ADVENTURE PATH PLUG-IN



BY GREG A. VAUGHAN WITH THE LEGENDARY GAMES DESIGN TEAM

MAKE YOUR GAME LEGENDARY! A MINI-ADVENTURE DESIGNED FOR 1ST TO 2ND LEVEL CHARACTERS TO ACCOMPANY THE GOTHIC-THEMED ADVENTURE PATH CAMPAIGN BY PALZO PUBLISHING.

OKACOKACOKACOKAC

CC:04



• 3 • Arediks

•4•

Welcome to Fidventure Lath Llug-Ins by clark peterson

• 5 •

Adventure Rackground

•6•

THE FIDDLER'S LAMENT

GREG A. VAUGHAN

Encounters

- 6 A FIDDLE AT DAWN
- 6 · VISIT FROM GRAMMY (CR 1)
- 7 (MAP) THE GENERAL STORE
- 8 LINGERING SHADOWS (CR 1/2)
- 9 FIGHT OF THE OLD DOG (CR 3)
- 9 NOW HIRING: ZOMBIE FIGHTERS, SOME EXPERIENCE REQUIRED (CR VARIES)
- 9 EXTRA! EXTRA! READ ALL ABOUT IT! (CR 3 OR 4)
- **10** A SLIMY SKELETON IN THE CLOSET (CR 1/2)
- 11 RAVEN'S REST (CR 2)
- 13 (MAP) CEMETERY HILL
- **14** CEMETERY HILL (CR VARIES)

· 16 ·

Trust Points

TABLE: TRUST POINTS

• 17 •

Épilogue

• 18 •

Riographies

•19•

Legal



CREDITS

Authors: Greg A. Vaughan Design and Layout: Timothy K. Wickham Art: Colby Stevenson Cartography: Robert Lazzaretti Legendary Games Team Members: Clinton Boomer, Jason Nelson, Neil Spicer, Greg A.Vaughan and Clark Peterson

Special Thanks: Erik Mona, Lisa Stevens, James Jacobs and the Paizo staff and to Michael Kortes for his excellent ghost-story adventure, *The Haunting of Harrowstone*.

ABOUT LEGENDARY GAMES

Legendary Games is an all-star team of authors and designers, coordinated by Clark Peterson of Necromancer Games, Inc. Legendary Games uses a cooperative, team-based approach to bring you, the Paizo fan, the best expansion material for your game. We are gamers and storytellers first, and we believe that passion shows in our products. So check us out, and Make Your Game Legendary!

Join the Legendary Games team online at www.makeyourgamelegendary.com Visit us on Facebook and follow us on Twitter @legendary_games.

The Fiddler's Lament. Copyright 2012, Legendary Games. All rights reserved.

This product is compliant with the Open Game License (OGL) and is suitable for use with the Pathfinder Roleplaying Game or the 3.5 Edition of the world's oldest fantasy roleplaying game. The OGL can be found in the Legal page at the end of this product.

Compatibility with the Pathfinder Roleplaying Game requires the Pathfinder Roleplaying Game from Paizo Publishing, LLC. See http://paizo.com/pathfinderRPG for more information on the Pathfinder Roleplaying Game. Paizo Publishing, LLC does not guarantee compatibility, and does not endorse this product.

Pathfinder is a registered trademark of Paizo Publishing, LLC, and the Pathfinder Roleplaying Game and the Pathfinder Roleplaying Game Compatibility Logo are trademarks of Paizo Publishing, LLC, and are used under the Pathfinder Roleplaying Game Compatibility License. See http://paizo.com/pathfinderRPG/compatibility for more information on the compatibility license.



This product is a part of our line of support materials for extended Adventure Path-style campaign play for use with Paizo's *Pathfinder Roleplaying Game*. When you see the "Adventure Path Plug-In" logo at the top of a Legendary Games product, you can expect it is designed to fit directly with the themes of a particular Adventure Path campaign. The all-star team of designers here at Legendary Games is committed to bringing you—the busy GM or player—the absolute best third party support for your Pathfinder campaign. To deliver on that commitment, we've assembled the best of the best of current gaming authors, designers and layout experts so that you can feel comfortable that Legendary Games products will be the most creative, rules-legal and well-designed content you can find. Though Adventure Path Plug-Ins all share a theme with a specific Adventure Path campaign, they are designed to be easily incorporated into your home game regardless of what campaign you may be running.

Adventure Path campaigns contain amazing plots and stories written by the industry's best authors. But those adventures have space restrictions for print publication that often leave space either for alternatives for the busy GM or chances for the GM to personalize his or her game. The first installment of the current Adventure Path has just these issues—PCs need more small chances to earn experience and gain trust within the town. GMs need short adventures or locations that can be easily plugged in to the current adventure without disrupting its overall story. This adventure, *The Fiddler's Lament*, fills that need and more, providing the PCs with experience and the chance to gain Trust as well as the chance for the party to redeem a lost and tormented soul, bringing peace out of tragedy for her and for the village as a whole. Their actions may lead the villagers themselves toward a path of deeper despair or transformative mercy, either way deepening their bond and investment with this place and its people.



HEY, WHAT'S WITH THE NAMES?

THE FIDDLER'S LAMENT

GREG A. VAUGHAN

You will see us use phrases such as "Gothic Campaign" instead of the title of a recent Adventure Path. Or you may see us use the names "The Professor" or "The Professor's Daughter" instead of the proper names of specific characters from those adventures. There are legal reasons for this. While we can create compatible products under the Open Game License, we still have to be respectful of certain content that Paizo owns. Because we want to be very respectful of their content and work in partnership with them we use these "replacement phrases" for certain content. Plus, this helps the product have a more general appeal to those who may be running a home campaign that fits the same themes. In any event, we are 100% confident you know what we are talking about and will have no problem making the required connection. So enjoy *The Fiddler's Lament* in your gothic Adventure Path, set in a small gothic town, helping the Professor's Daughter and cleansing the unquiet spirits in the ruins of the local prison. See, that wasn't so hard, now was it. *The Fiddler's Lament* is a short adventure designed to be set in any small gothic town where low (1st-2nd) level PCs may find themselves investigating the haunted ruins of a nearby prison. The adventure does not provide enough experience in and of itself for the PCs to increase in level substantially, but it provides several challenges and rewards, including gaining Trust within the town.

Fdvenkure Rackground

Alhindriosa had a fey spirit for even the folk of the Elven Kingdom. Her parents said she had her head more in other worlds than in this one as she sang and danced her way through life, sprightly even for an elf. When her parents died in a tragic boating accident, she was subdued for their funeral, but even that fugue was short-lived as she soon went back to her ways of prancing across meadows to stir the butterflies and singing nonsensical songs to the birds. Many of the elves thought her stricken or possessed, and ultimately none were anything but secretly relieved when upon reaching the beginnings of adulthood she up and left the elves to explore the greater world outside their hedged realm.

Alhindriosa wandered for weeks, gradually making her way around the great inner sea before finally falling in with a band of gypsies headed north. In this people of dusken skin and dervish dances, Alhindriosa had finally found a kindred spirit. They knew the ways of the night song and the dance of the moonlight upon the water; they too could hear the music in the crackle of the campfire and freedom of Nature as it flowed through their veins in an expression of purest joy, devoid of thought or artifice. In turn, the Wanderers accepted her as one of their own and allowed her to dance to the sound of their fiddle and tambourine as they traveled the rugged countryside of the North.

For more than a decade Alhindri, as she became known, danced among the Wanderers, and even they had to recognize something different about her something special that transcended the mundane and touched on some other plane of existence where the troubles of life were a trifling thing next to the trill of the music and the thrill of the dance. More than one of the dusky men offered to take her in marriage and make her a respected matron of their tribe, but she gently rebuffed them all content in their company alone, seeking neither companionship nor station—known to all the towns they visited as the dancing elf maid of the Wandering Folk.

Unfortunately though the years of an elf are long, her state of bliss came to an end all too soon. One evening as their caravan camped in the wilderness, a dark stranger came into their midst. Swathed all in cloak, scarf, and a widebrimmed hat, though it was a warm spring night, he requested the hospitality of their fire. This was begrudgingly given but the elder matron of the tribe immediately made the ward against the Evil Eye at the stranger, and all fell silent in his presence. Perturbed at the end of the festivities the stranger demanded that the fiddler strike up a tune and that the elf maid dance for him. Alhindri thought that he seemed handsome enough from what she could see, but before she could acquiesce to his request—nay demand—the strangest thing happened. Lothiaro, the head of the caravan, took his fiddle and smashed it upon a rock claiming that none of the Wandering Folk would play for the Dark Stranger and that none under his protection would dance before him—as it has always been among the Wandering Folk, and as it would always be.

Alhindri did not quite understand what was going on and watched in a strangely calm daze as the Dark Stranger proclaimed, "So be it," and proceeded to gruesomely slaughter the Wanderers—her kin of the last several years— with his bare hands before her very eyes. Some of them sought to fight; others tried to flee. It mattered not, for the stranger moved with a speed and savagery unmatched by mortal limbs. In moments, the gory massacre was done, and the blood-slicked stranger stood before Alhindri. She found that she could not look up into his mesmerizing eyes and only stared dumbly at the ground where she noticed the curious detail that he had cloven hooves instead of feet.

"Your adopted kin have purchased your freedom at a dear price this night," he intoned to her, "but the demand of the Stranger cannot be denied forever. We will meet again, you and I."

Then he was gone in the darkness, and Alhindri found that she couldn't bring herself to move for some time but simply sat and stared at the dew-stained grass where he had stood and the imprint of two cloven hooves that remained faintly visible.

When villagers from the nearby town of Raven came upon the scene of the massacre three days later, Alhindri still sat as she had, staring at the ground, silent and unresponsive, her cheeks hollow from hunger and thirst and her brow burned from days in the unrelenting sun. The villagers buried the gypsies in the consecrated ground of their town cemetery to prevent them from arising again to trouble the living and took the elven waif in out of the kindness of their hearts, thinking her one of the forlorn members of her race presumably in shock over what she must have witnessed. They nursed Alhindri back to health but soon learned that her injuries were more of her spirit than to her body. She never spoke nor emerged from her silent stupor. Finally, realizing that they could do no more for the young elf, one of the local councilmen paid out of his generosity to have her transported to a hospital in a distant city where she could be cared for in hopes that she would eventually emerge from her fugue and be able to tell what had occurred to the Wanderers she had been with.

There Alhindri waited, known only as the Raven Patient, passed from hospital to prison to asylum, silent and alone for 85 years...until today. In the darkest hour of the early morning, Alhindri opened her eyes to discover a dark-cloaked figure standing in her cell with her. He called her by name and told her it was time for her to return to her lost kin and dance for them once more. She was fascinated, as he spoke, by the pair of cloven hooves that peeked out

ENTURE PATH PLUG-IN

from beneath his cloak but became even more astonished when he handed her a meticulously cared for violin that in her mind's eye she recognized at once as being that which had belonged to Lothiaro, made whole once more.

Immediately the color returned to Alhindri's face and her life as she took the beloved instrument in her hands. She didn't even notice when the Dark Stranger wrapped his cowl around her and she found herself no longer in her lonely cell but standing upon a hill covered in tombs, surrounded by ancient unmarked graves. In the pre-light of dawn she gave no more thought to her surroundings than to a gnat as she touched bow to fiddle and began to play. The fiddle had never been her instrument, but she had been around it enough to pick up a bit, and as she played upon Lothiaro's beloved violin she found that it practically played itself. She soon lost herself to the music and began to dance as of old...and she did not dance alone as her long-lost gypsy kin rose from the ground to join her.

Encounters

The Fiddler's Lament takes place in the town of Raven near the haunted prison described in the Adventure Path. The enigmatic Dark Stranger, for reasons of his own, has brought Alhindri back to the region where he slaughtered her adopted kin and has provided her not with the beloved fiddle of her former protector but an infernal instrument called the *Rebec Malevolenti*, crafted in the pits of Hell with the sole purpose to bring ruin upon mortals. With this instrument Alhindri heedlessly summons forth the dead from their rest and causes them to descend like a plague upon the unsuspecting town of Raven nearby. Only with the destruction of the fiddle can the plague of zombies and worse be stopped.

The adventure begins as the PCs, who have already come to the town of Raven for their own reasons, make their way to the general store to gather supplies for their ongoing investigation. It can begin at any time during the Adventure Path module but should probably occur early in their stay in Raven before they've had a chance to do much poking around in the nearby haunted prison. This can give them some much needed experience as well as some foreshadowing of things soon to come.

A Fiddle at Dawn

The early morning sun has barely peeked over the eastern horizon as you make your way through long shadows across the town square. The village itself is coming awake as goodwives push their sleepy-eyed children out the door to begin the day's chores. The usual sounds of cock's crow and the occasional dog bark are joined this morning by something unexpected. Floating lightly upon the morning breeze is the sound of a hauntingly beautiful melody as if the world's saddest fiddler were out this morning plying his bow to catgut in a dirge for the day to come. Who the mysterious player might be is unguessed but the music, though mournful, is not unpleasant.

Though it is morning, the PCs are assumed to be wearing their normal gear and equipment as befits an adventuring party. Their reasons for visiting the general store are important but should just be to pick up some mundane supplies or equipment. Unfortunately, while there they learn that there is more to the fiddler's music than they know and that its effects have come to visit upon the town.

Visit from Grammy (CR 1)

The storekeep and a local gaffer chat idly near the front counter talking about the strange music, which has apparently been heard across parts of town since before dawn, speculating as to who could be the source. The storekeep's wife stocks shelves while their young girls run around playing chase. You once again eye the suit of fine plate armor that stands near the back of the store, wondering what kind of coin it would take to get the storekeep to part with it—you've heard him mention that it belonged to his wife's long-deceased grandfather from back when he fought for the Crown.

As one of the young girls opens the cellar door to fetch a bag of herbs for her mother, you hear her small child's voice suddenly exclaim with delight, "Grammy?!" to which the storekeep's wife patiently explains, "No, dear. You know Grammy and Grampy passed on from the fever last winter. She's not waiting in the cellar for you."

Out of the corner of your eye you notice that the arm of the suit of armor seems to shift and slightly raise, as if it had been dislodged and the whole thing was about to fall over forward, but you are distracted from further investigation by the sound of the heavy, slow tread of bare feet climbing the cellar stair and the look of delight still on the young girl's face as she shouts, "It is Grammy!" at something behind the cellar door that you can't see yet. As the suit of armor clatters to the floor at your feet and you see standing in the alcove behind it the worm-eaten corpse of what was once a gray-bearded old man, you can only think to yourself, "And this must be Grampy."

Then the screaming begins.



The map shows the floor plan of the general store, which is location "F" on the Adventure Path's town map. The shelves hold only mundane equipment and supplies, though the waist-high shelves and front counter do provide cover to anyone behind them and require a DC 6 Acrobatics check to leap over them headfirst (DC 12 without at least a 10-foot running start), or a DC 12 (DC 24 with no run) to leap atop them. They can be easily climbed over with a move action, but it provokes attacks of opportunity.

CREATURES: The first of the undead brought forth by Alhindri's bone fiddle that the PCs encounter are indeed the zombies of Grammy and Grampy come back to visit their young folk. They crept into the store before light while the owners were busy elsewhere and instinctively took up hiding places as they had once done to play with their grandchildren. The sound of the young girls playing has brought them out of their hiding places but has also triggered their instinct to destroy all living creatures, so playtime is over. They lurch to attack whoever is closest. Hopefully this will be the PCs as the storekeep's wife grabs the young child and bolts for the stairs to the upper floor while the storekeep gathers up his other four older girls and hustles them that way as well. The gaffer likewise scoots out the front door leaving the PCS to deal with the zombie menace. They attack and pursue until destroyed.

GRANNY AND GRAMPY

CR 1/2

XP 50

hp 12 (Pathfinder Roleplaying Game Bestiary "Zombie")

Development: When the PCs have finished with the zombies, they can hear the sound of screams from out in the town square with a successful DC 10 Perception check. However, immediately after they hear the shrill screams of the storekeep's wife and their five little girls coming from upstairs. Encourage the PCs to stick together unless they have more than four PCs as they decide if they will go outside to see what is going on or if they wish to head upstairs to face the more immediate threat.

Lingering Shadows (CR 1/2)

If the PCs head upstairs in the general store, they find it still dark and shuttered from the previous night's repose. The sound of whimpering cries and shrill little screams come from the master bedroom. A single candle lights the room and just a hint of dawn light leaks through the heavily curtained window. Across the room, behind the bed, huddle the storekeep and his entire family. They point wordlessly to the open closet door that stands near the exit. From within the closet, sinister shadows can be seen to move in unnatural ways.

Creature: Another dire visitor from the town cemetery has made its way into here. It is a lesser shadow, much like its normal brethren but weaker and more **stunted** in its power. It lurches forth to attack as soon as the PCs enter, trying

to get at the helpless family but willing to take on adventurers if they interfere. As long as the room remains in dim light, the lesser shadow has concealment against the PCs. If anyone thinks to open the curtain (the storekeep can do so if they PCs think to tell him), the bright dawn light floods into the room and removes this concealment for the creature. In addition, it must make a DC 10 Will check each round to stay and fight or flee back into the closet and out through the walls of the house to find some shadowy corner of the town in which to hide. If it flees, it is not encountered again in this adventure.

Lesser Shadow

CR 1/2

XP 200 The Tome of Horrors Complete 541 CE Medium undead (incorporeal) Init +2; Senses darkvision 60 ft.; Perception +8

DEFENSE

AC 14, touch 14, flat-footed 11 (+1 deflection, +1 dodge, +2 Dex) hp 6 (1d8+2) Fort +2, Ref +2, Will +2 Defensive Abilities channel resistance +1, incorporeal, shadow blend; Immune undead traits

OFFENSE

Speed fly 40 ft. (good) Melee incorporeal touch +2 (1 Strength damage)

STATISTICS

Str —, Dex 15, Con —, Int 5, Wis 10, Cha 14 Base Atk +0; CMB +2; CMD 15 Feats Dodge Skills Fly +6, Perception +8, Stealth +6 SQ phantom noises

SPECIAL ABILITIES

- **Strength Damage (Su)** The touch of a lesser shadow deals 1 point of Strength damage to a living foe. A creature drained to Strength 0 by a lesser shadow dies. This is a negative energy effect.
- Shadow Blend (Ex) In any light condition less than bright light, the lesser shadow's form blends into the surrounding shadows, granting it concealment.

Development: If the PCs rescue the storekeep and his family, they receive an additional 10% discount off of any other discounts or markups they may receive when they shop in the general store.

contenta

Fight of the Old Dog (CR 3)

When the PCs emerge from the general store, whether they have defeated the zombies and lesser shadow within or not, they witness the following scene.

The mysterious fiddle plays on, barely audible above the ruckus that has arisen in the town square. Townsfolk flee everywhere with lurching undead horrors shambling along after them. Most people seem to be managing to lock themselves within their homes and businesses causing the walking dead to wander elsewhere in search of prey, but in the center of the square, where stands the old gazebo, a different scene unfolds. A number of disembodied, clawlike hands clamber across the ground towards the structure and up its rails. Within stands the town's mangy stray dog that has been adopted by the children. As the crawling hands approach menacingly the dog stands its ground growling at them and blocking the way towards a small group of children behind who it who at the same time appear to be trying to get past the dog with their sticks and play swords in order to bravely defend it from the approaching horrors. None of the townsfolk seem to have noticed this yet, and it is only a matter of time before the dog and children find themselves in trouble.

Creatures: Just as it appears, the local mutt is trying to protect four small children from a group of four crawling hands, while at the same time the children are trying to protect their pet from them as well. The dog is doing well to hold the children back and ward off the undead creatures, one group or the other will soon manage to get past its defenses and result in a tragedy for the town. If the PCs hurry, though, they will be able to intervene in time to save them. The crawling hands will turn on the newcomers while the dog will bolt causing the children to squeal and chase after it, leading them to safety. If the PCs find themselves in over their heads, the dog can return to fight alongside them (treat as a riding dog)

CR 1/2

Crawling Hands (4)

XP 200

hp 9 (Pathfinder Roleplaying Game Bestiary "Crawling Hand")

Development: Once the crawling hands have been dealt with, the PCs can take stock of the situation around town. A few zombies wander hither and yon but without any apparent real motivation, and with most of the villagers safely locked up in their homes they are out of immediate danger. Checking with the sheriff reveals that he is away at one of the outlying farms this morning and most of his deputies are currently off duty tending to their own farming chores. There doesn't seem to be anyone around in any better position to defend the town than the PCs themselves. All of the walking dead are recognizable to various townspeople as their departed family and friends who are supposed to be safely interred in the town cemetery to the north. No one knows why they would be up and about like this.

Now Hiring: Zombie Fighters, Some Experience Required (CR varies)

To the south of the square, the moneylenders have stationed their troop of bodyguards outside the door to their establishment, and this group of eight veteran warriors (human warrior 4) has dispatched a half dozen of the walking dead themselves. They put the finishing touches on a seventh as the PCs watch. One of the moneylenders leans out the second-floor window of his shop and shouts to the PCs that he will pay them 50 gp each if they will stay and defend his shop alongside his guards. At the same time, the haunting music continues to drift from the north and the sounds of additional shouts and screams can be heard from that direction.

If the PCs choose to take up post alongside the moneylenders' mercenaries, they receive a chorus of boos from any of the villagers watching from their windows. Every 10 minutes another 1d4+1 zombies will wander through the town square and attack while the sounds of battle elsewhere in town will eventually die down to an ominous silence with only the fiddle music as accompaniment. This can go on for days with the sheriff and all his deputies eventually arriving and falling to the endless waves of zombies. At some point the PCs will need to either give the town up for dead or head north to try and stop the fiddling that seems to be somehow connected to the zombie plague.

If the PCs head north proceed with "Extra! Extra! Read All About It!" If they head south to reach the temple or some other area of town, see "A Slimy Skeleton in the Closet" for details of what is going on elsewhere.

Extra! Extra! Read All About It! (CR 3 or 4)

This event occurs at the posting pole (the location marked as "B" on the Adventure Path's town map) at the east end of the covered bridge.

The posting pole lies just ahead, a thick tree trunk, stripped of branches, sawed off at head height on a tall man, and set upright in the ground at the end of the covered bridge so that notices and broadsheets can be tacked to it for all to see. The young lad that you recognize as being responsible for hanging the notices crouches at the top of the pole trying to stay out of reach of two clay-encrusted skeletons that swipe at him with jagged claws. His stack of posting notices lies scattered on the ground. Sitting astride a skeletal horse nearby is another skeleton, this one armored in a rusted breastplate. A frayed noose dangles from its broken neck, and a cracked leather eye patch covers one eye. The other two skeletons likewise have the remains of nooses hanging from them.

Creatures: The town's posting boy has run afoul of a group of malevolent dead raised by the music of the *Rebec Malevolenti*. The bandit Kurchega was caught and hanged at the covered bridge by the townsfolk of Raven 40 years ago after plaguing the area with his bloody raids for an entire year. Two of his accomplices were hanged with him, and before he died he watched the townsfolk



RY GAMES

SNTURE PATH PLUG-IN

slaughter his prized mare. All were buried in the river embankment near the bridge in unmarked graves so that their memory would be forgotten by all. With the coming of the supernatural music, they have dug forth from their clay resting places. They came upon the posting boy unawares and have been making sport of him at Kurchega's orders until he grows bored and orders the kill. When they see the party they turn to attack. If the PCs have been having an easy go of things so far, include the skeletal mount as a combatant. Otherwise it serves Kurchega as a mount but does not enter the fray as a combatant itself and likewise crumbles to dust when the bandit chief if destroyed.

KURCHEGA, SKELETAL CHAMPION CR 2

XP 600

hp 17 (Pathfinder Roleplaying Game Bestiary "Skeletal Champion")

Skeletons (2)

XP 135

hp 4 (Pathfinder Roleplaying Game Bestiary "Skeleton")

Skeletal Mount

CR 1

CR 1/2

XP 400

Advanced heavy horse skeleton (*Pathfinder Adventure Path* #44 86) NE Large undead Init +9; Senses darkvision 60 ft.; Perception +0

DEFENSE

AC 17, touch 13, flat-footed 13 (+2 armor, +4 Dex, +2 natural, -1 size) hp 9 (2d8) Fort +0, Ref +5, Will +3 DR 5/bludgeoning; Immune cold, undead traits

OFFENSE

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

STATISTICS

Str 20, Dex 20, Con —, Int —, Wis 10, Cha 10 Base Atk +1; CMB +7; CMD 22 (26 vs. trip) Feats Improved Initiative^B Gear broken chain shirt barding

Development: If the posting boy is rescued, he immediately runs to his father's restaurant at the river's edge and tells him everything that transpires. The heroism of the PCS will then appear in tracts on the posting poles over the **next** several days.

A Slimy Skeleton in the Closet (CR 1/2)

This event occurs as the PCs reach the crossroads west of the covered bridge just north of location M4 on Adventure Path's town map. Here the PCs run into Rufio, one of the acolytes (see "Raven's Rest" for stats) from the temple of the goddess of fate and prophecy, the deity venerated by the locals. He has a small cut across his forehead and is much disheveled but otherwise seems none the worse for wear. He is running north towards the cemetery, but sags to his haunches out of breath in relief when he sees the PCs.

In between gasps for breath, he explains that Father Grimble and most of the acolytes went to the cemetery early this morning before the ghostly music started in order to prepare for a funeral. They have not returned. Just a short while ago a group of walking dead overran the temple and killed the other acolyte there while he fled out the back. He says he has got to get to the cemetery to alert Father Grimble and bring him back. He says that on his way here he passed Councilor Murik's home and saw that they were having some sort of trouble. He kept going but promised he would send help as soon as he found Father Grimble. He now begs the PCs to head to Murik's house and help him while he goes to fetch the good father. He will not force the PCs to go that way but will give them the pouch of seven scrolls of cure light wounds (CL 1st) that he snatched before fleeing the temple if they agree to do so. He will also expend the last of his own cure spells and channel energies to heal the PCs (assume he has enough to bring them all to maximum hit points). If the PCs refuse to go help Councilor Murik, he will not force them to but does not give them the scrolls. He will still heal them, though.

If the PCs agree to head south, Rufio tells them to not bother going to the temple as it is overrun. As soon as they help out the councilor, he asks them to join him up at the cemetery so that Father Grimble and the other acolytes can link up with them to sweep the undead from the town.

If the PCs head south to Councilor Murik's house, proceed with the following. If they instead follow the acolyte to the cemetery skip to "Raven's Rest".

The stately home of Councilor Murik stands among the trees beside the road. Several of the lower windows are broken out and the occasional scream issues from within followed by the sound of shattering glass and breaking furniture. Soon the aged councilor himself hobbles out onto the front porch, slams the door behind him, and huddles behind a large flower urn to hide. Following him a slimy apparition that appears to be wearing the finery of a wealthy man, a wealthy man with a striking resemblance to the councilor himself, steps through the door as if it wasn't there and leaves a spot of viscous ooze upon the hardwood. As the dripping creature lurches towards the cowering councilor, you see that the ghostly image of a hatchet protrudes from the back of the apparition's head. When the councilor catches sight of you he shouts in a raspy, fear-choked voice, "Help me! I didn't do it! He thinks I'm my father!"

contente

Creature: Councilor Murik is currently being menaced by the ectoplasmic remains of one of his own ancestors, Pecrit Murik, foully murdered many years ago and now come back to visit revenge upon the wrong descendant.

The ectoplasmic creature attempts to slay Councilor Murik unless the PCs interpose themselves between it and the feeble old councilor. If the PCs do not do so, assume that the creature manages to finish the old man off in 3 rounds before wandering off to vent its rage elsewhere. If the PCs manage to damage the creature, it turns its attention towards them. The councilor's serving staff remains hidden in the house and does not emerge to assist until the battle is over.

CR 1/2

Pecrit Murik

XP 200

Male ectoplasmic human (*Pathfinder Adventure Path* #43 86) CE Medium undead Init +0; Senses darkvision 60 ft.; Perception –1

DEFENSE

AC 12, touch 10, flat-footed 12 (+2 natural) hp 8 (1d8+4) Fort +0, Ref +0, Will +2 DR 5/slashing; Immune undead traits

OFFENSE

Speed 30 ft. Melee slam +3 (1d4+3 plus horrifying ooze) Spell-Like Abilities (CL 1st) Constant—*air walk*

STATISTICS

Str 16, Dex 11, Con —, Int —, Wis 10, Cha 12 Base Atk +0; CMB +3; CMD 13 Feats Toughness^B SQ phase lurch

SPECIAL ABILITIES

- Horrifying Ooze (Su) Any creature that is struck by the ectoplasmic crea ture's slam attack must make a DC 11 Will save or become shaken for 1d4 rounds. The save DC is Charisma-based.
- **Phase Lurch (Su)** An ectoplasmic creature has the ability to pass through walls or material obstacles. In order to use this ability, the ectoplasmic creature must begin and end its turn outside of whatever wall or obstacle it is moving through. An ectoplasmic creature cannot move through corporeal creatures with this ability, and its movement speed is halved while moving through a wall or obstacle. Slimy mucus that lingers for 1 minute marks the spot on a wall where an ectoplasmic creature entered and exited it.

Development: If the ectoplasmic creature is defeated and Councilor Murik survives, the old politician emerges form hiding and thanks the PCs profusely for their aid. He sheepishly admits that the creature was undoubtedly his grandfather, Pecrit Murik, a vile and abusive drunk. According to family lore, the councilor's own father Alberit waylaid his grandfather in the woods with a hatchet when he was drunk and buried him in a hidden grave somewhere on the property. The councilor never knew where the grave was or even if the legend was true, and Alberit has been dead for over 40 years, however, based on the apparition that appeared seeking vengeance it would seem that the old tale was true. Here the councilor clears his throat awkwardly and states that it would be quite an embarrassment to his family and the town if it was revealed that one of their councilors was the son of a murderer. He assures the PCs that he will do all he can to make their stay in Raven as welcoming as possible if they would, how shall we say, use the utmost discretion in any matters pertaining to what they have learned here. Regardless of their response, he then encourages them to hurry and help the acolyte who was heading to the cemetery to find Father Grimble and end this plague of undead.

Raven's Rest (CR 2)

The cemetery lies a short distance north of the town and is not shown on the town map, though the Adventure Path does provide a map of the cemetery itself. When the PCs arrive, they approach from the southwest gate. If they choose to enter by a different gate, use the same encounter but relocate it to there. If the PCs accompanied the acolyte, then omit the portion in parentheses from the following description.

The source of the day's trouble lies ahead, the Raven's Rest Cemetery. It rises from the moor like a well-tended garden of stone, rising beyond its gates past row upon row of headstones to a low hill crowned by a circle of ancient tomb vaults. The fiddling floats over the cemetery much louder than elsewhere in town and achieves an almost manic quality. Everywhere across the cemetery tombstones tumble over and the earth churns where things that ought lie still struggle to emerge from the cold ground. Yet atop the hill a single figure can be seen racing around, jumping to and fro in time to the music. There lies your quarry, and a road runs straight to the top if only you can win past the emerging hordes of the unquiet dead. From the brush beside the gate steps a foul creature, obviously once a wolf, its skin hangs in ragged strips from it moldering hide with ribs showing through the gaps in its bloated, putrid flesh. (There is fresh blood on its jaws, and the torn robes of a temple acolyte beside the road hide the remains of the wolf's recent handiwork.)

If Rufio preceded the PCs here, then he was paralyzed by the ghoul wolf when he attempted to enter the cemetery. If the party instead accompanied him here, then his stats are included under "Development" below. He does not know exactly where Father Grimble and the other acolytes were making their funeral preparations but assumes the high ground at the boneyard's center is as good



ADVENTURE PATH PLUG-IN

Creature: A wolf died in the brush near the edge of the road after running afoul of a hunter's trap and developing infections in its wounds. With the summons of the *Rebec Malevolenti*, it has arisen as a ghoul wolf and attacks anyone it meets, fighting until destroyed.

GHOUL WOLF

CR 2

XP 600

The Tome of Horrors Complete 649 CE Medium undead Init +2; Senses darkvision 60 ft., scent; Perception +9

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 Dex, +2 natural) hp 18 (4d8) Fort +1, Ref +3, Will +6 DR channel resistance +2; Immune undead traits

OFFENSE

Speed 50 ft.

Melee bite +7 (1d6+4 plus paralysis plus trip) **Special Attacks** paralysis (1d4+2 rounds, DC 12, elves are immune to this effect)

STATISTICS

Str 17, Dex 15, Con —, Int 6, Wis 14, Cha 10 Base Atk +3; CMB +6; CMD 18 (22 vs. trip) Feats Skill Focus (Perception), Weapon Focus (bite) Skills Perception +9, Stealth +6, Survival +2 (+6 tracking by scent)

Development: If the PCS did not accompany Rufio the acolyte here, then he is lying wounded by the edge of the road where he fell after being attacked by the ghoul wolf. He is currently paralyzed, but the effect will wear off in 2 more rounds. He has a single *potion of cure light wounds* on him (which the PCs could use to cure his wounds if they chose) plus the pouch of scrolls if he did not already give it to them. If he was with the PCs all along, then he is not wounded.

RUFIO, TEMPLE ACOLYTE CR 1

XP 400

Male human cleric 2 LN Medium humanoid (human) Init +1; Senses Perception +6 Aura lawful

DEFENSE

AC 13, touch 11, flat-footed 12 (+1 armor, +1 Dex, +1 shield) hp 13, currently 7 (2d8+1) Fort +3, Ref +1, Will +5

OFFENSE

Speed 30 ft.

Meleelight mace +0 (1d6-1)Special Attackschannel positive energy (all used for the day), spontaneous
casting (cure spells)Domain Spell-Like Abilities (CL 2nd)At will—lore keeper (melee touch +0)5/day—rebuke deathSpells Prepared (CL 2nd)None currentlyD domain spell; Domains Healing, Knowledge

STATISTICS

Str 9, Dex 12, Con 10, Int 11, Wis 14, Cha 12 Base Atk +1; CMB +0; CMD 11 Feats Alertness^B, Self-Sufficient Skills Heal +9, Knowledge (religion) +5, Perception +6, Sense Motive +4, Survival +4 Languages Common

Combat Gear potion of cure light wounds; Other Gear padded armor, light wooden shield, light mace, silver holy symbol



Cemetery Hill (CR varies)

The Raven's Rest cemetery is large and sprawling with multiple pathways leading through ranks of headstones, but one path in particular leads directly to the crown of the hill at its center. Everywhere the PCs look they see grave's churning as their occupants slowly unearth themselves or open graves where the occupants have already departed. Straying from the path or exploring the cemetery has a 50% chance of an encounter with an undead creature each round (see table in the "Rebec Malevolenti" sidebar to determine what kind). Searching for Father Grimble and the missing acolytes will likewise cause these random encounters.

When the PCs climb the hill read the following.

A cluster of aged stone vaults stand atop the hill overgrown with creepers and high wild grass. It seems this portion of the cemetery is older and gets less tending than other areas. Barely visible in the tall grass are a number of headstones, cracked and crumbling with age and canted at wild angles from their long years exposed to the elements. Dancing among them like a vision out of a fever dream is an elven maid. She is barefoot with long, lithe limbs and wears a tattered and stained hospital shift and the ragged remains of a straight jacket that no longer restrains her. In her arms she holds a narrow-bodied gypsy fiddle which she plays energetically as she dances about. Her face is the very picture of transported bliss as her eyes dance with gaiety and unbidden laughs actually burst forth from her mouth from time to time.

Though the elf may be the image of grace and joy, the effects of her playing cannot be denied, as rotten and skeletal arms continue to rise from the ground around her, clawing their way to the surface as they sway in perfect time with the frenetic music.

The stone vaults all remain sealed, so no undead have come forth from them yet. The headstones around her are dated 85 years ago and simply say "Un-known Wanderer. Foully murdered." A DC 10 Knowledge (local) identifies Wanderer as the name for the enigmatic gypsy bands that wander the North. A DC 20 Knowledge (local or history) recalls tales of Alhindri's band massacred near Raven and of the lone elf maid survivor who never spoke a word and was eventually locked up and forgotten. The headstones do not impede movement but do provide cover to Small creatures.

Creatures: Here at the summit of the hill the PCs have found Alhindri, totally enthralled in joy as she plays the fiddle provided for her by the Dark Stranger. She is blissfully unaware of the effects it is having on the surrounding graveyard and cannot be interrupted in her playing. And since the fiddle provides her with unnatural vigor, she will go on playing it for days without stop until she actually dies of starvation. As the PCs will soon discover, attacks upon Alhindri herself are pointless as it is the *Rebec Malevolenti* that must be destroyed to end the zombie plague. In the meantime, concealed among the tall grass at the points marked on the map are the skeletal remains of her former gypsy companions. They still wear the tattered remains of their distinctive Wanderer garb and rise up to defend Alhindri from anyone that attempts to interfere with her playing. She uses one move action each round to dance about atop the hill and another to play her fiddle. These do not provoke attacks of opportunity unless she moves through a threatened square, which she will attempt to avoid doing if possible. She does not otherwise react to the PCs' presence. There are a total of seven skeletons guarding Alhindri. Every 2 rounds, another gypsy skeleton emerges from the earth (countersong does not effect these as they are ones that had already been called forth and were busy digging). It is considered flat-footed and provokes attacks of opportunity in the round that it emerges, though it has concealment in the tall grass. Choose the spot of its emergence at random. When the *Rebec Malevolenti* is destroyed, all remaining undead in the cemetery and nearby town fall dead once again and no more emerge.

Skeletons (7 or more) CR 1/3

XP 135

hp 4 (Pathfinder Roleplaying Game Bestiary "Skeleton")

CR 1

XP 400 Female elf commoner 3 N Medium humanoid (elf)

Init +2; Senses low-light vision; Perception +0

DEFENSE

Alhindri

AC 16, touch 13, flat-footed 13 (+2 Dex, +1 dodge, +3 natural) hp 7 (3d6-3)

Fort +0, Ref +3, Will -1; +2 vs. enchantment

Defensive Abilities false life, freedom of movement; **DR** 5/magic; **Immune** sleep, undead traits

OFFENSE

Speed 30 ft.

Melee unarmed strike -1 (1d3-2/nonlethal)

STATISTICS

Str 7, Dex 14, Con 10, Int 9, Wis 6, Cha 16 Base Atk +1; CMB -1; CMD 12 (16 vs. sunder) Feats Dodge, Skill Focus (Perform [dance]) Skills Linguistics +0, Perception +0, Perform (dance) +9, Perform (string instruments) +4 Languages Common, Elven, Wanderer Gear Rebec Malevolenti

able of

contenta



Rebec Malevolenti (Minor Artifact)

Aura strong necromancy [evil]; CL 12th

Slot —; Price —; Weight 3 lbs.

DESCRIPTION

This is a three-stringed fiddle made with a narrowboat-shaped body and a horsehair bow. Its finish has the cracked polish of old bone, and when stared at intently tiny glowing red lettering can be seen to swirl about just beneath its varnish, never staying still long enough to read the infernal writing. When played by someone with at least 1 rank in Perform (stringed instruments), the rebec grants the following powers to the fiddler for as long as she plays:

The player is provided with a +3 bonus to natural armor and DR 5/magic The player receives the immunities associated with undead traits, though she does not actually become undead or become otherwise susceptible to positive energy attacks.

The player becomes engrossed in the playing and suffers a -4 penalty to Perception while doing so.

Anytime the player is reduced to 0 hit points or below, the rebec grants the effects of a *false life* spell on the player as an immediate action giving her 1d10+10 temporary hit points. Unlike the spell, these temporary hit points remain for as long as the fiddler plays. There is no limit to the number of times it can cast *false life*, and it can do so multiple times per round. The rebec grants *lesser restoration* upon the fiddler once per day to mitigate any effects of fatigue or exhaustion in order to allow her to keep playing. The player remains under the constant effects of a *freedom of movement* spell.

The primary purpose of the rebec is to animate the dead to wretched unlife. Each round that the rebec is played, any corpses within the range of its hearing (including those buried in this range) are subject to reanimation. Even corpses that have rotted away can return as incorporeal undead. For each round of playing in an area where dead bodies are available, roll d6 to determine what type of undead creature that is created. These creatures do not attack the fiddler but are not otherwise under the player's command; they remain true to form, attacking living creatures as opportunity presents. They remain animated until destroyed or the rebec is destroyed at which point all previously animated undead return to death once again.

d6	Undead Type
1-2	skeleton
3-4	zombie
5	ectoplasmic creature (see Pathfinder Adventure Path #43 86
6	creature of GMs choice
1 ·	(lesser shadow and ghoul wolf in this adventure)

The effects and powers of the rebec cannot be dispelled or nullified by *silence* or countersong (though countersong will prevent the animation of undead creatures for its duration). The fiddler need not concentrate for the rebec's powers to activate, though she must use a move action each round that does not provoke attacks of opportunity to play the instrument.

DESTRUCTION

The rebec can only be destroyed by sundering it, though it provides a +4 bonus to the fiddler's CMD to resist sundering. It has hardness 5 and 20 hit points. It does not gain the broken condition but when reduced to 0 hit points it is destroyed.

Trust Points

The adventure *The Fiddler's Lament* provides a number of opportunities for the PCs to accrue Trust Points and even a few for them to lose them. These are outlined below. These points are added or subtracted for the entire party even if only one or two PCs were involved in the specific action—the party gains and loses the Trust Points together.

TABLE 1-1: TRUST POINTS

Trust Points	PC Actions
+1	Choosing to assist the storekeep's family before going outside to investigate
+1	Saving the children in the town square from the crawling hands
+1	Saving the town's pet dog from the crawling hand
-2	Staying to help the moneylenders rather than immediately moving on to assist others in the town
+2	Saving the post boy
+1	Choosing to help Councilor Murik
+3	Keeping Councilor Murik's secret confidential
+4	Ending the undead menace caused by the fiddler
-1	Convincing the townsfolk to spare Alhindri's life

VIII

IX

When the *Rebec Malevolenti* is destroyed, all undead created by it are immediately destroyed as well. The other powers it provides likewise end immediately. If still alive, Alhindri stops in her tracks. The expression of jubilation and total abandon vanish from her face instantly and are instead replaced by the ashen pallor that once again leeches the color from her cheeks. She is visibly reduced to a shell of her former self becoming completely unresponsive and listless. She will offer no resistance and can easily be slain or led about. Alhindri has become one of the forlorn once again, The twisted work of the Dark Stranger is over for now. Who he was or what his purpose may have been remains a mystery to be solved for another day. The townsfolk recognize Alhindri from tales of the gypsy massacre and will wish to lynch her to prevent her from being able to come back and threaten the town again at some time it the future. If the PCs can change their attitude from hostile towards her to indifferent, they will agree let the sheriff lock her up until she can be transported back to the asylum from which she escaped.

If the PCs search for Father Grimble and the missing acolytes, they find that one of the burial vaults at the eastern edge of the cemetery has been blocked shut from broken headstones piled against the door. This can be cleared in a matter of minutes, but clearly visible in the dust before this pile is a pair of cloven hoof prints much too large to be a goat or other natural creature. Father Grimble can only state that as he and his acolytes entered the vault in the predawn darkness to prepare it for the coming funeral, the heavy door slammed shut behind them and became held fast. They then began to hear the eerie fiddling and knew something foul was afoot.



Rios

GREG A. VAUGHAN cut his professional adventure-design teeth writing in *Dungeon Magazine* for Paizo Publishing with his first adventure "Tammeraut's Fate." Since then he has continued to write for Paizo, being featured in every one of their Pathfinder Adventure Paths to date, as well as doing work for Wizards of the Coast, Green Ronin, Sinister Adventures, and assisting in the creation of Frog God Games with Bill Webb of Necromancer Games fame. He now joins the all-star cadre of Legendary Games put together by Clark Peterson—legendary himself as the other half of Necromancer Games.

CLARK PETERSON, founded Necromancer Games, Inc., and has the distinction of being the first person to make use of the Open Game License and release content compatible with Third Edition with his free, ENnie-award winning adventure, The Wizard's Amulet. Clark produced a number of key third party products for Third Edition, from the famed Creature Collection and Relics and Rituals with Sword and Sorcery Studios, to the indispensible Tome of Horrors series. He wrote a large number of classic "First Edition Feel" adventures, from to The Tomb of Abysthor and Bard's Gate to Rappan Athuk, the world's deadliest dungeon crawl. Clark has had the pleasure of working with Gary Gygax on Necropolis, Flying Buffalo on The Wurst of Grimtooth's Traps and the honor of bringing Judges Guild's Wilderlands of High Fantasy and City State of the Invincible Overlord to the Third Edition rules. An expert on the Open Game License, Clark has been a tireless supporter of open gaming. Clark is also an outspoken advocate for the classic "old school" heart of gaming. A friend and supporter of Paizo since its inception, Clark served as a judge for several years on Paizo's RPG Superstar competition. Legendary Games is Clark's latest venture-an all-star team of authors and designers assembled to bring you the best third party support for the Pathfinder Roleplaying Game.

TIMOTHY K. WICKHAM, some college students go to Cancun for Spring Break, while others discover Role-Playing Games. Tim... belongs to the second group. After finishing his education he moved to the Pacific Northwest for the coffee and stayed for a career. When he's not pushing the limits of the Print/Pixel divide he enjoys long walks with his 90 pound "puppy" and culinary alchemy with his wife, Kate. At this very moment he is engrossed in the latest Design Problem (ahm, 'Challenge') and is honored for the opportunity to give form to the fiction at your game table. ROBERT LAZZARETTI started as an intern at Game Designers Workshop where he basically took on illustrating all of the maps because no one else in the art department really enjoyed drawing them. After working on *Dangerous Journeys, Traveller, Twilight* 2000 and *Challenge Magazine* for a couple of years, He was hired by TSR to join the Cartography Department. Almost immediatly, he was put to the task of designing maps for the new Planescape setting. Rob has created maps for almost every Role playing game world over the past 18 years.

COLBY STEVENSON is a freelance illustrator who resides deep within the forests of Connecticut. His attraction to dark worlds and the diabolic creatures that reside in them has dragged him into the realm of RPGs headfirst! Completing numerous private commissions for avid Pathfinder gamers, Warcraft fans and everything in-between, he soon moved onto Paizo Publishing's web fiction illustrating such stories as *Lord of Penance* and *Guns of Alkenstar*. Colby has now found himself locked within the dank, dungeons of Legendary Games conjuring up images and nightmares for the gaming world to feed upon. When not drawing dragons, succubi or elves, Colby can be found working on Music/Audio Production or reciting quotes from such films as Aliens and Star Wars.

JASON NELSON, started professional RPG writing in 2002 with the Save My Game and Behind the Screen gamemastering advice columns for Wizards of the Coast, then broadening into writing adventures for Dungeon ("Practical Magic" and "Man Forever") and several articles for Dragon. In 2008, he made the final four in Paizo's inaugural RPG Superstar competition, and since then has been a regular contributor to Paizo's adventure paths, including End of Eternity for Legacy of Fire, War of the River Kings for Kingmaker, and The Hungry Storm for Jade Regent. In addition to adventure writing, Jason has co-authored 10 Pathfinder Chronicles and Companion sourcebooks and has written major sections of the Ennie-award winning Pathfinder Chronicles Campaign setting, Gamemastery Guide, Advanced Player's Guide, Bestiary 2, Ultimate Magic, and Ultimate Combat. A devoted Christian, husband, and father, and a proud gamer since 1981, Jason loves to bring hardcore old-school stylings alongside inventive new creations to his contributions to Paizo and is excited to be bringing the same high-concept, high-action, high-adventure attitude to Legendary Games.

18

Legal

Notice of Open Game Content: This product contains Open Game Content, as defined in the Open Game License. Open Game Content may only be used under and in terms of the Open Game License.

Open Content: Subject to designation as Product Identity (see below), the only portion of this Legendary Games product designated as Open Game Content is **the statblocks of Alhindri, Pecrit Murik, Rufio, and the Rebec Malevolenti**, and any and all rules content (names of skills, etc., taken from the Pathfinder Reference Document) as defined in the Open Game License version 1.0a Section 1(d). The front and back cover, back matter, introduction and Credits page, as well all other parts of this product including all text not specifically designated as Open Game Content is not Open Game Content. No portion of this work other than the material designated as Open Game Content may be reproduced in any form without written permission.

Product Identity: The following items are hereby identified as Product Identity, as defined in the Open Game License 1.0a, Seection 1(e), and are not Open Content: Legendary Games, the Legendary Games Logo, Adventure Path Plug-In, The Murmuring Fountain, as well as all trademarks, registered trademarks, proper names (including the names of each character, location, item or monster unique to this product), dialogue, plots, storylines, locations, characters, artworks, and trade dress, but excluding any content that is Product Identity of Paizo Publishing, Inc. (Elements that have previously been designated as Open Game Content are not included in this declaration.)

Reference in non-Open Game Content (thus not covered by the Open Game License) in this work to content owned by others is not a challenge to their ownership and is used under Fair Use.

OPEN GAME LICENSE Version 1.0a

The following text is the property of Wizards of the Coast, Inc. and is Copyright 2000 Wizards of the Coast, Inc ("Wizards"). All Rights Reserved.

1. Definitions: (a) "Contributors" means the copyright and/or trademark owners who have contributed Open Game Content; (b) "Derivative Material" means copyrighted material including derivative works and translations (including into other computer languages), potation, modification, correction, addition, extension, upgrade, improvement, compilation, abridgment or other form in which an existing work may be recast, transformed or adapted; (c) "Distribute" means to reproduce, license, rent, lease, sell, broadcast, publicly display, transmit or otherwise distribute; (d) "Open Game Content" means the game mechanic and includes the methods, procedures, processes and routines to the extent such content does not embody the Product Identity and is an enhancement over the prior art and any additional content clearly identified as Open Game Content by the Contributor, and means any work covered by this License, including translations and derivative works under copyright law, but specifically excludes Product Identity. (e) "Product Identity" means product and product line names, logos and identifying marks including trade dress; artifacts, creatures, characters, storylines, plots, thematic elements, dialogue, incidents, language, artwork, symbols, designs, depictions, likenesses, formats, poses, concepts, themes and graphic, photographic and other visual or audio representations; names and descriptions of characters, spells, enchantments, personalities, teams, personas, likenesses and special abilities; places, locations, environments, creatures, equipment, magical or supernatural abilities or effects, logos, symbols, or graphic designs; and any other trademark or registered trademark clearly identified as Product identity by the owner of the Product Identity, and which specifically excludes the Open Game Content; (f) "Trademark" means the logos, names, mark, sign, motto, designs that are used by a Contributor to identify itself or its products or the associated products contributed to the Open Game License by the Contributor (g) "Use", "Used" or "Using" means to use, Distribute, copy, edit, format, modify, translate and otherwise create Derivative Material of Open Game Content. (h) "You" or "Your" means the licensee in terms of this agreement.

2. The License: This License applies to any Open Game Content that contains a notice indicating that the Open Game Content may only be Used under and in terms of this License. You must affix such a notice to any Open Game Content that you Use. No terms may be added to or subtracted from this License except as described by the License itself. No other terms or conditions may be applied to any Open Game Content distributed using this License.

3. Offer and Acceptance: By Using the Open Game Content You indicate Your acceptance of the terms of this License.

 Grant and Consideration: In consideration for agreeing to use this License, the Contributors grant You a perpetual, worldwide, royalty-free, non-exclusive license with the exact terms of this License to Use, the Open Game Content.
Representation of Authority to Contribute: If You are contributing original material as Open Game Content, You represent that Your Contributions are Your original creation and/or You have sufficient rights to grant the rights conveyed by this License.

6. Notice of License Copyright: You must update the COPYRIGHT NOTICE portion of this License to include the exact text of the COPYRIGHT NOTICE of any Open Game Content You are copying, modifying or distributing, and You must add the title, the copyright date, and the copyright holder's name to the COPYRIGHT NOTICE of any original Open Game Content you Distribute.

7. Use of Product Identity: You agree not to Use any Product Identity, including as an indication as to compatibility, except as expressly licensed in another, independent Agreement with the owner of each element of that Product Identity. You agree

not to indicate compatibility or co-adaptability with any Trademark or Registered Trademark in conjunction with a work containing Open Game Content except as expressly licensed in another, independent Agreement with the owner of such Trademark or Registered Trademark. The use of any Product Identity in Open Game Content does not constitute a challenge to the ownership of that Product Identity. The owner of any Product Identity used in Open Game Content shall retain all rights, title and interest in and to that Product Identity.

8. Identification: If you distribute Open Game Content You must clearly indicate which portions of the work that you are distributing are Open Game Content.

9. Updating the License: Wizards or its designated Agents may publish updated versions of this License. You may use any authorized version of this License to copy, modify and distribute any Open Game Content originally distributed under any version of this License.

10. Copy of this License: You MUST include a copy of this License with every copy of the Open Game Content You distribute.

11. Use of Contributor Credits: You may not market or advertise the Open Game Content using the name of any Contributor unless You have written permission from the Contributor to do so.

12. Inability to Comply: If it is impossible for You to comply with any of the terms of this License with respect to some or all of the Open Game Content due to statute, judicial order, or governmental regulation then You may not Use any Open Game Material so affected.

13. Termination: This License will terminate automatically if You fail to comply with all terms herein and fail to cure such breach within 30 days of becoming aware of the breach. All sublicenses shall survive the termination of this License.

14. Reformation: If any provision of this License is held to be unenforceable, such provision shall be reformed only to the extent necessary to make it enforceable.

15. COPYRIGHT NOTICE

Open Game License v 1.0a Copyright 2000, Wizards of the Coast, Inc.

The Fiddler's Lament. Copyright 2012, Legendary Games; Author Greg A. Vaughan.

System Reference Document. Copyright 2000, Wizards of the Coast, Inc.; Authors Jonathan Tweet, Monte Cook, Skip Williams, based on material by E. Gary Gygax and Dave Arneson.

The Hypertext d20 SRD. Copyright 2004, Jans W Carton.

Pathfinder RPG Core Rulebook. Copyright 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder RPG Bestiary. © 2009, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder RPG Bestiary 2. © 2010, Paizo Publishing, LLC; Author: Jason Bulmahn, based on material by Jonathan Tweet, Monte Cook, and Skip Williams.

Pathfinder Adventure Path #43 Bestiary. Copyright 2011, Paizo Publishing, LLC; Authors: Adam Daigle, Patrick Renie

Pathfinder Adventure Path #44 Bestiary. Copyright 2011, Paizo Publishing, LLC; Authors: Rob McCreary, Patrick Renie, Sean K. Reynolds

The Tome of Horrors Complete. Copyright 2011, Necromancer Games, Inc.; Authors Scott Greene, Erica Balsley, Kevin Baase, Casey Christofferson, Jim Collura, Meghan Greene, Lance Hawvermale, Travis Hawvermale, Ian S. Johnston, Bill Kenower, Patrick Lawinger, Nathan Paul, Clark Peterson, Greg Ragland, Robert Schwalb, Greg A. Vaughan, Bill Webb



XI