

GOBLINS IN THE BREWERY

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PATHEMINDER
ROLEPLAYING GAME COMPATIBLE

SPECIAL CONVENTION ADVENTURE FOR FOUR 1ST-LEVEL CHARACTERS

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GOBLINS IN THE BREWERY

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Only two types of people come to Causeway Hill: those who are lost and those who are loyal. The first type is lost in their cups, lost in the hollows, or lost exploring the maze that is the Causeway Hill tunnel itself. These people want to lose themselves in the middle of nowhere and they hope the world never finds them. The second kind is made up of the loyalists, those who support the goddess Ninkash, or those loyal to their coin and account books. There is wealth in these rolling hills for men and trappers with steel enough to brave the wilderness of the valleys for pelts, moonshine, gnome root, and more. Merchants load wagons with kegs of thick black ale to sell north in Zobeck or southeast in Khorsburg. Others pull wealth from the underground causeway itself, with its uncounted side courts and apartments, though gaining a permit from the brewery's high priest can be an adventure in itself.

ADVENTURE BACKGROUND

A one-horned goblin oni named Monade Killbarrel and her gang of bugbear lackeys took over the Eggsucker and Toadpillow goblin tribes three years ago within the Smolten Hills. Growing bored with life away from the cities and strong drink, Monade would often leave the lair for a month or so to subdue her thirst with what gold her 'pillows' and 'suckers' had scrounged up. On her latest trip she wandered into the town of Causeway Hills and the enormous brewery there left her awestruck, sending her thirst for booze to new levels. Using her arcane abilities, she disguised herself as a gnome trader named Rose Rosebelt and gathered information on the brewery and the people that ran it. Slowly but surely, Monade came up with a plan to steal a tunnel full of beer.

The dwarven brewmaster War'lip, who everyone calls "Gnome Tongue," began courting Rose. Through him the oni learned the ins and outs of the brewery—the exits, the worker's quarters, priests, guards, and shipping schedules. But many became suspicious of Miss Rosebelt's inquiries and odd behaviors, so Monade beat War'lip during a midnight fling and fled back to her lair.

With winter approaching, a time in which kegs can be stored outside, the hardest peddlers take to the snow-covered trails on sleigh wagons, delivering brew to towns and army camps around Smoltenberg. Causeway Hill's busiest time of year is approaching, when most of the year's profits are made. Killbarrel's foul plot could plunge the budding town into poverty as she plans to attack the brewery temple with both goblin tribes from two directions before the town can ship out this overstock.

ADVENTURE SUMMARY

As the PCs arrive in Causeway Hill, they are followed by an early blizzard that snows them into the inn. During the evening, Monade's Eggsucker raiders charge the brewery from over the hillside but the Toadpillow force gets confused in the blizzard and attacks the township instead. After the PCs battle goblin lieutenant Sugarwort, a giant frog-faced slurf-man and his enormous goblin snake, the face of the brewery explodes, littering the town in rubble and destroying the grand staircase up the hill to the brewery. As there are further explosions atop the hill, the PCs realize that the goblins in town are not the main force.

The PCs must brave the brewery, confronting Monade and her drunkenly crazed Toadpillow and Eggsucker tribes. Inside, the PCs will also come across the motley crew of odd characters and creatures that Monade has gathered around her to ornament her party lifestyle, including a goblin snake sorcerer, a kung fu artist, and fire throwers. Besides facing Monade herself, other encounters will include malfunctioning elevators, overly intoxicated goblins, and a vile and dramatic hostage situation. After the brewery, the PCs also deal with some of the unforeseen effects of Monade's defeat and the dark secrets revealed in their adventure.

INTRODUCTION

Arriving in Causeway Hill with a snow storm on their heels, the PCs take up at the inn named Ninkash's Cups at the bottom of the Grand Stair to weather out the storm. The service and food are excellent, the beer top notch and cheaper than expected, and there are games of dice, cards, or puzzles going on at every table. The storm is massive and goes on all day, dumping what

SKUNK SKIN HAT

Price 750 gp; **Aura** weak divination
CL 3rd; **Weight** 1lb.

Wearing the hat while in a forest, in rolling hills, or in grasslands, imparts the puzzling feeling that the wearer has lived in the area for many years. The wearer received a +10 competence bonus on Survival checks made in these areas and may cast *speak with animals* (skunks only) at will. However, anyone attempting to track the wearer of the *skunk skin hat* gains a +5 bonus to Survival checks.

CONSTRUCTION REQUIREMENTS

Craft Wondrous Item, *speak with animals*,
Cost 375 gp

seems an unnatural amount of snow upon the newly thriving town.

Redda, the innkeeper's wife, has a fine singing voice and can sing most of the PCs favorite songs. If a PC is especially jolly or is extremely friendly or kind, one of the valley rangers, Tapps by name, drunkenly gives that PC his lucky *skunk skin hat*. Arbal, a broad shouldered brewery worker that is sitting alone offers to buy a drink for the PC with the highest strength score and asks that character to sit and talk. If the PC does so, the worker will complain about his day hauling hops up the little-known narrow back ramp of the brewery with his donkey named Kegback. As much as he complains about Kegback, there's a tone of love in his voice.

A DC 12 Perception check tells the PCs that some of the kegs along the wall are marked with a green painted "Y", the mark of Ninkash, the beer goddess. If asked about them, the innkeeper informs the PCs that they are for the Spring Sowing holiday in a few months.

At the end of the evening as the night grows dark, the adventure begins.

PART ONE: BRAWL AT THE BEER STEP

T-1. NINKASH'S CUPS

The common room is smoky and smells of pipe ash. Most of the chairs are occupied with clean cut merchants, a few trappers and moonshiners lodging in for the storm, and non-clergy brewery workers in their leather aprons. Many of them are well into their cups or already passed out on benches ready to ride out the blizzard. The room is warm with a small stone hearth lit in each of its four corners.

DESIGNER'S NOTE: This combat can be deadly if run too aggressively. That is not the purpose of this encounter. It is meant to set a creepy tone for the overall adventure and to showcase that goblins are more crazy than not. The slurk, which starts the combat already hurt and prone, should focus with its slime attacks more than its deadly melee bite.

The heavy snow has piled up against the inn's door. It takes three DC 12 strength checks to open it.

Outside, a squad of the Toadpillow tribe has become separated from the main force within the snowstorm. The goblins are riled up after the promise of endless beer

seems unlikely to be met. To get a better look at the surroundings, the squad leader climbs atop the inn on his slurk mount, hoping to ascertain the location of the main company.

Round one, the PCs may make DC 25 Perception checks to hear the eerie scrapes as the slurk climbs up the inn wall. Round 2, as the slurk and rider make their way onto the roof adding their weight to the already significant amount of snow, the PCs make a DC 15 Perception check to hear the ceiling groan and bow. Round 3, the slurk falls through the ceiling taking 1d6 falling damage and landing prone, while the goblin rider grabs hold of a large beam rafter. Large piles of snow fall to the center of the common room.

Roll initiative for characters. Round 4, the goblin squad leader drops to the ground (DC 15 Acrobatics check to avoid falling prone and taking 1d6 damage). Also on round 4, the squad begins to follow, using Round 5 to tie off ropes to a chimney. On Round 6, two will climb down to the common room using the ropes. One goblin cares nothing for battle; having been promised so much alcohol and then being deprived by the storm, it rushes to any and all bottles and cups with glee. On Round 7, a particularly careless goblin falls down one of the chimney's after failing a Climb check, taking 2d6 falling damage. If he lives, he runs around the common room on fire until he dies. This starts small fires throughout the room which the NPCs will work frantically to extinguish. On Round 8, two more arrive and begin shooting arrows from the hole in the ceiling.

The goblin squad leader's hide armor is covered in layers of pinned frogs and toads coated in hardened slurk slime. The goblin's morningstar spikes are also decorated with toad corpses.

Goblin Squad Leader

CR 1/2

XP 200

Goblin cavalier 1 (*Pathfinder RPG Bestiary*, *Pathfinder RPG Advanced Player's Guide*)

CE Small humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 18, touch 13, flat-footed 16

hp 10 (1d10+4)

Fort +3, **Ref** +2, **Will** +0

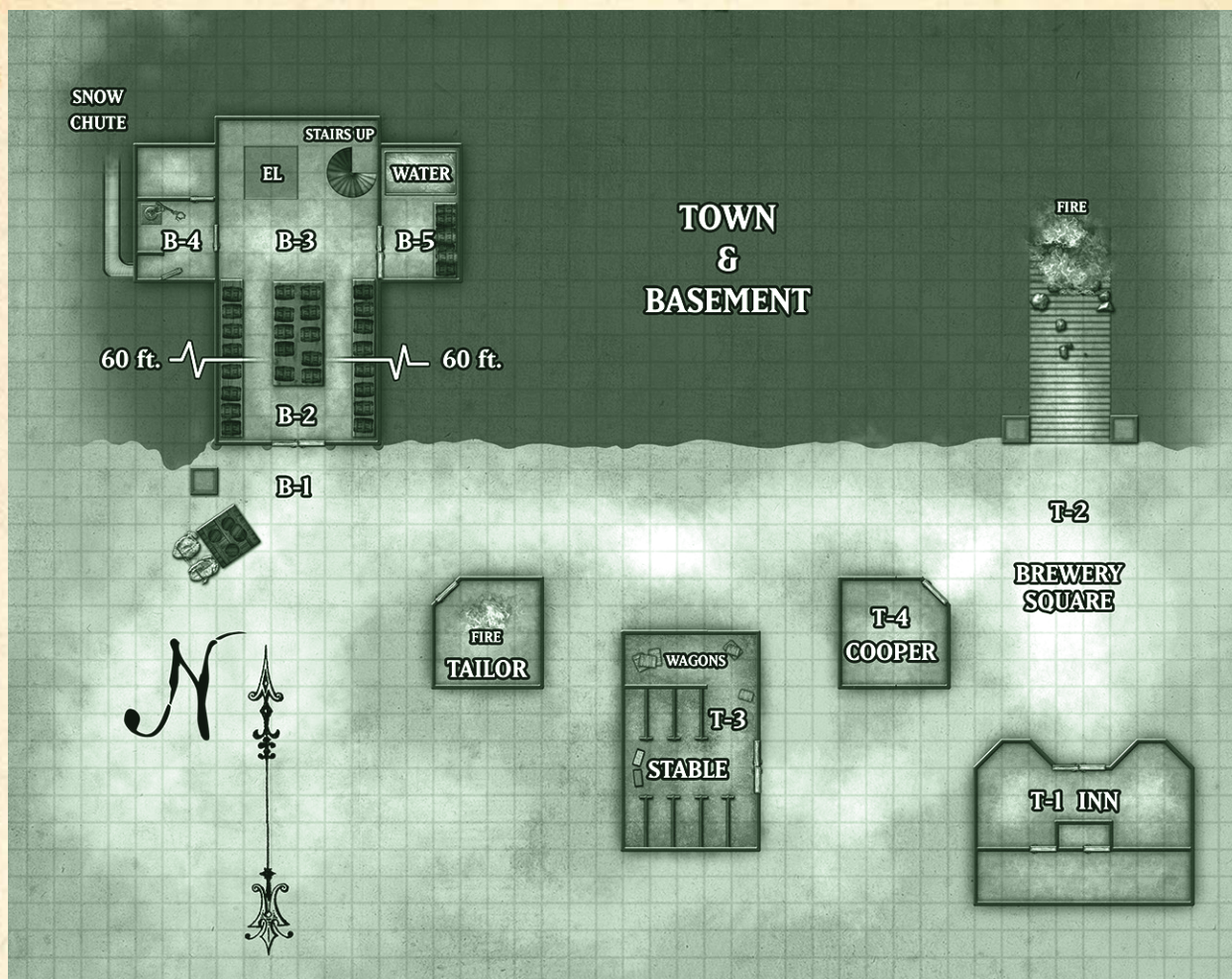
OFFENSE

Speed 20 ft.

Melee morningstar +4 (1d6+2)

Ranged shortbow +4 (1d4/x3)

Special Attack Cockatrice's Challenge +1 (1/day)



TACTICS

During Combat The squad leader challenges the closest PC and attacks. He will use his swap places ability with other goblins to save his own life, and will try to remount if possible.

Morale This goblin will make a run for the door if reduced to below 3 hit points.

STATISTICS

Str 14, **Dex** 15, **Con** 13, **Int** 11, **Wis** 10, **Cha** 8

Base Atk +1; **CMB** +2, **CMD** 14

Feats Swap Places, Toughness

Skills Acrobatics -2 (-4 jump), Climb +2, Handle Animal +3, Intimidate +3, Ride +6, Stealth +10

Languages Goblin

SQ Tactician (Swap Places) 3 rounds (1/day)

Gear hide armor, buckler, morningstar, bag of frozen frogs, jar of lard, 12 Sveretska gold coins; within the saddle bags upon the slurk is a battleaxe, buckler, and (2) potions of jump.

Cockatrice's Challenge: The goblin squad leader can issue a challenge 1/day. He receives a +1 morale bonus on all melee damage rolls made against the

target of his challenge. This ends if the target becomes threatened by another creature.

This slurk is used as the squad leader's mount.

Slurk

CR 2

XP 600

N Medium magical beast (*Pathfinder RPG Bestiary 2*)

Init +6; **Senses** darkvision 60 ft.; Perception +0

DEFENSE

AC 15; touch 12, flat-footed 13 (+2 **Dex**, +3 natural)

hp 17 (2d10+6)

Fort +6, **Ref** +5, **Will** +0

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +4 (2d6+3)

Ranged slime squirt +4 ranged touch

Special Attacks belly grease, slime

TACTICS

The slurk uses its slime attack anytime it is not in melee.

STATISTICS

Str 15, **Dex** 14, **Con** 17, **Int** 3, **Wis** 10, **Cha** 10

Base Atk +2; **CMB** +4; **CMD** 16 (20 vs. bull rush, grapple, overrun, and trip)

Feats Improved Bull Rush^a, Improved Initiative, Improved Overrun^b

Skills Acrobatics +16, Climb +14, Escape Artist +6; **Racial Modifiers** +4 Escape Artist

Languages Boggard and Goblin (can't speak)

Gear saddle bags, brass studs.

SQ hunker

SPECIAL ABILITIES

Belly Grease (Ex): The slurk has a +4 bonus to Escape Artist checks and CMD versus grapples. Once per minute, it can wallow on a solid surface as a full-round action to coat the floor in a 5-foot radius with this grease. The smear created turns that area of floor into difficult terrain for 10 minutes, after which the grease dries to a nasty crust.

Hunker (Ex): The slurk has a +4 bonus to CMD to avoid bull rush and overrun attempts.

Slime (Ex): As a standard action at will, the slurk can squirt a jet of slime from its back as a ranged touch attack against any target within 30 feet. A hit target is entangled. Anyone the slurk successfully bull rushes or overruns is automatically squirted with back slime. The slime can be removed as a full-round action with a DC 15 Strength check.

Additional Gear Stuck to the slurk's back with slime is a dead cat, a log being used a pommel, a used sun rod, two anti-toxins, and 43 dead toads.

Goblins (5)

CR 1/3

XP 135 each

hp 6 each (*Pathfinder RPG Bestiary*)

Additional Gear (collective) pouch full of old dolls, a half toothless comb, a pair of masterwork scissors (7gp), an empty bottle of hair remover, and some toy copper shoes (11 sp).

At the end of this encounter, the temple bell at the brewery begins to ring frantically. Outside, the PCs hear someone banging on the inn's door. It's the town's tinsmith, Onewk, running from goblins and he wants to come inside. In the street, goblins are pulling townsfolk from their homes, beating some, killing others, and starting fires wherever they can. All the patrons of the inn are too drunk to help the PCs in combat, but they will gather a pool of supplies for them from their personal effects: (2) *beers of cure light wounds* for each PC, a sunrod, and 50 ft. of silk rope.

T-2. THE BREWERY SQUARE CR 1

Pinks and purples slash the western sky as the sun descends. Knee-deep snow covers the cobbles while banks of 8 to 10 feet press against the buildings within sight. Much of the snow within the square's center and before the brewery's grand stair has been cleared away by the wind and by the battle that seems to be coming to an end. The bodies of 6 guards, about 20 goblins, and a number of townspeople litter the red-stained snow. A large group of goblins with a sleigh pulled by two enormous frog-like creatures heads toward the Beer Gate, cracking a whip to encourage more speed from the creatures. Before you, the lone living guard faces off against a group of 5 goblins to protect some fleeing townspeople.

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The tailor's shop blazes orange not far away. A particularly drunken goblin yells at the top of his lung, "Where be the beers? Tells us where the beers is!" He looks over to his equally soused compatriot. "They must have drunk it all!" His inebriated friend agrees. "We'll drain the beer out of em!"

Goblins (5)

CR 1/3

XP 135 each

hp 6 each (*Pathfinder RPG Bestiary*)

Additional Gear (collective) pouch full of frog legs, coin purse full of silver capped teeth (2sp), 7 wine corks, a headless toy horse, and some copper chain (13 sp).

Guard, Marindinch Bihammer

Dwarf warrior 1

LN Medium humanoid (dwarf)

Init +0; **Senses** darkvision 60 ft.; Perception +5

DEFENSE

AC 16, touch 10, flat-footed 16

hp 8 (1d10+2)

Fort +4, **Ref** +0, **Will** +1

OFFENSE

Speed 20 ft.

Melee halberd +2 (1d10+1)

Ranged javelin +1 (1d6+1)

TACTICS

During Combat Marindinch fights bravely and selflessly for his town. He does his best to occupy the slurk-man's attention and take advantage of any openings the PCs might give him.

Morale Marindinch is too stubborn to retreat unless the situation turns drastically against him. As long as he thinks he has any hope of victory, he will fight on.

STATISTICS

Str 13, **Dex** 11, **Con** 14, **Int** 9, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** +2, **CMD** 12

Feats Alertness

Skills Perception +5, Sense Motive +5

Languages Dwarven, Trade Tongue

Gear halberd, (2) javelins, chain mail, *beer of cure light wounds*, cold-weather outfit.

SQ hatred, stability

If the PCs can help Marindinch defeats his enemies and he lives through the battle, award each an extra 50 XP.

T-3. THE STABLES

Two massive dwarven-style red keg wagons are parked under the northern overhang. The stables are polished and swept neatly, and the sweet smell of hay from the upper loft fills the air. The goblins have tortured the horses and driven them wild with stabs and prods causing one horse to break out of its stall to fight. A giant goblin-headed snake licks its lips as it looks upon the bleeding horse.

Before the raid, Chokesaddle, the giant goblin snake, began to boast that she would eat an entire horse in one go on this attack. Not believing she could do it, two goblins, Nob and Dice, are here to see her attempt the deed. Unfortunately for Chokesaddle, the horses are not the dwarven ponies she was expecting and Nob and Dice are having a great laugh of it. They've been terrorizing the horses for about 10 minutes when the PCs arrive and are not ready for a horse to break out much less to fight the PCs.

Stabbed and crazed, the horse has an unfriendly starting attitude toward the PCs.

Nob and Dice

CR 1/3

XP 135 each

hp 6 each (*Pathfinder RPG Bestiary*)

During Combat These goblins use their ranged weapons, attacking the PCs and the horse when and if the PCs try to calm the beast down.

Morale If either goblin is reduced to below 3 hit points, it uses its poison, and then makes a run for it.

Additional Gear (each) moss covered quivers, busted top hat with broken feather, extra-large boots, (1) dose of gnome root poison (as drow poison).

Advanced Light Horse CR 2 (currently CR 1)

XP 600

hp 19 (currently 8) (*Pathfinder RPG Bestiary*)

Melee 2 hooves +0 (1d4+3)

During Combat The horse attacks the goblin snake exclusively until the goblin snake dies or retreats, and then will attack anyone who comes adjacent until its attitude changes to indifferent or better.

Morale The horse will retreat if it gets a clear path out of the stables.

XP Do not award experience if the PCs kill the horse, however if they manage to calm the horse and treat its wounds, award experience for a CR 2 encounter.

Giant Goblin Snake, Chokesaddle CR 2

XP 400

CE Medium aberration (*Pathfinder Roleplaying Game Bestiary* 3)

Init +1; **Senses** darkvision 60 ft., scent; Perception +5

DEFENSE

AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)

hp 17 (2d8+8)

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

OFFENSE

Speed 30 ft., burrow 5 ft., swim 20 ft.

Melee bite +5 (1d6+6)

During Combat Chokesaddle will focus on any PCs of small size that she can eat later.

Morale If the fight isn't going well, Chokesaddle will try to slip away. She will not help Nob or Dice and will laugh if they are taking a beating.

Special Attacks goblin breath

STATISTICS

Str 18, **Dex** 13, **Con** 18, **Int** 9, **Wis** 12, **Cha** 13

Base Atk +1; **CMB** +5; **CMD** 16 (can't be tripped)

Feats Lunge^B, Skill Focus (Bluff)

Skills Bluff +6, Intimidate +5, Knowledge (local) +3, Perception +5, Stealth +9

Languages Goblin, Trade Tongue

SQ snake empathy +7

Goblin Breath Once every 1d4 rounds, Chokesaddle can release a disgusting belch as a standard action. Any creature within 5 feet of the goblin snake must succeed at a DC 13 Fortitude save or be sickened for 1d6 rounds by the stench. Creatures that successfully save cannot be affected by Chokesaddle's goblin breath for 24 hours. Goblin snakes and goblins are immune to this effect. This is a poison effect. The save DC is Constitution-based.

Snake Empathy This ability functions similarly to a druid's wild empathy ability, but allows Chokesaddle to verbally communicate with and be understood by snakes and similar serpentine reptiles.



T-4. The Cooper's Workshop (CR 1/2)

Work benches and half-finished barrels line the walls of this well-lit room that smells of saw dust. Iron hoops, polished tools, and boxes of nails are flung about the floor. Atop the workbench, two goblins have the club-footed dwarven cooper shoved into a broken barrel and one is sawing it in half. The other has the old dwarf's boot off his good foot and is eating his toes. The cooper is already bleeding and using some of the most colorful language you have ever heard. As you enter, the goblins pause what they are doing and give you a look that says, "What?"

.....

Goblins (2) CR 1/3

XP 135 each

hp 6 each (*Pathfinder RPG Bestiary*)

During Combat These two goblins try to gang up on first person through the door.

Morale If dropped below 3 hit points, these goblins flee or try to use their dwarf hostage as a bargaining tool.

Additional Gear (collective) (2) painted squirrel skulls, whetstone, small ruby earring (5gp).

CONCLUDING PART ONE

Temple bells still ring from up high on the hill as a frog-pulled sleigh full of yelling goblin warriors heads toward the Beer Gate. As the PCs gather themselves, an explosion blares forth from above, lighting the darkened snow-flurried sky with roiling orange flames and smoke. Shrapnel of mostly stone, sprinkled with glass, metal, and wood rains down around the PCs and a hot copper brewing vat crashes nearby, quickly melting a hole in the snow. Much of the debris, including a second vat, lands on the Grand Stair collapsing it and setting it aflame.

All PCs make a DC 7 Reflex save or take 1d6 damage that counts as fire and bludgeoning.

The PCs see this:

.....
Coming from the direction of the Beer Gate stalks a giant frog man. He calls out in goblin, "Children, where have you ran off to? Monade and the beer are waiting. Come to me now, and Sugarwort will not punish you. There is work to be done, children."
.....

When he sees the PCs and the dead goblins about the courtyard, he holds his axe up high.

The leader of the Toadpillow tribe, Sugarwort the slurk-man, was born from normal slurk parents. No

one knows why or how he mutated into the slurk-man he is today, but he quickly went from future mount to Toadpillow tribe leader when he began talking and smashing goblin skulls. When Monade told him she planned on killing dwarves in this raid, Sugarwort happily gave her control of his tribe as he has a hatred and vivid nightmares of dwarven torture and mishandling that never actually happened.

Sugarwort has a frog's face and long giant tusks extending from his mouth. He stands near 11 feet tall and wields a battle-scarred ax in one hand and uses a wagon wheel in the other as a buckler. On his sticky slurk back, three obese goblin women are stuck; this is Sugarwort's lesser harem. The wives taunt the PCs, calling them fools for attacking the massive slurk-man and make relentless barbs against their personal looks, fashion, and nature. Use the wives as a warning to PCs of how dangerous he is in melee: "Sugarwort has killed dozens with his nasty ax. Dozens! Stay back pink skins or he'll slice you in two!"

If the PCs search the fallen guards, the ones marked with an 'x' still have their undrunk *beer of cure light wounds* on their belts within the decorative tankards of the town guard.

Sugarwort the Slurk-Man CR 2

XP 600

Large bipedal (*Advanced Bestiary* by Green Ronin Publishing) slurk (*Pathfinder Roleplaying Game Bestiary* 2) warrior 1

CE monstrous humanoid

Init +4; **Senses** darkvision 60 ft., low-light vision; Perception +3

DEFENSE

AC 15, touch 8, flat-footed 15 (+6 natural armor, +1 shield, -1 Dex, -1 size)

hp 34 (3d10+18) (currently at 21)

Fort +11, **Ref** +3, **Will** +0

OFFENSE

Speed 30 ft., climb 30 ft.

Melee battleaxe +6 (2d6+6 x3)

Special Attack slime

TACTICS

During Combat Sugarwort will use his slime attack against the PCs until they close with him, then he will use his bull rush and overrun attack to keep the PCs from surrounding him. Sugarwort hates dwarves and singles them out when in melee.

Morale If Sugarwort is dropped below 8 hit points he uses his climb speed and *potions of jump* to try and escape.

STATISTICS

Str 23, **Dex** 9, **Con** 23, **Int** 6, **Wis** 10, **Cha** 11

Base Atk +3; **CMB** +10, **CMD** 20

Feats Fleet, Improved Bull Rush^B, Improved Initiative, Improved Overrun^B

Skills Acrobatics +12, Climb +16, Escape Artist +6, Intimidate +4, Perception +3

Languages Goblin

Gear battleaxe, buckler, (2) *potions of jump*.

SQ belly grease, hunker, slime

SPECIAL ABILITIES

Belly Grease (Ex): Sugarwort has a +4 bonus to Escape Artist checks and CMD versus grapples. Once per minute, he can wallow on a solid surface as a full-round action to coat the floor in a 5-foot radius with this grease. The smear created turns that area of floor into difficult terrain for 10 minutes, after which the grease dries to a nasty crust.

Hunker (Ex): Sugarwort has a +4 bonus to CMD to avoid bull rush or overrun attempts.

Slime (Ex): As a standard action at will, Sugarwort can squirt a jet of slime from his back as a ranged touch attack against any target within 30 feet. A hit target is entangled. Anyone Sugarwort successfully bull rushes or overruns is automatically squirted with slime. The slime can be removed as a full-round action with a DC 15 Strength check.

THE SLURK WIVES

The slurk wives have no stats of their own. Stuck to Sugarwort's back, the three goblins use blow guns to shoot at the PCs with a +0 bonus, dealing 1 point a damage with a hit. Any time a character hits Sugarwort, that PC can elect to kill a slurk wife instead. They act on Sugarwort's initiative and they get no saving throws against area of effect spells.

After defeating Sugarwort, the PCs must decide on how they want to enter the brewery. They could come in via the Beer Gate where they might assume the Toadpillow tribe entered; climb the collapsed Grand Stair with a DC 14 Climb check; or, if they learned about it in Ninkash's Cups, the narrow hops ramp around the side of the hill.

PART TWO: INTO THE BREWERY

B-1. OUTSIDE THE GATE

Atop the hill the temple bell continues to ring. The massive decorated gate before you stands 30 feet wide and 60 feet high. One entire door is taken up by a depiction of Ninkash, the goddess of merriment, dancing with great fervor. Thousands of normal-sized tankards adorn her belt, stylistically rendered to give the impression of jingling bells as she rolls her hips. On the other door the vaer kneel with their own cups held high above their heads, row upon row.

The two sally ports are open and there are many tracks leading to and from the large sleigh parked close to the door. The sleigh is half-full of kegs and what appear to be bloody balls of hair that are surely the beards of fallen dwarves. Harnessed to the two guide poles are two sleeping slurks. One awakens briefly to look at the PCs, but soon closes its eyes again. They are extremely tired and if the PCs attack them the slurks must make a DC 22 Strength check to free themselves from their yokes. The slurks' starting attitude toward the PCs is indifferent.

Slurk (2)

CR 2

XP 600

hp 17 (*Pathfinder RPG Bestiary* 2)

TACTICS

The slurks use their slime attack if they are not in melee.

Gear (collective) stuck to the slurks' back slime is a dead cat, 12 Sveretska gold coins, a used-up sun rod, and (43) dead toads.

The last PC to enter the brewery sees a dwarven woman watching from afar. Despite the snow, her shoulders are bare and her bright smile and golden hair shine, even through the flurries. A strong gust of wind blocks line of sight for a moment and then she is gone.

B-2. LOADING FLOOR

It is dim within the brewery warehouse as ghostly yellow glass lanterns swing in the breeze coming in through the door. Racks of kegs, all dated and stamped, reach to the 60-foot high ceiling with two alleys leading back, deep within the hill. In the center of the floor is the corpse of a goblin wearing a large Khazzaki-style helmet. He still clutches a bloody whip in his fist and red footprints circle around him.

A DC 8 heal check indicates that this goblin was stomped to death.

B-2 GRAND WAREHOUSE CR 3

This massive space is filled with racks full of kegs. A few racks have been pulled down, crowding the walkways and doorways with shattered frames and cracked barrels. The end of the tunnel has been walled off from the rest of the causeway with a great vault door. The elevator is currently in position on the floor above and icicles dangle from its underside. The birdcage staircase also has a thick layer of white frost on its upper layers. There are drunken goblins everywhere, breaking things, laughing, hitting one another and singing.

Here within the brewery warehouse the goblins of both the Toadpillow and Eggsucker tribes have found the drink they have been maddeningly craving for weeks. They are half-crazed and are drinking to excess, with most bearing a pony keg or tankard in hand. Before

every round within this room each goblin rolls 1d4. If the result is a 1, use the chart on the following page to choose which effect the drink has on the goblin.

Goblins (8)

CR 1/3

XP 135 each

hp 6 each (*Pathfinder RPG Bestiary*)

During Combat The goblins swarm the PCs and try to bottleneck them wherever they enter the room.

Morale The goblins are so wasted they are not even sure that this is real life. They fight to the death.

Additional Gear (collective) 7 bloody dwarven beards, bullseye lantern with a green glass lens, 12 gold teeth worth 3 gp, half-eaten bar of soap.

B-4 THE ICE ROOM CR 3

This room is where the brewery's ice golem makes its large cubes of ice for the beer wagons in the summer. Blocks of ice are stacked in neat piles in a fenced-in area for the golem's freeze boxes.

DRINK EFFECTS ON GOBLINS

D20	RESULT
1	Becomes unconscious for 1d4 rounds.
2	Lets out a massive burp as a standard action.
3	Vomits up one of the following: seven live frogs, a pound of eggs, a cat, a boot, a fist-sized hairball, or a flag with random markings. Is stunned for one round.
4	Uses actions to run and drink nearest beer.
5	Drinks water by mistake and is sickened for 2 rounds.
6	Uses standard action to vulgarly exposes itself to PCs.
7	Uses turn to urinate.
8	Bites self as a standard action, taking 1d2 damage.
9	After standard action, staggers 5 feet and falls prone.
10	Curses and then attempts to grapple largest PC it can see.
11	Attacks nearest breakable object.
12	Drops torch on its head lighting itself aflame. Spends round moving about randomly.
13	Drops keg or weapon on foot, breaking bones; -10 feet base movement until end of encounter.
14	Spills caltrops in an adjacent square.
15	Uses standard action to throw its weapon at the farthest PC within line of sight.
16	Sings about the ugliest PC's beauty in a serious manner for the rest of the encounter, even when threatened.
17	Pulls a live rat out of the bag and throws it at a PC as its standard action, dealing 1 point of damage as the rat lands in an adjacent square.
18	Drops stolen clock during movement, now broken and worth 150 gp.
19	Lets out a massive burp of noxious gas as a standard attack. Each creature within a 15-foot cone must make a DC 10 Fortitude save or become nauseated until the end of its next turn.
20	Goblin feels invincible, gains DR 2/- for 1d4 rounds.

The goblin Groosely cares nothing for beer, only training himself in the fighting arts so that he can challenge Sugarwort for leadership of the Toadpillow tribe and prove himself a worthy mate for Monade. While in this room breaking ice with one-handed chops, the overly excited Groosely chopped the controls to the clockwork ice mover's arm, which has now gone haywire.

Beside the door is a rack with two cold iron heavy picks and two cold iron light picks, all bearing the Causeway Hill town crest.

MALFUNCTIONING CLOCKWORK ARM CR 1

Type mechanical; **Perception** DC 5
Disable Device DC 20

EFFECTS

Trigger proximity; **Reset** automatic

Effect the arm attempts to grapple (CMB +5) a random creature each round on initiative 10. If it successfully grapples a creature, on the next turn it drops that creature in the ice block pen dealing 1 point of falling damage.

The ice block pen is locked with a slide bar on the outside. A DC 18 Disable Device check allows a PC to open the door from the inside and a DC 18 Climb check suffices to climb the smooth log wall.

The ice golem has been recently shut down for the winter and can only be awakened by the brewmaster's voice. It plays no part in this encounter besides introducing the PCs to the clockwork themes of the Midgard setting so close to the city of Zobeck.

Groosely CR 2

XP 600

Goblin monk (martial artist) 3 (*Ultimate Combat*)

CE Small humanoid (goblinoid)

Init +5; **Senses** darkvision 60 ft.; **Perception** +6

DEFENSE

AC 17, touch 17, flat-footed 11

hp 22 (3d8+9)

Fort +5, **Ref** +8, **Will** +3; evasion

OFFENSE

Speed 40 ft.

Melee unarmed strike +7/+7 (1d4)

Special Attack stunning fist (4/day, DC 14)

TACTICS

During Combat Groosely attacks whoever appears to be the best fighter and with liberal use of his stunning fist attacks.

Morale Groosely is utterly confident in his abilities and will never back down or retreat from a fight.

STATISTICS

Str 10, **Dex** 20, **Con** 14, **Int** 8, **Wis** 10, **Cha** 8

Base Atk +2; **CMB** +2, **CMD** 16

Feats Combat Reflexes^B, Dodge^B, Improved Unarmed Strike^B, Mantis Style (*Ultimate Combat*), Stunning Fist^B, Weapon Finesse

Skills Acrobatics +11, Heal +6, Perception +6, Stealth +13

Languages Goblin

Gear yellow and black monk's outfit, (4) tindertwigs.

SQ pain points

SPECIAL ABILITIES

Mantis Style (Ex): Groosely has 1 extra use of stunning fist each day and his stunning fist has a +2 bonus to its DC, which is already added to his statistics

Pain Points (Ex): Groosely has a +1 bonus to critical confirmation rolls and the DC of his stunning fist, which is already added to his statistics.

B-5 WATER STORAGE

There's a reservoir in this room that runs 6 feet deep, surrounded by a 3-foot stone wall. Barrels of water are stacked in racks elsewhere around the room, marked with the names of different lakes and rivers in the nearby areas. Multiple pipes run up the walls and through the ceiling.

The goblin snake Hubobi was drawn to this room by the small water elemental in the reservoir. Monade had given him an elixir of love so that he would protect her during the raid, but through random events the elixir has enthralled Hubobi to this water elemental instead. He believes the elemental is being held prisoner and wants it to run away with the goblin tribes. The truth is she is spell bound to the pool and quite likes it here. Now Hubobi and his venomous snake traveling partner are in a rage over the "misuse" of living water and are willing to kill everyone they come across to free her. The water elemental only attacks those that attack her and she cannot leave her pool.

Hubobi CR 2

XP 400

Goblin snake sorcerer 1 (*Pathfinder RPG Bestiary* 3)

CE Small aberration

Init +2; **Senses** darkvision 60 ft., scent; **Perception** +5

DEFENSE

AC 19, touch 13, flat-footed 17

hp 24 (2d8+1d6+12)

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

OFFENSE

Speed 30 ft., burrow 5 ft., swim 20 ft.

Melee bite +5 (1d4+4)

Ranged wand of magic missiles (must cast *mage hand* before using wand)

Special Attack elemental ray +4 (7/day 1d6+1 cold), goblin breath (DC 15)

Spells Prepared (CL 1; concentration +5)

1st (3/day)—*grease* (DC 15), *mage armor*

0 (at will)—*drench* (DC 14), *mage hand*, *ray of frost*, *touch of fatigue* (DC 14)

TACTICS

Before Combat Given warning, Hubobi casts *mage armor* before any combat begins. His statistics already have this bonus included.

During Combat Hubobi moves so that the elemental's pool is between him and the PCs, and fires his elemental ray at them. He uses grease to try to block the PCs from the pool, believing they are there to hurt the water elemental.

Morale Hubobi fights to the death.

STATISTICS

Str 16, **Dex** 15, **Con** 18, **Int** 12, **Wis** 10, **Cha** 18

Base Atk +0; **CMB** -3, **CMD** 10

Feats Eschew Materials, Improved Natural Armor, Lunge, Skill Focus (Bluff)

Skills Acrobatics +6, Bluff +12, Climb +7, Escape Artist +6, Intimidate +8, Knowledge (local) +5, Perception +5, Spellcraft +5, Stealth +10, Survival +4, Swim +15, Use Magic Device +8

Languages Common, Dwarven, Goblin

Gear wand of magic missile (5 charges), large silver necklace (25 gp), purple silk eye patch.

SQ snake empathy +10

SPECIAL ABILITIES

Goblin Breath Once every 1d4 rounds, Hubobi can release a disgusting belch as a standard action. Any creature within 5 feet of the goblin snake sorcerer must succeed at a DC 13 Fortitude save or be sickened for 1d6 rounds by the stench. Creatures that successfully save cannot be affected by the same goblin snake's goblin breath for 24 hours. Goblin snakes and goblins are immune to this effect. This is a poison effect. The save DC is Constitution-based.

Venomous snake

CR 1

XP 400

hp 13 (*Pathfinder RPG Bestiary*)

Small water elemental

CR 1

XP 400

hp 13 (*Pathfinder RPG Bestiary*)

THE MAIN FLOOR

1-1. COOL ROOM CR 4

The large copper tanks that line this room are covered in a layer of white frost. Part of the ceiling has fallen away due to the explosion above; the debris cracked open one of the tanks and cold vapor is pouring out onto the stone floor. Much of the floor has a sheen of ice that reflects the light of the two blazing fireplaces. A pulley platform elevator is locked on this floor with a full load of beer kegs. The back northern doors stand wide open, letting in a light flurry of snow. Carrying the kegs out the door are three goblins, one with a tall bull-like horn coming off the side of her head over one ear.

Monade is loading up the sleigh that is out on the Snow Deck (area 1-2) with three of her less erratic Eggsucker goblins. Each of the vats has a contract cast in bronze and written in dwarven upon its door, detailing the terms of service for the ice elementals. The ice elementals locked inside bang on their small windows and curse at the goblins in Aquan as the fight takes place.

The floor is an ice sheet (*Pathfinder Roleplaying Game Core Rulebook*, Environment rules).

Goblins (3)

CR 1/3

XP 135 each

hp 6 each (*Pathfinder RPG Bestiary*)

During Combat The goblins swarm the front PC.

Morale Once one dies, the other two try and run.

Additional Gear (collective) bag of raisins, blank book (the only kind goblins like, 15gp), bed pan.

Monade Killbarrel

CR 3

XP 800

Oni, One Horned Goblin (Lingob)

See the new monster section, page 23

hp 22 (3d10+6)

Before Combat Monade casts *blur* on herself and throws her caltrops.

During Combat Monade fights viciously, laughing and making jests. She singles out dwarves, gnomes, and halflings if she can.

Morale Monade fights to kill. However, if she is reduced to negative hit points and the PCs do not bypass her regeneration, she will try to flee once she regains consciousness, using *alter self* once out of sight. She can also make a bluff check to convince PCs that she is dead, opposed by Sense Motive or Heal.

Languages Goblin, Trade Tongue

Gear (2) elixirs of love, climber's kit, (2) caltrops, everburning torch, 33 gp.

1-2 THE SNOW DECK

The stone deck is half-covered with an overhanging roof and is used in the winter to bring in snow to help with the cooling processes. A small smooth shoot, sanded and slick, is also here to deliver snow down to the ice room. On the deck sits a sleigh half-full of kegs and quickly grabbed loot from inside (golden candle sticks worth 110 gp, a masterwork beard scarf worth 13 gp, and masterwork brewery tools worth 100 gp). Pulling the sleigh are four restless white feathered axebeaks, giant flightless birds of prey. These axebeaks are known as Snowhunters, as they have an extremely thick layering of feathers in the winter. They specialize in digging out hibernating animals for food. Silver rings adorn their toes, curving in ways that are pleasant to the eye and marked with many laughing faces.

The axebeaks must make a DC 22 Strength check or DC 28 Escape Artist check to free themselves from their yokes. They are still free to attack, they just cannot move. They start with the unfriendly attitude toward the PCs.

Axebeak (4)

CR 2

XP 600

hp 17 (*Pathfinder RPG Bestiary* 3)

TACTICS

Heavily yoked, the axebeaks do not bother the PCs unless confronted.

Gear In the court style of the wandering fey, each axebeak wears two silver rings on every one of its six toes, for a total of 12 rings per axebeak. These rings are worth 23 gp a piece and stay warm to the touch even in the coldest of conditions.

1-3 COLLAPSED HALL WEST

Twenty feet down this hall the roof has collapsed from the explosion above. An ornate door of iron-bound cherry wood opens to a stairway leading up. A masterwork buckler adorns the door with a raised image of the wheat-haired goddess Ninkash dancing with multiple foaming steins in each hand.

The stone rubble in this hall covers much of the floor and counts as difficult terrain, but can be safely crossed to enter the Collapsed Hall East (room 1-4). The stairs lead up to area 2-1, the Council Room.

1-4 COLLAPSED HALL WEST

Ninety feet down this hall the roof has collapsed from the explosion above leaving a pile of rubble that is large but still passable. Large paintings depicting different stages in the brewing craft hang on the walls or have fallen to the floor due to the earlier tremors. Two sets of double doors lead off from this passage, one north and one east.

Count the rubble pile as difficult terrain.

1-5 THE BREW TANKS

Polished copper tanks line the walls of this room and the floor is made of smooth stone with narrow runoff drains. A couple of hop carts line the west wall. Through small windows on the front of each vat, gnome-faced fire elementals silently stare out, watching and smiling as you pass. They seem to be enjoying the night's chaos. Near the center of the room, five goblins have opened the release valve on one of the tanks, letting mash spill out on the floor, which they are greedily eating it up.

These Eggsucker goblins believe that they are the first to reach the 'beer' inside the brewery, and though it does not taste like any beer they've ever had before, they don't care, believing all dwarves to be weird. They are trying to get their fill before the other goblins discover they have "won" the raid and come to steal their spoils.

Each of the tanks has a contract cast in bronze and written in dwarven upon its door, detailing the terms of service for the fire elementals. The elementals never make a sound the whole combat, just creepily watching with impossible smiles on their faces.

Goblins (5)

CR 1/3

XP 135 each

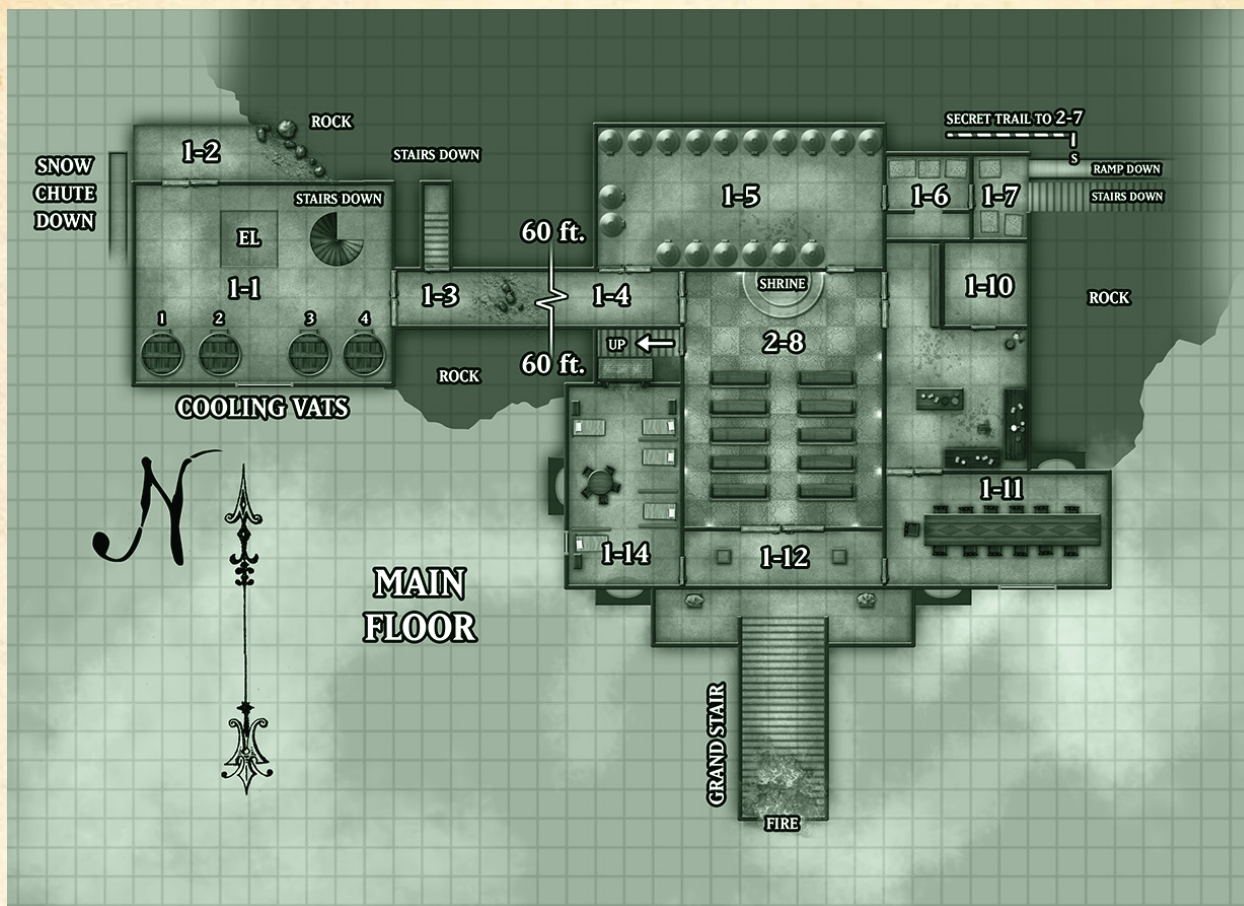
hp 6 each (*Pathfinder RPG Bestiary*)

During Combat These goblins try and flank the PCs.

Morale Once two die, the others try and run to area 1-4 and find help.

Additional Gear (collective) bag of raisins, blank book, bed pan.

While fighting in this room, if a creature misses its target with an attack while either it or the target is adjacent to a copper vat, a 10-foot line of hot mash shoots out in a random direction, dealing 1 point of fire damage, DC 12 Reflex save for no damage.



1-6. HOPS BINS (CR 2)

Against the north and south walls are large wooden bins with shovel doors, filled with raw hops. Leaves and buds litter the stone floor and a haze of pollen hangs in the air.

Here the slurk-man's favorite lieutenant is relaxing in the hops bin. She got lost during the raid and followed some Eggsucker goblins up the Hops Ramp and is now waiting for Sugarwort to finish outside. She's a druid and is taking the army of dire toads she carries in a sack with her. When the PC's arrive, she assumes her leader is dead and attacks. She uses her Stealth skill to hide before the PC's enter the room.

Toad Whisperer

CR 1/2

XP 200

Goblin druid 1 (*Pathfinder RPG Bestiary*)

NE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception +6

DEFENSE

AC 18, touch 14, flat-footed 15

hp 9 (1d8+4)

Fort +3, **Ref** +3, **Will** +4

OFFENSE

Speed 20 ft.

Melee sickle -1 (1d4-2)

Ranged dart +4 (1d3-2)

Special Attack Sticky Strike (5/day)

Spells Prepared (CL 1; concentration +3)

1st—*entangle* (DC 13), *jump*, *speak with animals*

0 (at will)—*create water*, *purify food & drink* (DC 12), *stabilize*

TACTICS

During Combat The toad whisperer will entangle the PCs from inside the south bin and then use her *wand of produce flame* to attack one side of the group while her toads attack the other.

Morale The toad whisperer will not come out of her bin unless the combat is over or the PCs climb in to get her.

STATISTICS

Str 6, **Dex** 17, **Con** 12, **Int** 10, **Wis** 15, **Cha** 12

Base Atk +0; **CMB** -3, **CMD** 10

Feats Scribe Scroll

Skills Bluff +1, Climb -5, Heal +6, Perception +6, Stealth +12, Survival +8, Swim -1

Languages Goblin, Druidic

Gear (8) baby toads in her pockets, (5) darts, sickle, hide armor, (2) *scrolls of jump*, *wand of produce flame* (CL 1, 10)

charges), leather hat made of a giant toad face.
SQ Druid Domain (Frog), Wild Empathy +2

SPECIAL ABILITIES

Sticky Strike (Ex) As a standard action, the toad whisperer can make a ranged touch attack with a sticky tendril against a target up to 15 feet away, then use the pull universal monster ability (*Pathfinder Roleplaying Game Bestiary* I) to pull the target 5 feet toward her with a +1 to her CMB (for a total -2 CMB).

Dire Toads (4) (as Dire Rats)

CR 1/3

XP 135 each

hp 5 each (*Pathfinder RPG Bestiary*)

Morale These toads protect the druid to their deaths.

1-7 THE HOPS DECK

Stairs and a smooth ramp lead from an alley up to this side door of the brewery's main floor. Some hops carts are parked on the deck and the sliding door has been knocked off its frame. The portable battering ram, decorated in glued feathers, still lies in the doorway.

A DC 13 Perception check reveals a secret walking path from the ramp up to the door of the Pigeon Rook (2-8) on the high priest's outside rock path (area 2-7).

1-8. GRAND CHAPEL CR 4

Of all the rooms within the brewery, this cathedral bears the highest standard of dwarven craftsmanship. Every surface is stained, gilded, and carved with scenery of masterwork quality. Yellow cushioned benches line a walkway with a wheat-patterned rug. A giant shrine depicts Ninkash holding a stein in one hand and a bundle of wheat in the other. A small table stands before the pulpit, holding lit candles and full beer mugs for the goddess to drink overnight.

One of Monade's bugbear companions, Furfingers, is here with a small group of goblins. His mission was to send a message to the high priest of the temple: "Start selling to the goblin tribes or this will happen again." The bugbear dragged the high priest's apprentice from the upper levels to the shrine and nailed the older man's hands to the goddess' forehead before delivering this message. The PCs arrive in the middle of this scene as the goblins stand about laughing.

The benches of the room are high, allowing small creatures to move under them without penalty, while medium and large-sized characters treat them as difficult terrain. The benches can also be used as cover.

There is a side stair that goes up to high priest's quarter's (area 2-5)

Bugbear Bodyguard (Furfingers)

CR 2

XP 600

hp 16 (*Pathfinder Bestiary*)

During Combat This bugbear engages the PCs without fear.

Morale This bugbear fights to the death.

Extra Gear (5) salted chickens, (4) alchemist fire he stole from upstairs, hat made from an axebeak's beak.

Goblins (4)

CR 1/3

XP 135 each

hp 6 each (*Pathfinder RPG Bestiary*)

During Combat These goblins use the benches to avoid the PCs and use their bows to target the PCs that are engaging their bugbear leader.

Morale Once their Bugbear leader has been removed from combat, they will use one more round for ranged attacks before fleeing the brewery.

Extra Gear (7) empty bottles.

1-9. KITCHEN & PANTRY

Dozens of stoves line the walls, all clean and polished. The smells of herbs and spices fill the air, coming from dozens of bundles hanging from the rafters. Within those rafters are many small platforms for storing foodstuffs. At the side of the room, a bulky wooden ladder lies shattered to pieces along with the chief's table and what seems to have been the makings of tomorrow morning's breakfast.

After killing the cooks, two Toadpillow goblins and a slurk made it to the pantries up in the rafters. After doing so, they destroyed the ladder so they would not have to share their prizes with any other goblins. When the Eggsucker goblins finally arrived in the kitchen, the Toadpillow goblins up top demanded that the new arrivals entertain them. The new group is now drowning their smallest companion in a barrel of pickles to the laughs and rewards of the Toadpillows, who are throwing down meats and cheeses to them.

The ceiling is 25 feet high in this room with the cargo nets hanging down to 15 feet, making the Jump DC 27 for the average 6-foot tall medium size creature; DC 20 if the PC climbs upon the stove tops.

Slurk

CR 2

XP 600

hp 17 (*Pathfinder RPG Bestiary* 2)

TACTICS

The slurk uses its slime attack from up high, only coming down after the PCs are stuck or all the goblins are dead.

Additional Gear Stuck to the slurk's back slime is a crying baby goblin, a Zobeck fairy token, the sheath of a large sized dagger, and (32) dead toads.

Goblins (5)

CR 1/3

XP 135 each

hp 6 each (*Pathfinder RPG Bestiary*)

Additional Gear (collective) bag of poison ivy and mint, 1 pound of dwarven tobacco, toothless dog skull.

The goblins on the ground, including the pickled goblin, attack the PCs on sight, while the goblins above make ranged attacks. The two goblins and slurk in the rafters refuse to come down to face the PCs. If the PCs find a way up to the goblins, they fight to the death.

1-10. THE BOUQUET PANTRY

The Bouquet Pantry has an iron door and a good lock (DC 30 Disable Device). Inside are racks of exotic foods from across the lands: cheeses, wines, chocolates, and rare spices, along with some small kegs of beer with a green "Y" on the top. Many of these items are of high value, such as: moon cheese 22 gp, seaberry wine 88 gp, salted cyclops fish 34 gp, and smoked calves tongue 27 gp. Along with the food are (3) *scrolls of bless water*, (2) *scrolls of cure light wounds*, *scroll of sanctuary*, *scroll of calm emotions*.

1-11. DINING HALL

The bugbear is sitting to eat the monk's dinners, while two dead and mutilated servants lie limp in the extra chairs. A morningstar with a head like back-to-back eagle claws sits on the table, shimmering slightly in the dim light. Polished silverware bulges from the bugbear's every pocket.

Dom is Monade's primary mate. He believes he is above work and is grabbing some loot and fine dwarven food while the lower goblins load Monade's sleighs.

Bugbear Bodyguard, Dom

CR 2

XP 600

hp 16 (*Pathfinder Bestiary*)

Melee +1 morningstar +6 (1d8+4)

During Combat If no PC charges Dom, he will throw his chair at them before closing into melee. He engages the PCs without fear.

Morale Dom fights to the death.

Extra Gear bottle of hot sauce, moleskin vest, +1 morningstar, (2) beers of *cure light wounds*, creepy music box 56 gp.

1-12 THE DRAWING ROOM

Fine furnishings and statues of the mother goddess Ninkash have been overturned by the blast from the room above. The burnt timbers of the ceiling are exposed, the snowy sky visible. Thick smoke still chokes the air. A large number of monks seem to have been fleeing the temple when the room above released its fiery blast; most have been crushed or burned to death.

Large amounts of rubble, including a massive beer vat, crashed through the ceiling before busting through the wall and bouncing down the Grand Stair, setting it alight. Broken shingles and flat board litter all the furniture and cover eight dead monks in the room, all blackened and desiccated. Items of ruined refinement are scattered about, broken and askew. A large beam has fallen in front of the door leading to the Monks' Quarters (areas 1-14) blocking it. A DC 16 strength check is required to gain access to the door. If they make a DC 15 Perception check, the PCs find 3 gilded masterwork tankards depicting a naked dwarven woman with a long swirling beard covering her nudity, each worth 50 gp.

1-13. FRONT DECK

Much of this deck is on fire and the stairs that once went down to the town are broken and shattered from a stone that fell from the explosion above. Two statues of dwarven women holding babies in beds of wheat look out through the wandering snow into the fire light of the Grand Stair.

1-14. MONKS' QUARTERS CR 1

This large room houses multiple beds and fireplaces. Each bed has an extra blanket, a night stand, and a foot locker. A tall, broken stained glass window depicts brewer monks working the fires of a copper vat. Much of this room is in disarray and the wind has begun to waft smoke inside it.

Three goblins came into this room to loot the monk's things after they discovered them dead outside. It was then that the beam fell, blocking the door out. Since then they have debated between destroying the room and just being in each other's company. When the PCs arrive, they begin setting fire to the beds, which go up quickly as the three have spilled much liquor throughout the room.

Goblins (3)

CR 1/3

XP 135 each

hp 6 each (*Pathfinder RPG Bestiary*)

During Combat Though these goblins are very drunk, they do their best to bring down the PCs with melee attacks.

Morale Too far gone to fear the PCs, these young goblins fight to the death.

Extra Gear (collective) large lead nugget (what the goblins call a "licking rock", 10 gp), *potion of shield*, drinking horn full of sour milk and cheese.

Inside the chest are common items, such as two spare monk's outfits, soap, ink, and 1d6 silver pieces. Taking the personal items could sour the monks' attitude toward the PCs.

THE UPPER LEVELS

DESIGNER'S NOTE: Rooms 2-1, 2-2, and 2-3 will have combat that overflows with one another.

2-1 THE COUNCIL ROOM CR 1/2

As the PCs come up the stairs to the Council Room, a goblin will roll a keg down at them. Treat the keg toss as a ranged trip attempt with an improvised weapon at an attack bonus of +7. The goblin then throws a bomb and flees to the brewmaster's quarters (room 2-2).

.....
A large table sits in the center of this once well-appointed room. A set of double doors to the south have been blown off their hinges and flung into the room by the explosion, burning the carpet and knocking things off the walls. A door to the west is also open, and a spine-chilling scream comes from that room.
.....

Goblin Fire Bomber

CR 1/2

XP 200

Small goblin alchemist (fire bomber) 1 (*Advanced Player's Guide*, Advanced Race Guide)

CE Small humanoid (goblinoid)

Init +6; **Senses** darkvision 60 ft.; Perception -3

DEFENSE

AC 20, touch 17, flat-footed 14

hp 6 (1d8+2)

Fort +4, **Ref** +8, **Will** -3

Resist 1 fire

OFFENSE

Speed 30 ft.

Melee torch +2 (1d2 plus 1 fire)

Ranged bomb +7 (1d6+3 fire)

Special Attacks fire bombardier 3/day, extracts

Extracts Prepared (CL 1)

1st—*expeditious retreat*, *true strike*

TACTICS

Before Combat The fire bomber drinks his mutagen whenever he thinks there might be combat coming. If he has a round's warning, he also drinks his *true strike* extract.

During Combat The fire bomber will throw his bombs into the biggest concentration of enemies, even if the splash will also hit him or his allies.

Morale When the fire bomber runs out of bombs, he drinks his *expeditious retreat* extract and runs away as fast as he can.

STATISTICS

Str 11, **Dex** 23, **Con** 14, **Int** 14, **Wis** 5, **Cha** 9

Base Atk +0; **CMB** -1; **CMD** 15

Feats Brew Potion^B, Fire Hand, Throw Anything^B

Skills Craft (alchemy) +7, Disable Device +10, Profession (arsonist) +1, Profession (brewer) +1, Sleight of Hand +10, Stealth +15

Languages Boggard, Dwarven, Goblin, Trade Tongue

Gear padded armor, (3) bombs

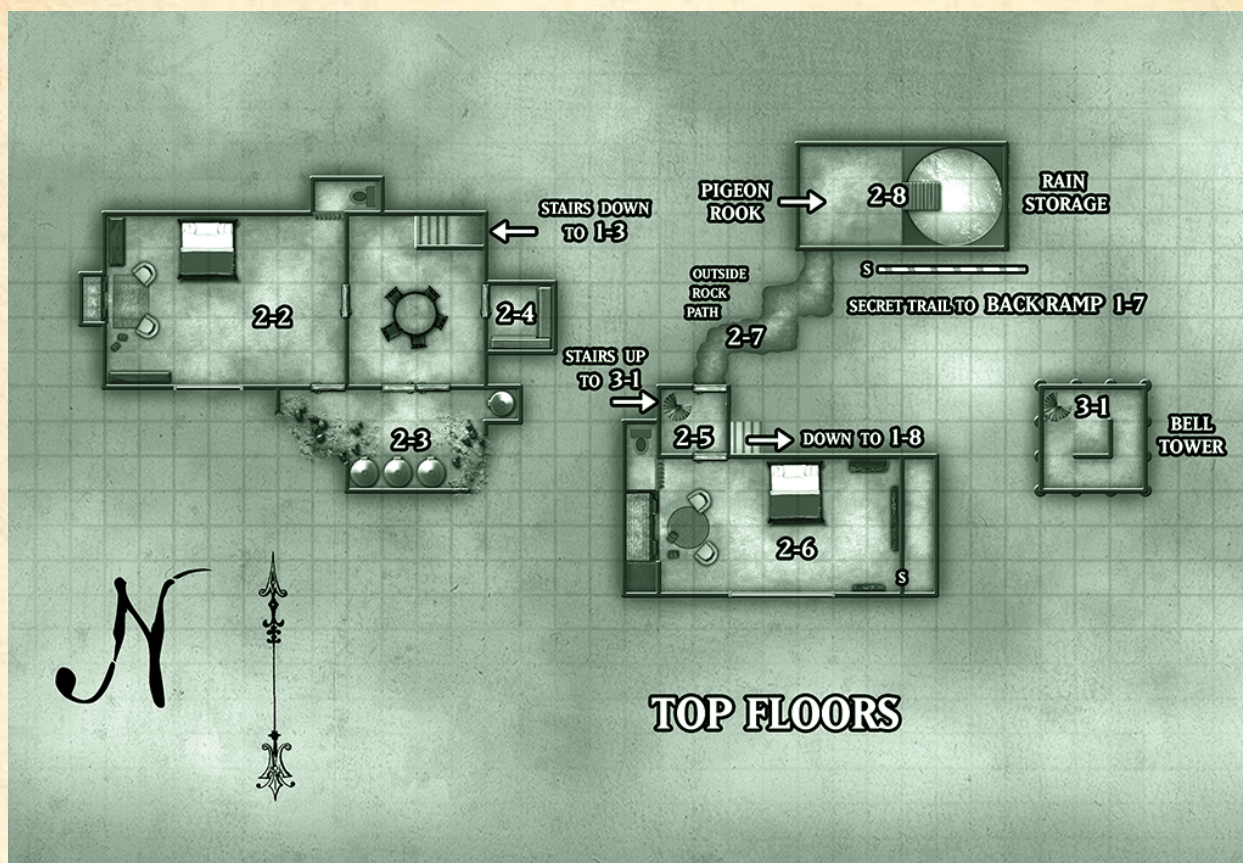
SQ mutagen

Fire Bombardier (Su): Three times per day as a standard action that provokes an attack of opportunity, a goblin fire bomber may hurl a bomb. Thrown bombs have a 20-foot range increment and use the Throw Splash Weapon special attack. On a direct hit, the bomb deals 1d6+3 fire damage; the splash damage is 4 fire damage with a DC 12 Reflex save for half damage.

Mutagen (Su): As a standard action, a goblin fire bomber can drink a vial of mutagen. Doing so grants a +2 bonus to natural armor, a +4 alchemical bonus to Dexterity, and a -2 penalty to Wisdom. Once drunk, the mutagen lasts for 10 minutes. These effects are already included above.

2-2 BREWMASTER'S QUARTERS CR 3

A giant canopy bed sits in the corner and a large leather-bound chair has been thrown in the fireplace. Blood soaks another chair and the carpet around it as a goblin with a burning bottle readies to throw it. The 15-foot multi-paneled window has been shattered and the wind howls through the room, rustling papers and dotting every surface in flakes of snow. A bugbear stands with his back to you, holding a rope out the window. Lightning illuminates



the skyline and he turns to you laughing, wearing the skinned face of a dwarf. Through a blood stained beard he giggles, "I'm the brewmaster!"

The real Brewmaster "Gnome Tongue" has had his face ripped off, has been poisoned, tied to a rope, and then thrown out the window to hang and thrash by Redeye, the bugbear. The PCs hear the screaming and choking from out the window. The rope's slack is coiled at Redeye's feet and the other end is tied to the bed across the room. Redeye holds the rope until a PC comes between him and the bed, at which point he lets the rope loose as a free action. The foot post of the bed breaks and flies across the room (treat as an overrun attack). The bed is Large sized with a CMB of +6. If no PCs stop the bed, it is barely caught by the window frame. On the next round, the frame cracks loudly, and one round after that it breaks, causing Brewmaster Gnome Tongue to fall to his death.

The fire bomber goblin runs into the brew lab (2-3). It knows about the weak floor in that room and stays near the walls. It uses the other doorway in the brew lab to loop back around to the Council Room where it will unleash bombs upon the PCs' rear flank. If confronted, it will try to lure the PCs into the brew lab and onto the weak wood floor.

Redeye

CR 2

XP 600

hp 16 (*Pathfinder Bestiary*)

During Combat This bugbear engages the PCs without fear.

Morale This bugbear fights to the death.

Extra Gear (5) salted chickens, *whip feather token*, hat made from an axebeak's beak.

Goblin Fire Bomber

CR 1/2

XP 200

See above.

If the PCs save the Brewmaster, grant them extra XP as if defeating a CR 3 creature. The first thing the PCs notice is the pulp of muscle that is left of his face. It will take magic healing and Redeye's "mask" to leave the Brewmaster with a face that isn't just scar tissue. He is also weak from his beating, still suffering from gnome root poison in his system, and his throat has been severely bruised by the rope's noose. If he is healed at least 10 points of damage, and despite difficulty speaking, he tells the PCs he was awoken by the alarm bell before he could put his armor on, and he and his squire were attacked. His squire was quickly thrown out the window to his death. Then he was "questioned"

in the chair for a while. The bugbear, Redeye, mainly wanted promises that the town would start selling to goblins. When the Brewmaster continued to refuse, despite considerable efforts at torture, he was hung out the window as a message to the town.

2-3 BREW LAB CR 1

The three copper vats within this room are gilded with stories of Ninkash's doctrine. The remains of another vat are wrapped around the high beams of the wall. Two massive sections of the floor and wall are missing in each corner. Shrapnel and a blast of fire and steam have displaced much of the room's distilling equipment, along with the tables, manuals, accounting logs, and experimental ingredients. Most of the floor has been charred and the two grand stained glass windows have been cracked and covered with soot, making a mockery of the images of the Beer Mother.

One part of the floor has been burnt badly enough that it collapses when under more than 40 pounds of weight.

COLLAPSING FLOOR

CR 1

Type mechanical; **Perception** DC 15;
Disable Device —

EFFECTS

Trigger location; **Reset** none

Effect 20-foot fall to the top of cooling vat #3 in the cool room (1-1) (2d6 falling damage); DC 15 Reflex avoids; multiple targets (all targets in a 10-foot square area)

2-4 FINE SPIRITS LOCKER

The door to the room was kicked open, then reclosed.

This room is walled with a glass case full of bottles of uncommon shapes and colors, many of which are labeled in strange languages. One of the cases is broken and a lone goblin lies on the floor unconscious, with multiple empty bottles around her. The unmistakable smell of the liquor wafts from her body.

Goblin

CR 1/3

XP 135

hp 6 (*Pathfinder RPG Bestiary*)

Morale This goblin tries to flee upon waking.

Extra Gear a large lead nugget (what the goblins call a "licking rock", 10 gp), *potion of shield*, drinking horn full of sour milk and cheese.

2.5 UPPER HALL

This small room has as iron birdcage spiral staircase and two doors, one to the north and one to the south, along with a set of stairs leading down. Both doorways are open, the northern leading outside while screaming is coming from the south.

The spiral stairs lead up to the bell tower (area 3-1), the north door leads outside to the high priest's rock path (area 2-7), the stairs down lead to the grand temple (area 1-8), and the southern door leads to the high priest's quarters (area 2-6).

2-6. HIGH PRIEST'S QUARTERS

This room is neat and well-lit. Just inside the door is a large pool of blood on a golden Zobeck fashion rug. At the rear of the room are two goblin dogs viciously barking at the corner bookcase.

The blood pool is from the high priest's apprentice, when he was attacked by a bugbear and dragged down to the Grand Temple. The goblinoids thought that the apprentice was the master and took him while the actual high priest and his wife hid in their secret safe room. Once they left, the high priest exited the safe room and grabbed the temple's lock box and fled to the rain storage room, leaving his wife in the safe room. Since then, the goblins downstairs have realized they don't have the real high priest and have sent the goblin dogs out looking for him. The goblin dogs smell Arggie, the high priest's wife, inside.

Goblins Dogs (2)

CR1

XP 400 each

hp 9 each (*Pathfinder Bestiary*)

During Combat The goblin dogs try to attack the high priest if he is with the party, or the least armored PCs.

Morale If they feel truly threatened, the dogs try to flee if they can avoid attacks of opportunity.

Additional Gear Head dresses made of chicken feet.

After the goblin dogs are defeated, Arggie comes out to meet the PCs. Arggie has within the last week learned that her husband has made a deal with a devil some months back to help fund this brewery and help the town prosper. She learned of this in his secret journal where he details the encounter. Within the journal there is a list of people, mostly adventurers, that will be coming to Causeway Hill to enter the tunnel and the high priest is to give them clearance papers, no questions asked. Feel free to list names the PCs know or will know to tie into other adventures. The second revelation in the journal is that many barrels of beer for

the Spring Sowing holiday, which he has marked with a green “Y”, have been poisoned. The majority are to be delivered to Smoltenberg.

Later in the adventure, if the high priest Enwar is with the PCs, Arggie puts on a jittery calm masked with direct politeness and secretly gives the hidden journal to a PC as soon as she can without her husband knowing. It becomes plain that she is deathly scared of him, and believes that this goblin attack is his fault (though it is not). If he is not with them however, she will confide in the PCs, claiming no one in the town would believe her and only Enwar can bring someone up on heresy charges.

With the journal she found a *wand of undetectable alignment*, with 12 charges.

2-7 THE ROCK PATH

This slippery outside walkway is iced over and slick.

2-8 PIGEON ROOK

Reaching this door, the PCs notice it is askew in its frame. The door is still locked but the bottom hinge has been pried off and the frame busted up enough to allow a small creature to squeeze through. The lock DC is high (25) as a goblin broke the tip of its dagger off within while trying to pry it open, however the break DC is low (10) with the missing hinge and already broken frame.

Upon entering this room you hear the screeching of many frightened birds within the rookery cages. A massive amount of feathers hover and whirl in the cold wind rustling the area. There is a goblin atop two of the cages with blood and feathers covering his lip and upon seeing you, he quickly pushes the cages onto the floor, releasing crazed birds.

These pigeons are frightened and attack the PCs as well as the goblin.

Pigeon Swarm

CR 2

XP 600

hp 13 (*Pathfinder Bestiary*)

Goblin

CR 1/3

XP 135 each

hp 6 each (*Pathfinder Bestiary*)

2-9 RAIN STORAGE

A small 5-foot wide platform overlooks a 20-foot wide vat of dark water. A large lantern hangs from a hook in the domed ceiling, flittering yellow across the water. At the edge of the water stands an elderly dwarf in a blood stained nightshirt. In his arms he's holding many golden cups, plates, and chains which he is throwing into the water from a lock box at his feet.

This is high priest Enwar Beerforge and when the goblins attacked he did not want them to loot the brewery's coffers, so he is throwing as much wealth as possible into the water storage tanks in the hopes that the goblins won't find it. When the goblins arrived in the Pigeon Rook, Enwar thought it was the bugbear from before and has been quiet and waiting for him to leave. He grows outraged if the PCs accuse him of acting cowardly.

Enwar Beerforge

Dwarf cleric 3 N Medium humanoid (dwarf)

Init +0; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

AC 10, touch 10, flat-footed 10

hp 22 (3d8+9)

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

OFFENSE

Speed 20 ft.

Melee unarmed strike -3 (1d4-1)

TACTICS

During Combat Enwar is virtually helpless now that Ninkash has withdrawn her grace from him, and he knows it. If it comes to combat, he will run if he can or beg for his life if he can't.

STATISTICS

Str 8, **Dex** 10, **Con** 14, **Int** 10, **Wis** 14, **Cha** 15

Base Atk +2; **CMB** +1; **CMD** 11 (15 vs bull rush and trip)

Traits Fast Talker, Iron Liver

Feats Magical Aptitude, Persuasive

Skills Bluff +3, Diplomacy +10, Knowledge (religion) +6, Profession (brewer) +6, Use Magic Device +6

Languages Dwarven, Trade Tongue

Gear high priest's robes, mitre, *wand of cure light wounds* (CL 1, 3 charges), *wand of purify food and drink* (CL 1, 7 charges).

SQ hatred, stability, fallen cleric

Hatred (Ex): +1 racial bonus to attacks against goblinoids and orcs.

Stability (Ex): +4 CMD against bull rush and trip attempts while standing on the ground.

Fallen Cleric: Enwar has forsaken his goddess and she, in turn, has forsaken him. Enwar may not use any cleric class features until he atones for his sins.

3-1 BELL TOWER

The door access to the tower is latched, but the PCs can hear the bell ringing up top. A lone, out-of-breath monk is up here and if the PCs call out, he will open the door for them. Four DC 12 Str checks or a DC 15 Disable Device check will also open the door. Exhausted, the monk sits down and tells the PCs to come back for him.

CONCLUDING THE ADVENTURE

After the adventure, the PCs are hailed as heroes and the town throws a banquet in their honor. The remaining goblins from other parts of the brewery and city have been rounded up by the town guard and will be subject to execution within the following days by being boiled in beer. This will be a grand social event for the community as the dwarven people have an extensive hatred for goblins. The PCs will be expected to attend.

If the PCs confront Enwar and capture him, he will be brought up and held until another high priest can come out from the Iron Crag. He will take the blame for the goblin raid and in time be burned at the stake for consorting with devils.

If not confronted, Enwar flees as soon as he can and will be believed dead by the townspeople. Will he ever resurface? Will he have atoned for his deeds?

Within the city of Causeway Hill, the PCs find it hard to ever pay for their

own drinks or sit within a common room without request for their exploits on the fateful night they saved Ninkash's brewery and the faceless brewmaster. The attitude towards them will be less friendly if they stole any of the belongings of the monks.

EPILOGUE

Some weeks later, at the end of a hard day, the PCs are visited by Mybice, the bearded devil. He simply is tired of hearing stories about the brave PCs thwarting the plans he made through contract in Causeway Hill and tries to murder the PCs.

Bearded Devil

CR 5

XP 1,600

HP 57 (*Pathfinder Bestiary*)

Additional Gear *hat of disguise* (dwarf appearance only)



APPENDIX 1: NEW MONSTERS

ONI, ONE HORNED GOBLIN (LINGOB)

Lingob

CR 3

XP 800

CE small outsider (native, goblinoid, oni, shapechanger)

Init +4; **Senses** darkvision 60 ft., low-light vision;
Perception +1

DEFENSE

AC 16, touch 15, flat-footed 12 (+1 size, +4 Dex, +1 natural)

hp 22 (3d10+6); regeneration 2 (fire, acid, or steel)

Fort +6, **Ref** +7, **Will** +2

OFFENSE

Speed 30 ft.

Melee dagger +7 (1d3+2 19-20) and gore +2 (1d4+1)

Ranged dagger +7 (1d3+2 19-20)

Spell-Like Abilities (CL 3rd)

at will—*remove sickness*

3/day—*blur*

STATISTICS

Str 15, **Dex** 18, **Con** 15, **Int** 12, **Wis** 12, **Cha** 17

Base Atk +3; **CMB** +4; **CMD** 18

Feats Stealthy, Weapon Finesse

Skills Acrobatics +10, Bluff +9, Disguise +6, Escape Artist +12, Intimidate +9, Sleight of Hand +10, Stealth +16

Languages Common, Goblin

SQ change shape (small humanoid; *alter self*)

ECOLOGY

Environment urban

Organization solitary, pair, or cult (1-3 plus goblin tribe)

Treasure standard

One-horned goblins are named for the foot-long horn growing out the side of their heads. These oni have the beady eyes of their goblin kith, but their eyes glow bright with yellow light. Sometimes called rhino goblins or lingob, they travel the land often disguised as gnomes or halflings, while looking to take leadership of goblin bands. Lingob displace the leader, usually through public murder, and then use the tribe to meet their selfish ends. Lingob truly care about one thing: the drinking of heavy spirits.

One-horned goblins are very respectful when they come across other oni more powerful than themselves, but will slip away at the first chance, if they can do so without giving insult. Some lingob will serve ogre-mages, gathering goblin servants for the ogre tribes in exchange for protection and foul ogre brew.

The only emotion stronger than their love of drink is their hatred toward barghest and their dislike of dwarves, halflings, gnomes, and the other “smaller” races, not including goblins.

The lingob are also known for sweating out large amounts of pure water. Even when magically disguised, they “leak” this water through their clothes and often wake up in large puddles. Some say “goblin water” holds special properties for everything from turning rats into goblin dogs to curing a bad hangover.

APPENDIX 2: CAUSEWAY HILL

Causeway Hill is an ancient town that has been rebuilt multiple times over hundreds of years. A much-used dwarven highway started somewhere near the ruins of Sargau and ended here. The Sargau entrance has been lost for some time but adventurers, mostly young dwarves, come to Causeway Hill to enter the causeway and try to come out the other side. None have made it all the way through so far, though many have turned back, not all empty-handed either.

A community of Ninkashians relocated here from Gunnacks just over 70 years ago to build their brewery and to have a dwarven force monitoring the causeway entrance. The land did not take to farming at first, nor did the locals take to a dwarven town springing up with the sun overnight. Though the town was failing that first half a century, fear of spies and travel armies kept the Free Cantons funding their beer-filled guardhouse at the causeway gate. With new generations of humans that have grown up with a Causeway Hill, the town is now beginning to thrive.

PREGENERATED CHARACTERS

WYRMEATER

Kobold barbarian (true primitive) 1

N Small humanoid (kobold)

Init +5; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

AC 17, touch 15, flat-footed 13

hp 14 (1d12+2)

Fort +3, **Ref** +3, **Will** +0 (+2 bonus vs fear)

OFFENSE

Speed 30ft

Melee shortspear +3 (1d4+1)

Ranged shortspear +3 (1d4+1)

STATISTICS

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

Base Atk +1; **CMB** +1, **CMD** 13

Traits Bully, Courageous

Feats Weapon Focus* (shortspear)

Skills Acrobatics +7, Climb +5, Intimidate +6, Perception +8, Stealth +9

Languages Draconic, Trade Tongue; illiterate

Gear (5) shortspears, bone-studded leather armor, backpack, *potion of cure light wounds*.

SQ rage, favored terrain, light sensitivity

Age (Ex): Wyrmeater can rage for 5 rounds per day. Entering a rage is a free action. While raging, Wyrmeater gains +4 Strength, +4 Constitution, +2 to Will saves, but takes a -2 penalty to AC. As a result, while raging, his melee attack with his shortspears increases to +5, his melee and ranged damage with his shortspears increases to 1d4+3, his AC is reduced to 15, his Fortitude save increases to +5, and his Will save increases to +2. Once he stops raging, he is fatigued for two rounds per round spent raging.

Favored Terrain (Ex): Wyrmeater gains a +2 bonus to Initiative checks and to Knowledge (geography), Perception, Stealth, and Survival checks while he is in urban terrain. These bonuses are already figured into his stat block.

Light Sensitivity (Ex): Wyrmeater is dazzled in areas of bright sunlight or within the radius of a daylight spell.

KILDAN COOLROCK

Dwarf wizard 1

LG Medium humanoid (dwarf)

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

DEFENSE

AC 16, touch 12, flat-footed 14 (without *mage armor* AC 12, touch 12, flat-footed 10)

hp 9 (1d6+3)

Fort +3, **Ref** +2, **Will** +2 (+4 bonus vs poison and effects of alcohol, +2 bonus vs spells, drugs, spell-like abilities)

OFFENSE

Speed 20ft

Melee battleaxe +0 (1d8)

Special Attacks hand of the apprentice (6/day)

Wizard Spells Prepared (CL 1st; concentration +4)

1st—*mage armor*, *ear-piercing scream* (DC 14)

0 (at will)—*resistance*, *acid splash*, *mage hand*

STATISTICS

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

Base Atk +0; **CMB** +0, **CMD** 12 (16 vs bull rush and trip)

Traits Iron Liver, Rich Parents

Feats Arcane Strike, Scribe Scroll

Skills Appraise +7, Diplomacy +1, Knowledge (arcana) +7, Knowledge (planes) +7, Perception +1, Spellcraft +7

Languages Dwarven, Draconic, Goblin, Terran, Trade Tongue

Gear cold-weather outfit, alchemist fire, bell, cologne, signal whistle, signet ring, smokestick, spyglass.

SQ hatred, stability, and arcane bond (battle axe)

Hatred +1 racial bonus to attacks against goblinoids and orcs.

Stability +4 CMD against bull rush and trip attempts while standing on the ground.

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BEER, BLOOD, FIRE, AND VOMIT!

SPECIAL CONVENTION ADVENTURE FOR FOUR 1ST-LEVEL CHARACTERS

Goblin thirst drives an army of raiders to the Causeway Hill brewery temple of Ninkash with torch and blade. Who could have brought so many tribes together and what other savage plans do they have for the people of the Smolten Hills?

Our heroes must face fierce goblin cavalrymen as fire lights the town in an orange glow as the raiders run amuck and make no secret they are there to steal the beer.

The PCs journey into the brewery where the goblins are beginning to focus more on drinking the kegs than carrying them off. Up through the basements they travel as screams of the tortured and burning brewer-monks fill the night. The raid leader is a new monster, a one-horned goblin oni that lives only for her next drink and acts of sadistic violence. If the PCs do not stop her, she will make off with most of the year's profits, wagonloads of brew, and leave the small town to starve. The PCs must save the brewery's monks in this hops-filled Pathfinder RPG module designed for four 1st-level characters. Characters should achieve 3rd-level by the end of the adventure.