



DUNGEONLANDS

ISLE OF THE FROG GOD

ALTERNATE OPENING



PATHFINDER
ROLEPLAYING GAME COMPATIBLE

DISCLAIMER

Dungeonlands is not reality. The GM sets a scene in a fictional realm and the players play characters in it. Repeat after me, *"I am not my character. I cannot do the things that my character can do because he is a fictional character in a fictional universe."* Don't try to fly just because your character can fly. Don't kill anyone just because your character is a master of the Scottish claymore. Roleplaying is meant to be fun, but comes with serious responsibilities.

THANK YOU

Every Dungeonlands alternate opening is the unique vision of a different guest writer. Each was given the brief of creating four pre-generated heroes, taking those characters from one realm and deciding how they end up in the Dungeonlands realm. We humbly thank them all for their amazing creativity and hope you enjoy the results of that unique vision.

If you have any feedback, feel free to share that by email (hello@savagemojo.com) or on our forums (www.savagemojo.com). We look forward to hearing from you.

CREDIT WHERE CREDIT'S DUE

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CONTENTS

Isle Of The Frog God	2
Bestiary	13
NPCs	17
Pre-Generated Heroes	20



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ISLE OF THE FROG GOD

By special guest writer **David Jarvis**.

Isle of the Frog God is an adventure for four level 15 heroes. If you like, you can use the pre-made heroes at the end of this book to play this adventure, but any fantasy heroes will do.

Setting: In the *Totems of the Dead* setting, this adventure can happen any time the heroes are sailing on the ocean in Shark Bay or through the Pirate Isles.

Lead-In: This adventure begins at sea during a fearsome storm. Two Bantanu pirate ships have been stalking the heroes' ship for three days and, just when the pirates board the ship and attack, a raging squall comes up out of nowhere. You should let a round or two of combat pass before reading the following:

As the fighting intensifies, the ship suddenly lurches to one side as the second pirate ship, riding down a mammoth wave, crashes amidships, smashing the hull even as the mighty wave roars down, sweeping you into the ocean. The last thing you see before blackness takes you is another wreckage-strewn, blood-stained wave crashing down over your heads.

Background: *Isle of the Frog God* is designed to give your players a taste of the sword and sorcery feel of the *Totems of the Dead* setting and also provide a way of getting *Totems of the Dead* characters transported to the Dungeonlands realm, ready for the start of the *Tomb of the Lich Queen* adventure.

WHAT IS *ISLE OF THE FROG GOD*?

Isle of the Frog God is what happens when you cross swords with a god-like demon and get dropped into the Island of Paxetel, home of the Lich Queen of infamy.

We offer you the backstory and stats for four potential characters to go adventuring in the *Dungeonlands* trilogy of old school killer dungeon modules. Additionally, there's a full prelude adventure that takes those characters from the *Totems of the Dead* setting, across the universe, and to the *Dungeonlands* realm. Finally, there's a big NPC/bestiary section full of interesting adversaries and allies - feel free to use those any way you wish.

If you're interested in more details about the *Totems of the Dead* setting visit www.gunmetalgames.com

THE ISLAND'S INHABITANTS

The heroes awake on an island which is home to two warring tribes of cannibals - the Gangak and the Chooka. There are also a small number of people who have somehow managed to keep from being captured by the aforementioned tribes.

GANGAK

The most powerful of the two tribes on the island, the Gangak worship a demonic manitou spirit known as Groth. Since Groth takes the shape of a gigantic, bloated toad, he is also known by the all the superstitious inhabitants of the island as the Frog God. The Gangak are a particularly cruel

tribe, known for their brutal treatment of slaves and their use of blood magic. Some believe that a powerful Maztlani sorcerer taught these cannibals how to perform blood sacrifices, and in return, they sacrificed him to Groth.

The Gangak are ruled by Modak, Groth's most powerful shaman on the island. A particularly vicious man, Modak rules his tribe with constant threats of sacrifice to any who disobey him. He calls this punishment "feeding the frog". Modak has a cadre of informants, war chiefs, warriors and sorcerers of lesser power who help him maintain control over the approximately 130 tribesmen that make up the Gangak population. And of course, Modak enjoys the favor of Groth.

Territory: The Gangak occupy much of the Eastern portion of the island, an area equal to about 60 square miles. This region encompasses just under half the entire island and has elevations ranging from sea level to 1,000 feet above sea level at the highest point. At sea level, the terrain is tropical rainforest filled with freshwater streams, hills and ravines so deep they seem to drop into the very bowels of the earth.

In the highlands, the jungle gives way to wide fields of tall grass (5' high in some places), bamboo groves and steep hills intersected by gullies with streams of water running out to sea. At the highest point, rocky terrain dominates the region. Caves dot the small mountain chain known as the realm of the fire god. Though this volcano isn't active, the Gangak avoid this region, fearing they might suddenly wake the fire god who sleeps deep within.

There are few beaches on the Gangak side of the island. Beyond a couple of hidden coves, the coastal parts of their territory are marked by high cliffs and rocky shoreline with steep drops into Shark Bay.

At approximately 30 men, women and children, the Chooka are a small tribe who live on the Western portion of the island. The Chooka are just as cruel as the Gangak, offering human sacrifices to their favored god (at least what they believe to be a god), a ravager shark which makes its home in the bay where the characters become stranded.

The Chooka are ruled by Hagga-pok, a fierce, but honorable warrior who leads his people by example. When a raid takes place, Hagga-pok is always the first to enter the fray, the one to pass judgment and carry out the execution of it. While he's cruel to his enemies, his tribe is treated fairly.

Territory: As mentioned above, the Chooka lay claim to the entire western half of the island. This region is mostly rainforest, with a few meadows the Chooka women use to plant, though their primary diet is fish and human meat (when they can get it). The ground is very uneven, often rising and falling in a seemingly endless wave of trees and thick undergrowth. The Chooka make their homes close to the beach and in a cave system running throughout the area.

Island Trappings

Jungle: The maximum distance at which a Perception check for detecting the nearby presence of others can succeed is $2d6 \times 10$ feet.

Because any square with undergrowth provides concealment, it's usually easy for a creature to use the Stealth skill in the forest. Logs and massive trees provide cover, which also makes hiding possible.

Undergrowth: Vines, roots, and short bushes cover much of the ground in a forest. A space covered with light undergrowth costs 2 squares of

movement to move into, and provides concealment. Undergrowth increases the DC of Acrobatics and Stealth checks by 2 because the leaves and branches get in the way. Heavy undergrowth costs 4 squares of movement to move into and provides concealment with a 30% miss chance (instead of the usual 20%). It increases the DC of Acrobatics checks by 5. Heavy undergrowth is easy to hide in, granting a +5 circumstance bonus on Stealth checks. Running and charging are impossible. Squares with undergrowth are often clustered together. Undergrowth and trees aren't mutually exclusive; it's common for a 5-foot square to have both a tree and undergrowth.

Noise: The background noise in the forest makes Perception checks that rely on sound more difficult, increasing the DC of the check by 2 per 10 feet, not 1.

Highland areas: *Light undergrowth:* As described in Jungle above.

Mountainous regions: *Gradual slope:* This incline isn't steep enough to affect movement, but characters gain a +1 bonus on melee attacks against foes downhill from them.

Steep slope: Characters moving uphill (to an adjacent square of higher elevation) must spend 2 squares of movement to enter each square of steep slope. Characters running or charging downhill (moving to an adjacent square of lower elevation) must succeed on a DC 10 Acrobatics check upon entering the first steep slope square. Mounted characters make a DC 10 Ride check instead. Characters who fail this check stumble and must end their movement 1d2 × 5 feet later. Characters who fail by 5 or more fall prone in the square where

they end their movement. A steep slope increases the DC of Acrobatics checks by 2.

Light undergrowth: As described in Jungle above.

GETTING OFF THE ISLAND

Some adventurers might try to repair the ship, or build a raft. Use the guidelines below to determine how long it takes.

Repairing the ship: Industrious heroes might try and repair the extensive damage to their ship. It takes 2d6+1 weeks and requires either three Craft (ship) or Knowledge (engineering) rolls (DC 25) to make the ship seaworthy again. This time includes gathering and preparation of the materials needed to repair the damage to the ship. Don't bother with the tedious details involved in repairing a ship; that's not what a Pathfinder game is about and it certainly isn't what a *Totems of the Dead* adventure is about either.

Building a raft: Building a raft takes less time. On a successful craft (ship) or knowledge (engineering) roll (DC 20), it takes 1d10+2 days. The raft is assumed to be able to carry all of the heroes plus another 1d4 survivors.

SHIPWRECKED!

When everyone is ready, read the following:

You wake up, weak and weary, your body covered in sand that grates on your skin as you roll over to look up at an unfamiliar and quickly darkening sky. The last thing you remember is blood and seawater crashing on the decks of your ship, the screams of the dying and the deafening crack of the main mast - or was that lightning?

Perhaps it was both.

As you stretch and look around, you see the wreck of your ship about 300 yards off the coast on a reef. The wreckage looks bad, but you won't know exactly how bad until you swim out and take a look. The ship isn't the only wreck out there on the reef either. What looks to be the skeletons of at least seven ships paint the horizon with their broken masts, savaged hulls and barnacle-encrusted wood. Who knows how many other ships lay below the waves?

Turning your gaze away from the sea, you notice that you are on a long beach with broken rocks jutting out from the sand. Further back, a thick line of palm trees stretches as far as the eye can see.

Carried on the wind, on the edge of your hearing, you can just make out the haunting sound of a woman singing a lament, at once the most uplifting and sad thing you have ever heard.

GETTING THEIR BEARINGS

All heroes begin play with the Fatigued condition from the toll the ocean took on them in addition to nearly a full day spent unconscious on a hot, sandy beach. A good night's rest (without wearing armor), some food and fresh water will remove the Fatigue level easily enough...

...if the heroes can get any rest, or food, or fresh water, that is.

Fatigued: A Fatigued hero can neither run nor charge and takes a -2 penalty to Strength and Dexterity. Doing anything that would normally cause fatigue causes the Fatigued hero to become exhausted. After 8 hours of complete rest, Fatigued heroes are no longer Fatigued.

The heroes begin play without any gear or supplies they didn't physically have on them. This is very important. Survival largely depends on the resources you have, not just your ability to defend yourself from outside threats. If some players protest, ask them why their hero was carrying everything they had during a fight on the deck of a ship during a raging storm.

All weapons and supplies (including food and fresh water) are missing. The heroes have about two hours to find their gear before the sun goes down. A simple Survival roll reveals this to anyone who might be wondering when the sun will set. You might need to remind them that this time should also be spent making a camp.

Heroes are going to need to make a perception check (DC 18) to find their gear. If they just stand around looking rather than actively searching, they make the perception check at a -2 penalty. The gear could be anywhere; it really depends on how nasty you want to be.

For example, metal gear (swords, axes, shields and things of that nature) might be at the bottom of the water in the bay between the beach and the reef (the depth ranges anywhere from a couple of inches to about 50ft at the deepest point), or even partially covered by the sand.

Other goods, like crates of supplies may still be floating in the water.

Swimming: There are creatures in the ocean that prey on the heroes if they get too close. If they haven't properly treated any open wounds suffered in the battle on the ship, they might attract the attention of a ravager shark. Make a normal perception check if the heroes in the water aren't suffering from any wounds. If the heroes do have

wounds, the ravager shark gets a +2 bonus. See the bestiary at the back of this book for information on the shark.

Searching the beach: As mentioned above, the beach isn't a single strip of sand. It's broken up with what initially appears to be a random collection of large, jutting rocks and elevated formations, but as heroes get closer to some of these formations, they realize that they aren't random collections of rocks at all, but stone idols and a crude altar.

The idols are carved in the image of a shark-man and even the most cursory examination of the altar reveals bloodstains and bone fragments. A perception check (DC 15) also shows that some of the bones have what look to be bite marks. If the heroes have killed the massive shark in the bay before searching the beach, then an Intelligence check (DC 15) allows them to make the connection here: they just might have killed the "god" of whoever built this altar.

OTHER SURVIVORS

Twelve members of the ship's crew survived the storm. They show up at the camp (providing the heroes make one) within 1d4 hours. Use their blind stumbling through the dark as a tool to create a sense of mystery and maybe even ratchet up the fear a bit, together with the first night's events, as these weary men and women suddenly crash into the camp.

THE FIRST NIGHT

The first night on the island should be tense. The heroes may or may not have had time to build a proper camp, but they can at least get a campfire going. A simple survival check (DC 15) is enough to locate tinder and wood that's dry enough to be used. If the heroes don't have any rations, they'll likely go hungry.

Hunting isn't advised, but if they do, another survival check made at -2 for poor lighting conditions and unfamiliar territory gets them a small animal, shellfish (like crabs), or even a large



fish, should they choose to try and cast a line or a net (if they have them) into one of the many tide pools along the beach. There's no need to initiate combat unless they're trying to kill something substantial, like a wild boar. If they choose to try and bag a boar, use the statistics for wild boar in the bestiary at the end of this book.

Getting fresh water is a larger problem. There are no streams close to the area where the heroes were shipwrecked, so if they can't find it before sundown (in, say, rations found by scavenging the flotsam and jetsam), then they won't have any until sometime the next morning. Use the rules for thirst in the Core Rules to determine how long it takes before the heroes start suffering the effects from lack of water.

If the heroes try to find water, they can choose to go into the jungle or they can try following the beach. The closest sources of water are 1.5 miles North, and 3 miles West (the creek runs Southwest from a spring in the hilly areas of the island).

DID YOU HEAR THAT?

The heroes (and any survivors that stumbled in during the night) start hearing sounds of movement and chatter in the jungle after sundown. For the most part, these noises are monkeys and other nocturnal animals common to any jungle/rainforest. At some point after sundown, however they'll also hear the distant - yet clear - sound of a horn of some sort. Roll 1d6 to determine how many hours have passed when this horn starts blaring. When you're ready, read the following:

Just when you were getting used to the sounds of the jungle, a new sound rises amidst the shrill wails of monkeys and the caws of strange birds - a blaring horn off in the distance. After a few minutes, you notice the sound seems to be getting louder, closer.

The noise continues for another hour or so, and then stops. After a few minutes, three of the surviving NPCs won't be able to control their fear and run off screaming in a random direction. Roll 1d4 to determine which way they go and then read the following:

The blaring of the horn takes on a more menacing note, sounding almost as if some great inhuman beast were out in the darkness, prowling and howling. Suddenly three of crew of your ship begin screaming, a mad look in their eyes as they run off into the darkness.

If the heroes try to stop them, give each person who tries a 200xp bonus! (To really amplify the action use the chase rules from the *Pathfinder Game Mastery Guide*.) If the heroes catch the fleeing NPCs, they may attempt a grapple using the grappling rules in the Core Rules.

If the heroes don't catch the fleeing sailors, this is the last they see two of them until the events of the final day; one they won't ever see again. To drive this point home, read the text below after the heroes get back to camp. If they didn't chase the fleeing sailors feel free to read it whenever you like. If they did, when they get back to camp, they notice that at least one more person seems to have run off into the jungle:

Screams pierce the night, shrieks and shrill wails of someone in horrible pain drift through the dense jungle to wash over you like a blanket of white-hot terror. Words can be heard amidst the cacophonic wailing, "Help, Help! Someone save me! No...please! NO! NOOOOOOOOO!"

And then, just like that, the jungle goes silent. Not even the monkeys dare raise their voices. Only the blaring of the horn, more dim now, remains.

What happens next is up to the heroes. If they choose to investigate, have them make a perception check (DC 20). On a success, they won't find much more than chunks of flesh and a lot of blood on the ground and even on some of the low-hanging leaves. A roll that beats DC 25 reveals a necklace with dried tongues, eyeballs and in the center, what appears to be a frog's head.

The horn gradually stops sounding and the rest of the night passes without event.

This scene takes place the next morning. When everyone is ready, read the following:

You wake up with the distant sounds of a haunting woman's voice in your mind, like the memory of a sad song you can't get out of your head. Getting up, you find the remaining crew members in a heated debate about the events of last night.

"We must leave this place my brothers! I can sense great evil working on this island, very bad mojo." A large man with the dark, ritually scarred skin of the Bantanu race is speaking. You remember him as one of the deckhands.

"No, Bantan, son of Ninok!" another man, shorter than the others with lightly tanned, almost yellow skin and a tattooed head, protests. "I'll not leave Yohkan and Min to die. It is not honorable."

The Bantanu looks your way, almost sneering. "What say you, land walkers? Will you risk your soul on this cursed isle, or will you be smart and find a way to leave this place?"

Before the heroes have a chance to respond, a young woman who looks to be of Atlantean descent comes crashing out of the jungle and runs towards them. Read the following:

Suddenly a young woman bursts out of the jungle and begins running straight for you. Her raven hair is caked with blood and dirt, her dress and sandals tattered. She has scratches and cuts on her body and looks as if she's been beaten within an inch of her life. She falls to the ground at your feet, pleading "Help me, please!"

Just then, a group of men rush out of the jungle, howling and screaming as they hurl spears in your direction.

There are 10 Gangak cannibals chasing the woman. Use the cannibal statistics at the back of this book. At least one of the natives tries to kill the woman. It's important that she stay alive, because she can provide a way off the island.

After combat is over (assuming the group survives of course), the woman introduces herself as Alyeeah. She claims to have been on the island for about a full moon cycle (a month), after a fearsome storm rose up out of nowhere and drove her ship onto a reef. The damage wasn't bad and she and the survivors had been working on making repairs to the hull and building a new main mast, when the crew started disappearing.

"Always on nights when the horn sounds," she whispers, "Every night, no matter how many times we moved camp, no matter how much we tried to protect ourselves, they'd come and take one of us off." She looks up at you. "It's those damnable horns, you see. The gods of this place speak to you in the horns, they say evil things, and a madness comes over you. I've watched my men, brave, brave men who run from nothing, claw at their faces and run like children into the dark, where they are waiting..."

She shudders and breaks into tears before continuing.

"If you help me rescue my kinsmen, I will gladly take you all away from this evil place."

If the heroes accept her offer, move on to the next section. If they don't, more people end up going missing, perhaps even one of the heroes. It's a hard task to get people on track when they set their minds to something. You should remind them that it will probably take much longer to build a raft or repair their own ship, and there is always safety in numbers, and that they should consider themselves

hunted from now on. Some heroes may want to tell Alyeeah that she should consider the very real possibility that her companions are already dead.

To this she will respond:

"Then give me vengeance! Bring me the head of their leader!"

MOVING CAMP

The first thing Alyeeah suggests is moving camp to the other side of the island. There, everyone can work on reinforcing the perimeter. The skills of the heroes will be most welcome. She explains that her men are not skilled warriors and adventurers, and protection would be welcome while the ship is repaired. Alyeeah can also offer food, fresh water and healing to those who need it.

The journey is 15 miles and takes the heroes over all kinds of terrain. At mid-day it starts to rain, lightly at first, but soon it becomes a torrent, slowing movement to a crawl. It quickly becomes apparent that the group won't make it to Alyeeah's camp before sundown.

Given the events of the previous night, some party members might want a secure location to make camp for the night. If they spend the time scouting the immediate area, they find the ruins of what looks to have been a stone building of some sort at the base of a cliff. With a bit of work, this could be turned into a secure camp for the night. There is one catch, however.

The ruins are currently the home of a giant boa constrictor! It's currently out hunting, but absolutely fights for its home when it returns. See the bestiary at the back of this book for stats on a giant constrictor.



NOT ALONE

The movements of the heroes haven't gone unnoticed. A Chooka hunting party (6 cannibal warriors) picked up their trail shortly after they crossed a stream and have been following them ever since. It's quite possible that the hunting party (keep in mind that they're cannibals) attacks the group some time during the night. If there are injured party members, this might be pretty harsh, though. Use your best judgment.

Suffice to say, the hunting party continues to shadow the group all the way to Alyeeah's camp, sending one hunter back to the village to inform Hagga-pok - the leader of the Chooka - of the heroes' presence.

ALYEEAH'S CAMP

Sometime the following morning, the party should arrive at Alyeeah's camp. The place looks fairly secure - there's even a makeshift bamboo wall surrounding the main part of the camp. The heroes can see the ship beached a couple of hundred yards away. There's a hole in the side of her hull which is being worked on by a handful of people, presumably the ship's crew. In all, ten people are at this camp, not including the heroes and their surviving crewmen.

Once the heroes have settled and had a chance to rest, Alyeeah and one of her advisers approach the heroes and sit in front of them. Alyeeah takes a stick and draws a crude map of the island in the sand, marking out the territory of the Gangak.

"I have sent a few of my crew to scout the area where we think our brothers and sisters have been taken. The tribe holding them is in this area."

She draws an X on the map in the sand showing the location on the southeastern side of the island.

"You will find your crew, and mine, here. Hurry! These savages eat their captives or serve them up as sacrifices to their Frog God."

BATTLE AT THE GORGE

The party has been followed by Gangak scouts ever since they entered the territory of the Gangak. Any perception checks made by heroes to see if they're being followed reveal only the impression that they aren't alone, that it seems as if the island itself is watching them.

Play heavily on this to evoke an ominous feel to this scene. Keep your heroes on the edge of their seats, perhaps providing some audible elements, or simply just saying they keep hearing sounds in the distance, maybe horns, or drums further away.

The scouts never reveal themselves, choosing to fall back deeper into the jungle if a hero comes too close to their hiding spot.

If you feel things are going too slowly, you can also choose to provide random encounters, like a wild boar or a tiger.

When you're ready, read the following:

Finally, after a long day's journey, you come to a wide gorge overlooking an impossibly deep crevasse, the bottom of which is hidden in swirling white mists.

Before the heroes can decide whether or not they want to cross the gorge, the blaring of horns and the beat of drums that have been accompanying them all day suddenly stops, and they see movement on the other side; a large band of warriors moves out of the jungle and begins racing across the long rope-bridge which spans

the gorge. At nearly the same time, another group of Gangak seems to appear out of nowhere and comes rushing from behind the heroes.

IF THE CHARACTERS FIGHT

There are 40 Gangak in all. Two (war chiefs) are cannibal warriors and the rest are third level fighters. This comes out to about 5 warriors per hero and their allies. If you think this is too much (or too little), feel free to adjust the ratio to fit your group's capabilities. The Gangak aren't looking to kill the heroes, they just want to incapacitate them. Groth likes his food alive when he eats it.

The Gangak use sleeping poison fired from blowguns, spears and knives to knock the heroes out. They also use nets to trap the heroes whenever possible. If the Gangak lose more than half their number, they retreat back across the bridge or deeper into the jungle.

If the heroes somehow make it through the fight, roll 1d10. This is the number of minutes that pass before another 1d12 warriors come after the party. This time, however, they'll be accompanied by a Gangak witch doctor (see the bestiary at the end of this book).

IF THE HEROES FLEE

If the heroes decide they're outmatched, start an extended chase. Regardless of which way the heroes go, this chase should end at the edge of a cliff overlooking the ocean. At this point, the heroes have a choice; they can either jump into the raging sea below them, or they can fight.

Holding their ground: If the heroes choose to make a stand, run the fight as if they had chosen to fight at the gorge, but the heroes can only move in one direction unless they jump.

Into the deep!: If they choose to jump, use the rules for falling in the Core Rules. The drop is 60 feet for purposes of calculating damage dice and making Reflex saves. If a hero has been poisoned, it's very likely the poison takes effect while he's still in the water. It takes 1d10 rounds and a DC 15 swim check to make it to shore (counting for undercurrents and strong, crashing waves), so keep this in mind if heroes lose consciousness while in the water and use rules for Drowning if necessary. It also bears mentioning that these waters are infested with ravager sharks, which are likely be attracted to anyone bleeding in the water.

REALMQUAKE

After the heroes have dealt with the battle at the gorge, either by fighting or jumping into the sea and swimming ashore, they can make their way across the final stretch to the enemy village. If they fought, the enemy have retreated and the path is clear. If they jumped, they can sneak around the coast from cove to cove.

Either way, they find themselves at the entrance to the heart of Gangak territory. Modak and his personal guard meet them first, at the heart of the village. Read the following:

The village is a desperate tract of mud and stone in the jungle, with flimsy wooden huts and cages where the captives are kept. It is built amid ruins of some ancient civilization. At the far end a roofed shrine houses a sacrificial altar, slick with fresh blood. Standing between you and the shrine is the leader of the Gangak people, Modak. He too is slick with blood, freshly anointed in the name of his frog god with the life essence of one of your crewmen. Modak's private guard closes ranks around him, and with a great cry they charge....

This is a fight with Modak and 4 cannibals per hero, plus villagers with bows behind them - another 4 per hero (use the Hunter stats below). When Modak dies though, the heroes are in for a shock. His dying scream is a profane prayer, channeling the demon Groth. As Modak hits the floor, the altar and the shrine explode revealing Groth rising up from beneath. Another set of cannibals come forward to fight alongside their “god” (4 cannibals per hero).

To make matters more interesting, Hagga-pok and his Chooka people (an equal number to the new Gangak cannibal rush) pick that moment to join the fray, sensing a chance to even old scores and take control of the island for themselves, once and for all.

Hagga-pok isn't on the heroes' side, but the enemy of my enemy.... It's up to the heroes to negotiate while fighting, to open the cages and get their people out (and armed), to fight the most serious enemy and try to escape the village.

That last bit won't happen though. A hole is torn in reality if the heroes happen to kill Groth. Alternatively, if they're about to escape the village bloodbath a lucky strike from Hagga-pok brings down the demon at that moment. Read the following:

As Groth's heart stops beating, the ground is torn apart, swallowing large parts of the battleground. Scrabbling to stay upright you're drawn down below the earth, the terrified screams of cannibal warriors all around you. You glimpse a red glow far below and the frog demon's body plummeting down, back to where it was spawned. Then a bright light shines from one side, a swirling portal. You miss that, but see another as you fall. It's too far, but there's another just below, nearer than the others. With the most

earnest effort of your life you could leap towards it, into the unknown.

It's time for every hero to pray to his gods, if he has any, and jump through the portal... or he's joining the screaming cannibals in the long descent to Hell.

Assuming everyone makes it, they black out for an indeterminate amount of time. They're revived by the sound of a hauntingly sad song, from an achingly beautiful voice. As they wake, the song is lost on the wind and they find themselves on the Island of Paxectel at the start of the Dungeonlands trilogy. It's time to open up *Tomb of the Lich Queen*....

BESTIARY

ANIMALS

Ape-Thing

CR 14

Advanced Ape, Dire

These ape-like beasts inhabit the highlands and forests of the island. Their appearance is like that of a long-armed ape, yet their features are more ferocious and terrifying than any beast born of a sane world. They have an unnatural bellowing cry. These beasts have been known to steal food, kidnap humans of the opposite gender and slay those who try to stop them.

XP 38400

CE Large animal

Init +4; **Senses** low-light vision, scent; Perception +11

DEFENSE

AC 19, touch 13, flat-footed 15 (+4 Dex, -1 size, +6 natural)

hp 147 (4d8+70)

Fort +14 (+4 vs. hot or cold environments and to resist damage from suffocation), **Ref** +13, **Will** +9

OFFENSE

Speed 30 ft., climb 30 ft.

Melee bite +16 (1d8+7/×2);

2 claws +16 (1d4+7/×2)

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

Special Attacks paralyzing gaze (DC 17); rend (2 claws, 1d4+10)

STATISTICS

Str 24, **Dex** 19, **Con** 20, **Int** 3, **Wis** 16, **Cha** 11

Base Atk +10; **CMB** +18; **CMD** 32

Feats Endurance, Hammer the Gap, Improved Iron Will, Improved Natural Attack (bite), Iron Will, Skill Focus (perception), Throw Anything

Skills Acrobatics +9, Climb +22, Intimidate +2, Perception +11, Stealth +7

SPECIAL ABILITIES

Hammer The Gap With a full-attack action, each hit against the same opponent deals extra damage (+1 per successful prior attack)

Island Tiger

CR 8

Advanced Dire Smilodon

XP 3,200

N Large animal

Init +3; **Senses** low-light vision; Perception +13

DEFENSE

AC 24, touch 12, flat-footed 17 (+3 Dex, +8 natural, -1 size +4 advanced)

hp 112 (9d8+72)

Fort +14, **Ref** +9, **Will** +6

OFFENSE

Speed 50 ft.

Melee bite +17 (2d6+12/19–20 plus grab plus bleed);

2 claws +17 (1d6+12 plus grab)

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

Special Attacks bleed (1d3+2), pounce, rake (2 claws +17, 1d6+12)

STATISTICS

Str 31, **Dex** 17, **Con** 27, **Int** 2, **Wis** 16, **Cha** 10

Base Atk +6; **CMB** +21 (+25 grapple); **CMD** 30 (34 vs. trip)

Feats Improved Critical (bite), Power Attack, Run, Skill Focus (perception), Skill Focus (stealth)

Skills Acrobatics +14, Perception +15, Stealth +13 (+17 in heavy undergrowth or tall grass), Swim +16;

Ravager Shark

CR 9

XP 6,400

N Gargantuan animal (aquatic)

Init +6; **Senses** blindsense 30 ft., keen scent; Perception +25

DEFENSE

AC 23, touch 8, flat-footed 21 (+2 Dex, +15 natural, -4 size)

hp 112 (15d8+45)

Fort +14, **Ref** +13, **Will** +8



OFFENSE**Speed** swim 60 ft.**Melee** bite +17 (4d10+15/19–20 plus grab)**Space** 20 ft.; **Reach** 20 ft.**Special Attacks** swallow whole (2d6+15 damage, AC 17, 11 hp)**STATISTICS****Str** 30, **Dex** 15, **Con** 17, **Int** 11, **Wis** 12, **Cha** 10**Base Atk** +11; **CMB** +25 (+29 grapple); **CMD** 37**Feats** Bleeding Critical, Critical Focus, Great Fortitude, Improved Critical (bite), Improved Initiative, Iron Will, Lightning Reflexes, Skill Focus (perception)**Skills** Acrobatics +11, Perception +25, Swim +30**Snake, Giant Constrictor****CR 10****XP** 9,600

N Gargantuan animal

Init +6; **Senses** low-light vision, scent; Perception +22**DEFENSE****AC** 25, touch 9, flat-footed 22 (+2 Dex, +1 dodge, +16 natural, –4 size)**hp** 126 (12d8+72)**Fort** +14, **Ref** +10, **Will** +5**OFFENSE****Speed** 20 ft., climb 20 ft., swim 20 ft.**Melee** bite +19 (4d6+19/19–20 plus grab)**Space** 20 ft.; **Reach** 20 ft.**Special Attacks** constrict (4d6+19)**STATISTICS****Str** 36, **Dex** 14, **Con** 23, **Int** 1, **Wis** 13, **Cha** 2**Base Atk** +9; **CMB** +26 (+30 grapple); **CMD** 39 (can't be tripped)**Feats** Dodge, Improved Critical (bite), Improved Initiative, Power Attack, Skill Focus (perception), Weapon Focus (bite)**Skills** Climb +21, Perception +22, Swim +21; Racial Modifiers +8 Climb, +8 Swim**Cannibal Warrior****CR 6****XP** 2400

Human Barbarian 7

CE Medium humanoid (human)

Init +3; **Senses** Perception +9**DEFENSE****AC** 19, touch 13, flat-footed 16 (+4 armor, +2 shield, +3 Dex)**hp** 83 (7d12+28)**Fort** +8 (+4 vs. hot or cold environments and to resist damage from suffocation), **Ref** +5 (+2 bonus vs. traps), **Will** +3**Defensive Abilities** uncanny dodge, trap sense; DR 1/—**OFFENSE****Speed** 30 ft.**Melee** heavy shield bash +10/+5 (1d4+3/×2);

battleaxe +10/+5 (1d8+3/×3)

Special Attacks rage, rage powers (hurling, lesser, powerful blow +2 [1/rage], reckless abandon [+/-2], renewed vigor 1d8+3 hp [1/day])**STATISTICS****Str** 17, **Dex** 16, **Con** 17, **Int** 11, **Wis** 13, **Cha** 9**Base Atk** +7; **CMB** +10; **CMD** 23**Feats** Diehard, Endurance, Extra Rage, Extra Rage Power, Heroic Recovery**Skills** Climb +8, Handle Animal +3, Intimidate +6, Perception +9, Ride +8, Survival +11, Swim +5 (+9 to resist nonlethal damage from exhaustion)**Languages** Common**SQ** fast movement**Other Gear** hide armor, heavy wooden shield, battleaxe**SPECIAL ABILITIES****Heroic Recovery** (1/day) Can attempt an extra Fort save against a harmful condition or affliction.**Hurling, Lesser (Ex)** Throw large objects while raging.**Reckless Abandon** (+/-2) (Ex) Trade AC penalty for to hit bonus while raging.**Renewed Vigor 1d8+3 Hp (1/day) (Ex)** As a standard action while raging, the cannibal can heal himself the listed amount.

Cannibal Hunter

CR 6

Human Ranger 7

XP 2400

CE Medium humanoid (human)

Init +2; Senses Perception +13

DEFENSE

AC 15, touch 15, flat-footed 13 (+2 Dex, +3 deflection)

hp 66 (7d10+7)

Fort +5 (+4 vs. hot or cold environments and to resist damage from suffocation), **Ref** +7, **Will** +3

OFFENSE

Speed 30 ft.

Melee dagger +9/+4 (1d4+2/19-20×2)

Ranged longbow +9/+4 (1d8×3)

Special Attacks favored enemies (humans +4, magical beasts +2)

Ranger Spells Prepared (CL 4th; concentration +5):

1st (2/day)—abundant ammunition, residual tracking

STATISTICS

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

Base Atk +7; **CMB** +9; **CMD** 24

Feats Alertness, Big Game Hunter, Clustered Shots, Deadly Aim, Death from Above, Endurance, Point-Blank Shot, Precise Shot

Skills Bluff +2 (+6 vs. humans, +4 vs. magical beasts), Climb +12, Diplomacy +1, Handle Animal +7, Heal +9, Intimidate +6, Perception +13 (+17 vs. humans, +15 vs. magical beasts, +15 while in jungle terrain), Ride +12, Sense Motive +5 (+9 vs. humans, +7 vs. magical beasts), Stealth +12 (+14 while in jungle terrain), Survival +11 (+15 vs. humans, +13 vs. magical beasts, +13 while in jungle terrain, +14 to track), Swim +12 (+16 to resist nonlethal damage from exhaustion)

SQ combat styles (archery), favored terrain (jungle +2), hunter's bonds (companions), track, wild empathy, woodland stride

Other Gear hide armor, dagger, longbow, ring of protection +3

SPECIAL ABILITIES

Big Game Hunter +1 to hit, +2 to damage Large or larger creatures.

Clustered Shots Total damage from full-round ranged attacks before applying DR

Deadly Aim -2/+4 Trade a penalty to ranged attacks for a bonus to ranged damage.

Death From Above Gain +5 bonus on attack rolls when charging from higher ground or flying

Hunting Companions (1 round) (Ex) Grants half favored enemy bonus to allies in 30' as move action.

Cannibal Witch Doctor

CR 9

Human Cleric 10

XP 6400

CE Medium humanoid (human)

Init +6; Senses Perception +3

DEFENSE

AC 13, touch 13, flat-footed 10 (+2 Dex, +1 dodge)

hp 85 (10d8+20)

Fort +8, **Ref** +5, **Will** +10

OFFENSE

Speed 30 ft.

Melee spear +7/+2 (1d8×3)

Ranged longbow +5/+0 (1d8×3)

Special Attacks channel energy 5d6, gentle rest, scythe of evil, touch of evil

Spell-Like Abilities

6/day—gentle rest, touch of evil

Cleric Spells Prepared (CL 10th; concentration +13):

5th (2/day)—slay living (DC 18), greater command (DC 18), major curse (DC 18)

4th (3/day)—rest eternal, divination, terrible remorse (DC 17), tongues

3rd (4/day)—speak with dead (DC 16), bestow curse (DC 16), dispel magic, dispel magic, agonizing rebuke (DC 16)

2nd (5/day)—death knell (DC 15), align weapon, augury, grace, instant armor, lesser animate dead

1st (5/day)—divine favor, murderous command (DC 14), bane (DC 14), inflict light wounds (DC 14), protection from good, detect good

0 (at will)—stabilize, detect magic, bleed (DC 13), detect poison

STATISTICS

Str 10, **Dex** 14, **Con** 12, **Int** 14, **Wis** 16, **Cha** 8

Base Atk +7; **CMB** +7; **CMD** 20

Feats Combat Casting, Divine Interference, Dodge, Extra Channel, Extra Channel, Improved Initiative

Skills Diplomacy +9, Knowledge (arcana) +8, Knowledge (religion) +15, Ride +7, Sense Motive +11, Spellcraft +15, Stealth +4, Survival +10, Swim +1

Languages Common

SQ aura, domains (ancestors, evil), speak with dead, spontaneous casting

Other Gear flight arrows (60), longbow, spear
SPECIAL ABILITIES

Divine Interference Sacrifice a spell to force an enemy to reroll a successful attack against an ally.

Gentle Rest (6/day) (Sp) Melee touch attack staggers target for 1 rd.

Scythe Of Evil (5 rds) (1/day) (Su) A melee weapon the witch doctor is holding becomes unholy.

Touch Of Evil (5 rds) (6/day) (Sp) With a melee touch attack, target is sickened and counted as good-aligned for the purpose of [Evil] spells.

GROTH, THE "FROG GOD"

Advanced Greruor Demon

CR 17

(+6HD Advanced x3)

A truly grotesque creature, Groth is a greenish/black frog with warts the size of your head all over its fat bloated body. The frog is easily twelve feet tall and as wide as one of the huts the cannibals dwell in. Dull red eyes glare down as the demon flicks its slimy, putrid green tongue in the heroes' direction.

XP 102400

CE Huge outsider (chaotic, demon, evil, extraplanar)

Init +12; **Senses** darkvision 60 ft., see invisibility; Perception +33

DEFENSE

AC 45, touch 19, flat-footed 37 (+8 Dex, +26 natural, -2 size, +3 profane)

hp 357 (16d10+269)

Fort +21, **Ref** +15, **Will** +11

DR 10/good, silver, turquoise, jade; **Immune** electricity, poison; **Resist** acid 10, cold 10, fire 10; **SR** 21;

OFFENSE

Speed 40 ft.

Melee bite +30 (2d8+17)

or tongue +30 (grab)

or slam +30/+25 (2d8+20/x3)

Space 15 ft. **Reach** 15 ft.

Special Attacks acid and fire spittle

Spell-Like Abilities (CL 10th)

Constant- see invisibility

At Will confusion (DC 24), deeper darkness, hold person (DC 22), detect good, shatter (DC 21) **2/day** blasphemy (DC 27) **1/day**-summon (level 9, 1 greruor 35%)

STATISTICS

Str 45, **Dex** 27, **Con** 38, **Int** 26, **Wis** 26, **Cha** 28

Base Atk 15; **CMB** +29; **CMD** 51

Feats Alertness, Cleave, Improved Initiative, Improved Sunder, Power Attack

Skills Acrobatics +9, Climb +26, Escape Artist +30, Intimidate +22, Knowledge (planes) +21, Perception +33, Sense Motive +25, Stealth +18, Survival +21; **Racial Modifiers** +8 Escape Artist, +8 Perception, +20 Acrobatics to jump

Languages Abyssal, Common; telepathy 100 ft.

SPECIAL ABILITIES

Acid And Fire Spittle (Ex) Once every 1d4 rounds, Groth can spit a 30-ft. long line of acid that deals 4d4 points of acid damage. On Groth's next turn, the acid ignites and the opponent bursts into flames taking 1d6 points of fire damage per round until extinguished. A successful DC 27 Reflex save halves the acid damage and prevents the creature from catching fire. The save DC 6 Constitution-based.

NPCs

Crew Members

CR 4

Human Fighter 5

XP 1200

CE Medium humanoid (human)

Init +1; **Senses** Perception +5

DEFENSE

AC 12, touch 12, flat-footed 10 (+1 Dex, +1 dodge)

hp 48 (5d10+5)

Fort +5, **Ref** +2, **Will** +4 (+1 vs. fear)

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee dagger +7 (1d4+2/19-20/x2);

dagger +7 (1d4+2/19-20/x2);

longsword +7 (1d8+2/19-20/x2)


Special Attacks weapon training abilities (swords +1)

STATISTICS

Str 14, **Dex** 13, **Con** 12, **Int** 11, **Wis** 12, **Cha** 10

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

Feats Acrobatic, Alertness, Death from Above, Dodge, Iron Will, Sure Grasp, Throw Anything



Skills Acrobatics +3, Climb +8, Fly +3, Perception +5, Profession (sailor) +6, Sense Motive +3, Survival +8, Swim +9

Languages Common

Other Gear leather armor, dagger(2), longsword
SPECIAL ABILITIES

Death from Above Gain +5 bonus on attack rolls when charging from higher ground or flying

Sure Grasp When climbing, roll twice and take the highest result

Alyeeah

CR 6

Female Human Bard 7

XP 2400

LN Medium humanoid (human)

Init +3; **Senses** Perception +14

DEFENSE

AC 14, touch 14, flat-footed 10 (+3 Dex, +1 dodge)
hp 62 (7d8+14)

Fort +3, **Ref** +8, **Will** +7; +11 vs. bardic performance, sonic, and language-dependent effects

OFFENSE

Speed 30 ft.

Melee masterwork silver dagger +6
(1d4-1/19-20/x2)

Special Attacks bardic performance 6 rds/day (countersong, distraction, fascinate, inspire competence, inspire courage, suggestion)

Bard Spells Known (CL 7th; concentration +10):

3rd (2/day)—glibness, purging finale (DC 16)

2nd (4/day)—enthrall (DC 15), calm emotions (DC 15), blistering invective, reckless infatuation (DC 15)

1st (5/day)—chord of shards (DC 14), alarm, charm person (DC 14), beguiling gift (DC 14), innocence

0 (at will)—lullaby (DC 13), daze (DC 13), detect magic, read magic, sift, unwitting ally (DC 13)

STATISTICS

Str 11, **Dex** 16, **Con** 12, **Int** 12, **Wis** 14, **Cha** 17

Base Atk +5; **CMB** +5; **CMD** 21

Feats Alertness, Deceitful, Defensive Combat Training, Dodge, Extra Performance

Skills Bluff +14, Climb +4, Disguise +11, Escape Artist +10, Heal +4, Intimidate +13, Perception +14, Perform (dance) +12, Perform (oratory) +13, Sense Motive +13, Sleight of Hand +10, Stealth +11, Swim +2, Use Magic Device +8

Languages Common

SQ bardic knowledge, lore master, versatile performance abilities (dance, oratory), well versed

Other Gear leather armor, mwk silver dagger

Hagga-Pok**CR 15**

Male Human Barbarian 16

CE Medium humanoid (human)

Init +4; **Senses** Perception +19**DEFENSE****AC** 14, touch 10, flat-footed 14 (+4 armor)**hp** 201 (16d12+48)**Fort** +12, **Ref** +5 (+5 bonus vs. traps), **Will** +7**Defensive Abilities** uncanny dodge, indomitable will, trap sense; DR 4/—**OFFENSE****Speed** 30 ft.**Melee** dagger +17/+12/+7/+2 (1d4+1/19-20/×2);

spear +18/+13/+8/+3 (1d8+1/×3)

Special Attacks rage**STATISTICS****Str** 12, **Dex** 10, **Con** 14, **Int** 10, **Wis** 10, **Cha** 10**Base Atk** +16; **CMB** +17; **CMD** 27**Feats** Combat Reflexes, Extra Rage, Improved Initiative, Intimidating Prowess, Iron Will, Raging Deathblow, Skill Focus (survival), Step Up, Weapon Focus (spear)**Traits** indelible ire, savage**Skills** Acrobatics +8, Climb +12, Heal +2, Intimidate +20, Perception +19, Survival +25 (+26 to get along in the wild), Swim +12**Languages** Common**SQ** fast movement, rage powers (come and get me, energy resistance: acid, energy resistance: cold, energy resistance: electricity, energy resistance: fire, energy resistance: sonic, fearless rage, mighty swing [1/rage])**Other Gear** hide armor, dagger, spear, 150 GP**SPECIAL ABILITIES****Come And Get Me (Ex)** Enemies get +4 to hit and damage him, but attacks provoke AoO from Hagga-pok.**Mighty Swing (1/rage) (Ex)** Automatically confirm a critical while raging.**Raging Deathblow** Rend a dying foe and gain one round of rage.**Savage** +1 to Survival checks to get along in the wild.**Step Up** When a foe makes a 5 ft step away from Hagga-pok, he can move 5 ft to follow them.**Modak****CR 13**

Human Cleric 14

XP 25600

CE Medium humanoid (human)

Init +3; **Senses** Perception +12**DEFENSE****AC** 28, touch 18, flat-footed 24 (+5 armor, +2 shield, +3 Dex, +3 natural, +4 deflection, +1 dodge)**hp** 167 (14d8+70)**Fort** +16, **Ref** +10, **Will** +16**OFFENSE****Speed** 30 ft.**Melee** heavy shield bash +7/+2 (1d4+1/×2);

adamantine dagger +12/+7 (1d4+1/19-20/×2)

Special Attacks battle rage, chaos blade, channel energy 7d6**Spell-Like Abilities****7/day**—battle rage**Cleric Spells Prepared** (CL 14th; concentration +18):**7th** (2/day)—summon monster vii, word of chaos, word of chaos**6th** (3/day)—banishment (DC 20), greater dispel magic, mass bull's strength, blade barrier (DC 20)**5th** (3/day)—wall of thorns, symbol of pain (DC 19), major curse (DC 19), summon lesser demon**4th** (5/day)—poison (DC 18), summon monster iv, dismissal (DC 18), divine power, inflict critical wounds (DC 18), inflict critical wounds (DC 18)**3rd** (5/day)—summon monster iii, invisibility purge, dispel magic, dispel magic, dispel magic, rage**2nd** (5/day)—summon monster ii, eagle's splendor, owl's wisdom, bull's strength, align weapon, bear's endurance**1st** (5/day)—inflict light wounds (DC 15), protection from good, cause fear (DC 15), doom (DC 15), sanctuary (DC 15), obscuring mist**0** (at will)—detect magic, bleed (DC 14), light, read magic**STATISTICS****Str** 13, **Dex** 16, **Con** 18, **Int** 14, **Wis** 19, **Cha** 15**Base Atk** +10; **CMB** +11; **CMD** 29**Feats** Alertness, Alignment Channel, Combat Casting, Destructive Dispel, Dodge, Improved Channel, Improved Counterspell, Selective Channeling**Skills** Diplomacy +16, Heal +8, Intimidate +16, Knowledge (arcana) +15, Knowledge (nature) +7, Knowledge (religion) +15, Perception +12, Sense Motive +13, Spellcraft +14

Languages Common

SQ aura, domains (blood, demon [chaos]), fury of the abyss, spontaneous casting, wounding blade

Combat Gear oil of magic vestment +2, potion of protection from good

Other Gear modak's armor, darkwood shield, adamantine dagger, amulet of natural armor +3, bag of holding I (3 @ 1 lbs), bandages of rapid recovery, cloak of resistance +3, ring of protection +4

SPECIAL ABILITIES

Battle Rage (7/day) (Sp) Grant +7 to a melee damage rolls.

Chaos Blade (7 rds) (2/day) (Su) A melee weapon Modak is holding becomes anarchic.

Destructive Dispel Upon successful dispel, opponent must save or is stunned.

Fury Of The Abyss (+7) (7/day) (Su) For 1 rd -2 AC and gain bonus to melee att/dam/CMB.

Wounding Blade (7 rounds) (2/day) (Su) Grant a weapon the wounding special quality.

PRE-GENERATED HEROES

KOHANE, SON OF RAVEN

Race/Culture: Skinwalker

Background: Skinwalking, magic-wielding trickster.

Kohane is a lithe and sly looking figure, dark of hair and skin. His physical movements are swift, eerily silent, and often have a bird-like character to them. He dresses simply in dark clothes, eschewing the brightly colored geometric patterns of his tribe. His only adornment is his raven feathered cloak.

Kohane is a calm, calculating trickster. He claims descent from the great Raven spirit, and sees his skinwalking abilities and shamanistic prowess as proof of his claim. He is originally from the Eagle Coast, but was cast out of his tribe as a young adult for fear of his newly discovered skinwalking abilities. He would have died in the wilds if he had not been found by the ancient hermit Anuket, an

arctic tribesman shaman who took him on as an apprentice. Anuket taught Kohane to master his shapeshifting abilities and tried to train him as a shaman, though he was only partially successful on the latter account. Though Kohane has mastered a few shamanistic powers, he has little interest in spiritual philosophy and does not consider himself to be a true shaman, but more of a trickster and maker of mischief.

Though he is a conniving trickster at heart, Kohane is not without loyalty. He has few friends, but he treasures the ones he has. He has already traveled extensively with his companions Tyrinya, Nakomis, and Netotwe. Kohane would sacrifice more for his companions than he will ever admit. Kohane secretly holds great affection for Nakomis, seeing her as a fellow outcast and delighting in her sly intellect and devious tactics. These are feelings he is still sorting through. Ever the trickster, he will admit to nothing openly. At least not for now.

Kohane, Son of Raven

Male Human Bard 5/Druid 10

CN Medium humanoid (human)

Init +2; **Senses** Perception +19

DEFENSE

AC 12, touch 12, flat-footed 10 (+2 Dex)

hp 87 (15d8+5)

Fort +8, **Ref** +9, **Will** +14 (+2 against attempts to scry on you or read your mind); +4 vs. spell-like and supernatural abilities of Fey and against effects that target plants, +4 vs. bardic performance, sonic, and language-dependent effects, +2 morale bonus vs. mind-affecting effects

Immune poison

OFFENSE

Speed 30 ft.

Melee light shield bash +6/+1 (1d3/×2); club +10/+5 (1d6/×2)

Special Attacks bardic performance 15 rds/day (countersong, distraction, fascinate, inspire competence, inspire courage)

Bard Spells Known (CL 5th; concentration +7):

2nd (3/day)—calm emotions (DC 14), allegro, commune with birds

1st (5/day)—cause fear (DC 13), charm person (DC 13), adoration, chord of shards (DC 13)

0 (at will)—mage hand, detect magic, message, read magic, prestidigitation (DC 12), ghost sound (DC 12)

Druid Spells Prepared (CL 10th; concentration +13):

5th (2/day)—transmute rock to mud (DC 18), call lightning storm (DC 18)

4th (3/day)—dispel magic, dispel magic, freedom of movement

3rd (4/day)—neutralize poison, cure moderate wounds, mad monkeys, rain of frogs

2nd (5/day)—lesser restoration, barkskin, bear's endurance, reveal true shape (DC 15), warp wood (DC 15)

1st (5/day)—entangle (DC 14), faerie fire, speak with animals, commune with birds, whispering lore

0 (at will)—resistance, detect poison, guidance, purify food and drink (DC 13)

STATISTICS

Str 11, **Dex** 14, **Con** 11, **Int** 16, **Wis** 17, **Cha** 15

Base Atk +10; **CMB** +12; **CMD** 22 (22 vs. grapple)

Feats Acrobatic, Agile Maneuvers, Careful Speaker, Combat Casting, Deft Hands, Eschew Materials, Extra Performance, Free Spirit, Harmonic Spell

Traits charming, magical talent

Skills Acrobatics +21, Appraise +8, Bluff +17 (+19 to fool someone or pass secret messages, +18 vs. characters who could be attracted to you), Climb +9, Disable Device +8, Disguise +14, Fly +4, Heal +8, Intimidate +9, Knowledge (nature) +15, Linguistics +9, Perception +19, Perform (oratory) +20, Sleight of Hand +14, Spellcraft +17, Stealth +18, Survival +17, Swim +8, Use Magic Device +8

Languages Common, Druidic, and six other regional languages – pick ones that fit your campaign.

SQ bardic knowledge, lore master, nature bond abilities (animal companion, hawk), resist nature's lure, spontaneous casting, trackless step, versatile performance abilities (oratory), well versed, wild empathy, wild shape, wild shape (animal), wild shape (elemental), wild shape (plant), woodland stride

Combat Gear oil of magic vestment +2, potion of cure moderate wounds (2)

Other Gear leaf armor, caster's shield, club, holy symbol - silver (a raven sitting in an oak tree), 150 GP

SPECIAL ABILITIES

Careful Speaker +2 bonus on some Bluff checks and some Will saves.

Charming +1 Bluff/Diplomacy/save DC for a language-dependent spell vs. targets who could be sexually attracted to you.

Free Spirit +2 bonus on saves vs. mind-affecting and on escape attempts.

Harmonic Spell Casting spells extends duration of bardic performance.

Lore Master (1/day) (Ex) Take 10 on knowledge checks, and 1/day take 20 as a standard action.

Magical Talent (Conceal Thoughts) (1/day) (Sp) Choose one 0-level spell - it becomes a 1/day spell-like ability for you.

Resist Nature's Lure (Ex) +4 save vs. effects from Fey and effects using plants.

NAKOMIS, PRINCESS OF THIEVES

Race/Culture: Human (Half-breed Outcast)

Background: Bastard daughter of a Northeast Woodlands politician and an Atlantean crime lord,

Nakomis is a striking woman with dark brown skin, silky hair black as midnight, both contrasting her crystal blue eyes that shine out from her dark visage like stars in the night sky. Her beauty has a predatory edge to it, particularly in the way she looks at those around her. She is very relaxed and jovially mischievous around the few people she trusts as friends, but becomes very quiet and deliberate in both word and action among the company of acquaintances and strangers. Likewise, her manner of dress varies between extremes. When relaxing, she wears decadent jewelry and fine clothing, though nothing that would hamper her movements, should she suddenly need to fight or run. When traveling or engaging in more clandestine operations, she favors more simplistic, dull and functional clothing.

As the daughter of a forbidden love affair, Nakomis was born a misfit. Her mother, a Woodlands tribe sachem and her father an Atlantean crime lord. Her mother bore her in secrecy, far away from her tribe to avoid a political scandal. Refusing to allow his daughter to be effectively orphaned or disowned by her mother's politics, her father kidnapped and raised her himself. She grew up on the streets of Vidar, City of Thieves. Over the years she blossomed into an expert thief under her father's tutelage, but her highly independent and somewhat more benevolent personality clashed greatly with her controlling and manipulative father. At fifteen, she left the city and struck out on her own, determined to choose her own path in life, though uncertain of just where she was headed.

Not one to trust people easily, Nakomis has come to rely on three of her friends and allies, Tyrinia, Netotwe, and Kohane. Nakomis greatly admires Netotwe for his physique, bravery, and boisterous mannerisms. She would be more open with these feelings save for fear that her affections may not be returned.

Nakomis, Princess Of Thieves

Female Human Rogue 15

CN Medium humanoid (human)

Init +8; **Senses** Perception +19

DEFENSE

AC 16, touch 13, flat-footed 13 (+3 armor, +3 Dex)
hp 92 (15d8+15)

Fort +6, **Ref** +15 (+5 bonus vs. traps), **Will** +6

Defensive Abilities evasion, improved evasion, uncanny dodge, trap sense

OFFENSE

Speed 20 ft.

Melee adamantine dagger +12/+7/+2 (1d4/19-20/×2) and

eight throwing daggers +11/+6/+1 (1d4/19-20/×2)

Special Attacks sneak attack +8d6

STATISTICS

Str 10, **Dex** 18, **Con** 12, **Int** 16, **Wis** 12, **Cha** 13

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

Feats Improved Initiative, Lightning Reflexes, Opening Volley, Point-Blank Shot, Precise Shot, Quick Draw, Throw Anything, Two-weapon Defense, Two-weapon Fighting

Traits anatomist, child of the streets

Skills Acrobatics +19 (+15 jump), Appraise +12, Bluff +14, Climb +15, Diplomacy +19, Disable Device +24, Disguise +12, Escape Artist +11, Heal +5, Intimidate +10, Linguistics +8, Perception +19 (+26 to locate traps), Profession (gambler) +19, Ride +2, Sense Motive +15, Sleight of Hand +20, Stealth +19, Survival +7, Swim +3, Use Magic Device +15

Languages Common, and five other regional languages – pick ones that fit your campaign.

SQ rogue talents (bleeding attack +8, confounding blades, crippling strike, deft palm, improved evasion, obfuscate story, surprise attacks), trapfinding +7

Other Gear Studded leather armor, adamantine dagger, dagger (8), thieves' tools, masterwork, 150 GP

SPECIAL ABILITIES

Anatomist +1 to confirm critical hits.

Bleeding Attack +8 (Ex) Sneak attacks also deal 8 bleed damage/round.

Confounding Blades (Ex) Prevent hit target from making attacks of opportunity.

Crippling Strike (Ex) Sneak attacks do 2 points of Strength damage.

Deft Palm (Ex) Conceal a weapon while being observed.

Improved Uncanny Dodge (Lv >=19) (Ex) Retain DEX bonus to AC when flat-footed. Hero cannot be flanked unless the attacker is Level 19+.

Obfuscate Story (Ex) Diplomacy check causes target to muddle story details and facts.

Opening Volley Successful ranged attack grants +4 on next melee attack roll.

Netotwe

THE WANDERING WARRIOR

Race/Culture: Human (Spirit Plateau Tribesman)

Background: Wandering adventurer.

Netotwe is a formidable figure, with a muscular physique that appears to be wrought from tarnished bronze. He wears his black hair long, only cutting it to honor the death of a close friend or lover. Despite his large frame, Netotwe's movements betray a puma-like agility. In both physical frame and personality, Netotwe is larger than life. His emotions are unbridled by any care of propriety. Embracing the dangerous lifestyle of a wanderer, Netotwe grins at danger, laughs at every time he has cheated death and lives each day knowing it may well be his last, knowing that one day he will face his creator and plans to take no regrets to the grave with him. Loud and boisterous, he is a man who loves a good joke, enjoys carousing, and generally knows how to have a good time.

Netotwe hails from the Spirit Plateau. When he was but a young brave, he showed great talent in raids against enemy tribes. After most of his tribe was wiped out by wendigos, he became a wanderer, traveling the Untamed Lands on foot, horseback and canoe. He was even captured by Sea Wolf slavers at one point, but managed to escape his captors and return home with other escaped slaves on a stolen ship. He seeks to make a name for himself. If he can build a legend that lives forever, the story of his people will never die.

During his travels, Netotwe has fallen in with his current companions, Tyrinya, Kohane, and Nakomis. Over time, Netotwe has become infatuated with Tyrinya's fiery personality. She is



the first woman he has met who is his equal in battle. Not typically one to be shy around women, Netotwe finds himself stumped by the hidden passions and aloof nature of this strange warrior woman.

Netotwe, The Wandering Warrior

Male Human Ranger 15

CG Medium humanoid (human)

Init +3; **Senses** Perception +15

DEFENSE

AC 18, touch 14, flat-footed 14 (+4 armor, +3 Dex, +1 dodge)

hp 130 (15d10+30)

Fort +11 (+2 circumstance bonus vs. cold weather, +4 vs. hot or cold environments and to resist damage from suffocation), **Ref** +12, **Will** +5

Defensive Abilities evasion

OFFENSE

Speed 20 ft.

Melee greatsword +19/+14/+9 (2d6+6/19-20/x2);

heavy mace +19/+14/+9 (1d8+4/x2);

ranged longbow +18/+13/+8 (1d8/x3)

Special Attacks favored enemies (fey +2, magical beasts +6, monstrous humanoids +4, vermin +2)

Ranger Spells Prepared (CL 12th; concentration +12):

STATISTICS

Str 18, **Dex** 17, **Con** 14, **Int** 12, **Wis** 10, **Cha** 14

Base Atk +15; **CMB** +19; **CMD** 33

Feats Catch Off-Guard, Clustered Shots, Deadly Finish, Defiant Luck, Dodge, Endurance, Hammer the Gap, Improved Precise Shot, Mobility, Mounted Combat, Point-Blank Shot, Precise Shot, Rapid Shot, Spring Attack

Traits armor expert, devotee of the green

Skills Acrobatics +7 (+3 jump), Climb +15, Diplomacy +11, Escape Artist +4, Handle Animal +17, Heal +7, Intimidate +18, Knowledge (nature) +9 (+11 vs. fey, +15 vs. magical beasts, +13 vs. monstrous humanoids, +11 vs. vermin), Linguistics +4, Perception +15 (+17 vs. fey, +21 vs. magical beasts, +19 vs. monstrous humanoids, +17 vs. vermin, +19 while in forest terrain, +17 while in mountainous terrain, +19 while in plains terrain), Ride +17, Sense Motive +7 (+9 vs. fey, +13 vs. magical beasts, +11 vs. monstrous humanoids, +9 vs. vermin), Stealth +16 (+20 while in forest terrain, +18 while in mountainous terrain, +20 while in plains terrain), Survival +18 (+20 vs. fey, +24 vs. magical beasts, +22 vs. monstrous humanoids, +20 vs. vermin, +22 while in forest terrain, +20 while in mountainous terrain, +22 while in plains terrain, +25 to track), Swim +17 (+21 to resist nonlethal damage from exhaustion)

Languages Common, and three other regional languages – pick ones that fit your campaign.

SQ camouflage, combat styles (archery), favored terrains (forest +4, mountainous +2, plains +4), hunter's bonds (companions), quarry, swift tracker, track, wild empathy, woodland stride

Other Gear hide armor, arrows (40), greatsword, heavy mace, longbow, belt pouch (1 @ 3 lbs), belt pouch (5 @ 4 lbs), flint and steel, furs, rope, trail rations (4), waterskin, whetstone, 150 GP

SPECIAL ABILITIES

Camouflage (Ex) Can use the Stealth skill in favored terrain, even without cover/concealment.

Clustered Shots Total damage from full-round ranged attacks before applying DR.

Deadly Finish Foes you knock out must make a Fort save or die.

Defiant Luck (1/day) Reroll a natural 1 on a save, or force a reroll of a critical hit confirmation roll.

Furs +2 Fort vs. Cold Weather (does not stack with Survival skill's bonuses).

Hammer The Gap With a full-attack action, each hit against the same opponent deals extra damage.

Hunting Companions (1 round) (Ex) Grant half favored enemy bonus to allies in 30' as move action.

Quarry +2 to hit and other bonuses against your designated quarry.

Swift Tracker (Ex) Tracking penalties when moving at normal speed or faster are reduced.

Race/Culture: Human (Skadian)

Background: Skadian warrior woman.

Tyrinya is a woman with the ferocious soul of a flame dragon. She has endured much, and the beauty of her tall well-muscled frame is weathered by the scars of hardship. The intensity of her long blood-red hair is outmatched only by the steely gaze of her silvery green eyes. She often has a cold and dispassionate demeanor, a façade she uses to hide her true emotions from her peers.

Tyrinya is the daughter of the renowned Skadian thane, Borrin the Battle-born. Her mother died shortly after birthing her. Since her mother's death, her father has been a hollow shell of a man. While her father remarried, Tyrinya's new stepmother was barely able to hide her contempt for her stepdaughter. If her father was aware of this animosity in his depressed state, he gave no sign. Growing up, Tyrinya found swordplay a welcome outlet for her frustrations. She began training as a Skadian shield-maiden as soon as she could lift as blade. She routinely embarrassed her male sparring partners, sending them limping home with bruises and the occasional broken bone. Tired of living under the shadow of her father's former greatness and the hateful gaze of her stepmother, Tyrinya has set out into the world to earn her own place in Valhalla. Over the years, she has had an odd assortment of travelling companions, but these days she travels almost exclusively with her three longtime compatriots, Nakomis, Netotwe, and Kohane. She believes her father blames her for her mother's death. She dreams of returning home one day as a hero, thereby earning her father's respect and forgiveness.

Tyrinya struggles with an innate distrust of men. Ironically, she feels a strange attraction to her roguish companion Kohane, who is open about his own untrustworthiness among his friends. Though she refuses to admit these feelings, even to herself, she can't help but to feel a pang of admiration when the self-proclaimed scoundrel does occasionally prove more trustworthy than he proclaims.

Tyrinya, Battle Maiden

Female Human Fighter (Unbreakable) 15

CG Medium humanoid (human)

Init +8; **Senses** Perception +11

DEFENSE

AC 23, touch 14, flat-footed 19 (+6 armor, +3 shield, +4 Dex)

hp 138 (15d10+30)

Fort +11 (+4 vs. hot or cold environments and to resist damage from suffocation), **Ref** +9, **Will** +5 (+4 vs. mind-affecting effects, +1 vs. mind-affecting effects, +1 vs. mind-affecting effects, +1 vs. mind-affecting effects)

Defensive Abilities stalwart, unflinching

OFFENSE

Speed 30 ft.

Melee heavy shield bash +18/+13/+8 (1d4+3/×2); greatsword +19/+14/+9 (2d6+4/17-20/×2); spear +18/+13/+8 (1d8+4/×3)

STATISTICS

Str 17, **Dex** 19, **Con** 14, **Int** 11, **Wis** 11, **Cha** 16

Base Atk +15; **CMB** +18; **CMD** 32

Feats Alertness, Bleeding Critical, Blind-Fight, Cleave, Cleaving Finish, Critical Focus, Deadly Finish, Desperate Battler, Diehard, Endurance, Great Cleave, Improved Critical (greatsword), Improved Initiative, Improved Shield Bash, Power Attack, Shield Focus, Vital Strike, Weapon Focus (greatsword)

Traits armor expert, charming

Skills Appraise +1, Bluff +6 (+7 vs. characters who could be attracted to you), Climb +14, Diplomacy +6 (+7 vs. characters who could be attracted to you), Intimidate +11, Knowledge (religion) +4, Perception +11, Profession (sailor) +7, Sense Motive +6, Stealth +4, Survival +12, Swim +10 (+14 to resist nonlethal damage from exhaustion)

Languages Common

SQ quick recovery, unlimited endurance

Other Gear elven chain, heavy wooden shield, greatsword, Spear, 150 GP

SPECIAL ABILITIES

Armor Expert -1 Armor check penalty.

Bleeding Critical Critical Hits deal 2d6 bleed damage.

Blind-Fight Re-roll misses because of concealment, other benefits.

Charming +1 Bluff/Diplomacy/save DC for a language-dependent spell vs. targets who could be sexually attracted to you.

Cleave If you hit a foe, attack an adjacent target at the same attack bonus but take -2 AC.

Cleaving Finish Make additional attack if opponent is knocked out.

Critical Focus +4 to confirm critical hits.

Deadly Finish Foes you knock out must make a Fort save or die.

Desperate Battler Gain +1 morale bonus on melee attack and damage when alone.

Quick Recovery (Ex) At 11th level, an unbreakable needs only 15 minutes of rest or to be subject to a healing spell or effect to recover from the fatigued condition. This ability replaces armor training 3.

Stalwart (Ex) If you succeed at a Fort or Will save for reduced effect, you take none instead.

Unflinching +4 (Ex) +4 Will save vs. mind-affecting effects.

Unlimited Endurance (Ex) When exhausted, only suffer the effects of fatigued.

Vital Strike Standard action: x2 weapon damage dice.

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Inner Sea World Guide

Pirates, a storm, a shipwreck on a mysterious island... oh, and a demonic frog who considers himself a god. Good luck with that.

Guest writer David Jarvis presents an alternate opening for the Dungeonlands trilogy, crossing over from his swords-and-sorcery Totems of the Dead setting.

Dangers abound where you hear the angel's song. It's time to face the music!

These 15th level characters are designed to be a party of dungeon delvers in the Dungeonlands trilogy, but they can be player (or non-player) characters in any Suzerain setting you like. You'll want a copy of Totems of the Dead to make the most of this book.