

# Tome of Monster Encounters

AS LIKELY AS A GOAT HERDING FISH

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**Environment:** Temperate plains, near forest  
**Encounter Level:** 1 (400 XP)

**Area:** An agricultural district, between the forest wilderness and the more heavily populated areas. The PCs will likely start in a farming village not far from the forest's edge.

**Situation:** The town doomcryer has been very active, regularly preaching about a vision of “The Horned Ones, leading the horde of scaly wings... to feed... and feed... and feed! Beware! Your lives are forfeit if the Flying Horde comes!” The clergy and populace regularly laugh at his predictions, but this time, the local cleric (3<sup>rd</sup>, LG) cast *zone of truth* upon the ‘crazy’ man, and finds he is telling the truth. Some argue that he is mad, he could believe a lie himself, or telling a variation of the truth... The people want action. The doomcryer insists the ‘Horned Ones’ and the ‘Scaled, Flying Horde’ come from the direction of the forest, a day’s journey. If the PCs leave immediately, they will meet the ‘Horde’... a school of flying koi, 91 of them,



to be exact, and their ‘fish-herders’, a herd of goatmen, three mated pairs; their spokesman is named Chever. They are taking the school to the nearest city, to market, where they hope to fetch a tidy sum for the beasts, as food, pets, and breeding stock; they hope to fetch 2 gold a head, no less than 15 sp. They keep the fish in line with fish-whistles (see below) and lead them to food and safety. They hope to pass by the town, and wish no harm... The problem is, should the PCs figure it out, that the flying koi feed on visible seed and fruit



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vegetation, and harvest time is very near in the village. Passing by with a school of hungry fish will devastate the crops. If this is realized and pointed out, Chever will shrug, no problem of his. The fish are no worse than other animals, surely? If combat ensues, the goatmen are skilled and determined; one of the herd will play the koi to attack to defend; 4 will attack each M sized character, 2 each S sized. Hopefully, it will not come to that...

### Complications: (Optional)

- To accommodate a higher level party, levels could be added to the goatmen of such classes as ranger, rogue, or cleric.
- The koi could be of the advanced kind, worth considerably more at market, and slightly more dangerous in combat. Note that flying koi will not attack unless driven.
- The goatmen could employ golden eagles (under Familiar) as 'fish-dogs' and as aerial protectors against predators and aggressors.

**Reward:** The gear and treasure of the goatmen could be claimed, if it came to that. Their relatives would certainly attempt to find out what became of their kinsmen, if they were so killed. The 'fish-whistles' that each uses adds +4 to Handle Animal checks when used on aquatic animals and fish, up to 1 hour per day, and add +2 to Survival checks when fishing. If the situation is handled peacefully, the party will be taught a phrase in Capra that will give a +4 to Diplomacy checks with other goatmen. The village spared of a lost harvest will throw a feast in the party's honor, and supply week's wine and food when they decide to travel onwards.

## ON PORPHYRA

This encounter would fit well along the western shore of the Middle Kingdom on the Bay of Sphinxes. Ideally, it would be set within the nation of Pium, and north of Port Kamar. The lands of the Middle Kingdoms is home to both humans and the psionic catfolk known as qi'tar. Middle Kingdomers are noted for their suspicion of outside races, and the church of Gerana (Lady Arbitress) holds absolute power within the borders of Pium.

## SAMPLE STATISTICS

Below is a selection of statistics that could be used to run this encounter.

### QUIET SMALL FARMING VILLAGE

LN village

**Corruption** -1; **Crime** -2; **Economy** +0; **Law** +1; **Lore** -1; **Society** -1

**Qualities** abundant, insular

**Danger** 0

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#### DEMOGRAPHICS

**Government** autocracy

**Population** 155 (145 human, 8 qi'tar, 2 half-elves)

#### Notable NPCs

Doomsayer, Augustus Wrent (male human adept 1)

Mayor, Katerina Peirla (female human expert 4)

Local Cleric, Laesia Ventus (female human cleric 3)

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#### MARKETPLACE

**Base Value** 500 gp; **Purchase Limit** 2,500 gp; **Spell-casting** 3rd

**Mnr Items** 2d4; **Mdm Items** 1d4; **Mjr Items** —

*Minor Items*—blue book (Port Kamar), *meridian belt*, mwk half-plate, troll slayer's kit

*Medium Items*—*aquatic cummerbund*, mwk thieves tools, *scroll of snare*

### Settlement Quality: Abundant

The settlement has access to extraordinary natural resources: rich farmland, a deep lake, excellent hunting grounds nearby or even a convenient source of magical sustenance. The local food surplus makes the settlement a major exporting hub, and increases the standard of living for its inhabitants.

**Increase** Economy +1. Reduce the purchase price of most forms of locally-grown food and livestock by 25% or more.

### DOOMSAYER, AUGUSTUS WRENT

(CR 1/3; XP 135)

LE Male human adept of Rolterra 1

**Init** +1; **Senses** Perception +2

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#### DEFENSE

**AC** 9, touch 9, flat-footed 9

(-1 Dex)

**hp** 3 (1d6)

**Fort** +0, **Ref** -1, **Will** +2; +5 to stabilize

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#### OFFENSE

**Speed** 30 ft.

**Melee** scythe -1 (2d4-1/x4)

**Adept Spells Prepared** (CL 1st; concentration +2)

1st—*detect chaos*

0th—*detect magic, read magic*

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STATISTICS

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**Str** 8, **Dex** 9, **Con** 10, **Int** 11, **Wis** 15, **Cha** 12

**Base Atk** +0; **CMB** -1; **CMD** 8

**Feats** Lightning Reflexes, Passing Interest\*\*

**Skills** Knowledge (geography) +4, Knowledge (local) +4, Knowledge (religion) +4, Profession (doomcruyer) +6, Spellcraft +4

**SQ** heart of the wilderness\*

**Languages** Common

**Gear** healer's kit, mwk fortune-telling deck, poison pill ring (oil of taggit), scythe, wooden unholy symbol, 32 gp

Augustus Wrent has lived in the village his whole life. His recent conversion to Rolterra's faith has darkened his mood and he now sees disaster, chaos, and righteous rebellion around every corner.

\* Within the Porphyra setting, humans gain a "heart of..." racial characteristics as a bonus feature.

\*\* Passing interest appears in Player's Options: Humans (part of the Paths of Power II subscription).

### LOCAL CLERIC, LAREZIA VENTUS

(CR 2; XP 600)

Female human cleric of Gerana 3

LG Medium humanoid (human)

**Init** +1; **Senses** Perception +2

**Aura** lawful, good (moderate)

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DEFENSE

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**AC** 15, touch 11, flat-footed 14

(+2 armor, +1 Dex, +2 shield)

**hp** 20 (3d8+3)

**Fort** +4, **Ref** +2, **Will** +5

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OFFENSE

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**Speed** 30 ft.

**Melee** mwk quarterstaff +2 (1d6-1)

**Ranged** pilum +3 (1d8-1)

**Special Attacks** channel positive energy 6/day (DC 14, 2d6), honor bound (5/day), inspiring command

**Cleric Spell's Prepared** (CL 3rd; concentration +5)

2nd—*aid, resist temptation, zone of truth*<sup>D</sup> (DC 14)

1st—*bles*<sup>D</sup>, *calling the flock home, command* (DC 13), *detect evil*

0th(at-will)—*alleviate, detect poison, guidance, sea*

*spray* (DC 12)

**D** domain spell; **Domains** Honor, Leadership

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STATISTICS

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**Str** 8, **Dex** 12, **Con** 13, **Int** 14, **Wis** 15, **Cha** 12

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

**Feats** Bludgeoner, Extra Channel, Skill Focus (Diplomacy)

**Skills** Craft (alchemy) +8, Diplomacy +10, Knowledge (religion) +8, Spellcraft +8, Swim +5; **Racial Modifiers** +2 Profession (sailor), +2 Swim, both are class skills;

**ACP** -2

**SQ** heart of the sea\*

**Languages** Aklo, Catfolk, Common

**Combat Gear** 2 vials of antitoxin, 2 vials of antiplague, 2 vials of holy water, *scroll of summon monster II, scroll of resist energy*; **Gear** air bladder, healer's kit, holy text (the Divine Record), living steel heavy shield, leather armor, quarterstaff, 2 pilums, silver holy symbol of the Arbitress, 225 gp

Laresia Ventus, of a moderately wealthy family in Port Kamar, Pium.

\* Within the Porphyra setting, humans gain a "heart of..." racial characteristics as a bonus feature.

### FLYING KOI (91)

(CR ¼; XP 100)

N Small animal

**Init** +1; **Senses** low-light vision; Perception +6

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DEFENSE

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**AC** 13, touch 12, flat-footed 11

(+1 Dex, +1 natural, +1 size)

**hp** 9 (2d8)

**Fort** +3, **Ref** +4, **Will** +1

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OFFENSE

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**Speed** 5 ft., fly 40 ft. (good)

**Melee** bite -4 (1d3-1)

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STATISTICS

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**Str** 9, **Dex** 13, **Con** 11, **Int** 2, **Wis** 12, **Cha** 4

**Base Atk** +1; **CMB** -1; **CMD** 10 (can't be tripped)

**Feats** Alertness

**Skills** Fly +10, Perception +6, Sense Motive +3

**SQ** herbivore

## Goatmen (Caprian) Characters

Caprian characters are defined by class levels and the following racial characteristics:

- **+2 Dexterity, +2 Constitution, -4 Charisma:** Caprian are hardy and nimble, but their appearance is off-putting to other races.
- **Humanoid:** Caprian are humanoids with the caprian subtype.
- **Normal Speed:** Caprian have a base speed of 30 ft.
- **Low-Light Vision:** Caprian can see twice as far as humans in conditions of dim light.
- **Healthy:** Caprian are very resistant to disease and poison. They gain a +4 bonus on Fortitude saves against poison and diseases, including magical diseases.
- **Herders:** Caprian recognize the strength of moving within numbers and can command large groups of animals with ease. They receive a +2 racial bonus to all Handle Animal checks.
- **Nimble Moves:** Caprian receive the Nimble Moves as a bonus feat at first level.
- **Sure-Footed:** Caprian are exceptionally sure-footed and receive a +2 racial bonus to all Acrobatics and Climb skill checks.
- **Languages:** Caprian begin play speaking Capra and Common. Caprian with high Intelligence scores can choose from among the following bonus languages: Giant, Goblin, Old Porphyran, Orc, and Sylvan.

### GOATMEN HERDERS (6)

(CR 1/3; XP 135)

CN Female/Male caprian commoner 1

**Init** +0; **Senses** low-light vision; Perception +3

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#### DEFENSE

**AC** 11, touch 10, flat-footed 11

(+1 armor)

**hp** 5 (1d6+2)

**Fort** +2, **Ref** +0, **Will** -1; +4 vs. disease, poison

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#### OFFENSE

**Speed** 30 ft.

**Melee** club +0 (1d6)

**Ranged** sling +0 (1d4)

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#### STATISTICS

**Str** 10, **Dex** 11, **Con** 14, **Int** 11, **Wis** 8, **Cha** 9

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

**Feats** Nimble Moves, Skill Focus (Handle Animal)

**Skills** Acrobatics +2, Climb +2, Handle Animal +8,

Perception +3, Profession (shepherd) +3; **Racial Modi-**

**fiers** +2 Acrobatics, +2 Climb, +2 Handle Animals

**Language** Capra, Common, Giant, Sylvan

**Combat Gear** 1 vial of impact foam, 2 *potions of cultural adaptation*, *potion of cure light wounds*; **Gear** belt pouch (15 gp, 3 porphyrite crystals), club, fish whistles, gear maintenance kit, marked cards, padded armor, ranger kit, sling, 20 sling bullets, traveller's dictionary (catfolk)

## SPELLS

Below is a collection of spells from other sources that appear in the sample statistics.

### ALLEVIATE

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

### CALLING THE FLOCK HOME

**School** evocation [light]; **Level** cleric 1, druid 1, inquisitor 1, ranger 1, paladin 1

**Casting Time** 1 standard action

**Components** V, DF

**Range** personal

**Effect** one beam of light

**Duration** 1 hour/level (D)

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

A beam of bright white light shoots 100 feet into the air, directly above you, serving as a signal to your allies to come to you and as a marker of your location. Only those creatures you deem as allies can see the light. If you move, the beam will move with you, so you can also use it to guide your companions to safety.

## CULTURAL ADAPTATION

**School** divination; **Level** bard 1, cleric 1, sorcerer/wizard 1

**Casting Time** 1 standard action

**Components** V, S, M/DF (a document written in the language of the culture to be emulated)

**Range** personal

**Target** you

**Duration** 10 minutes per level

When casting this spell, you must concentrate on the culture to which you wish to adapt. If you speak the native language of the culture in question, then for the duration of this spell, you speak the language with a native accent. The spell does not teach you the language in question, but may be combined with tongues or a similar spell. Your body language and gestures mark you as a native of the culture, and you unconsciously make small decisions that help you blend in. These combined new traits give you a +2 on Diplomacy checks made to influence members of the culture to which you have adapted. You also gain a +2 circumstance bonus on Disguise checks made to pass yourself off as a member of the culture. Additionally, the DCs of enchantment (charm) spells you cast against natives of the culture to which you are attuned increase by +1.

## RESIST TEMPTATION

**School** abjuration; **Level** cleric 2, hedge witch 2, inquisitor 1, paladin 2

**Casting Time** 1 swift action

**Components** V, S, DF

**Range** personal

**Target** you

**Duration** 10 min./level

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

Your resolve hardens, giving you a +4 bonus on Will saves against charms, enchantments, or spell-like effects that are attitude-affecting (such as charm person, bardic song, or a harpy's captivating song), as well as against Diplomacy checks that serve to change one's attitude.

## SEA SPRAY

**School** conjuration (creation) [water]; **Level** cleric 0, druid 0

**Casting Time** 1 standard action

**Components** V, S, M (a drop of water)

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

**Target** one creature

**Duration** 1 round

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

A salty mist flies directly into the target's eyes. They must make a Fortitude save or be blinded by the stinging salt for 1 round

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## GOING FORWARD

It is extremely important that you let us know what you think of the Tome of Monsters Encounters series. Currently, entries in this line are created when Perry and I want to avoid working on other projects for a bit. This issue of the Tome of Monsters Encounters (TOME for short) is free, but we would like to continue this series and bring it to market as a paid product. Please drop me an email (gedakm+tome@gmail.com) and let us know what you think. If you have time consider reviewing this product at shop.d20pfsrd.com, rpgnow.com, or Paizo.com.

That is all for now, thank you for your time.

- Mark Gedak, Purple Duck Games

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