

FORGOTTEN ENCOUNTERS

URBAN

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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.

Forgotten Encounters: Urban presents not only the usual suspects of five encounters with five monsters from Forgotten Foes, but also includes several updated, "urban-flavored" spells, several additional monsters and NPCs, two new magic items, two new feats and the City Wizard school of magic. Lastly, the PDF contains printable battle-mat paper counters.

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



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THE DOLL

Environment Urban

Encounter Level 2 (600 XP)

Area: A child's room on the second floor of an aristocrat's house is the site of this encounter. The room contains a bed, dresser and mirror, bookshelves and chest. Against one wall, several shelves hold a large collection of dolls and toy animals. A single door leads into the room and a window looks over a walled garden.

Situation: A devil doll has taken up residence among the toys of a young girl named Meriel. The doll has used its place in the house to blind the cook, maim the butler and murder the girl's nanny, all the while making it appear Meriel might be the culprit. However, no one believes sweet, little Meriel could perform such horrible acts. Meriel's mother is convinced (thanks to the devil doll) something sinister lurks in her home. She calls in the PCs to help.

Cordelia, the devil doll, has used its spells and spell-like abilities to also make it appear the house is haunted. It does this simply to throw off investigators who might otherwise look for a diabolic influence or perpetrator. It also gives the devil doll a chance to assess the characters before any final confrontation.

Cordelia and Meriel follow the PCs around while they attempt to locate the source of the haunting. If they can catch one alone, Cordelia might attempt to kill the person.

Once the devil doll realises the game is up it convinces Meriel to stay in her room hoping the party confronts her there. It attempts to slay the PCs and Meriel before escaping to hell.

Complications

1) If pressed, Cordelia requests Meriel's help. The little girl attacks with a letter opener or other sharp object (1d2 damage). Use *kobold stats* to represent the enraged Meriel. Killing or seriously wounding Meriel angers her parents, jeopardizing any possible reward from them the PCs might receive and possibly even

getting them arrested on charges of murder.

2) The devil doll has befriended a giant rat living in the basement. Over its brief association with Cordelia the rat has acquired the fiendish template. It calls the creature to help if attacked.

CORDELIA (XP 600) CR 2

Devil doll bard 1

LE Small outsider (devil, evil, extraplanar, lawful)

Init +8; **Senses** darkvision 60 ft., see in darkness; Perception +3

Defense

AC 17, touch 15, flat-footed 13 (+4 Dex, +2 natural, +1 size)

hp 15 (2d10 plus 1d8)

Fort +0, **Ref** +7, **Will** +6

Immune fire, poison; **Resist** acid 10, cold 10

Offense

Speed 30 ft.

Melee 2 slams +3 (1d3+1)

Special Attacks bardic performance (9 rounds/day), draw essence, fascinate

Spell-Like Abilities (CL 2nd)

At-Will - *giggle* (DC 15)

1/day - *friendly face* (DC 16), *hot foot*

Bard Spells Known (CL 1st)

1st (3/day) - *hideous laughter* (DC 16), *sleep* (DC 16)

0 (at-will) - *daze* (DC 15), *lullaby* (DC 15), *message*, *prestidigitation*

Statistics

Str 12, **Dex** 19, **Con** 10, **Int** 13, **Wis** 16, **Cha** 21

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

Feats Improved Initiative, Stealthy

Skills Acrobatics +10, Appraise +7, Bluff +11, Disguise +11, Escape Artist +12, Perform (dance) +7, Perform (sing) +9, Stealth +16

Languages Celestial, Common, Draconic, Infernal; telepathy 100 ft.

SQ bardic knowledge, draw essence, inspire courage

Special Abilities

Draw Essence (Su) Once per day, an arustities can draw the essence from one evil living creature. This deals 1d3 Charisma damage.

Inert (Ex) An arusities can become inert and appear as a simple doll. When inert, she does not radiate an aura of evil and an observer must succeed on a DC 20 Perception check to notice that the doll-like demon is actually alive.

Rewards: Meriel's mother is very wealthy. If the PC's manage to save her daughter she give the party 400 gp. As an alternative she gives the party a dagger that has been in the family for several generations.



HERSHEY - 10

SNAKE IN THE BOX

Environment Urban

Encounter Level 6 (2,400 XP)

Area: This encounter takes place in a magic item shop. It should be a large establishment as suits a major city. This ensures the PCs and creature have enough room to move around and make the encounter interesting. The shop's floor space should

be broken up with shelves that can be used as cover or obstacles.

Situation: The PCs are in a magic shop to sell or buy items. Another customer (or perhaps a PC) opens a box he acquired on some adventure and out pops a very irritated ravid. A mage imprisoned the creature in the box decades ago in order to study its abilities. The wizard died and the ravid was forgotten. It commands any item it animates to attack the PCs just to vent its anger at being confined for so long. If no PCs present an easy target, the ravid commands the items to wreck the store. It does so until reduced to one-quarter its original hit points or the PCs flee the shop.

The shop's owner, Flother Jurt, screams and yells as his inventory comes alive. He pleads with the party to stop the ravid. If the PCs are responsible for the ravid's presence, Jurt threatens the PCs with arrest and law-suits if they don't halt the creature's rampage.

Magic items can gain the new CP properties listed below:

Smother (Ex, 2 CP): Cloaks, capes and armor only. With a successful slam attack the object can make a grapple attempt with a +4 bonus without provoking an attack of opportunity. If it succeeds it establishes a hold and can attempt to pin the target on its next turn. Each round it successfully pins the target, it inflicts 1d3 points of Con damage as it smothers the creature.

Weapon (Ex, 2 CP): The item must be a weapon. Instead of a slam attack it attacks as itself with a bonus to hit and damage equal to its enhancement, as well as any other enhancements (such as flaming burst) it might possess.

Trip (Ex, 1 CP): The item must be something that can entangle another creature such as a rope, rug or cloak. With a successful slam attack the item can make a trip attempt with a +4 bonus without provoking an attack of opportunity against the target of its slam attack.

Latch On (Ex, 2 CP): The animated item must be one that confers benefits when a creature wears it. The item forces itself onto a target's body, displacing any item in the slot which it intends to take. Once on the target's body it confers the opposite benefit to the creature than what it normally confers. For example, a ring of protection +1 would subtract 1 from the

wearer's AC; a cloak of protection +2 would subtract 2 from the wearer's saves.

Most animated items will be size Medium or smaller. A statue could be Large size, but there won't be more than two or three such items in the shop.

Complications

- 1) Add a second ravid to the encounter.
- 2) The magic items or the ravid escapes the shop and terrorizes the city. To avoid getting blamed Flother Jurt makes sure everyone knows this is the party's fault. The city council calls on them to clean up the mess they've created.

CR 5 (XP 1,600)

N Medium outsider (extraplanar)

Init +4; **Senses** darkvision 60 ft; Perception +10

Defense

AC 20, touch 10, flat-footed 20 (+10 natural)

hp 39 (6d10+6)

Fort +3, **Ref** +7, **Will** +6

Immune fire

Offense

Speed 20 ft., fly 60 ft. (perfect)

Melee claw +7 (1d4+1 plus positive energy), tail slap +5 (1d6 plus positive energy)

Special Attacks *animate objects*, positive energy lash

Statistics

Str 13, **Dex** 10, **Con** 13, **Int** 7, **Wis** 12, **Cha** 14

Base Atk +6; **CMB** +7; **CMD** 17 (can't be tripped)

Feats Improved Initiative, Lightning Reflexes, Multiattack

Skills Escape Artist +14, Fly +17, Perception +10, Stealth +7, Survival +5; **Racial Modifiers** +4 Escape Artist

Languages none

SQ flight

Special Abilities

Animate Objects (Su) Once per round, a random object within 20 ft. of a ravid animates as though by the spell (CL 20th). These objects attack all enemies the ravid and obey its commands, though the ravid is not

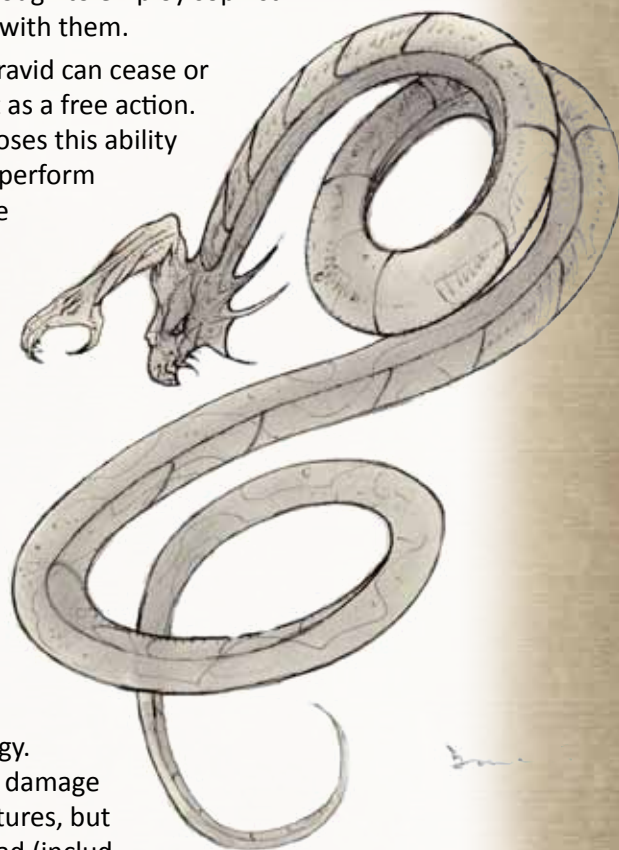
intelligent enough to employ sophisticated tactics with them.

Flight (Su) A ravid can cease or resume flight as a free action.

A ravid that loses this ability falls and can perform either a move action or a standard action each round.

Positive Energy (Su)

A successful melee attack or melee touch attack infuses the target with positive energy. This deals no damage to living creatures, but against undead (including incorporeal undead) it deals 2d10 points of damage.



Rewards: Each round the ravid commands at least one animated object to smash items in the shop. The object deals damage equal to its attack. At the scenario's end consult the chart below based on how much damage was dealt out to the store's contents. Flother Jurt rewards the PCs based on how much damage the shop sustains before the ravid is killed, subdued or driven away.

1-25 points: Jurt gives the PCs a number of magic items equal to the total treasure amount for a CR 7 encounter.

26-50 points: Jurt gives the PCs gold pieces equal to a CR 4 encounter.

51-75: Jurt grudgingly hands over gold pieces equal to a CR 2 encounter.

76-100+: "Get out of my store and never come back!"

THE HAUNTED ORGAN

Environment Urban

Encounter Level 3 (800 XP)

Area: This encounter occurs within a temple dedicated to the goddess of beauty, art, love and music. The interior is one room 60 feet long and 30 ft wide. Pews start 10 feet from the front door and halt 20 feet from the front where the altar stands. Behind the altar is a large organ.

Situation: The local priest, paladin, holy man (GM's choice) claims the organ in his temple is haunted. It plays by itself, forces people to dance against their will and even talks. Initially, he felt that it could be the divine work of his goddess but he now suspects something more sinister is afoot. His parishioners are afraid to enter the temple and refuse to worship there. Exorcism magic hasn't improved the situation and the PCs are his last hope.

Unknown to anyone, four grigs have taken up residence in the organ. Chased out of the wild by a kamadan, the grigs now live in the pipes. Not content to just exist, the grigs enjoy playing jokes on the priest and his followers. They can play the organ from the inside, and during the last two services forced the congregation to dance using their irresistible dance ability. The grigs have also used ventriloquism to make voices call out rude phrases while the priest was speaking to his congregation.

When the PCs enter the temple the four grigs wait until they get near the organ. Once in range they attempt to use irresistible dance on the party. If the PCs carry a light source or one is nearby the grigs also attempt to blind them with pyrotechnics. While in the organ the grigs have total cover from the PCs but can see and affect the PCs through the valves in the pipes.

Removing the grigs can prove challenging. A successful Diplomacy or Intimidate check (roll separately for each grig) can lure them out of the organ. A player trained in a Perform skill can play the organ and make an opposed Perform check against the grigs.

Each successful check forces one grig from the organ. Grigs who exit the organ this way are angry and attack the party. Any grig that exits the organ, no matter the cause, will not return to the organ. Those not placated with Diplomacy checks or promises of a reward, attack the PCs.

The PCs can also lure the grigs out with a promise to kill the kamadan that stalks their territory. If the PCs do so and can prove the creature is dead, the grigs leave immediately for their old home.

Complications

- 1) The grigs can manipulate the organ to produce unusual and dangerous effects. Once per round a grig can cause the organ to emit *sound burst*. This can be done three times per day.
- 2) The grigs retreat deep into the pipes and PCs must go after them to flush them out. Small characters can follow the grigs by squeezing but other PCs must reduce their size with magic.
- 3) The kamadan has followed the grigs (its favorite meal) to the temple. It enters the building 1d6 rounds after the PCs. Though it prefers grig meat, it attacks any edible creature it detects.

4 GRIGS CR 1 (400 XP)

NG Tiny fey

Init +4; **Senses** low-light vision; Perception +5

Defense

AC 19, touch 17, flat-footed 14 (+4 Dex, +1 dodge, +2 natural, +2 size)

hp 4 (1d6+1)

Fort +1, **Ref** +6, **Will** +3

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

Offense

Speed 20 ft., fly 40 ft. (poor)

Melee short sword +6 (1d3-3/19-20)

Ranged longbow +6 (1d4-3/x3)

Space 2-1/2 ft.; **Reach** 0 ft.

Special Attacks dextrous fighter, fiddle

Spell-Like Abilities (CL 3rd)

3/day – *disguise self*, *entangle* (DC 13), *invisibility* (self only), *pyrotechnics* (DC 14), *ventriloquism* (DC 13)

Statistics

Str 5, Dex 18, Con 13, Int 10, Wis 13, Cha 14

Base Atk +0; CMB -5; CMD 10

Feats Dodge

Skills Acrobatics +12, Bluff +6, Craft +5, Escape Artist +12, Fly +8, Perception +5, Perform (string) +6, Stealth +12 (+16 in forests); Racial Modifiers +4 to Acrobatics

and Escape Artist, +4 to Stealth in forests

Languages Common, Sylvan

Special Abilities

Dextrous Fighter (Ex) A grig's naturally nimble reflexes allow it to add its Dexterity modifier to melee attacks it makes with a light weapon, rapier, or whip.

Fiddle (Su) A grig in each band carries a small fiddle. Any non-fey within 30 feet hearing the fiddle play must succeed on a DC 12 Will save or act as though affected by irresistible dance for as long as the fiddle plays. A creature that saves is immune to this ability for 24 hours. The save DC is Charisma-based.

Rewards: Each grig carries a gem worth 25 gp and one grig also has a cold iron arrowhead sized for a Medium arrow. The temple can also give the PCs 100 gp as payment for services.



LURKERS IN THE POOL

Environment Urban

Encounter Level 8 (4,800 XP)

Area: This encounter takes place in a public bath in a major city. This is a massive building with an arched ceiling. The floor space is 60 feet by 60 feet. At the rooms center is a bathing pool about 30 feet on a side. Doors open onto secondary rooms containing smaller pools and steam works.

Situation: This part of the city houses a large public bath, swimming pool and steamworks where citizens go to relax and socialize. Unfortunately, a portal to the River Styx opened into the baths and dumped a hydrodaemon and two fiendish dire frogs onto the Material Plane.

The PCs, as luck would have it, are in this part of the city when they hear screaming. People crawl over each other to get out of the building, unconcerned if they lose their towels or bathing attire in the mad rush.

If the PCs enter the building they find the main room now claimed as the territory of the hydrodaemon. It attacks all intruders.

Complications:

- 1) Several bathers are trapped in a side room. When the PCs enter the building these citizens swarm them, begging to be saved. They get in the way and cause all types of nuisance for characters trying to fight the daemon and its frogs.
- 2) The presence of the daemon has turned the water in the pool into a filthy morass. Creatures (except for the daemon and frogs) that fall into the water must save versus filth fever and red ache. Wounded creatures take a -4 penalty to this save.
- 3) The presence of the Styxian waters on the Material Plane impedes positive energy. All healing magic and positive energy effects (such as channel positive energy) cast in the encounter area are cast at CL -2.

Rewards: The portal to the Styx flushed a few other things besides the daemon and its frog companions onto the Material Plane. At the bottom of the swimming pool, hidden in extraplanar mud and weeds is a +1 *flaming longsword* lost by an adventurer in the Styx millennia ago. In addition, scattered at the bottom of the pool are 61 gold coins once used by dead souls to pay the ferryman. The coins originate from long-extinct civilizations. A DC 25 Appraise check determines each is worth 10 gold pieces to a collector. Three of the coins are *funeral coins*.

HYDRODAEMON CR 7 (XP 3,200)

NE Large outsider (aquatic, daemon, evil, extraplanar)

Init +2; **Senses** darkvision 60 ft.; Perception +10

Defense

AC 19, touch 11, flat-footed 17 (+2 Dex, +8 natural, -1 size)

hp 80 (7d10+42)

Fort +8, **Ref** +7, **Will** +5

DR 10/cold iron or silver; **Immune** acid, poison; **Resist** cold 10, electricity 10, fire 10; **SR** 18

Offense

Speed 20 ft., fly 40 ft. (see text), swim 60 ft.

Melee 2 claws +10 (1d6+4), bite +10 (1d8+4)

Ranged sleep spittle +8 touch (sleep, DC 17)

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

Special Attacks rake (2 claws +10, 1d6+4)

Spell-Like Abilities (CL 7th)

At-will — *cause fear* (DC 13), *create water*, *deeper darkness*, *detect magic*, *deseccate*, *water walk*

3/day — *dimension door*, *greater teleport* (self plus 50 pounds of objects only), *summon monster VI* (huge water elemental only)

1/day — *summon* (level 3, hydrodaemon, 50%)

Statistics

Str 18, **Dex** 14, **Con** 22, **Int** 8, **Wis** 10, **Cha** 14

Base Atk +7, **CMB** +12, **CMD** 24

Feats Cleave, Flyby Attack, Lunge, Power Attack

Skills Acrobatics +12, Fly +0, Intimidate +12, Perception +10, Stealth +8, Swim +22

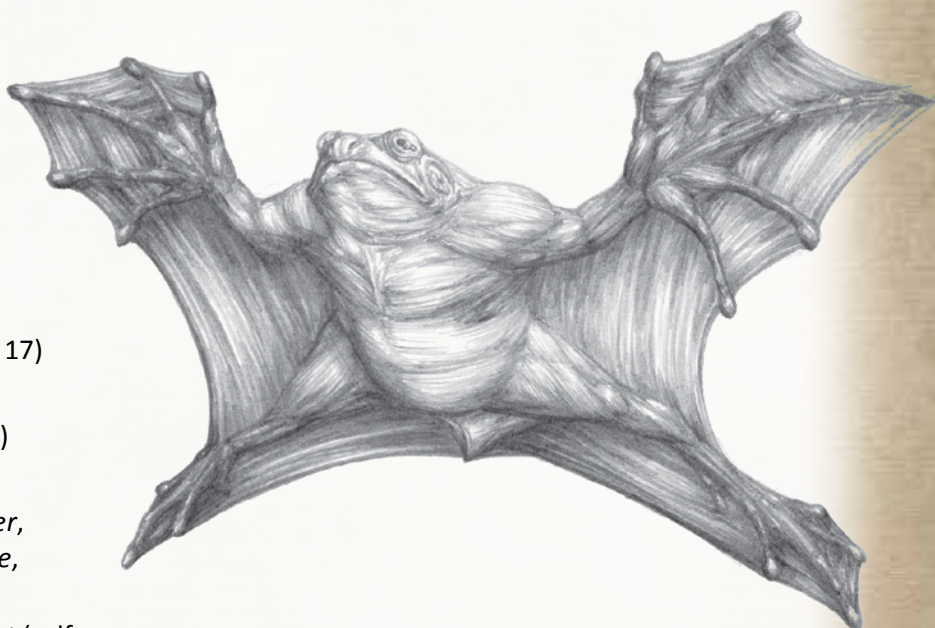
Languages Abyssal, Daemonic, Draconic; telepathy 100 ft.

SQ glide

Special Abilities

Glide (Ex) A hydrodaemon can launch itself 100 ft. into the air and glide along for 1 minute, gaining a fly speed of 40 feet and average maneuverability. A gliding hydrodaemon can move at full speed (40 feet) and make a full attack, including two rakes.

Sleep Spittle (Ex) Once per round, and no more than five times per day, a ydrodaemon can fire a line of spittle to a range of 20 feet (no range increment). This requires a ranged touch attack. If successful, a target must succeed on a DC 17 Will save or fall asleep (as the sleep spell, CL 9th) for 6 rounds. Sleeping creatures can only be awakened through magical means such as dispel magic. There is no HD limit to this effect. The save DC is Constitution-based.



2 STYXIAN GULPERS CR 6 (1,200 XP)

Fiendish Giant Dire Frog

N Large advanced fiendish animal

Init +3; **Senses** low-light vision, scent; Perception +5

Defense

AC 20, touch 12, flat-footed 16 (+3 Dex, +8 natural, -1 size)

hp 52 (5d8+30)

DR 5/good; **Resist** cold 10, fire 10; **SR** 11

Fort +10, **Ref** +7, **Will** +2

Offense

Speed 30 ft., swim 40 ft.

Melee bite +9 (2d6+10 plus grab) or tongue +11 touch (grab plus pull)

Space 10 ft.; **Reach** 10 ft. (30 ft. with tongue)

Special Attacks pull (tongue, 10 ft), rake (2 claws +9, 1d6+7, on charge), swallow whole (1d8 bludgeoning damage, AC 14, hp 5), smite good (1/day), tongue

Statistics

Str 24, **Dex** 17, **Con** 22, **Int** 6, **Wis** 13, **Cha** 10

Base Atk +3; **CMB** +11 (+15 grapple), **CMD** 24 (28 vs. trip)

Feats Improved Natural Attack (bite), Intimidating Prowess, Weapon Focus (tongue)

Skills Acrobatics +11 (+15 jumping), Intimidate +4, Perception +5, Stealth +7, Swim +19; **Racial Modifiers** +4 to Acrobatics (+8 jumping) and +4 to Stealth

Special Abilities

Tongue (Ex) A giant dire frog's tongue is a primary attack with reach equal to three times the frog's normal reach (30 ft. for a Large giant dire frog). A giant dire frog's tongue deals no damage on a hit but can be used to grab. A giant dire frog does not gain the grappled condition while using its tongue in this manner.



WHEN GOOD LOOT GOES BAD

Environment Urban

Encounter Level 10 (6,400 XP)

Area: The encounter takes place in a city's dumping grounds. It can be as large or as small as the GM decides. The surface is uneven and rises and falls in gentle mounds. There are 2d4 covered pits 10 feet deep in the area.

Situation: Word comes to the PCs through the rumor mill that the city's preeminent wizard, Thelmoxis the Blue has lost a wand. According to the story, his housekeeper mistook the wand for a piece of junk and inadvertently put it out in the trash. It was last seen by garbage collectors who say they threw it out at the city's dump. If the PCs go in search of the wand, they will find a trash heap overrun with searchers. Most are commoners, but a few are adventurers hoping to find the wand and either sell it or return it for a reward.

The *wand of scorching ray* is not powerful, but Thelmoxis values it for sentimental reasons. The item was given to him by his former mentor and teacher. He does not broadcast his loss for fear his enemies will use it to exploit him in some way. Hence the reason he has made his situation known through underground channels, and similarly why he does not look for it himself.

Unfortunately, a junk elemental living in the trash has claimed the wand as its own. It gets really irritated at all the people tromping through its home and attacks the PCs 1d6 rounds after their arrival at the dump.

The junk elemental poses as the junk until the PCs get close. Then it opens with a *scorching ray* followed by slam attacks. It attempts to disarm characters with interesting or powerful items.

Complications

1) The adventurer-thug Thaltor (see appendix) doesn't like people moving in on his action. He tries to scare off the PCs. Failing that he attempts to kill them.

2) If the characters are good-aligned, scatter 1d4 commoners around the battlefield and have them get in the way during the fight, hampering the PCs but not the junk elemental.

3) A greed dragon shows up to claim the wand.

Rewards: The wand the junk elemental holds is the lost wand of Thelmoxis. The wizard will give the PCs 5,000 gp if it is returned undamaged. Scattered in the junk are 2d100 gold coins, 3d100 silver coins, 6d100 copper coins and a *brooch of shielding*.



KING OF THE HEAP CR 10

Advanced Greater Junk Elemental (9,600 XP)

N Huge outsider (elemental, extraplanar)

Init +4; **Senses** darkvision 60 ft.; Perception +12

Defense

AC 22, touch 15, flat-footed 18 (+2 deflection, +4 Dex, +8 natural, -2 size)

hp 114 (12d10+48); junkyard regeneration

Fort+8, **Ref** +14, **Will** +9

Defensive Abilities lost in the heap; **DR** 5/--; **Immune** elemental traits

Offense

Speed 40 ft.

Melee 2 slams+18 (2d8+8)

Space 10 ft., **Reach** 10 ft.

Special Attacks I want that

Spell-Like Abilities (CL 5th)

3/day – *scorching ray*

Statistics

Str 26, **Dex** 18, **Con** 19, **Int** 6, **Wis** 12, **Cha** 11

Base Atk +12; **CMB** +22 (+26 disarm); **CMD** 36 (40 vs. disarm)

Feats Cleave, Combat Reflexes, Great Cleave, Improved Natural Attack, Lightning Reflexes, Power Attack, Skill Focus (Appraise)^B

Skills Appraise +12, Escape Artist +14, Knowledge (planes) +8, Perception +12, Sleight of Hand +16, Stealth +8

SQ cast-off incorporation (wand of scorching ray [20 charges], ring of protection +2)

Special Abilities

Cast-off Incorporation (Su) As a move action that does not provoke an attack of opportunity, a junk elemental can incorporate an inanimate object such as a weapon, shield, or piece of furniture into its body. The elemental must either hold the item or the item must be within the junk elemental's reach. If the item is magic the junk elemental gains certain benefits depending on the type of item. A junk elemental can only have one item incorporated in such a way for every four Hit Dice it possesses. A junk elemental can release an incorporated item as a free action.

I Want That (Ex) Instead of a melee attack a junk elemental can attempt to disarm an opponent as a standard action that does provoke an attack of opportunity. The junk elemental receives a +4 racial bonus on the disarm attempt.

Junkyard Regeneration (Su) A junk elemental gains regeneration 5 in a junk yard.

Lost in the Heap (Ex) A junk elemental's layers of packed debris make it difficult for an opponent to snatch an item from the elemental. The junk elemental gains a +4 racial bonus to resist disarm attempts made to grab an item incorporated into its body.

ADDITIONAL FEATS

ROOFTOP RUNNER

You can travel through a city using its rooftops just as easily as you can on its road.

Benefit: You get a +2 bonus to all Acrobatics and Climb skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

SEWER WADER

You move easily in the tunnels beneath a city.

Benefit: You get a +2 bonus on all Escape Artist and Swim skill checks. If you have 10 or more ranks in one of these skills, the bonus increases to +4 for that skill.

ADDITIONAL LEGENDARY WEAPON

BLADE OF ARISTOCRATS

The weapon known as the blade of aristocrats was forged to allow its wielder to survive the cut throat world of the royal court. Most assume the weapon improves the wielder's ability to attract and influence followers. While this is the case, the dagger was made specifically so a person could easily eliminate rivals. The weapon conveys bonuses against creatures not expecting an attack and also allows a person to spy on his enemies. Aristocrats are known for their backstabbing ways. The blade of aristocrats makes them better at their favorite game.

Requirements

To successfully wield the Blade of Aristocrats to its fullest potential, a character must fulfill the following requirements.

Skills: Diplomacy 4 ranks, Knowledge (nobility) 3 ranks

Enthrall (Sp) The wielder can use *enthrall* three times per day as a spell-like ability.

Royalty's Bite (Su) Whenever the wielder successfully hits a creature denied its Dexterity bonus with the blade of aristocrats, he deals an extra +1d6 damage. This increases to +2d6 at 6th level and to +3d6 at 9th level.

Improved Feint (Su) When wielding the blade of aristocrats the user gains the Improved Feint feat.

Scrying (Sp) Three times per day the wielder of the blade of aristocrats can use *scrying* as a spell-like ability.

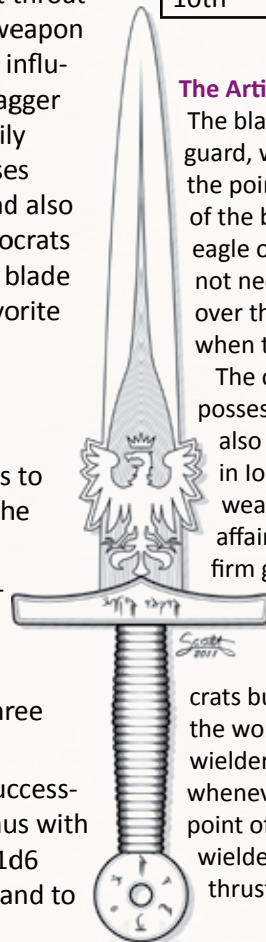
Weapon Level	Wielder Minimum Level	Abilities
1st	--	+1 dagger
2nd	4th	enthrall (3/day)
3rd	6th	Royalty's bite (+1d6)
4th	8th	+2 keen dagger
5th	10th	Improved Feint
6th	12th	Royalty's bite (+2d6)
7th	14th	+3 keen dagger
8th	16th	Scrying (3/day)
9th	18th	Royalty's bite (+3d6)
10th	20th	+4 keen dagger

The Artist's Design Notes:

The blade itself maintains a shallow edge near the cross-guard, with an etched fuller that tapers to a tip towards the point. Within the fuller - and shaping the lower edge of the blade - is a crowned imperial eagle (I chose the eagle over the classic noble lion, since the possessor is not necessarily a king, yet the eagle flies high and looks over the land). This motif radiates an aura of authority when the wielder focuses upon it.

The cross-guard is rather standard but can be seen as possessing a muted crown shape, with three points. It also has the Draconic words *ulhar iejirsauriv* written in lokharic which translates as "blue blood", tying the weapon to those of noble blood. The grip is a banded affair comprised of corded silk for a comfortable but firm grip.

The pommel appears to be of a simple coin shape with a hole in the center, possibly a link towards the finances at the disposal of aristocrats but actual serves a mystical purpose, hinted to by the word (eye): by looking through the eye hole, the wielder can spy on the activities of enemies. Additionally, whenever the aperture "sees" that it is lined up with the point of the blade and a victim's weak spot, it aids the wielder's hand to increase the speed of the stabbing thrust.



ADDITIONAL MONSTERS

FIENDISH DIRE RAT CR 1/3 (XP 135)

N Small animal

Init +3; **Senses** low-light vision, scent; Perception +4

Defense

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)
hp 5 (1d8+1)

Fort +3, **Ref** +5, **Will** +1

Resist cold 5, fire 5; **SR** 5

Offense

Speed 40 ft., climb 20 ft., swim 20 ft.

Melee bite +1 (1d4 plus disease)

Special Attacks disease, smite good (1/day)

Statistics

Str 10, **Dex** 17, **Con** 13, **Int** 2, **Wis** 13, **Cha** 4

Base Atk +0; **CMB** -1; **CMD** 12 (16 vs. trip)

Feats Skill Focus (Perception)

Skills Climb +11, Perception +4, Stealth +11, Swim +11; **Racial Modifiers** uses Dex to modify Climb and Swim

Special Abilities

Disease (Ex) Filth fever: Bite—injury; save Fort DC 11; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

This fiendish rat, named Sobekin, could be a friend to Cordelia the devil doll from the encounter called “The Doll”.

GREED DRAGON, ADULT CR 10 (XP 9,600)

NE Large dragon

Init +6; **Senses** dragon senses, treasure sense; Perception +21

Aura covetous (25 ft.), frightful presence (180 ft., DC 19)

Defense

AC 30, touch 12, flat-footed 27 (+2 Dex, +1 dodge, +18

natural, -1 size)

hp 149 (13d12+65)

Fort +13, **Ref** +10, **Will** +9

DR 5/magic; **Immune** fire, paralysis, sleep; **SR** 21

Offense

Speed 40 ft., burrow 30 ft., fly 200 ft. (poor)

Melee bite +19 (2d6+10), 2 claws +19 (1d8+7), 2 wings +14 (1d6+3), tail slap +14 (1d8+10)

Space 10 ft.; **Reach** 5 ft. (10 ft. with bite)

Special Attacks breath weapon (40-ft. cone, 12d4 fire, DC 21)

Spell-Like Abilities (CL 13th)

At Will—*charm person* (DC 14), *fox's cunning*, *locate object*

Spells Known (CL 1st)

1st (4/day)—*awe*, *shield*

0th (at will)—*arcane mark*, *detect magic*, *ray of frost*, *resistance*

Statistics

Str 25, **Dex** 14, **Con** 20, **Int** 14, **Wis** 12, **Cha** 16

Base Atk +13; **CMB** +21; **CMD** 34 (38 vs. trip)

Feats Alertness, Cleave, Dodge, Flyby Attack, Improved Initiative, Lunge, Power Attack

Skills Appraise +18, Diplomacy +19, Fly +12, Intimidate +19, Knowledge (nobility) +18, Knowledge (local) +18, Perception +21, Sense Motive +21

Languages Common, Draconic, Dwarven

SQ treasure glide

Special Abilities

Covetous Aura (Su) An adult greed dragon is surrounded by a 25 ft. covetous aura. Anytime a harmless spell of 3rd level is cast within this aura, the greed dragon can choose to have the spell effect him as well.

Treasure Glide (Ex) A greed dragon can glide through piles of treasure as easily as a fish swims through water. Its movement leaves no sign of passage nor disturbs a single coin. It is almost as though they melt and flow through the coins and gems to their new location.

Treasure Sense (Ex) A very young greed dragon learns the unique and subtle smells given off by coins and gems. It can use Perception to locate coins and gems by scent instead of only by sight.

Malixilyoixics, the greed dragon may fly by the junk heap in “When Good Loot Goes Bad”.

KAMADAN CR 4 (XP 1,200)

NE Large magical beast

Init +2; **Senses** darkvision 60 ft., lowlight vision, scent; Perception +6

Defense

AC 17, touch 12, flat-footed 14 (+2 Dex, +1 dodge, +5 natural, -1 size)

hp 34 (4d10+12)

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

DR 5/magic

Offense

Speed 40 ft.

Melee 2 claws +7 (1d6+4), bite +7 (1d8+4) and 6 snakes +3 (1d3)

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

Special Attacks breath weapon (30-ft. cone, sleep, Fort DC 15 negates, usable every (d4 rounds), pounce, snakes

Statistics

Str 18, **Dex** 15, **Con** 16, **Int** 5, **Wis** 12, **Cha** 9

Base Atk +4; **CMB** +8; **CMD** 21 (25 vs. trip)

Feats Dodge, Stealthy

Skills Acrobatics +6, Escape Artist +4, Perception +6, Stealth +5 (+13 in tall grass); **Racial Modifiers** +4 to Acrobatics, +8 to Stealth in tall grass

Languages Common

Special Abilities

Snakes (Ex) Each snake attacks independently each round at the listed attack bonus. The snakes do not gain the kamadan's Strength bonus to attack or damage rolls.

The grigs hidden in "The Haunted Organ" have been chased from the wilderness by one or more hunger kamadans.



Below is a selection of animated objects for the "Snake in the Box" encounter.

+1 GREATSWORD OF SHOCK CR 1 (400 XP)

Animated object

N Tiny construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception -5

Defense

AC 18, touch 12, flat-footed 18 (+6 natural, +2 size)

hp 5 (1d10)

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

Defensive Abilities hardness 10; **Immune** construct traits

Offense

Speed 30 ft.

Melee +1 *greatsword of shock* +4 (2d6+1 plus 1d6 electricity)

Special Attacks latch on

Statistics

Str 14, **Dex** 10, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +1; **CMB** +0; **CMD** 10

SQ metal (2 CP), weapon (2 CP)

Special Abilities



Weapon (Ex) Instead of a slam attack the animated *+1 greatsword of shock* attacks as itself with a bonus to hit and damage equal to its enhancement.

FLYING CLOAK OF PROTECTION +2 CR 4 (1,200 XP)

Animated object

N Medium construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception -5

Defense

AC 14, touch 10, flat-footed 4 (4 natural)

hp 36 (1d10+20)

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

Defensive Abilities hardness 5; **Immune** construct traits

Offense

Speed 30 ft., fly 30 ft. (perfect)

Melee slam +5 (1d6+3 plus trip)

Special Attacks latch on

Statistics

Str 14, **Dex** 10, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +5 (+9 trip); **CMD** 15

Skills Fly +8; **Racial Modifier** due to its shape, a cloak of protection has perfect flight maneuverability.

SQ fly (1 CP), latch on (2 CP), trip

Special Abilities

Trip (Ex) The item must be something that can entangle another creature such as a rope, rug or cloak. With a successful slam attack the item can make a trip attempt with a +4 bonus without provoking an attack of opportunity against the target of its slam attack.

Latch On (Ex) With a successful slam attack the cloak forces itself onto a target's body, displacing any item in the slot which it intends to take. When on a creature's body, the cloak imposes a -2 penalty to the target's saving throws. The cloak can be removed with a successful grapple check which provokes an attack of opportunity.

WALKING SUIT OF ARMOR CR 4 (1,200 XP)

Animated object

N Medium construct

Init +0; **Senses** darkvision 60 ft., low-light vision; Perception -5

Defense

AC 16, touch 10, flat-footed 16 (+6 natural)

hp 36 (3d10+20)

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

Defensive Abilities hardness 10; **Immune** construct traits

Offense

Speed 30 ft.

Melee slam +5 (1d6+3 plus grab)

Special Attacks smother

Statistics

Str 14, **Dex** 10, **Con** —, **Int** —, **Wis** 1, **Cha** 1

Base Atk +3; **CMB** +5 (+9 grapple); **CMD** 15

SQ metal (2 CP), smother (2 CP)

Special Abilities

Smother (Ex) With a successful slam attack the walking suit of armor can make a grapple attempt with a +4 bonus without provoking an attack of opportunity. If it succeeds it establishes a hold and can attempt to pin the target on its next turn. Each round it successfully pins the target, it inflicts 1d3 points of Con damage as it smothers the creature.

ADDITIONAL NPCs

THALTOR CR 9 (6,400 XP)

Half-cyclops barbarian 10; raging

CE Medium humanoid (giant)

Init +5; **Senses** low-light vision; Perception +17

Defense

AC 16, touch 11, flat-footed 14 (+5 armor, +1 deflection, +1 Dex, +1 dodge, -2 rage)

hp 115 (10d12+50)

Fort +11; **Ref** +6; **Will** +7

Defensive Abilities improved uncanny dodge, superstition, trap sense +2; **DR** 3/--

Offense

Speed 40 ft.

Melee +1 keen glaive +19/+14 (1d10+11/19-20x3)

Ranged masterwork gieve +10 (1d8+7)

Space 5ft., **Reach** 10 ft.

Special Attacks rage (24 rounds/day), rage power (powerful blow, unexpected strike)

Spell-like Abilities (CL 10th):

1/day—*augury*

Statistics

Str 24 (20), **Dex** 13, **Con** 18 (14), **Int** 10, **Wis** 14, **Cha** 6

Base Atk +10; **CMB** +17; **CMD** 30

Feats Dodge, Improved Initiative, Lightning Reflexes, Toughness, Weapon Focus (glaive)
feats)

Skills Acrobatics +14, Climb +20, Intimidate +13, Perception +17; **Racial Modifiers** +2 Perception

Languages Common, Cyclops

SQ rage power (increased damage reduction, renewed vigor [2d8+2], superstition)

Combat Gear *potion of cure serious wounds*; **Other Gear** +1 keen glaive, +2 studded leather armor, ring of protection +1



ADDITIONAL SPELLS

ASPECT OF THE RAT

School transmutation (polymorph); **Level** druid 1, ranger 1

Casting Time 1 standard action

Components V, S, DF

Range personal

Target you

Duration 1 minute/level

You take on an aspect of a rat. Your face narrows, your front teeth grow long and sharp, and fur sprouts on your face and limbs. You gain a +4 competence bonus on Escape Artist checks checks, +2 competence bonus to Stealth checks and a +1 racial bonus to saves against disease.

AWE

School illusion [mind-affecting, fear]; **Level** sorcerer/wizard 1

Casting Time 1 swift action

Components V, S

Range personal

Target you

Duration instantaneous

Saving Throw none; **Spell Resistance** no

With this spell, you call forth a display of your power, which manifests in ways all can see and none can mistake. The exact effect varies depending on the situation and your mood – thunder may echo and lightning may flash from your staff, you may be wreathed in flames or deep shadows, or a great light may surround you. Many effects are possible, but regardless of the spell's manifestation, it grants you a +10 bonus on a single Intimidate check made immediately after the spell is cast.

BEGGAR'S CHARM (FLY A FLAG)

School enchantment (compulsion [mind-affecting]);

Level sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Area 60 ft.-radius emanation centered on you

Duration one hour

This spell draws the eye of those within its area, making you more visible and (often) more sympathetic – and also increasing your value as a distraction when trying to draw the eyes of guards, sentries or scouts. You become easier to discern (+4 enhancement bonus to viewers' Perception checks).

This spell is also used to help beggars draw attention to themselves when plying their trade, adding a +4 competence bonus on Profession (beggar) checks.

FRIENDLY FACE

School enchantment (charm) [mind-affecting]; **Level** bard 1, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 hour/level

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

Everyone you meet sees you as friendly and non-threatening. Those who fail a Will save improve their reaction toward you one step in the positive direction, thus improving your chances at making a successful Diplomacy check. Those who succeed on their save do not react toward you any more negatively than they normally would. Starting at 5th caster level, you improve their reaction two steps in the positive direction.

GIGGLE

School enchantment (compulsion) [mind-affecting]; **Level** bard 0

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration 1 round

Saving Throw Will negates; **Spell Resistance** yes

The target suddenly finds something humorous enough to start giggling, and the laughter lasts for one full round. While the target can still move and attack normally, he is unable to speak, or use bardic abilities or cast spells that rely on verbalization, until he stops giggling.

HOT FOOT

School evocation [fire]; **Level** bard 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, M (a pinch of sulfur dust or a tindertwig)

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

Target one creature

Duration 1 round/level

Saving Throw no; **Spell Resistance** yes

With a successful ranged touch attack, magical flames spring to life on the target's feet. The flames deal 1d3 points of fire damage per round, and give the target a -2 penalty to AC, ability checks, skill checks and saves until the spell ends or the fire is otherwise extinguished. The target can use a full round action to douse the flames.

KNOCKOUT (MUGGED IN THE ALLEY)

School transmutation; **Level** sorcerer/wizard 3

Casting Time 1 standard action

Components V, S, M (a sap or blackjack made of black silk and filled with lead sling bullets [worth 40 gp])

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

Target up to one allied creature per level

Duration 1 round/level (D)

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

You change the weapon damage dealt by your affected allies from lethal to nonlethal, but double all of their weapon damage rolls. Strength bonuses, magical bonuses, sneak attack damage, and similar additions to damage are not doubled – only the actual damage roll for the attack.

QUICK ESCAPE (OUT THE BACK WAY)

School transmutation; **Level** bard 3, sorcerer/wizard 3

Casting Time 1 minute

Components V, S, M (a brass door knocker)

Range touch

Effect an iron door 5 feet by 8 feet

Duration 1 round/level (D)

Saving Throw no; **Spell Resistance** no

You create a temporary normal door in any wooden, stone or plaster wall up to 10 feet thick. The door is iron and has a lock, an arrow slit, and a crossbar. It measures 5 ft wide by 8 feet high.

If the thickness of the surrounding wall exceeds 10 feet, then a single quick escape spell simply makes a 10-foot-deep niche or short tunnel sealed by a door that opens to reveal more of the wall. Several quick escape spells cannot be combined to form a continuing passage to breach very thick walls.

When the spell ends, the door disappears and the wall comes back into being. Creatures located in the space occupied by the wall are ejected harmlessly toward the nearest exit.

ROOF RUNNING

School transmutation; **Level** druid 2, ranger 1, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (a rat's whiskers and the tip of a cat's tail)

Range personal or touch

Target you or creature touched

Duration 10 min./level

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

The target creature can climb and travel on sloping (but not vertical) surfaces and can leap from point to point faster and farther than normal. The affected creature must have its hands free to run this way. The subject can move over roofs, along forest canopies, or through ship's rigging at a horizontal speed of 20 feet. It need not make Climb checks to traverse any horizontal surface. A roof running creature retains its Dexterity bonus to Armor Class (if any) while moving, and opponents get no special bonuses on their attacks against it. It can use the run action normally.

ADDITIONAL TREASURE

FUNERAL COIN

Aura moderate necromancy; **CL** 7th

Slot --; **Price** 4,000 gp; **Weight** --

Description

This small copper penny usually bears the symbol of the Lady of Death on one side and the image of a barge crossing a wide river on the other. Traditionally these coins are placed under the tongue of the deceased to ensure the person's soul safely reaches the afterlife. If held under the tongue of living creature, that individual gains a +4 bonus to saves to resist spells and effects that target the soul such as *magic jar*, *soul bind* or a ghost's malevolence ability. The effect lasts for as long as the coin remains in place. The coin must be removed for the person to eat or drink or gain a full night's rest. Once removed the coin no longer functions and becomes a copper piece.

Construction

Requirements Craft Wondrous Item, *magic jar*; **Cost** 2000 gp

SCANDAL SHEET

Aura minor divination; **CL** 7th

Slot --; **Price** 7,500 gp; **Weight** --

Description

Words cover one side of this stiff parchment paper. No matter what language a creature understands the writing remains illegible. The characters appear blurred or out of order. Once per day a creature can focus on the scandal sheet to make the words disappear and instead observe a creature from a distance as if the object's wielder had cast *scrying*. The target receives a Will save but it can not be modified by any connection to the target the user possesses. The scandal sheet can be used once per day.

Construction

Requirements Craft Wondrous Item, *scrying*; **Cost** 3000 gp

ADDITIONAL WIZARD SCHOOL

CITY MAGIC

Urban mages uncover and study the spells written in the cracks of sidewalks and the patterns of bricks.

Arcane Bond: Wizards who practice city magic do not gain the arcane bond described in the core rulebook. Instead, an urban mage forms an arcane bond with towns and cities. While in a settlement the size of a village or larger (see the Advanced Game Mastery Guide for details) he can cast spells (including his daily bonus spell) as if he possessed a bonded arcane item described in the core rule book. Otherwise, he must make a concentration check to cast spells. This ability functions in areas once inhabited but now abandoned including city ruins. The GM makes the final determination whether a city mage is in an area where he can benefit from this ability. He is also immediately aware if he leaves such an area.

Spells: The urban mage can cast spells from any wizard school without penalty. He does not gain bonus school spells.

Sidewalk Sage (Su): As a swift action a number of times per day equal to 3 + his Intelligence modifier an urban wizard can use Diplomacy to gather information or Knowledge (local) to learn something

about an area. If he uses Diplomacy he adds his Intelligence modifier to the check instead of his Charisma modifier. He does not need to interact with other creatures to use these skills. This ability only works if he is in area the size of a village or larger.

King of the Street (Su): The city mage can control the urban environment, causing it to move, shift, bend and even sometimes break. While in a village or larger settlement, the city wizard can perform a disarm, sunder or trip combat maneuver against one creature or object within 30 ft. using his wizard level plus his Intelligence modifier in place of his CMB. He can use this ability a number of times per day equal to 3 + his Intelligence modifier.

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