RAPPAN ATHUK Area 29 Castle Calaelen



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Special Thanks To the brilliant Georgie for making this possible, to Fiach for helping make it better and to Mel for being awesome.

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Bappan Athuk

— Area 29: Castle Calaelen —

By Alex Clatworthy

Forward

This work represents the second installment of the Rappan Athuk subscription service, and is a joint collaboration between myself and Alex. Over the next few years, you can expect to see more of this. I even resurrected my old writing buddy Casey Christofferson, and he, along with a few other dedicated players and friends who have worked with me on this campaign over the years will be lending their memories and stories from dark delves into the dungeon to keep it "living". Certainly I am adding new material even they have not yet seen, but the best way to grow this work is to use the pieces we have actually played over the years.

One of the main requests I have received is for additional low level material, training grounds if you will for the "main event" that is the huge complex itself. To this end, I have asked Alex and Casey to help me pull together a series of many low level delves and side tracks, with a goal of fleshing out the surrounding environs and wilderness area. We may even add a few waypoints and villages to provide respite between expeditions into the dungeon.

Evil is drawn to evil, and to truly have any chance at cleansing it, one must first clear the above ground areas to prevent the whole area from dropping into a Mordor-like state, full of creatures of darkness and providing a too-hostile environment for adventurers to reach their destination. Conveniently, this also provides opportunities for the lower level parties of adventurers to make their way, gather information and gain the requisite experience to take on The Well.

> Bill Webb March 2013

Co-Author's Forward

I wrote Castle Calaelen both to serve as a base of operations, and also as a plot hook. The idea that rests at its core is the foolishness of the whole thing. Rappan Athuk does well to be a dangerous, creepy and foreboding place, but the Castle was designed to mock the idea that people would choose to seek their fortune here. In my home campaign, one player was given the deed, which also stated they were "Lord of The Forest of Hope and its surrounds", a lofty sounding title but functionally useless. The players (having no idea what they were getting into) planned to loot the dungeon, and use their wealth to start a kingdom of their own. The goblins pretending to be 'nobles' and the generally crummy nature of the castle let them know just how far away that dream was, and also a subtle dig at Maybeth's foolishness.

As for mechanics, the castle should be easily adjustable. The lovely thing about goblins is how versatile they are. While this is designed for a party at level 1, adding extra goblins and even class levels could suit a party up to level 8 without much trouble. Afrit could easily use any other base creature, although the twisted, tough crow made for an imposing figure that the party had to learn to live with (and placate) for quite some time.

Thank you for taking the time to read my work. I enjoy writing additional content for established works, and Rappan Athuk has been the most fun to play around with.

-Alexander Clatworthy

Introduction

Castle Calaelen (Cah-lay-lan) sits in ruin, built into the side of a small hill, west of Zelkor's Ferry and north of the Mouth of Doom. Its construction was ordered by an Elven noble with more coin than sense. It pre-dates the fall of Tsar and the Sunken Graveyard, although time has not been kind to it. More a fort or manor than a proper castle, it has been home to anyone who wanted a roof over their heads—even if the roof looked like it was ready to fall in at any moment. The pale stone bricks of the walls have begun to crumble or roll down the hill, and the main building does not look to be in good shape; the entire structure leans to the east in a worrying way. Recently it has become home to a tribe of goblins who have decided to stay, however a few discarded objects from previous owners have given these goblins an edge over anyone who would dispossess them of their estate.

Currently, the castle is inhabited by a small tribe of **9** goblins, who have found that the castle makes a good base of operations. They're lead by **Jedra**, a clever goblin who found a book of Orcus' rites and rituals (left over from a previous occupant) and has set about learning to create and enslave undead in the hope of bolstering her raiding parties.

The goblins are making a nuisance of themselves, raiding nearby farms and particularly undefended caravans once or twice a fortnight, and have done well enough to hire **five gnolls** lead by **Gorl** to defend the castle while they're away. Their general pattern is to have three goblins scout a farm or caravan traffic along the road, and when they've found a good target they send for the rest of their number. They're also having some luck fishing at a river to the north and have amassed nearly a week's worth of food, and are generally in high spirits.

The goblins are having the time of their life in Calaelen. They're spending their time pretending to be 'society', holding 'banquets' in the dining hall, satirical religious services in the chapel and generally making fun of their dim idea of human high-society. On occasion they can be seen wearing clothes looted from the old master bedroom (although they don't fit), and some of the goblins encountered should be found wearing oversized shirts, or using socks as hats.

Mechanically, Castle Calaelen provides a starting point or plot hook for an adventuring party looking to begin the campaign at first level. That is not to say that the castle is safe—this is Rappan Athuk after all—but it serves as a good first adventure and possibly a base of operations for a company of adventurers foolish enough to think they can make their fortunes plundering the Dungeon of Graves.

PCs could hear about the castle in Zelkor's Ferry, or perhaps one PC could inherit the deed to the place and try and reclaim what is rightfully theirs.

Legends have reached the townsfolk of Zelkor's Ferry that travelers have been increasingly assaulted by marauding humanoids. It seems that a new brigand group has taken up residence in a small castle to the west of town, one that only a few years ago housed elves. The elves either died or fled the area, leaving the place abandoned and in a state of disrepair. Recently, a group of travelers noticed that the broken bridge across the moat had been messily repaired, and investigated. They were greeted by a flight of arrows, and being wise rather than brave, retreated, leaving one of their number dead, and two others grievously wounded. New rumors to be added to the table of available rumors for this installment include:

• "We lost six friends when we went near that old elven castle! Full of giants throwing rocks it was!" (False)

• "I heard that old elf lord went crazy, something about swords and princes!" (True)

• "Those green priests told me that the death head priests were moving into the castle to the west. Don't know about you, but I think it's time to leave this place." (Possible)

• "I heard a giant black dragon was seen in the hills to the west. They say it serves a demon!" (False in a sense, but see the next installment!)

• "The elves have returned to the castle to the west, but I hear they shoot first and ask questions later. I always hated elves." (False)

Multiple ways of introducing the castle to the campaign exist. Castle Calaelen was built some time before the fall of Tsar and the Righteous March by an elven noble named Orlinde Calaelen who was rich but not terribly clever. Maybeth, a descendant of hers, decided to make use of the castle and set up an adventuring group named The Great Downwards Engineering Company. The purpose of this group was to systemically purge Rappan Athuk of evil, and in doing so profit from the process. After a first, highly successful expedition, Maybeth became obsessed with "finding the missing prince and princess" (due to her finding the *Sword of Kings and Queens*, and falling under the influence of its *geas*). She sold everything she owned, including the deed to the castle and set off on a second journey (meeting her fate in *Rappan Athuk*, **12C-9**).

One way to get players interested in the castle is through ownership. The deed has passed through many hands, gradually losing all it's worth. At the start of the story, one character could inherit or purchase the deed to the castle, and the rights to run an adventuring company (free from any taxes. Clearing the castle should allow the party to find Maybeth's journal in **Area 21**. From there it should direct the party to the Mouth of Doom and beyond, driven by a combination of righteousness, greed and curiosity.

A second way to have the players find this place would be random chance. The characters, either after fleeing Rappan Athuk for their lives, or exploring the countryside before making their first foray into the mega-dungeon, crest a small hillock and notice a dwelling perhaps a few hundred yards in the distance. From this range, it is difficult to determine the exact type of structure, but from the size it must be at least a fortified manor of some kind. Perhaps the owners would be willing to offer shelter?

It could even be something more simple. The party stumbles upon a dilapidated keep while travelling. With the threat of rain (or worse) on the horizon, it sure would be nice to find somewhere dry to stay the night. If no one owns this place, why not stay a while and regroup?

Level 1

Difficulty level: 1 Wandering Monsters: None

Standard Features: Unless otherwise noted, all doors in Castle Calaelen are made of rotting, iron-reinforced wood (2 in. thick; hardness 5; hp 20; Break DC 21). If a door is described as "locked" add DC 18 Disable Device. All windows are boarded up with planks of wood (1 in. thick; hardness 5; hp 10; Break DC 18) unless otherwise noted.

Castle Approach (CR 2 or 4, see below)

On the edge of the Forest of Hope sits a large, angular hill, rising above the surrounding trees. The hill is too steep to walk up except on the south face where it rises steeply for 50 ft., then flattens out before rising again to its peak. The flat area provides a good view of the surrounds, and someone has tried to squeeze a structure onto the small plateau which stands 25 ft. tall, partially in the shadow of the rest of the hill.

The castle is in a terrible state of disrepair, its outer walls crumbling into a dry moat now nothing more than a muddy pit. Rotting planks nailed together bridge the pit, and **two gnolls** stand guard in the shadow of the gatehouse at **A**. Occasionally a goblin can be seen wandering the court-yard behind them.

The northern face of the hill is in fact a cliff. It's quite possible to traverse (DC 15 Climb check) unaided, and pitons and ropes would make it quite simple, although it would be hard to do so without making enough noise to alert the castle occupants. Once up, the party can make a ten foot drop onto the roof of the castle and climb down into **Area 18 or Area 19**.

GNOLLS (2) XP 400

CE Medium humanoid (gnoll) (Pathfinder Roleplaying Game Bestiary, "Gnoll") Init +0; Senses darkvision 60 ft.; Perception +2

AC 13, touch 10, flat-footed 13 (+2 armor, +1 natural) hp 11 (2d8+2) Fort +4, Ref +0, Will +0

Speed 30 ft.

Melee battleaxe +3 (1d8+2/x3) **Ranged** net +3 (entanglement)

Str 15, Dex 10, Con 13, Int 8, Wis 11, Cha 8 Base Atk +1; CMB +3; CMD 13 Feats Exotic Weapon Proficiency (net) Skills Perception +2 Languages Gnoll Gear leather armor, heavy wooden shield, battleaxe, net, 3d4 sp

Tactics: The gnolls have been hired as guards, although they have no love of being outnumbered. If they're attacked they bark an alarm, summoning two more gnolls from Area 8 who arrive one round later, and giving the goblins in Area 14, 16 and 18 time to prepare. The gnolls attempt to net any PCs trying to cross the bridge, or bull-rush them into the pit below. If they find themselves unable to hold the bridge they retreat to Area 8 to barricade the door and lick their wounds, looking for an opportunity to slip away.

If the PCs hide and observe the gnolls for any length of time a loud "caw" will come from inside the castle, causing the gnolls to perk up and look at the sky warily. The reason for this is the resident of **Area 6**, which still spooks the gnolls somewhat, and is the main reason for their nets.



Area 1: Courtyard

The courtyard is a small expanse of mud and overgrown grass. The ground gets muddier in the north-eastern end where the runoff from the bathhouse at **Area 5** soaks the ground.

The goblins don't like spending time in the courtyard much, but the sentries in room **Area 18** keep an eye on it, and fire at intruders in the courtyard if they notice them until the intruders flee.

Area 2: The Smithy (CR 1/2)

The odd shape of this room and slightly neater construction suggests it was built after the main castle. A large forge sits just inside the room against the north wall, with a pile of broken wood to be used as fuel piled next to it, as well as some iron scraps. Half finished weapons and armor (clearly goblin sized) hang on makeshift hooks and racks around the room. One **goblin smith** works the forge, not caring if the alarm has been sounded so engrossed is he in his craft. If approached he takes a mostlyfinished hammer from the fire and threatens the intruders. The smith is unusually disinterested in fighting, and tells the PCs (in Goblin) whatever he thinks will get them to leave him in peace (such as the number of goblins in the castle, or the presence of Afrit in **Area 6**).

Gorbaz has no loyalty to Jedra, he is just elated at being able to work at a 'proper' forge for the first time in his life. Gorbaz has already melted down everything in the castle he could find and Jedra has forbidden him from melting down anything else. If the party can convince him that they will allow him to continue to work or supply him with more metal (DC 14 Diplomacy check) then he allows them to heat their weapons or ammunition in the forge. A simple gift of a medium sized metal weapon will also suffice.

If attacked by more than two opponents he is likely to beat a hasty retreat to **Area 18**, scaling the outer wall as he goes (he knows about the trap at **Area 9**, and will therefore avoid the door if the alarm has been raised).

GORBAZ

CR 1/2 F

XP 200 Male goblin expert 1, warrior 1 (Pathfinder Roleplaying Game Bestiary, "Goblin") CE Small humanoid (goblinoid) Init +2; Senses darkvision 60 ft.; Perception –1

AC 17, touch 13, float-footed 15 (+2 armor, +2 Dex, +2 shield, +1 size) hp 12 (1d8+1d10+2) Fort +3, Ref+2, Will +1

Speed 30 ft. Melee warhammer +2 (1d6 plus 2 points fire damage [see below]/x3) Ranged shortbow +4 (1d4/x3)

Str 11, Dex 14, Con 12, Int 11, Wis 8, Cha 7 Base Atk +1; CMB +0; CMD 12 Feats Weapon Focus (warhammer) Skills Climb +2, Craft (armor) +5, Craft (blacksmith) +5, Craft (weapons) +5, Intimidate +2, Ride +8, Stealth +8 Languages Common, Goblin Gear leather armor, heavy steel shield, warhammer, shortbow, 20 arrows, 3d4 cp.

Special: The hammer, hot from the smithy's fire, inflicts an extra 2 points of fire damage for the next 2 minutes and has the fragile condition. Players may also heat their weapons in a similar manner; heating takes 1 minute of exposure to the flames of the forge. Weapons heated in this way also gain the fragile condition.

Area 3: Stable stores

Opening the door startles a few rats, nibbling on the contents of this room. A small pile of hay and two bags of oats are the room's only other occupants.

Area 4: The Stable

The stable has been totally gutted, most of the iron rings on the walls have been worked free, and the wood of the stalls has long since been broken down for firewood.

Three **ponies** are tied to the wall here. They are not the property of the goblins but have been stolen from a particularly poorly guarded caravan that passed through Zelkor's Ferry a month ago. The goblins are using them as pack beasts to help them carry the spoils of their raids back to the castle, although the ponies dislike the work and the goblins. If freed a DC10 Handle Animal check convinces them to make a quick and noisy run for the main gate, providing a useful distraction if one is required.

CR 2

PONIES (3) XP 600

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

Area 5: The Bathhouse

A natural spring flows down the cliff and through a duct to make a small natural reservoir of clean water inside this small out-building. The goblins have not been attempting to keep it clean however and the entire building stinks of waste. Should a PC decide to paw through the water a DC10 Perception check turns up a small gem worth 20 gp, although if they do not take adequate steps to avoid contact with the water any PC sifting through the bath is exposed to filth-fever.

FILTH FEVER

Type disease, contact; Save DC 12 Fortitude

Onset 1d3 days; Frequency 1/day

Effect 1d3 Dex damage and 1d3 Con damage; Cure 2 consecutive saves

Area 6: The Occupied Tower (CR 4)

This tower looks in passable repair from the ground, although if viewed from above it's clear that the roof of the tower and its second floor have been broken in, leaving the tower hollow. The tower's ground floor door has been boarded up from the outside, and chalk graffiti written in rough Goblin reads "*No go. We let has*".

The boards can be pried loose with a DC 12 Strength check, allowing the door to be opened freely. Inside the tower is in ruins with the remains of the second floor, stairs and roof lying in a heap of rubble on the ground; this rubble does not prevent movement but does count as difficult terrain. Nesting in the middle of the mess is **Afrit**, a large, half-fiendish dire raven; in Afrit's nest are two large dark-grey eggs.

Afrit is no ally to the goblins, but made her home in the tower before they arrived. Afrit and the goblins maintain an uneasy peace: the goblins offer Afrit meat taken from their victims and in return the goblins hope Afrit will act as a kind of guard dog, a duty Afrit has no interest in undertaking. Afrit is smart enough to know that the goblins pose little threat to her and is happy with the goblins' occasional gifts. Afrit will occasionally fly off to hunt, and a roll of a 1 on a 1d4 means that on this particular day Afrit is many miles from the castle.

Tactics: Afrit fights to the death to defend her nest, but will not actively bother the PCs unless they enter her tower. If the PCs try to open the door to her tower Afrit screams in an attempt to scare them off. If all else fails (or she hears someone plotting outside) she casts *darkness* in her tower,

then grabs a block of stone in each talon and takes to the air to drop bits of stone on anyone in the courtyard. She fights to the death to defend her eggs.

AFRIT

XP 600

CR 2

Half-fiend giant eagle (Pathfinder Roleplaying Game Bestiary, "Eagle", "Half-Fiend") CE Large outsider (animal, native) Init +2; Senses darkvision 60 ft., low-light vision; Perception +15

AC 15, touch 11, flat-footed 13 (+2 Dex, +4 natural, -1 size) hp 10 (1d8+6) Fort +8, Ref +4, Will +3

DR 5/magic; Immune poison; Resist acid 10, cold 10, electricity 10, fire 10; SR 13 Speed 10 ft., fly 80 feet (good) Melee bite +6 (1d8+7/x2) and 2 talons +6 (1d8+7/x2) Space 10 ft.; Reach 10 ft. Special Attacks smite good (1/day) Spell-Like Abilities (CL 1st) 3/day—darkness

Str 24, Dex 15, Con 22, Int 6, Wis 17, Cha 9 Base Atk +0; CMB +8; CMD 20 Feats Weapon Finesse Skills Acrobatics +2 (-6 jump), Fly +8, Intimidate +0, Perception +15, Sense Motive +4, Stealth -2 Languages Infernal

Notes: This is a CR 2 creature, but if the players defeat Afrit they should be rewarded as if they'd overcome a CR 4 encounter.

Treasure: On top the debris is Afrit's cache of shiny gems (5 large but rather common gems worth 50 gp each). The true treasure is actually part of the rubble, a +1 tower shield that was inside when the tower collapsed (a DC 15 Perception check notices it). It would take 10 minutes of noisy digging to free it, however.



Area 7: Gnolls' Tower

This tower has mostly collapsed in on itself. If the party engages the gnolls from **Area 8** in this tower the rubble counts as difficult terrain. A DC 15 Knowledge (Engineering) check reveals that the room is close to falling down anyway; with care the tower's remaining supports could be collapsed, taking out rooms **Area 8** and **2** along with them. If anyone is in rooms **Area 8** or **2** when the roofs collapse they take 4d6 points of damage from falling masonry and materials; any creature standing near an exit can attempt a DC 20 Reflex save for half damage.

The second story has mostly rotted away, and it is not possible to reach the roof without scaling the dilapidated walls with a DC 15 Climb check. Anyone on the roof trying to get down can attempt to carefully jump down along the broken support beams with a DC 16 Acrobatics check to land on some of the remaining structure; failure to land on the beams (or to grab hold of them) results in a 20 ft. fall to the rubble below.

Area 8: Gnolls' Bedroom (CR 2)

There are five gnolls employed by the goblins to defend the castle. Two are on duty at all times, and a third will be down in **Area 23**. Unless the alarm was sounded at the front gate the **remaining two** can be found here. When the PCs arrive the gnolls are equally likely to be engaged in one of their three favorite pastimes: sleeping (on a roll of 1–2 on a d6), eating (on a roll of 3–4) or mock-fighting (on a roll of 5–6). Determine the gnoll's current activity before resolving their Perception checks to notice the PCs' arrival; mock-fighting is raucous and so raises the DC of the gnoll's Perception checks by 5 but they are already armed and are not flat-footed even if they do not hear the PCs approach.

If the room is searched, a DC 20 Perception check unearths the gnoll's cache, hidden under a floorboard in the back. Inside is a *scroll of hold monster*. The gnolls know what it is; although they cannot use it themselves they plan on selling it to the goblins if Afrit starts to threaten them. The cache also contains their pay from the goblins, 560 sp.

GNOLLS (2) XP 400

CR 1

hp 11 (Pathfinder Roleplaying Game Bestiary, "Gnoll")

Area 9: Main Entrance (CR 2)

The great doors to Castle Calaelen have survived, although they do not open smoothly. If the goblins have heard the alarm the door is **locked** and they will have armed **a pair of arrow traps**, set to fire whenever the doors are pushed open.

Note: The stairs up at A have been blocked; it takes an hour's work for a group of four strong Medium creatures to clear them. The stairs down at B are unobstructed.

DOUBLE ARROW TRAP XP 600

CR 2

Type mechanical; Perception DC 20; Disable Device DC 16 Trigger touch; Reset manual Effect Atk +10 ranged x2 (1d6/x3), arrow, range 60 ft.

Area 10: Guard Tower

This tower is in good repair, with a ladder leading up to **Area 19**. The room is otherwise unoccupied. A door in the western wall is secured with a chain and a lock which looks imposing, but is rather simple to open (DC 15 Disable Device). Due to the way in which it has been attached it would be difficult to open the door without making a lot of noise removing the heavy chain (DC 20 Sleight of Hand or Stealth check).

Area II: The Armory

The armory has clearly seen better days. There are enough racks, stands and cases to hold gear sufficient to equip a battalion, although they are nearly all empty and what little is left is either in disrepair or made for goblins. In the racks are 4 small longspears, 4 small short swords, 4 small wooden shields and a hundred small arrows. These are the supplies the goblins use for raids, as the longspears are less suited for indoor use. There are also 2 medium heavy wooden shields hung for decoration. A box of parts is actually a disassembled masterwork heavy crossbow that the goblins have overlooked (a DC 12 Craft [weaponsmithing] check will allow the party to recognize the parts for what they are). Four hours careful work will see it fully functional again, although there are no bolts among the parts.

Area 12: Guest Rooms

These rooms have been stripped of whatever furnishings they once contained. Some of the goblins are using these as sleeping areas or bathrooms but are currently deserted.

Area 13: The Rotting Tower

While the whole castle is showing signs of decay, this tower is seeing the worst of it. The spongy wooden floor gives a little when stepped on. There is a ladder against the far wall that is still traversable by a Small creature, but it cannot bear the weight of a creature of Medium size or larger; should a Medium creature attempt to cross the ladder there is a one in three chance it will crumble in their grasp, and a Large creature would certainly break it; even so anyone climbing the ladder can tell it's rotted through.

The ladder leads to **Area 18.** Since this is the goblins only easy route to the second floor they have been careful with the ladder; if it's broken they will need to spend a day clearing the stones at A.

Area 14: Goblin Tea Party (CR 1 or 2)

Three goblins make this room their own if the alarm has not been raised. What was once a tea room is now is a mess of half-broken furniture and shattered crockery. The goblins are having fun pantomiming with the remains of a tea set and laughing raucously.

There is a rope against one wall, attached to a pulley, running up through a hole in the ceiling. This is the remains of a dumbwaiter, climbable with a DC 10 Climb check by Small or Medium creatures, though for Medium creatures movement will count as squeezing. The gap leads into room **Area 18**.

If the alarm has been sounded the goblins have gone to room **Area 15** to stage a defense. Before they leave however they will arm an **explosive trap** and cover it in crockery shards, all the better to deal with intruders. The trap is set to go off if anyone touches the pile of shards.

Treasure: The crockery is of good quality, and if it could be reassembled (with the aid of a *mending* spell) it could be sold for 35gp as a set, assuming the trap is not set off.

GOBLIN (3)	CR 1
XP 400	
bp ((Pathfinder Palaplaving Came Postian, "Coblin")	

hp 6 (Pathfinder Roleplaying Game Bestiary, "Goblin")

EXPLODING TEA PARTY TRAP	CR 2
XP 600	

Type mechanical; Perception DC 22; Disable Device DC 16 Trigger touch; Reset none

Effect 3d4 piercing damage (DC11 reflex save for half damage); multiple targets (all targets in a 10 ft. square)

Area 15: The Library (CR 2)

The door to this room is unusual; it is entirely neatly worked iron and is **locked** and **trapped**. The trap on the door has prevented even the most curious from ever plundering the room. The goblins, after learning that the trap resets itself, have steered clear of it. Attempting to pick the lock also triggers the trap. The key has long since been lost, and the room is intact.

Inside the room the extra support beams and thick walls hint that this may once have been a safe room of some kind, however it was last used as a library, with wooden shelves and scroll-racks still supporting many tomes that have escaped the ravages of moisture elsewhere.

The books are yellowing, relics of the original inhabitants of the castle. Many are dry historical books with a focus on the history of noble families and the local aristocracy. Anyone studying these topics and using these books for reference receives a +2 circumstance bonus to their Knowledge (history) or Knowledge (nobility) rolls.

The remaining books are notes and diaries from the original owners, and of little use. The scroll cases likewise contain nothing useful, but one hides a *scroll of lesser restoration* mixed in with other notes. Another case contains a scroll of *bless* and *shield of faith*. They can be found on a thorough search of the library with a DC 10 Perception check.

SHOCKING TRAP

CR 2

CR1

Type magical; Perception DC 25; Disable Device DC 20 Trigger touch; Reset 1 minute

Effect shocking touch (2d6 electricity damage, DC 20 Reflex save for half damage)

Area 16: The Dining Room (CR 2)

Three tables and crude chairs give enough space for a dozen goblins to all eat at the same time. **Jibjack** and **two goblins** spend their time in this room when not otherwise occupied.

The tables have been laid out by someone who has heard of formal dining, but clearly didn't understand it. Knives are the only cutlery, one on each side of each plate. In the centre of each table a candle has been placed in a gravy-boat. The goblins make a great show of sitting in chairs and calling each other "good sir", a ritual that delights them.

If the alarm has been sounded, the goblins in room Area 14 and Area 17 will join Jibjack in defending this room, hoping that Afrit and the gnolls will deal with any intruders before they reach them.

Tactics: The goblins use the tables as barricades to jam the east door and provide themselves with cover, and Jibjack orders shortbow volleys at anyone coming through the east door.

Jibjack uses his nets before wading into melee, believing his "necklace" will keep him safe.

If the goblins are caught unawares, they start by upending the table furthest from the door and getting behind it.

Some of the goblins may still have cloth scraps tied around their necks as napkins when the fighting starts.

JIBJACK XP 400

XP 400 Goblin warrior 3 (Pathfinder Roleplaying Game Bestiary,

"Goblin")

CE Small humanoid (goblinoid)

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

AC 17, touch 14, flat-footed 14 (+2 armor, +3 Dex, +1 natural, +1 size) hp 23 (3d10+3)

Fort +4, Ref +4, Will +1

Speed 30 ft. Melee net +7 (entanglement) and short sword +7 (1d4–2/19–20)

Ranged shortbow +7 (1d4-2/x3)

Str 7, Dex 17, Con 12, Int 8, Wis 10, Cha 9 Base Atk +3; CMB +0; CMD 13 Feats Exotic Weapon Proficiency (net), Weapon Finesse Skills Fly +5, Intimidate +3, Perception +1, Ride +7, Stealth +15 Languages Goblin Gear leather armor, 2 nets, short sword, shortbow, 20 arrows, amulet of natural armor +1

GOBLIN (2) XP 270

CR 1/2

hp 6 (Pathfinder Roleplaying Game Bestiary, "Goblin")

Area 17: The Kitchen and Pantry (CR 1/3)

The kitchen has been totally wrecked. Goblins, not known for their love of fine dining, have taken away all the pots and utensils to be melted down in the smithy. The pantry is now home to some half-dried fish. Interestingly the spices have been left untouched, although it looks like a few goblins have at least gnawed at everything to see if it was tasty. A trained alchemist could salvage 10 gp worth of untouched minor ingredients. A **goblin** wearing a crude apron is happily cutting the half-dried fish into small chunks with a cleaver, clearly enjoying himself.

GOBLIN	CR 1/3
XP 135	
hp 6 (Pathfinder Roleplavina Game Bestiary	, "Goblin")

Second Floor

Note: Both the outer towers (Areas 6 and 7) no longer have intact second floors.

Area 18: The Lookout (CR 2)

Three goblins spend much of their time here. The rope from Area 14 comes up through a small gap in the floor here; the other end is tied to a spike in the wall. A thick wooden cabinet in a corner contains a few chess sets and similar games, which the goblins alternatively hoard, trade or chew on. On a table a chess set is covered in pieces, and goblins take turns putting on a broken pair of reading glasses and attempting to throw other pieces at it, and counting how many they were able to knock down. They can see the courtyard below, and if the alarm is sounded they try to snipe at any intruders in the courtyard with their shortbows. If they lose sight of their targets they wait (relatively) patiently, either for a chance to shoot at them some more, or ambush anyone who tries to enter the room. If the party tries to climb up from room Area 14 the goblins attempt to remain silent, hiding behind tables and the cabinet before leaping out to surprise the first person to have pulled themselves into the room and then dropping alchemist's fire into the room below. If they hear intruders on the second floor two goblins hide and one goblin climbs down the rope and makes a disturbance. If a creature looks down the hole to investigate the noise, the remaining goblins push the heavy cabinet down on top of them (dealing 2d4 bludgeoning damage and hopefully surprising them).

A few children's books with what must have been expensive illustrations are piled up on the floor here, and all the drawings have been torn out and put in a small pile. Some come from a book about castle life and have simple drawings of a banquet, a cook, and two aristocratic figures playing chess. Others have pictures of children playing japes and seem to have delighted the goblins, probably inspiring the use of the cabinet as a weapon.



CR 1

GOBLINS (3) XP 400

hp 6 (Pathfinder Roleplaying Game Bestiary, "Goblin", with the following changes: add **Ranged** alchemist's fire +3 [1d6 plus splash])

Note: Each goblin also has a single bottle of alchemist's fire.

Area 19: The Storage Loft (CR 1)

A few crates and bundles of cloth are roughly stacked in here. The crates were once filled with spare fittings and supplies, leftovers from the castle's construction, but anything of value has long since been pilfered. The centerpiece of the room is a long, four-man canoe suspended by ropes from the ceiling and running the length of the room. It's unclear how the boat got in here or what its purpose was, the river being a considerable distance from here.

A **giant spider** has made this loft its home, perhaps explaining why the boat hasn't been smashed up for firewood. Any PC climbing up to have a look inside the boat is in for a nasty surprise!

GIANT SPIDER CR 1 XP 400

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

Area 20: The Chapel (CR 3)

This chapel was once in honor of Muir but has been horribly defiled. Bones litter the floor and black cloth has been nailed to the walls. The odor of rotting flesh and dried blood is thick and the air is stale and smokey. At the far end of the room a statue of a bloated demon with a ram's head and bat's wings has been crudely constructed from stones and wood.

The 'priest' of this foul place is the goblin **Jedra**, who found a book about Orcus left here by a previous inhabitant. Jedra rather liked the idea of Orcus and built this chapel to honor him. Orcus was amused by this and granted Jedra some limited power which she is using to learn to raise undead. She hopes one day to replace her raiding parties with teams of undead lead by goblins, to supply them with all the food they could want.

At any time Jedra will be in the chapel, praising Orcus or experimenting on any bodies on which she can get her hands. She has so far carefully managed to raise a pair of skeletons, and is working on a corpse, this time attempting to make a zombie. The skeletons are under the effect of her ability to Command Undead.

Tactics: Jedra uses her skeletons to fight for her, relying on her Channel Energy to heal the skeletons if they need it, or use it to harm the intruders otherwise. She opens with *bless* before attempting to channel every round. If she exhausts her uses of Channel Energy she opens up with her crossbow and fights to the death, cursing her attackers in Orcus's name.

JEDRA CR 1 XP 400 Female goblin disciple of Orcus 2 (Pathfinder Roleplaying Game Bestiary, "Goblin", see the Appendix) CE Small humanoid (goblinoid) Init +2; Senses darkvision; Perception +2

AC 21, touch 13, flat-footed 19 (+6 armor, +2 Dex, +2 shield, +1 size) hp 17 (2d8+2) Fort +4, Ref +2, Will +5

Speed 20 ft. Melee heavy mace +1 (1d6-1) Ranged light crossbow +4 (1d6/19-20) Special Attacks channel negative energy (1d6, 6/day, DC 12) Domain Spell-Like Ability (CL 2nd; melee touch +1) 5/day—bleeding touch

Spells Prepared (CL 2nd; melee touch +1; ranged touch +4): 1st—bless, cause fear^D (DC 13), cure light wounds, shield of faith 0 (at will)—create water, detect magic, purify food and drink, read magic D Domain Spall Domain Doath

D Domain Spell Domain Death

Str 8, Dex 14, Con 12, Int 10, Wis 14, Cha 12 Base Atk +1; CMB –1; CMD 11 Feats Command Undead⁸, Extra Channel Skills Heal +6, Knowledge (religion) +4, Linguistics +4, Spellcraft +4, Stealth +4 Languages Common, Goblin SQ aura, variant channeling (undeath variant channeling)* Gear breastplate, heavy wooden shield, heavy mace, light crossbow, 20 arrows, holy symbol of Orcus *Pathfinder Roleplaying Game Advanced Player's Guide

SKELETONS (2) XP 400

hp 8 (Pathfinder Roleplaying Game Bestiary, "Skeleton,

Medium") Special: These skeletons have been prepared with great

care, and as such have 8 hp instead of the usual 4.

Treasure: None of Jedra's wealth is stored here; she instead keeps it in room **Area 20**. She does however carry the key to that room on a loop of string around her neck. On the altar is a very well bound and detailed tome, praising Orcus and including prayers to him and some basic necromantic rites of which Jedra has been making use. The book itself is probably worth up to 200 gp to a budding necromancer or collector, although any good creature would seriously consider burning it.

Area 21: The Bedroom of Skulls

Jedra has an understandable concern that her new-found faith in Orcus may raise an eyebrow within her tribe, and so limits her new taste in interior decorating to just this room and the Chapel. This was once two rooms, perhaps a drawing room and master bedroom, but the adjoining wall has collapsed, leaving a large room that Jedra has claimed as her own. She has taken to filling the room with all the skulls she can find—rat, human and other. They decorate every available flat surface. A few crude chalk drawings of Orcus adorn the walls, along with some rather fanciful portraits of Jedra herself.

Besides the bed and some spartan furniture, there is an iron chest in one corner that Jedra uses to store her personal possessions. Inside, among spare clothes and cloth scraps, is 35 gp in a small leather pouch, along with a pretty silver necklace worth another 120 gp for its workmanship.

There is also a book of exceptional quality, written in Elven (which Jedra cannot read). It is the journal of Maybeth Calaelen, the castle's last legal owner, and documents her early explorations of the Mouth of Doom and Rappan Athuk. Roll four times on the Rappan Athuk rumor table to determine its contents. In addition, the book notes the Mouth of Doom and its relative safety compared to the Sunken Graveyard and the main entrance to Rappan Athuk. The book also mentions the "wealth of the healers" deep within the Mouth of Doom. Finally, on the last page is written in shaky handwriting:

"Having recovered from our tragic loss, it is my stern opinion that no quest nor threat will convince me to descend into the well."

The true prize is the chest itself; a careful study of the chest (DC 20 Perception check) reveals that the base of the chest contains a hidden compartment containing 2 gold bars (worth 200 gp each) that have escaped Jedra's attention. Anyone attempting to move the chest may also notice how surprisingly heavy it is, even when emptied.

Area 22: Servants' Quarters

This room was perhaps once divided up into four small spaces, but broken timber struts are all that remain. The goblins use this as a communal sleeping room or party room, as the mood takes them.

Basement

Area 23: Guard Room (CR 1/2)

This room has been emptied except for a desk, a chair and a pile of skins made up into a crude bed. The only occupant of this room is **Gorl the gnoll**. Gorl leads the gnolls that are elsewhere in the castle, but he is lazy and so assigns himself the job of "prison guard" every day, which allows him to take as many naps as he chooses. Gorl is a very capable fighter, but at any time there is a 40% chance he is asleep on the pile of skins, unless the alarm has been raised in which case he is hiding in the first cell (**C**), ready to burst out and surprise the first intruder that passes by.

Gorl is a coward and if the fight doesn't go his way he attempts to make a deal for his life (although with gestures, as he does not speak more than a few words in Common). He also has the keys to the cells.

Treasure: On the table is a small collection of things Gorl has taken from previous prisoners. These include a scythe, a compass, a wooden holy symbol to Dwerfater, an empty scrollcase and a few other personal items that are worthless except for sentimental value, including a snapped composite longbow (+1 Strength modifier) that Gorl accidentally broke while playing with it.

GORL XP 200 Gnoll warrior 1 (Pathfinder Roleplaying Game Bestiary, "Gnoll") CE Medium humanoid (gnoll) Init +0; Senses darkvision; Perception +0

AC 14, touch 10, flat-footed 14 (+3 armor, +1 natural) hp 21 (1d10+2d8+6) Fort +7, Ref +0, Will +0

Speed 30 ft. **Melee** greataxe +7 (1d12+6/x3)

Str 18, Dex 10, Con 14, Int 8, Wis 10, Cha 12 Base Atk +2; CMB +6; CMD 16 Feats Power Attack, Weapon Focus (greataxe) Skills Climb +3, Diplomacy +2, Intimidate +5, Stealth -1, Survival +4, Swim +3 Languages Gnoll Gear studded leather armor, greataxe, 2d6 gp.

Area 24: Empty Cells

The goblins keep victims (alive and dead) from their raids here. Currently all bar one of the cells are unoccupied, as the bodies from the last raid are currently receiving Jedra's attentions.

Area 25: Mortimer's Cell

The door to this cell is **locked** (the key is in the possession of Gorl). Inside the cell is an elderly half-orc gentleman named Mortimer. Mort was a farmer who was captured by the goblins a week ago while on a trip to a nearby town to sell his crop. He is keen to escape and return to his farm, but bears the goblins and gnolls a grudge. If he is armed he could easily be convinced to help fight with a DC 11 Diplomacy check.

During his captivity he has carved himself a small holy symbol of Telophus out of stone, which he places on the ground reverently when he is once again a free man.

The scythe in X-23 is his, and he can wield it proficiently.



CR 1/2

MORTIMER XP 200

CR 1/2

Male Half-orc commoner 2 N Medium humanoid (human, orc) Init +1; Senses darkvision 60 ft.; Perception +1

AC 11, touch 11, flat-footed 10 (+1 Dex) hp 13 (2d6+4) Fort +2, Ref +1, Will +1 Defensive Abilities orc ferocity

Speed 30 ft. **Melee** unarmed strike +2 (1d3+1) **Melee** (if armed with scythe) +2 (2d4+1/x4)

Str 13, Dex 12, Con 14, Int 8, Wis 12, Cha 8 Base Atk +1; CMB +2; CMD 13 Feats Martial Martial Weapon Proficiency (scythe), Simple Weapon Proficiency (sickle) Skills Handle Animal +3, Intimidate +1, Profession (farmer) +5 Languages Common, Orc

pendix

Archetypes DISCIPLE OF ORCUS (Archetype)

The Disciple of Orcus has dedicated their life from their first pious moments to serving the Demon Lord of the Undead. They instruct the secret cabals in the teachings of Orcus and also work to raise the undead army that will someday rise up to destroy the world. The disciples of Rappan Athuk differ theologically from the disciples of Tsar, and will attack the later more often than not.

Death Domain: The disciple of Orcus must choose the Death domain (or the Undead subdomain from the Advanced Player's Guide, if available in the campaign). They gain no second domain or domain powers. In all other respects, this works like and replaces the standard cleric's domain ability.

Variant Channeler: When the Disciple of Orcus channels energy it is modified by the undeath variant from Ultimate Magic.

See in Darkness (Ex): The holiest of rites to Orcus are performed in total darkness. At 1st level the Disciple of Orcus gains darkvision 60 ft. The range increases to 90 ft. at 6th level. At 8th level the Disciple of Orcus can also see in magical darkness. If the Disciple of Orcus already possesses darkvision its range increases by +30 ft. at 1st and 6th levels.

Bonus Feat (Ex): At 1st level the Disciple of Orcus gains Command Undead as a bonus feat.

Undead Lord's Proxy (Su): Undead recognize the Disciple of Orcus as a conduit to the Demon Lord. At 3rd level Disciples add +2 to the DC to resist channeled energy when used to command undead.

Touch of Darkness (Su): At 9th level, once per day per level, the Disciple may make a melee touch attack to deal 1d4+1 points of Strength damage to a target (Fortitude save for half damage). If the target is reduced to 0 Strength or less, they die, and rise as a shadow under the control of the Disciple one round later. The Disciple may have one controlled shadow per two Disciple levels. This is equivalent to a 5th level spell. The save DC is Wisdom-based.

Undead Creation Mastery (Su): At 11th level when the Disciple of Orcus creates undead (either through the spell or other means) they gain a +4 bonus to their caster level when determining what type of undead they can create. Undead the Disciple of Orcus creates are immediately under their control as per control undead.

Originally printed in *Rappan Athuk* by Frog God Games. Please see that book for more details.

Castle Contents tracker:

- 0 9 Goblins
- 0 1 Gorbaz
- 0 1 Jibjack 0
- 1 Jedra Ο
- 6 Standard
- 0 5 Gnolls
- 0 1 Gorl 0
- 4 Standard 0
- 2 Skeletons 0
- 1 Afrit (See Area 6) 0
- 1 Giant Spider
- 0 3 Ponies 0
- 3 Traps

Plot Hooks

The Great Downward Engineering Company

This is a plot hook used to start an adventure in and around Rappan Athuk. Castle Calaelen was built some time before the fall of Tsar and the Righteous March by an elven noble named Orlinde Calaelen who was rich but not terribly clever. Maybeth, a descendant of hers, decided to make use of the castle and set up an adventuring group named The Great Downwards Engineering Company. The purpose of this group was to systemically purge Rappan Athuk of evil, and in doing so profit from the process. After a first, highly successful expedition, Maybeth became obsessed with "finding the missing prince and princess" (due to her finding the Sword of Kings and Queens, and falling under the influence of its geas). She sold everything she owned, including the deed to the castle and set off on a second journey (meeting her fate in Rappan Athuk, 12C-9).

The deed has passed through many hands, gradually losing all it's worth. At the start of the story, one PC inherits the deed to the castle, and the rights to run an adventuring company (free from any taxes, if the region has any). Clearing the castle should allow the party to find Maybeth's journal in Area **21**. From there it should direct the party to the Mouth of Doom and beyond, driven by a combination of righteousness, greed and curiosity.

What's that doing Here?

The PCs, either after fleeing Rappan Athuk for their lives, or exploring the countryside before making their first foray into the mega-dungeon, crest a small hillock and notice a dwelling perhaps a few hundred yards in the distance. From this range, it is difficult to determine the exact type of structure, but from the size it must be at least a fortified manor of some kind. Perhaps the owners would be willing to offer shelter?

Finders, Keepers

The party stumbles upon a dilapidated keep while travelling. With the threat of rain (or worse) on the horizon, it sure would be nice to find somewhere dry to stay the night. If no one owns this place, why not stay a while and regroup?

Castle Calaelen as a base of operations

Rebuilding the castle can provide an interesting sub-plot alongside Rappan Athuk. At first it provides somewhere free to stay, but with coin (or the help of a *lyre of building*) it could become a place to defend once the players inevitably kick the hornet's nest that is the martial might of Orcus' army.

There is a week's worth of work in cleaning the castle and washing away the mess left by its previous occupants, but the party should be free to hire labor (skilled and otherwise) from any nearby towns (such as Zelkor's Ferry, or one of the GMs devising).

• 400 gp worth of repairs and a stableboy would see the stables operational again, taking care of the PC's horses while they're off adventuring.

• A cleric could re-sanctify the temple, and be available to tend to sick or injured characters, perhaps later picking up the ability to cast useful spells such as *lesser restoration*.

• 1,200 gp would see the gatehouse and drawbridge repaired, making the castle far more defensible against attack.

• The party could begin to hire guards, soldiers, cooks, cleaners or other staff and play more of the 'castle life' angle. The Leadership feat would play an important part in any party attempting to staff the castle with a large contingent of martial NPCs.

• A trophy room could contain keepsakes of victories or the toughest monsters the party has slain.

There is much more the castle could do without shifting the game's focus from dungeon-diving to town planning, and provides an interesting way for the party to spend their money, and perhaps lend itself to the beginning of a greater arc, to keep give characters an ongoing reason to venture into Rappan Athuk.

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