, but the character also takes 1d6 points of slashing damage in the process. A character can stand up from prone with a successful DC 10 Acrobatics check. A PC that crawls down the tunnel is treated as if he rolled a natural 1 on his Acrobatics check for the purpose of avoiding coming into contact with the protruding volcanic glass and falling prone. On the other hand, the character is considered to have rolled a natural 20 for the purpose of not sliding down the tunnel.

Flying creatures cannot fall prone and slide down the tunnel. However, a Small flying creature moving at half his normal speed must still succeed on a DC 10 Fly check to avoid coming into contact with the sharp edges. A Medium creature must succeed on a DC 15 Fly check. Only one Fly check is needed each round. Alternately, the character can move at full speed, 1 square - 20 feet





though doing so increases the preceding check's DC by 10. A failed check results in 1d6 points of slashing damage.

Removing the embedded obsidian is a slow, laborious task. It takes one creature 20 minutes to safely clear out a 10-foot section of the tunnel. Two creatures can complete the task in half the time. However, it is impossible to fit more than two creatures in any 10-foot section of the tunnel. In addition, the characters must still succeed on an appropriate Acrobatics or Fly check to reach the targeted area. As long as the PC remains stationary, there is no need to succeed on any additional skill checks to continue working in that particular area.

After negotiating passage through the obsidian tunnel, the subterranean artery widens and returns to its previous state as a rough-hewn stone corridor. After proceeding for another 250 feet, the passageway ends at area **D1**, one of the entrances into the dark folk's lair.

Ad Hoc XP Award: The GM may award PCs 3,200 XP to PCs that successfully negotiate the obsidian passageway without taking any damage. An award of 1,600 XP is appropriate for adventuring parties that take damage from the obstacle.

Dark Folk Complex Features

The dark folks' ancestral home predates the dwarves' quartz mine by at least several hundred years. If not for the dark folks' exploratory tunnel burrowing into the dwarves' quartz mine, the two races may have never come into contact. Unlike their dwarven adversaries, the chaotic humanoids are not master stonemasons or architects. Still, there are no unstable or structurally unsound areas. However, pockets of methane gas pose a much-greater and less-predictable danger to the PCs. There is a 10% chance of encountering this hazard for every 10 minutes spent in the area.

Methane

METHANE GAS (HAZARD) XP 3,200

CR 6

This highly volatile gas is typically encountered deep underground or in areas with large concentrations of coal. Methane is colorless, and unfortunately for subterranean explorers, it is odorless. It is a DC 25 Survival check to notice the presence of the gas, yet even if detected (such as with the help of a sentinel animal) it is not always simple to avoid. If the gas is detected, anyone with an exposed flame (such as a torch) must roll Initiative versus the gas pocket (the gas pocket's initiative is considered to be a 10). If the exposed flame is removed from the area before pocket's turn, an explosion can be avoided. If a sentinel animal is used to detect the gas, the flame bearer receives a +4 bonus on the Initiative roll. If the flame is enclosed (such as in a lantern), the owner receives a +4 bonus to the Initiative roll. The bonuses from sentinel animals and covered flames can stack.

The typical pocket of methane has a radius of $1d6 \times 10$ feet. Any exposure to an open flame or spark causes an explosion for 6d6 points of damage (Reflex save DC 20 for half) to all within the radius of the gas and an additional $1d6 \times 20$ feet beyond the original radius. The resulting explosion has the same aftereffects as bad air (see the "Bad Air" section in Chapter 8 of the *Pathfinder Roleplay-ing Game GameMastery Guide*).

T. Dark Folk Traps (CR varies)

In addition to the natural hazards prevalent throughout the dark folks' complex, the cunning humanoids also tailor made several traps specifically designed to ensnare their dwarven adversaries. The small and extremely lithe dark folk, including the larger dark stalkers and dark caller, weigh too little to trigger these lethal devices. All of these traps operate with pressure plates that are activated whenever a creature weighing 150

pounds or greater steps onto the trapped section of floor. These areas are denoted by a "**T**" that appears on the accompanying map of the dark folk's lair. Presented below are three traps that the GM may choose or randomly select to challenge the PCs during their exploration of the complex.

BLACK SMEAR TRAP CR 6 XP 2,400

Type mechanical; Perception DC 25; Disable Device DC 20

Trigger location; Reset none

Effect Atk +15 ranged (poison bolt, 1d4 damage plus black smear); multiple targets (all creatures within 10 ft.)

FALLING STONES TRAP XP 2,400

CR 6

Type mechanical; Perception DC 25; Disable Device DC 20

Trigger location; Reset none

Effect falling stones (all in a 10-ft. area); 8d6 damage (DC 20 Reflex save for half damage)

FLOOR TRAP WITH YELLOW MOLD CR 7 XP 3,200

Type mechanical; Perception DC 20; Disable Device DC 20

Trigger location; Reset none

Effect 30-foot-deep pit (3d6 falling damage plus yellow mold); DC 20 Reflex save avoids; multiple targets (all targets in a 10-foot line)

All surfaces are carved out of rough-hewn stone and the average ceiling height is 2d3+2 feet. The dark folk manufactured their doors from an unusual hardened fungus that has the same statistics as a good wooden door. The opening mechanisms are poorly crafted, thus the doors are always treated as if they were stuck (Strength DC 16). The dark folk can see in darkness, thus there are no light sources anywhere in the complex unless otherwise specified.

The dark folk are supremely confident that their assortment of traps and guardians is sufficient to deter adventurers from pressing the fight to them. With the traitorous Blassian presumably in charge of Clan Craenog, they expect him to send his fellow dwarves to their deaths in the trapped quartz mine and then sue for peace. They do not expect adventurers to reach their lair either through the quartz mine or by excavating the crater. Still, the malevolent humanoids keep a wary eye toward both entry points, but they are not fully mobilized or on high alert for intruders.

DI. Antechamber (CR 7)

Thin strips of fungi partially cover crude and gruesome sculptures of unbridled savagery that adorn the walls. Unlike the walls, the floor's surface hosts several much-larger species of brown, gray and purple mushrooms and fungi.

The dark folk's art is primitive and violent. Graphic wall sculptures depict the small humanoids eviscerating scores of dwarves as well as an assortment of other common, subterranean races such as the drow, duergar, and troglodytes. Like these races, the dark folk make ample use of the indigenous plant life to feed their population and guard it. Interspersed among the ordinary fungi species are **4 violet fungi**. It takes a successful DC 13 Knowledge (nature) check to distinguish the predatory plants from their non-sentient kin. The violet fungi immediately attack intruders entering the chamber from area **Q5**. In addition, **2 shriekers** also share the room with the smaller plants. Unlike the violet fungi, these two, man-sized plants do not engage the PCs in combat. As the name suggests, the mindless plants loose a piercing sound as soon as the violet fungi respond to the PCs. The deafening noise lasts for 1d3 rounds and attracts the interest of the occupants of area **D2** who come to investigate the cacophony.



MOUNTAINS OF MADNESS CR 3 The activities of Mi

VIOLET FUNGI (4)

XP 800 hp 30 (

hp 30 (Pathfinder Roleplaying Game Bestiary "Violet Fungus")

D2. Antechamber (CR 7)

Three columns carved out of hardened fungus presumably support the nearly eight-foot-high ceiling. A dozen black robes in a range of different sizes hang from fungal protrusions in the columns. A black, leather glove affixed to the front of a door is made from the same substance as the columns.

Inspired by his mystical new deity, Rogvörn experimented with new forms of magic and strange creations. The **2 rag golems** that occupy the antechamber represent his greatest creations. In most likelihood, the creatures answered the shriekers' call from area **D1** and are no longer here. However, if the PCs somehow bypassed the violet fungi and shriekers, these two constructs stand ready to defend the dark folk's adjacent temple. The rag golems instantly attack any creature other than dark folk. Like their creators, the mindless constructs use their ability to conjure magical darkness to their maximum advantage. They surround their foes in impenetrable blackness, which blinds their enemies yet has no effect on them. Advanced tactics are beyond their limited intellectual capacity. They repeatedly pommel their adversaries until either party is destroyed.

The black robes hanging from the columns are ceremonial garb that the dark folk must wear at all times while in the adjoining temple. There are four Medium robes and eight Small robes made for dark creepers. Dwarves find that the Medium robes are too long, and the Small robes are far too snug. Still, the PCs may don the robes as a disguise to infiltrate the creatures' temple. Doing so imposes a -2 circumstance penalty on the character's Disguise skill check that stacks with other penalties for impersonating a different race.

RAG GOLEMS (2) XP 1,600 hp 43 (see Chapter 6)

CR 5

The door requires some effort to open, but it is also protected by a *glyph of warding* attuned to only allow worshippers of Mirkeer and Hecate to pass through it unharmed.

Fungal Door: 2 in. thick; hardness 5; hp 15; Break DC 16

GLYPH OF WARDING TRAPCR 4XP 1,200Type magic; Perception DC 28; Disable Device DC 28

Trigger touch; Reset none

Effect spell effect (glyph of warding, 3d8 fire damage, DC 16 Reflex save for half damage); multiple targets (all targets in a 5-ft-radius)

The black leather glove on the door is the religious symbol of Mirkeer (see **Chapter 9**), the daughter of Hecate. Correctly associating the glove with the appropriate faith requires a successful DC 15 Knowledge (religion) check.

D3. Temple of Mirkeer (CR 8)

An impenetrable veil of darkness shields what lies beyond the threshold.

Unlike most temples, Mirkeer's place of worship is entirely undecorated other than a jagged, oval onyx stone that functions as an altar. Normally, Rogvörn leads the congregation in worship. However, he is currently in area **D17**, where he is busy building another trigger for a secondary explosion.

The activities of Mirkeer's devout worshippers remain hidden behind the deeper darkness effect that fills the temple. Fortunately, the dark stalker and 6 dark creepers that occupy the temple are currently practicing the ritual of praying to their shadowy deity while blindfolded. They too are unaware of the PCs' presence unless the characters trigger the glyph of warding cast upon the threshold or dispel the magical darkness. If Blassian accompanies the PCs, he immediately alerts the dark folk and sneak attacks his closest foe. Otherwise, the dark folk remain oblivious to the intrusion until the PCs attack them or reveal themselves. Whenever either event occurs, the dark folk charge en mass as they attempt to engulf their enemies in a sea of rags and daggers. The cunning humanoids' preferred tactic is to surround one or two individuals and focus their sneak attacks against these isolated foes rather than spreading out across a wide area. The dark folk fight best in magical darkness, so unless they are faced with a *daylight* spell, at least one dark creeper or the dark stalker uses their spell-like abilities to keep the area cloaked in pitch blackness. The dwarves' hated rivals fight to the bitter end and never surrender, especially in the virtual presence of their revered goddess.

DARK CREEPERS (6) XP 600

The Tome of Horrors Complete 142 CN Small humanoid (dark folk) Init +3; Senses see in darkness; Perception +8

AC 16, touch 14, flat-footed 13 (+2 armor, +3 Dex, +1 size) hp 19 (3d8+6) Fort +3; Ref +6; Will +1 Weaknesses light blindness

Speed 30 ft.

Melee dagger +6 (1d3 plus black smear poison/19–20) Special Attacks death throes, poison use, sneak attack (+1d6) Spell-Like Abilities (CL 3rd):

At will—darkness, detect magic

Str 11, Dex 17, Con 14, Int 9, Wis 10, Cha 8 Base Atk +2; CMB +1; CMD 14

Feats Skill Focus (Sleight of Hand), Weapon Finesse Skills Climb +8, Perception +4, Sleight of Hand +7, Stealth +12; Racial Modifiers +4 Climb, +4 Perception, +4 Stealth Languages Dark Folk SQ rag armor

Combat Gear 3 doses of black smear poison; Other Gear dagger

Death Throes (Su) When a dark creeper is slain, its body combusts in a flash of bright white light, leaving its gear in a heap on the ground. All creatures within a 10-foot burst must make a DC 13 Fortitude save or be blinded for 1d6 rounds. Other dark creepers within 10 feet are automatically blinded for at least 1 round, due to their light blindness. The save is Constitution-based.

Poison Use (Ex) Dark creepers are skilled in the use of poison and never risk accidentally poisoning themselves. Dark creepers favor a foul-smelling black paste distilled from certain deep-underground fungi known as black smear. Black Smear—injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save.

Rag Armor (Ex) A dark creeper's multiple layers of filthy rags function as leather armor when worn by one of their kind. **See in Darkness (Su)** A dark creeper can see perfectly in darkness of any kind, including that created by deeper darkness.

DARK STALKER

XP 1,200 The Tome of Horrors Complete 143 CN Medium humanoid (dark folk) CR 2

Init +4; Senses see in darkness; Perception +8

AC 18, touch 14, flat-footed 14 (+2 armor, +4 Dex, +2 natural) hp 39 (6d8+12) Fort +4; Ref +9; Will +2 Weaknesses light blindness

Speed 30 ft.

Melee 2 short swords +6 (1d6+2 plus black smear poison/19–20) Special Attacks death throes, poison use, sneak attack (+3d6) Spell-Like Abilities (CL 6th): At will—deeper darkness, detect magic, fog cloud

Str 14, Dex 18, Con 14, Int 9, Wis 11, Cha 13 Base Atk +4; CMB +6; CMD 20

Feats Double Slice, Two-Weapon Fighting, Weapon Finesse Skills Climb +10, Perception +8, Sleight of Hand +5, Stealth +8; Racial Modifiers +4 Climb, +4 Perception, +4 Stealth Languages Dark Folk

Combat Gear potion of cure serious wounds, potion of heroism, potion of owl's wisdom, potion of tongues, flying ointment*, 6 doses of black smear poison; **Other Gear** leather armor, 2 short swords, pouch with 2 emeralds (500 gp each) *See Pathfinder Roleplaying Game Ultimate Equipment

Death Throes (Su) When a dark stalker is slain, its body combusts in a flash of white-hot flame. This acts like a *fireball* that deals 3d6 points of fire damage to all creatures within a 20-foot-radius burst. A DC 15 Reflex save halves this damage. A dark stalker's gear and treasure are unaffected by this explosion. This save is Constitution-based.

Poison use (Ex) Dark stalkers are skilled in the use of poison and never risk accidentally poisoning themselves. Like their diminutive kin, the dark creepers, dark stalkers use black poison on their weapons and generally carry six doses on them.

Black Smear—injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save. The poison DC is Constitutionbased.

See in Darkness (Su) A dark stalker can see perfectly in darkness of any kind, including that created by deeper darkness.

Treasure: In addition to their listed gear, the dark creepers carry 42 agate stones worth 10 gp each and 97 gp.

D4. Rogvörn's Chamber (CR 8)

An oddly shaped stone with a removable lid occupies the floor several feet away from a pile of ragged, unevenly dispersed linens that apparently functions as a bed. A mound of fungi roughly shaped into the likeness of a storage jar is against the near wall. A flat piece of hardened, green material serves as a crude lid.

Rogvörn serves as the dark folk's de facto high priest even though he can cast only a handful of divine spells. The tribe's leader normally sleeps in this chamber, but in light of recent events, he moved to a more secure location for at least the time being. In spite of his safety concerns, Rogvörn still stores his treasures and important documents in his personal quarters. He irrationally fears losing his precious items to would-be thieves from among his kin, so he safeguards them with traps designed to be more annoying rather than destructive.

The stone "chest" is an ideal example of this principle. The 3-foot-diameter, 1-foot-high stone resembles a wide, conventional cooking pot with a lid. Rogvörn keeps his monetary treasures inside the secure vessel. The lid features a small handle that facilitates opening the stone with ease. Rogvörn coated the handle with a fast-acting adhesive similar to *sovereign glue*. The substance instantly bonds to any object or creature that contacts it. The adhesive permanently affixes the handle to any non-organic matter. In comparison, the bond dissolves 4d6 hours after coming into physical contact with living tissue. *Universal solvent* instantly negates the adhesive's effects. The lid is 3 feet in diameter and weighs 50 pounds, though it can be broken into smaller pieces to make it more manageable. Still, having a piece of stone attached to one's hand makes it impossible to hold an object in that hand and also imposes a 20% chance of spell failure whenever the character attempts to cast a spell with a somatic component. The lid can be safely removed by lifting it along its edges or merely sliding it off the top without coming into contact with the handle.

Stone Chest: 2 in. thick; hardness 8; 30 hp; Break DC 28

The specially grown fungus against the opposite wall is shaped into the likeness of an ancient amphora without the trademark handles. It also has a hinged fungus flap atop the opening. The dark caller stores personal documents inside this container. Unlike the preceding mechanism, the fungus container is a **conventional trap**. Flipping open the lid releases a cloud of toxic gas.

BURNT OTHUR FUMES TRAP	CR 8
XP 4,800	
Type mechanical; Perception DC 25; Disable De	evice DC 20

Trigger location; Reset repair

Effect poison gas (burnt othur fumes); never miss; onset delay (1 round); multiple targets (all targets in a 5-ft-radius)

The fungus quickly repairs any damage within 1d4 minutes, so Rogvörn bypasses the trap by passing his hand through the soft, malleable plant matter without releasing any of the lethal poison. At the present time, the fungus amphora contains a map of the Stoneheart Mountain region stretching from Erod Flan to the south to the hobgoblin citadels and Tyr Whin much farther north. The map features an arrow pointing from Exor to Tyr Whin, and a notation written in Dark Folk that reads, "*Grugdour*." If the PCs gathered rumors about the Stoneheart Mountains in **Part I** of the adventure, they may already be familiar with the name of Exor's hobgoblin commander. Otherwise, they must succeed on a Knowledge (history) check to identify the malevolent overlord and his interest in Tyr Whin.

Rogvörn uses the mass of soiled linens as a crude bed. It contains nothing of significance.

Treasure: Inside of the stone chest are 1,488 gp as well as 4 black pearls worth 500 gp each and a *wand of blood biography** (CL 6: 14 charges).

*See the Pathfinder Roleplaying Game Advanced Player's Guide.

D5. Guard Room (CR 7)

Two large toadstool mushrooms with gnawed caps literally sprout from the filthy floor coated in a thin layer of dirt and slime. Four mounds of moldy linens cover the remainder of the floor.

The **6 dark creepers** stationed in this guard room feast on the squat, dwarf-sized mushroom caps to break up the monotony. Without the direction of their dark stalker and dark caller masters, the dark creepers are somewhat lackadaisical considering the circumstances. Unless they are alerted to the presence of intruders outside of the door, they are lying down on the filthy rags and must stand up from prone to confront their adversaries. Nevertheless, the dark creepers still rally in defense of their subterranean home and fight the intruders to the bitter end. They swarm a single opponent whenever possible, thus maximizing their opportunities to flank that foe and gain additional sneak attacks

DARK CREEPERS (6) XP 600 hp 19 (see Area D3)

CR 2

Treasure: The dark creepers carry their listed gear as well as 6 garnets worth 100 gp each.

D6. Prison (CR 8)

Hardened fungal bars wall off a section of the far wall and form a rudimentary prison. A badly malnourished and physically abused middle-aged dwarf lies in a pool of his own filth inside a cramped cell. Four stone chairs surround a solidified mushroom cap that functions as a table. A stone column with built-in manacles is against the near wall.

The dwarf prisoner is not alone in this chamber. His jailor is a sadistic and malevolent **dark stalker** named Ragnarn. The cruel overseer and his **3 dark creeper** servants relentlessly torment their subject. Unlike typical humanoid prisons, the fungal door is kept unlocked, though it is still stuck like the other portals in this complex. The PCs' intrusion immediately springs the quartet into action. Ragnarn uses his *deeper darkness* spell-like ability to plunge the area into magical blackness and then uses the prevailing lighting conditions to sneak attack his adversaries. The dark creepers maneuver themselves into a flanking position with Ragnarn. They fight to the death and only speak if forced to do so because of a successful Intimidate check or magical compulsion. The dark creepers know nothing of significance. However, Ragnarn is aware that their divine patron forged an alliance between the dark folk, a traitorous dwarf, and the hobgoblins in the north, who imminently intend to assault Tyr Whin.

RAGNARN XP 2,400

CR 6

Male dark stalker rogue 2 (The Tome of Horrors Complete 143 "Dark Stalker") CN Medium humanoid (dark folk) Init +5; Senses see in darkness; Perception +13

AC 20, touch 16, flat-footed 14 (+2 armor, +5 Dex, +1 dodge, +2 natural) hp 52 (6d8+12 plus 2d8+4) Fort +5; Ref +14; Will +4 Defensive Abilities evasion Weaknesses light blindness

Speed 30 ft.

Melee +1 short sword +11 (1d6 +3/19-20) or +1 short sword +9 (1d6 +3 plus black smear poison/19-20) and mwk short sword +9 (1d6 +2 plus black smear poison/19-20) Ranged mwk sling +11 (1d4+2) Special Attacks death throes, poison use, sneak attack +4d6 Spell-Like Abilities (CL 6th): At will—deeper darkness, detect magic, fog cloud

Str 14, Dex 21, Con 14, Int 12, Wis 12, Cha 13 Base Atk +5; CMB +7; CMD 23

Feats Dodge, Double Slice, Two-Weapon Fighting, Weapon Finesse

Skills Acrobatics +13, Bluff +8, Climb +7, Craft (traps) +11, Heal +8, Intimidate +11, Knowledge (dungeoneering) +6, Perception +13, Stealth +14, Survival +6

Languages Dark Folk, Dwarven, Undercommon

SQ rogue talents (lasting poison)

Combat Gear elixir of hiding, elixir of truth, 6 doses of black smear poison; **Other Gear** +1 short sword, cloak of resistance +1, masterwork short sword, masterwork sling, leather armor, 20 sling bullets.

Death Throes (Su) When a dark stalker is slain, its body combusts in a flash of white-hot flame. This acts like a *fireball* that deals 3d6 points of fire damage to all creatures within a 20-foot-radius burst. A DC 15 Reflex save halves this damage. A dark stalker's gear and treasure are unaffected by this explosion. This save is Constitution-based.

Poison Use (Ex) Dark stalkers are skilled in the use of poison and never risk accidentally poisoning themselves. Like their diminutive kin, the dark creepers, dark stalkers use black poison on their weapons and generally carry six doses on them. *Black Smear*—injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save. The poison DC is Constitution-based.

See in Darkness (Su) A dark stalker can see perfectly in darkness of any kind, including that created by deeper darkness.

DARK CREEPERS (3) XP 600 hp 19 (see Area D3)

Development: The dark folk captured their unfortunate prisoner, **Doel Thumbcracker** (CN male mountain dwarf fighter 3; Wis 14; Knowledge [dungeoneering] +9) during the dwarves' last raid into their lair more than 30 years ago. Three decades of abuse and despair took their toll on his jovial demeanor and optimistic personality and have changed his alignment from chaotic good to chaotic neutral in his despondency. Still, the sight of his kin and the prospect of freedom buoy his sagging spirits. The dark folk tortured him on and off for the better part of his stay. At first, they demanded information about Erod Flan, yet their attention recently shifted away from Clan Craenog's capital and pointed in the direction of Tyr Whin. He also notes that the dark folk started asking him about a group of adventurers, i.e. the PCs, just a few weeks earlier. He does not think that the dark folk are planning to attack the distant fortress themselves. Instead, he believes that they are gathering information for someone else.

There is no conventional door that allows access into Doel's cell. The fungal bars must be broken down and his manacles (see the "Adventuring Gear" section in Chapter 6 of the *Pathfinder Roleplaying Game Core Rulebook*) must be removed to free him.

Fungal bars: 4 in. thick; hardness 5; hp 30; Break DC 18

D7. Communal Chamber (CR 7)

The fetid air bombards the senses. In spite of the 12-foothigh ceilings and ample ventilation, the foul odors of sweat and offal still fill the air. Nine misshapen mushroom caps roughly equivalent to the size of a large tent spread throughout the cavernous chamber. The hardened fungi are almost completely carved out like a jack-o'-lantern (sans the eyes) with a small, oval opening serving as the crude abode's entrance. Piles of festering rags and linens litter the floor of these cramped residences.

The resident dark creepers dwell in abject squalor within these disgusting homes. They sometimes cram up to six small humanoids within these tiny, filthy spaces. The creatures use the rag piles as beds. At the present time, 6 dark creepers occupy these quarters. The dark creepers have no concept of privacy and personal property. They simply crawl into an unoccupied mushroom and fall asleep whenever they are tired. Without their dark stalker masters, these lesser humanoids are inherently chaotic and disorganized. Each individual occupies his own mushroom, so there is a 67% chance of encountering one of the dark creepers within their abode. There is also a 50% chance that the dark creeper is asleep. If the PCs attack one of the dark creepers, or the creatures otherwise become aware of the characters' presence, they shout to get the others' attention. Once alerted to the presence of intruders, the cunning humanoids use their typical tactics. They attempt to swarm around one or two individuals and pummel them with sneak attacks. The dark creepers never surrender, and they have no useful information.

CR 2

CR 2

Treasure: As previously mentioned, the dark creepers do not collect items for themselves. Still, a successful DC 15 Perception check within one of the mushrooms locates 3d6 x 10 gp scattered among the piles of rags and other filth inside of the crude homes. However, the horrid stench is so strong within these confined areas that a character searching through one of the mushrooms must make a successful DC 13 Fortitude save to avoid becoming nauseated for 1d4 minutes afterward. A character that succeeds on the preceding save is immune to the effects of the foul stench for next 24 hours.

D8. Food Production

A roughly 2-foot-high stone wall spans the chamber's narrowest section. Large mushrooms and clustered bunches of tendril-shaped fungi grow from the walls, floor and ceiling. Various sized worms ranging from tiny earthworms to 1-footlong night crawlers burrow through the loose soil and refuse littering the floor.

The dark folk subsist predominately on a diet of fungi and worms. The primitive plants are mostly edible with the exception of three striped toadstools (see the "Poisons" section in Appendix 1 of the *Pathfinder Roleplaying Game Core Rulebook* for the effects of this toxic plants). The worms are edible and harmless. They pose no danger to the characters.

D9. Rag Production

Fungi attached to the walls radiate an eerie phosphorescent glow that bathes the damp natural cavern in a violet haze. Tall, unusual flowering plants grow in black, potted soil contained within a walled enclosure along the chamber's edges. Two long poles attached to spinning wheels and a stone vat of brackish water take up the balance of the cramped room's space.

The dark folk grow and harvest a subterranean species of the flax plant in this illuminated, underground greenhouse. A PC that succeeds on a DC 15 Knowledge (nature) check correctly identifies the plant's species and also recognizes that its dried stalks are used to produce linen. Likewise, a successful DC 10 Craft (cloth) or a similar Profession skill determine that the poles and spinning wheel are part of a distaff, a tool used to dry and separate flax fibers. In addition, the stone vat is used to soak the plant stalks after they have already been dried.

DIO. Metalworking Chamber (CR 6)

Large chunks of metallic ore and limestone are piled upon the floor near a partially covered stone pit filled with charcoal. An anvil rests near the apparent heat source, and several metalworking tools such as small hammers and tongs are strewn about the floor. A weapons rack against the near wall contains an assortment of daggers and a handful of kukris and short swords.

The dark folk's rudimentary metalworking skills pale in comparison to the dwarves' mastery of the craft. The sly humanoids only use the chunks of iron ore adjacent to the primitive blast furnace to create their daggers, kukris, short swords, tools, nails, and other mundane items. Pieces of limestone mixed among the iron ore are necessary to separate the slag from the iron. A PC that succeeds on a DC 10 Craft (armor), Craft (weapons), or any other appropriate Craft or Profession check ascertains the preceding information. An examination of the charcoal pit (a successful DC 10 Perception check) determines that the dark folk used the apparatus within

the last several weeks apparently to forge the daggers on the adjacent rack. The dark folk's resident metalworker is Ruvgarn, the dark slayer. He toils in this hot chamber along with 2 dark creepers. The apprentice sorcerer seems an odd choice to forge mundane metal items and weapons. Unfortunately, he is more skilled than anyone else in the complex. The dark slayer has an array of spells and spell-like abilities at his disposal. Unlike most dark folk, Ruvgarn does not plunge the crowded area into darkness. Instead, he relies upon his wand of magic missile and his spells to damage the PCs. He takes a defensive position in one of the corners and commands the dark creepers to shield him from the characters' melee attacks. If the PCs alerted him to their presence by failing to open the door or making a tremendous amount of noise, he casts mage armor. Otherwise, he alternates lobbing magic missiles and rays of enfeeblement at his enemies. Ruvgarn refuses to surrender or retreat. If forcibly compelled to provide information, he reveals the same details as his dark stalker counterpart in area **D6**. Otherwise, he and the dark creepers fight to the death.

RUVGARN XP 2,400

Male dark slayer sorcerer 3 (Pathfinder Roleplaying Game Bestiary 2 "Dark Slayer") CE Small humanoid (dark folk) Init +4; Senses detect magic, see in darkness; Perception +4

CR 6

AC 16, touch 16, flat-footed 11 (+4 Dex, +1 dodge, +1 size) hp 35 (4d8+4 plus 3d6+3) Fort +4; Ref +9; Will +9 Weaknesses light blindness

Speed 30 ft.

Melee mwk kukri +10 (1d3–1 plus black smear poison/18–20) Special Attacks death throes, poison use, shadowstrike 6/ day (1d4 points of nonlethal damage +1 plus dazzled for 1 minute), sneak attack +2d6, soul harvest Spell-Like Abilities (CL 4th):

Constant—detect magic

At will—bleed (DC 12), chill touch (DC 13), darkness, spectral hand

3/day—daze monster (DC 14), death knell (DC 14), inflict moderate wounds (DC 14)

Spells Known (CL 3rd; melee touch +9, ranged touch +9): 1st (6/day)—grease, mage armor, ray of enfeeblement[®] (DC 14), shadow weapon (DC 14)

0 (at will)—detect magic, ghost sound, message, read magic, resistance

Bloodline Shadow

Str 9, Dex 18, Con 12, Int 10, Wis 11, Cha 16 Base Atk +4; CMB +2; CMD 17

Feats Combat Casting, Dodge, Skill Focus (Use Magic Device), Weapon Finesse

Skills Climb +3, Craft (weapons) +7, Heal +4, Knowledge (arcana) +7, Perception +4, Spellcraft +7, Stealth +12, Use Magic Device +13

Languages Dark Folk

SQ bloodline arcana (Whenever Ruvgarn casts a spell with the darkness descriptor or the shadow subschool, he gains a circumstance bonus on Stealth checks equal to the spell's level for 1d4 rounds), magical knack

Combat Gear 2 doses of black smear poison, potion of pernicious poison*, wand of magic missiles (CL 7th, 18 charges), arcane scroll (scorching ray, CL 7th); **Other Gear** masterwork kukri, blacksmithing tools.

Death Throes (Su) When a dark slayer is slain, its body implodes violently into nothingness, leaving its gear in a heap on the ground. All creatures within a 10-foot burst take 1d8 points of sonic damage and must make a DC 14 Fortitude save or be deafened for 2d4 rounds. The save DC is Constitution-based.

Magical Knack (Ex) Spellcraft and Use Magic Device are always class skills for dark slayers.

Poison Use (Ex) Dark slayers are skilled in the use of poison and never risk accidentally poisoning themselves. Like their diminutive kin, the dark creepers, dark slayers use black poison on their weapons and generally carry six doses on them. Black Smear—injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save. The poison DC is Constitution-based.

Soul Harvest (Su) When a dark slayer damages a flat-footed foe or a foe it is flanking with a melee touch spell or spell-like ability that deals hit point damage, the spell does an additional 1d6 points of damage and the dark slayer gains an equal amount of temporary hit points. These temporary hit points last for a maximum of 1 hour.

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DARK CREEPERS (2) XP 600 hp 19 (see Area D3)

CR2

Treasure: There are sixteen daggers on the weapons rack, though none of them is magical or of masterwork quality. Of the two kukris on the rack, one is of masterwork quality and the other is not. The same applies to the two short swords on the rack.

DII. Iron Mine

Large gouges mar the floor of a rough-hewn corridor that sharply descends into the earth.

Also not renowned as miners, the dark folk simply kept burrowing into the ground until they struck iron ore deposits. The tunnel descends at a 30-degree angle, but it is still easy to negotiate. As their needs for the metal are not particularly great, the tunnel abruptly ends at a rich vein of the versatile metal.

D12. Guard Chamber (CR 8)

Mounds of filthy rags and tattered linens lie scattered upon the floor. The stench of sweat and rancid food fills the air.

Though confident in his divine mistress' master scheme, Rogvörn must take at least some precautions against an assault on the dark folk's vulnerable underbelly. With that in mind, he stationed 1 dark stalker and 6 dark creepers to protect against this contingency. The dark stalker keeps his subservient kin on their proverbial toes. At the first sign of trouble, the group's leader uses his deeper darkness spell-like ability to shroud the chamber in blackness. He then directs his subordinates to grant him sneak attacks against a designated foe. The dark folk continue attacking until slain. They do not speak to the PCs until compelled to do otherwise. The dark creepers are blissfully in the dark about Rogvörn's machinations. On the other hand, the dark stalker is intimately familiar with Mirkeer's grand plan. He has the same information as his counterpart in area D6.

DARK STALKER XP 1,200 hp 39 (see Area D3)	CR 4
DARK CREEPERS (6) XP 600	CR 2
hp 19 (see Area D3)	

Treasure: In addition to their listed gear, the dark stalker has 4 rubies worth 250 gp each in a pouch on his person. The dark creepers have a total of 16 moonstones worth 50 gp each.

D13. Antechamber

The corridor opens into an antechamber that ends in three identical doors crafted from hardened fungus.

The antechamber represents the dark folks' last line of defense against intruders. One of the three doors leads to the heart of the complex, whereas the other two doors unleash nasty surprises designed to slay intruders. The doors are exactly the same size, shape and appearance. There is relatively little traffic passing in and out of the complex's heart, so there are no telltale signs that one door or section of the floor appears to get more use than the others. In fact, the dark folk deliberately walk up to all three doors to give the impression that they are used in an equal fashion. Despite these measures, a successful DC 28 Perception check confirms that the doors leading into area D13A and area D13B are less worn than the remaining door. Likewise, a successful DC 25 Survival check indicates that there is more foot traffic in front of the door leading into the heart of the dark folk's complex. They also imbedded a thin sheet of lead in each portal and the surrounding thresholds to thwart divination spells such as detect thoughts and clairvoyance/clairaudience. The metal does nothing to alter the doors' structural integrity. They still yield to physical force in the same manner as the other doors on this level.

D13A: What Lurks Above (CR 7)

A wide, rough-hewn stone corridor turns west and then bends sharply to the north.

The ordinary looking chamber and passageway are intended to appear normal to hide the lurker above concealed upon the ceiling. The nearly mindless predator camouflages itself into the surrounding environment, making it appear to be just part of the cavern. Spotting the concealed monster requires a successful DC 26 Perception check. The lurker above encompasses the entire ceiling from the door to the point where the corridor turns north. The creature drops down from its hiding place as soon as a character passes through the door and sets foot in the chamber.

LURKER ABOVE

XP 3.200

CR7

hp 85 (Pathfinder Roleplaying Game Bestiary 4 "Lurking Ray, Lurker Above")

D13B. Twilight of the Mushrooms (CR 7)

Ten six-inch high, purplish-black mushrooms are spread across the floor, walls and ceiling of a small alcove.

The resident fungi are twilight mushrooms, a deadly hazard that plagues underground explorers.

TWILIGHT MUSHROOMS (PLANT, FUNGUS)—HAZARD CR7 XP 3,200

The Tome of Horrors Complete 763

Twilight mushrooms are purplish-black mushrooms about 4 to 6 inches in height, growing in patches of 5–10 mushrooms and are only found in damp, dark underground areas. Twilight mushrooms sense vibrations and burst forth a cloud of noxious and choking dust when a living creature comes within 10 feet of a patch. Creatures within the area must succeed on a DC 15 Fortitude save or take 2d6 points of Constitution damage. One minute later, another Fortitude save at the same DC must be made to avoid another 1d6 points of Constitution damage. Whether or not the saves are

successful, a creature is disabled for 2d4 rounds from fits of choking and coughing. Such a creature can take no action other than to defend itself.

Sunlight renders twilight mushrooms dormant, and cold instantly destroys them.

DI3C. Corridor

The rough-hewn stone corridor splits in two. One passageway leads south and ends in a fungal door. The other continues to the west and also ends in a fungal door.

This corridor leads into the heart of the dark folk's complex. The southern corridor opens into area **D14** and the western passage takes the PCs to area **D15**.

D14. Charnel Dump (CR 7)

Pieces of bone, rotting flesh, and even a mummified eye are visible among the soiled fabrics that create an uneven surface on the floor of this chamber.

The dark folk toss the corpses of dead foes onto the floor of this chamber to keep them out from underfoot. Over the decades, there has been a considerable accumulation here. The floor is stacked so heavily rotting bodies that the entire chamber is considered to be difficult terrain.

D15. Meeting Area (CR 8)

Eight grotesque statues apparently carved from fungi, molds and mushrooms form a perimeter around a stone table surrounded by eight toadstool chairs. The sculptures depict a winged humanoid with clawed hands and feet as well as a toothy maw. A highly detailed map covers much of the vaguely oval table. Phosphorescent mold clinging to the walls bathes the entire chamber in dim, green light.

Rogvörn conveyed his grand strategy to his counterparts in this meeting room. The map covering the table details much of the Stoneheart Mountains, though it is centered on Tyr Whin. Several lines drawn onto the map indicate a large force moving from the hobgoblin citadel of Exor toward Clan Craenog's remote outpost. In addition, a note scrawled onto the margins states, "*B to move half of force to Erod Flan.*" This message refers to Blassian's plan to transfer half of Tyr Whin's defenders to Erod Flan after the royal family's demise. The incriminating statement confirms the traitorous dwarf's involvement in the dark folk's plans.

The statues surrounding the table represent the extent of the dark folk's artistic abilities. Five of the gruesome statues are inanimate objects carved from an amalgamation of mold, fungi and mushrooms. Interspersed among these statues are **3 fungus gargoyles** that remain completely motionless until the PCs attack one of them or the characters come within 10 feet. The dim, phosphorescent glow emanating from the moldy walls allows them to see in this area. Recognizing them as living creatures requires a successful DC 28 Perception check. They attack all living creatures other than dark folk and their owb ally. When they spring to life, each releases its frightening breath weapon. After expending their breath weapons, the creatures attack the intruders with their claws. With nowhere left to retreat, the monstrous plants fight to the bitter end.

FUNGUS GARGOYLES (3) XP 1,600 CR 5

The Tome of Horrors 305 N(E) Medium plant (fungus) Init +2; Senses low-light vision; Perception +12 Aura sickening aura (10 ft., DC 16, sickened)

AC 17, touch 12, flat-footed 15 (+2 Dex, +5 natural) hp 59 (7d8+21 plus 7) Fort +8; Ref +4; Will +4 DR 10/slashing or piercing; Immune plant traits; Resist fire 5

Speed 40 ft., fly 60 ft. (average) Melee 2 claws +9 (1d8+4) Special Attacks breath weapon

Languages Common (cannot speak)

Str 18, Dex 14, Con 17, Int 6, Wis 11, Cha 7 Base Atk +5; CMB +9; CMD 21 Feats Iron Will, Power Attack, Skill Focus (Perception), Toughness Skills Fly +2, Perception +12, Stealth +10 (+18 in vegetation); Racial Modifiers +2 Perception, +2 Stealth (+8 in vegetation)

Breath Weapon (Su) Once every 1d4 rounds, a fungus gargoyle can breathe a line of deadly spores to a range of 10 feet. A living creature struck must succeed on a DC 16 Fortitude save or take 1d4 points of Strength damage. Thereafter, the creature must succeed on a DC 16 Fortitude save each minute (10 rounds) or take 1 point of Strength damage. This cycle continues until the creature dies or receives a remove disease spell. A successful DC 20 Heal check or a delay poison spell slows the continuing damage to 1 point per hour. The save DC is Constitution-based.

Sickening Aura (Su) As a free action, a fungus gargoyle can emanate an aura that smells like rotting vegetable matter in a 10-foot radius. Creatures within the area must succeed on a DC 16 Fortitude save or be sickened for as long as they remain in the area and for 1d4 rounds afterward. The save DC is Constitution-based.

D16. Living Quarters

Four upright stone beds with footrests and sinewy straps are positioned against the walls of a spotless chamber. A finely crafted breastplate rests upon a stone pedestal.

The three fastidious dark stalkers and the dark slayer sleep in an upright position, affixing themselves to these uncomfortable beds with straps fashioned from plant matter. The room is currently unoccupied. In contrast to the dark creepers' abodes, there is not even a speck of dust or dirt on the floor.

Treasure: The quartet saved a trophy from their first encounter with the dwarves. The breastplate is a +2 *light fortification breastplate*.

D17. Rogvörn's Laboratory (CR 9)

The stench of burning sulfur and the malodorous wisps of smoke overwhelm the senses. Beakers and jars cover a fungal table abutting the near wall where a lithe, milky-white 6-foot-tall humanoid clad in black robes feverishly concocts a volatile creation. Two small humanoids cloaked in filthy, disgusting rags futilely attempt to assist him in this endeavor. A bizarre creature that resembles a skeletal human torso cloaked in roiling shadows that obscures its innards, but not its shape, oversees the frenetic operation. A stone statue of a beautiful and mysterious woman stands just inside of the fungal door. Obsidian chips inlaid into the floor create a crude mosaic that looks like a black glove. A bookcase containing several dozen dog-eared tomes abuts the south wall.

The statue depicts Mirkeer. As with most dark folk artwork, the technique is rather poor. A successful DC 15 Knowledge (religion) check identifies the sculpture's subject as Hecate's daughter. Likewise, a successful DC 15 Knowledge (religion) check also determines that the obsidian mosaic on the floor represents the goddess' symbol.

Shortly after the detonation, **Rogvörn** cast an *augury* spell from a scroll to determine whether the plan succeeded. Based upon the answer he received from his divine mistress, he is fairly certain that the methane explosion did not fulfill its intended purpose. In light of that dire information, he frantically tries to create another flask of alchemist's fire. The novice alchemist also constructs a crude device that serves as a triggering mechanism. The detonator is nothing more than a merchant's scale, a funnel, and a bucket of dirt. The flask of alchemist's fire is placed precariously on the edge of a tall stone column. The merchant's scale is placed on an adjacent column. The dirt slowly passes through the narrow funnel's neck and onto one end of merchant's scale much like sand passes through an hourglass. When the added weight is enough to move the opposite arm, it knocks the alchemist's fire off the adjacent pedestal causing it to fall to the ground and burst into flames, thus igniting the methane gas.

The dark caller's laboratory is very basic and in poor condition. There are eleven jars and beakers on the table containing the raw ingredients to create alchemist's fire along with several other alchemical substances. The **2 dark creepers** assisting him rush from one end of the table to the other in a feeble attempt to please their overlord. The books on the shelf opposite the laboratory table predominately discuss alchemy and other pseudo sciences.

ROGVÖRN XP 3,200

CR 7

Male dark caller oracle 2 (Pathfinder Roleplaying Game Bestiary 4 "Dark Caller"; Pathfinder Roleplaying Game Advanced Player's Guide "Oracle") CE Medium humanoid (dark folk)

Init +3; Senses detect magic, see in darkness; Perception +8

AC 20, touch 15, flat-footed 16 (+2 armor, +1 deflection, +3 Dex, +1 dodge, +3 natural) hp 65 (8d8+16 plus 2d8+4) Fort +4; Ref +9; Will +9 Weaknesses light blindness, oracle's curse (haunted)

Speed 30 ft.

Melee +1 conductive dagger +11/+6 (1d4 +2 plus blacksmear poison/19-20) or touch +9 (touch of acid)Special Attacks death throes, sneak attack +2d6, touch ofacid 8/day (1d6+1 acid)Spell-Like Abilities (CL 8th):Constant—detect magicAt will—bleed (DC 14)3/day—deeper darkness, shadow step**1/day—shadow conjuration (DC 18)Spells Known (CL 2nd; melee touch +9, ranged touch +10):1st (9/day)—divine favor, inflict light wounds (DC 16), magicstone, summon monster I0 (at will)—detect poison, ghost sound, guidance, magehand, read magic, resistance, stabilizeMystery stone

Str 14, Dex 17, Con 14, Int 13, Wis 14, Cha 18 (20) Base Atk +7; CMB +9; CMD 23

Feats Augment Summoning, Dodge, Iron Will, Spell Focus (conjuration), Weapon Finesse

Skills Climb +6, Craft (alchemy) +8, Intimidate +6, Knowledge (arcana) +11, Knowledge (planes) +14, Knowledge (religion) +6, Perception +8, Spellcraft +6, Stealth +10, Use Magic Device +6

Languages Dark Folk, Undercommon

SQ poison use, revelation (touch of acid), shadow ritual Combat Gear 2 doses of black smear poison, divine scroll (summon monster III, CL 6th); Other Gear headband of alluring charisma +2, bracers of armor +2, +1 conductive dagger*, ring of protection +1, incense of transcendence*

Death Throes (Su) When a dark caller is slain, its body combusts into shred of blisteringly cold shadows, leaving its gear in a heap on the ground. All creatures within a 10-foot radius burst take 1d4 points of Strength damage and are staggered for 1 round. A successful DC 16 Fortitude save halves the Strength damage and negates the staggered effect. This ability damage is temporary and an affected creature's Strength returns to normal after 3d10 minutes. The save DC is Constitution-based.

Poison Use (Ex) Dark callers are skilled in the use of poison and never risk accidentally poisoning themselves. Like their diminutive kin, the dark creepers, dark callers use black poison on their weapons and generally carry six doses on them. *Black Smear*—injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save. The poison DC is Constitution-based.

Shadow Ritual (Su) Three dark callers can collaborate on a ritual that calls an owb to their service. The ritual takes 1 hour to complete. If the dark callers involved are distracted in any way, the attempt is ruined and the ritual must begin anew. Once called to their service, the owb serves them for 24 hours. Though the owb is free-willed, it follows orders to the best of its ability.

*Pathfinder Roleplaying Game Ultimate Equipment **Pathfinder Roleplaying Game Ultimate Magic

OWB CR 6 XP 2,400 hp 76 (Pathfinder Roleplaying Game Bestiary 4 "Owb")

CR 2

DARK CREEPERS (2) XP 600 hp 19 (see Area D3)

Tactics: Rogvörn is so immersed in his work that he barely notices the PCs' intrusion unless otherwise alerted by their failed efforts to open the fungal door or their actions. Mirkeer's owb emissary is much more attentive. It almost certainly reacts to the unwelcome interruption before anyone else gets an opportunity to act. The owb hurls a ball of flickering flames at a heavily armored warrior or a priest. Rogvörn and the owb do not plunge the area into darkness, as the dark folk do elsewhere. Instead, the fledgling oracle summons as many creatures as he can to aid him in his battle against the PCs. He starts off by casting summon monster III from his scroll before expending his repertoire of spells. Because of his curse, he always keeps this item on the table. Once he has enough creatures in place, he casts divine favor and wades into combat, using his summoned allies to flank his enemies and grant him sneak attacks. Even when faced with imminent defeat, Rogvörn refuses to surrender. He repeatedly boasts that the dwarves' time is at hand, and that Tyr Whin's imminent defeat is the first of many for Clan Craenog. He divulges nothing else of significance during his tirade. If the PCs compel him to speak against his will, he reveals Mirkeer's involvement, Blassian's treachery, and Grugdour's role in the grand scheme.

On the other hand, the confined quarters prevent the owb from flying away and keeping its distance from its enemies. Therefore, it resorts to using its melee attacks whenever it faces more than one foe. When it is reduced to 10 hit points or fewer, the owb uses its *plane shift* ability to escape combat. The outsider lacks Rogvörn's braggadocio. It never communicates with the characters and remains aloof throughout the battle.

The dark creepers act as fodder, always sacrificing their wellbeing to grant Rogvörn sneak attacks against their enemies. The humanoids happily die in the service of their dark caller master.

Treasure: Rogvörn's collection of alchemy equipment, raw ingredients and books are worth a meager 50 gp. Otherwise, nothing of value is here.



Dr8. Detonation Site

Warm, foul-smelling air fills the featureless cavern.

Piles of loose stones and debris block the corridor leading from area **D12** to the detonation site proper. Likewise, massive quantities of rubble fill the entire cavern. The passageway connecting the dark folk's complex with the thane's banquet hall is 80 feet below that room's floor. In order to focus the explosion's force upward, the dark folk assembled a conical tower of coal in the center of the empty chamber. Their design strategy explains why the crater continued to smolder after the explosion and the immense quantity of debris present within the hole in spite of the limited damage dealt to the dwarves' expertly crafted structure. After the blast, the inverted funnel collapsed, and the resulting debris filled the recesses to create a relatively uniform surface 20 feet below the banquet hall floor.

If the PCs somehow remove the rubble, a successful DC 20 Perception check locates components from the ignition device. The PCs inexplicably find pieces of a merchant's scale and shards from a ceramic vessel. If the PCs already explored area **D16**, the items appear identical to those that Rogvörn is using to build another detonation trigger.

D19. Secondary Detonation Site (CR 7)

A thick, uneven layer of guano covers the floor and every other surface within an expansive cavern with an 8o-foothigh ceiling. The stench fills the air and spills down the adjoining corridor. A poorly designed mine cart with a lopsided axle and vaguely round wheels sits near the entrance. The piercing shriek of metal striking stone reverberates throughout the expansive chamber. A massive 60-foot-high mound of rock rich with coal deposits and coated with layers of disgusting excrement occupies the cavern's center.

A small colony of bats clings to the ceiling and the surrounding walls. The animals are harmless and pose no threat to the adventurers. The bats feed on the crickets and other small insects that crawl along the guano-covered floor. The dark folk collected the mammals from other parts of their complex and the quartz mine and concentrated them in this chamber to rapidly increase the production of methane gas within the confined space. Therefore, the chances of encountering a pocket of methane gas or bad air increase fourfold in this room. Still, the quantities are not sufficient yet to create an explosion capable of destroying the dwarves' aboveground structures.

Though he agreed not to attack the dwarves again once Blassian assumes control over Clan Craenog, the treacherous Rogvörn still longs to destroy his hated enemies once and for all. The failed attempt to eradicate the high thane's family merely accelerated his plans. To that end, **6 dark creepers** toil in the spacious cavern, using their metal picks to remove stone from the coal deposits. The laborers then dump the excess stones and rocks onto the mine cart and roll them over to area **D20**. When they notice the intrusion, the weary dark creepers drop their picks and immediately attack the characters. Like the rest of their kin, these devoutly loyal dark folk fight to the bitter end. They have no knowledge of their masters' plans.

DARK CREEPERS (6) XP 600 hp 19 (see Area D3)

CR 2

D20. Acid Bath

Five metal barrels filled with clear, viscous liquid are scattered throughout the cramped room. The dark creepers dump the rocks and stone cleared from area **D19** and prior to that area **D18** into the metal barrels filled with specialized acid. The corrosive substance is better attuned to dissolving rock and stone than it is to destroying organic material. It deals 1-1/2 times its normal damage to rock and stone (including creatures with the earth descriptor), and only half damage to organic matter, including undead creatures.

D21. Watery Cavern (CR 7)

A damp chill fills the stagnant air. Water slowly drips from the 40-foot-high ceiling and collects in four large pools scattered throughout the cavern. The glint of golden nuggets is visible beneath the water's surface. Numerous stalactites resembling stony tendrils cling to the ceiling, though no stalagmites cover the floor. Instead, a colorful assortment of wild fungi grow along the gravely edges surrounding the underground pools.

The dark folk originally intended to use this chamber to burrow into Erod Flan and attack their foes from below, but they abandoned that notion once they struck water. Instead, they lured **2 basidironds** that they found in another part of their complex into this natural cavern where they could feast on the mineral-rich water without harassing the dark folk. As an aside, they also believed that the golden nuggets in the water might entice adventurers to explore the chamber. The basidironds remain close to the edge of the pools and blend in well with the other strange indigenous plants and fungi. Successfully identifying these plant creatures amid the ordinary plants requires a successful DC 15 Knowledge (nature) check.

BASIDIRONDS (2) XP 1,600

CR 5

hp 52 (Pathfinder Roleplaying Game Bestiary 2 "Basidirond")

Tactics: The basidironds rely upon tremorsense to detect the presence of other creatures. Whenever a living creature comes within 15 feet of one of the creatures, that individual releases a hallucination cloud. The pair then rushes to engage the PCs in melee combat, using their slam attacks to spread their spores to unwilling hosts. If the PCs attack the basidironds from a distance of greater than 20 feet, the plants close the gap separating them from their attackers before creating a hallucination cloud. The unintelligent monsters fight until destroyed.

Treasure: The basidironds do not accumulate any riches. However, the golden nuggets in the pools are real. Each of the pools contains 2d4 small nuggets worth 10 gp each and 1d4 larger chunks of the precious metal worth 50 gp each.

Concluding the Adventure

The high thane and his surviving family members are eternally grateful to the PCs for eradicating the dark folk and thwarting their plans to destroy Erod Flan. Fearful of another incursion from their hated foes, the dwarves permanently station a small military force in the tunnels beneath their capital. In the meantime, the dwarves' master stonemasons and artisans start to rebuild what the malevolent humanoids destroyed.

While there is no love lost for the slain dark folk, the traitorous Blassian poses a different dilemma. The popular dwarf's treason comes as a shock to all those that knew him, especially Kaelan. If he survived his encounter with the PCs, the victims' families demand justice. Surprisingly, the plot's intended target acts as the voice of reason. The high thane is willing to spare Blassian's wretched life and sentence him to 100 years of hard labor, if his distant cousin reveals the intricate details of his dark patron's plans. In spite of his devotion to Mirkeer, the egotistical Blassian would prefer meeting his proverbial maker sometime in the distant future. In exchange for his life, the dwarf conspirator willingly reveals that the hobgoblin overlord Grugdour plans an imminent assault against Tyr Whin. In addition, he was supposed to transfer roughly half of Tyr Whin's garrison

to Erod Flan in order to bolster the capital's defenses in the wake of the dark folk's explosion. If he is compelled to speak against his will, Blassian also discloses that the hobgoblins infected the outpost with a debilitating strain of a disease they crafted to specifically affect dwarves.

Blassian's information and other clues gathered during the PCs' exploration of the dark folk's lair all point to the inevitable conclusion that the hobgoblins of Exor are marching toward the distant citadel of Tyr Whin. The high thane's attention now shifts from saving his capital to defending his clan peaks against the hobgoblin threat. The tactically astute ruler realizes that a large force marching through the low-ways of his clan peaks will take time and could be entering an ambush prepared by his enemies. He needs a small, fast advance force to clear the way and begin preparing the defenses of Tyr Whin while the larger force gathers and begins its slower march. For this he turns to the PCs again and beseeches them to lend whatever aid they can to Tyr Whin.

Ch. 14: War of Shadows

Forward march; our enemies fled They litter the field with all their dead. Trample on spine or smashed head Of fallen dwarf, elf, or men We march victorious once again!

— Typical hobgoblin war chant

War of Shadows is an 8th-level adventure that picks up where *Between a Rock and a Charred Place* left off. Erod Flan weathered the dark folk's storm, yet the conspirators are not done. Their focus now turns to the critical outpost of Tyr Whin. The PCs and the outnumbered defenders must somehow stop the hobgoblin warlord, Grugdour, and his army from overrunning the citadel and opening a beachhead for invasion into the Stoneheart Mountains.

Adventure Background

For hundreds of years, the hobgoblin warlords of Exor, Smashed Skull, and Hollow Bone have waged a war of attrition against their dwarven rivals to the southwest for supremacy of the Stoneheart Mountains. In an effort to break the stalemate, Grugdour, the newly ascendant hobgoblin warlord of Exor, hatched a daring plan to attack the dwarves of Clan Craenog from two fronts. Through their shared worship of the goddess Mirkeer, he enlisted the aid of Blassian, a traitorous dwarf, and Rogvörn, the leader of the dark folk dwelling beneath the dwarves' capital of Erod Flan. While his two newfound allies wreaked havoc in Erod Flan, Grugdour set his sights on Tyr Whin. To further weaken the defenders' resolve, his witchdoctors discovered a debilitating contagion seemingly tailor made to afflict dwarves. A vengeful human disguised as a dwarf eagerly volunteered to pose as a merchant and spread the disease throughout the citadel. Though the contagion is not fatal, it severely incapacitates its victims. With all the components in place, the trio set their plan into motion.

Meanwhile, the dark folk attempted to kill the high thane of Clan Craenog and his heirs using a massive underground explosion. Blassian would then succeed his deceased cousin and transfer troops from the fortress of Tyr Whin to the capital of Erod Flan to supposedly bolster the citadel's defenses. After a deliberately bloody and costly foray into the dark folk's trapped mines, Blassian would negotiate a peaceful settlement between the dwarves and the dark folk. In the end, the dark folk would gain control of the subterranean complex below Erod Flan, Blassian would be high thane, and the untimely transfer of roughly half Tyr Whin's defenders would pave the way for Grugdour and his hobgoblin army to defeat the depleted force manning the outpost. Unfortunately for the hobgoblins, the elderly high thane survived the assassination attempt, and a group of heroic adventurers unmasked Blassian's treachery and eradicated the dark folk threat. Grugdour and the hobgoblins now stand alone.

Exor is approximately 300 miles from Tyr Whin, so the hobgoblin warlord and his force of 3,000 seasoned warriors could not wait for events in Erod Flan to fully unfold before setting out to capture his prize. Secretly encamped only a few miles from their destination, Grugdour's witchdoctors, who still worship their race's patron deity Kakobovia, cast their divination magic and learned that their master's plan had failed. Blassian did not become high thane, and a party of adventurers routed their dark folk allies. Now that he is no longer waiting for Erod Flan to summon reinforcements from Tyr Whin, Grugdour urges his troops forward. In spite of these setbacks, the confident military commander believes that victory is within reach. Even though Tyr Whin still boasts its full contingent of soldiers, the remorseless disease ravaging the remote outpost continues to surpass Grugdour's wildest expectations. With his army in sight of the gates of Tyr Whin, and Grugdour tucked safely away within a nearby mountain stronghold, the fortress's ultimate fate now rests in the hands of a few brave adventurers.

Adventure Synopsis

After a failed attempt to kill Clan Craenog's high thane, the dwarves discover that a hobgoblin army in league with the assassins and their dwarven allies is rapidly approaching the frontier outpost of Tyr Whin. If the PCs participated in the adventure *Between a Rock and a Charred Place*, they are well aware of this development. Otherwise, the high thane and his advisors beseech the characters to hurry north to the remote citadel to offer their aid to the besieged defenders. Along the way, they must brave the harsh elements and monstrous denizens that inhabit the Stoneheart Mountains as well as avoid or defeat hobgoblin scouts patrolling the area around the dwarven stronghold. When the PCs arrive at Tyr Whin, they find a massive hobgoblin army surrounding the citadel. Siege engines rain destruction down on the battered walls, while Grugdour occupies an entrenched position at the base of a nearby mountain. The PCs must devise a way to break through the hobgoblin lines and make contact with the dwarves inside Tyr Whin.

Once inside the citadel, the characters quickly realize that the dwarves are in dire straits. While the hobgoblins' siege engines take their toll on the walls, their manufactured plague decimates the defenders' strength. More than half of Tyr Whin's soldiers are too ill to fight. The citadel's commander, Truvven Blackgranite, implores the PCs to find a rumored secret pass that allegedly leads behind the hobgoblin lines and into the base of the mountain where Grugdour and his inner circle keep their headquarters. He believes that if a small group can slay the hobgoblins' able and charismatic commander, they are certain to retreat back to Exor in disarray.

The PCs once again slip past the hobgoblin lines and set off into the cold and treacherous Stoneheart Mountains in search of the elusive passage beneath a forgotten temple of old Arcady. Within they find the horrifying remnant of its worshippers who never left its now-desecrated halls. Past them in the secret tunnel they seek they encounter a tribe of albino bugbears called wikkawaks and the white dragon they worship as a deity. Once past these obstacles, the PCs can enter the fortified caverns that serve as Grugdour's command center. Then, while the battle for Tyr Whin rages outside, the PCs must strike off the proverbial head of the goblinoid army and save Tyr Whin from certain destruction.

Part I: Besieged

With the dark folks' complex and Blassian's plans in ruins, interest quickly shifts from securing the capital city to preventing Tyr Whin from falling to a determined force of hobgoblin conquerors. The first part of the adventure takes the PCs 120 miles north through the Stoneheart Mountains to the dwarves' vital military station. Along the way, the PCs encounter an eclectic collection of wicked monsters, hobgoblin scouts and odd characters eking out a meager existence in the rough-and-tumble mountain range. When the PCs finally reach Tyr Whin, the hobgoblin forces surround the citadel and continuously bombard its teetering walls with siege engines. The PCs must break through the hobgoblin lines and get into the dwarven stronghold. Once inside, the characters witness Grugdour's devastation firsthand. Nearly broken and beaten by the constant battering and the insidious plague, Truvven Blackgranite, the citadel's commander, extols the PCs to slip past the besieging invaders and locate a fabled passage that leads into the heart of Grugdour's mountain stronghold. Any hopes of surviving the onslaught now depends upon the characters' heroic actions over the next several days.

Beginning the Adventure

Ideally, the adventure picks up where its predecessor ended. Fresh from their victory over the treacherous Blassian and malevolent dark folk, Clan

CHAPTER 14: WAR OF SHADOWS



Craenog's High Thane Kaelan urges the PCs to hurry north to Tyr Whin to help fend off an imminent hobgoblin invasion while his own battered people gather in force and prepare to follow. Of course, if the characters participated in the preceding adventure, they almost certainly need no prodding from the clan's leader to take matters into their own hands and race to help their kin on the frontlines against their hated foes. For characters that did not take part in *Between a Rock and a Charred Place*, it is still best to begin the adventure in Erod Flan in the immediate aftermath of the foiled assassination plot. In this instance, the elderly high thane approaches the adventurers and requests that they perform a service for the clan to hold the gap until the dwarven forces can rally.

Adventure Hooks

War of Shadows immediately follows the events portrayed in the preceding adventure *Between a Rock and a Charred Place*. Characters who participated in the battle against the dark folk may seamlessly segue into the long journey north to Tyr Whin to face Grugdour and his hobgoblin war machine using the following **Unfinished Business** hook. Otherwise, the GM may use one of the remaining two hooks or create one of his own to thrust the PCs into the middle of the two races' epic confrontation.

Unfinished Business

Even though the PCs saved Erod Flan from a catastrophic second explosion and foiled the devious Blassian's wicked machinations, Clan Craenog is not out of the woods yet. Their exploration of the dark folks' lair and interrogations of its leaders and the dwarven traitor all point to the chilling realization that Grugdour's hobgoblin army now marches toward the distant fortress of Tyr Whin. The worried clan and its elderly ruler Kaelan (see Audience with the Thane, Between a Rock and a Charred Place) look toward the newly dubbed "brothers of the high thane" to check this menace as it attempts to overrun the northern frontier and threaten the dwarven heartland. The high thane urges the victorious heroes to race to the citadel and warn the outpost's commander Truvven Blackgranite about the imminent danger. He instructs the PCs to lend any aid they can and work with Truvven to devise a strategy to defeat or fend off the hobgoblins until he can muster the reinforcements to meet the hobgoblin forces in battle. Before they depart, Kaelan gives each PC that participated in the preceding adventure a mithral brooch and an official letter identifying each of them as a "brother of the high thane."

Picking Up the Pieces

The high thane's palace is still ablaze in the aftermath of two massive explosions that rocked Erod Flan. Clan Craenog's ruler barely survived the devastating blasts, but the battle against the dark folk decimated his forces. Many of his best soldiers, clerics, and even the head of his guard perished in the struggle, along with much of his immediate family. Even more worrisome, the scant clues and information gathered during the course of the investigation indicates that the distant citadel of Tyr Whin is in grave danger from an approaching hobgoblin army. Kaelan (see the Unfinished Business hook) summons the newly arrived adventurers to his makeshift headquarters within one of the military barracks. If the characters belong to Clan Craenog, he urges the PCs to undertake a mission of great importance for his family and their race in general. He implores the PCs to travel to the outpost of Tyr Whin and lend whatever aid they can to Truvven Blackgranite, the citadel's commander. In exchange for their assistance, he offers them the prestigious title of "brother of the high thane" as well as the mining rights to a promising site near Tyr Whin. If the PCs are not members of Clan Craenog and display some reluctance to undertake this mission, the high thane offers the PCs a flawless 2,500 gp diamond for their assistance.

Heady Proposition

While traveling through the Stoneheart Mountains, the PCs cross paths with **Oderick Bricklyme** (CG male mountain dwarf ranger 5; Wis 16; Survival +11) astride his pony animal companion. Oderick informs the

PCs that Truvven Blackgranite, the commander of the dwarven citadel Tyr Whin, is offering a 2,500 gp bounty for the head of the hobgoblin warlord Grugdour. The dwarven wanderer tells interested characters that the hobgoblin army is besieging the outpost and repeatedly pounding its walls with catapults and other siege equipment. Truvven has numerous spies under his command that can provide valuable intelligence about the enemy commander's whereabouts and vulnerabilities if the PCs can make it within the citadel's walls.

Stoneheart Mountains

The dwarven citadel of Tyr Whin lies 120 miles north-northwest of Erod Flan along the edge of the Feirgotha Plateau where Baen's Pass enters from the east. If the PCs are new arrivals at Clan Craenog's capital, they may explore the settlement and gather some information before setting out into the Stoneheart Mountains. (See **Part I** of *Between a Rock and a Charred Place* for more information about Erod Flan and the currently available rumors. There are no new rumors since the preceding adventure.)

Tyr Whin is a part of the clan peaks of Clan Craenog, and though somewhat remote near the northern edge of the clan's territory, it is nonetheless connected to Erod Flan by the dwarves' low-ways (see the **Mountain High-Ways** sidebox in *A Little Knowledge*). The dwarves of Erod Flan will advise the PCs of the route of the secret low-way that leads to Tyr Whin. Winding among the lower elevations and valleys of the Craenog clan peaks, through tunnel and forest trail, despite its disguised nature, the road is remarkably direct and level. For the most part, the average elevation gradually fluctuates between 1,000 and 3,000 feet for the length of the journey. And since most of the trip is sheltered in tunnels, even in unfavorable weather the characters can travel at three-quarters of their normal overland speed. An average dwarf walking at a reasonable clip can complete the trek in approximately 10 days. Naturally, a mounted character is going to reach Tyr Whin in less time.

At their current level, it is possible if not likely that the characters have access to spells or magic items that allow the PCs to fly, teleport, or accelerate their land-based speed, thus allowing them to shorten the duration of their journey. In fact, the high thane counts on the PCs being able to move significantly faster than a column of dwarven heavy infantry. The fast-moving PCs can easily avoid the indigenous wild animals and lesser threats without incident. Still, the characters are likely to spend at least some time traveling through the wild Stoneheart Mountains en route to Tyr Whin. Along the way, the PCs may partake in one or more of the following events to break up the monotony of the long trek and provide the PCs with new information about their ultimate destination and the hobgoblins' activities.

Going for Help

Three miners, **Torvin Stonesifter**, **Gerdel Agatesmith** and **Herz Veinfinder** (LN male mountain dwarf expert 5; Con 16; Profession [miner] +10) hustle south toward Erod Flan with utmost haste. Their ashen skin and furrowed brows betray their obvious concern. The exhausted trio makes no effort to cover their tracks or move stealthily across the terrain. They literally run past anything that crosses their path with one exception — other dwarves. In spite of their temporary relief in seeing members of their race, the three haggard travelers are so frightened and unnerved that they cannot hold an intelligible conversation unless the PCs calm them down with a successful DC 11 Diplomacy check or magical intervention.

After finally catching their breath, the dwarves explain that they saw a massive hobgoblin army numbering in the thousands heading toward Tyr Whin. Foot soldiers made up the bulk of the force. However, they also saw several hobgoblin warriors mounted on worgs in the vanguard and several giants pulling siege engines towards the citadel's stone gates. The dwarves spotted the enemy army roughly 5 miles from Tyr Whin, and they are certain that the warmongering goblinoids must be at Tyr Whin by now.

News of the Road

Bartus Shimmerweave (CN female gnome illusionist 6; Int 17; Craft [clockwork] +14) sits in a modified backpack strapped around the torso of

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a clockwork servant that functions as her mount. A friend of the Craenog clan, she has known of its low-ways for years. The brilliant inventor loves to gab and tell tall tales. She makes outlandish claims that the denizens of ruined Tsar are mounting a campaign to take the Stoneheart Mountains from the dwarves and that the hobgoblin warlord Grugdour is really an oversized goblin that drank a magical potion that made him larger. Her lesser fibs include stories about a race of stone creatures that only come to life when wet, a mountain made of pure gold dust, and an undead sorcerer scouring the land for his medusa bride. Bartus sprinkles in her fantastical tales while she tries to peddle her paltry collection of magical potions. The skilled illusionist has three potions (blur, displacement, invisibility) on hand at the present time. She sells them for market value, though she boasts that a man claiming he was from Tsar paid her ten times as much for a magical hat. Bartus provides no further details about the hat or the man, but it is the only truthful story in the bunch. The gnome illusionist has no information about Grugdour and his hobgoblin army.

CLOCKWORK SERVANT

XP 600

hp 31 (Pathfinder Roleplaying Game Bestiary 3 "Clockwork Servant")

Monument Dwarves

Argus Truechisel (LG male old mountain dwarf expert 7; Int 17; Craft [sculptures] +13) and his wife **Reina Truechisel** (NG female old mountain dwarf bard 3; Cha 15; Knowledge [geography] +9) scour the Stoneheart Mountains looking for an ideal location and block of stone to use for a monument erected in High Thane Kaelan's honor. The renowned sculptor and his devoted wife have spent the last three months wandering the Stoneheart Mountains in pursuit of this grand endeavor. The couple served in Kaelan's court for more than 100 years, and they want to honor their beloved ruler before he meets Dwerfater in the next world. Any news of the recent assassination attempt against Kaelan or the hobgoblins' imminent assault against Tyr Whin greatly troubles the pair. Neither was aware of these recent events, though they did hear that the high thane planned to honor a group of adventurers who performed a valuable service to the dwarves.

If the PCs tell Argus and Reina that they are now "brothers of the high thane", the old dwarf reveals that he helped reinforce Tyr Whin's walls many years ago. He is confident that the fortress can withstand several weeks of heavy bombardment. If the PCs tell him that the hobgoblins already surround the citadel, he asks Reina to cast *detect magic* on the PCs to determine if they are currently under the influence of any enchantment or illusory magic. Once satisfied that the characters are not disguised or under the mental influence of another creature, he says that it may be possible to get into Erod Flan through an old service tunnel connecting the citadel to an abandoned quarry 4 miles north of the fortress. However, he cannot make any assurances that the passageway is still accessible and not now buried beneath tons of rock.

Escapees

Four slaves who escaped from their hobgoblin masters on the march to Tyr Whin try to find shelter amid the Stoneheart Mountains. They include two human men named Albus and Gehrmon, and two mountain dwarf males named Thrushck Banechis and Vartosh Pebbleston. Though Thrushck and Vartosh share their kin's racial animosity toward humans, their hatred toward their cruel overseers is even stronger. Furthermore, the two dwarves credit the men with saving their lives during their frantic escape from captivity. The malnourished quartet is too weak and exhausted to fight with one another or anyone else for that matter, but they are strong enough to barter for their lives and freedom. Gehrmon acts as their unofficial spokesman, and he happily offers information in exchange for directions and safe passage back to their homes in the lowlands. Thrushck and Vartosh also appeal to their fellow dwarves and plead with them to spare the lives of their human counterparts.

If the PCs accept the terms of his bargain, he tells them that their hobgoblin master Krugethar was one of Grugdour's witchdoctors. The ambitious Krugethar always butted heads with the tribe's chief religious figure, Beastshifter. A week after leaving Exor, the confrontation between the two rivals came to a head, and their owner lost the power struggle. More than fifty other slaves took advantage of the distraction and tried to escape captivity. These were the only survivors. Gehrmon relays that Beastshifter and Krugethar spent countless hours concocting a virulent pestilence that is spread through contaminated yeast. The hobgoblins then recruited a human assassin with an intense hatred of dwarves to infiltrate Tyr Whin and distribute the infected yeast throughout the citadel's bakeries. Gehrmon cannot specifically name the man responsible for distributing the contagion or even describe his physical appearance but states that he may well still be inside secretly reveling in the destruction he is causing. The slaves also confirm that the hobgoblin army numbers in the thousands. A roughly equal number of human and dwarve slaves accompany them on their trek to Tyr Whin.

HUMAN SLAVES (2) CR 1 XP 400

hp 23 (Pathfinder Roleplaying Game GameMastery Guide "Drunkard")

DWARVEN SLAVES (2) CR 1/3 XP 135 hp 8 (Pathfinder Roleplaying Game NPC Codex "Recruit")

AC 10

CR 2

Encounters

The preceding events are intended to provide the characters with additional background about their destination and their foes. These individuals are generally harmless and pose no serious threat to the more-skilled and better-equipped PCs. However, the Stoneheart Mountains teem with malevolent monsters and wicked beasts that actively seek to injure, maim and kill their quarry. The GM may use one or more of the following encounters to challenge the characters on their long trek from Erod Flan to the remote citadel of Tyr Whin. These combats are deliberately more difficult than normal, because the PCs are unlikely to partake in more than one encounter per day.

Intercepting Scouts (CR 10)

Grugdour sent a several scouting parties south to provide him information about any large troop movements coming from Erod Flan. The reconnaissance patrol has recently stumbled upon the low-ways and is not quite sure to make of it. They are looking about at this section of the low-way where it runs through a thicket of evergreens. The patrol consists of **4 hobgoblin fighters**, each is mounted atop one of **4 dire weasels**. The PCs happen to be upwind from the patrol, so the weasels detect their scent when 60 feet away and still out of sight. Once they become aware of the party's approach, the hobgoblins spur their mounts and head up the road to attack. Speed is far more important than stealth, so the group moves at close to its normal speed, which results in a –5 penalty to their Stealth skill checks. The soldiers and their mounts are much better at spotting their enemies than avoiding them. The PCs must succeed on a DC 21 Stealth check to avoid the dire weasels' gaze, and a DC 12 Stealth check to remain hidden from the hobgoblin fighters.

The roughrider fighters immediately spur their dire weasel mounts to charge any foes within range. Whenever possible, the hobgoblin cavalry soldiers use their Ride-by-Attack feat to strike their enemies and move past them, thus preventing land-based opponents from taking full attack actions against them. The hobgoblins greatly fear and loathe magic. Therefore, if they notice an isolated spellcaster on the battlefield, they converge on that individual. Rather than use their hit-and-run tactics, the hobgoblins surround the lone target and direct their dire weasels to join in the fight.

The scouts' primary role is to gather intelligence and report their findings back to the main hobgoblin force. Once reduced to 10 or fewer hit points, their thoughts turn toward self-preservation. However, they never surrender and fight to the death if their prospects for escape appear CR 5

hopeless. If compelled to speak against their will, they confirm that the hobgoblins now surround Tyr Whin and are preparing to assault the beleaguered defenders in a few days' time. They have no intricate details about Grugdour's plans other than the preceding generalities. Left to their own devices, the dire weasels always fight to the bitter end.

HOBGOBLIN FIGHTERS (ROUGHRIDER) (4) XP 1,600

Male hobgoblin fighter (roughrider) 6 (Pathfinder Roleplaying Game Advanced Player's Guide "Roughrider") LE Medium humanoid (goblinoid) Init +3; Senses darkvision 60 ft.; Perception +2

AC 20, touch 13, flat-footed 17 (+7 armor, +3 Dex) hp 49 (6d10+12) Fort +7; Ref +5; Will +2

Speed 20 ft.

Melee +1 longsword +10/+5 (1d8 +5/19-20) Ranged mwk composite longbow +10/+5 (1d8+2/x3) Special Attacks mounted mettle +1

Str 14, Dex 16, Con 14, Int 10, Wis 10, Cha 14 Base Atk +6; CMB +8; CMD 21

Feats Alertness, Mounted Archery^B, Mounted Combat^B, Rideby-Attack^B, Spirited Charge^B, Weapon Focus (longsword), Weapon Specialization (longsword)

Skills Handle Animal +11, Intimidate +7, Knowledge (geography) +2, Perception +2, Ride +12, Sense Motive +2, Survival +5

Languages Common, Goblin

SQ armored charger, steadfast mount +2

Combat Gear 2 potions of cure moderate wounds, potion of neutralize poison; Other Gear +1 breastplate, +1 longsword, masterwork composite longbow [+2 Str], 50 arrows.

CR 3 **DIRE WEASELS (4)** XP 800

hp 32 (Pathfinder Roleplaying Game Bestiary 4 "Dire Weasel")

Treasure: In addition to their listed gear, the hobgoblins also keep several important items in their saddlebags. These include 8 red garnets worth 100 gp each, an arcane scroll (CL 7th; keen edge, shout, tongues) and a masterwork flute taken from a dwarven bard several months earlier.

Winged Terror (CR 9)

In a section of the low-way where it runs across the bottom of an open canyon, a lone yrthak happens to be flying by. Very little evades the beast's enhanced senses, and when PCs pass beneath it soars down the canyon 100 feet above the ground using its echolocation abilities to pinpoint their location. Unlike most aerial hunters that dive bomb their ground-based opponents, the cunning yrthak hovers less than 60 feet from its foe and blasts the unfortunate creature with its sonic lance. The massive beast keeps circling overhead, raining waves of crippling sound down upon its enemies until they finally succumb to the debilitating vibrations. The yrthak never willingly gives up this tactical advantage. It engages in melee combat only against creatures that are immune or resistant to sonic damage.

If reduced to 20 or fewer hit points, the clever yrthak climbs to a dizzying height to evade its attackers. The monster surrenders only if it has no other choice, and the PCs can communicate with it. The yrthak has no useful information about the hobgoblins or Tyr Whin. In spite of its intelligence, the monster accumulates no treasure and has no lair.

YRTHAK CR 9 XP 6,400

hp 114 (Pathfinder Roleplaying Game Bestiary 2 "Yrthak")

Approaching Tyr Whin

The hidden low-way emerges on a well-marked trail only a few miles from Tyr Whin. Though it is not as large or cosmopolitan as the clan's capital, Tyr Whin boasts many of the clan's finest warriors. What Tyr Whin lacks in numbers and resources, it more than compensates for in skill and moxie. Only the best of the best cut the mustard in this distant outpost.

The citadel stands in the peaks above the Feirgotha Plateau to the west. Originally built more than 2,000 years ago to control access to Feirgotha Plateau by Baen's Pass, the fortress now serves the dual purpose of defending access to the plateau and the lands south from hobgoblin invasion. It sits atop a small plateau, but there are no formidable natural barriers preventing an enemy from approaching its walls and establishing camp in the vicinity of its mighty gate. Over the years, the dwarves constructed earthworks and moats to slow down an invading force, but these obstacles merely delay enemy troops rather than repel them. Still Tyr Whin is far from defenseless. The parapets affixed to the walls allow its crossbowmen to rain volleys down upon attackers from a secure location. Dwarven engineers can also keep an enemy army at bay with its arsenal of six standard trebuchets. The dwarves opted not to build these devices into or on top of their walls because of their enormous weight and vulnerability to enemy siege engines. Instead, they keep the trebuchets tucked safely inside the citadel and lob their ordnance over the walls upon foes beyond the reach of their crossbowmen through indirect fire.

Of course, the defenses designed to keep the hobgoblins out conspire to keep the PCs out as well. In peace time, any mountain dwarf could stroll through the front gate with little more than a cursory glance and a few perfunctory questions. Now visitors have to circumvent Tyr Whin's defenses and get past the hobgoblin army invested around it. Grugdour's lines and encampments extend entirely around Tyr Whin's walls. The hobgoblin ranks include 2,895 soldiers and officers, as well as approximately 2,000 human, dwarf, half-elf, and elf slaves. The hobgoblin foot soldiers are supplemented by 86 trained mountain lions, 22 ogres, and 9 trolls that are evenly divided among the various platoons within this rigidly organized army. Characters that try to run the proverbial gauntlet through the hobgoblin camps are quickly enveloped by dozens and perhaps hundreds of enemy soldiers. When the PCs come within visual range of Grugdour's army, the GM may read or paraphrase the following description.

A massive outer wall roughly 30 feet high spans the perimeter of an impressive citadel in the distance. The structure sits atop an elevated plateau dwarfed by the nearby mountains. It is impossible to miss the telltale signs of dwarven construction and their stonemasonry expertise even from afar. Still, their craftsmanship cannot withstand the constant volley of hurled stones and massive quarrels concentrated precisely on specific sections of the walls. You can see emplacements of heavy ballistas and catapults manned by teams of hobgoblin engineers in hurling a continuous barrage at the fortress walls. The defenders respond in kind, lobbing massive blocks of stone and other debris over the walls and into the mass of hobgoblin troops gathered outside the gates. The massive force numbers into the thousands and appears to include a great many captive humanoid slaves – dwarves, humans, and elves - toiling ceaselessly in the hobgoblin camp, a camp that completely encircles the dwarven citadel.

Getting into Tyr Whin

In spite of the formidable obstacles, there are several ways to get into Tyr Whin. The first and most straightforward is the ancient service tunnel found at the bottom of the quarry 4 miles north of the citadel. The PCs may have learned about this hidden route during their interaction with Argus and Reina Truechisel earlier in the adventure. Alternately, the PCs may use their own arsenal of special abilities, spells, and magical items to bypass Tyr Whin's defenses and the hobgoblins outside of it. The list includes but is not limited to invisibility, fly, overland flight, teleport, and

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alter self. The PCs could also opt to fashion ordinary disguises and try to impersonate hobgoblin warriors or pass themselves off as slaves to make their way past the army and up to the gates. The following sections describe the hobgoblins' camp, Tyr Whin's structural defenses, and how the dwarves defending the citadel react to trespassers. The previously mentioned quarry entrance appears after the more conventional methods. Regardless of the path chosen, the GM must ultimately determine whether the PCs' efforts succeed or not.

Hobgoblin Lines (CR varies)

The hobgoblins set up camp roughly 400 feet from the walls. At this distance, they are still within range of the dwarven crossbowmen manning the parapets. Likewise, the hobgoblins can also reach the citadel's defenders with their longbows. The two sides exchange occasional fire at one another, yet they seem content to save their ammunition for the real fight yet to come.

Unlike rabbles of orcs and goblins, hobgoblins are highly regimented. There is a sergeant for every squad of 10 hobgoblin soldiers and a lieutenant plus a trained mountain lion for every platoon of 50 hobgoblin soldiers. There is also a 60% chance that an ogre or a troll accompanies each platoon of hobgoblins. The trolls and ogres are predominately found in close proximity to the hobgoblins' 8 heavy ballistas and their 5 catapults, which are positioned between 500 and 600 feet from the walls. Though beyond the weapons' ideal range, the crews operating these siege engines are far enough away from the parapets to avoid taking damage from anything other than a wildly lucky shot. The catapults and ballistas are not clustered together. However, they concentrate their fire on three specific locations. Three ballistas and 2 catapults hurl their ammunition at the western gate and the walls surrounding it. Three ballistas and 1 catapult target a central section of the southern wall. Finally, 2 ballistas and 2 catapults bombard the intersection connecting the northern and eastern walls. If the PCs attempt to destroy or sabotage these siege engines, they always encounter at least 1 ogre or troll in addition to the hobgoblin soldiers assigned to protect the army's siege equipment.

The hobgoblins are all parts of a larger unit and do not wander aimlessly through camp looking for something to do. They are always wary of unfamiliar faces among their ranks, especially considering their mistrust and hatred of magic. For that reason, the hobgoblins are always considered to be taking 10 on their Perception checks to see through a disguise. If two or more creatures move through camp for no particular purpose, there is a 40% chance of attracting a sergeant's interest for every 10 minutes spent moving in such a manner. The inherently suspicious sergeant asks for the creatures' names and units. If fooled, he directs them to rejoin their unit at once. Failure to obey this direct order or if he sees through a disguise is, of course, punishable by death. The hobgoblins take no prisoners and immediately attack any of their subordinates that defy their instructions.

Intruders suffer a worse fate. To maximize their military efficiency, the hobgoblins form a circle around the offenders and bombard them with a barrage of arrows fired at close range. If the tactic proves ineffective, the lietenants command the mountain lions, ogres, and trolls to attack the interlopers. Hobgoblins show no mercy and take no chances. They beat their hapless foe into a bloody pulp and do not stop until they are certain that they have killed their enemy.

HOBGOBLIN SOLDIERCR 1/2XP 200hp 11 (Pathfinder Roleplaying Game Bestiary "Hobgoblin")HOBGOBLIN SERGEANTCR 2

HOBGOBLIN SERGEANT XP 600

Male hobgoblin warrior 4 (Pathfinder Roleplaying Game Bestiary "Hobgoblin") LE Medium humanoid (goblinoid) Init +1; Senses darkvision 60 ft.; Perception +1

AC 20, touch 11, flat-footed 19 (+7 armor, +1 Dex, +2 shield) hp 34 (4d10+12) Fort +7; Ref +2; Will +2

Speed 30 ft.

Melee mwk longsword +8 (1d8 +2/19–20)

Str 15, Dex 12, Con 17, Int 8, Wis 13, Cha 12 Base Atk +4; CMB +6; CMD 17

Feats Combat Reflexes, Weapon Focus (longsword) Skills Intimidate +6, Profession (soldier) +8, Stealth +3 Languages Common, Goblin

Combat Gear potion of bull's strength, potion of cure moderate wounds; **Gear** banded mail, masterwork heavy wooden shield, masterwork longsword.

HOBGOBLIN LIEUTENANT XP 1,200

CR 4

Male hobgoblin fighter 5 (Pathfinder Roleplaying Game Bestiary "Hobgoblin") LE Medium humanoid (goblinoid) **Init** +5; **Senses** darkvision 60 ft.; **Perception** +1

AC 20, touch 11, flat-footed 19 (+7 armor, +1 Dex, +2 shield) hp 47 (5d10+15) Fort +9; Ref +2; Will +1; +2 vs. fear

Defensive Abilities bravery

Speed 30 ft.

Melee mwk battleaxe +11 (1d8 +6/x3) Ranged mwk composite longbow +7 (1d8+3/x3) Special Attacks weapon training (axes)

Str 16, Dex 12, Con 16, Int 10, Wis 12, Cha 10 Base Atk +5; CMB +8; CMD 19

Feats Great Fortitude, Improved Initiative, Point-Blank Shot⁸, Power Attack⁸, Weapon Focus (battleaxe)⁸, Weapon Specialization (battleaxe) Skills Handle Animal +6, Intimidate +7, Perception +1, Profession (soldier) +9, Survival +7 Languages Common, Goblin SQ armor training 1 Gear +1 breastplate, masterwork light steel shield, master-

work battleaxe, masterwork composite longbow [+3 Str], 40 arrows.

TRAINED MOUNTAIN LION

XP 600

CR 2

CR 3

CR 5

hp 19 (Pathfinder Roleplaying Game Bestiary "Cat, Leopard")

OGRE

XP 800

hp 30 (Pathfinder Roleplaying Game Bestiary "Ogre")

TROLL XP 1,600

hp 63 (Pathfinder Roleplaying Game Bestiary "Troll")

Treasure: It is impossible to list the items found on every hobgoblin soldier in camp. In addition to their listed gear, the GM is encouraged to randomly determine the treasure found on each individual hobgoblin. This is especially true in the case of the hobgoblin lieutenants and sergeants. These unique individuals have different items than those listed in their original statistics block.

Structural Defenses

Built to withstand the ravages of war, time and even earthquakes, Tyr Whin is an architectural wonder. Though its outer walls seem to be crafted from one massive, smooth block of stone, reality differs greatly from appearance. In fact, the walls are made of countless small flat stones. On average, these blocks are 3 feet long, 1 foot high and 1 foot wide. The dwarves cut alternating deep grooves and tongues onto the edges of these stones, allowing them to be fitted onto the adjacent stones as part of an

interlocking pattern. This design gives the stones added strength and a greater degree of flexibility in the event of a massive impact or an earthquake. The dwarves then poured several inches of quick-setting gypsum plaster over the stones' face, giving them the appearance of being one, solid surface rather than an amalgamation of innumerable separate parts.

Tyr Whin's impressive outer walls are 30 feet high and 1-1/2 feet thick. The walls stretch for 600 feet from east to west and another 450 feet from north to south, encompassing roughly six acres of land behind its formidable defenses. The walls' aesthetically pleasing smooth surface also has a practical use. In the absence of any handholds and footholds, attackers cannot climb up the walls without magical assistance. To make infiltrating the citadel even more difficult, parapets span the entire length of the walls. They are 28 feet above the ground and are specifically designed to allow crossbowmen to peer through the stone embrasures and rain bolts down against the walls' attackers from a fortified position.

Tyr Whin is accessible through either of its gates. The main entrance on the east wall consists of a pair of massive, iron doors. The 30-foot-high, 10-footwide, and 6-inch-thick portals are so heavy that it takes 6 dwarves, 100 feet of steel chains, and an enormous winch to open and close them. Two 40-foothigh towers riddled with arrow slits are on each side of the threshold.

East Gate Iron Doors: 6 in. thick, hardness 10; hp 180; Break DC 36

The smaller gate on the western wall primarily serves as a postern. This entrance consists of a single 30-foot-high, 10-foot-wide and 6-inch-thick iron door also defended by two towers identical to those protecting the east gate. In spite of its slightly smaller dimensions, the iron door shares the same statistics as its counterpart on the opposite wall.

Dwarven Defenders

Under normal circumstances, 100 mountain dwarves patrol the parapets and the towers overlooking the two entrances and the surrounding foothills. Given the current state of affairs, 200 Tyr Whin soldiers stand atop the walls and keep the hobgoblin forces at bay for the present. The remainder operates the siege engines within the citadel. The gates are barred shut and remain closed to everyone, including other dwarves. They open the doors for no one without a direct order from the citadel's commander or the high thane himself. Similarly, the dwarves offer no quarter to flying creatures, including their kin. They greet any flying intruders with a barrage of crossbow bolts.

The PCs have two options to get past the dwarven guards without a fight, presuming they are dwarves too. The simplest is to use their credentials as a "brother of the high thane" to avoid a confrontation with the dwarven guards. The character can either display his mithral brooch or present his official letter (see the Unfinished Business hook.) Still, the dwarves do not open the gates for the PCs. Instead, they lower a rope from the top of the walls and instruct their brethren to either climb up the rope themselves or tie the rope around their waist and allow the dwarves to pull them up the wall. The dwarves immediately escort their esteemed guest to Truvven Blackgranite's audience hall in the citadel's main building.

Without these official symbols, the PCs must throw themselves on the dwarves' mercy. Dwarves that approach the gate or the walls are instructed to keep their hands over their heads and remain still. The dwarves then lower a rope with a loop around it and instruct that person to fasten it around their feet. The guards then pull the person up the side of the wall feet first. They then strip that person of his weapons, bind his hands, and prepare him for questioning. The dwarves repeat the process with each additional character. After they disarm and restrain each character, one of the resident clerics of Dwerfater uses detect magic to scan for illusion or enchantment spells. Once convinced that the character is not a charmed spy and is not using a spell or magic item to alter his appearance, the cleric then questions the individuals at length using a zone of truth spell. If the PC provides satisfactory answers, the clerics escort that person under heavy guard to Truvven Blackgranite's audience chamber.

Dwarves that fly over the walls or suddenly appear inside of the citadel walls face an identical fate. The dwarves disarm and bind that person in their pursuit of illusion or enchantment magic and truthful answers. Those that pass the test are brought before Truvven Blackgranite for further inquiry.

TYR WHIN SOLDIER XP 600

Male mountain dwarf fighter 2/ranger 1 LN Medium humanoid (dwarf) Init +2; Senses darkvision 60 ft.; Perception +6

AC 20, touch 12, flat-footed 18 (+6 armor, +2 shield, +2 Dex) hp 27 (2d10+4 plus 1d10+2)

Fort +7; Ref +6; Will +1; +2 vs. poison, spells and spell-like effects

Defensive Abilities bravery, defensive training (+4 dodge bonus vs. giants)

Speed 20 ft.

Melee mwk dwarven waraxe +7 (1d10+2/x3) Ranged heavy crossbow +5 (1d10/19-20) Special Attacks +1 on attack rolls against goblinoid and orc humanoids, favored enemy (humanoids [goblinoids] +2)

Str 15, Dex 14, Con 14, Int 10, Wis 13, Cha 8 Base Atk +3; CMB +5; CMD 17 (21 vs. bull rush and trip) Feats Lightning Reflexes, Point Blank Shot[®], Rapid Reload, Weapon Focus^B (dwarven waraxe) Skills Climb +2, Heal +6, Knowledge (geography) +5 Knowledge (nature) +5, Perception +6, Survival +6 Languages Common, Dwarven Gear masterwork breastplate, heavy steel shield, masterwork dwarven waraxe, heavy crossbow, 50 bolts.

Quarry (CR 8)

The dwarves' abandoned quarry is 4 miles north of Tyr Whin, beyond the hobgoblin siege lines. Abandoned decades ago, the dwarves mined tremendous quantities of limestone, gypsum, marble and other construction materials from this massive gouge in the earth. The quarry is 1,200 feet in diameter and burrows 120 feet into the ground at its maximum depth. However, it is more than a giant hole. The quarry is shaped like an enormous funnel comprised of concentric rings of varying depths and sizes. Naturally, the deeper rings are considerably smaller in diameter and depth to those above them. For instance, the lowest section measures a mere 40 feet across, whereas the concentric ring 10 feet above it is double the size. When the PCs approach the quarry, the GM may read or paraphrase the following description.

An immense hole carved from rough-hewn stone descends more than 100 feet into the earth. The huge abscess resembles a circular amphitheater comprised of terraced levels. Rusted tools, smashed tables and overturned barrels are strewn about the abandoned site.

Though aware of the quarry's existence, the hobgoblins neglected to explore the site after a cursory search of the surrounding area turned up nothing important. In fact, most dwarves share the same opinion as their hobgoblin foes. None can imagine their kin lugging tons of stone through an underground passageway when they could more easily transport the gigantic rocks overland using an array of better methods. If the PCs learned of the subterranean passageway during their interaction with Argus, he never explains the rationale for building such a tunnel. The reason is that the dwarves never used it. They designed the underground tunnel to serve as an escape route if either the quarry or Tyr Whin came under attack during the citadel's construction. When neither event occurred, the dwarves simply forgot about the unused passageway, and it fluttered out of their collective memory.

The dwarves' loss is the gain of the 3 aberrant giants that make their abode in the antechamber that opens into the abandoned tunnel. The brutish giants accidentally stumbled upon the secret door and have been living in the large outer chamber ever since their chance discovery. The large humanoids are far too big to continue farther down the narrow, winding

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passageway connecting the quarry with Tyr Whin. The nocturnal monsters venture outside when the sun sets in their constant search for food and treasure. They roam the entirety of the quarry and a roughly 1-mile radius around its edge. The giants always keep the secret door into and out of their lair closed. In spite of this precaution, the monsters do nothing to otherwise conceal their presence. It takes a successful DC 18 Survival check to pick up the creatures' trail and follow it directly to their front door. Likewise, PCs searching the area around the secret door locate the giants' footprints with a successful DC 18 Perception check. When the PCs cross paths with the giants, the GM may read or paraphrase the following description.

Coarse, dark hair and oozing blisters cover the hideously deformed bodies of three 14-foot-tall giant humanoids. The hulking brutes carry a huge greatclub with remarkable ease and sport enormous ears akin to an elephant's ears.

The secret door is located 60 feet below the surface on the south side of the quarry. The dwarves concealed the portal extremely well. However, decades of neglect and the giants' need to crouch through the tight opening degraded the door over the years. It is much easier to spot now than it was when the dwarves first built it.

Secret Door: 2 in. thick; hardness 10; hp 60; Break DC 25; Perception DC 20

ABERRANT GIANTS (3) XP 1,600 The Tome of Horrors Complete 12 NE Large humanoid (giant) Init –1; Senses darkvision 60 ft., low-light vision; Perception +9

AC 19, touch 8, flat-footed 19 (+4 armor, -1 Dex, +7 natural, -1 size) hp 60 (8d8+24) Fort +9; Ref +1; Will +4

Speed 20 ft. Melee huge greatclub +12/+7 (4d6+9) Space 10 ft.; Reach 10 ft. Special Attacks deformities, oversized weapon fighting

Str 23, Dex 8, Con 17, Int 10, Wis 14, Cha 10 Base Atk +6; CMB +13; CMD 22 (26 vs. trip, bull rush and overrun)

Feats Cleave, Power Attack, Vital Strike, Weapon Focus (greatclub)

Skills Intimidate +11 (+15), Perception +9 (+13 to hear noise), Survival +9; Racial Modifier –2 penalty to Charisma-based skills for each deformity, except +2 bonus to Intimidate checks per deformity, +4 Perception (hear noise) Languages Common, Giant SQ deformities, slow and steady

Deformities (Ex) For each deformity an aberrant giant possesses, it gains a -2 racial penalty on Charisma-based checks with non-aberrants except for Intimidate checks, where it instead gains a +2 racial bonus. *Hunched Back*: +4 racial bonus to avoid being tripped, bull rushed or overrun. *Oversized Ears*: +4 racial bonus on Perception checks to hear noise.

Oversized Weapon Fighting (Ex) The twisted bodies of aberrant giant allows them to wield weapons designed for Huge-sized creatures without penalty, as if they were Large-sized weapons.

Slow and Steady (Ex) Aberrant giants have a base speed of 20 feet, but their speed is never modified by armor or encumbrance.

Development: The aberrant giants swing first and never bother to ask questions, especially if the PCs intrude into their lair. They attack with reckless abandon and surrender only when reduced to 10 or fewer hit points. They know nothing about the hobgoblin army other than to stay away from it. The same applies to the dwarves of neighboring Tyr Whin. The monsters have no idea where the adjoining tunnel leads, as they cannot squeeze their 14-foot-tall frames through the 5-foot-high and 5-foot-wide passageway for more than a few feet before abandoning the effort. Fortunately for them, the antechamber connecting the quarry with the tunnel is 15 feet high and 40 feet in diameter. The giants keep their spoils in a pile adjacent to the antechamber's south wall.

Treasure: The giants wear hide armor and carry Huge-sized greatclubs at all times. They keep six bear furs worth 50 gp each, two gold bars worth 25 gp each, and a sack containing 608 gp in a pile in the corner. The aberrant giants also store an *arcane scroltl* (CL 9: *fox's cunning, summon monster V*) underneath the furs.

Dwarven Tunnel (CR varies)

The subterranean emergency passageway cuts through rough-hewn stone and is partially blocked at many points. The tunnel continues for four miles through the earth before finally emerging in an empty cellar in the tower adjacent to the citadel's western gate. Numerous crates and barrels cover the concealed trapdoor leading into Tyr Whin, so it takes a successful DC 20 Strength check to force the hinged portal open. Of course, the loud commotion attracts the attention of **2d6 Tyr Whin soldiers** who appear to investigate. They react in the same manner as described in the preceding section (see the **Dwarven Defenders** section for their reaction).

CR2

TYR WHIN SOLDIERS XP 600

hp 27 (see Dwarven Defenders)

Inside Tyr Whin

Erod Flan can masquerade as a large town. There is no mistaking that Tyr Whin is a military stronghold. Barracks dominate the citadel's interior. The soldiers grow most of their own food and raise their own livestock on the 2 acres of land devoted to agricultural purposes. The men and women under arms are almost wholly self-sufficient. At the present time, there are enough food stores to sustain the population for at least another month, and an underground aquifer has more than enough water to quench the dwarves' thirst for an indefinite period of time.

Tyr Whin

LN small town Corruption +0; Crime +0; Economy +1; Law +1; Lore +1; Society +0

Qualities racially intolerant (elves, half-elves, half-orcs, halflings, humans), strategic location **Danger** 0

Government autocracy Population 1,089 (1,089 dwarves) Notable NPCs Truvven Blackgranite, Commander (LG male mountain dwarf ranger7) Grusk Glumgold, Hobgoblin Agent (NE male human assassin5/witch5) Poltock Alemeister, Quartermaster (CG male mountain dwarf expert 6)

Base Value 1,100 gp; Purchase Limit 5,000 gp; Spellcasting 4th; Minor Items 3d4; Medium Items 1d6

In spite of their preparedness and intense training, there is a palpable sense of despair throughout the citadel. The dwarves manning the parapets, arrow slits, and siege engines look exhausted. Weary soldiers patrol the walls and operate the citadel's 6 trebuchets. In fact, nearly all of them have been at their posts for at least 16 consecutive hours as the hobgoblin ailment ravages their ranks. Still, the dwarves carry on because they expect no mercy or quarter from their hobgoblin opponents. Defeat at the hands of their hated rivals means either one of two things — a painful, gruesome death or a lifetime of slavery and misery.

Fortunately for them, the PCs' sudden appearance buoys their flagging morale and sagging spirits. The sight of heavily armed, fresh dwarves revives their hopes of imminent reinforcements. They are even more elated if they learn that these new arrivals are also "brothers of the high thane." Visitors are a rarity in this distant corner of the world. While traveling merchants are a common sight in Erod Flan, few entrepreneurs peddle their goods in this frontier outpost. Grain is the only widely imported commodity in Tyr Whin, and the dwarves use it to brew beer, bake bread, and make oatmeal. Commerce is strictly regulated, and all prospective business partners must register with Tyr Whin's quartermaster **Pultock Alemeister** (CG male mountain dwarf expert 6; Wis 15; Profession [quartermaster] +11). Truvven prohibits merchants from selling their wares to private individuals. Instead, Pultock purchases these items in bulk on the citadel's behalf. Unfortunately, he inadvertently allowed the disease known as spinning sickness to take root in Tyr Whin.

Foul Brew

What the dwarves do not know is that hobgoblin witchdoctors, aided by a human assassin, carefully developed a diseased strain of yeast that specifically affects dwarves. Using a hat of disguise, the assassin Pieter van-Paard (see the section Further Inquiries) slipped into Tyr Whin nearly a month ago and registered with Pultock Alemeister to sell large quantities of his specially fabricated yeast to the citadel. The soldiers doubling as bakers liked working with the new yeast. It rose quickly and gave their breads a pungent, earthy taste that they and their fellow dwarves enjoyed. No one got sick from the bread made with the newfangled yeast, so Pultock purchased even more of the leavening agent from the human masquerading as a dwarf merchant. Tyr Whin's quartermaster and the dwarves never realized that the oven's heat killed the pathogen. When some of the citadel's brewers began pitching the tasty yeast into their beers and ales, the cool liquid did not destroy the infected fungus. Instead, the disease thrived in the cool, nutrient-rich environment. Because it took several weeks for their brews to ferment, no one made the correlation between the yeast, the beer, and the illness. Even now, many dwarven soldiers continue to drink the diseased beer without giving it a second thought.

The hobgoblins' debilitating disease takes a heavy toll on Tyr Whin's defenders. The sick can barely stand for a few seconds before the intense dizziness and disorientation causes them to lose their balance and become unstable. Fear and trepidation cover the faces of those fortunate enough to elude the contagion for this long. Amazingly, no one has died from the disease. However, the crippling sickness ravages roughly half of the citadel's defenders. Worse still, one successful bout with the illness does

New Disease

SPINNING SICKNESS

Type disease, ingested; Save Fortitude DC 17 Onset 1 day; Frequency 1/day; Cure 2 consecutive saves

Effect Each time he casts a spell, attempts a skill check as part of his movement, runs or makes a melee or ranged attack, he must succeed on a DC 15 Reflex save. If he fails the save, he falls prone, and takes a -2 penalty on Acrobatics, Climb, Ride, Stealth and Swim skill checks for the next 1d4 rounds. While he suffers from the preceding penalties, he must also succeed on a DC 10 Acrobatics check to stand up from prone. The disease affects only dwarves.

not grant immunity. Many contract the contagion again a few days later. Dwerfater's clerics do what they can to combat the disease, but they are at a loss to explain how the disease spreads and why some individuals seem immune to it while others fall victim to it multiple times. Characters that hoist a mug of beer or ale into the air are likely to learn firsthand how and why the disease has sickened some and spared others.

Behind the Walls

Fortunately for the dwarves, spinning sickness did nothing to weaken its formidable walls. Yet, the depleted dwarf workforce cannot repair the damage to the walls faster than the hobgoblin artillery can inflict it. Grugdour's cunning engineers concentrate their fire on three locations. Though the siege engines are not overly precise, the constant barrage of boulders and enormous quarrels has weakened the walls to less than half their original strength. At the current pace, the hobgoblins are expected to smash through at least one of their targeted areas in the next few days. Once the hobgoblins penetrate the outer wall, they face a half-strength dwarven army decimated by disease.

Time is running out for Tyr Whin's defenders, and no one is more aware of that cruel fact than the high thane's most trusted son-in-law and the citadel's commander, Truvven Blackgranite. He heard the rumblings about the aggressive, new hobgoblin warlord and beseeched the high thane to transfer 500 of his troops to the distant northern outpost in anticipation of a major attack. Kaelan declined his request. Now, he fears that reinforcements are unlikely to arrive in time to save his fortress from certain ruin. His hopes for salvation now rest in the hands of the newly arrived adventurers.

Meeting with Truvven Blackgranite

Eight dwarven soldiers hurriedly escort the PCs to Truvven Blackgranite's audience hall. Tyr Whin's commander cares little for pomp and ceremony. He loathes the trappings of wealth and power. Truvven occupies a simple barracks chamber just like the common soldier, and he meets his guests in a small dining room that also doubles as a meeting chamber. When the PCs are brought into Truvven's meeting room, the GM may read or paraphrase the following description.

A long oak table surrounded by eight chairs is the only furnishing in the cramped chamber. Two tapestries depicting an army of dwarves routing their hobgoblin foes adorn opposing walls. A middle-aged dwarf wearing a shirt of mithral mail adorned with the symbol of a hammer and anvil sits at the far end of the table. He has long, black hair tied into a braid, gaunt cheeks, dark brown eyes and a drab complexion.

At their current level, the PCs immediately recognize the insignia on his chest as Dwerfater's holy symbol. Truvven is an extremely pious man and a rigid disciplinarian who never swears or drinks alcohol. In this case, his abstinence from partaking in this popular dwarven vice spared him the ravages of spinning sickness. If asked, Truvven makes an offhanded comment to that regard, though he has no actual knowledge of the correlation's significance.

The citadel's commander is renowned for his efficiency. He wastes no time with small talk and idle banter. He asks a few pointed questions to fully vet adventurers that are not officially recognized as "brothers of the high thane." Once that is out of the way, he gets straight down to business. Truvven realizes that the dwarves cannot outlast or defeat the hobgoblins in their current state. He even expresses skepticism that his forces could prevail over the hobgoblins at their full strength. Truvven believes his people have just one hope — to cut off the hobgoblins' proverbial head.

He tells the PCs that while the siege rages outside the citadel, Grugdour and his commanders are currently camped inside Mount Huumvar above the nearby Feirgotha Plateau. The secure location offers them total protection against the dwarves' artillery and any large-scale attack, but the hob-

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goblin warlord likely is not aware of the mountain's ancient history. Two thousand years earlier, the Kingdom of Arcady flourished on the now desolate Feirgotha Plateau. The humans that dwelt there built a temple to one of their foreign deities on the plateau. Truvven does not know the god's name or any other detailed information about the divine being. Though the shrine stands more than six miles away from Mount Huumvar, a secret tunnel connects the two locations. Legends say that the men and women used the clandestine passageway as an escape route to flee the chaos that consumed the crumbling kingdom.

Truvven is convinced that the tunnel offers the best means of infiltrating Grugdour's headquarters and slaying the hobgoblin warlord, thus sending his army into disarray. Once again, he refers to his earlier analogy, claiming that if the PCs successfully kill the army's head, the body is sure to follow. He directs the characters to travel up Baen's Pass and onto the Feirgotha Plateau. Truvven has ventured into the barren wasteland many times. He confirms that the temple's outer grounds and main building lie in ruins, but he is supremely confident that the lower levels remain intact and offer the ideal means to strike a death blow against the hobgoblin invaders.

Truvven cautions the PCs against attempting a frontal assault against Grugdour's stronghold in Mount Huumvar. The entrance is heavily guarded and protected by numerous magical wards specifically designed to detect and kill intruders — even invisible ones. He adamantly states that the hobgoblin warlord undoubtedly has a contingency plan for escape in the face of a conventional attack. He insists that Grugdour is unprepared for an unorthodox assault against his stronghold.

If the PCs ask Truvven any questions about the disease ravaging his soldiers, he provides them with the following details.

• The first cases started two weeks ago and have steadily risen since then. He estimates that nearly half of his troops now suffer from the debilitating illness. He is also quick to mention that many dwarves who recovered from the disease contracted it again a few days later.

• The spinning sickness follows no recognizable pattern. It does not appear to be contagious, as very few of the clerics and family members tending to the sick have caught the disease. The only odd curiosity is that none of the sixteen children inhabiting Tyr Whin suffers from the illness.

• Tyr Whin carefully guards and monitors its water supplies and food stores. The underground aquifer provides all of the fortress's water. Likewise, the meat, fruits, grains, and vegetables grown on the citadel's lands are also closely checked for diseases and impurities.

• The citadel imports only a handful of goods, and those wares must go through the compound's quartermaster, Pultock Alemeister. All merchants must be registered with his office, and he regulates all transactions between Tyr Whin and outside vendors.

TRUVVEN BLACKGRANITE XP 2,400 hp 59 (Pathfinder Roleplaying Game NPC Codex "Mountaineer")

al lg

Rumors in Tyr Whin

Thick stone and mortar can withstand missile fire, but it cannot repel word of mouth. Fear and isolation give birth to countless new tales that circulate through the fortress faster than a hobgoblin's arrow flies through the air. There is no need to succeed on a Diplomacy or Knowledge (local) check to gather this information. The simple act of greeting a soldier or merely standing within earshot of a group engaged in conversation is sufficient to gain access to 1d4 of these rumors per PC that attempts to gather information.

• The disease first appeared two weeks ago before the hobgoblins arrived at the gates. More than half of Tyr Whin's soldiers fell victim to the dreaded spinning sickness. Many have succumbed to the illness multiple times, while others appear immune to it. Dwerfater's priests seem helpless to stop it. • Several "brothers of the high thane" are on their way to Tyr Whin to aid Truvven Blackgranite, the citadel's commander in its time of need.

• Orcs from the areas near the Southern Pass are massing an army on the Feirgotha Plateau. No one can say for certain if they mean to attack the hobgoblins or join them. (This is a false rumor.)

• The young warlord Grugdour commands the army from the hobgoblin stronghold of Exor. The rulers of Smashed Skull and Hollow Bone are prepared to support their fellow leader if he successfully captures Tyr Whin.

• A forgotten tribe of dark folk attempted to kill High Thane Kaelan, but he survived the attack and laid waste to their subterranean lair.

• Poltock Alemeister is the citadel's quartermaster. He strictly regulates all commerce within Tyr Whin and approves all purchases on the fortress's behalf.

Greater Details

Tyr Whin teems with rumors. However, many of these tales are the same, recycled stories repeated multiple times or that otherwise fall into the realm of the completely ridiculous. PCs searching for more specific information may interact with the local residents or sift through their memory to recollect a legend from their previous travels or details from an event they witnessed firsthand. The GM needs to exercise discretion when doling out these important clues. Tyr Whin's rank-and-file soldiers are familiar with their usual adversaries, but they are not archaeologists or historians. Mount Huumvar, the Feirgotha Plateau, and the ruined temple are beyond their area of expertise. Still, if the PCs locate the right people, they can obtain crucial facts from such individuals with a successful Knowledge (local) or Diplomacy check. Alternately, the PCs may already be familiar with the stories through firsthand knowledge or learning about these details from another source. In this case, the character must succeed on a Knowledge (history) check to recall those details. Of course, the PC must be aware of the basic subject matter before he can attempt a check. If the character belongs to Clan Craenog, it is appropriate to grant a +2 circumstance bonus to that PCs' Knowledge (history) check if the information directly pertains to the clan.

Tyr Whin and Mount Huumvar

The PCs may learn the following information about Tyr Whin and nearby Mount Huumvar with a successful DC 20 Knowledge (local) or DC 20 Diplomacy check. Likewise, the PC may also know the same information with a successful DC 20 Knowledge (history) check.

• An old, disused service tunnel connects a section of the barracks with a quarry a few miles outside of the citadel.

• A tasty new variety of bread and ale arrived in Tyr Whin roughly one month ago. Its pungent taste is very popular with many dwarves.

• Grugdour, the hobgoblin chieftain, currently occupies the caverns inside of this mountain stronghold. The peak is less than one mile northeast of Tyr Whin. It would take thousands of men to march upon and storm the mountain because of the steep rock walls leading up to the entrance.

• Human legends claim that the survivors of Arcady's demise escaped the Feirgotha Plateau through a secret tunnel that connected a long-forgotten temple to the mountain's cavern complex.

• Many sages believe that Mount Huumvar is a previously dormant volcano that is set to erupt. (This is a false rumor.)

Feirgotha Plateau and the Temple of Aten

The PCs may learn the following information about the neighboring Feirgotha Plateau and the ruined Temple of Aten with a successful DC 20 Knowledge (local) or DC 20 Diplomacy check. Likewise, the PC may

CR 6

also know the same information with a successful DC 20 Knowledge (history) check.

• The Feirgotha Plateau is a desolate plain. The ruins of an ancient structure are several thousand feet from Baen's Pass.

• The mountains are particularly treacherous outside of Tyr Whin. Baen's Pass is the only safe passage onto the high plains.

• Strange pictographs cover three stones in close proximity to the ruins. Their meaning remains a mystery. A stone staircase also descends below the ground, but no one has ever explored what lies below the temple.

• After the human kingdom's collapse, the dwarves tore their temple down stone by stone to erase their presence from the Feirgotha Plateau forever. (This is a false rumor.)

• The temple's high priest struck his staff against the ground and caused a powerful earthquake that destroyed the structure rather than let it fall into the dwarves' hands. (This is a false rumor.)

• The temple was dedicated to the Khemitite god Aten, commonly associated with the sun.

• During Arcady's final, chaotic days, its worshippers turned to a dark entity to save them from the ensuing destruction.

Further Inquiries

Truvven repeatedly insists time is of the essence, yet the PCs may want to conduct a few inquiries about the spinning sickness's potential causes. The soldiers and their officers provide no tangible assistance. The sick also offer no good leads. If the PCs question the sick about their activities and diet, each states that they have been at Tyr Whin since before the outbreak started, and their eating habits include the typical dwarven fare meat, cheeses, bread, and beer. There is no specific common denominator in their stories or any particular combination that comes to light.

Yet Truvvan unwittingly provided the answer during his discourse with the PCs. If they ask the healthy individuals about their diet, they almost universally repeat what their ill counterparts said with one exception. They ate the same types of meat, cheeses, and grains, but they did not drink any beer or ale over the last month. A small percentage of these individuals did not drink any alcohol at all, but most preferred drinking harder spirits. If the PCs question the soldiers about where and how beer is produced within Tyr Whin, the dwarves direct them to the cellars in the main barracks building where brew master **Nurne Stoutgut** (CG male mountain dwarf fighter 2/ranger 1; Wis 14; Profession [brewer] +11) normally oversees the citadel's beer-making operation. However, he suffers from his second bout with spinning sickness, so the brewing duties fall upon the less-capable shoulders of his assistant **Wrothn Amberblade** (NG male mountain dwarf fighter 2/ranger 1; Con 15; Profession [brewer] +8).

Wrothn laments that the brewery is currently operating with a skeleton crew because of the spinning sickness's toll on his workforce and the citadel in general. He tells the PCs that Nurne was one of the first dwarves to fall ill along with three other members of the staff. Wrothn boasts that he has somehow resisted getting sick during the epidemic, even though he normally spends most of his day in close quarters with Nurne. If the PCs ask the right questions, Wrothn provides them with two valuable pieces of information. In spite of his chosen profession, he grudgingly confesses that he hates the taste of beer. In fact, he admits that he has not touched any of the brewery's products in 5 years. Wrothn also tells them that Tyr Whin's quartermaster, Poltuck Alemeister purchases all of the ingredients, which have remained the same for years with the exception of a new variety of yeast that they started using at least several weeks ago. He assures the PCs that Poltuck inspected and tested the new yeast in the citadel's bakeries without incident before distributing it to the brewers. Wrothn refuses to admit that the new yeast could play any role in the spread of spinning sickness throughout the fortress.

The investigation ultimately leads to Tyr Whin's quartermaster, Poltuck Alemeister. If the characters question him about any unusual recent purchases, the dutiful soldier searches through his records for a few minutes before arriving at the name **Grusk Glumgold** (an alias for the human assassin and hobgoblin operative Pieter vanPaard). He relays that he carefully screens all of Tyr Whin's merchants and suppliers. Grusk presented the proper credentials, including four signed references from highly respected members of Clan Craenog, and he also paid the licensing fee. Pultock tells the PCs that he and several soldiers also ate fresh bread baked with the new yeast and suffered no ill effects. Pultock freely shows the PCs the signed references. If one of the PCs examines the document, he can verify that Grusk forged the signature with a successful DC 20 Linguistics check. (The DC includes the modifiers listed in the "Linguistics" section in Chapter 4 of the *Pathfinder Roleplaying Game Core Rulebook*.) Pultock is not sure where Grusk is at the present time. However, he always visits the Sundered Axe Tavern for an early lunch and dinner whenever he is in Tyr Whin.

Sundered Axe Tavern

There are six restaurants and taverns in Tyr Whin, and the citadel's soldiers operate all of them on a part-time basis. The Sundered Axe is its most upscale and sophisticated establishment. In light of the present circumstances, the atmosphere is very subdued. Glum expressions and stony silence replace the frivolity and gaiety normally found inside its welcoming walls. The business's manager, Wruun Tunecarrier, typically sets the tone within the Sundered Axe, but even the flamboyant extrovert seems reluctant to let loose and have a good time under these dire conditions. Still, it is impossible to completely suppress his carefree attitude. Wruun detests the pervading rigid, military mindset and does everything he can to inject some levity into the stale proceedings. Not surprisingly, his upbeat personality rubs some of his fellow dwarves the wrong way. They falsely believe that he views war and death as some kind of sick joke. On the contrary, Wruun takes his soldiering duties deathly seriously. Yet, he feels that unbridled passion and raw emotion win the day on the battlefield far more often than marching in lockstep and reacting like automatons.

In spite of the consistent barrage of hobgoblin artillery fire and the ravages of spinning sickness, the Sundered Axe Tavern still serves lunch and dinner from late morning through early evening. Because of manpower shortages, Wruun and his trusted assistant **Xanxes Truefacet** (CG male mountain dwarf fighter 2/ranger 1; Wis 14; Profession [cook] +9) are all that remains of his former staff of six full-time employees. The duo bolts around the bar, dining area, and kitchen at a frantic pace. Wruun takes orders, pours drinks and greets the customers, while the low-key Xanxes prepares and delivers the food. Despite their effort and enthusiasm, the war and contagion also take a toll on their guests. The usually raucous bar and dining area are never more than half full on a good day and are utterly deserted during off hours. The only exception is the tavern's one odd patron who never leaves — Grusk Glumgold (the better known dwarven alias of Pieter vanPaard) and his pet orange tabby cat, Maurice.

WRUUN TUNECARRIER XP 2,400

CR 6

hp 49 (Pathfinder Roleplaying Game NPC Codex "Gambler [Dwarf Bard]")

Pieter van Paard AKA Grusk Glumgold AKA Grusk Grimsilver (CR 9)

The human witch/assassin posing as a yeast supplier spends his days and evenings nonchalantly sipping on wine and sharing his extravagant meals with his beloved familiar, Maurice the cat. While violence rages outside Tyr Whin's walls, Grusk appears totally unfazed by everything happening around him. His worriless demeanor unnerves and annoys his dwarven hosts and fellow guests. Wruun cannot in good conscience turn a paying customer away, especially in these times, yet his blood boils at the disgusting sight of a fellow dwarf openly displaying callous disregard for his homeland, kin, and thane. The shrewd proprietor feigns cordiality in his presence, but his pleasant exterior conceals his contempt for the worthless loafer.

Grusk Glumgold sits alone at a back table and strokes his pet cat's ginger fur between sips of spiced wine and lukewarm mead. The middle-aged dwarf has thick, wild blackish-gray hair, a granite chin, bulbous nose, and dull green eyes. He wears no armor and a sheathed short sword dangles from a belt around his waist. Tyr Whin's most disinterested resident barely

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lifts his head and manages a fleeting smile when acknowledging strangers in his presence.

He shows no interest whatsoever in conversation. Grusk responds to the PCs' inquiries with terse answers, preferably those of the one word variety. His gruff version of politeness is short-lived. He tolerates no more than a few questions before he forcefully demands that the characters leave him alone. If the PCs persist, a wry grin comes over his face. Grusk reluctantly acquiesces and insists that the characters join him for a drink. He calls Wruun to the table and orders a mug of beer for each of his new guests, hoping that the disease-ridden brew incapacitates his unwelcome partners. (Of course, if the PCs imbibe any of their drinks, they must also succeed on Fortitude saves to avoid contracting spinning sickness in the next few days.) Still, Grusk's newfound generosity fails to loosen his tongue. In fact, he turns the tables on the characters and asks them rude, intrusive questions intended to simultaneously discombobulate and offend them. The most that the PCs can voluntarily extract from him about the yeast is that he purchased it from a dwarven merchant in Erod Flan a few months back. He stands behind his claim that the product is perfectly safe (allowing a Sense Motive check versus his Bluff skill).

The evasive Grusk has two profound weaknesses. The most dangerous is his human parentage. The hobgoblin agent uses his *hat of disguise* to enhance the illusion that he is a dwarf. If the PCs discover the truth through a successful Perception check or magical means, Grusk knows he must quickly escape the tavern in order to protect his secret. He is all too aware that the lifespan of a human found in the heart of the dwarven citadel is almost as short as that of a hobgoblin.

The other shortcoming is his tangled web of lies. Grusk helped the hobgoblins develop the diseased strain of yeast. He deliberately disguised himself as a dwarf in order to spread the sickness throughout Tyr Whin. Grusk's evasiveness probably helps fuel the PCs' suspicions of him. The quality of his disguise greatly exceeds his ability to spin an untruthful tale. Characters who catch the cagey Grusk in a lie also gain leverage over their wily quarry. When confronted with the inconsistencies in his responses, the frustrated Grusk flies into a vitriolic rage. He wildly flails his hands into the air and directs the characters to leave at once. If they refuse, he gets up from the table, says a few choice words to Wruun and storms out of the premises. He dashes into a nearby alley and uses his Stealth skill to slink away from his pursuers. When he feels confident that no one else is around, he uses his hat of disguise to masquerade as a young, robust dwarf soldier named Grusk Grimsilver. In furtherance of the ruse, he takes up a position on Tyr Whin's outer wall before retiring to the barracks later in the evening. He follows the same routine every night, so if the PCs conduct surveillance on him, they may discover his pattern and learn that he is using a disguise to take advantage of the citadel's military facilities. Like Grusk Glumgold, Grusk Grimsilver tries to stay out of sight and keeps a low profile. In fact, Pieter vanPaard uses the Grusk Glumgold disguise so that Poltock knows where to find him for more diseased yeast.

PIETER VANPAARD aka GRUSK GLUMGOLD aka GRUSK GRIMSILVER XP 6,400

CR 9

Male human assassin 5/witch 5 (Pathfinder Roleplaying Game Advanced Player's Guide) NE Medium humanoid (human) Init +7; Perception +9

AC 14, touch 13, flat-footed 11 (+3 Dex, +1 natural) hp 52 (5d8+5 plus 5d6+5) Fort +5; Ref +8; Will +9; +2 vs. poison Defensive Abilities improved uncanny dodge, uncanny dodge

Speed 30 ft.

Melee +1 frost short sword +8 (1d6+2 plus 1d6 cold/19–20) or +1 frost short sword +6 (1d6+2 plus 1d6 cold/19–20), mwk dagger +5 (1d4/19–20)

Ranged mwk dagger +9 (1d4+1/19-20)

Special Attacks death attack, hexes (DC 16—evil eye [-2, 7 rounds], flight, misfortune [1 round], slumber [5 rounds]), sneak attack +3d6

Spells Prepared (CL 5th; melee touch +6, ranged touch +8): 3rd—lightning bolt (DC 17), remove disease 2nd—false life, pox pustules* (DC 16), web (DC 16) 1st—charm person (DC 15), detect secret doors, mage armor, summon monster I

0—detect magic, detect poison, putrefy food and drink, resistance

Patrons Plague

Str 12, Dex 16, Con 12, Int 18, Wis 10, Cha 11 Base Atk +5; CMB +6; CMD 19

Feats Extra Hex, Improved Initiative, Iron Will, Stealthy, Two-Weapon Fighting, Weapon Focus (short sword) **Skills** Acrobatics +11, Bluff +12, Climb +6, Diplomacy +5, Disguise +15, Escape Artist +13, Fly +8, Heal +5, Intimidate +7, Knowledge (arcana) +12, Knowledge (nature) +10, Knowledge (planes) +10, Knowledge (religion) +7, Linguistics +10, Perception +9, Profession (soothsayer) +6, Sense Motive +6, Sleight of Hand +9, Spellcraft +12, Stealth +23, Use Magic Device +8

Languages Common, Dwarven, Giant, Goblin, Undercommon

SQ hidden weapons, poison use, true death, witch's familiar (cat named Maurice [stores all prepared and patron spells, plus 1st—identify, reduce person (DC 14); 2nd—glitterdust (DC 16), inflict moderate wounds (DC 16), summon monster II and 3rd—bestow curse (DC 17), heroism, tongues, vampiric touch (DC 17)])

Combat Gear antitoxin, 3 doses of giant wasp poison, 1 dose of oil of taggit, six jars of contaminated yeast; **Other Gear** +1 frost short sword, hat of disguise, amulet of natural armor +1, cloak of resistance +1.

*Pathfinder Roleplaying Game Advanced Player's Guide

MAURICE, CAT FAMILIAR XP —

N Tiny magical beast (Pathfinder Roleplaying Game Bestiary "Familiar, Cat")

CR —

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

AC 17, touch 14, flat-footed 15 (+2 Dex, +3 natural, +2 size) hp 26

Fort +2; Ref +6; Will +7 Defensive Abilities improved evasion

Speed 30 ft. **Melee** bite +9 (1d3–4), 2 claws +9 **Space** 2–1/2 ft.; **Reach** 0 ft.

Str 3, Dex 15, Con 8, Int 8, Wis 12, Cha 7 Base Atk +5; CMB +5; CMD 11 Feats Weapon Finesse Skills Climb +5, Perception +10, Stealth +27 SQ improved evasion, share spells, empathic link, deliver touch spells, speak with master

Familiar The master of a cat familiar gains a +3 bonus on Stealth checks.

Tactics: Flight is always Grusk's first instinct. If Grusk senses any trouble before combat, he discreetly casts *mage armor*. He fights only when cornered. In that case, he uses his blade coated with giant wasp venom to strike an adjacent flat-footed opponent. If confronted inside of the Sundered Axe, he casts *web* to slow down his foes and escape. He then resorts to blasting as many enemies as possible with *lightning bolt* and then casts *summon monster I* to distract his adversaries. In the face of his imminent demise, Grusk focuses all of his attacks against a single foe, hoping to take at least one dwarf with him into the next world.

Development: The human infiltrator never surrenders. Pieter vanPaard never willingly divulges anything about Grugdour's plans. He cooperates
only when compelled to do so, as in the case of a successful Intimidate check or magical intervention. The human spy admits that he and a group of witchdoctors developed the diseased yeast that spreads the spinning sickness. He keeps his entire supply of the fungus on his person at all times. Pieter confesses that his hatred of the dwarves spurred his actions and eagerness to help the hobgoblins conquer Tyr Whin.

Part II: Through the Mountains

After meeting with citadel commander, Truvven Blackgranite, the PCs learn that the likely road to defeating the hobgoblins takes them back onto the neighboring Feirgotha Plateau. An ancient shrine dating back to the Kingdom of Arcady contains a hidden passage that connects the apparently abandoned and ruined building to Grugdour's fortified stronghold in nearby Mount Huumvar. Though the structure is no more than rubble, the final vestiges of a dark and forbidden faith still linger in the depths beneath the religious complex. From there, the path takes the PCs deeper into the icy mountains that straddle the border separating the Stoneheart Mountains proper from the Feirgotha Plateau. Yet, the presumably direct route opens into a mountaintop complex dominated by a fierce and aggressive race of albino bugbears known as wikkawaks. To make matters worse, the brutish humanoids worship an adult white dragon named Frozentooth that they rescued as a hatchling and have venerated as a living idol ever since. After besting the wicked reptile and his goblinoid servants, the PCs proceed through an ancient tunnel that leads them into Grugdour's headquarters inside the caverns of rugged Mount Huumvar.

Getting out of Tyr Whin

The next leg of the PCs' journey takes them onto the steppe of the Feirgotha Plateau. The first step of the trek requires them to leave Tyr Whin. Of course, the dwarven defenders offer no resistance to the departing characters and may even help them coordinate a plan to slip past the hobgoblin besiegers and make their way to the steep cliffs separating Tyr Whin from the neighboring plateau. The secret tunnel that leads to and from the quarry is the PCs' best means to bypass the hobgoblin lines. However, only a handful of the dwarven defenders even know of the passageway's existence, let alone where it goes; even Truvven is unaware of it. If the PCs did not previously encounter the aberrant giants occupying the cavern adjacent to the quarry, they must do so on their way out of the tunnel (see the **Quarry** section in **Part I** for details about the chamber and its occupants.)

Otherwise, the PCs must devise an alternate means of getting out of Tyr Whin and through the hobgoblin lines just as they did to get into the citadel. One possibility is to fly over the walls and out of the reach of the hobgoblin artillery and longbow fire. If the hobgoblins see the escaping dwarves, they send **a hobgoblin sergeant**, **a mountain lion**, and **20 hobgoblin soldiers** to track them down. The hobgoblins always keep their eyes on the citadel's walls, so any movement outside of Tyr Whin's walls immediately garners their interest. Obviously, the hobgoblins cannot react to characters that they cannot see. Therefore, *invisibility* is another viable option to sneak past the citadel's attackers and perhaps even wreak a little havoc in their ranks. While the PCs may have disguised themselves as hobgoblins to move through their ranks and then closer to the fortress's walls, the same ploy does not work in reverse. They immediately rush forward to capture and detain the escapees.

It is possible that the characters may deliberately let the hobgoblins capture them and then hope or demand to be taken to see Grugdour. The hobgoblin lieutenants are too wily and clever to fall for that trick. They bind and shackle prisoners and keep them in the siege lines under an ogre's scrutiny. They also strip the characters of their gear and distribute it among their soldiers. In the end though, the GM is the ultimate arbiter when determining whether the PCs' plans fail or succeed. HOBGOBLIN SOLDIERS (20) XP 200

CR2

CR2

hp 11 (Pathfinder Roleplaying Game Bestiary "Hobgoblin")

HOBGOBLIN SERGEANT

XP 600 hp 34 (see Hobgoblin Lines)

MOUNTAIN LION

XP 600

hp 19 (Pathfinder Roleplaying Game Bestiary "Cat, Leopard")

Roads Less Traveled (CR 9)

Massive cliffs and icy rock walls separate the desolate Feirgotha Plateau from the neighboring Stoneheart Mountains. The paths to the isolated locale ultimately lead them west. The PCs essentially face two choices. They can scale or fly over the rugged mountains separating the two regions, or they can travel slightly north and intersect with Baen's Pass, which takes them west and then onto the Feirgotha Plateau. Though Tyr Whin is a meager five miles east of the plateau, neither choice is easy.

Climbing over the mountains is an arduous task. These steep slopes feature forbidding cliffs and rock walls. The cliffs in this region are typically 2d10 x 10 feet tall, whereas the rock walls are 2d8 x 10 feet tall. For the sake of simplicity, PCs attempting to scale the mountains in this area encounter a cliff every 3d4 x 100 feet that they travel through this terrain. Likewise, they encounter a rock wall every 1d3 x 1,000 feet that they travel through this area. It would normally require a successful DC 15 Climb check to ascend a cliff, and a successful DC 25 Climb check to ascend a cliff, and a successful DC 25 Climb check to ascend a rock wall. PCs that encounter one of these natural barriers must either successfully negotiate it or turn back and try their luck at another location $3d10 \times 1,000$ feet away. At their current level, it is likely that the PCs possess spells, magic items, or abilities that allow them to fly over the tall summits, fly up the sides of the cliffs and rock walls, or instantly transport them past the perilous obstacle. Even with magical intervention, the PCs must still contend with the effects of high altitude.

Baen's Pass cuts a gently sloping route through the mountains, forgoing the need to succeed on Climb checks and bypassing the ominous cliffs and rock walls that defend the Feirgotha Plateau against intruders. However, the hobgoblins deployed a force consisting of 12 hobgoblins, 1 hobgoblin sergeant, 2 ogres, and 1 troll to defend the passage and prevent a rearguard assault against the hobgoblin's main army. Grugdour's troops take up a defensive position in a wide stretch of the pass surrounded by rock walls on all sides. The trail heading toward the Feirgotha Plateau is winding and narrow in most spots, but this particular location measures 20 feet across and is comparatively straight. Sharp U-bends separate this 120-foot-long area from the adjoining portions. The hobgoblins and their allies occupy the center of this mountain highway and make no effort to conceal their presence. So far, their greatest adversary is boredom. The ogres try to lob stones over the escaprments, while the hobgoblins occupy their time rolling dice and telling tales of glorious military actions. When the PCs come upon this scene, the GM may read or paraphrase the following description.

Smoke billows from a roaring fire near the center of the pass. A contingent of hobgoblins, two ogres, and a troll loiter around the flames, passing their idle time rolling dice and lobbing stones into the nearby cliffs.

The guards are taking 0 on their Perception checks, to the PCs have the opportunity to surprise the defenders. In the event of an attack, the ogres and troll rush forward to engage their adversaries in melee combat. The hobgoblins lag behind and pepper their foes with a barrage of arrows. With nowhere to retreat, the unit fights to the bitter end. In the event that the PCs capture and subdue one of the hobgoblins, they provide no useful information about Grugdour's whereabouts or future plans. The pass is undefended from this point forward, allowing the PCs unfettered access to the Feirgotha Plateau beyond it.

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HOBGOBLINS (12) XP 200 hp 11 (Pathfinder Roleplaying Game Bestiary "Hobgo	CR 1/2	Aten, The S		
HOBGOBLIN SERGEANT XP 600 hp 34 (see Hobgoblin Lines)	CR 2	Alignment: Neutral Domains: Air, Bounty Symbol: Sun disc Typical Worshippers		
OGRES (2) XP 800	CR 3	Favored Weapons: (
hp 30 (Pathfinder Roleplaying Game Bestiary "Ogre")	Aten appears as a so sometimes with wings, s		
TROLL XP 1,600 hp 63 (Pathfinder Roleplaying Game Bestiary "Troll")	CR 5	shipped as a life-giver an venerated than Ptah or 1 life and the world, thoug		

Treasure: In addition to their listed gear, the hobgoblins have 85 gp and an agate worth 10 gp. The hobgoblin sergeant has 49 gp and a *potion of cure moderate wounds*. The ogres carry a sack containing 189 gp, an *arcane scroll* (CL 9: *detect scrying, mage's private sanctum, mass reduce person*), and a pearl worth 100 gp. The troll keeps an emerald worth 500 gp in a pouch attached to his belt.

Feirgotha Plateau

After clambering over the intervening mountains or traveling via Baen's Pass, the PCs arrive on the barren plains of the Feirgotha Plateau. Fierce winds currently batter the region bringing bitterly cold temperatures. The PCs' intended destination lies roughly 3,000 feet north of Baen's Pass, juxtaposed against the edge of the mountains abutting the Feirgotha Plateau. In its heyday, the ruined Temple of Aten beckoned sages into its welcoming halls nearly as much as the Library of Arcady by the Southern Pass. Now, the religious complex is nothing more than a ruin covered in faded hieroglyphs.

Temple of Aten

Despite its condition, the Temple of Aten's remaining ruins are visible from a distance of 500 feet. When the PCs come with range of the abandoned site, the GM may read or paraphrase the following description.

Three obelisks covered in pictographs and runes stand next to a stone staircase that descends into the earth.

Over the years, the dwarves of Tyr Whin have visited the temple's remains on many occasions. Most scavenged valuable stones and other relics from the ruins. A discerning eye can still make out the skeleton of the main building's outer walls through the scattered debris. The structure's foundation encompasses a 10,000-square-foot area. Two of the obelisks are outside the boundary and one is inside of the border, indicating that it stood inside of the temple proper rather than on its outer grounds.

As a monument devoted to the worship of the Khemitite sun god, the Temple of Aten was an open-air structure. The building's outer walls were 8 feet high and adorned with paintings and sculptures depicting the sun on its journey across the heavens. The interior featured lush gardens, shallow pools, and stelae containing prayers and artwork celebrating Aten's wondrous glory. Worshippers marveled at the temple's architectural beauty and placed their offerings of food, gold, and other precious objects atop the altar that stood near the western outer wall. Because there were no interior walls or doors, the clergy used the subterranean chambers as an administrative center, a secondary place of worship, and an ossuary. Aten's worshippers observed the Khemitite practice of mummification after death with some unique variations. They used the sun as the primary means of desiccation and did not wrap their dead in the customary funerary linens. They interred noteworthy worshippers and priests in a tomb beneath the temple.

Aten, The Sun, The Sun Disc

Alignment: Neutral Domains: Air, Bounty, Fire, Strength, Sun Symbol: Sun disc Typical Worshippers: Clerics, sages, wizards Favored Weapons: Quarterstaff, longsword

Aten appears as a solar disc of immense size and proportion, sometimes with wings, sometimes with arms and hands. He is worshipped as a life-giver and is, in some areas of Khemit, more highly venerated than Ptah or Ra. He is thought to be the sole creator of life and the world, though Ptah's followers dispute such claims.

Some legends claim that vengeful dwarves tore the temple down stone by stone to rid all human evidence from the Feirgotha Plateau. Other tales place the blame on the god's worshippers, claiming that their high priest struck his staff against the altar and collapsed the temple upon itself rather than let it fall into dwarven hands. A more obscure story purports that Aten's worshippers gave their souls to a dark power and went to their eternal rest in the ossuary beneath the primary shrine. The PCs may try to gather clues from one of the notable aboveground locations in the following section, but the answer to this mystery can be found only in the darkness below the Temple of Aten.

TI. Southern Stela

Pictographs and foreign writing cover the uppermost portions of the limestone stela. The artwork covering the central and lower portion of the 9-foot-high stela depicts humans tilling the fields, sowing seeds, and harvesting plants.

It takes a successful DC 25 Linguistics check to decipher the hieroglyphics if the characters do not speak Khemitian. Likewise, the PCs can use magical means such as *comprehend languages* to successfully translate the message.

The stela proclaims, "In the beginning, there was the Sun. And Aten, the Great Creator, looked down upon the world and gave it light."

T2. Northern Stela

A large, jagged fissure running across the top of an 8-foottall limestone obelisk indicates that part of the monument's top is missing. Hieroglyphics beneath the fracture convey part of a presumably longer message. Carvings adorning the stela's face show images of human warriors in chariots routing a dwarven army.

PCs unable to read the Khemitian hierioglyphs scrawled across the stela's top can translate its meaning with a successful DC 25 Linguistics check or through magical means. It says, "All praise the Great Sun Disc that brings warmth, and bask in his glory. There are none above Him, and none that stand before Him."

The sculptures adorning the monument's face depict Arcady's soldiers expelling the dwarves from the Feirgotha Plateau.

T3. Western Stela

The image of a humanoid being with a radiant head shaped into the likeness of the sun dominates most of a 7-foot-tall marble stela. Hieroglyphs wrap around the top of the obelisk.



Aten is the artistic subject upon the stela. Correctly identifying the Khemitian deity requires a successful DC 15 Knowledge (religion) check. Unlike the other two surviving stelae, this monument stood inside the temple proper rather than the outer courtyard.

The hieroglyphics above Aten's depiction state, "*Aten is the bringer and giver of life.*" It takes a successful DC 25 Linguistics check or magical means to translate the Khemitian writing.

T4. Staircase

An overturned basalt statue of a humanoid being with a spherical head rests on the ground alongside the edge of a stone staircase that descends at a steep pitch into the frozen earth. The faded images of reed boats, desiccated corpses, and the sun adorn the staircase's walls.

The basalt statue depicts Aten, a fact that the PCs can confirm with a successful DC 15 Knowledge (religion) check. Erosion and weather took their toll on the paintings adorning the walls leading into the underground level. A PC who succeeds on a DC 20 Crafts (painting) check notices that these paintings differ from typical Khemitian paintings and even most of the artwork found here. The surviving colors are more vibrant, and the subjects' poses seem more relaxed in comparison to the normally rigid style prevalent in Khemitian art. Upon closer examination, the desiccated corpses are not shrouded in funerary linen and almost appear to be smiling. Still, there is nothing in the artwork to suggest what befell the temple in its last, dark days.

The staircase descends at a 45-degree angle into the ground. The individual steps are chipped and covered with ice in many spots; it takes a successful DC 10 Acrobatics check to negotiate the stairs without slipping and tumbling down the stairwell. Characters that roll down the staircase take 1d6 points of damage for every 10 feet traveled. During daylight hours, sunlight illuminates the first 20 feet of the descent before darkness and shadows take over. The 40-foot-long staircase delves roughly 30 feet below the surface and ends at the door opening into area **S1**.

Subterranean Level Features

During the temple's heyday, clerics and worshippers alike were free to walk through the underground complex's chambers and corridors to visit the chapel and the remains of the dearly departed, thus accounting for the lack of doors in most locations. The only exceptions are the stone door that separates the outer staircase from area **T4** with the complex proper at area **S1** and the strong wooden doors in the clerics' living quarters in area **S2**. The stone door is stuck, whereas the strong wooden doors are locked. A character must succeed on a DC 25 Strength check to force open the latter portals or a DC 20 Disable Device check to disengage the locking mechanism. The floors, walls and, ceiling are made from plaster and are treated as superior masonry. The numerous ceramic oil lamps positioned in small recesses throughout the complex are empty and unlit. All ceilings are 8 feet above the floor.

SI. Purification Chamber

Wispy clouds of dust bearing a stagnant, musty odor fill the air in a formerly grandiose chamber. Four majestic 2-footdeep ceramic tile pools now contain small puddles of brackish, stagnant water. Bright paint is still partially visible beneath a thin layer of dirt and dust that covers four limestone columns positioned at one of the pool's corners. The same debris also coats an exquisite tile mosaic emblazoned on the floor. The artistic piece is a depiction of the sun with jets of flame erupting from its edges. Paintings and sculptures of village life adorn the spacious walls. stepping into the sanctuary. Cynics sneered that Aten's clerics implemented this ritual to keep the floors clean. The grit on the floors, walls and columns appears undisturbed, indicating that no one has set foot in this chamber for an extremely long time. This is especially true of the wondrous mosaic in the center of the floor. Grime and humidity marred its lustrous colors leaving a slightly dimmed yet still spectacular piece in its wake. The yellow image is easy to recognize as the sun disc, a symbol commonly associated with Aten. Red, green, and yellow stripes arranged into a helix pattern, once covered the columns but are now faded to near obscurity. The sun is a constant image in the artwork adorning the walls. The paintings depict farmers planting and harvesting their crops along with animals grazing in the fields.

S2. Priests' Living Quarters

Two stone slabs jut out from the adjacent walls. A closed alabaster chest occupies the floor between the protrusions.

At the height of its influence, six clerics tended to the extensive grounds and served the needs of the sun god's worshippers. Most followers offered gifts of food, wine, honey, and other organic materials to their beloved sun deity. Therefore, the temple accumulated almost no wealth during its operation and applied any monetary donations towards its upkeep rather than the clergy's coffers.

Aten's priests led a monastic lifestyle. They slept on the hard, stone slabs against the far corners and stored their personal belongings in the alabaster chests positioned between the two beds. The storage containers hold an assortment of long since dry-rotten clothing, sandals, and other sundry items. However, there is an object of interest in the northern priests' living quarters. During Arcady's rapid collapse, the resident high priest named Atumshutsep secretly authored a tiny scroll that he hid within one of his shirt sleeves. He placed the document in a minute ceramic case. It is easy to overlook the small container; thus, anyone searching through the alabaster chest in the northern room locates the object only with a successful DC 15 Perception check. Hieroglyphics completely cover the small scrap of papyrus. It takes a successful DC 25 Linguistics check or magical means to translate the Khemitian writing. Unfortunately, Atumshutsep's message is not complete. The text is completely faded in some spots and some pieces of the papyrus disintegrated over time. Still, enough parts remain to deliver a discernible warning to the reader.

Atumshutsep's Message

Sun fades, and darkness creeps in. Madness...and goodness fails. It is...light in the void...abandoned us. There is...nowhere... Arcady. Only greater evil can defeat...

Treasure: Characters that take the time to search through the alabaster chests find 8d6 gp in ancient Arcadian coinage in each chest. Those that succeed on a DC 20 Perception check locate an additional 4d6 gp.

S3. Mummification Chamber (CR 9)

Two oval stone slabs, one slightly larger than the other, dominate the chamber. Disgusting stains and deep gouge marks cover both surfaces. More disturbing, strips of dried skin and muscle tissue tenuously cling to the ribs of a human skeleton that lies atop the bigger slab. Small, uneven mounds of salt fill its chest cavity, abdomen and lower jaw. A narrow stone pedestal stands between the two slabs. Four tarnished bronze implements sit atop it. Two large piles of salt are on the floor. One is behind the larger slab, and the other sits alongside both surfaces.

Before entering the chapel and the ossuary, Aten's worshippers bathed their feet in the pools in a ceremonial gesture to wash away their impurities before

Temple of Aten Ruins



CR8

Aten's clergy mummified the bodies of its priests in accordance with most Khemitite traditions. The clerics assigned this grisly task used the two stone slabs to prepare the corpses for their transition from this world to the afterlife. The procedure required the embalmers to remove the internal organs, including the brain, and replace the extracted innards with copious amount of salt. The bronze tools on the raised pedestal between the stone slabs were used for this exact purpose.

At first glance, it appears that the skeleton resting atop the larger slab was an unfortunate soul who died at an inopportune time. However, further inspection reveals that the person was in fact alive for at least part of the procedure. A successful DC 20 Perception check reveals portions of his fingernails embedded into the stone surface and deep scratches on the bones corresponding with the fingertips. The skeleton belongs to Ankehaton, the only priest who refused to turn his back on Aten and worship Ahriman, the wicked lord of the divs. Atumshutsep and four other clerics horrifically murdered their fellow priest, but the ghastly act and the presence of a dark entity infused Ankehaton's soul with evil and rage. His spirit survived and transformed into a greater shadow. The vengeful Ankehaton slew two of his killers, turning them into 2 shadows.

SHADOW, GREATER XP 4.800

hp 58 (Pathfinder Roleplaying Game Bestiary "Shadow, Greater")

SHADOWS (2)CR 3XP 800hp 19 (Pathfinder Roleplaying Game Bestiary "Shadow")

Tactics: The two shadows remain hidden within the larger slab, while the greater shadow is within the smaller slab. They can sense the presence of other creatures only within 5 feet of their current position. The shadows can attack from inside the slabs, but their targets gain total concealment (50% miss chance). They benefit from total cover while inside the objects. In order to observe their surroundings, the shadows must emerge from the stone slabs. The ordinary shadows always follow the greater shadow's lead. They do not attack until their master attacks. Once they hear the sounds of combat, the pair joins the fray.

The greater shadow and the two shadows are marginally intelligent. They are clever enough to surround enemies and gain flank attacks against them. In addition, the trio singles out one or two foes rather than spreading out over a wide area. The shadows loathe the living and their own miserable existence. Therefore, they fight until destroyed. The undead monstrosities have no treasure.

S4. Chapel

Bright yellow pieces of tile comprise an elaborate mosaic built into the floor to depict a radiant sun emitting beams of light. The artwork rests in front of a 10-foot-diameter, upright circular stone that still bears several flecks of yellow paint on its surface. Two smaller upright stones flank the central stone. A thick coat of black paint completely covers the entire surface of the western monument. A tiny sliver of silver is the only image painted onto the dark monument. Several mounds of dust and rotted debris rest upon a marble altar behind the central stone. Hieroglyphics depicting obvious images of the sun cover its sides.

Aten's priesthood allowed only a select group of worshippers to venerate their deity in this wondrous chapel. His followers left gifts of food, flowers, and plants upon the altar while marveling at the depictions of the sun disc scattered throughout the chapel. It takes a successful DC 25 Linguistics check or magical means to decipher the meaning of the Khemitian hieroglyphics adorning the altar's sides. The writing contains a series of repetitive prayers and hymns extolling Aten's virtues and his gifts of warmth and light.

At one time, luminous yellow paint completely covered all three upright stone sun discs. In fact, the bright pigments literally illuminated the otherwise dark chamber, thus adding to the worshippers' sense of awe within the chapel. By this point PCs already familiar with Aten's symbols and imagery may associate the artwork with the Khemitian deity without the need to succeed on a Knowledge (religion) check.

However, the black sun disc with the sliver of light is another matter. As the Kingdom of Arcady collapsed, despair fell over the land. Desperation spurred some of Aten's clerics to turn to a dark power for salvation. In the ensuing chaos and darkness, they found the malevolent entity Ahriman, lord of the divs and the corrupter of mortals. The cabal of conspirators murdered Aten's only remaining priest by mummifying him alive in area **S3** and began converting their former god's chapel into a shrine to Ahriman. It takes a successful DC 20 Knowledge (religion) check to identify the blackened sun disc as Ahriman's symbol.

S5. Catacombs

Fully clothed, mummified human corpses line the outer walls and are arranged in several clusters throughout the spacious catacombs. Dried, leathery flesh still clings to the extremities of these remarkably well preserved bodies, yet their heads and faces are completely skeletal. They stand in an upright position and all face toward the center of the room. Their manner of dress and unsettling stares gives the eerie impression that many of these ancients still possess some secret life.

Aten's priests and followers differed from most Khemitian deities in the fact that they did not wrap their dead in funerary linens and inter their bodies within a coffin or sarcophagus. Instead, they attired the deceased in their favorite outfit and arranged the bodies as part of a macabre display. It is easy to distinguish Aten's clerics from the laity based upon their garb. Aten's clergy all wear the same simple robe, while his wealthiest and most-influential worshippers adorn their dead bodies with the riches they displayed in life. Lavish clothing and jewelry bedecks many of the corpses interred within the catacombs.

Treasure: There are sixty-eight mummified bodies placed throughout the catacombs. The ravages of time has taken its toll on the clothing textiles, rendering all of it worthless. However, the corpse's jewelry survived. There is a 75% chance of any corpse mummified corpse searched having jewelry worth 3d4 x 10 gp. However, it still takes a successful DC 10 Perception check to locate these pieces.

S6. Inner Sanctum (CR varies)

Rotting, priestly vestments cover five human bodies scattered throughout a circular chamber. One of the bodies rests inside of a 15-foot-diameter, jet-black circle painted onto the floor. A minute streak of silver, like a single ray of light, is painted in the center of the image. A narrow, roughhewn passageway carved out of the far wall leads into darkness.

The nihilistic Ahriman gave his greatest gift to his newfound converts — complete and utter destruction. The wicked being betrayed them even as their former patron Aten condemned them as well. The Khemitian god transformed the heretics into **5 huecuvas**. Aten's former priests feign that they are ordinary rotting corpses instead of sentient undead monsters. They lie motionless upon the ground and do not stir until the PCs enter the room. In addition to the danger represented by the undead, the black disc in the center of the room is a **summoning circle trap** that activates when a living creature sets foot within it.

HUECUVAS (5) XP 600

CR 2

hp 19 (Pathfinder Roleplaying Game Bestiary 3 "Huecuva")

CR 7

SUMMON MONSTER VI TRAP XP 3,200 Type magic; Perception DC 31; Disable DC 31

Trigger proximity (alarm); Reset none Effect spell effect (summon monster VI, summons 1 pairaka div)

DIV, PAIRAKA

CR 7

XP 3,200 hp 76 (Pathfinder Roleplaying Game Bestiary 3 "Div, Pairaka")

S7. Escape Tunnel

A narrow tunnel burrows through the rock into darkness.

Arcady's refugees used this natural tunnel to escape the Feirgotha Plateau and emerge in the Stoneheart Mountains. The winding path ascends into the surrounding mountains at a gentle slope. Ancient graffiti covers the walls in some places. Written in hieroglyphics, a successful DC 25 Linguistics check determines that the symbols detail the names of individuals who made the trek through the mountains to hoped-for safety. The tunnel is 3 miles in length before it ends in a crudely fitted stone door separating the Khemitian temple from the more recently established wikkawak lair at area **W1**.

Mountain Level Features

The primitive wikkawak tunnels are a far cry from the Arcadian architecture of the temple. Unlike the smooth plaster walls found in the Temple of Aten and its sublevel, the walls, floors, and ceilings in the lair consists of natural fissures expanded into crudely hewn passages. Likewise, the area's good wooden doors are ill-fitted and stuck, requiring a successful DC 16 Strength check to force them open. There are no light sources anywhere in the complex except cook fires and the like. Ceilings are not uniform, ranging at 1d4+10 feet high. In the vicinity of a subterranean mountain glacier temperatures hover slightly below the freezing mark throughout the lair, and it is more than 5,000 feet above sea level, so the effects of high altitude still apply.

The wikkawaks rarely stay in one place for extended periods of time. For every 10 minutes spent in their lair, there is a 30% chance of encountering **1d2+1 wikkawaks**. Any loud disturbance, such as the sounds of combat, necessitates an immediate check and increases the chances of an encounter by an additional 20%. Likewise, wikkawaks found in a designated area also leave their location to investigate unexplained noises and the scent of humanoid intruders. The PCs cannot encounter more than 6 wandering wikkawaks during their stay in the monsters' lair. Captured wikkawaks never willingly reveal information about their lair. If compelled to speak against their will, the captive gives a general layout of the area and nothing else.

WIKKAWAK CR 4 XP 1,200 hp 39 (Pathfinder Roleplaying Game Bestiary 4 "Wikkawak")

Treasure: In addition to their listed gear, each wandering wikkawak also carries 10d6 gp, 1d4 gems worth 100 gp each, and one of the following potions (*cat's grace, endure elements, heroism, lesser restoration, owl's wisdom*, or *status*)

W1. Storeroom

Forgetting the existence of this unused door, the wikkawaks have piled crates and barrels filled with long-ruined foodstuffs and against it. Because of the added weight, it takes a successful DC 18 Strength check to open the portal. In addition, the act of pushing the door inward knocks the top crate to the ground, creating a loud disturbance. The character

that opens the door can catch the falling box by succeeding on a DC 20 Reflex save.

Ransacked wooden crates and overturned barrels cover the floor in an apparently neglected storage room.

The wikkawaks amassed this collection of foodstuffs and general provisions over the span of several years. They fear the numerically superior dwarves of Tyr Whin and avoid coming into contact with their humanoid foes whenever possible. Instead, they tend to raid the supplies of their smaller hobgoblin relatives far north of their present location as well as the stores belonging to nearby barbegazi (ice gnomes), frost men, and small dwarven bands of dwarves they can catch unawares. The storeroom contains nothing of value.

W2. Shrine of Snuurge

Flickers of light are visible around the bend of a corridor. Inside the adjoining chamber, the smoldering embers of a dying bonfire illuminate and warm what appears to be a crude shrine. Two oval slabs of stone flank the central fire pit. The crude statue of a bald, obese goblin stands against the far wall. Horns protrude from the creature's skull, and it clutches a pick in its hands.

The wikkawaks venerate the goblin deity Snuurge. The primitive wikkawaks take turns maintaining the shrine by keeping the fire lit. In fact, the lone **wikkawak** currently assigned to this duty arrives in the shrine 6d6 minutes after the PCs first arrive here. (This individual counts toward the limit of encountering 6 wandering wikkawaks as described in the earlier **Mountain Level Features** section.) The fire pit is deliberately crudely shaped to resemble a forge. Snuurge's worshippers fling gold into the flames as a form of tribute, thus a successful DC 20 Perception check spots several lumps of partially melted gold amid the hot embers and ash.

WIKKAWAK XP 1,200

hp 39 (Pathfinder Roleplaying Game Bestiary 4 "Wikkawak")

CR4

Treasure: There are 5 large nuggets of soft gold in the fire (deals 1d6 fire damage per round if touched). Each is worth $1d4 \times 50$ gp and must be allowed to cool for 10 minutes or be carried in an appropriately insulated container.

W3. Communal Chamber (CR 9)

Grimy, foul-smelling furs cover most of the floor of this cavern. The charred carcass of some small humanoid rests upon a rotating spit above a small fire.

There are **5 wikkawaks** currently in this communal chamber. The two tending to the roasting ice gnome impaled upon the spit are awake and ready for action. Another pair rests on their grimy bedding; they are awake but must grab their axes and rise from prone before they are ready for combat. The last wikkawak is asleep. He requires a full-round action to wake from his slumber, grab his weapon, and stand up from prone. He foregoes his armor and wades into battle but wears a *belt of giant strength* +2. If intruders are detected, the wikkawaks whistle and summon **2 winter wolves** from area **W4** to their aid. The beasts arrive 1 round later. In addition, the winter wolves' howls increase the chances of attracting the attention of wandering wikkawaks by an additional 20% beyond the normal increase attributable to the sounds of combat.

Wikkawak Lair



CR4

WIKKAWAKS (5) XP 1,200

hp 39 (Pathfinder Roleplaying Game Bestiary 4 "Wikkawak") **Gear** standard plus one wears a belt of giant strength +2 and another carries a +1 javelin

WORGS, WINTER WOLVES (2) CR 5 XP 1,600

hp 57 (Pathfinder Roleplaying Game Bestiary "Worg, Winter Wolf")

Treasure: In addition to their listed gear, one of the wikkawaks carries a pouch containing 206 gp and 8 garnets worth 100 gp.

W4. Winter Wolves Lair (CR o or 7)

The gnawed skeleton of a short, squat humanoid lies strewn upon the floor between three large stalagmites.

If the wikkawaks from area **W3** did not call upon the **2 winter wolves** to aid them in their battle against the PCs, then the beasts are here chewing and cracking the sundered bones of an unfortunate dwarf (identifiable with a successful DC 15 Knowledge [local] check) who crossed paths with their bugbear masters. The hungry monsters attack intruders on sight. The winter wolves howl to attract the attention of the wikkawaks in **W3**. See that area for details of attracting additional wikkawaks.

Treasure: A silver and gold necklace worth 250 gp and a *golembane scarab* lie beneath a stone at the base of the southeastern stalagmite (DC 17 Perception check to locate).

W5. Foundry (CR 9)

Buckets of poorly smelted iron ore are set next to an anvil, cooling bath, and rack of tools. A poorly preserved animal skin hangs from a rack against the far corner. Two foul-smelling barrels stand near the rack. A heavily chiseled, exposed vein of raw iron ore is on the wall near the leather-making equipment and materials.

The wikkawaks manufacture their armor and weapons in this foundry. A cursory glance around the chamber discerns that the most vital smelting and forging equipment is absent. That is because the **2 wikkawaks** who work the forge and smelter use a trained **remorhaz** to smelt the ore and heat the forge. The huge vermin obeys the simple commands of its bugbear masters. The barrels hold urine mixed with salt and a mild acid to tan the hides from their kills for the creation of leather armor. When the PCs enter the room, the wikkawaks take up a defensive position behind the anvil (granting them cover) and hurl their javelins at the characters. The remorhaz, curled up beyond the anvil immediately rushes into combat. The wikkawaks enter the fray once the remorhaz grapples or swallows one of their enemies. The trio fights to the bitter end and does not retreat or surrender.

WIKKAWAK WARRIORS (2)

XP 1,200 Male wikkawak warrior 1 (Pathfinder Roleplaying Game Bestiary 4 "Wikkawak") CE Medium humanoid (goblinoid) Init +3; Senses darkvision 60 ft., scent; Perception +11

AC 19, touch 13, flat-footed 16 (+3 armor, +3 Dex, +3 natural) hp 46 (6d8+12 plus 1d10+2) Fort +6; Ref +10; Will +3 Resist cold 5

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Speed 30 ft.
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Melee mwk battleaxe +11 (1d8+7/x3) Ranged javelin +8 (1d6+5) Spell-Like Abilities (CL 4th): 3/day—quench

Str 20, Dex 17, Con 15, Int 12, Wis 13, Cha 12 Base Atk +5; CMB +10; CMD 23 Feats Lightning Reflexes, Martial Weapon Proficiency (battleaxe), Nimble Moves, Power Attack Skills Climb +11, Craft (armor) +6, Craft (weapons) +6, Intimidate +11, Perception +11, Stealth +16, Survival +7 Languages Common, Giant, Goblin SQ thuggery, trackless step Gear masterwork studded leather, masterwork battleaxe, 3 javelins.

Thuggery (Ex) Intimidate and Perception are class skills for wikkawaks.

REMORHAZ

XP 3,200

hp 94 (Pathfinder Roleplaying Game Bestiary "Remorhaz")

CR7

The foundry's most significant architectural feature is the secret door that allows the wikkawaks access to the outside world to scour the surrounding mountainside for prey. In addition to the stone portal, thick layers of ice form over the door's edges, providing additional camouflage for the concealed door. The wikkawaks use the remorhaz to rapidly melt the ice, and the white dragon's breath weapon to replace it. The secret door opens onto a rocky outcropping nearly a mile above sea level on the north face of a series of interconnected mountains. A barely discernible path cuts a circuitous route down the mountain face and into the deep valley below it.

Secret Door: 2 in. thick; hardness 10; hp 60; Break DC 25; Perception DC 25 (DC 30 when covered with ice)

Treasure: The two wikkawaks carry a total of 9 deep green spinels worth 100 gp each between them. One of the pair also has a *wand of acid arrow* (CL 6: 17 charges) that he acquired from a gnome wizard that he killed several years ago.

W6. Audience Hall (CR varies)

Grisly souvenirs garnered from fallen foes adorn the far walls. The severed heads of a dwarf, an ice gnome, and a man are mounted onto wooden bases much like a hunting trophy. Discoloration and decay distort the faces into horrific caricatures of the original individuals. An expertly crafted suit of chainmail and an equally magnificent suit of armor composed of great black scales adorn two statues of men near the entrance. The chamber's centerpiece is a throne constructed from the hipbone of some massive beast and several large ribs. The seat rests upon a slightly elevated stone platform.

The wikkawaks' chieftain, Haagron, uses his audience chamber to interrogate prisoners captured during the bugbears' incursions into the Stoneheart Mountains. The throne crafted from the hip and ribs of a frost drake, can be identified as such with a successful DC 20 Heal check and a DC 20 Knowledge (arcana) check. It is difficult to identify the owners of the heads mounted upon the wall because of their age and poor condition. A successful DC 25 Knowledge (history) check recognizes the dwarf head as Molthurk Minebottom, a distant cousin of the Craenog high thane and the leader of a small dwarf village 30 miles north of Tyr Whin who disappeared under mysterious circumstances 20 years earlier. Likewise, a successful DC 25 Knowledge (history) check confirms that the human head belongs to Cezar Almarin, a renowned ranger who conducted a one-man guerilla war against the hobgoblins and dwarves

of the Stoneheart Mountains. He also vanished without a trace roughly a decade ago. The wikkawaks preserved the barbegazi head simply because they liked the way it looked. The owner was an unfortunate ice gnome who accidently found their secret entrance and met his unceremonious end in Haagron's hall.

There is a 35% chance that the characters encounter Haagron in this chamber along with a wikkawak warrior. If the PCs do not encounter him, he and his bodyguard are found in his personal quarters in area W8. In typical barbarian fashion, Haagron flies into a rage at the first sign of intruders and attacks with reckless abandon. The wikkawak chieftain also uses his Power Attack feat to maximum ability, gladly sacrificing accuracy for raw destruction. Haagron's bodyguard fights in tandem with his chieftain. The pair flanks a lightly armored or unarmored PC and attempts to batter that character into submission as quickly as possible. In addition, the loud racket increases the chances of encountering wandering wikkawaks by an additional 30%, if any of them still remain, and always alerts the ogre mage from the neighboring area W7, if the wikkawak's resident jailor and torturer is present in that chamber. In the latter case, the malevolent oni uses its invisibility and gaseous form spell-like abilities to slip under the crude door undetected and reassumes physical form in a position that allows it to blast the PCs with its cone of cold. None of the combatants backs down or surrenders under any circumstances. If they are forced to surrender and speak against their will, Haagron is naturally familiar with the entire wikkawak complex and Frozentooth's lair. The oni and the chieftain's bodyguard know fewer details, but can still provide basic details about the area.

HAAGRON, WIKKAWAK CHIEFTAIN XP 4,800

CR 8

Male wikkawak barbarian (invulnerable rager) 4 (Pathfinder Roleplaying Game Bestiary 4 "Wikkawak"; Pathfinder Roleplaying Game Advanced Player's Guide "Invulnerable Rager") CE Medium humanoid (goblinoid) Init +7; Senses darkvision 60 ft., scent; Perception +14

AC 20, touch 13, flat-footed 17 (+4 armor, +3 Dex, +3 natural) hp 73 (6d8+12 plus 4d12+8) Fort +9; Ref +10; Will +7 Resist cold 5, fire 1 Defensive Abilities invulnerability 2

Spd 40 ft. Melee +1 flaming battleaxe +14/+9 (1d8+8 plus 1d6 fire/x3) Ranged javelin +11 (1d6+5) Special Attacks rage (12 rounds/day), rage powers (intimidating glare, quick reflexes) Spell-Like Abilities (CL 4th): 3/day—quench

Str 21, Dex 17, Con 15, Int 12, Wis 13, Cha 12 Base Atk +8; CMB +13; CMD 26

Feats Improved Initiative, Iron Will, Martial Weapon Proficiency (battleaxe), Nimble Moves, Power Attack Skills Climb +11, Handle Animal +10, Heal +10, Intimidate +14, Knowledge (nature) +7, Perception +14, Stealth +21, Survival +10 Languages Common, Giant, Goblin

SQ extreme endurance (fire), fast movement, thuggery,

trackless step

Gear +1 studded leather, +1 flaming battleaxe, cloak of resistance +1, stalker's mask*, 3 javelins.

Thuggery (Ex) Intimidate and Perception are class skills for wikkawaks.

*Pathfinder Roleplaying Game Ultimate Equipment.

WIKKAWAK WARRIOR XP 1,200 hp 46 (see Area W5) **Treasure**: The chainmail armor draped over the torso of the north statue is a suit of elven chain. The plate armor fitted over the southern statue is a suit of +1 dragonhide plate crafted from the scales of a black dragon.

W7. Prison (CR varies)

Conditions are utterly squalid in a cramped, humid chamber that reeks of bodily waste. Eight pairs of shackles are embedded into the otherwise smooth surfaces of four stone columns. A badly bruised and naked male dwarf chained to the column adjacent to the far wall lies in a pool of his own filth. Likewise, a gagged and blindfolded male hobgoblin with his hands chained behind his back rests at the base of the western column.

The wikkawaks treat captives as future meals rather than potential sources of information. They beat their prisoners to a bloody pulp in order to tenderize their flesh for later consumption. However, their sadistic ogre mage jailor Carcemma gladly steps in where the brutish goblinoids refuse to tread. The sinister oni derives pleasure from inflicting pain. Carcemma extracts every last detail from his victims regardless of whether the information is relevant or not. There is a 50% chance that the wicked creature is here reveling in the suffering of others. If the PCs do not encounter him here, he is in his personal quarters in area W9. Without the aid of the wikkawak chieftain and his bodyguard, Carcemma immediately blasts the PCs with a frigid cone of cold and then hacks into their ranks with his fearsome greatsword. If things turn badly for Carcemma, he turns invisible and attempts to escape through the secret door in area W5 or join forces with Frozentooth in area W11. In addition, the sounds of combat emanating from the crowded prison attract Haagron and his bodyguard's interest if they are currently occupying area W8. Their response time depends upon whether Haagron is asleep or awake as described in that section.

CARCEMMA, OGRE MAGE XP 4,800

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

CR 8

Development: The dwarf prisoner is Thezneal Onyxbrow (CN male mountain dwarf ranger 3; Wis 14; Survival +9), a headstrong, solitary hunter who was once one of Tyr Whin's defenders before a charge of insubordination led to his abrupt dismissal. The wikkawaks captured him during a nighttime raid on his camp. His captivity and subsequent torture traumatized Thezneal to the point that he is nearly catatonic. Inquiries are met with blank stares, and pleas for aid gain nothing but a sheepish grin. Thezneal's is unfriendly and requires a successful DC 21 Diplomacy check to shift his attitude or magical intervention to treat his fragile mental state. If the PCs accomplish either, the frightened dwarf reluctantly tells the PCs that the wikkawaks captured him two weeks ago because he was too disoriented to escape them. He claims that he left Tyr Whin a few days earlier and began experiencing extreme dizziness shortly afterward. If pressed, he admits that the citadel's commanders discharged him from the military after he called his superior "the spineless spawn of a dwarf maiden and a boneless sea crawler" right after he urinated in a new recruit's beer mug. Thezneal has no useful information about the complex other than seeing the remorhaz ("an enormous, red-hot worm") in area W5.

The defiant hobgoblin soldier is a far cry from his broken dwarf counterpart. Determination is literally etched onto his stoic face as he waits for his opportunity to exact revenge against his wikkawak captors. Of course, he is not fond of dwarves and other humanoids either, so he is openly hostile toward the PCs. His name is **Doggurmel**, and he spits in the face of any PC who dares to ask him a question. He boasts that he and his kin are going to eradicate the dwarf plague from the Stoneheart Mountains and raise the banner of the hobgoblin fist across the lands. The steadfastly loyal sergeant divulges nothing about himself, Grugdour or the hobgoblin army unless the PCs forcibly compel him.

If coerced to speak against his will, Doggurmel tells the characters that the wikkawaks captured him two weeks ago while he and two counter-

parts were on a reconnaissance mission to survey the terrain around Tyr Whin. The bugbears knocked him unconscious and presumably carried him here. He believes that the wikkiwaks killed and ate the two hobgoblins who accompanied him on the mission. He knows nothing about Mount Huumvar and its inner workings. However, he confirms that hobgoblin witchdoctors created the spinning sickness that afflicts the dwarven defenders at Tyr Whin, and that these same wicked practitioners of dark magic follow Grugdour wherever he goes. He also mentions that two bodyguards always remain within earshot of Grugdour; one serves as his chief spy, the other is a druid.

HOBGOBLIN SERGEANT XP 600 hp 34 (see Hobgoblin Lines)

CR 2

Treasure: In addition to his listed gear, Carcemma also carries keys to all of the shackles bolted into the columns. He also keeps a *bloodletting kukri** strapped around his belt and a *carcanet of detention** around his neck.

*These items appear in the *Pathfinder Roleplaying Game Ultimate Equipment*.

W8. Haagron's Personal Quarters (CR varies)

Moldy, decrepit fur pelts cover a crude, wooden bed that abuts the far wall. An upright, shaggy humanoid creature covered with a thick coat of snow-white fur stands near the bed. An iron pole inserted into its lower back and then bolted onto the floor is clearly responsible for keeping the obviously dead monster in its current position. The creature's eyes are missing, its skin is poorly preserved and wads of stuffing protrude from crudely stitched incisions in its abdomen. The monster's face literally stares into a polished silver mirror on the opposite wall. An iron chest is against the near wall.

The wikkawak chieftain, like others of his kin, greatly prizes trophies garnered from his fallen enemies. A decade earlier, Haagron defeated the leader of a competing band of yetis. Haagron's lieutenants did their best to preserve the creature's fur and skin before stuffing the monster's innards in a rudimentary attempt at the art of taxidermy. The wikkawaks commandeered the polished silver mirror and the iron chest from travelers several years earlier. These two furniture items are fine examples of elven craftsmanship from the Forest Kingdoms. A successful DC 15 Craft (glass) check confirms the mirror's origins, whereas a successful DC 15 Craft (locks) check verifies the chest's origins.

Iron Chest: 1 in. thick; hardness 10; hp 30; Break DC 28; Disable Device DC 35

There is a 65% chance of encountering **Haagron** in this chamber. If he is not here, the PCs instead encounter him and his bodyguard in area **W6**. If here, there is a 40% chance that Haagron is asleep. Haagron always sleeps alone and without his armor, though he keeps his battleaxe by his bedside at all times. Once awakened, he leaps to his feet and immediately shouts for aid if being attacked; Carcemma the ogre mage arrives 2 rounds later if he currently occupies area **W7**, and his missing bodyguard arrives 1d4 rounds later. If Haagron is awake, his **wikkawak warrior** bodyguard always accompanies him. Otherwise, Haagron behaves in the same manner as described in area **W6**. If they hear fighting in area **W7**, the wikkawaks reinforce that area in 3 rounds.

HAAGRON, WIKKAWAK CHIEFTAIN XP 4,800 hp 73 (see Area W6)

WIKKAWAK WARRIOR XP 1,200 hp 46 (see Area W5) **Elven Chest:** Haagron wisely captured, rather than killed, the chest's creator during the raid that yielded these treasures. The chest's lock has three tumblers requiring a three-digit code ranging from 000 to 999 in order to gain access to its contents rather than a key. Haagron coerced the correct code (163) out of the elf artisan before offering him as a sacrifice to Snuurge.

If the combination is used to open the chest (including a successful Disable Device check), it can be opened harmlessly. However, if any pressure is exerted to open the lid without first entering the correct code (such as guessing with a wrong code, for instance), even the slightest pressure upon the chest's lid reveals the chest's **trap**. The chest shoots out a *contagious flame* spell that strikes up to three randomly determined creatures within 30 feet of the chest. If only one target is within range, all three rays blast that creature. The spell effect continues for a total of three rounds.

CONTAGIOUS FLAME TRAPCR 7XP 3,200Type magic; Perception DC 31; Disable DC 31

Trigger proximity (alarm); Reset none

Effect spell effect (*contagious flame**, Atk +5 ranged touch, 3 rays that deal 4d6 fire damage for 3 rounds); multiple targets (up to 3 randomly determined targets within 30 feet of the chest and each other)

*See Pathfinder Roleplaying Game Advanced Player's Guide

Treasure: The silver mirror is large and bulky. It is 6 feet high and weighs 40 pounds. Still, the object exhibits expert craftsmanship and is worth 500 gp. The locked iron chest contains 2,988 gp, 652 sp, 105 pp, 8 pearls worth 100 gp each, and a jewelry case that contains a 1,000-gp diamond.

W9. Carcemma's Personal Quarters (CR varies)

A massive bed draped in a polar bear fur rests against the far wall. Two small, golden idols sit in an alcove in the far corner. One of the 1-foot-high statues depicts a voluptuous human female, while the other depicts a humanoid figure with a jackal's head. A wondrous silk carpet covers much of the floor.

Unlike the wikkawaks, **Carcemma**, the resident ogre mage enjoys life's fineries. He took the silk carpet and the polar bear fur from fallen victims. The devious oni pilfered the golden idols from the ruins of a distant Arcadian temple on the Feirgotha Plateau. A successful DC 20 Knowledge (religion) check identifies the female statue as the Khemitian goddess Isis. Likewise, the same check also determines that the humanoid statue with the jackal head depicts the Khemitian god Anubis.

There is a 50% chance that Carcemma occupies his quarters at any given time. If he is not encountered here, the sinister ogre mage occupies his time torturing his captives in area **W7**. As a native outsider, Carcemma needs rest, so there is a 50% chance that the PCs stumble upon the slumbering giant wearing no armor. The ogre mage reacts quickly to the intrusion and behaves as described in area **W7**.

CARCEMMA, OGRE MAGE XP 4,800

CR 8

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

Treasure: The polar bear fur is exceptionally well preserved and cared for and is worth 1,000 gp. The silk carpet originally came from the far off Maighib Desert, a fact that the PCs can ascertain with a successful DC 25 Crafts (cloth) check. The carpet is worth 2,175 gp. The golden idol of Isis is worth 500 gp, and the golden idol of Anubis is worth 450 gp.

CR8

W10. Frozentooth's Antechamber

The air temperature drops suddenly, forming billowing clouds of frigid condensation. Two halves of a pure white, speckled eggshell rest upon a pedestal crafted from ice. Pieces of sundered armor, hewn body parts, and shattered bones rest in front of a concave ice wall covered in runes that have been scratched deeply into its surface. A set of double doors made entirely of ice can be seen behind this barrier. The frightening image of a reptilian maw spewing snow and sleet emblazons the doors.

Long before Haagron ascended to power, his ancestors stumbled upon the complex that would become their home. Previously a dragon had occupied areas **W5**, **W10**, and **W11** along with the adjoining passageway connecting **W5** with **W10**. The wikkiwaks discovered the egg that would hatch Frozentooth in this very spot, left by his mother who died at the hands of a force of mountain dwarves out of Tyr Whin. When the hatchling emerged from its shell, the bugbears fed and nurtured the wyrmling. As Frozentooth grew, their attitudes toward the dragon shifted from nurture to worship, and the dragon's antechamber serves as a makeshift temple to him. Though the wikkawaks venerate Snuurge as their divine patron, they revere Frozentooth as a living representative of the power of their god sent to them at his behest. The halves of its broken egg are enshrined upon the icy pedestal crafted in the dragon's honor.

The white dragon wrote the phrases on in Draconic after being taught by a wikkiwak witch doctor that knew the language. The runes are Frozentooth's dire warnings that also contain his off-color brand of morbid humor and include the following phrases:

• Divine emissary, lord of snow and ice, and the crown prince of pain bring utter destruction to all that oppose Frozentooth!

• Dwarves and men taste better frozen.

• An icy tomb awaits all that dare trespass upon sacred ground.

• Steeped in snow, knee deep in snow, frozen stiff or horribly slow; nowhere to go, nowhere to go, I told you so, I told you so.

Frozentooth used his ice shape special ability to construct the doors granting access to his abode. Unlike the wikkawaks' crudely built portals, Frozentooth's is an architectural marvel.

Ice Doors: 6 in. thick, hardness 0, hp 18; opens easily

WII. Frozentooth's Lair (CR 6 and 10)

Ice and snow covers every surface of a spacious cavern with a rough ceiling 15 feet overhead. An ice-choked tunnel exits not far away to the southeast.

The cavern appears empty and uninhabited at first glance. A thin sheet of ice coats the walls and ceiling, whereas the cavern's floor is a literal sheet of ice that is only a meager 2 inches thick in many spots. In actuality, the sheet of ice is a **false floor trap** that Frozentooth created in order to ensnare the unwary. Characters who examine the translucent ice notice what seems to be a cavity beneath the surface rather than solid stone with a successful DC 25 Perception check. However, probing of the ice using a pole or a similar device reveals that it seems strong enough to support a considerable amount of weight. However, the ice floor is relatively thin, so a solid blow from a weapon will shatter the ice in a 5-foot square if it deals sufficient damage (hardness 2, hp 4, Break DC 12). Walking on the slick floor at faster than half speed requires a DC 10 Acrobatics check to avoid slipping and falling. A fall by a creature weighing more than 100 pounds requires an immediate 40% chance to see if that square breaks as described below.

False Floor Trap: Creatures weighing 100 pounds and less can safely walk across the ice without any danger of falling through the thin parti-

tion. Whenever a creature weighing more than 100 pounds but less than 200 pounds crosses 1d4 squares, there is a 40% chance that the ice in that square collapses under the creature's weight. The character must then succeed on a DC 20 Reflex save in order to leap aside to an adjacent square and avoid falling onto the real floor 20 feet below the sheet of ice (the square that is leaped onto likewise has an immediate 40% chance of collapse). The false floor cannot support creatures weighing more than 200 pounds; they automatically break the ice after crossing 1d4 squares and fall into Frozentooth's lair and are only allowed a Reflex save if adjacent to a solid floor such as at the entrance. PCs that fall onto the ice-choked ground take 2d6 points of damage from the unexpected tumble and 2d6 slashing damage from the jagged shards of ice there.

FALSE FLOOR TRAP XP 2,400

CR 6

CR 10

Type mechanical; Perception DC 25* (to notice hollow, not trap—see above); Disable Device na

Trigger location; Reset repair

Effect 20-foot fall (2d6 falling damage and 3d6 slashing damage); DC 20 Reflex save avoids (see above)

Whenever a character breaks through the ice or Frozentooth cracks it himself, the GM may read or paraphrase the following description.

Frigid fog fills the air, yet an indelible image pierces the icy haze. A large winged dragon covered in frosty white scales sits atop a mound of coins and other wondrous items covered in a layer of jagged ice shards and patches of snow. Slender horns, connected by a thin membrane, crown the magnificent yet terrifying creature's head.

Frozentooth sits atop his treasure hoard 20 feet beneath his lair's false floor. His dragon senses immediately alert him to the presence of intruders. Haagron is the only individual that dares to disturb his slumber, thus if Frozentooth notices the presence of more than one creature he knows there is trouble.

FROZENTOOTH, ADULT WHITE DRAGON XP 9,600

hp 149 (Pathfinder Roleplaying Game Bestiary "Chromatic Dragon, White")

Tactics: In preparation for battle against the PCs, Frozentooth casts shield and fog cloud in the vicinity of his treasure hoard. He then bursts through the ice beneath the largest cluster of PCs, creating a 10-footsquare hole in the ice sheet that may send several PCs tumbling to the ground beneath him (each is allowed a Reflex save to leap aside, requiring immediate 40% checks for a second collapse for those who weigh more than 100 pounds). With the characters in his sights, Frozentooth activates his frightful presence ability and blasts his frigid breath weapon at the largest concentration of characters. The cunning white dragon then takes to the air, remaining within melee reach of only one enemy if possible. If he needs to land he tries to do so on the icy walls of ceiling using his icewalking ability to avoid falling through the thin ice floor. If he has to land on the floor, he uses his ice shape to thicken the ice beneath only him to create a stable surface for himself. He concentrates his bite attack and two claws against a single foe, while using his tail slap to pummel opponents attempting to flank him (or to break the ice beneath them if possible).

Once his breath weapon recharges, Frozentooth moves out of the PCs' melee range and (perhaps taunting them farther onto the thin ice) and bombards them again with another blast of cold. Frozentooth relies heavily upon his breath weapon and melee attacks. If he sees the PCs struggling to move across the icy floor, he uses his speed to keep his distance from as many PCs as possible. Ideally, Frozentooth wants to affect as many PCs as he can with his breath weapon and focus his melee attacks on one or two individuals. In a difficult spot or when an opportunity presents itself, he may use his magical abilities. For instance, before using his breath

weapon, the sly dragon could envelop the characters in a *fog cloud* and then blast the blinded PCs.

Development: Like most of his kin, Frozentooth is a selfish brute at heart, however, he is also rather chatty for a white dragon who fancies himself as something of an expert in dark comedy. He makes light of the PCs' dire predicament, telling them that he is "going to leave them out in the cold" or give them "the cold shoulder." He describes his relationship with the characters as "icy" and advises them that their chances of surviving the encounter with him are as good as a "snowball's chance in the Elemental Plane of Fire." Frozentooth taunts the PCs in Common, making sure that they understand his every word.

Also like most of his kin, self-preservation trumps embarrassment. Once the PCs reduce him to 20 or fewer hit points, Frozentooth's attitude makes an abrupt change. He congratulates the characters on their mastery of the art of combat and offers them a truce. They may leave through the southern tunnel with their lives and half of his treasure. If the PCs balk at his proposal, he gives them his "last chance" deal. They can take any one item of their choice along with all of his gold through the southern passageway, never to return. He even lets them know that the tunnel leads to Mount Huumvar via a precipitous drop through a narrow passageway that leads to a secret door into the mountain's cavern complex. If this fails, Frozentooth opts to die with his treasure than live without it.

The tunnel is as Frozentooth describes. The ice choking its entrance only extends for 20 feet and can be cleared in 1d4 rounds or squeezed past by creatures of Medium size or smaller (Frozentooth simply burrows through it). Beyond that the temperature rises above freezing again and the narrow, winding passageway bores through the mountain for another 3 miles before ending in a precipitous drop at area **P1**. Along the way, the PCs find ancient graffiti written in ancient Khemitian hieroglyphics along the walls that if read speak of the destruction of Arcady and curse the name of its king, Aka Bakar, confirming that this is indeed the passageway that the Khemitite refugees used to escape Arcady so many centuries ago.

Treasure: Over the last century, Frozentooth has amassed an impressive array of valuable items. He sits upon a hoard consisting of 9,523 sp, 3,807 gp, and 150 pp. There are 3 *arcane scrolls* (CL: *form of the dragon I, mage's private sanctum, polymorph*), (CL 7: *clairaudience/clairvoy-ance, wind wall*), and (CL 6: *false life, hideous laughter, protection from arrows*), a *divine scroll* (CL 10: *entropic shield, locate object, order's wrath, raise dead, righteous might*), a *boulderhead mace**, a *ring of sacred mistletoe**, a *belt of mighty constitution* +2,a *swarmbane clasp**, and *chime of opening* (8 charges remaining).

*See Pathfinder Roleplaying Game Ultimate Equipment.

Pr. The Plunge (CR 8)

The passageway abruptly ends in a precipitous drop that disappears into the darkness below. Numerous handholds and footholds along with a few examples of ancient graffiti can be seen on the descending rock face.

The passage descends roughly 300 feet before ending in a landing. Despite the danger posed by this formidable obstacle, the presence of graffiti on the walls indicates that the Khemitite refugees braved this deadly barrier in order to escape the cataclysm befalling their land. As in most other locations within the tunnels, the graffiti is nothing more than a collection of names of people who passed through this area two millennia ago and curses against the perfidy of Aka Bakar who seems to have destroyed many of his own people with his powerful magic in the process of repelling the humanoid invasion of Arcady. Unfortunately, not all of the refugees survived the perilous descent. Though their unpreserved flesh and bones rotted away long ago, their fear and anguish in the final moments as fell to their untimely deaths linger in the form of a **haunt**. (See the "Haunts" section in Chapter 8 of the *Pathfinder Roleplaying Game GameMastery Guide* for additional details regarding haunts.)

The haunt exists at the bottom of The Plunge, so PCs must negotiate the first 260 feet of the descent before coming into contact with the malevolent energy. The handholds and footholds allow characters to climb down the tunnel with a successful DC 15 Climb check.

CE haunt (5 ft. by 40 ft. bottom section of descending tunnel) **Notice** Perception DC 20 (to feel a gentle tug toward the floor below)

hp 16; Trigger proximity; Reset 1 day

When this haunt is triggered, skeletal hands reach up from the bottom of the tunnel and attempt to grab onto all creatures in the affected area. The hands have a CMB +12 and must succeed on a grapple check in order to get a firm grip on the victim. If they successfully grapple the victim, the hands violently pull the creature down to the bottom of the tunnel, which is now a soupy morass of bloated, mottled flesh and jagged, splintered bones. The creature takes 2d6 points of piercing and slashing damage from the loose bones and their sharp edges as it passes through them and ends up 5d6 feet underneath the bottom of the tunnel. A creature dragged beneath the surface is considered to be buried (see the "Cave-Ins and Collapses" section in Chapter 13 of the Pathfinder Roleplaying Game Core Rulebook). The character takes 1d6 points of nonlethal damage per minute while buried. The creature can attempt to free himself with a DC 25 Strength check or rely upon his allies to dig him out.

Destruction It is impossible to properly mummify and bury the earthly remains of those who died here in accordance with Khemitian tradition. However, a *consecrate* spell or a *hallow* spell permanently dismisses the restless spirits from their surreptitious grave.

Once the PCs reach the bottom of the tunnel and overcome the haunt, the passageway continues another 20 feet north before abruptly ending in what appears to be a stone wall. The tunnel's end actually conceals a secret door that grants the PCs access to Grugdour's fortified stronghold. In order to conceal their escape, a powerful wizard cast a permanent *non*-*detection* spell on the door. PCs who use divination spells to locate the secret door must succeed on a DC 23 caster level check in order to find it. A successful Perception check and tactile examination allow the PCs to locate the secret door without impediment. The door opens into the intersection between areas **H8** and **H9** on the Mount Huumvar Level map.

Secret Door: 2 in. thick; hardness 10; hp 60; Break DC 25; Perception DC 25

Part III: Mount Huumvar

The passage from the precipitous drop at **P1** culminates in a secret door that opens into the natural cavern complex that currently serves as Grugdour's headquarters within the heart of the mountain (between areas **H8** and **H9**). With the main hobgoblin force outside of the area, the PCs have an ideal opportunity to eliminate the warmongering army's overlord along with its command hierarchy. As they make their way through the complex, the characters must contend with the witchdoctors responsible for creating the contagion spreading through Tyr Whin as well as his two closest advisors — Deathblade, his most trusted spy, and Beastshifter, the tribe's druid. These individuals and his elite infantry stand in the way before the PCs finally come face to face with the architect of Tyr Whin's current misery. The characters have this one golden opportunity to sever the proverbial head of the hobgoblin war machine and send the demoralized force back to Exor defeated and ashamed.

Front Door (CR varies)

In the event that the PCs refused to heed Truvven Blackgranite's advice and instead opted to attempt a frontal assault, formidable obstacles block their path. Grugdour assembled most of his army outside the walls of Tyr Whin, yet a significant reserve force of 300 hobgoblin soldiers in addition to their officers and giant auxiliaries camp right outside the rugged

slopes of Mount Huumvar within 30 feet of the rocky entrance into the mountain stronghold. The hobgoblins are organized in the same manner as described in the Hobgoblin Lines section found in Part I of the adventure with one notable exception. A troll and an ogre accompany each platoon of 50 hobgoblin soldiers. Therefore, 6 ogres and 6 trolls are interspersed amid their ranks. These larger monsters roam the area near the entrance and serve as the hobgoblins' first line of defense against intruders. All have darkvision, so attempting to infiltrate the compound using cover of darkness offers no benefit to the PCs. More importantly, the mountain lions and the trolls both can detect the presence of invisible and disguised creatures through scent. If either creature gets even the faintest whiff of a dwarf or other hostile humanoid, the monster raises an alarm to rally more of the hobgoblins to their aid and attempts to attack the intruder. The hobgoblins are disciplined and do not rush to the scene en masse. Instead, they fan out over a wide area around the entrance in an effort to locate additional intruders. To make matters worse, the commotion outside of the mountain hideaway alerts the hobgoblins inside of the complex to the presence of danger. The hobgoblins then react accordingly as described in the subsequent section Mount Huumvar Level Features. PCs who manage to evade detection must still contend with the next line of defense described in areas H1 and H2. If their presence becomes known, the ogres, trolls, mountain lions, and hobgoblin lieutenants pour into the complex searching for the intruders.

HOBGOBLIN	CR 1/2
XP 200	

hp 11 (Pathfinder Roleplaying Game Bestiary "Hobgoblin")

HOBGOBLIN SERGEANT XP 600 hp 34 (see Hobgoblin Lines)	CR 2
HOBGOBLIN LIEUTENANT XP 1,200	CR 4

hp 47 (see Hobgoblin Lines)

MOUNTAIN LION

XP 600 hp 19 (Pathfinder Roleplaying Game Bestiary "Cat, Leopard")

OGRE

XP 800

hp 30 (Pathfinder Roleplaying Game Bestiary "Ogre")

TROLL

XP 1,600 hp 63 (Pathfinder Roleplaying Game Bestiary "Troll")

Back Door (CR varies)

Alternately, the PCs may instead try to scale Mount Huumvar from the other side or another suitable location and enter the stronghold this way, thus negating the need to slip past the forces massed around the entrance. If the characters pursue this option, they must contend with the treacherous rock walls and icy surfaces prevalent at the peak's upper elevations. These terrain features duplicate those discussed in the **Roads Less Traveled** section that appears in **Part II** with a few differences. Mount Huumvar reaches a maximum elevation of 14,408 feet above sea level, while the entrance to the mountain fortress is only 4,003 feet above sea level. There are no issues with altitude, though the elevations above 2,000 feet are still cold enough to contain icy surfaces. The mountain face just above and around area **H1** are cliffs, so the characters must contend with these terrain features before gaining entrance to Grugdour's complex proper.

This route allows the characters to bypass the mountain lions' and trolls' scent special abilities, but the hobgoblin army can still see the PCs moving down the mountain. Of course, invisible characters avoid visual detection. However, any slight misstep on the descent may dislodge stones from the mountain face or otherwise create a disturbance that attracts the attention of onlookers as well as the guardians defending area **H1**. Like charac-

ters attempting to infiltrate Mount Huumvar as described in the preceding **Front Door** section, the PCs must still contend with the hobgoblins' first and second lines of defense that appear in area **H1** and area **H2**. Once they make their presence known, the PCs are then fair game for the trolls, ogres, and lions outside the complex, who also pour into the stronghold searching for intruders.

Mount Huumvar Level Features (CR varies)

Many wicked creatures and monsters have inhabited Mount Huumvar's natural caverns over the passing centuries, though few have left any indelible mark on the complex. The hobgoblins scouted the location weeks before marching on to Tyr Whin. In fact, Pieter vanPaard used his repertoire of arcane spells to search for secret doors before moving on to the dwarven citadel to infect the fortress's defenders. The walls, floors, and ceilings are carved out of roughhewn stone. The ceilings are 2d6+4 feet high in the chambers and corridors. The hobgoblins and their minions benefit from darkvision, therefore there are no light sources anywhere in the complex. The strong wooden doors are remnants from past tenants. They are all stuck. Temperatures are chilly, but not frigid. Temperatures average around 45° F.

The hobgoblin stronghold is an active location rather than a static site. Hobgoblin soldiers march through the caverns and hallways with frequent regularity. There is a 50% chance of encountering 2d3 hobgoblin sergeants for every 10 minutes spent in the complex, up to a maximum of 10 hobgoblin sergeants. In addition, the sounding of any alarm, particularly from areas H1 or H2, awakens every creature in the complex. If this occurs, the chances of encountering the wandering sergeants increases to a 50% chance for every 2 minutes spent in the complex. In addition, the 3 hobgoblin witchdoctors also leave area H7 and sweep the area looking for intruders. The PCs have a 30% chance of running across them for every 10 minutes spent in the complex. It is important to remember that the complex is relatively small. The sounds of combat in one chamber are almost certain to attract the interest of the hobgoblins and their minions occupying adjoining chambers. It is entirely possible and somewhat likely that a small combat in one chamber can turn into a gigantic melee in a matter of rounds.

CR 3	HOBGOBLIN SERGEANTS (10) XP 600 hp 34 (see Hobgoblin Lines)	CR 2
CR 5	HOBGOBLIN WITCHDOCTORS (3) XP 2,400 hp 34 (see Area H7)	CR 6

H1. Outer Entrance

Several hundred hobgoblins along with several giants are camped outside of a high peak with nearly sheer vertical surfaces along its southern face, where there is an opening into the mountain proper. Two bizarre creatures that appear to be humanoid beings composed entirely from coagulated blood stand guard in front of the entrance.

The hobgoblins use **2 blood golems** as sentries that flank the entrance. The strange guardians can use their blindsight special ability to detect invisible and concealed creatures within 60 feet. The golems obey their hobgoblin masters without question and attack without mercy. They simply bash their enemies to death with their slam attacks and grab hold of an unfortunate victim. On subsequent rounds, the blood golems drain their blood and feast on the rejuvenating liquid. They never retreat or surrender. Their primary purpose is to alert the units outside of the mountain strong-hold about possible intruders rather than singlehandedly fend them off.



1 square - 5 feet

CHAPTER 14: WAR OF SHADOWS CR 6 In spite of the room's strate

BLOOD GOLEMS (2) XP 2,400

hp 64 (Pathfinder Roleplaying Game Bestiary 4 "Golem, Blood")

H2. Secondary Entrance (CR 9)

A narrow tunnel ends in a door with an inscription etched onto its face.

There are **three traps** scattered through the natural corridor. The first two are represented by dotted lines on the map. The third trap appears on the door. The first is a *glyph of warding* that casts a targeted *dispel magic* spell against the trespasser. The trap is triggered whenever a dwarf passes through the protected area.

GLYPH OF WARDING TRAP CR 4 XP 1,200 Type magic; Perception DC 28; Disable Device DC 28

Trigger touch; Reset none

Effect spell effect (*dispel magic*, *dispel check* +7, DC = 11 + the spell's caster level)

The second and more lethal trap is a *symbol of sleep* rune that activates whenever a dwarf moves through the narrow section of passageway containing the rune. The symbol is visible from 60 feet away, but it remains inactive until triggered.

SYMBOL OF SLEEP TRAP	CR 6
XP 2,400	
Type magic; Perception DC 31; Disable Device DC 31	

Trigger spell; Reset automatic

Effect spell effect (symbol of sleep, all creatures of 10 HD or less fall into a catatonic slumber for 3d6 x 10 minutes, DC 22 Will save negates); multiple targets (all targets within 60 ft.)

The third and final obstacle is comparatively benign from an immediate standpoint, but it can prove incredibly troublesome as the PCs make their way into Grugdour's fortress. It is a *curse of disgust* trap that is triggered whenever a dwarf reads the etching on the door. The rune is written in Goblin. Therefore, the character must be able to read and understand the phrase in order for the trap to affect him. The phrase reads, "*The sight of a battleaxe sickens me*." Once it is read, the character is affected by a *curse of disgust* spell triggered by the sight of a battleaxe for the next 90 minutes or until the curse is removed, whichever occurs first.

CURSE OF DISGUST TRAP CR 6 XP 2,400

Type magic; Perception DC 31; Disable Device DC 31

Trigger spell; Reset automatic

Effect spell effect (curse of disgust*, creature becomes sickened and feels an urge to leave whenever he is aware of a battleaxe within 30 feet of him, DC 18 Will save negates) *See Pathfinder Roleplaying Game Ultimate Magic

H3. Guard Chamber (CR 8)

Mugs of beer, coins, and stained playing cards cover two round tables near the entrance. More mugs rest at the bottom of a wall sink filled with murky water. Metal brackets bolted into the surrounding rocks support an enormous keg with a spigot on the wall opposite the entrance. In spite of the room's strategic importance, the **4 hobgoblin sergeants** and **2 hobgoblin lieutenants** manning the defenses pay more attention to their lively card game than any potential threats unless the PCs' intrusion alerted the entire complex. Characters that slip into the complex unnoticed may surprise the oblivious hobgoblins with successful Stealth checks. In this case, the guards are considered to be taking 10 on their Perception checks while suffering a -2 circumstance penalty because of their distracted condition. The hobgoblins' keg of beer is fresh, strong and remarkably tasty. The hobgoblins' ceramic mugs are chipped in many spots and badly damaged.

Hell Breaks Loose

As discussed previously in the **Mount Huumvar Level Features**, a small combat in any chamber can easily escalate into a massive melee in a matter of a few rounds. When this occurs, the hobgoblins use their numerical superiority and knowledge of the complex's layout to maximum benefit. Whenever possible, the hobgoblins attempt to lure the PCs into the chamber and then wait for their reinforcements to pour down the corridor and surround the characters. The clever hobgoblins take care not to cluster together in a confined space and allow the PCs to thin their ranks with area and line spells such as *fireball* and *lightning bolt*. Instead, they take cover behind a bend or a wall and then slowly funnel more reinforcements into the fray as needed.

Hobgoblins alerted to the presence of intruders stand at the ready and attempt to bottleneck the PCs in a small area of the room so that reinforcements can subsequently flank them. In this case, the wandering hobgoblin sergeants may join them and add to their ranks. In addition, reinforcements from areas H4, H5, and H11 also rush in to join the fray at the first signs of combat.

HOBGOBLIN SERGEANT (4) XP 600 hp 34 (see Hobgoblin Lines)	CR 2
HOBGOBLIN LIEUTENANTS (2) XP 1,200 hp 47 (see Hobgoblin Lines)	CR 4

Treasure: In addition to their listed gear, the hobgoblins also carry a pouches that contain 4 opals worth 100 gp each and a golden music box worth 150 gp between them. There are 65 gp and 129 sp on both tables.

H4. Main Barracks (CR varies)

The adjoining corridor descends slightly and then opens into a tightly packed barracks chamber. Nine bunk beds with three bunks each are crammed against the near walls. Iron footlockers rest beneath the lowest bunks of each bed.

There are twenty-four iron footlockers beneath the bunk beds. They are all unlocked and contain an assortment of clothing and other sundry items. There is a 1-in-3 chance that a successful DC 20 Perception check yields an item of value concealed within that particular footlocker. Only one check may be made per footlocker.

The hobgoblins never spend any time in the barracks chamber other than to sleep. At the present time, there are **8 hobgoblin sergeants** asleep in their bunks unless the PCs' actions alerted them. They are unarmed and unarmored. If they are awake, the hobgoblins stand behind the bunk beds and use them for cover while firing their bows at the intruders. The sounds of combat in area **H3** or area **H5** prompt them to leave this area and join their counterparts in the adjoining chamber.

If the PCs successfully intimidate a recently awakened hobgoblin, the creature surrenders. Captured hobgoblins know where to find everything

CR4

within the complex, but they are short on details in regards at areas **H12** and **H13**.

HOBGOBLIN SERGEANTS (8) CR 2 XP 600 hp 34 (see Hobgoblin Lines)

Treasure: In addition to their listed gear, the hobgoblins also carry a total of 104 gp and 16 agates worth 10 gp each. If the PCs find an object of value in one of the footlockers, there is a 50% chance that it is a randomly determined 1st-level or 2nd-level *potion*, and a 50% chance that it is a 100-gp gem.

H5. Lieutenants' Barracks (CR varies)

Four bunk beds with two levels line the near walls. Two iron footlockers sit underneath each bed.

The hobgoblin lieutenants occupy more spacious quarters than their counterparts, but the barracks are still rather plain and bland. Unless alerted to the presence of intruders, **2 hobgoblin lieutenants** peacefully snooze in their beds unaware of the impending danger. The humanoids are unarmed and unarmored. If the PCs successfully intimidate an awakened lieutenant, it surrenders and reveals that the hobgoblin witchdoctors occupy area **H7** and that Grugdour is normally found in area **H12** or his personal quarters in area **H13**. They also confirm that their overlord's two closest companions are a master spy and a druid. The beds are unadorned and have nothing of value. The eight iron footlockers contain clothing and sundry items, as well as coins amassed by the lieutenants during their travels.

HOBGOBLIN LIEUTENANTS (2) XP 1,200 hp 47 (see Hobgoblin Lines)

Treasure: In addition to their listed gear, the hobgoblin lieutenants also carry three potions each (*cure moderate wounds, displacement, tongues*). Each footlocker contains 10d6 gp.

H6. Armory (CR 8)

Dozens of battleaxes and longbows, bundles of arrows, suits of studded leather armor, and a half-dozen breastplates fill the shelves of two racks affixed to the near wall. Two heavy hammers rest against the side of a large anvil adjacent to a forge. Two rotting and moldy furs spread out upon the floor appear to serve as a makeshift bed for a giant-sized occupant.

In spite of the heat generated by the forge, the armory is abuzz with activity as 2 ogres build and assemble weapons and armor for the hobgoblins' elite soldiers. The two giants are remarkably skilled smiths for their kin, and the pair actually prefers working in the shop over manning the frontlines in the war against the dwarves. In fact, they never leave the armory in search of intruders and put up a reluctant fight against humanoid trespassers that enter their abode. Though they have no love lost for dwarves, they are not eager to risk their lives to protect the hobgoblins. If the PCs reduce them to 10 or fewer hit points, the ogres barter for their lives and freedom in exchange for information. They admit that the hobgoblin witchdoctors in area H7 created the spinning sickness that now afflicts Tyr Whin. The ogres also concede that Grugdour used a human assassin disguised as a dwarf to infiltrate the dwarven citadel and spread the sickness among their ranks. Grugdour never goes anywhere without Deathblade, his loyal spy. In addition, they recall seeing the hobgoblin overlord in the company of a hideous creature that resembles a human torso. Unfortunately, they rarely leave their quarters, so they have no details about the complex's layout or troop strength.

Male ogre barbarian 2/expert 3 (Pathfinder Roleplaying Game Bestiary "Ogre") CE Large humanoid (giant) Init +3; Senses darkvision 60 ft., low-light vision; Perception +5

AC 18, touch 9, flat-footed 18 (+4 armor, +1 deflection, -1 Dex, +5 natural, -1 size) hp 71 (4d8+8 plus 2d12+4 plus 3d8+6) Fort +10; Ref +1; Will +6 Defensive Abilities uncanny dodge

Speed 50 ft.

Melee mwk greatclub +12/+7 (2d8+7) Ranged javelin +11 (1d8+5) Special Attacks rage (8 rounds/day), rage powers (knockdown*)

Str 21, Dex 8, Con 15, Int 7, Wis 10, Cha 7 Base Atk +7; CMB +13; CMD 23 Feats Improved Initiative, Iron Will, Power Attack, Step Up, Toughness Skills Climb +8, Craft (armor) +7, Craft (bows) +7, Craft (weapons) +8, Perception +5 Languages Giant SQ fast movement Gear masterwork hide armor, masterwork greatclub, 4 javelins, ring of protection +1, bottle of yeti fur**, 205 gp. *Pathfinder Roleplaying Game Advanced Player's Guide **Pathfinder Roleplaying Game Ultimate Equipment

When raging, the ogres have the following stats: **AC** 16, touch 7, flat-footed 11; **hp** 89; **Fort** +12; **Will** +8; **Melee** mwk greatclub +14/+9 (2d8+9); **Ranged** javelin +11 (1d8+7); **CMB** +15; **CMD** 25; **Skills** Climb +10

Treasure: The armory's tools and metalworking equipment are obviously inferior to the dwarves' setup, but it is still serviceable and worth 25 gp. There are 19 battleaxes, 15 longbows, 1,400 arrows, 10 suits of studded leather armor, and 6 breastplates stored in the racks. In addition there are 3 masterwork battleaxes, a composite longbow (+3 Str), a masterwork suit of studded leather armor, and 2 masterwork breastplates.

H7. Shrine to Kakobovia (CR 9)

Numerous small tiles are missing from an elaborate mosaic that once covered a large section of the floor. Likewise, a marble statue of a humanoid figure with a jackal's head lies in three pieces in the near corner. The putrid smell of mold and fungus wafts through the air. Its apparent source is two tables against the far end of the room covered with jars of blackish-green organic matter. Another table between the other two appears to be a workspace. The chamber's centerpiece is a stone altar adorned with humanoid skulls and a bestial skull with an ornate longsword driven through the crown of its head.

With the exception of Grugdour's and Deathblade's secret devotion to Mirkeer, the rest of the hobgoblin army still worships its divine patron Kakobovia. Beastshifter is the official high priest of the bloody god despite the fact that he is a druid. However, the tribe's **3 hobgoblin witchdoctors** use the shrine for their vile experiments. They are accompanied by their infernal familiars — Brimwick, Sulfurfoot, and Wisp. The **3 imps** advise their masters and aid them in their plans to bring the dwarven kingdom to ruin. Because of the hobgoblins' hatred for arcane magic, the three witches pretend to be priests serving Kakobovia. They perform sacrifices on behalf of the tribe's divine patron and can use their magical powers to

cure injured hobgoblins, a ruse that reinforces the tribe's belief in their divine powers. In spite of the pretenses, the witchdoctors count themselves among Kakobovia's devout worshippers and remain blissfully unaware of their overlord's devotion to Mirkeer.

The trio is always hard at work trying to develop a lethal strain of the fungal disease currently ravaging their dwarven adversaries. They are so preoccupied with this task that they do not react to the sounds of combat outside their door unless the sergeants and lieutenants directly beseech their aid. In that case, the witchdoctors command their imp familiars to become invisible and search the complex for intruders. Once located, the trio uses their magic to confront the interlopers.

The witchdoctors' foul brew at the far end of the room is a literal incubator for a sinister fungal pestilence. The 22 jars on the table contain a variety of sugary solutions, malt extracts, and other growth mediums to grow the disease-ridden organisms. A successful DC 20 Knowledge (nature) check verifies that the hobgoblins are growing yeast in their soupy concoctions. It took the witchdoctors several years to create the strain responsible for spinning sickness. Fortunately for the dwarves and humanity, none of their current experiments shows any promise. In fact, the witchdoctors are unable to duplicate their success creating more yeast that transmits spinning sickness. Secretly, Grugdour believes that Mirkeer intervened on his behalf, but the truth is that an unforeseen, random mutation acted as the likely culprit. Thus, the hobgoblins' experiments are simply malodorous batches of worthless yeast.

The few remnants of the tile mosaic on the floor and the dismembered marble statue confirm that the Khemitite refugees made it this far and appear to have taken refuge in these natural caverns after Arcady's violent demise. It is impossible to identify the artwork's subject, but a successful DC 20 Knowledge (history) check confirms its Khemitian origins. Likewise, a successful DC 15 Knowledge (religion) check determines that the statue is a wondrous depiction of the Khemitian god Anubis.

HOBGOBLIN WITCHDOCTORS (3) CR 6 XP 2,400

Male hobgoblin witch 7 (Pathfinder Roleplaying Game Bestiary "Hobgoblin"; Pathfinder Roleplaying Game Advanced Player's Guide "Witch") LE Medium humanoid (goblinoid) Init +7; Senses darkvision 60 ft.; Perception +6

AC 11, touch 11, flat-footed 10 (+1 Dex) hp 34 (7d6+7) Fort +6; Ref +4; Will +8; +2 vs. poison

Speed 30 ft.

Melee mwk dagger +4 (1d4)

Special Attacks hexes (coven, DC 16—evil eye [-2, 6 rounds], flight, fortune [1 round], misfortune [1 round) **Spells Prepared** (CL 7th; melee touch +3, ranged touch +4): 4th—black tentacles

3rd—contagion (DC 16), eldritch fever** (DC 16), eruptive pustules** (DC 16)

2nd—augury, feast of ashes* (DC 15), pox pustules* (DC 15), summon swarm

1st—diagnose disease**, ear-piercing scream** (DC 14), inflict light wounds (DC 14), mage armor, ray of sickening** (DC 14)

0 (at will)—bleed (DC 13), detect magic, guidance, touch of fatigue (DC 13)

Patron plague

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

Feats Extra Hex, Great Fortitude, Improved Familiar, Skill Focus (Knowledge [nature])

Skills Craft (alchemy) +10, Heal +10, Knowledge (arcana) +13, Knowledge (nature) +16, Perception +6, Profession (herbalist) +8, Spellcraft +13, Use Magic Device +9 Languages Common, Draconic, Dwarven, Giant, Goblin SQ witch's familiar (devil, imps named Brimwick, Sulfurfoot and Wisp [stores all prepared and patron spells, plus 1st burning hands (DC 14), cure light wounds, detect undead, remove sickness (DC 14); 2nd—command undead (DC 15), death knell (DC 15), false life; 3rd—bestow curse (DC 16), remove disease, stinking cloud (DC 16) and 4th—dimension door, summon monster IV])

Combat Gear scroll (dimension door, suggestion, summon monster IV, vampiric touch), scroll (stinking cloud, summon monster III), scroll (enervation, ice storm, phantasmal killer); each witchdoctor has one scroll, and each has a potion of bestow curse; **Gear** cloak of resistance +1, masterwork dagger

*Pathfinder Roleplaying Game Advanced Player's Guide **Pathfinder Roleplaying Game Ultimate Magic

BRIMWICK, SULFURFOOT, and WISP, IMP FAMILIARS $$\rm CR-XP-$$

Male imp familiar (Pathfinder Roleplaying Game Bestiary "Devil, Imp")

LE Tiny outsider (devil, evil, extraplanar, lawful) Init +2; Senses darkvision 60 ft., detect good, detect magic, see in darkness; Perception +7

AC 21, touch 16, flat-footed 17 (+3 Dex, +1 dodge, +5 natural, +2 size)

hp 17; fast healing 2 Fort +2; Ref +6; Will +6 DR 5/good or silver; Imm

DR 5/good or silver; Immune fire, poison; Resist acid 10, cold 10 Defensive Abilities improved evasion

Speed 20 ft., fly 50 ft. (perfect) Melee sting +8 (1d4 plus poison) Space 2–1/2 ft.; Reach 0 ft. Spell-Like Abilities (CL 6th): Constant—detect good, detect magic At will—invisibility (self only) 1/day—augury, suggestion (DC 15) 1/week—commune (6 questions, CL 12)

Str 10, Dex 17, Con 10, Int 13, Wis 12, Cha 14 Base Atk +3; CMB +4; CMD 15 Feats Dodge, Weapon Finesse Skills Acrobatics +9, Bluff +8, Fly +21, Heal +5, Knowledge (arcana) +11, Knowledge (planes) +7, Perception +8, Spellcraft +11, Use Magic Device +7 SQ improved evasion, share spells, empathic link, deliver touch spells, speak with master

Poison (Ex) Sting—injury; save Fort DC 13; frequency 1/round for 6 rounds; effect 1d2 Dex; cure 1 save. The save DC is Constitution-based, and includes a +2 racial bonus.

Tactics: Regardless of whether they attack the PCs in the outer corridors or within the shrine, the witchdoctors' tactics are generally the same. They immediately cast *mage armor* at the first sign of danger followed shortly thereafter by *eruptive pustules*. The hobgoblins work in unison whenever possible. Ideally, they coordinate the use of their *black tentacles* spell to trap the characters in a corridor or pin them into the corner of a room. Once they achieve this goal, they bombard the PCs with spells that target a single creature such as *ear-piercing scream, eldritch fever*, and *feast of ashes*. The witchdoctors are poor melee combatants, however, if they are forced into a close quarters fight they attempt to debilitate their foes with *contagion* or a *summon swarm* spell. The witchdoctors fight to the bitter end. They refuse to cooperate with the PCs unless magically compelled to do so. If they are forced to speak against their will, the witchdoctors are intimately familiar with the complex and its defenses.

Treasure: In spite of its broken condition, the PCs can still salvage Anubis' torso. The sculpture weighs 125 pounds and is worth 1,500 gp.

CR2

H8. Kitchen (CR 6)

The smell of roasting meat, waves of intense heat, and the crackling of fat drippings falling into the flames emanate from fire pits with iron rotisseries above them. Two emaciated men attend to roasting boars over each pit.

Hobgoblin soldiers are too valuable to waste cooking food, so the actual task of food preparation falls to **6 human slaves** and the **4 hobgoblin sergeants** that keep a watchful eye on their every move. They are so attentive to their duty that they suffer a -2 circumstance penalty on Perception checks made to detect intruders. If the PCs enter the complex through the secret door, their arrival startles the sergeants, who may be surprised by the characters' unexpected appearance. In this case, the hobgoblin sergeants call for aid from the guards in area H3 and their comrades in area H9 before engaging the PCs in battle.

HOBGOBLIN SERGEANTS (4) XP 600 hp 34 (see Hobgoblin Lines)

HUMAN SLAVES (6) CR 1/2 XP 200 hp 9 (Pathfinder Roleplaying Game GameMastery Guide

"Farmer") **Gear** none

Development: Despite their ill treatment at the hobgoblins' hands, the humans are undecided where to turn. While they loathe captivity, the men expect no mercy from the dwarves of the Stoneheart Mountains. The slaves retreat to the far corner and watch the fight unfold with trepidation. Though they desire freedom, they are uncertain if the dwarves intend to liberate them or condemn them to a swift death. If dwarven PCs prevail, the humans try to inconspicuously slink out of the kitchen and find refuge somewhere else in the complex. Cornered slaves immediately surrender. In exchange for their lives, they tell the characters that a group of witchdoctors inhabits one of the chambers down the corridor and another contingent of guards occupies the room at the far end of the complex. The slaves hail from the lowlands around the Starcrag Range, having been captured by the hobgoblins in a raid three months ago.

Treasure: In addition to their listed gear, the hobgoblins also carry a total of 3 garnets worth 100 gp each and 185 gp.

H9. Mess Hall (CR 8)

Six wooden tables each surrounded by chairs are spread throughout a crowded dining hall. Dirty plates, forks, knives, and mugs cover every surface.

All of the hobgoblins — other than the witchdoctors, Grugdour, Deathblade, and Beastshifter — eat their meals in this mess hall. At the present time **6 hobgoblin sergeants** and **hobgoblin lieutenant** dine on roasted meat complemented by raw vegetables and eggs. If they spot the PCs, the hobgoblins overturn their tables and use them for cover as they fire arrows. They continue volleying arrows at the characters until they no longer have a clear shot. In that case, they abandon their cover and engage their enemies in melee combat. Whenever possible, they attempt to flank their outnumbered foes.

HOBGOBLIN SERGEANTS (6) XP 600 hp 34 (see Hobgoblin Lines)	CR 2
HOBGOBLIN LIEUTENANT XP 1,200 hp 47 (see Hobgoblin Lines)	CR 4

H10. Storeroom

Numerous wooden crates and barrels line the walls in a spacious storeroom. Most of the barrels and crates are still sealed. The open containers appear to contain assorted foodstuffs.

The hobgoblins keep their provisions in this storeroom. There are nine large crates and an equal number of barrels in the supply house. The open crates contain linen blankets confiscated from dwarven merchants, preserved meats also stolen, and an assortment of onions and potatoes. The five closed crates contain additional blankets, clothing, plates, and mugs. The four open barrels include one filled with water and three others that contain fruits and leafy vegetables. The remaining five closed barrels include two kegs of beer, another barrel of water and heads of cauliflower and lettuce.

HII. Animal Den (CR 9)

Gnawed bones and hunks of spoiled meat are strewn about the stalagmite-studded floor.

The hobgoblins keep **3 mountain lions** in this den in the event that their scent abilities are needed to track down intruders. In addition to these animals, there is a 75% chance that the hobgoblin druid **Beastshifter** and his leopard animal companion **Nimblepaw** are also here unless they already responded to a call for help coming from area **H3**. Otherwise, the druid is content tending to the animals under his care. The mountain lions attack dwarves on sight. If Beastshifter is not here, then he is sleeping in area **H14**. In either event, Beastshifter never surrenders and fights to the bitter end. If the PCs compel him to speak against his will, he is intimately familiar with the entire complex and nearly all of Grugdour's plans with the exception of his involvement with Mirkeer.

BEASTSHIFTER XP 3,200

Male hobgoblin druid 8 (Pathfinder Roleplaying Game Bestiary "Hobgoblin")

CR 7

NE Medium humanoid (goblinoid) Init +5; Senses darkvision 60 ft.; Perception +9

AC 22, touch 11, flat-footed 21 (+9 armor, +1 Dex, +2 shield) hp 55 (8d8+16) Fort +8; Ref +3; Will +10; +4 vs. effects from fey and effects using plants

Speed 20 ft. Melee +1 club +7/+2 (1d6+1) Special Attacks wild shape 4/day Spells Prepared (CL 8th; melee touch +6, ranged touch +7): 4th—echolocation**, flame strike (DC 18), plague carrier** (DC 18) 3rd—ash storm**, companion mind link*, contagion (DC 17), poison (DC 17) 2nd—barkskin, flame blade, heat metal (DC 16), spider climb 1st—cure light wounds, longstrider, magic fang, produce flame, summon nature's ally I 0 (at will)—create water, detect magic, detect poison, purify food and drink (DC 14) Str 11, Dex 12, Con 14, Int 10, Wis 18, Cha 14 Base Atk +6; CMB +6; CMD 17

R 4 **Feats** Armor Proficiency (heavy), Brew Potion, Improved Initiative, Natural Spell

Skills Handle Animal +13, Heal +15, Knowledge (geography)

+7, Knowledge (nature) +13, Perception +9, Ride +2, Spellcraft +5, Survival +13

Languages Common, Druidic, Goblin

SQ nature bond (animal companion, leopard named Nimblepaw), nature sense, trackless step, wild empathy +10, woodland stride

Combat Gear potion of cure serious wounds, potion of cat's grace, wand of sleet storm (CL 7th, 14 charges); **Other Gear** dragonhide plate, masterwork heavy wooden shield, +1 club, druid's vestments.

*Pathfinder Roleplaying Game Ultimate Combat **Pathfinder Roleplaying Game Ultimate Magic

NIMBLEPAW XP —

CR —

Male leopard animal companion (Pathfinder Roleplaying Game Bestiary "Cat, Leopard") N Medium animal

Init +6; **Senses** low-light vision, scent; **Perception** +5

AC 22, touch 16, flat-footed 16 (+6 Dex, +6 natural) hp 45 (7d8+14) Fort +7; Ref +13; Will +3; +4 morale bonus on Will saves

against enchantment spells and effects

Defensive Abilities evasion

Speed 50 ft.

Meleebite +10 (1d8+4 plus grab), 2 claws +9 (1d3+4)Special Attackspounce, rake (2 claws +9, 1d3+4)

Str 18, Dex 22, Con 15, Int 2, Wis 12, Cha 6

Base Atk +5; CMB +9; CMD 25 (29 vs. trip)

Feats Improved Natural Armor, Improved Natural Attack, Lightning Reflexes, Weapon Focus (bite)

Skills Acrobatics +10, Climb +10, Perception +5, Stealth +11 (+15 in undergrowth)

SQ sprint, tricks (attack [all creatures], defend, down, fetch, guard, heal, seek, stay, track)

MOUNTAIN LIONS (3) CR 2 XP 600

hp 19 (Pathfinder Roleplaying Game Bestiary "Cat, Leopard")

Tactics: At the first signs of trouble, Beastshifter wild shapes into a lion and then casts *companion mind link* and *magic fang* on Nimblepaw. Beastshifter uses his affinity with animals to direct the mountain lions' actions and prevent them from bottlenecking in the narrow corridor outside their den. He wants to keep the characters in a confined space, but also allow all of the lions to attack them. After bolstering his companion's combat abilities, Beastshifter blasts tightly confined PCs with a *flame strike*. Once the PCs break through his outer defenses, he tries to slow them down with an *ash storm*. In order to see through the morass, he casts *echolocation* and attempts to target the blinded PCs with *contagion* and *plague carrier*.

H12. Meeting Chamber (CR 11)

An enormous and highly detailed map is spread out across the length and width of a large table in the room's center. Six intricately carved wooden chairs surround the table. A statue of a broad-shouldered hobgoblin male armed with two daggers stands near another passage. An immense tapestry depicts graphic images of hobgoblin warriors decapitating and torturing their dwarven enemies outside the walls of an imposing citadel.

The tapestry hanging from the far wall is a rare example of the race's artistic prowess. The enormous artwork is 20 feet in length and 10 feet high. One of Grugdour's staunchest supporters created the piece to com-

memorate the hobgoblins' victory over the dwarves. It does not depict any actual event. Instead, it is an idealized version of Grugdour's conquest of Tyr Whin, including some glaring inaccuracies about the citadel and the surrounding terrain. Likewise, the statue was also sculpted by influential friends of the hobgoblin warlord. It depicts the supremely confident Grugdour in his glory after bringing the ancient citadel to its knees. It takes a successful DC 10 Perception check to notice the similarities between the goblinoid chief and the artworks.

The hobgoblins actually stole the map atop the table from a dwarven cartographer several months before their march against Tyr Whin. The geographic locations and topography features are all written in Dwarven. However, the hobgoblins wrote the translations in the margins in Goblin. The exquisite map details the Stoneheart Mountains region from the far reaches of the Starcrag Range across the Feirgotha Plateau and down to the Desolation farther south. The hobgoblin overlord Grugdour and his closest associate Deathblade occupy much of their time scrutinizing the map and discussing their strategy for conquering Tyr Whin and expanding the burgeoning hobgoblin empire that Grugdour envisions. Meanwhile, a bizarre creature that resembles a skeletal torso cloaked in shadows looks over Grugdour's shoulder and surveys the map alongside him. The creature is an owb, an outsider in Mirkeer's service. There is a 75% chance that the trio is present. Otherwise, the PCs find Deathblade asleep in one of the chairs, while Grugdour sleeps in area H13. The owb never sleeps and is always vigilant, alerting Grugdour and Deathblade to the presence of trespassers.

GRUGDOUR XP 9,600

Male hobgoblin fighter 8 (Tactician)/oracle 3 (Pathfinder Roleplaying Game Bestiary "Hobgoblin"; Pathfinder Roleplaying Game Ultimate Combat "Tactician"; Pathfinder Roleplaying Game Advanced Player's Guide "Oracle") LE Medium humanoid (goblinoid)

CR 10

Init +6; Senses darkvision 60 ft.; Perception +10

AC 23, touch 14, flat-footed 19 (+8 armor, +4 Dex, +1 shield) hp 83 (8d10+16 plus 3d8+6) Fort +9; Ref +7; Will +8 Weaknesses oracle's curse (lame)

Speed 20 ft.

Melee dagger of venom +14/+9 (1d4 +4/17–20), +1 dagger +14/+9 (1d4 +3/17–20) or dagger of venom +16/+11 (1d4 +4/17–20)

Special Attacks interstellar void 1/day (3d6, DC 13), cloak of darkness 3 hours/day (+4 AC and +2 Stealth), tactician 1/ day (7 rounds)

Spells Known (CL 3rd, melee touch +14, ranged touch +14): 1st (3/day)—bless, entropic shield, inflict light wounds (DC 13), shield of faith, summon monster I

0 (5/day)—bleed (DC 12), create water, detect magic, detect poison, purify food and drink (DC 12) Mystery Dark Tapestry*

Str 12, Dex 16 (18), Con 14, Int 10, Wis 16, Cha 14 Base Atk +10; CMB +11; CMD 25

Feats Endurance, Improved Critical (dagger), Improved Two-Weapon Fighting, Leadership, Precise Strike, Two-Weapon Defense^B, Two-Weapon Fighting^B, Weapon Finesse^B, Weapon Focus (dagger)^B, Weapon Specialization (dagger) **Skills** Diplomacy +13, Heal +9, Intimidate +12, Knowledge (dungeoneering) +6, Knowledge (engineering) +6, Knowledge (history) +6, Knowledge (religion) +6, Perception +10, Profession (soldier) +14, Ride +8, Sense Motive +8, Spellcraft +5, Stealth +14, Survival +8

Languages Common, Goblin

SQ revelations (interstellar void, cloak of darkness), armor training 2, strategic training, tactical awareness +2 **Combat Gear** potion of cure serious wounds, potion of neutralize poison, 3 vials of antitoxin; **Other Gear** +2 breastplate,

CR 6

CR 6

dagger of venom, +1 dagger, belt of incredible dexterity +2, eyes of the eagle.

*Pathfinder Roleplaying Game Ultimate Magic

DEATHBLADE XP 2,400

Male hobgoblin rogue (Spy) 7 (Pathfinder Roleplaying Game Bestiary "Hobgoblin"; Pathfinder Roleplaying Game Advanced Player's Guide "Spy") LE Medium humanoid (goblinoid) Init +4; Senses darkvision 60 ft.; Perception +10

AC 20, touch 16, flat-footed 16 (+4 armor, +2 deflection, +4 Dex) hp 49 (7d8+14) Fort +4; Ref +9; Will +2 Defensive Abilities evasion, uncanny dodge

Speed 30 ft.

Melee mwk rapier +11 (1d6 +1/18–20) Ranged +1 hand crossbow +10 (1d4 +1/19–20) Special Attacks sneak attack +4d6

Str 12, Dex 18, Con 14, Int 14, Wis 10, Cha 11 Base Atk +5; CMB +6; CMD 22

Feats Point Blank Shot, Precise Shot, Rapid Reload (hand crossbow), Weapon Focus (rapier)

Skills Acrobatics +12, Appraise +10, Bluff +10, Climb +6, Diplomacy +5, Disable Device +9, Disguise +10, Escape Artist +12, Intimidate +10, Knowledge (dungeoneering) +7, Knowledge (local) +12, Linguistics +10, Perception +10, Profession (merchant) +5, Sense Motive +5, Sleight of Hand +9, Stealth +18, Use Magic Device +4

Languages Common, Dwarven, Goblin, Orc

SQ rogue talents (canny observer, finesse rogue, swift poison), poison use

Combat Gear 1 dose of deathblade poison, 2 doses of large scorpion venom, 1 dose of purple worm poison, 2 doses of id moss; **Other Gear** +1 studded leather, masterwork rapier, +1 hand crossbow, 50 bolts, ring of protection +2.

OWB XP 2,400

hp 76 (Pathfinder Roleplaying Game Bestiary 4 "Owb")

Tactics: Whenever possible, Grugdour uses his oracle revelations and spells to bolster his defenses. These actions include activating cloak of darkness, casting shield of faith, and then augmenting the trio's fighting abilities with a bless spell. If pressed for time, he activates his tactician ability to grant the Precise Strike teamwork feat to all of his allies. In melee combat, Grugdour attacks with a dagger in each hand. He prefers targeting arcane spellcasters and rogues with his dagger of venom, hoping that they are less able to resist the toxin than hardened warriors and priests. He coordinates his attacks with Deathblade and the owb to grant his trusted spy sneak attacks and to improve the group's chances of success. Grugdour fights to the death. He refuses to give up on his dream of crushing the dwarves and accomplishing what none of his kin could achieve before him. Grugdour never willingly commands his army to stand down and return to Exor, especially with victory so near at hand. Even if the PCs magically compel him to order a retreat, his surviving lieutenants and sergeants fervently plead with him to reconsider and continue to press the attack.

Deathblade swiftly applies one of his poisons to a crossbow bolt and fires his hand crossbow at whomever he perceives to be the most vulnerable target. The hobgoblin spy then draws his rapier and uses his allies to flank his opponents. Deathblade exhausts his entire supply of poison if necessary. Grugdour's most-trusted servant is loyal to a fault and never surrenders, even if he is badly outnumbered.

Mirkeer's owb servant is less effective fighting with the hobgoblins than it was battling with the dark folk. The hobgoblins cannot see in darkness; thus, it cannot envelop the area in a *deeper darkness* spell. Still, that shortcoming does not prevent the outsider from filling the adjoining corridor with magical darkness, which may effectively blind the characters bringing up the rear. This tactic is especially effective if Grugdour can bottle up the PCs in the adjoining corridor, while Deathblade snipes at their front ranks with his envenomed crossbow bolts, and the owb hurls balls of burning cold at the same enemy. If the characters are spread out throughout the room, the owb coordinates its actions with Deathblade and engages in melee combat. Unfortunately for the hobgoblins, the owb is more devoted to itself and Mirkeer than Grugdour's cause. When faced with permanent destruction, the outsider flees to the Plane of Shadow.

Treasure: The tapestry weighs 200 pounds, but the effort of removing and transporting it pays off handsomely, as the hobgoblin handiwork is worth 1,000 gp. The statue of Grugdour weighs 400 pounds. Unfortunately, it is significantly less valuable than the tapestry, fetching a meager 100 gp. The crown jewel of the meeting room's contents is the map. Though it is almost a century old, the intricately detailed and exquisitely illustrated vellum document is worth 2,125 gp.

H13. Grugdour's Quarters

Polished and stained planks of rare mahogany support a majestic bed. Two plush, snow-white furs cover the bed. A marble pedestal is in the far corner. A small black marble statue of a beautiful heavily cloaked human female rests upon it, along with a black glove. A closed iron chest sits against the near corner.

Grugdour's veneration of Hecate's daughter is the best-kept secret in the hobgoblin camp. The only outward sign of his worship is her marble likeness perched atop the pedestal. It takes a successful DC 20 Knowledge (religion) to identify her as the sculpture's subject. Associating the black glove as her symbol is slightly easier, requiring only a successful DC 15 Knowledge (religion) check.

Grugdour personally transported his bed from Exor in spite of the logistics involved in such an endeavor. Likewise, the pampered hobgoblin also brought his two polar bear furs with him. The hobgoblin overlord stores his monetary treasures inside the unlocked iron chest. To dissuade would-be thieves from pilfering his fortune, he had Pieter vanPaard ward the chest with a *phantom trap* spell that he obtained from a scroll. The trap appears real to any creature searching for traps on the chest. The trap appears to be magical and seemingly cannot be removed. However, when the chest is eventually opened, nothing detrimental happens.

Treasure: Mirkeer's marble statue is worth 150 gp. The two polar bear furs are worth 1,225 gp each. The chest contains an assortment of coins including 58 pp, 4,608 gp, and 9,520 sp.

H14. Beastshifter's Quarters

A moldy, foul-smelling fur against the far wall functions as a crude bed.

When he is not tending to his mountain lions, Beastshifter sleeps and eats in his personal quarters. The fur bed is worthless, and nothing else of value is in this small room.

Concluding the Adventure

Just as Truvven anticipated, Grugdour's sudden and shocking demise sends the hobgoblin army into an irreversible tailspin. The leaderless and demoralized hobgoblins abandon their grand plans of conquest and return home defeated. The trolls and ogres in their service abandon the goblins and venture back into the Stoneheart Mountains to their former lives. The dwarves are ecstatic over the unexpected and fortuitous turn of events. Truvven welcomes the PCs back to Tyr Whin as conquering heroes and offers the "brothers of the high thane" practically anything their hearts desire within his means to provide. Though the PCs cannot cure the citadel's afflicted soldiers of their illness, they likely gathered enough information during their exploration of Grugdour's stronghold to prevent any future outbreaks and destroy any remaining stores of the contaminated yeast responsible for spreading the contagion.

If the PCs opted to ignore Truvven's advice and succeeded in a frontal assault against the hobgoblin warlord, the wikkawaks and Frozentooth quickly rush in to the fill the vacuum. The aggressive bugbears raid the neighboring dwarven villages with increasing regularity, and the capricious dragon roams the landscape searching for humanoid meals and more earthly riches to add to his hoard. In this case, Truvven or another local dwarven authority figure beseeches the characters for aid. They ask the intrepid adventurers to venture into the mountains and root out the wikkawak menace and slay their draconic master. Truvven may also tell the PCs that his soldiers have witnessed strange events and unusual occurrences near the ruined Temple of Aten on the neighboring Feirgotha Plateau, thus prompting the characters to investigate the matter and delve into the subterranean complex.

Appendix

This Appendix provides additional strange events and random encounters to enhance the experience of any mountain campaign. The first section contains a table detailing unusual occurrences that PCs may encounter while trekking through the mountains. The second section consists of a random encounter table for mountain adventures.

Random Mountain Events

After a while, a long journey across the mountains can grow monotonous. To spice up the PCs travels through this rugged terrain, 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.

Table 18-1: Random Mountain Events

1d100	Mountains Event
1	Several small stones above a nearby outcropping are inexplicably jarred loose and roll down the slope.
2–3	A quirky human miner drinking mead from a weathered flask offers to share the last few swigs of his intoxicating brew with anyone that can sing or tell him a tale that makes him cry.
4–5	The faint sound of metal striking stone echoes from the depths of a dark cave.
6–7	A massive boulder sits precariously on the edge of a cliff overlooking a well traveled mountain pass.
8–9	Numerous trees well below the tree line are twist- ed and charred. A character who succeeds on a DC 20 Perception check hears one of the trees faintly whisper the name, " <i>Rashaman</i> ".
10–11	An obviously irritated yak covered in blue and white ribbons made from silk runs at full speed downhill. The animal leads anyone who follows him to a long abandoned shrine.
12–15	A mild tremor jolts the region, forcing mounted creatures to succeed on a DC 10 Handle Animal check to avoid getting thrown from their mounts. Drivers controlling a vehicle pulled by animals must succeed at the same check to prevent the beasts of burden from panicking, causing them to bolt at full speed in a random direction.
16–18	Two bloodied rams lock horns in a ferocious battle that drowns out all other sounds in the immediate vicinity.
19	A cluster of petals from a mountain laurel floats upon the crystal clear waters of a mountain stream. They appear as if someone deliberately dropped them into the stream.
20	A teenage boy Tengzi (CG, male human Rgr 1; Dex 14; Survival +5) and his girlfriend Amaterasu (LG, female human Brd 1; Int 14; Knowledge [geography] +6) search the ground for tracks. They ask the PCs if they saw any signs of Bart Kleghorn, an escaped murderer, who allegedly fled to the area.

1d100 Mountains Event

1d100	Mountains Event
21–22	Toshiro (LN, male human Mnk 1; Wis 16; Knowledge [history] +6) peacefully sits on the edge of a rock wall, watching three ducks frolic in a pond in the serene valley below him. If anyone approaches him, the old man smiles and asks, "What do your eyes tell you about the ducks in the pond?" Regardless of the response, Toshiro then cryptically tells that individual, "I see three ducks playing in the water. These humble birds understand the true meaning of existence." Toshiro says nothing else.
24–25	A massive, circular stone covered with bizarre, in- decipherable symbols blocks the way into a cave carved into the mountainside.
26–27	A juvenile hill giant nearly beat Gurl Glitterfenn (NG, male gnome Exp 2; Cha 14; Profession [merchant] +5) to death. The traveling peddler is gravely injured and unconscious. When he regains consciousness, the incoherent gnome re- petitively babbles, "It is lost. Gone I tell you. Never to be seen again. This is not good, not good at all." Under questioning, Gurl reluctantly reveals that he has no idea what he lost.
28–29	A rotting humanoid hand protrudes from a pile of large stones and debris. The man died in an ava- lanche several weeks earlier.
30–32	A novice human miner asks the PCs to identify a handful of worthless stones that he collected ear- lier that day.
33–35	Six 3-ft. high, upright stones are arranged into a semicircular pattern with a 15-ft. radius. The stones bear no markings or other distinguishing features.
36–38	The wind suddenly increases by +3d6 mph for the next 1d10 minutes.
39–40	The PCs come across an abandoned burlap sack containing three wheels of aged cheese and a slab of salted pork.
41–42	A bank of thick fog suddenly forms. The dense mists fill a 1 square mile area for the next 3d6 min- utes before it just as quickly dissipates.
43–44	The skies turn dark and open up, deluging the area with heavy rain for the next 1d10 minutes.
45–49	Scavenging birds circle overhead following the PCs' footsteps.
50–51	The PCs find a broken compass, waterlogged map and a broken pair of eyeglasses sitting on top of a flat stone.
52–54	The full moon is particularly bright this evening basking the mountains in dim light.
55–56	Three llamas groan in unison. A PC who succeeds on a DC 10 Knowledge (nature) check recogniz- es that they are reacting to something that fright- ened them.

APPENDIX

1d100	Mountains Event	1d100	Mountains Event	
	A young boy, Alaris (CN, male human Com 1; Dex 10; Survival +3) frantically tells the PCs that	86–87	A mountain lion grooms its bloodied paws and licks pieces of fresh meat off its mouth.	
57–59	he just escaped the clutches of an old man that tried to "attach something" to his navel. Alaris describes a kattuku (a new monster described in Chapter 6).	88	Six dwarves on their way to the mines sing "The Battle of Starcrag Range", a song about their epic war with the hobgoblins.	
60–61	A wooden sign stuck into the ground points west. Someone wrote the word "gold" in Common on the sign.	89-90	A burly logger Droggo (N, male human Bbn 2; Str 16; Climb +8) asks the PCs if they would be pay him 100 gp to wrestle a grizzly bear for 1 minute.	
62–63	A blood soaked piece of linen, a bent dagger and a broken silver bracelet are hidden beneath	91–92	An axe blade with no handle is stuck into the side of a massive pine tree.	
	a large stone.		The PCs cross paths with huckster Ichabad Wisefeller (LE, male human Rog 3; Cha 16; Bluff	
64–75	Roll for a random encounter from Table 18–2 found in the Appendix .		+9). The fast talking confidence man tells the PCs that he is offering a once in a lifetime opportunity	
76–77	Three women on a religious pilgrimage to a near- by mountain summit demand that the PCs offer them a donation and repent for their sins.	93	to purchase a map leading to the lost hoard of a recently deceased red dragon. The map shows that the treasure resides within the chambers an	
78–79	While in a mountain community, Elemark (CE, male elf Rog 2; Dex 16; Stealth +8) boasts to every- one within earshot that he climbed the world's tall- est mountain. He offers to give a private account- ing of the experience along with his world class		tunnels of an extinct volcano several days travel away from their present location. Of course, the map is a forgery. Ichabad initially offers to sell them the map for 100 gp, but he is willing to ne- gotiate the price down to 50 gp.	
	mountaineering tips for the meager cost of 5 gp.	94–95	A confused dwarf miner tells the PCs that he con- stantly feels dizzy. He asks the PCs to find a cure	
	The PCs overhear two amorous, giggling young women daring each other to approach one of	/4 /3	for his baffling ailment.	
80–81	them and ask that person, "How much they would be willing to pay for a religious experience."	96–97	The PCs discover a large gold nugget worth 25 gp scattered amid a mound of scree.	
82–83	Berd Lapishand (LG, male dwarf, Ftr 1; Con 15; Profession [soldier] +5) tries to convince any dwarves he encounter to enlists at Erod Flan, Clan Craenog's capital city.	98–99	An abandoned boat containing a broken oar and a sack of provisions is beached along the banks of a river carving a path through a large canyon.	
84–85	Overcast skies reduce the temperature by 1d6 degrees.	00	A dwarf engineer tells the PCs that he has a wood and rope bridge that he would like to sell them.	

Mountain Monster Encounters

To add further dangers to a journey through the mountains, the GM is free to use the subsequent random chart to generate additional mountain encounters. The table includes monsters appearing in this sourcebook as well as those that are presented in other works. To use the table, roll 1d1000 (3d10). Roll on the Warm Mountains table for encounters in that particular environment, the Temperate Mountains table for encounters in that landscape.

Under the heading "Source" the following books are referenced. MM: *Mountains of Madness*, 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** B4: *Pathfinder Roleplaying Game Bestiary 4* by Paizo Publishing TOHC: Tome of Horrors Complete by **Frog God Games**

Table 18-2: Random Mountain Encounters

Creature	CR	Source		Mountain Type		
Creature	Ск	300100	No. App.	Warm	Temperate	Cold
Aberrant	5	ТОНС	1–30	-	001–010	_
Adherer	3	B3	1–12	-	011–020	-
Adlet	10	B3	1–18	-	-	001–015
Almiraj	1	B4	1	-	021–025	-
Alpaca	1/2	MM	1–50	001–035	026–045	016–030
Alpbock	7	MM	1–2	036–060	046–065	031–055

MOUNTAINS OF MADNESS						
Creature	CR	Source	No. App.	Warm	Mountain Type Temperate	Cold
Amphisbaena	4	B2	1–5	_	066–070	_
Androsphinx	9	B3	1	061–065	-	_
Athach	12	B2	1–12	-	071–075	056–065
Atomie	1	B3	1–14	_	076–085	_
Aurumvorax	9	B2	1–2	_	086–090	_
Barbegazi	1	ТОНС	1–100	_	_	066–090
Behir	8	B1	1–2	066–070	_	_
Biclops	12	ТОНС	1–8	071–075	091–095	_
Black orc	1/3	ТОНС	1–300	_	096–105	_
Blood hawk	1	ТОНС	6–11	076–095	106–120	091–100
Bronze giant	11	ТОНС	1–4	_	121-122	_
Bugbear	2	B1	1–12	_	123–140	_
Bulette	7	B1	1-2	096–100	_	_
Cairn linnorm	18	B3	1	-	-	101–105
Calderaborne	8	MM	1–6	101-120	141–145	106-107
Caterwaul	4	ТОНС	1	-	146–155	-
Cave giant	9	тонс	2–9	121–145	156–165	108–125
Cave lion	6	тонс	1-40	-	166–180	126–145
Cherum	22	тонс	1	146–150	-	-
Chimera	7	B1	1–12	-	181–185	_
Chupacabra	3	B2	1-7	151–170	-	_
Climber's vine	3	MM	1–7	171–215	186–200	_
Cloud dragon	3	ТОНС	1-5	216-217	201-202	_
Cloud giant	11	B1	1–20	_	203–210	_
Cobaltog	5	MM	1	218–220	211-212	146–147
Cold rider	8	B3	1–12	-	_	148–160
Copper dragon	4	B3	1	221-225	_	140-100
Crag linnorm	14	B1	1	-	_	161–165
Criosphinx	7	B3	1	226–230	_	-
Dakon	2	ТОНС	1–60	231-245	_	_
Dire lion	5	B1	1-8	246-270	_	_
Dire ram	3	ТОНС	1	-	213-230	_
Dire wolf	3	B1	1–8	_	231–235	
Dracolisk	9	ТОНС	1, 3–6	271–280	201 200	166–170
Eagle	1/2	B1	1,5 0		236–245	-
Ettin	6	B1	1-2	_	_	171–190
Fachen	5	B1 B4	1-0	_	_ 246–247	
Ferrous giant	17	TOHC	1-4	281–283	248-250	_
Fetch	2	тонс	1-4		-	191–210
Fire drake	3	тонс	2–8	_	251-255	-
Fire giant	10	B1	1–30	284–305	_	_
Fire yai	15	B3	1-50	306-307	256-257	_
Fog fiend	4	MM	1	308-330	258-270	211–225
Formians	1/2	B4	1–15	331-370	271–280	-
Freezing flow	4	B4	1	-		- 226-245
Frost giant	9	B1	I	_	_	246-275
riosi giani	7	DI	-	_	-	240-2/3

APPENDIX

APPENDIX							
Creature	CR	Source	No. App.		Mountain Type		
				Warm	Temperate	Cold	
Frost man	2	ТОНС	1	-	-	276–290	
Frost drake	7	B2	1–12	-	-	291–305	
Frost worm	12	B2	1	-	-	306–320	
Fyr	2	ТОНС	1–6	-	281–290	-	
Garuda	9	B3	1–6	371–375	-	-	
Ghost-faced orc	1/3	ТОНС	1–300	-	291–295	-	
Giant chameleon	3	B3	1–6	376–395	-	-	
Giant frilled lizard	5	B1	1–8	396–410	-	-	
Giant gecko	1	B3	1–6	411–435	-	-	
Giant eagle	3	B1	1–12	-	296–305	-	
Giant falcon	2	ТОНС	1–7	-	306–315	-	
Giant vulture	4	B3	1–8	436–460	316–330	-	
Gorgimera	9	ТОНС	1–2	_	331–332	-	
Gourd leshy	1	B3	1–16	461–490	333–345	321–325	
Great cyclops	12	B3	1–14	491–495	346–347	_	
Grizzly bear	4	B1	1–2	-	-	326–360	
Griffin	4	B1	1–10	-	348–355	-	
Grimm	13	ТОНС	1	-	356–357	-	
Gruff lantern goat	9	ТОНС	1	496–505	358–365	361–370	
Half-ogre	1	ТОНС	1–8	-	366–375	-	
Hieracosphinx	5	B3	1–8	506-510	_	_	
Hill Giant	7	B1	1–30	-	376–395	-	
Hippogriff	2	B2	1–12	_	396–405	-	
Hobgoblin	1/2	B1	4–24	_	406–430	_	
Huldra	4	B4	1–9	_	_	371–375	
Ice drake	3	ТОНС	2–8	-	-	376–400	
Ice linnorm	17	B1	1	_	_	401–405	
Ice troll	3	ТОНС	1, 3–6	_	-	406-425	
lce yai	14	B3	1	_	_	426–430	
Jack-o'-lantern	1	B4	1–12	-	431–432	-	
Jinmengu	11	B4	1	_	433–435	_	
Jorogumo	12	B3	1–6	-	436–438	-	
Jotund troll	15	B3	1	_	_	431–440	
Kangaroo	1/2	B3	1–10	-	439–450	-	
Karzelek	5	MM	1–30	511–530	451–460	441–450	
Kattuku	6	MM	1–12	-	461–470	451–460	
Kitsune	1/2	B4	1–8	-	471–480	-	
Lantern goat	6	ТОНС	1	531–540	481–485	461–470	
Lava drake	9	B4	1–12	541–545	-	-	
Leaf leshy	1/2	B3	1–16	546–560	486–490	471–475	
Leucrotta	5	B2	1–12	561–570	491–495	-	
Llama	1	MM	1–50	571–625	496–520	476–500	
Lynx	2	ТОНС	1–2	-	-	501–530	
Maftet	6	B3	1–10	-	521–523	-	
Magma dragon	4	B2	1	626–630	524–525	531–535	
Magma ooze	7	ТОНС	1	631–640	-	_	
J							

	MOUNTAINS OF MADINESS Mountain Type						
Creature	CR	Source	No. App.	Warm	Temperate	Cold	
Mammoth flea	2	B4	1–8	waim	526–530	Cold	
Manticore	5	B1	1-6	641–655	-	_	
Mantidrake	9	ТОНС	1-0	656-680	_	536–540	
Mannarake	9	B1	1, 6–30	030-000	531–533	541-550	
Mist drake	5	B1 B4	1, 6–30	_	534-535	551-555	
Mountain lion	3	TOHC	1-12	_	536-555	551-555	
Myrmecoleon	10/3	B4	1-2	_	556-555	-	
-	10/3	B4	1–24	- 681-690	556-560	-	
Nagaji			1-24		_	-	
Nephilim	8	B3		691–700		-	
Nightgaunt	4	B4	1-12	-	561–565	-	
Norn	18	B3	1–3	-	-	556–560	
Nue	10	B3	1-6	701–705	-	-	
Ogre	3	B1	1-16	-	566–585	561-590	
Ogre mage	8	B1	1–2	-	-	591-600	
Ogre spider	5	B3	1–2	-	586–590	600–610	
Orc	1/3	B1	1–100	-	591-615	-	
Orog	1	ТОНС	1–80	-	616–620	-	
Pachu	9	MM	1–9	706–715	621–625	611–620	
Phase spider	5	B1	1–6	716–735	-	-	
Phoenix	15	B1	1	736–740	-	-	
Pugwampi	1/2	B2	1–20	741–750	-	-	
Pukwudgie	7	B3	1–10	-	626–630	-	
Quickwood	8	ТОНС	1	-	631–640	-	
Rag golem	5	MM	1–6	751–755	641–650	621–625	
Ram	1	ТОНС	1–5	-	651–675	-	
Red dragon	6	B1	1	756–760	-	-	
Redcap	6	B2	1–12	-	676–685	-	
Requiem beetle	18	ТОНС	1	761–765	-	-	
Rift drake	9	B3	1–12	766–770	-	-	
Roc	9	B1	1–2	771–785	-	-	
Rukh	10	B4	1–2	786–790	_	-	
Rune giant	17	B2	1–30	-	-	626–630	
Rust ooze	3	MM	1–5	791–815	686–700	_	
Shantak	8	B2	1–12	-	-	631–635	
Shard slag	8	B4	1	816-825	_	-	
Sheep	1/4	ТОНС	5–50	-	701–735	-	
Shobhad	4	Β4	1–20	_	-	636–640	
Silver dragon	6	B1	1	-	736–740	-	
Simurgh	18	B3	1	826-835	-	-	
Siren	5	B2	1–7	836–855	741–750	-	
Sky dragon	5	B3	1	_	751–755	_	
Slag giant	7	B4	1–20	856–865	-	-	

APPENDIX

APPENDIX							
Creature	CR	Source	No. App.	Mountain Type			
				Warm	Temperate	Cold	
Sleipnir	11	B3	1–10	_	-	641–650	
Slorath	18	TOHC	1	-	-	651–660	
Slywally	1/2	MM	1–50	866–870	756–780	661–690	
Snallygaster	3	B4	1–2	-	781–790	-	
Snow leopard	3	TOHC	1–2	-	-	691–715	
Sovereign dragon	7	B3	1	-	-	716–720	
Spawn of Yog-Sothoth	10	B4	1	-	791	_	
Sphinx	8	B1	1–6	871–875	-	-	
Spire drake	7	B4	1–12	876–880	792–800	721–725	
Stormwarden	1	TOHC	1–6	-	801–810	-	
Summiteer	5	мм	3-8	-	-	726–745	
Taer	2	ТОНС	1–40	-	-	746–765	
Tazelwurm	5	ТОНС	1–2	881–900	811–825	766–785	
Tengu	1/2	B1	1–12	-	826–850	-	
Thought mist	2	MM	1–9	901–910	851–860	786–795	
Thunder behemoth	18	B3	1–2	-	861	-	
Thunderbird	11	B2	1	911–915	862–865	796–800	
Thundershrike	9	TOHC	1–2	-	866–870	_	
Thylacine	1/2	B3	1–5	916–925	_	_	
Tor linnorm	21	B3	1	-	-	801–805	
Troll	5	B1	1–4	_	-	806–835	
Trollhound	3	B3	1–8	-	-	836–850	
Ubue	2	TOHC	1, 3–30	-	871–875	_	
Void yai	20	B3	1	-	-	851-855	
Volcano giant	14	TOHC	1–9	926–940	-	_	
Vulture	1/2	B3	1–24	941–980	-	-	
Weasel	1/2	B1	1	_	876–900	-	
Wendigo	17	B2	1	-	-	856–860	
Werebat	3	B4	1–5	-	901–910	_	
Weretiger	4	B2	1–2	-	911–920	-	
White dragon	2	B1	1	-	-	861-865	
Wikkawak	4	B4	1–12	-	-	866–880	
Wolf	1	B1	1–12	-	921–950	881–905	
Wyvaran	1/2	B4	1–12	-	956–960	-	
Wyvern	6	B1	1–6	981-000	961–975	_	
Xile	1/2	MM	1–40	-	-	906–915	
Yak	4	MM	1–30	_	-	916–940	
Yeti	4	B1	1–8	-	-	941–970	
Yeti spider	3	MM	1–12	_	-	971–985	
Ypotryll	15	B4	1–16	-	976–990	-	
Yrthak	9	B2	1–6	_	991–000	986–995	
Yuki-onna	8	B3	1	-	-	996-000	

GM'S MAP



PLAYERS' MAP



Burd the Stout's Mine

1 square - 5 feet



Gurdkin Feycleaver's Tomb

1 square - 5 feet





Burd the Stout's Mine

1 square - 5 feet



Gurdkin Feycleaver's Tomb

1 square - 5 feet





GM'S MAP



PLAYERS' MAP



GM'S MAP



PLAYERS' MAP






Lodge



1 square - 5 feet



Lodge



1 square - 5 feet







Mithral Mountain Ground Level



Mithral Mountain Ground Level



Catacombs Level



Catacombs Level



Sanctum Level



Sanctum Level



























1 square - 20 feet





1 square - 20 feet





















Temple of Aten Ruins



Temple of Aten Ruins



Wikkawak Lair



Wikkawak Lair





1 square - 5 feet



1 square - 5 feet

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