

# FORGOTTEN ENCOUNTERS: FORESTS

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Forgotten Encounters is a spin-off product of the Encounter Pages line. In each of these releases, we will provide encounters for five of the creatures updated in Tricky Owlbear Publishing's [Forgotten Foes](#). Each is designed to fit easily into your world. Each encounter can be used as written or a number of optional additional complications can be added to each encounter.

In addition to the five encounters with stated monsters you will find additional support material including feats, gear, magic items, mounts, non-player characters, psionic powers and spells.

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, LC does not guarantee compatibility, and does not endorse this product.



## A SMALL FAVOR

**Environment:** Dense Forest

**Encounter Level:** 1 (400 XP)

**Area:** This encounter takes place in the deep forest during twilight. The most appropriate arrangement would be if the player characters were preparing camp after many days of travelling through the dense forest. They could even be lost.

**Situation:** Careless travellers poisoned a nearby brownie colony's water supply. The community is in critical condition with most of its population ill; scouts have been sent out to procure antitoxin or antitoxin [king's sleep].

Caliwind Sunflower is the brownie scout who encounters the player characters. As a brownie, Caliwind's natural proclivity is to simply "borrow" what she needs from the tall folk when they are preoccupied with setting up camp (Stealth +21, Sleight of Hand +4). If caught Caliwind begs forgiveness and pleads for aid to help her village. On the other hand, if Caliwind succeeds with her attempted theft the players may find themselves short four vials of antitoxin when they really need it.

If possible, Caliwind will try to convince the player characters to travel to the ruins of Miktola to find Pallis the half-cyclops witch. The brownies know that she is capable of making the antitoxin they need but cannot approach her directly. In the past, the brownies angered her and she now grants them no succor. The brownies have been poisoned with the king's sleep poison; Caliwind would like the players to retrieve one dose of antitoxin (king's sleep) [see specific antitoxin in the appendix] which would be far more effective than general antitoxin.

### Complications:

- 1) The simplest complication is the cost of the specific antitoxin. For Pallis to make an antitoxin to king's sleep costs 3,750 gp in materials. The brownies do not value things like gems and coins and have nothing to provide the players to cover the cost. They could supply other valuables such as a description of the dawning light in early spring, a complicated dance to welcome the mating season or even an interesting series of jokes and riddles.
- 2) Pallis does not possess the materials needed for the antitoxin and needs the PCs to gather the ingredients - in the grandest style of roleplaying game fetch-quests.
- 3) Pallis may not be as neutral as presented in the appendix. She is suspicious of anyone who comes to her house in the wilderness and if she suspects that the player characters are being dishonest or worse still, assisting fairies creatures she will refuse them help, curse them or even attack depending on the severity of the deception.





## BROWNIE CR 1 (XP 400)

LG Tiny fey

**Init** +4; **Senses** low-light vision; Perception +8  
Defense

**AC** 18, touch 17, flat-footed 13 (+4 Dex, +1 dodge, +1 natural, +2 size)

**hp** 4 (1d6+1)

**Fort** +1, **Ref** +6, **Will** +4

**DR** 5/cold iron; **SR** 12

Offense

**Speed** 20 ft.

**Melee** quarterstaff +0 (1d3-2)

**Ranged** shortbow +6 (1d3)

**Space** 2½ ft.; **Reach** 0 ft.

**Spell-Like Abilities** (CL 7th, concentration +10)

1/day – *confusion* (DC 17), *continual flame*, *dancing lights*, *dimension door*, *magic circle against evil*, *mirror image*, *ventriloquism* (DC 14)

Statistics

**Str** 7, **Dex** 18, **Con** 12, **Int** 14, **Wis** 14, **Cha** 16

**Base Atk** +0; **CMB** -4; **CMD** 11

**Feats** Dodge

**Skills** Bluff +7, Craft (armor) +6, Craft (bows) +6, Escape Artist +8, Knowledge (local) +6, Perception +8, Sense Motive +6, Stealth +16 (+21 in forests); **Racial Modifiers** +2 to Perception, +5 to Stealth in forests

**Languages** Common, Halfling, Sylvan

Ecology

**Environment** forest (temperate or warm)

**Organization** gang (2-4) or band (5-12)

**Treasure** NPC Gear

**Treasure:** The brownies have very little to offer the player characters in terms of material wealth. If the players are successful at securing the antitoxin for the brownies, then the brownies will give them a magic charm that summons 2d6 brownies to aid them. The charm is useable once.

## DEATH FROM ABOVE

**Environment:** Forest

**Encounter Level:** 10 (11,200 XP)

**Area:** This encounter takes place in a small clearing in the forest near a cave. The cave is an unnatural structure created by drow druids as a hidden passageway to the surface. The area around the cave entrance should be dense with trees making movement on the ground difficult.

**Situation:** Deep within the forest a strike force of drow have come to the surface world near the holdings of the betrayer elves. These drow are a scouting party of spider eater mounted cavaliers. They make poor scouts, but astride their spider eaters they can be deadly combatants.

When first encountered the drow are on the ground discussing plans for their invasion in Undercommon. As soon as they notice the player characters, they will use their rallying cry to gain benefits for the duration of the combat and then mount up for battle. The drow are not interested in taking slaves, and instead attempt to slay all witnesses to their presence on the surface. Each drow will challenge one player character and make charging flyby attacks at the character whenever possible.

The drow's locking saddles make it very difficult to unseat them. On any charge made by a drow cavalier, his mount will make a single stinging attack at the same time. If fortune smiles upon the drow, the paralytic poison of the spider eater poison may still affect the less hardy player characters.

**Complications:**

1) The forest is very dense. The spider eaters can move easily through the canopy of the forest, but thick vegetation and fallen trees covers the

ground. Approximately 40% of the forest floor should be treated as difficult terrain.

2) If the party needs an additional challenge, the drow's alchemical arrows could be used to start sections of the forest on fire, cutting off the player character's egress or channelling them into a confined area.

3) As written all of the drow encountered are standard drow cavaliers. A noble drow cleric or inquisitor could provide additional support to this assault team.

#### 4 SPIDER EATERS CR 5 (XP 1,600 each)

N Large magical beast

**Init** +6; **Senses** darkvision 60 ft., low-light vision, scent; Perception +11

##### Defense

**AC** 16, touch 12, flat-footed 13 (+2 Dex, +1 dodge, +4 natural, -1 size)

**hp** 47 (5d10+20)

**Fort** +8, **Ref** +6, **Will** +2

**Defensive Abilities** *freedom of movement*

##### Offense

**Speed** 30 ft., fly 60 ft. (good)

**Melee** sting +9 (1d8+5 plus poison), bite +9 (1d8+5)

**Space** 10 ft.; **Reach** 5 ft.

**Special Attacks** poison

**Spell-Like Abilities** (CL 12th, concentration +5)

Constant – *freedom of movement*

##### Statistics

**Str** 21, **Dex** 14, **Con** 19, **Int** 2, **Wis** 12, **Cha** 10

**Base Atk** +5; **CMB** +11; **CMD** 24

**Feats** Alertness, Dodge, Improved Initiative

**Skills** Fly +8, Perception +11, Sense Motive +3, Stealth +2; **Racial Modifier** +4 to Perception

**Languages** None

**SQ** Implant

##### Ecology

**Environment** temperate forests

**Organization** solitary or pair

**Treasure** none

##### Special Abilities

**Implant (Ex)** Female spider eaters lay their eggs inside paralyzed creatures of Medium size or larger. The hatched larva emerge six weeks later, devouring the host from the inside, and killing the implanted creature. A cure disease cast on the implanted creature within the six-week gestation will kill the larva.

**Poison (Ex)** sting – injury; *save* Fort DC 16; *onset* 1 minute, *frequency* 1/week for duration of effect; *effect* paralysis 1d8+5 weeks; *cure* 1 save



#### 4 DROW SPIDER EATER CALVARY CR 4 (XP 1,200 each)

Male hellfire born drow cavalier 5

**Init** +2; **Senses** darkvision 120 ft.; Perception +1

##### Defense

**AC** 17, touch 12, flat-footed 15(+2 Dex, +3 armor, +2 shield)

**hp** 27 (5d10)


**Fort** +4, **Ref** +3, **Will** +0; +2 save vs. enchantment, +2 morale to fear

**Immune** sleep; **Resist** fire 10

**Weakness** light blindness (mitigated)

##### Offense





**Speed** 30 ft.

**Melee** mwk lance +6 (1d8+2/x3) [+11 charging] or breakblade +6 (1d4+2/19-20 plus drow poison, bleed 2)

**Ranged** mwk shortbow+6 (1d6 fire/x3)

**Spell-Like Abilities** (CL 5th; concentration +9)

1/day – *dancing lights*, *darkness*, *faerie fire*  
Statistics

**Str** 14, **Dex** 14, **Con** 11, **Int** 10, **Wis** 8, **Cha** 18

**Base Atk** +5; **CMB** +7; **CMD** 19

**Feats** Precise Strike, Mounted Combat, Spirited Charge, Trample

**Skills** Handle Animal +14, Intimidate +12, Knowledge (nobility) +8 (+10 House Xeriziac), Ride +10;

**Racial Modifiers** +2 Perception

**SQ** banner (on mount), cavalier's charge, challenge (2/day, +5 damage, +2 dodge AC), expert trainer, mount\*, lion's call (+4 save vs. fear, +1 attack for 5 rounds), order (lion), poison use, weapon familiarity (drow)

**Languages** Elven, Undercommon

**Gear** 20 alchemical fire arrows, mwk studded web armor, darkling goggles, poisoner's kit, heavy steel shield, locking saddle, *potion of cure moderate wounds*, 2 vials of drow poison (DC 13).

Instead of a traditional mount, these cavaliers are currently using spider eaters. For the purpose of this encounter we have used the spider eater presented in *Forgotten Foes* by Tricky Owlbear Publishing. However the appendix also includes statistics for the use of a spider eater with the druid animal companion rules (even though it is a magical beast).

**Treasure:** Besides the gear the drow carry, the leader of this particular flight possesses a pair of *widow hand* (gloves) and a *freedom collar* should he capture an interesting, unique or resourceful slave. Additionally, the drow leader carries a

copy of his orders in Alko, a language that only he speaks. The details of this plan are left to the GM should they want to incorporate the drow of House Xeriziac into their campaign as an ongoing threat.

## MONSTERS AMONG US


**Environment:** A small logging community at the edge of a great forest

**Encounter Level:** 3 (800 XP)

**Area:** The encounter takes place in a small town. At the edge of town is a small barn that has fallen into disrepair. Currently an aranea is hiding in the barn hoping for the opportunity to escape without being found.

**Situation:** The logging village was built 15 years ago at the edge of the forest. Within the forest's secretive boughs lived several colonies of aranea. Knowing the potential threat the humans posed to their way of life, two aranea were selected to move into the community. As human newcomers they worked as simple merchants operating an apothecary. For years they have lived in peace with the inhabitants, participated in the life of the village, helped shape its forestry plans, and cared for its citizens. On the morning the player characters arrive that all changes.

Shortly before the players arrive, new construction of a stone tower fails and falling blocks crush one of the aranea (in human form). Upon its death, the villagers panic and begin to suspect that the other apothecary is also a monster in disguise. When confronted by the angry mob, she panicked and color sprayed them before fleeing. She was unable to make it to the woods and now hides in the old barn. When the player characters arrive they find the villagers in a panic, seeking vengeance against the monsters that preyed upon them. Every decision the



aranaea supported is being questioned, any deaths from illness have now become poisonings and the strange habits of some are turning neighbor against neighbor. The village is on the verge of tearing itself apart.

A village elder asks the PCs to find the monstrous spider creature and kill it before its evil further infects the village. The aranea will try to persuade the player characters to help it get away as it did not mean to harm anyone and just wants to escape with its life.

### Complications

- 1) The aranea has been using this barn as a nest to raise spiders from which she could extract venom. A spider swarm, 1d3 giant spiders or any combination attack non-spider creatures entering the barn.
- 2) The townsfolk become impatient with the player characters if they go into the barn and do not come out in 1d3 rounds with a dead monster. Convinced the PCs are dead or ensorcelled, the townsfolk decide to light the old barn on fire.
- 3) Combat in the barn can damage it. Any missed magical attack or missed melee attack with a two-handed weapon has a chance to dislodge a section of roof. The falling barn pieces target a random combatant with an attack roll of +10 and deal 1d6 points of damage.

### ARANEA (HYBRID FORM) CR 3 (XP 800)

N Medium magical beast (shapechanger)

**Init** +2; **Senses** darkvision 60 ft., low-light vision; Perception +9

#### Defense

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

**hp** 25 (3d10+9)

**Fort** +6, **Ref** +5, **Will** +2

#### Offense

**Speed** 50 ft., climb 30 ft.

**Melee** bite +5 (1d6 plus poison)

**Special Attacks** web (+5 ranged, DC 13, hp 6)

**Spells Known** (CL 3rd, concentration +5)

1st (6/day) – *charm person* (DC 13), *color spray* (DC 13), *silent image* (DC 13)

0th (at will) – *daze* (DC 12), *detect magic*, *ghost sound*, *light*, *message*

#### Statistics

**Str** 11, **Dex** 15, **Con** 16, **Int** 14, **Wis** 13, **Cha** 14

**Base Atk** +3; **CMB** +3; **CMD** 15

**Feats** Eschew Materials, Weapon Finesse

Skills Acrobatics +5 (+7 when jumping), Climb +14, Perception +9, Stealth +8; **Racial Modifiers** +2 to

Acrobatics when jumping, +2 to Perception

**Languages** Common, Sylvan

**SQ** change shape (giant spider, humanoid, hybrid; *polymorph*)

#### Ecology

**Environment** temperate forests

**Organization** solitary, or colony (3-6)

**Treasure** standard

#### Special Abilities

**Change Shape (Su)** Similar to lycanthropes, aranea have three forms—a humanoid form, a giant spider form, and a hybrid form. Equipment does not meld with the new form between humanoid and hybrid form, but does between those forms and the giant spider form. An aranea can shift to any of its three alternate forms as a move-equivalent action. A slain aranea reverts to hybrid form upon its death.

**Poison (Ex)** Bite—injury; *save* Fort DC 16; *frequency* 1/round for 4 rounds; *effect* 1d2 Strength damage; *cure* 1 save. Aranea have a +2 racial bonus on poison save DCs.

**Spells** An aranea casts spells as a 3rd-level sorcerer. They favor enchantment and illusion spells and avoid fire spells.



**Treasure:** The townsfolk can offer the player characters 100 gp in coin of the realm and 100 gp in services and equipment typical to a rural village for slaying the aranea. If the players can help the aranea escape the town it can provide the players with 250 gp in gems, an *elixir of hiding* and an *elixir of liquid courage*.



## PREDATOR AND PREY

**Environment:** Forest

**Encounter Level:** 7 (1,600 XP)

**Area:** This encounter takes place in a forested area. The path that this encounter runs through should have several obstacles including fallen trees, fast moving streams and sudden drops or rises in elevation.

**Situation:** This encounter is designed to be run as a skill encounter. Skill encounters are a way to challenge your PCs without resorting to combat. They allow skills and abilities to shine while letting the swords, shields and staves take the night

off. This encounter is meant for player characters of 4th level. It is intended that direct combat with the phrenic greymalkin be more dangerous than completing his course.

A phrenic greymalkin named Purisuez lives deep in the forest and feeds upon those who cross his path. Lately the hunt has become boring as most opponents quickly fall to his strange powers. When he encounters the players he will greet them from a safe distance and offer them an escape from his jaws. He is condescending in tone at all times and uses his dimensional lunge or brainlock powers to clarify the futility of their situation if the players try to physically assault him.

If the PCs hope to escape becoming Purisuez's dinner they must run a gauntlet of his design. He will give them a head start and if they can make it to the end of the path they are free to go, but should he catch them, they will be devoured.

For this encounter the player characters will be chased by the greymalkin through the woods. The total length of this encounter should be equal to the number of players + 3. The gamemaster and players use a series of 1" squares to track their progress.

The greymalkin starts on the first square and the players start as a group on the fourth square. Each round the characters must make a specific skill check. If they succeed against a medium difficulty task (DC character level +8) they move ahead one square bypassing the obstacle, while if they succeed a hard task (DC character level +12) they move ahead two squares. If they fail, they do not move ahead having failed to progress or taken a wrong turn. The greymalkin always moves ahead one square because he set-up the course and either knows about work-arounds or simply cheats. If the

players and the greymalkin are ever on the same square, combat begins. Each square is considered one combat unit of 60 ft. if some party members need to run back to help their friends.

Below is a list of potential obstacles that can be placed before the party:

D8	Obsta- cle	Skill	Description
1	Tang- levines	Escape Artist	The area that the player characters have entered is filled with semisen- tient tanglevines which try to entangle them.
2	Mind the Gap	Acrobat- ics	There is a gap in the ground as a natural fissure breaks through forest floor here. The accompa- nying side of the fissure is higher than the space the party must just from.
3	Slippery Log	Acrobat- ics	A slippery log lies across a fast flowing river. The current is too fast to wade through but moving across the slippery log could get you to the other side.

4	Cliff Face	Climb	A sudden change in eleva- tion drives the party headlong into a stone quarry. Quickly scrambling up the rough stone face allows them to progress.
6	Bog soil	Survival	The area that the player characters have entered is laced with bog silt that can slow their progress.
7	Bram- bles	Knowl- edge (nature)	The area ahead is filled with brambles that contain a disori- entating toxin. Becoming stung by them causes the characters to become con- fused and fail to advance.
8	No haz- ard	No Skill	The player char- acters can get one free square of movement this round.
Anytime	Stealth		A party member could de- cide to lay in wait for the greymalkin to pass. This is very risky as the greymal- kin possesses scent and a Perception of +10 to make an opposed roll to sense the character.



Anytime	Survival	A party member could lose one movement to complete a hard task and prepare a trap for the greymalkin. If successful, when the greymalkin reaches that square it is delayed for two rounds by the trap.
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### Complications

- 1) Greymalkins do not play fair. When within two squares of a PC the greymalkin attempts to target him with a brainlock, freezing the prey for easy snacking.
- 2) Reduce the skill encounter options so that only a hard task results in success and allows the party to move forward a single square.
- 3) The path ends at a cliff 60 ft. above a roaring river.

### PHRENIC GREYMALKIN CR 7 (XP 3,200)

NE Large magical beast (extraplanar, psionic)

**Init** +8; **Senses** darkvision 60 ft., low-light vision, scent; Perception +9

#### Defense

**AC** 23, touch 13, flat-footed 19 (+4 Dex, +5 natural, -1 size, +5 shield)

**hp** 51 (6d10+18)

**Fort** +8, **Ref** +9, **Will** +5

**Defensive Abilities** *mirror image*;

**PR** 17

#### Offense

**Speed** 40 ft.

**Melee** 2 claws +9 (1d6+2), bite +9 (1d8+2)

**Space** 10 ft.; **Reach** 5 ft. (15 ft. with dimensional lunge)

**Special Attacks** dimensional lunge, pounce, rake (2 claws +9, 1d6+2)

**Psi-Like Abilities** (CL 6th, concentration +7)\*

3/day – *defensive precognition* (+2 insight), *empty mind* (+5 will saves), *mind thrust* (6d10, DC 14)

1/day – *body adjustment* (2d12), *brain lock* (DC 15, many types see description), *force screen* (+5 shield bonus)

\* all psi-like ability adjusted by augmentation due to HD

**Spell-Like Abilities** (CL 6th, concentration +7)

Constant – *mirror image*

#### Statistics

**Str** 15, **Dex** 18, **Con** 16, **Int** 7, **Wis** 16, **Cha** 12

**Base Atk** +6; **CMB** +9; **CMB** 23 (27 vs. trip)

**Feats** Alertness, Improved Initiative, Weapon Finesse

**Skills** Acrobatic +9, Perception +10, Sense Motive +5, Stealth +5

**Languages** Common

**SQ** naturally psionic

#### Ecology

**Environment** temperate hills and forests

**Organization** solitary, pair, or warp (3-10)

**Treasure** standard

#### Special Abilities

**Dimensional Lunge (Su)** Because it is out of phase with the Material Plane, a greymalkin can briefly shift its position relative to the world around it. Any time the greymalkin makes an attack



with its claws, it may choose to shift itself a total of 10 feet in any direction for a split second, before returning to its previous location. (It cannot choose not to return to its prior location.) This essentially grants it 15-foot reach with its claws.

**Treasure:** Within its lair the greymalkin possesses a *+1 psychokinetic battle axe*, *boots of stomping*, 4 bloodstones (65 gp each) and a collection of bones from his favourite meals.

## SURROUNDED

**Environment:** Forest

**Encounter Level:** 3 (800 XP)

**Area:** This encounter takes place along a road that runs through a temperate forest. There should be a series of felled trees at the edge of the tree line that can act as cover or difficult terrain.

**Situation:** While collecting edible berries, a halfling jinx named Hackel Kest spied a pair of wolf-like creatures drinking at a nearby watering hole. Seeking to scare them off or have a bit of fun, Hackel climbed a tree and began pelting the krenshar with paint pellets from his sling.

The angered krenshar attacked the halfling's tree with such ferocity they managed to knock the little troublemaker out of the tree. Hackel has been running for his life every since. He was able to slow the krenshars down with a *cold feet* spell, but having broken free of that conjuration they are now quickly closing in on the halfling. The players should hear the krenshars' screeching before the halfling bursts from the treeline.

Give the players one round to react to the screeching sound before Hackel arrives and allow Hackel one round for him to beg for assistance from the terrible creatures that began chasing him "for no apparent reason" (Bluff +8). When the krenshars

arrive, allow the player characters a Perception check DC 10 to notice splotches of paint on the krenshars' hides. The krenshar will try to use their scare ability as soon as possible to scatter their foes. Their primary interest is the halfling followed by unarmored PCs or player characters who threaten them.

### Complications:

- 1) This pair of krenshar are part of a pride of six more that live nearby. The screeching krenshars attract more of their pride to the battle.
- 2) Bandits often use this area of the road as an ambush location. Partway up the trail between the players and the halfling is a pit trap (CR 1; see Environment chapter of the Pathfinder Roleplaying Game Core Rulebook)
- 3) Hackel tries to use the player characters as a distraction so he can escape. He uses *cold feet* to freeze one or two of the players into place to make them easy snacks for the hungry krenshar before high tailing it back into the forest.





## KRENSHAR CR 1 (XP 400)

N Medium magical beast

**Init** +2; **Senses** darkvision 60 ft., low-light vision, scent; Perception +7

### Defense

**AC** 14, touch 12, flat-footed 12 (+2 Dex, +2 natural)

**hp** 16 (3d10)

**Fort** +3, **Ref** +5, **Will** +2

### Offense

**Speed** 40 ft.

**Melee** bite +3 (1d6), 2 claws +3 (1d4)

**Special Attacks** scare (DC 12)

### Statistics

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

**Base Atk** +3; **CMB** +3; **CMD** 15 (19 vs. trip)

**Feats** Alertness, Run

**Skills** Acrobatics +6 (+10 jumping), Perception +7, Sense Motive +3, Stealth +10; **Racial Modifiers** +4 to Acrobatics when jumping, +4 to Stealth

**Languages** none

### Ecology

**Environment** temperate forests

**Organization** solitary, pair, or pride (6-10 plus half as many non-combatant young)

**Treasure** none

### Special Abilities

**Scare (Ex or Su)** The krenshar can pull back the skin from its face as a standard action, exposing the muscles, ligaments and bones of its skull. Treat this use of the scare ability as a Bluff check with a +3 bonus. When combined with a loud screech, the krenshar can unsettle foes, affecting them as a *scare* spell (CL 3rd) unless they succeed on a DC 12 Will save (a successful save causes the creature to become shaken for 1 round.) A creature that successfully saves is immune to the same krenshar's scare ability for 24 hours. This ability does not affect other krenshar.

This is a supernatural, sonic, mind-affecting ef-

fect. The save DC is Charisma-based.

**Treasure:** The krenshar do not collect treasure and Hackel is not likely to share what he owns so the most the party can hope for is Hackel's "undying gratitude" or a krenshar pelt or two.

## ADDITIONAL MATERIAL

Below is a collection of additional mounts, feats, equipment, and statistics to help flesh out the encounters and make sure each one runs as smoothly as possible.

## CAVALIER MOUNTS

### SPIDER EATER (drow only mount)

**Starting Statistics:** Size Medium; Speed 30 ft, fly 30 ft (average); AC +2 natural armor; Attacks sting (1d6), bite (1d6); Ability Scores: Str 13, Dex 16, Con 15, Int 2, Wis 12, Cha 10; Special Qualities darkvision 60 ft., low-light vision, scent

**4th-Level Advancement:** Size Large; Speed fly 60 ft (good); AC +2 natural armor; Attack sting (1d8 + poison), bite (1d8); Ability Scores Str +8, Dex -2, Con +4

**8th Level Advancement:** Special Qualities: freedom of movement (constant)

Spider eater mounts are sterile and never gain access to the implant special qualities.

## FEATS

### SLUGGISH JINX

Your jinx makes creatures slow and clumsy.

**Prerequisite:** Halfling Jinx trait.

**Benefit:** Your jinx's penalty on saving throws also applies to the target's initiative and attack rolls.

## GEAR

### STUDED WEB ARMOR

Studded web armor is simply web armor that has been reinforced with studs or chitin or bone. Somewhat more restrictive than web armor, it offers superior protection.

### WEB ARMOR

Web armor is made from light but resilient silk harvested from domesticated monstrous spiders. The armor provides as much protection as leather, but its lighter weight is less inhibiting. Even some arcane spellcasters are willing to wear web armor because of its low chance to inhibit spellcasting.

Light Armor	Cost	Armor Bonus	Max Dex Bonus	Armor Check Penalty	Arcane Spell Failure	Speed (30 ft.)	Speed (20 ft.)	Weight
Web	100 gp	+2	+8	0	5%	30 ft.	20 ft.	5 lb.
Studded web	200 gp	+3	+7	-1	10%	30 ft.	20 ft.	10 lb.

### BREAKBLADE

These daggers seem on inspection to be the epitome of shoddy craftsmanship, as, indeed, they are meant to be. Generally used as an off-hand weapon, the breakblade will shatter inside the wound on any strike that does maximum damage or scores a critical hit. The jagged shards of metal will continue to cause 2 points of bleed damage. Breakblades often have a hollow core, containing a reservoir of poison to be dumped into the wound alongside the broken shards of metal. The intentionally poor construction of a breakblade gives it half the hardness and hit points of a normal weapon of its type.

Simple Weapons	Cost	Dmg (S)	Dmg (M)	Critical	Range Increment	Weight	Type
Breakblade	4 gp	1d3	1d4	19-20	-	1 lb.	Piercing

### ANTITOXIN (SPECIFIC)

Antitoxin has saved the life of many adventurers. However, not all heroes are fortunate and some need stronger medicine. If you know the type of creature, you could have an alchemist brew the precise antitoxin for that species. This antitoxin will cure the poison outright but is considerably more expensive.

### DARKENING GOGGLES

These are specially treated lenses set in a leather-and-metal casing designed to hold the lenses over a humanoid's eyes. Difficult to craft, darkening goggles are expensive items usually carried only by drow who plan to go to the surface or to use spells that cause bright flashes of light. Wearing the goggles eliminates a creature's sensitivity to bright light. A wearer who would be blinded by bright light or suffer penalties while operating in bright light (such as drow) does not suffer those



penalties while under such conditions. However, the design of the lenses limits the wearer's sight and peripheral vision, imposing a –5 circumstance penalty on Perception checks.

### POISONER'S KIT

This small kit is carried by many drow. Filled with the fundamental ingredients of many poisons and with various small beakers, pestles, and other tools of the poisoner's trade, a poisoner's kit grants a +2 circumstance bonus on all Craft (alchemy) skill checks.

### SADDLE, LOCKING

A locking saddle is a must-have for most drow riding a giant praying mantis or a monstrous spider. It provides a +10 circumstance bonus on checks to stay in the saddle, such as a Ride check after taking damage or an opposed Strength roll to stay in the saddle when someone tries to pull you out. Under normal circumstances, the rider cannot simply fall out of the saddle, even while unconscious. This allows the rider to stay in the saddle while the mount moves upside-down or vertically without having to make Ride checks. It takes 2 full-round actions that provoke attacks of opportunity to lock or unlock a locking saddle.

Name	Cost	Weight
Antitoxin (specific)	1.5 x poison cost or 50 gp x CR of poisoning creature	--
Darkening goggles	1,100 gp	--
Poisoner's kit	70 gp	5 lb.
Saddle, lock	80 gp	40 lb.

## MAGIC ITEMS

### ELIXIR OF LIQUID COURAGE

**Aura** faint abjuration; **CL** 2<sup>nd</sup>

**Slot** --; **Price** 250 gp; **Weight** –

#### Description

This elixir removes fear from the imbiber and renders them immune to fear for 20 minutes.

#### Construction

Requirements Craft Wondrous Item, *remove fear*;

**Cost** 125 gp

### FREEDOM COLLAR

**Aura** faint (lesser) or moderate (greater) abjuration; **CL** 5th (lesser); 11th (greater)

**Slot** neck (does not take up a slot); **Price** 950 gp (lesser); 3,700 gp (greater)

#### Description

This finely wrought steel band features a hinge opposite an interlocking clasp. Each half of the clasp is inscribed with one-half of an intricate unanchored web. Closing the clasp reveals a stylized demonic glyph made of thicker strands in the unanchored web's center.

At the time of its crafting, the freedom collar is usually bound to a particular location, often a forge or a workshop, although it can be bound to any other object, even a mobile one. Once the collar is placed around the neck of the slave, the slave cannot move more than a certain distance (a maximum of 10-foot radius per caster level) from the location, or object, the collar is bound to. Exceeding this distance causes the magic bound in the collar to be released.

As long as the slave remains within the radius, he or she comes to no harm, but should the slave attempt to move (or be moved) beyond the radius, the collar unleashes a glyph of warding or greater glyph of warding (depending on the type) upon the slave. A freedom collar can be enchanted with either a blast glyph or a spell glyph. While one might expect that a blast glyph would be the preferred choice, especially since

the blast automatically does maximum damage with no save (you can't dodge an exploding collar on your neck, not even with special abilities such as evasion) and is considered a critical hit, the preferred choice is actually a spell glyph (a particular favorite is blindness) as this does not give the slave the option of suicide and does minimal harm to the valuable slave.

#### Construction

**Requirements** Craft Wondrous Item, *glyph of warding* or *greater glyph of warding*; **Cost** 575 gp or 2,050 gp

### WIDOW'S HANDS

**Aura** faint necromancy; **CL** 3rd

**Slot** hands; **Price** 2,000 gp; **Weight** —  
Description

Widow's hands have 3 charges that renew each day at dusk. Spending 1 charge laces your hands with negative energy for 1 round so that if you succeed on a melee touch attack or unarmed strike, you deal an extra 1d6 points of cold damage. If you spend two charges, you deal the extra damage, but your opponent must succeed on a DC 11 Fortitude save or take 1 point of Strength damage. If you spend three charges, you deal 1d6 points of cold damage and 1 point of Strength damage (no save). All charges are spent as swift actions.

#### Construction

**Requirements** Craft Wondrous Item, *chill touch*; **Cost** 1,000 gp

## MONSTERS

### GIANT SPIDER CR 1 (XP 400)

N Medium vermin

**Init** +3; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4

#### Defense

**AC** 14, touch 13, flat-footed 11 (+3 Dex, +1 natural)

**hp** 16 (3d8+3)

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

**Immune** mind-affecting effects

#### Offense

**Speed** 30 ft., climb 30 ft.

**Melee** bite +2 (1d6 plus poison)

**Special Attack** web (+5 ranged, DC 12, hp 2)

#### Statistics

**Str** 11, **Dex** 17, **Con** 12, **Int** —, **Wis** 10, **Cha** 2

**Base Atk** +2; **CMB** +2; **CMD** 15 (27 vs. trip)

**Skills** Climb +16, Perception +4 (+8 in webs), Stealth +7 (+11 in webs); **Racial Modifiers** +4 Perception, +4 Stealth (+8 in webs), +16 Climb

#### Ecology

**Environment** any

**Organization** solitary, pair, or colony (3–8)

**Treasure** incidental

#### Special Abilities

**Poison (Ex)** Bite—injury; *save* Fort DC 14; *frequency* 1/round for 4 rounds; *effect* 1d2 Strength damage; *cure* 1 save. The save DC is Constitution-based.

### SPIDER SWARM CR 1 (XP 400)

N Diminutive vermin (swarm)

**Init** +3; **Senses** darkvision 60 ft., tremorsense 30 ft.; Perception +4

#### Defense

**AC** 17, touch 17, flat-footed 14 (+3 Dex, +4 size)

**hp** 9 (2d8)

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

**Defensive Abilities** swarm traits; **Immune** mind-affecting effects, weapon damage

**Weaknesses** swarm traits

#### Offense

**Speed** 20 ft., climb 20 ft.

**Melee** swarm (1d6 plus poison and distraction)

**Space** 10 ft.; **Reach** 0 ft.

**Special Attacks** distraction (DC 11)



### Statistics

**Str** 1, **Dex** 17, **Con** 10, **Int** —, **Wis** 10, **Cha** 2

**Base Atk** +1; **CMB** —; **CMD** —

**Skills** Climb +11, Perception +4; **Racial Modifiers** +4 Perception; uses Dexterity for Climb checks

### Ecology

**Environment** any

**Organization** solitary, pair, tangle (3–6 swarms) or colony (11–20 swarms)

**Treasure** none

### Special Abilities

**Poison (Ex)** Swarm—injury; save Fort DC 11; frequency 1/round for 2 rounds; effect 1d2 Str; cure 1 save. The save DC is Constitution-based.

## NONPLAYER CHARACTERS

### HACKEL KEST CR 1 (XP 400)

Male halfling (jinx) sorcerer 2

CN Small humanoid (halfling)

**Init** +3; **Senses** Perception +2

### Defense

**AC** 14, touch 14, flat-footed 11 (+3 Dex, +1 size)

**hp** 13 (2d6+2)

**Fort** +1, **Ref** +3, **Will** +3; +2 vs. fear

### Offense

**Speed** 20 ft.

**Melee** mwk light mace +1 (1d6-2)

**Ranged** sling +5 (1d3 or paint)

**Special Attacks** jinx (30 ft, DC 14)

**Spell-Like Abilities** (CL 2nd; concentration +5)

6/day – *protoplasm* (30 ft.; tanglefoot bag + 1 acid for 1d3 rounds)

**Spells Known** (CL 2nd; concentration +5)

1st (5/day) – *cold feet*, *distraction* (DC 18)

0th (at-will) – *arcane mark*, *finger flame*, *ghost sound* (DC 13), *light*, *mending*

### Statistics

**Str** 6, **Dex** 16, **Con** 13, **Int** 12, **Wis** 10, **Cha** 17

**Base Atk** +1; **CMB** -2; **CMD** 11

**Feats** Eschew Materials, Sluggish Jinx

**Skills** Acrobatics +5, Bluff +8, Climb +0, Perception +2, Profession (cook) +8, Stealth +7, Use Magic Device +8; **Racial Modifiers** +2 Acrobatics, Climb, Perception

**SQ** protean bloodline (+4 DC to conjuration [creation], transmutation)

**Languages** Common, Dwarven, Halfling

**Gear** 3 paint pellets (blue, green, purple), belt pouch, *elixir of hiding*

There are two versions of the half-cyclops presented here. One is based upon the witch presented in the [Pathfinder® Roleplaying Game: Advanced Player's Guide™](#) and one that is based on the earlier [Paths of Power](#) by 4 Winds Fantasy Gaming. The first is an arcane witch while the other is divine; in many ways it depends on whether you like chocolate in your peanut butter or peanut butter in your chocolate. As well as create 3PP content we like to use 3PP content whenever appropriate. ~ Mark

### PALLIS, HALF-CYCLOPS WITCH 2 [PFRPG] CR 1 (XP 400)

N Medium humanoid (giant)

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

### Defense

**AC** 10, touch 10, flat-footed 10

**hp** 9 (2d6+2)

**Fort** +1, **Ref** +2, **Will** +3

### Offense

**Speed** 30 ft.

**Melee** mwk spear +4 (1d8+2/x3)

**Ranged** mwk spear +2 (1d8+2/x3)

**Spell-like Abilities** (CL 2nd; concentration +4)

1/day – *augury*

**Spells Prepared** (CL 2nd, concentration +4)

1st – *detect fey*, *cure light wounds*, *sleep* (DC 13)

0th (at will) – *daze* (DC 12), *detect magic*, *detect*

*poison, stabilize*

Statistics

**Str** 14, **Dex** 10, **Con** 13, **Int** 15, **Wis** 10, **Cha** 12

**Base Atk** +1; **CMB** +3; **CMD** 13

**Feats** Brew Potion, Skill Focus (Craft [alchemy])

**Skills** Craft (alchemy) +14, Heal +5, Intimidate +6, Knowledge (arcana) +7, Spellcraft +7; **Racial Modifiers** Intimidate is a class skill

**Languages** Common, Cyclops, Dwarf, Giant

**SQ** familiar (fox), hexes (cauldron), patron (endurance)

**Gear** spell component pouch + 400 gp worth of additional gear



**PALLIS, HALF-CYCLOPS WITCH 2 [PoP]  
CR 1 (XP 400)**

N Medium humanoid (giant)

**Init** +0; **Senses** low-light vision; Perception +7

Defense

**AC** 10, touch 10, flat-footed 10

**hp** 9 (2d6+2)

**Fort** +1, **Ref** +0, **Will** +6

Offense

**Speed** 30 ft.

Melee mwk spear +5 (1d8+3/x3)

**Ranged** mwk spear +2 (1d8+3/x3)

**Spell-like Abilities** (CL 2nd; concentration +5)

1/day – *augury, housewifery*\*

**Spells Known** (CL 2nd; concentration +5)

1st (5/day) – *detect fey, cure light wounds, sleep* (DC 14)

0th (at-will) – *alleviate, detect magic, detect poison, detect pregnancy, resistance*

Statistics

**Str** 16, **Dex** 10, **Con** 13, **Int** 12, **Wis** 17, **Cha** 6

**Base Atk** +1; **CMB** +4; **CMD** 14

**Feats** Brew Potion, Skill Focus (Craft [alchemy])

**Skills** Craft (alchemy) +9, Heal +8, Spellcraft +6;

**Racial Modifiers** Intimidate is a class skill

**Languages** Common, Cyclops, Giant

**SQ** broom, cast circle (5/day – *circle against fey, healing circle*), familiar (rabbit), grimoire, healer tradition

**Gear** spell component pouch + 400 gp worth of additional gear

\* Witches called *prestidigitation, housewifery*.

**PANICKING TOWNSFOLK CR 1/3 (XP 135)**

Male/Female warrior 1

NG Medium humanoid (human)

**Init** +0; Perception -1

Defense

**AC** 11, touch 10, flatfooted 11 (+1 armor)

**hp** 6 (1d10+1)

**Fort** +3, **Ref** +0, **Will** -1

Offense

**Speed** 30 ft.

**Melee** hand axe +2 (1d6/x3)

Statistics



**Str** 12, **Dex** 10, **Con** 13, **Int** 11, **Wis** 9, **Cha** 10

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

**Feats** Skill Focus (craft, profession)

**Skills** Craft (any one) +7, Handle Animal +4, Profession (logger) +6

**Languages** Common

## PSIONICS

### BODY ADJUSTMENT

**Discipline** Psychometabolism (Healing)

**Level** Psion/wilder 3, psychic warrior 2

**Display** Auditory and material

**Manifesting Time** 1 round

**Range** Personal

**Target** You

**Duration** Instantaneous

**Power Points** Psion/wilder 5, psychic warrior 3

You take control of your body's healing process, curing yourself of 1d12 points of damage. As usual, when regular damage is healed, an equal amount of nonlethal damage is also healed.

**Augment** For every 2 additional power points you spend, this power heals an additional 1d12 points of damage.

### BRAIN LOCK

**Discipline** Telepathy (Compulsion) [Mind-Affecting]

**Level** Telepath 2

**Display** Material and visual

**Manifesting Time** 1 standard action

**Range** Medium (100 ft. + 10 ft./ level)

**Target** One humanoid

**Duration** Concentration + 1 round

**Saving Throw** Will negates; **Power Resistance** Yes

**Power Points** 3

The subject's higher mind is locked away. He stands dazed, unable to take any actions other than those identified below. A brain locked subject is not stunned, so attackers get no special advantage against him.

A brain locked flyer must descend to the closest safe level area below it. An air-breathing swimmer must make for the surface.

**Augment** You can augment this power in one or both of the following ways.

1. If you spend 2 additional power points, this power can also affect an animal, fey, magical beast, or monstrous humanoid.
2. If you spend 4 additional power points, this power can also affect an aberration, dragon, elemental, or outsider in addition to the creature types mentioned above.

In addition, for every 2 power points spent on either of the above options, the power's save DC is increased by 1.

### EMPTY MIND

**Discipline** Telepathy [Mind-Affecting]

**Level** Psion/wilder 1, psychic warrior 1

**Display** Auditory

**Manifesting Time** 1 immediate action

**Range** Personal

**Target** You

**Duration** 1 round

**Power Points** 1

You empty your mind of all transitory and distracting thoughts, improving your self-control. You gain a +2 bonus on all Will saves until your next action.

**Augment** For every 2 additional power points you spend, the bonus on your Will saves increases by 1.

## FORCE SCREEN

**Discipline** Psychokinesis [Force]  
**Level** Psion/wilder 1, psychic warrior 1  
**Display** Auditory  
**Manifesting Time** 1 standard action  
**Range** Personal  
**Target** You  
**Duration** 1 min./level (D)  
**Power Points** 1

You create an invisible mobile disk of force that hovers in front of you. The force screen provides a +4 shield bonus to Armor Class (which applies against incorporeal touch attacks, since the force screen is a force effect). Since it hovers in front of you, the effect has no armor check penalty associated with it.

**Augment** For every 4 additional power points you spend, the shield bonus to Armor Class improves by 1.

## MIND THRUST

**Discipline** Telepathy [Mind-Affecting]  
**Level** Psion/wilder 1  
**Display** Auditory  
**Manifesting Time** 1 standard action  
**Range** Close (25 ft. + 5 ft./2 levels)  
**Target** One creature  
**Duration** Instantaneous  
**Saving Throw** Will negates; Power Resistance: Yes  
**Power Points** 1

You instantly deliver a massive assault on the thought pathways of any one creature, dealing 1d10 points of damage to it.

**Augment** For every additional power point you spend, this power's damage increases by 1d10 points. For each extra 2d10 points of damage, this power's save DC increases by 1.

## PRECOGNITION, DEFENSIVE

**Discipline** Clairsentience  
**Level** Psion/wilder 1, psychic warrior 1  
**Display** Material and visual  
**Manifesting Time** 1 standard action; see text  
**Range** Personal  
**Target** You  
**Duration** 1 min./level (D)  
**Power Points** 1

Your awareness extends a fraction of a second into the future, allowing you to better evade an opponent's blows.

You gain a +1 insight bonus to AC and on all saving throws. If caught in a situation where your Dexterity bonus isn't applied to your Armor Class, this bonus to AC and saving throws does not apply.

**Augment** You can augment this power in one or both of the following ways.

1. For every 3 additional power points you spend, the insight bonus gained increases by 1.
2. If you spend 6 additional power points, you can manifest this power as a swift action.

## PSIONIC ITEMS

### BOOTS OF STOMPING

**Aura** faint psychokinesis; **ML** 3rd  
**Slot** feet; **Price** 600 gp; **Weight** 1 lb.

#### Description

These boots allow the wearer to use stomp as the power three times per day (Reflex save DC 13) when the wearer stomps her feet.

#### Construction

**Requirements** Craft Wondrous Item, *stomp*; **Cost** 300 gp





## PSIONIC WEAPON PROPERTIES

**Psychokinetic:** Upon command, a psychokinetic weapon glows from the inside with lethal Psionic energy. The energy does not harm the hands that hold the weapon. Such a weapon deals an extra 1d4 points of damage on a successful hit. This extra damage is ectoplasmic in nature and is not affected by damage reduction. Bows, crossbows, and slings bestow this ability upon their ammunition.

Moderate psychokinesis; ML 10th; Craft Magic Arms and Armor, *concussion blast*; Price +1 bonus.

## RACIAL TRAITS

### HALFLING JINX (HALFLING)

You lose the halfling luck racial trait (and its +1 racial bonus on saving throws) and instead gain the ability to curse another creature with bad luck at will as a standard action. This curse has a range of 30 feet, and you must be able to see the target and have line of effect to it. The target gets a Will save to resist this jinx (DC = 10 + 1/2 your level + your Charisma modifier). If your target makes this save, it is immune to your jinx ability for 24 hours. A jinxed creature takes a –1 penalty on all saving throws. This jinx lasts for 24 hours or until you attempt to use your jinx again. A jinx is a supernatural ability, is not mind-affecting, does not allow spell resistance, and can affect any kind of creature not immune to luck effects.

### HELLFIRE BORN (DROW)

Congress with devils leaves some drow immune to the unholy fire that rages in the pits. A drow with this racial trait gains resistance to fire equal to 5 + plus his character level. This replaces the spell resistance racial trait.

## SORCERER BLOODLINES

### Protean

You have in your veins the ever-changing wildness of primal chaos, the raw essence of unbound creation. Your mind and spirit burst with the constant inspiration of consummate freedom, though you have difficulty following through on a task when another, new and exciting, catches your interest.

**Class Skill:** Knowledge (planes).

**Bonus Spells:** *entropic shield* (3rd), *blur* (5th), *gaseous form* (7th), *confusion* (9th), *major creation* (11th), *disintegrate* (13th), *greater polymorph* (15th), *polymorph any object* (17th), *shapechange* (19th).

**Bonus Feats:** Agile Maneuvers, Defensive Combat Training, Enlarge Spell, Great Fortitude, Improved Great Fortitude, Skill Focus (Craft [any]), Spell Focus, Toughness.


**Bloodline Arcana:** Your magic of creation and changing is hard to unravel. The DC to dispel transmutation or conjuration (creation) spells that you cast is increased by +4.

**Bloodline Powers:** Your ancestral immersion in primordial chaos begets your curiously warped magical talents.

**Protoplasm (Sp):** At 1st level, you can create a ball of entropic protoplasm and hurl it at targets within 30 feet. This protoplasm acts as a tanglefoot bag that also inflicts 1 point of acid damage per round to a creature entangled by it. The protoplasm dissolves within 1d3 rounds. You may use this ability a number of times per day equal to 3 + your Charisma modifier.

**Protean Resistances (Ex):** At 3rd level, you gain resist acid 5 and a +2 bonus on saving throws against polymorph, petrification, and transmutation spells or effects. At 9th level, you gain resist acid 10 and your save bonus increases to +4.

**Reality Wrinkle (Sp):** At 9th level, you can surround yourself with a mobile, 10-foot-radius emanation of mutable reality. This rippling dis-



tortion is similar to solid fog but does not provide concealment or block line of sight. Your movement is not slowed by this aura. Attacks from outside the aura suffer a 20% miss chance against targets inside the aura. You may use this ability a number of rounds per day equal to your sorcerer level, though this duration need not be continuous.

**Spatial Tear (Sp):** At 15th level, once per day, you can unravel the fibers of reality and ride along them as they snap back into place. This power functions as dimension door, while also creating a mass of black tentacles centered on your former location. Both of these effects use your sorcerer level as the caster level. At 20th level, you can use this ability twice per day.

**Avatar of Chaos (Ex):** At 20th level, you are infused with the essence of raw chaos. You gain immunity to acid, petrification, and polymorph effects (except when cast on self), as well as a +2 bonus to save DCs and on checks to overcome spell penetration against creatures with the lawful subtype.

## SPELLS

### ALLEVIATE

**School** conjuration (healing); **Level** cleric 0, druid 0, witch 0

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Target** creature touched

**Duration** instantaneous

**Saving Throw** Will negates (harmless); **Spell Resistance** yes (harmless)

Alleviate ends a sickened condition for the creature touched. The target cannot be affected again by the same thing that initially sickened them for 24 hours.

### COLD FEET

**School** conjuration (creation); **Level** bard 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S

**Range** close (25 ft. + 5 ft./2 levels)

**Target** one creature

**Duration** 1 round/level

**Saving Throw** none; **Spell Resistance** yes

With a successful ranged touch attack, thick, heavy ice forms around the target's feet and freezes to whatever surface he is standing on. The target cannot move, takes a -4 penalty to AC, and can make melee attacks only against foes within reach. He can chip his way out of the ice, or an ally can hack at the ice for him; the ice has a Hardness of 5 and 40 hp. A successful DC 20 Strength check allows the target to break completely free of the ice.

### DETECT FEY

**School** divination; **Level** druid 1, ranger 1, witch 1

**Casting Time** 1 standard action

**Components** V, S, M/DF (piece of cold iron)

**Range** 60 ft.

**Area** cone-shaped emanation

**Duration** concentration, up to 1 minute/ level (D)

**Saving Throw** none; **Spell Resistance** no

You can detect the aura that surrounds fey creatures. The amount of information revealed depends on how long you study a particular area.

**1st Round:** Presence or absence of fey auras.

**2nd Round:** Number of fey auras in the area and the strength of the strongest fey aura present. If you are of good alignment, and the strongest unseele fey aura's strength is overwhelming (see below), and the creature has HD of at least twice your character level, you are stunned for 1 round



and the spell ends.

**3rd Round:** The strength and location of each fey aura. If an aura is outside your line of sight, then you discern its direction but not its exact location.

**Aura Strength:** The strength of a fey aura is determined by the HD of the fey creature, as given on the table below.

**Lingering Aura:** A fey aura lingers after its original source is destroyed. If detect fey is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power, as given on the table below.

HD	Strength	Lingering Aura Duration
1 or lower	Faint	1d6 rounds
2–4	Moderate	1d6 minutes
5–10	Strong	1d6 × 10 minutes
11 or higher	Overwhelming	1d6 days

Each round, you can turn to detect fey in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

### DETECT PREGNANCY

**School** divination; **Level** cleric 0, druid 0, paladin 0, ranger 1, witch 0

**Casting Time** 1 standard action

**Components** V, S, DF

**Range** touch

**Target** one creature touched

**Duration** instantaneous

**Saving Throw** Will negates (harmless); **Spell Resistance** no

By casting this spell, you immediately learn if the creature touched is pregnant and, if so, how far along it is in its pregnancy. The spell does not reveal who fathered the child, nor the gender of the child. The spell can also detect the presence of implanted parasitic young, such as xill or spider eater eggs.

Potions of detect pregnancy are generally easy to find, and witches who work as midwives keep a number in supply at all times.

### DISTRACTION

**School** conjuration (creation); **Level** sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S, M (a dead bee and a pinch of copper dust)

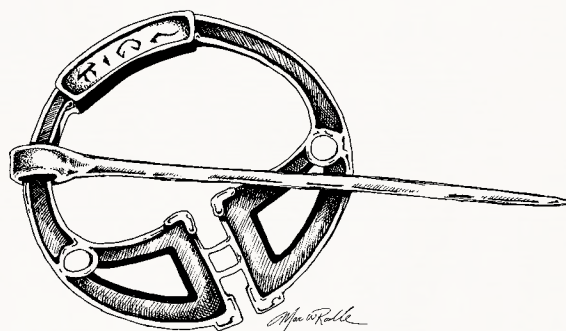
**Range** close (25 ft. + 5 ft./2 levels)

**Target** one living creature

**Duration** 1 round

**Saving Throw** Will negates; **Spell Resistance** no

Distraction creates a small light show and a cloud of various flying insects centered on the target. The target must make a Will save, or she will be so distracted by the lights and insects that all opponents within striking distance will receive an immediate free Attack of Opportunity against her.



## FINGER FLAME

**School** evocation [fire]; **Level** bard 0, sorcerer/wizard 0

**Casting Time** 1 standard action

**Components** V, S

**Range** personal

**Effect** one tiny magical flame

**Duration** 1 round/level

**Saving Throw** none; **Spell Resistance** no

A tiny magical flame springs to life at the tip of your finger. The flame does not burn you, but it will deal 1 point of fire damage to any creature you touch with it. Finger flame is most commonly used for lighting pipes, candles, incense, and the like.

## TRAPS

### PIT TRAP CR 1

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

**Effects**

**Trigger** location; **Reset** manual

**Effect** 20-ft.-deep pit (2d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

## OPEN GAME CONTENT

All black text on pages 2 through 22

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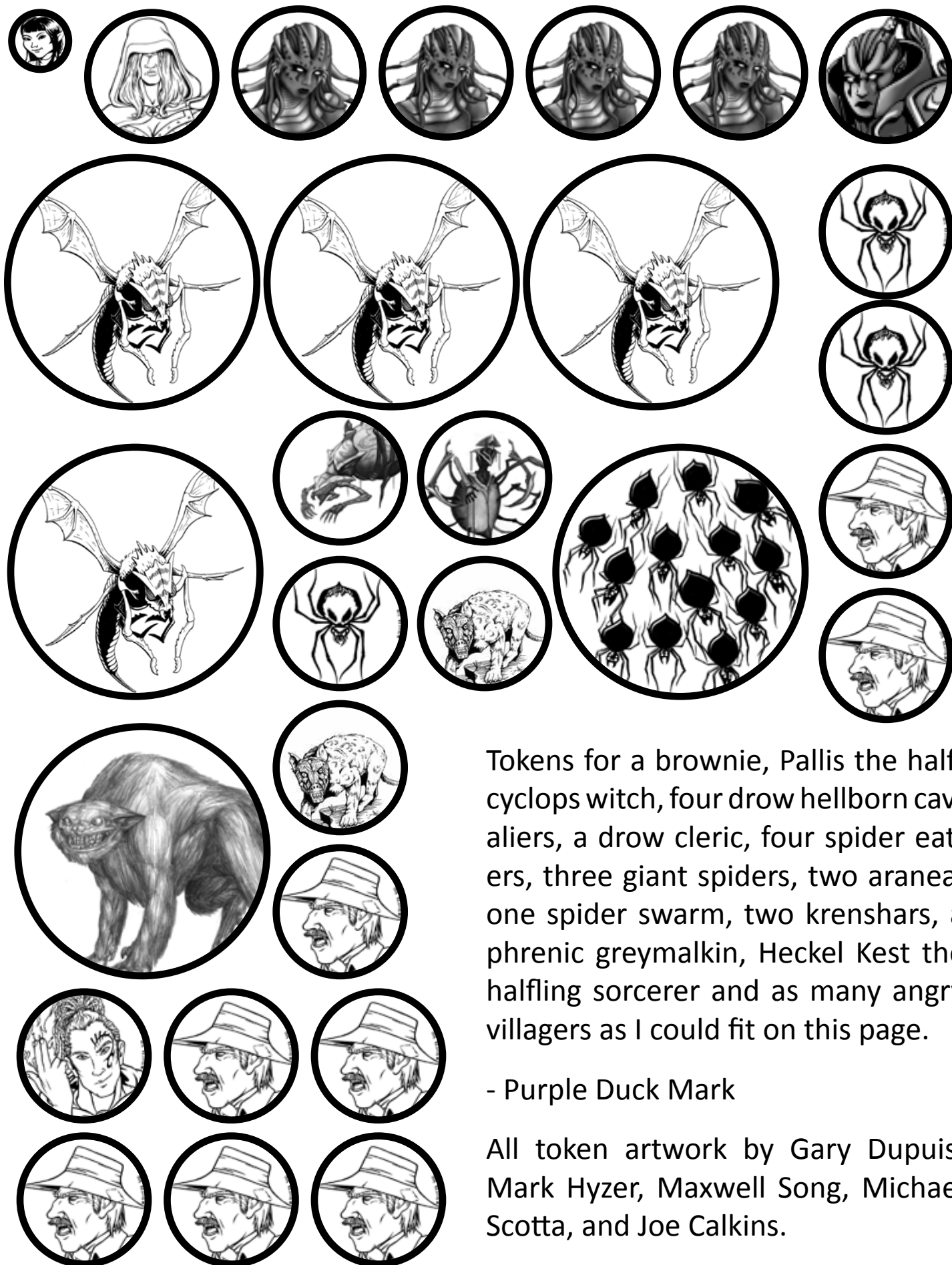
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Tokens for a brownie, Pallis the half-cyclops witch, four drow hellborn cavaliers, a drow cleric, four spider eaters, three giant spiders, two aranea, one spider swarm, two krenshars, a phrenic greymalkin, Heckel Kest the halfling sorcerer and as many angry villagers as I could fit on this page.

- Purple Duck Mark

All token artwork by Gary Dupuis, Mark Hyzer, Maxwell Song, Michael Scotta, and Joe Calkins.