

A Pathfinder Roleplaying Game adventure for 4-6 characters of level 3.

Roco P'loma is hiring guards at generous fees for the last leg of his journey back to the palace of his mentor, the Magnificent Crimson Khan, in the desert city of Cathreay.

It's a five week long trek across plains, deserts and mountains accompanied by an eccentric collection of travellers and a caravan that some now claim is haunted.



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Four Dollar Dungeons are standalone adventures designed to be logical, entertaining, challenging and balanced, and easily integrated into any campaign world.

Each adventure has enough material to last two to three playing sessions and enough experience to raise four characters of the appropriate level up by one extra level. Treasure is commensurate with the encounter challenges faced. Scaling information is included for adventuring parties of five or six. This adventure also includes the opportunity for mythic ascension as an optional reward.

Journey to Cathreay

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Background

Every year Roco P'loma, explorer, journalist, diplomat and emissary, embarks on a journey of several months to bring word to distant lands and civilisations of the wonders of the court of his mentor and master, the Magnificent Crimson Khan. Crossing oceans and mountains, jungles and deserts, each epic expedition is beautifully illustrated and recorded by P'loma himself in books bound in leather, books which eventually take pride-of-place in the Khan's own private library at the start and end of all of these journeys: the Khan's winter palace in the city of Cathreay.

Means of travel varies by terrain and terrain varies by route. The Khan is a lover of tales, wonders and mysteries so P'loma is always keen to ensure that each of the journeys that he undertakes is markedly different to the ones that have gone before.

The Khan is also a great collector of magical and mundane curiosities, particularly if they involve games of chance as the Khan himself is an indefatigable gambler. For this reason traders and ambassadors, and even humble visitors, regularly follow P'loma's caravan back to Cathreay in order to try to impress the Khan with all manner of gifts of this nature, hoping in turn to gain favours of their own or maybe even just be allowed to spend time basking in the magnificent opulence which the Khan's winter palace grants to his favoured guests.

This year things have gone relatively well and as P'loma's caravan stops at the city of Ginepski before the last leg of their journey home his fellow travellers include an exotic gnomish oracle, a paladin emissary and his cohort, a wizard with an inexplicable musical device and a beautiful and talented young lady travelling to meet her future husband: a man that she has been betrothed to but has never actually met.

Unfortunately at the caravanserai just outside the city some of P'loma's guards abandon the caravan claiming that it's haunted. This forces P'loma to hire the PCs as replacements at, what seems to him, considerable expense, to reassure the rest of his timid employees that matters are being taken under control.

The PCs fees are 500gp each, payable on arrival in five weeks' time, plus the chance to enjoy the Khan's hospitality at his winter palace when they get there. It is an offer that they cannot refuse especially given that they:

- a) found themselves in an unplanned and unwanted stop at Ginepski, and/or

- b) wanted to go to Cathreay or beyond anyway, and/or
- c) were looking for lucrative employment and a chance to increase their skills.

Furthermore it does somehow feel as if **destiny** is beckoning them to embark on this particular trip.

Notes for the Games Master

General

This adventure consists of a 5 week¹ long journey with a mythic encounter at the end.

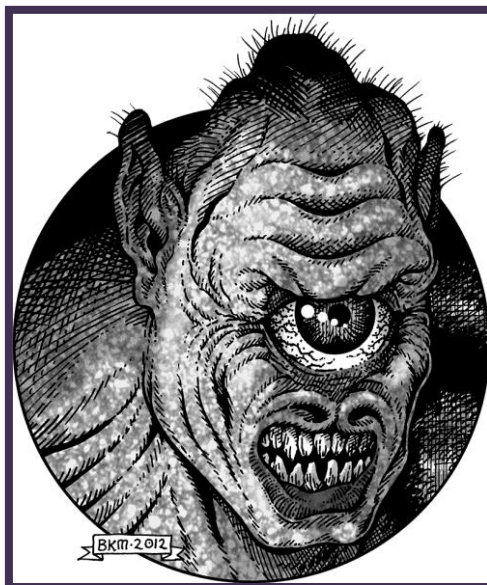
Working as caravan guards is a pretty common occupation for the average adventurer, combining as it does the fulfilment of a need to travel plus the ability to earn money exercising "adventuring" skills. Most of the time, however, this sort of

thing happens in the background as PCs quietly move from adventure location A to adventure location B in order to satisfy the needs of the campaign. This module gives you the opportunity to run such a journey as a proper adventure in itself.

One of this module's principal themes is the way that the PCs forge relationships with seven key NPCs travelling with the caravan with them. The final, mythic, encounter requires that the PCs recruit the aid of one of these NPCs to balance out the odds at the end. Each NPC has an independent story separately detailed in their write-ups. The greater the success that the PCs have had in dealing with them, the greater will be their chances of picking out one that best compliments their own abilities. If their only choice at the end is Roco P'loma then heaven help them!

Mythic encounters are always shrouded in portents and mystery. The PCs will feel this as soon as they agree to join up with the caravan. The mythic tale unravelling, however, does not pertain to them directly but rather to Roco P'loma's employer, the Crimson Khan. If you wish, however, you can use the final encounter as a trigger for the PCs own mythic ascension as well, particularly if they would choose to follow the Trickster mythic path².

Other events, of course, take place as the caravan travels through plains, deserts and mountainous, and you might also consider using the possibility of wandering monsters to increase the sense of exploration and travel.



¹ or so – see later about changing the length of this

² trickery and deception are also themes within the module

Specifics

Much depends on your own particular GM style, of course, and the relationship and expectations that you and your players have of each other, however the following notes will hopefully provide some hints about how this module should play out.

Journey configuration

The journey can be considerably reconfigured to suit your campaign needs by adding or removing days, rearranging encounters and so on. Should you do so, bear in mind the following key points:

- 1) The three encounters in the plains need to occur in the given order.
- 2) The “Betrothal” encounter needs to occur after the encounters in the plains. Although you could do some re-writing to change Kathrin’s role, you need to give the PCs a chance to develop some sympathy for her for the “Betrothal” encounter to work.
- 3) The “Betrothal” encounter is the only one that can sensibly be moved to other terrains.
- 4) The “Well of Eyes” encounter finishes with an item which will most likely resolve the riddle of “Tegana and the Doppelganger”. If you move this encounter to earlier in the journey you will remove the opportunity for the PCs to attempt to figure out the riddle without help.

- 5) “The Wizard and his Box” encounter has a slow build up over the journey. Although these little vignettes are just there for atmosphere if you move this to an earlier point you could end up resolving the haunted nature of the caravan before the PCs have a chance to fully interact with it.
- 6) Roco P’loma changes into a wolf every 28 days. Currently this is destined to occur on day 6 and day 34 (the latter within Cathreay). If you change things around, bear in mind that it makes better sense for his transformation to have happened at least 7 days before the journey starts. You should also give the PCs some chance to spot or develop suspicion about his lycanthropy before the journey ends as his it is very detrimental to his usefulness as an ally.

NPC Resolution

It is a bit inevitable that a journey adventure is going to feel a bit “railroady” in the sense that quite a lot of the encounters are based on events which take place as the caravan rolls along. Two story threads in particular, though, “Tegana and the Doppelganger” and “The Wizard and his Box” have considerable flexibility about when they can be resolved.

The former is established in the adventure’s first event, though even that can be thwarted by the PCs. After that, the real Tegana lies in his tent waiting to be discovered – which could happen at any time during the journey or even not happen at



all. As mentioned earlier, “The Well of Eyes” encounter will probably bring this to an end.

“The Wizard and his Box” is already in place as the adventure begins. Indeed, it is the reason behind all the ghostly voices which have been spooking the guards. Although destined to be resolved at encounter #8 this could easily happen before if, for example, the PCs decide to smash open the Wizard’s box.

Wandering Monsters

Wandering monsters in four dollar dungeons are always optional because of the aim of each module to provide precisely the right amount of experience and treasure to raise your party of PCs up by one level. The reason for doing this, incidentally, is to make it life easier for you, the GM, as you plan your campaign, however in this case there are two factors which might encourage you to use wandering monsters regardless.

- 1) As reiterated in the Encounter Summary, a number of the encounters in this module can be avoided
- 2) Wandering Monsters are “natural” in a journey-style module.

It would seem a little strange to travel for 5 weeks and only meet set encounters. To me it seems more realistic when covering lots of territory for there to be a chance that some random creatures will turn up. Of course this is up to you. If you do want to have wandering monsters, however, I would recommend a 1 in 12 chance each day and night using the tables presented for each of the different terrains. I would also recommend rolling 1d25 (1d100 divided by 4) to determine which of the 25 wagons is the point of contact for the encounter (and of course you’ll have to know where the PCs are at both times).

Individual descriptions of wandering monsters are not provided in this module but the “B” column in each of the wandering monster tables refers to the Pathfinder Roleplaying Game Bestiary where the entry in the table can be found.

Sennacherib

As a mythic tier 3 creature based on a CR 6 monster Sennacherib clocks in at CR 7½. The recommendation is to round either one way or the other however given that it’s such a close call I think the final determination has to be down to circumstance. If you dropped Sennacherib onto a party of unprepared PCs in terrain favourable to it then I would probably consider it EL 8. As the final encounter in this module it is EL 6 even though it is in terrain favourable to it because:

- 1) The PCs will not be subject to its DR or SR.
- 2) The PCs will have time to research and prepare.
- 3) The PCs will have a CR 3 (or higher if you’re scaling up) ally to assist them, hopefully well chosen.

Point (2), of course, depends on how thoughtful and well-prepared your PCs care to be. Although Sennacherib is not a standard Tendriculous the PCs should be able to find out that they’re up against a plant with a particular type of regeneration, that it uses but is immune to acid, that it grabs and swallows

and likes to use stealth (the libraries at Cathreay are pretty extensive, although since this is a variant Tendriculous the information therein won’t be totally accurate).

The PCs should also realise that they will be fighting in difficult terrain and might even figure out its major weakness of not being able to see in the dark.

How much of a hint you want to give to your PCs is, of course, up to you. A party that doesn’t bother planning at all and just charges in can still defeat Sennacherib – but it will be much harder.

In terms of its build, Sennacherib was created by taking a standard Tendriculous and making it lithier, since its original form was a delicate willow-like tree. Sennacherib has increased dexterity but lower strength and constitution, though the latter is somewhat compensated by it possessing the Toughness feat. Sennacherib also has movement enhancing feats rather than power-attack and its mythic attacks support grappling rather than heavy hitting.

Encounter Maps

Encounter maps for 3 out of the 12 encounters are provided within the module. The maps are not labelled, since there’s not much to label on them anyway, so they are suitable for players as well as the GM³. There are also provided as separate JPG files. Additionally there is a numbered wagon encampment plan and a hunt-diagram also reproduced as JPG files together with a version of the encampment without people or animals. The scale for the maps is given by the grid: 20’ for the encampment, 5’ for the Cyclops encounter and 10’ for the cave and the well.

The remaining encounters all happen either in random wilderness locations (including the last encounter in the gardens of Cathreay) or somewhere around the camp. These can be drawn however you wish since the exact topography is not important.

Encounter Summary

The table on the next page summarises all of the encounters and treasures to be found within this adventure.

Not all of the encounters have to take place. The PCs may never know they have a doppelganger in their midst, might choose to ignore the cries for help from Hary Hausen and thus avoid the Cyclops, might not find the Megaloceros on the hunt and could leave Kathryn uncontested to marry Kapal. Should you wish to guarantee that the PCs have enough experience to go up a level then you will have to make use of wandering monsters to compensate for any omissions. Additionally, since wandering monsters have no treasure, assuming that you want to maintain treasure balance then you will also need to increase the number of emeralds or *cracked emerald ellipsoid ioun stones* found at the final encounter.

³ The map for the cave of 500 eyes shows elevations – which is something both players and GM need to know

Unfortunately it is not possible for the PCs to have complete freedom and still preserve encounter and treasure balance. If they “go for everything” though, then you won’t have a problem.

In terms of treasure-balance, and without taking into account any scaling considerations, the total amount of treasure which **should** be present according to the encounter CRs is 14920gp. The actual amount is 15381g – slightly generous though the party might not get some of the Ratfolk’s potions. It is also possible that the party will end up with a *Wasp Nest of Swarming* in encounter #4 if they play their card’s right. I would recommend either giving them the experience for this encounter and have the oracle keep the item or do the reverse. It’s up to you, of course.

The various pieces of equipment owned by NPCs is not factored in as treasure for the PCs. Should NPCs meet their demise in this adventure then their equipment will be passed on to their families by whoever represents “the law” at that point in time (Roco P’loma, Tegana or other officials of the Crimson Khan).

Scaling

Given that this adventure is not easy for parties of 4 characters, there’s no problem running it as it stands for parties of 5 or 6, particularly if the players are inexperienced.

Alternatively the various encounters, experience and treasures could be scaled up in order to present the same degree of challenge for larger parties.

For encounters, I would recommend doing one of the following:

- 1) Increase all opposition HPs by 50% (for 1 extra PC) or by 100% (for 2 extra PCs).

- 2) Add or subtract 1 (for 1 extra PC) or 2 (for 2 extra PCs) to every die roll made during the adventure, in an advantageous way for the opposition and in a disadvantageous way for the PCs.
- 3) Increase the numbers of opponents by 25% (for 1 extra PC) or 50% (for 2 extra PCs)
- 4) Apply a +2 (for 1 extra PC) or +4 (for 2 extra PCs) to every prime characteristic of the opposition and work out the consequences.

There’s nothing stopping you using whichever approach you like, even using different approaches for different encounter, though my preferred method is the first. Although changes in HP are not hugely realistic, this change is the least intrusive to the tactics and structure of the encounters in this adventure, and the easiest to manage.

Note that summoned creatures are considered part of an opponent’s offensive capabilities, rather like their spell-casting, and so should be left unenhanced.

It may also make sense to **not** scale up the encounter with the Giant Rot Grub (#1), the Aghash (#6) or the Paladin (#11) since in all these cases only a subset of the party gets involved.

The various NPCs in this adventure (i.e. those presented under the section “NPC Reference”) are scaled differently to reflect their possible use in the last encounter. Each of these has separate versions constructed for parties of 4, 5 and 6 PCs.

Whichever technique you use to scale, you should also increase the experience points awarded for each encounter by 25% (for 1 extra PC) or by 50% (for 2 extra PCs) and adjust the amount and value of the treasure that is to be found. Since the latter isn’t straight forward I have included recommendations on what should be added in the table below. For 1 extra PC use the extra treasure given **in bold-italics**, for 2 extra PCs use the extra treasure given in **in bold-purple**.

R#	Encounter	CR	XP	Treasure	Total Value
1	Giant Rot Grub	3	800		
	Doppelganger	3	800	Manacles of Co-operation	2000
2	Various Bison-related	4	1200		
3	2 x Ratfolk Rogue	1	800	2x MW Studded leather armour (350) 2x MW thief’s tools (200) 4x potion of Cure Light Wounds (200) 6x starknife (144)	894
4	Wasp Swarm	3	800	(Wasp Nest of Swarming)	
5	Fire Drake	5	1600	2 x potion of Darkvision (600) Potion of Cure Moderate Wounds (300) 2x Potion of Cure Light Wounds (100) 5x Dagger (10) 19 pp, 432 gp, 2562 sp, 12946 cp	2017
6	Div, Agash	4	1200	<i>Cloak of resistance +1</i> <i>Cloak of resistance +1</i>	1000 1000
7	Nagaji Druid	4	1200	Wand of Detect Good (20 charges) (300) <i>Increase Wand of Detect Good to 30 charges (450)</i>	300 +150

Increase Wand of Detect Good to 50 charges (750)				+450
8	Jian'g Ti	4	1200	
9	Cyclops	5	1600	
			+1 Longspear (2305)	3235
			MW Large Hide Shirt (190)	+600
			Large Heavy Crossbow (100)	+900
			20 x Large Bolts (4)	
			27 pieces of chunky jewellery and ornaments worth 536 gp in total	
			+ Wand of Cure Light Wounds (40 charges) (600)	
			+ Wand of Cure Moderate Wounds (10 charges) (900)	
10	Megaloceros	4	1200	
			MW Light Crossbow (335)	585
			MW Chain Shirt (250)	+1000
			Change chain shirt to +1 (+1000)	+3000
			Change crossbow and chain shirt to +1 (+3000)	
11	5 th level paladin	4	1200	+1 Greatsword
12	Sennacherib (with aid)	6	2400	One 1000gp emerald per PC (or cracked emerald ellipsoid ioun stone, though this might double the value of this reward if it is not sold)
				4000
				5000
				6000
T			16000	15381
				19131
				22731

The Caravan

Wagons

The wagons used by Roco P'loma in his caravan resemble a cross between the "Conestoga" and the "Prairie Schooners" that were popular during the 17th and 18th centuries in the American wild-west.

These wagons are basically 10' by 5' wooden boxes carried on wheels about 3' off the ground. The wooden sides of the wagon are 2' high and flare outwards before canvas takes over, meaning that they are reasonably spacious inside (almost looking like the inside of a big cylinder). The canvas cover is 5' high at the sides arching to about 7' high at the centre, making them tall enough for someone to stand up straight in the middle. The canvas is oiled, to make it waterproof, and stretched over half a dozen hoops, which are then used to hang all sorts of stuff on such as pots and pans and lamps. The canvas at the front and back of the wagon can be tied shut for privacy, but there's no practical way that it can be locked.

Rear wheels are 3' diameter, front wheels 2'. The front wheels cannot turn under the wagon so the wagons are limited to a 30 degree turn. A bucket of a mixture of resins and tallow carried at the rear of the wagon is used to lubricate the axles and kinkpins.

The wagons have no suspension so they're not all that comfortable to ride in and they are also noisy thanks to all the stuff hanging on the hoops. The wagons seldom travel faster

than a walking pace which is just as well since they have no brakes.

The wagons can be pulled by horses, oxen or, as with this adventure, bison. Typically two horses, two oxen or one bison pulls a wagon, with the handler either walking alongside or riding in the wagon itself.

The wagons carry goods or provide meagre living areas for the people travelling with them, having a carrying capacity of about 2000lbs.

Roco P'loma's caravan consists of 25 of these arrayed in the following way (NPCs are described later in this module):

1. Roco P'loma's personal possessions plus sleeping space for one guard. Roco P'loma himself rarely sleeps here.
2. Tegana and Acomat, their few possessions and cramped sleeping quarters.
3. Merchant goods, varied and non-magical, of about 2000gp value
4. More merchant goods
5. More merchant goods
6. More merchant goods
7. Hentrall, his goat Susan, his musical organ and Impu the monkey, the rest of his possessions and sleeping area.
8. Kathrin's possessions and sleeping area.
9. Kathrin's two ladies-in-waiting plus their possessions and sleeping areas.

Human Bison Handler	CR 1/2
Human Ranger 1 CG Medium Humanoid (human) Init 2; Perception 4	
Defence	
AC 15, touch 12, flat-footed 13 hp 11 (1d10+1) Fort 3, Ref 4, Will 0	
Offense	
Speed 20 ft. Melee Longspear +1 (1d8/x3) or Spear +1 (1d8/x3) Ranged Shortbow +3 (1d6/x3) +2 to-hit and damage vs magical beasts	
Statistics	
Str 11, Dex 15, Con 12, Int 8, Wis 10, Cha 9 Base Atk 1; CMB 1; CMD 13 Feats Animal Affinity, Skill Focus (Handle Animal) Skills Craft (tacks and harness) 1, Handle Animal 8, Heal 4, Ride 5, Survival 4 Languages Common SQ Favoured Enemy (magical beasts, +2), Heart of the Fields, Track, Wild Empathy Gear (medium, acp 1) Studded leather armor, Arrows (40), Longspear, Shortbow, Spear	

10. Ctoniasta's possessions and sleeping area.

11. PC's possessions

Bison	CR 4
N Large animal Init 0; Senses low-light vision, scent Perception 8	
Defence	
AC 17, touch 9, flat-footed 17 hp 42 (5d8+20) Fort 8, Ref 4, Will 1	
Offense	
Speed 40 ft. Melee gore +10 (2d6+12) Power Attack gore +9 (2d6+15) Space 10 ft.; Reach 5 ft. Special Attacks stampede; trample (2d6+12, DC 20)	
Statistics	
Str 27, Dex 10, Con 19, Int 2, Wis 11, Cha 4 Base Atk 3; CMB 12; CMD 22 (+4 vs. trip) Feats Endurance, Improved Bull Rush, Power Attack	

Dwarf Bison Handler	CR 1/2
Dwarf Ranger 1 CG Medium Humanoid (dwarf) Init 0; Senses darkvision 60 ft.; Perception 6; +2 vs Magical Beasts, +2 vs unusual stonework with free test within 10'	
Defence	
AC 13, touch 10, flat-footed 13; +4 vs giant-type hp 13 (1d10+3) Fort 4, Ref 2, Will 2; +2 vs. poison, spells, and spell-like abilities	
Offense	
Speed 20 ft. Melee MW Glaive-guisarme +4 (1d10+3/x3) +2 to-hit and damage vs magical beasts; +1 to-hit vs goblinoids and orcs; a mounted opponent hit by a glaive-guisarme takes a –2 penalty on his Ride check to stay mounted.	
Statistics	
Str 15, Dex 10, Con 16, Int 8, Wis 14, Cha 11 Base Atk 1; CMB 3; CMD 13; +4 CMD vs bull- rush/trip when on ground Feats Animal Affinity Skills Appraise -1 (+2 with gems and precious metals), Craft (tacks and harness) 1, Handle Animal 6, Heal 6, Ride 5, Survival 6 Languages Common, Dwarven SQ Track, Wild Empathy Gear (medium, acp 1) Studded leather armor, MW Glaive-guisarme	

12. Tents (17 pavilion tents, holding 10 people each) and camping / cooking equipment
13. More camping / cooking equipment.
14. Guillermo d'el Bison's possessions: mainly comprised of the harnesses and tools that he needs to look after his beasts.
15. Food and Water (flour, mainly, plus hardtack, bacon, rice, coffee, tea, sugar, dried beans, dried fruit, salt, corn and vinegar). 150lbs weight allowance per person, 300lbs per bison, for a 5 week journey.
16. More food and water
17. More food and water
18. More food and water
19. More food and water
20. More food and water
21. More food and water
22. More food and water
23. Guard's tools and possessions
24. Worker's tools and possessions
25. Handler's tools and possessions

Note that more food and water is provided for than the journey strictly necessitates, especially considering that some amount of water creation and grazing is available on the way. Roco

P'loma, however, and his guests, like to eat well and don't want to take any chances.

The wagons travel in the order above in single file with handlers alongside separated by a distance of about 10' between each wagon, i.e. 25' from bison nose to bison nose. If the wagon trail must travel in **strict** single file then an extra 10' is added between each wagon to accommodate the handlers walking in front.

Speed is 15' per round, or 2 mph, for 8 hours per day (i.e. 16 miles) with a ½ hour break after 2-3 hours of travel. Travelling starts at 9:00 am and finishes at 6:00 pm, keeping to the hours of daylight, with camp taking 1 hour to either set up or break.

Staff (Guards, Workers and Handlers)

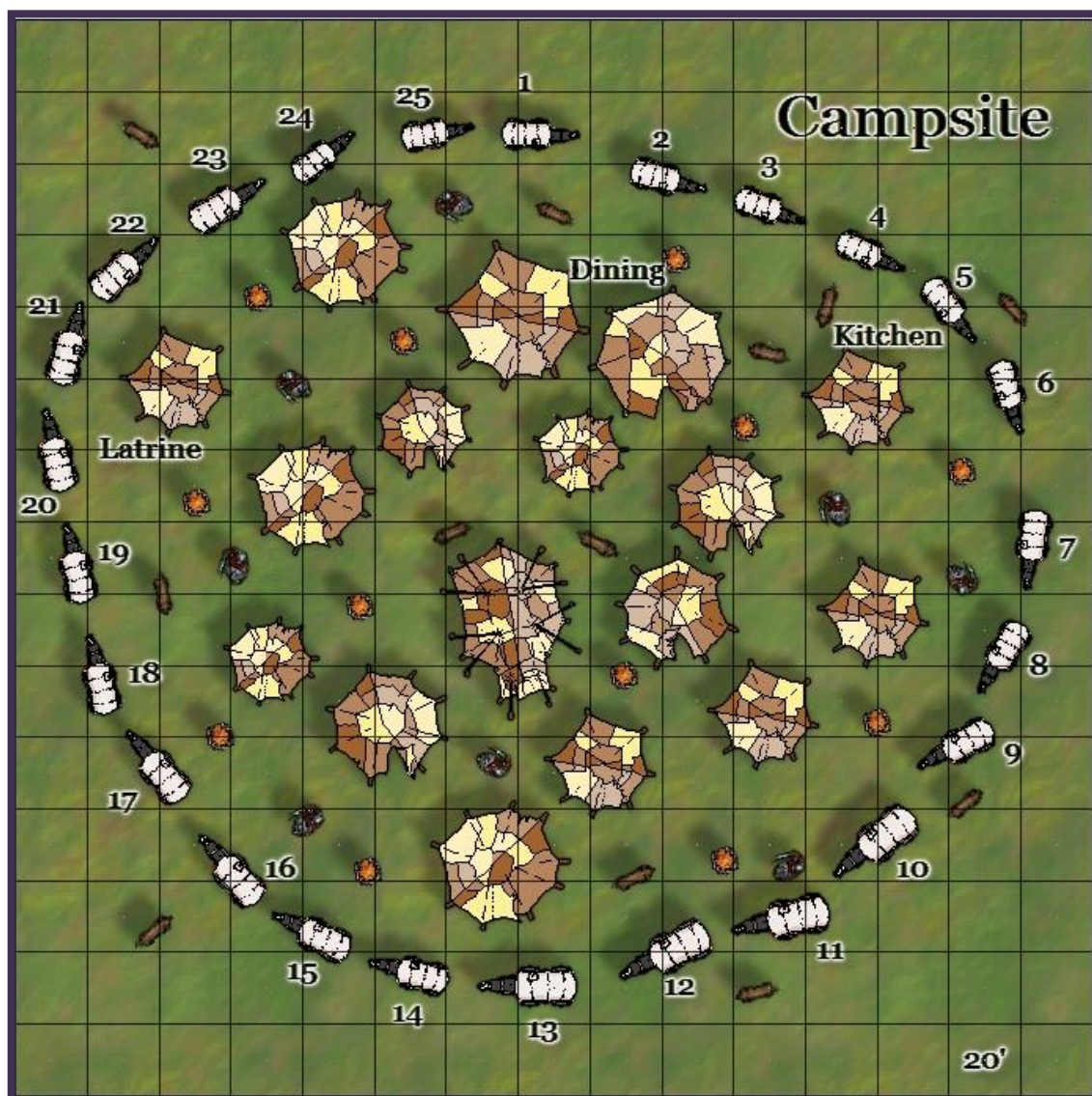
Apart from the PCs and NPCs Roco P'loma has in his employ: 20 guards (10 each humans and half-elves), 15 workers (10 humans and 5 halflings) and 18 animal handlers (6 humans and 12 dwarves). All of these are "contract" workers, or mercenaries, and own their own equipment, with the dwarven animal handling contingent all provided by Guillermo d'el

Bison.

Having the workers have one level of Adept makes for a slightly high-magic setting however given the usefulness of spells such as *Mending*, *Create Water* and *Sleep* (for troublesome animals) it makes sense for people in this type of employ to follow a partially magical path. Note that although *Mending* at 1st level can only affect items of up to 1lb weight the parts of wagons, tents, cooking equipment and the like which generally break tend to be of that size.

Guards are split into 5 shifts of 4 guards with each shift working 8 hours on and 12 hours off. There are always two shifts present at any one time so there are always 8 guards on duty. This particular pattern of working means guards are living 20-hour days, which is a bit strange for them but it does mean that everyone gets a fair share of night-time and day-time work.

Although the PCs are employed as guards they are given complete freedom about how they deploy themselves throughout the days and nights. Roco P'loma understands that they are specialists and so allows them to organise themselves in whatever way they believe best suits their abilities.



Dog	CR 1/3
N Small animal Init 1; Senses low-light vision, scent Perception 8	
Defence	
AC 13, touch 12, flat-footed 12 hp 6 (1d8+2) Fort 4, Ref 3, Will 1	
Offense	
Speed 40 ft. Melee bite +2 (1d4+1)	
Statistics	
Str 13, Dex 13, Con 15, Int 2, Wis 12, Cha 6 Base Atk +0; CMB +0; CMD 11 (+4 vs. trip) Feats Skill Focus (Perception) Skills Acrobatics 1 (+8 jumping), Survival 1 (+4 scent tracking)	

Animals (Bison + Dogs)

As explained later on, Roco P'loma has been forced to replace his horses with bison whilst stopping off at Ginepski because of the formers' recent unreliable behaviour. The cause of this nervousness and the reason why some of the guards have left the caravan complaining that the caravan is haunted has not yet been discovered, however since bison are much more difficult to spook in this manner 25 of them have been drafted in as replacements from a ranch owned by Guillermo D'el Bison.

The caravan is also accompanied by 12 reasonably domesticated dogs. These friendly creatures walk alongside the caravan during the day and roam around the tents at night, always on the alert for possible intruders. The dogs generally get to know the caravan's regulars pretty quickly, especially if some effort is made to befriend them. Note that the caravan's staff will not take kindly to them being either mishandled or pampered since they form an important part of the caravan's retinue.

Camp

At the end of a day's travel, all of the wagons in the caravan train are arranged in a large circle around 17 pavilion tents erected in the centre. 13 of these tents are used as sleeping areas, 2 as dining areas, 1 as a kitchen and 1 as a latrine (see accompanying diagram). The wagons are placed in a circle in this way to keep out inclement weather rather than because of defence⁴.

Camp fires are kept lit at night. Given the predominantly human entourage, light is of paramount importance and the

Wagon
Large land vehicle Squares 6 (10 ft. by 15 ft.; 5 feet high); Cost 75 gp
Defence
AC 9; Hardness 5 hp 90 (44) Base Save 1
Offense
Maximum Speed 80' Acceleration 20' CMB 1; CMD 11 Ramming Damage 1d8
Description
This four-wheeled vehicle is used to transport large amounts of goods between communities, and is sometimes used by caravans. It can carry up to 2,000 pounds of cargo. Propulsion muscle (pulled; 1 Bison) Driving Check Handle Animal or Profession (driver) Forward Facing toward the creatures pulling the vehicle Driving Device reins Driving Space most forward square of the wagon Deck 1

wagons hopefully providing sufficient screening from the surrounding wilderness to prevent any undue attention.

Since this journey takes place in the winter, albeit through normally hot terrain, the temperature at night is cold in the plains and lower mountains, freezing (severe cold) in the desert and the mountains above the snowline. Any PC not in a tent or near a fire is considered unprotected and must make saving throws to avoid taking frostbite damage as described in the glossary under "Cold Dangers".

Burglar-like behaviour

- Wagon's wooden parts have hardness 5, 15 hp and a break DC of 20
- Breaking into a tent or through a wagon's canvas awning with a dagger (or a sharp claw) takes a full round.
- Biting your way into a tent is difficult and unnatural, indeed any creature without claws will more than likely just try to pull the tent down (3-4 rounds) or burrow underneath it (1 round).
- Bison and dogs have scent, low-light vision and a perception of 8. Guards are pretty pathetic at spotting anything (perception -1) so they rely on the dogs to raise the alarm.

⁴ urban myth

Human Caravan Guard	CR 1
Human Warrior 3 LN Medium Humanoid (human) Init 1; Perception -1	
Defence	
AC 18, touch 11, flat-footed 17 hp 24 (3d10+6) Fort 3, Ref 2, Will 0	
Offense	
Speed 20 ft. Melee MW Longsword +7 (1d8+2/19-20) Ranged Comp Longbow +4 (1d8+2/x3)	
Statistics	
Str 14, Dex 13, Con 11, Int 8, Wis 9, Cha 10 Base Atk 3; CMB 5; CMD 16 Feats Endurance, Toughness, Weapon Focus (Longsword) Skills Handle Animal 4, Intimidate 4, Profession (soldier) 3, Ride 1 (+2 to stay in the saddle) Languages Common Gear (medium, acp 6): Scale mail, Heavy wooden shield, MW Longsword, Military saddle, Comp Longbow (+2 str)	

Half-Elf Caravan Guard	CR 1
Half-Elf Warrior 3 LN Medium Humanoid (elf, human) Init 1; Senses low-light vision; Perception -1	
Defence	
AC 18, touch 11, flat-footed 17 hp 24 (3d10+6) Fort 3, Ref 2, Will 0; +2 vs enchantments Immune magic sleep	
Offense	
Speed 20 ft. Melee MW Katana +6 (1d8+2/18-20) Ranged Comp Longbow +4 (1d8+2/x3)	
Statistics	
Str 14, Dex 13, Con 11, Int 8, Wis 9, Cha 10 Base Atk 3; CMB 5; CMD 16 Feats Endurance, Toughness Skills Handle Animal 4, Profession (soldier) 3, Ride 1 (+2 to stay in the saddle) Languages Common, Elven Gear (medium, acp 6): Scale mail, Heavy wooden shield, MW Katana, Military saddle, Comp Longbow (+2 str)	

Human Caravan Worker	CR 1/2
Human Adept 1 Commoner 1 CN Medium Humanoid (human) Init 2; Perception 5	
Defence	
AC 12, touch 12, flat-footed 10 hp 6 (2d6-2) Fort -1, Ref 2, Will 3	
Offense	
Speed 30 ft. Melee Spear +0 (1d8/x3)	
Adept Spells Prepared	
CL 1; +0 melee touch; +2 ranged touch; conc 2 1 <i>Cure Light Wounds</i> , <i>Sleep</i> (DC 12) 0 <i>Create Water</i> , <i>Mending</i> x 2	
Statistics	
Str 11, Dex 14, Con 9, Int 10, Wis 13, Cha 8 Base Atk 0; CMB 0; CMD 12 Feats Endurance, Skill Focus (Craft [carpentry]) Skills Craft (carpentry) 6, Handle Animal 3, Profession (engineer) 5, Survival 5 Languages Common SQ Heart of the Fields Gear (light): Spear	

Halfling Caravan Worker	CR 1/2
Halfling Adept 1 Commoner 1 CN Medium Humanoid (halfling) Init 2; Perception 5	
Defence	
AC 12, touch 12, flat-footed 10 hp 6 (2d6-2) Fort -1, Ref 2, Will 3	
Offense	
Speed 20 ft. Melee Club +0 (1d4-1)	
Adept Spells Prepared	
CL 1; 0 melee touch; +3 ranged touch; conc 2 1 <i>Cure Light Wounds</i> , <i>Sleep</i> (DC 12) 0 <i>Create Water</i> , <i>Mending</i> x 2	
Statistics	
Str 9, Dex 14, Con 9, Int 10, Wis 13, Cha 10 Base Atk 0; CMB -2; CMD 10 Feats Endurance Skills Craft (cloth) +4, Perform (dance) +6, Profession (cook) +7, Survival +7 Languages Common, Halfling Gear (light): Club	

Departure

Caravanserai

The Caravanserai of Wang Lo at the northern gate of Ginepski is an impressive two-storey affair about 200' to a side. Food and lodging is provided for travellers and their beasts as well as storage for their cargo. There is also a compliment of guards patrolling the building and a range of reasonably priced trader stalls around the perimeter selling and repairing anything that anyone about to embark on a lengthy journey could possibly want.

A massive 100' square open courtyard in the centre of the caravanserai allows whole caravans to be parked safely overnight. Private offices and apartments are also available on request. Wang Lo (adept-2/aristocrat-1/expert-1/warrior-1), the fawning proprietor of the establishment, makes his fortune doing what he loves best: giving merchants what they want at prices that they can't complain at.

Any non-magical non-weapon-or-armour item is available at the caravanserai for 120% of the normal cost, though once the PCs have entered the employ of Roco P'loma they will receive a token which will reduce that cost to 95% instead.

At the moment the whole of the central courtyard is taken over by Roco P'loma's caravan and about half of the rooms on the outside are occupied by his retinue as well.

The caravanserai is locked at sundown though it is still possible to get in if the token mentioned above is presented to the guards. The caravanserai is unlocked at sunrise. Guards use the same statistics as the ones presented for Roco's caravan.

The Contract

The adventure starts with the PCs meeting up with Roco P'loma in one of the upstairs offices of the Caravanserai. Attending Roco are Tegana, paladin emissary from northern lands, and his younger and somewhat more light-spirited brother Acomat.

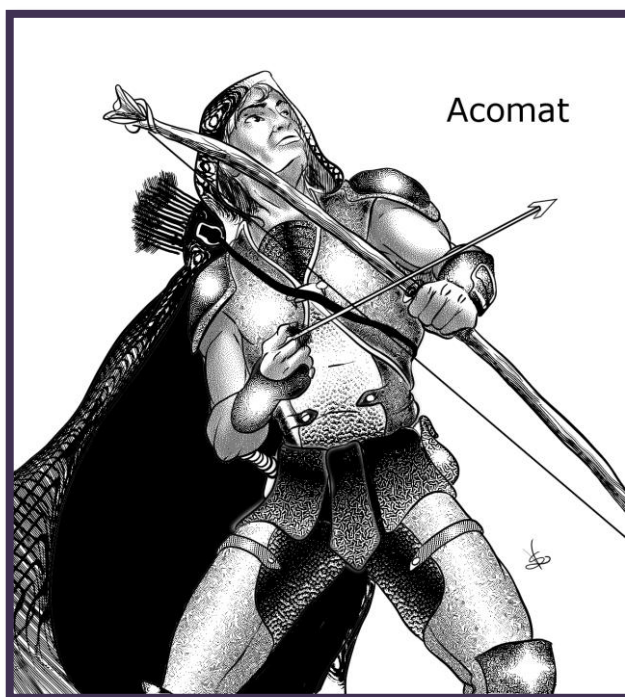
It's a still, sunny afternoon, warm despite it being the start of winter. The sounds of workmen in the compound outside and the smell of bison wafts in through one of the office's open windows. Roco sits behind a desk piled high with papers, looking somewhat harassed but still composed enough to bid the PCs sit down while he explains to them the details of the task ahead and the terms and conditions of their payment. All the time he does so Tegana scans them with *Detect Evil*, making no secret of the fact and occasionally interjecting with pointed questions if the PCs disclose any nefarious activities in their past.

Acomat, meanwhile, lounges on the window ledge trying to salvage what fresh air he can, occasionally listening to proceedings but more interested in sizing up any female PCs in the party with good natured but nonetheless sexual interest.

The terms of the contract, as explained by P'loma, are these:

For the next five⁵ weeks the PCs will provide P'loma with a special guard contingent accompanying the caravan to Cathrey. During that time they will be expected to defend the caravan, its cargo and occupants against attack and to perform whatever reasonable tasks P'loma might require of them in order to ensure its safe arrival. These reasonable tasks may include combat if it is clear that the caravan itself is under threat.

The PCs will be given a wagon which they can use to carry trade goods and their own tent to sleep in. Roco will provide sustenance and mundane assistance during the journey but nothing more elaborate than that. In particular, Roco cannot provide healing or any other sort of magical help but he



informs them that there are other travellers in the caravan who may well be able to do so if the PCs want to negotiate and arrange for this kind of stuff themselves. The wage for the journey is 500gp each which will be paid by the Khan himself when they reach Cathrey. Unfortunately, although P'loma is empowered to employ and negotiate on the Khan's behalf, he cannot pay even a small proportion of the fees in advance. The Khan is well known for paying his debts, however, as being an indefatigable gambler he cannot afford to get a bad reputation, so the PCs should have no concern about receiving their fees⁶. Additionally, the PCs will have the opportunity to enjoy themselves at the Khan's court and expense for a few days

⁵ or longer or shorter, of course, depending on your campaign needs

⁶ Tegana, if necessary, will vouch for P'loma and the Khan's honesty at this point

when they get there, maybe even a whole week if they can handle it!

All of this information is read to the PCs from a scroll which P'loma then presents to them for their signature. P'loma himself then signs it on behalf of the Khan and Tegana witnesses it⁷.

With all the paperwork complete P'loma informs the PC that the caravan will depart in two days' time but that they should present themselves for "duties" tomorrow morning as he has a few final tasks that he needs them to perform before they leave. P'loma has hired a dormitory in the caravanserai for the next two nights should they wish to use it⁸, otherwise he will expect them back in the morning.

Should the PCs ask why they are being hired P'loma will explain to them that there have been some problems with the caravan over the last few weeks suggesting that they might have picked up the companionship of some sort of mischievous imp-like spirit. There have been reports of a child's talking or laughter being heard, particularly at night, and although no one has actually seen anything to support this it has been enough to spook some of his guards from their jobs. The caravan's horses have also been misbehaving which is why Roco is now replacing them with bison. Roco does not actually believe that this spirit constitutes any sort of threat and attributes its presence to one of the caravan's travellers, a spirit-cursed oracle called Ctoniasta.

As the PCs leave the office Acomat follows them with a big grin on his face. If any of the PCs strike up a conversation with him he explains that his older brother, Tegana, doesn't believe any of this ghostly nonsense, cannot understand why P'loma didn't simply hire ordinary guards rather than a bunch of over-paid adventurers and doesn't approve of the drinking/womanising elements of adventuresome humanoidity in general. Acomat, however, who is proud to be part of that section of humanoidity, tells the PCs that the best bar for this sort of thing is "The Lama Mama" and that they're welcome to join him there later that night. Acomat then disappears to his room in the caravanserai for a little bit of rest and recuperation before the night's debaucheries begin.

1. Assassin at Ginepski (2 x EL 3)

That night Emery, a Doppelganger who's been "casing" Acomat for the last week, puts his plan into action.

Doppelgangers are clever and subtle creatures, perfectly aware that their powers of impersonation and telepathy do not make them either omniscient or omnipotent, never underestimating humanoid intelligence and always plotting their disguises and deceptions with meticulous care and attention for detail.

Emery's motivation, like others of his kind, is to try to secure for himself a position of wealth and power in an important organisation like the court of the Crimson Khan. His plan is to first of all infiltrate the court in some fashion then use his

⁷ P'loma keeps the scroll. If any PCs complain about this, Tegana makes it clear that his honour is at stake if P'loma should play them false.

⁸ Tegana rolls his eyes and shakes his head in disgust at this

Doppelganger (default/Daisy)	CR 3
N Medium monstrous humanoid (shapechanger) Init 1; Senses darkvision 60 ft.; Perception 9	
Defence	
AC 16 , touch 12, flat-footed 14 hp 26 (4d10+4) Fort 4 , Ref 5 , Will 6 Immune charm, sleep	
Offense	
Speed 30 ft. Melee 2x Claw +8 (1d8+4)	
Spell-Like Abilities	
CL 18; +8 melee touch; +5 ranged touch; conc 19 At will <i>Detect Thoughts</i> (DC 13)	
Statistics	
Str 18 , Dex 13 , Con 12 , Int 13 , Wis 14 , Cha 13 Base Atk 4 ; CMB 8 ; CMD 20 Feats Dodge, Great Fortitude Skills Bluff 9 (+4 while using change shape ability), Diplomacy 4, Disguise 9 (+20 while using change shape ability), Sense Motive 6, Stealth 5 Languages Common SQ change shape (<i>alter self</i>), mimicry, perfect copy	
Special Abilities	
Mimicry (Ex) A doppelganger is proficient in all weapons, armor, and shields. In addition, a doppelganger can use any spell trigger or spell completion item as if the spells were on its spell list. Its caster level is equal to its racial Hit Dice.	
Perfect Copy (Su) When a doppelganger uses change shape, it can assume the appearance of specific individuals.	

supernatural powers to "play politics" from the inside with the eventual aim of becoming comfortably rich and influential.

The trickiest part of the whole process, however, is the first, as this inevitably involves impersonating a real person and real people tend to have friends, family and acquaintances that can readily identify them through their knowledge and behaviour if not through their actual appearance.

Fortunately Acomat and, through him, Tegana have provided Emery with a golden opportunity to take that step.

Acomat has been regularly drinking and carousing at The Lama Mama for the last week thanks to the fact that Roco's caravan has had to stop for an extended period of time at Ginepski. The Lama, well known for its loose women, is the favourite hunting ground for Emery as, being a doppelganger, he can use his mindreading abilities in female form to pick up men very effectively⁹.

⁹ and, no, (s)he really doesn't care *who* (s)he sleeps with

After approaching Acomat in various guises to see what sort of woman he might find the most desirable Emery settled on a large and buxom, middle-aged, rough and ready, overly made up and “underly” dressed “lady” a few days ago. It barely took moments in this form to get Acomat’s attention and after a few minutes of voluptuous wriggings and wiggings and almost-falling-out-of-her-dress and lip-licking and so on Acomat was helplessly and hopelessly in love¹⁰.

Daisy^{DG11}, as Emery is currently calling himself, isn’t playing hard-to-get. Time is short and the window of opportunity for this particular plan is narrow.

This adventure makes the assumption that the PCs, although they may well interact with what happens tonight, and will certainly interact with what happens in the morning, will not ultimately scupper Emery’s plans. Should the PCs do so then you will have to make some allowance for the fact that the sub-plot of the unmasking of Tegana^{DG} will no longer take place and that Tegana, not Tegana^{DG}, will be travelling with the caravan, as, indeed, may Acomat¹². Apart from removal of this sub-plot all that this comes down to is flavour rather than script though you will have to decide how Tegana will behave at the end of this adventure (i.e. will he offer himself up as a companion for the final encounter). You will also need to let the PCs have experience for defeating the Doppelganger if you want to maintain this module’s overall experience balance.

Any PC who spends at least one minute in social interaction with the Doppelganger and specifically voices his suspicion is allowed a DC 20 Sense Motive check to get a “hunch” that Emery is not someone who should be trusted (whatever form he’s in). Trying to discern that anything said by Emery is specifically a lie (assuming it is) requires beating Emery’s bluff of +13.

The following sub-headings detail the train of events that takes place on the night that Emery infiltrates himself into Roco’s caravan.

1. Acomat and Daisy^{DG} meet at The Lama Mama

Acomat is there from about 8pm¹³ with Daisy^{DG} arriving about half an hour later. Acomat is quite happy for the two of them to share a drink with the PCs if they happen to be there but Daisy^{DG} quickly increases the seductive foreplay with Acomat to such a degree that it becomes uncomfortable for everyone else to watch and potentially embarrassing for Acomat to endure. About an hour after meeting up, Acomat and Daisy^{DG} leave the bar to go and find somewhere more private and quiet.

Acomat is wearing his normal clothes, Daisy^{DG} is in a tight red dress with a massive black leather bag over her shoulder (containing, in case anybody peeps, blood-stained sanitary towels¹⁴).

¹⁰ men!

¹¹ the DG superscript on a person’s name indicates that this is the Doppelganger in disguise

¹² use normal guard stats for Acomat if you need them

¹³ in case anyone has a watch

¹⁴ and I mean towels, not tampons which haven’t been invented yet; this is all part of her disguise and the blood is actually a pig’s

2. Acomat and Daisy^{DG} walk back to Daisy^{DG}’s room

Emery has taken the precaution of hiring some young ragamuffins to try to deter any would be followers as well as paying off the local thief’s guild enough to ensure that the two of them don’t get mugged themselves whilst going home on the streets tonight.

If the PCs do follow, without throwing up at all the ridiculously overt sexual buffoonery going on in front of them, then after about 5 minutes they hear the sounds of a scuffle and cries for help from a side alley as a young lad runs out shouting “help me, please – they’re killing her!” (bluff +5). At exactly this moment Daisy^{DG} shoves Acomat down an alley on the opposite side of the street and then through a door which she closes behind them. Unless the PCs are right behind they will not know which door the two went through, though they might have a rough idea. The young lad, if caught, will confess that a lady paid him to do what he did because she was worried that her “man” might have a jealous lover.

The house that Daisy^{DG} has taken Acomat in to is, indeed, a seedy bordello, full of little rooms, staircases and passageways carefully designed to allow anyone who desires it the means to make a secretive exit via one of several doors.

3. Daisy^{DG} in her room

Daisy^{DG} has a room in the bordello, but this is not where they are destined to spend the night. It’s not, after all, a very nice place for “romance”, so she asks Acomat to wait outside for some time while she sorts out a few “lady-things”.

For the last few months Daisy^{DG} has been carefully nurturing a Giant Rot Grub in her room. She keeps the creature half-starved in a box held within the clasps of a pair of *Manacles of Cooperation*. Right now the creature is only about the size of a large sausage so Daisy^{DG} places it, still in the manacles, into her handbag and wraps it with some of her bloody “sanitary” towels kept specifically for the purpose (discarding the rest).

A few minutes later she re-joins Acomat outside her room. Soon after, making sure the coast is clear, they set off towards the caravanserai.

4. Acomat and Daisy^{DG} walk to the caravanserai

This is potentially the most dangerous part of the whole operation for the Doppelganger as Daisy^{DG} is now clearly in possession of a murder weapon (the Rot Grub). For this reason Daisy^{DG} ensures that their progress to Acomat’s room at the caravanserai proceeds post-haste, explaining if necessary that she’s desperate for him now and needs to get him into bed.

Acomat gains entrance past the guards at about 11pm, showing his token to get them through, and they both immediately go up to his room.

And lock the door.

Should the PCs bump into the couple on this part of the journey Daisy^{DG} will be doing everything she can to move them along and will in no way allow anyone to look inside her bag. If the PCs insist then she will either fight or flee, depending on how she sees her odds, and the whole Doppelganger sub-plot

will essentially be over. Acomat will be too dumb-struck by the unfolding events to do anything save gawp and gasp.

5. Acomat has a lovely time

Daisy^{DG} now gives Acomat the time of his life in his room. Repeatedly. At about 2am, Acomat falls asleep exhausted.

6. Acomat has a horrible time

Daisy^{DG} removes the Giant Rot Grub from her handbag and the manacles, rubs it between her hands a little bit to bring it to life and then feeds it in through Acomat's snoring mouth. As Acomat starts to writhe in horror she pins him down to stop him making too much noise and to prevent him from getting any visible injuries. A minute or so later Acomat is dead. The Rot Grub spends the rest of the night pleasantly chewing up the insides of Acomat's head before settling down for a nice cozy kip just below his ribcage.

7. Acomat^{DG} seeks Tegana

Emery now impersonates Acomat, putting on Acomat's clothes and concealing the manacles and Daisy's possessions in Daisy's bag (which he then has to carry around rather conspicuously).

Acomat^{DG} has learnt from Acomat quite a bit about Tegana, including the important fact that Tegana always goes to sleep in his wagon rather than in a tent or a room. Leaving and locking Acomat's room behind him, Acomat^{DG} furtively makes his way to Tegana's wagon, hoping not to be noticed. If the PCs, maybe as guards, accost him now, he explains he is simply answering a call of nature or, if they meet him again, that he's going to visit his brother¹⁵. If they ask about Daisy's bag he explains that he's disposing of some personal stuff for her and that she's asleep back in his room.

Tegana, of course, allows Acomat^{DG} into his wagon without question, being too sleepy to take too much notice of anything odd about Acomat^{DG}'s behaviour. As soon as Tegana is asleep Acomat^{DG} slips the *Manacles of Cooperation* on to him and then begins impersonating Tegana.

The main part of Emery's plan is now complete. From this point on Tegana lies in his bed meek as a lam as, being a paladin, he interprets co-operation in the most co-operatively way possible. Tegana^{DG}, meanwhile, regularly asks Tegana "reasonable" questions about his life to help him to maintain his disguise without revealing anything about his own plans and ambitions.

8. Acomat's body is discovered

Acomat's body is only discovered through the night if the PC play a part in this in some way (such as picking the lock or breaking down Acomat's room's door). If this happens then Roco and Tegana^{DG} will both need to be woken up and told what's happened. Since there is nothing that can be done about

it until morning, however, they will simply request that the PCs return as previously arranged.

In the morning Acomat's body is discovered if it hasn't already been so when Acomat fails to show up to a meeting arranged by Roco P'loma and Tegana (though Tegana^{DG} will, unsurprisingly, have to be reminded about it himself). At this point the PCs are definitely on hand even if they've missed all of the other events during the night.

Once everyone gets over their shock, Roco asks for Ctoniasta, one of the caravan's travellers, to be contacted, as she has the means to speak with the dead. Tegana^{DG}, uncharacteristically

Giant Rot Grub	CR 3
N Small vermin Init 1; Senses blindsense 30 ft.; Perception 0	
Defence	
AC 15 , touch 12, flat-footed 14 hp 34 (4d8+16) Fort 8, Ref 2, Will 1 Immune mind-affecting effects	
Offense	
Speed 20 ft. Melee bite +6 (1d6+3 plus poison and grab) Special Attacks gnaw, grab (medium)	
Statistics	
Str 14, Dex 12, Con 18, Int -, Wis 10, Cha 1 Base Atk 3; CMB 4 (+4 grapple); CMD 15	
Special Abilities	
Gnaw (Ex) A rot grub that is grappling a foe and chooses to damage the foe with an additional grapple check deals twice its normal bite damage (2d6+6 for most giant rot grubs), in addition to injecting an additional dose of poison with each successful check.	
Poison (ex)	
Type injury (bite); Save DC 16 Frequency 1/round for 5 rds Effect 1d3 Str damage; Cure 1 save	

for a paladin, has no problem agreeing to this but Weng Lo pleads with Roco not to perform such a ritual within his own grounds as it could give the caravanserai a bad reputation. Roco agrees and asks the PCs and a few of his workers to set up a tent about a hundred yards or so outside for the ritual to be performed.

Once everything is ready, Roco asks one or more of the PCs to fetch Acomat's body while Tegana^{DG} goes to look for Ctoniasta. Unfortunately as a PC, or PCs, carry the body down, the Giant Rot Grub, now of normal size and fully active, burrows out of Acomat and attacks.

¹⁵ he would rather not let the PCs know that he's going to see Tegana but he knows that repeated calls of nature are not going to be found credible

Doppelganger (changes for Tegana CR3)	
Defence	
AC 27, touch 13, flat-footed 25	
Offense	
Speed 20 ft. Melee MW Bastard Sword +9 (1d10+4/19-20) Ranged Comp Longbow +4 (1d8+4/x3)	
Statistics	
Skills Stealth -1 Gear (light, acp 6) MW Full plate, MW Heavy steel shield, MW Bastard sword, Comp Longbow (Str +4)	

Allow the PC carrying Acomat a DC 10 perception check to notice something alarming going on in Acomat's gut and avoid

Doppelganger (changes for Tegana CR4)	
Defence	
AC 28, touch 13, flat-footed 26	
Offense	
Speed 20 ft. Melee MW Bastard Sword +9 (1d10+4/19-20) Ranged Comp Longbow +4 (1d8+4/x3)	
Statistics	
Skills Stealth -1 Gear (light, acp 6) +1 Full plate, MW Heavy steel shield, MW Bastard sword, Comp Longbow (Str +4)	

surprise when the Rot Grub burrows out of Acomat's body.

Alas, once combat is over, it becomes clear that what's left of the insides of Acomat's skull can no longer be communicated with via *Speak With Dead*.

9. Unmasking Tegana^{DG}

Ideally the Doppelganger would just like keep his head down now until they all get into Cathreay. At this point he could dispose of Tegana and start getting on with his new life in the Crimson Khan's court. Unfortunately Tegana played a fairly major role in the running of the caravan, as Tegana^{DG} is well aware, so keeping a low profile during the remainder of their journey isn't really an option.

There is also the tricky issue of getting food to Tegana and taking away his waste.

Exactly how this plays out now is very much up to you, the GM. The more Tegana^{DG} does, the greater the likelihood that he will arouse the PC's suspicions, which is just as well since this module does assume that the PCs will be given the

Doppelganger (changes for Tegana CR5)	
Defence	
AC 29, touch 13, flat-footed 27	
Offense	
Speed 20 ft. Melee MW Bastard Sword +9 (1d10+4/19-20) Ranged Comp Longbow +4 (1d8+4/x3)	
Statistics	
Skills Stealth -1 Gear (light, acp 6) +1 Full plate, +1 Heavy steel shield, MW Bastard sword, Comp Longbow (Str +4)	

opportunity to unmask the impostor. Although this could happen at any point in the journey the PCs greatest chance will come once they have acquired the wand of *Detect Good* during the encounter at the Well of Eyes.

The Doppelganger will probably fight to the death when exposed, since survival alone in the wilderness is unlikely whilst execution on arrival at Cathreay is definitely on the cards. A rescued Tegana will readily offer his services to the party in their fight against Sennacherib at the end if they decide that he should be the one to help them.

DC	Summary
20	Sense motive check when dealing with the doppelganger to get a "hunch" that something isn't quite right
13	The doppelganger's bluff score
20	Disable device check to pick the lock into Acomat's room at the caravanserai

	Hardness	HP per 10'	Break DC
Acomat's Door at the Caravanserai	5	15	18

2. Bison (EL 4)

With all the unpleasant business of Acomat dispensed with¹⁶, Roco approaches the party with a task that he needs them to perform on this last day before their departure.

Roco P'loma has successfully negotiated with a dwarven bison ranch owner called Guillermo d'el Bison for the hire of 25 of his animals to replace the horses that had previously been pulling his caravan's wagons. As part of their negotiations Roco has assured Guillermo that he would be bringing on to his team a group of adventures of "mettle" and that these adventurers would at the very least be able to tell one end of a bison from the other.

¹⁶ or not, if the PCs managed to prevent it

Guillermo, who will be travelling along with the caravan with a dozen of his handlers, wants to see whether this really is the case and has therefore insisted, to Roco's embarrassment, that each of these adventurers of "mettle" brings over to the caravanserai one of the bison from his ranch just over 4 miles away. Roco had no choice but to agree.

Guillermo owns close to 50 head of bison, though only about half of them have the temperament and training necessary to pull wagons on a caravan trail. The ranch from which the PCs must fetch them lies in open plains the other side of a fairly dense woodland. Although there is a road connecting the ranch to Ginepski Guillermo wants the PCs to bring his bison over to him cross-country so that he can see just how capable they are as handlers.

The animals need to be delivered to the caravanserai uninjured. Although Guillermo will not pull out of the deal with Roco P'loma should the PCs fail to do so it will cause their relationship to sour. Under no circumstances should the PCs allow any of the bison to escape or be killed!

It takes one hour for the PCs to get to the ranch by road and wagon. Once there, the PCs are shown the animals that they need to bring to the caravanserai, and then it's up to them. Hopefully it will only take them a couple of hours to get back.

Note that all skill rolls made during this challenge are "reactive" – i.e. they take place in reaction to danger and therefore are not subject to the take-10 or take-20 rule.

1. Departure

The number of Bison available exactly matches the number of PCs, although PCs can choose which one each of them takes. If anyone bothers to check then a DC 14 knowledge nature check can reveal that one of the bison is a slightly more jumpy male, the rest more placid females. **All checks to ride or handle or empathise with the male suffer a -2 penalty on the die.**

Once everyone has their bison each PC must decide whether they will ride upit or walk alongside it. Riding, under normal circumstances, does not require a ride check, whilst walking alongside requires a handle animal check to get the bison to "Come" (the bison have been trained to Come, Stay and Work) made once during each travelling leg of the journey (see "one mile travel" below).

DC	Summary
14	Knowledge nature to recognise that one of the bison is male and of a slightly more nervous disposition

2. The journey

The schedule for the 4 mile journey is as follows:

Occurrence	Location / Description
Departure	Ranch
One mile travel	Forest
Event	The Bridge
One mile travel	Forest / Hills

Event	Stampede
One mile travel	Hills / Plains
Event	Loco Berry
One mile travel	Plains
Arrival	Ginepski

3. One mile travel (stumble check)

Although ordinarily PCs wouldn't have to worry about their mount's every little trip and stumble, bison are a different matter. Every mile everyone has to make one (or two) stumble checks for their mount as described below:

First, a PC must make a DC 15 survival check to see whether they keep their mount out of trouble. If this succeeds, nothing more happens, otherwise what happens next depends on whether the PC is riding the bison or leading it.

A **riding** PC must make a DC 7 ride check or fall off. If the PC falls then they must make a DC 15 ride check to see whether they soften the fall. A PC that fails this second check takes 1d6 points of damage and is prone. A PC that succeeds it takes no damage and is standing. In either case, a PC that has come off his bison must now make a Reflex save (DC 10 if standing, DC 15 if prone) to avoid being accidentally trampled on by his beast.

A PC that is **leading** rather than riding a bison which has stumbled skips straight on to the Reflex save with a DC of 10.

Trampled PCs take 2d6+12 points of damage.

Additionally every PC leading a bison has to make a handle animal check (DC 10 or 12 if the animal is injured) to see how efficiently they've succeeded in getting their animal to come along with them. If any PC fails this check then that particular leg of the journey takes ½ hour longer, forcing everyone to make a second stumble check as described above.

DC	Summary
15	Survival check to avoid having a "stumble"
7	"Stay in saddle" ride check for a PC on a stumbled bison to avoid falling off (made slightly harder because of the stumble).
15	Ride check to soften a fall from a bison.
10	Reflex save to avoid trample damage if standing next to a stumbling bison
15	Reflex save to avoid trample damage if having fallen next to a stumbling bison
10	Handle animal check to lead a bison whilst walking alongside it (+2 to DC if the animal is injured) and hence avoid extending the journey

4. The Bridge

A winding river cuts across the PCs progress at this stage but a long wooden bridge can clearly be seen upstream next to abandoned buildings on both of the river's banks.

The bridge is about 30' long and 15' wide. The river is about 20' across and 7' to 8' deep in the centre. A PC must choose to

either ride his mount through the river or to ride or lead his bison over the bridge. It is pretty much impossible to lead, rather than ride, a bison through the river.

A DC 10 knowledge engineering check determines that the bridge is not completely safe for crossing, but might be passable with care. It clearly hasn't seen a lot of use over the last few years and the boards do not look like they were made for carrying bison.

As long as only one PC crosses the bridge at a time the only hazard that will be faced will be the possibility of a stumble as detailed in "one mile travel" but with knowledge engineering used instead of survival to determine whether a mount is kept out of trouble. If more than one bison is on the bridge at the same time then there is an additional 1 in 6 (for 2 bison), or 2 in 6 (for 3 bison), and so on, chance per round that the bridge will collapse completely, dumping bison, riders and handlers into the river (10' fall into water for 1d6 points of non-lethal damage plus a DC 15 reflex save to avoid being trampled / landed on by your bison).

Riding across the river requires a DC 7 ride check to stay on the beast. Failure means getting swept off your bison 10' distance downstream (and then needing to swim).

Any bison that finds itself in the river without either a rider or a handler will, after about a minute or so of indecision, turn around and go back to the bank it came from. Bison don't need to swim – they're in their depth.

DC	Summary
10	Knowledge engineering check to realise the bridge is not safe but could be passed with care
15	Knowledge engineering check to avoid having a "stumble" on the bridge
15	Reflex save to avoid being trampled on if you and your bison fall into the river together.
7	Ride check to avoid being swept off the bison into the river if you're riding your bison across
15	Swim check DC in the river

5. Stampede

The track that the party is now following runs between rolling grass-covered hills. The occasional sound of a sheep or goat's collar bell can be heard clearly in the distance. The whole pastoral tranquillity of the environment, however, is about to be rudely interrupted.

Travelling one or two abreast the lead members of the party spot a scarecrow 40' up ahead at a crossroads in the path. The hills to either side make it impossible to see left or right until the crossroads is reached. One round later, precisely at the point when the lead PCs reach the scarecrow if they continue with their normal movement, a *Fireball* goes off right on top of it.

It's all a terrible accident. Malik Yeng, human 5th level wizard, recently promoted, is just trying out his new *Fireball* spell to see how well it works. He's some distance away to the left and had no idea that the party were coming along. Whether he

catches them with his *Fireball* or not, he immediately turns invisible and scarpers on his magical mount.

Anyone, including bison, within 20' of the scarecrow needs to make a DC 16 Reflex save or take 5d6 points of damage. Additionally the explosion and flame cause the bison to stampede.

As an immediate action a PC **leading** a bison can attempt a handle animal or wild empathy check try to stop their beast in its tracks. They only get one chance at this, otherwise the bison runs off though without any real danger to beast or handler.

Anyone **riding** on a bison when the *Fireball* goes off must immediately make DC 20 check using either wild empathy, ride or handle animal (their choice) to see what happens next. Success means the bison is subdued and the danger for that PC is over. Failure results in the equivalent effect of a stumble (i.e. "stay in saddle" check next, and so on) as the beast moves off at top speed (though just a double move as the terrain is not conducive to running). This check must be repeated every round that the PC remains upon a stampeding beast.

The bison's stampede finishes automatically after 2d10 rounds, at which point the PCs will need to gather them up from wherever it is that they ended up. They might also need to do a bit of healing since they don't want to deliver their animals to Guillermo with singed hides.

DC Summary

16	Reflex save to avoid taking 5d6 points of fire damage from the <i>Fireball</i>
20	Wild empathy, ride or handle animal check needed by a PC riding a stampeding bison

6. Nightmare Berry

As the PCs begin the last part of their journey to Ginepski the path that they are following disappears under the undergrowth of a small grove of trees and bushes. Clearly the bison are getting pretty hungry now as they can all be seen pulling away at the shrubs and grasses that they pass by. Unfortunately this area also contains a nasty little fern called "mad man's night" whose small black berries produce an effect similar to the poison known as "nightmare vapour" gas.

After travelling in the grove for a few minutes every PC in the party should attempt a DC 15 survival check to see if they spot something dubious growing in the undergrowth. A PC that succeeds can then use either a DC 5 ride check or a DC 10 handle animal check (DC 12 if the bison is injured) to prevent their animal from eating any of the berries. Failure on any check results in the bison eating a berry and then being subjected to the poison described below. If a bison ends up confused then each round a rider or handler can try to make a DC 20 ride or handle animal or empathy check to prevent the creature either harming itself or anyone else.

A bison will only bite a nightmare berry once before instinct tells it to leave the things alone.

Note that the whole area is difficult terrain and that bison will gore, rather than trample, if the confusion effect demands that they attack the nearest creature. Note also that bison cannot

Nightmare Berry

Type poison, ingested; **Save** Fortitude DC 20
Onset 1 minute; **Frequency** 1/round for 6 rounds
Effect 1 Wis damage and confused for 1 round
Cure 1 save

attack their own riders and that they will choose equally between a non-bison and a bison in the case of having to attack the nearest creature.

DC	Summary
15	Survival to spot a nasty berry in the bushes
5	Ride check to prevent bison eating berry, if seen, or
10	Handle animal check to do the same if not riding
20	Wild empathy, ride or handle animal check needed by a PC riding a stampeding bison

7. Arrival

PCs will arrive at Ginepski sometime between 2pm and 4pm depending on how much delay they've suffered during their travels. If all of the bison are delivered to Guillermo D'el Bison without injury (wisdom damage doesn't count) then Guillermo will be friendly and respectful to the party from this point on. If any of bison have injuries then his attitude will drop to indifferent; if any are seriously injured (more than half hit points lost) he will be unfriendly and if any are lost or dead he will be outwardly and markedly hostile (though he will not actually attack them).

Guillermo Del Bison will only offer to help in the final encounter if his attitude is indifferent or better. To determine if he accepts, have the lead diplomat make a diplomacy check using the table below, allowing any other PCs who can "aid another" to do so, and adding in any modifications you deem appropriate to reflect their relationship with him over the last 5 weeks.

DC	Summary
22	Diplomacy check if Guillermo is friendly
27	Diplomacy check if Guillermo is indifferent

Plains

Random Encounters (optional)

2d6	EL	B	Encounter
2	5	1	2 x Lion
3	5	1	Troll
4	4	3	2 x Axe Beak
5	4	2	2 x Blink Dog (neutral, predator)
6	3	1	Cockatrice
7	3	1	Ankhieg
8	3	2	2 x Krenshar
9	4	1	2 x Worg
10	4	1	2 x Cheetah
11	5	1	Lizard, Giant Frilled
12	5	1	Lion, Dire

Day 1

The first day's journey out from Ginepski crosses gently rolling hills punctuated by well-defended estancias and manor houses. This is where the wealthy from the city have their countryside retreats and occasional groups of well-armed privately-paid guards ride around in patrols asking everyone stupid, pointless, paranoid questions.

Day 2 – Mycin makes an appearance

Two day's out and the countryside becomes flatter and wilder. Shanty towns can be seen in the distance, areas which Roco's caravan pointlessly avoids. That evening Mycin, Hentrall's unknown and unwelcome undead companion, causes a disturbance for the first time on this leg of their journey¹⁷. Just after midnight all the dogs round the camp start howling as the vampire prowls among them, invisibly, just for a few minutes. Everyone's rest is disturbed but nothing else is discovered.

3. Day 3 - Traders from Shang-Tu (EL 3)

In the morning some of the handlers complain of having heard a child's laughter during the night just after the dogs had ceased their noise. Roco has heard these complaints before and dismisses them as voices carried in the wind. Guillermo confirms that all the bison are unharmed.

Towards the middle of the third day's travel the party encounters a caravan of ratfolk traders from Shang-Tu. Approximately 50 wagons of various description pulled by all manner of beasts (horses, bison, camels, huge dogs and even one old and rather sad looking elephant) carrying all manner of goods have formed one of the ratfolk's infamous impromptu markets up ahead.

¹⁷ see the section on Hentrall for details on how the Jiang-Shi vampire operates

Nobody knows how or why these traders ever choose to stop and set up their stalls but inevitably whenever they do so they attract a crowd of potential customers from miles around.

Pretty much anything can be found throughout the mazes of upturned wagons, hide tents, stalls, marquees and other structures erected by these curious folk. The strange variety of wares on show probably comes about from the ratfolk's preference of making exchanges rather than selling for cash, almost as if the joy of temporarily possessing something new and interesting outweighed the need to make any financial gain. Some folk postulate that the traders are searching for something long lost; others that they're simply crazy. Either ways, one never knows what might be found at one of these strange markets.

Allow each PC a chance to find something that they might have been looking for by using a relevant skill check against a DC of 20. If they succeed then they will be able to acquire this thing, whatever it is, by exchanging one or more possessions of their own of at least the same value as the one being acquired (compare items on a price-to-buy vs price-to-buy basis). You might also wish to allow them to barter a bit if you like role playing out this sort of thing¹⁸.

Once trading completes Roco's caravan will move on for an hour or so before striking camp. That night, however, two somewhat dishonest ratfolk will attempt to burgle the PCs in their tent.

Unless you deem the situation to be impossible resolve this attempted theft in the following way:

1. Make a stealth check for each ratfolk rogue to get into position next to one target PC¹⁹. Allow every PC a chance to spot this with a perception check against the lowest of the two stealth checks, remembering the effects of distance and of PCs being asleep.
2. If nobody spots them, each rogue then attempts to steal something from the PC they are next to by making a DC 20 sleight-of-hand check opposed by the sleeping PCs perception (again, with -10 for the PC being asleep). Note that *only* the target PC gets a chance to spot this. Note also that the rogues will steal weapons first, for safety, before going on to valuables, and that they won't attempt to steal anything impossible like armour.
3. Once the rogues have stolen everything of value from one PC, return to step (1) and target the next PC.
4. If the rogues succeed in robbing every sleeping PC of everything they want, have them make a stealth check again, as with step (1), to escape.

It would be rather odd if the ratfolk actually managed to get away with this given the numerous rolls that they will have to make. Once PCs are awake, however, they will have to deal with a pair of rogues that is pretty good as a fighting team, possibly with some of the PCs missing their weapons. The rogues will not fight to the death – indeed, murder was not in

¹⁸ there's no suitable skill to use for bartering, alas

¹⁹ note that both rogues will occupy the same 5' square due to their Swarming ability

Rat Rogue Pair	CR 1
Ratfolk Rogue (Knife Master) 2 CE Small Humanoid (ratfolk) Init 3; Senses darkvision 60 ft.; Perception 8	
Defense	
AC 17, touch 14, flat-footed 14; +2 vs animals hp 17 (2d8+4) Fort 1, Ref 6, Will 1	
Offense	
Speed 20 ft. Melee Starknife +5 (1d3+1/x3) Typical Starknife +7 (1d3+1/x3+1d8+1d6) Sneak Attack +1d8 (kinves), 1d4 (other), swarming	
Statistics	
Str 12, Dex 17, Con 13, Int 12, Wis 12, Cha 8 Base Atk 1; CMB 1; CMD 14 Feats Precise Strike, Weapon Finesse Skills Acrobatics 8 (-4 jump), Appraise 6, Bluff 4, Climb 6, Escape Artist 8, Sense Motive 6, Sleight of Hand 8 (+1 to conceal a light blade), Stealth 12 Languages Common Gear (light): 2 x Potion of <i>cure light wounds</i> , MW Studded leather armor, Starknife (3), MW Thieves' tools SQ Evasion	
Special Abilities	
Hidden Blade (+1): A knife master adds 1/2 her level on Sleight of Hand checks made to conceal a light blade. This ability replaces trapfinding.	
Swarming: Ratfolk are used to living and fighting communally, and are adept at swarming foes for their own gain and their foes' detriment. Up to two ratfolk can share the same square at the same time. If two ratfolk in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares.	
Unnatural: Some ratfolk unnerve normal animals, and train to defend themselves against the inevitable attacks from such creatures. These ratfolk take a -4 penalty on all Charisma-based skill checks to affect creatures of the animal type, and receive a +2 dodge bonus to AC against animals. An animal's starting attitude toward ratfolk is one step worse than normal. This racial trait replaces rodent empathy.	

any way their intention, and they will hope that the PCs will not be cruel enough to kill them either.

Note that when conscious and occupying the same square, the ratfolk are counted as flanking any opponent they hit and that when they do so they deal an extra 1d6 sneak attack damage.

Day 4

As the last few hills disappear completely, a light steady breeze hits the caravan from the north-east. The temperature drops a little and everyone dons warm clothing. Clouds pass gently overhead but the ground is getting drier. Impu, Hentrall / Mycin's monkey, spends a lot of time jumping between the wagons and tents that day and chattering to the PCs in monkey. If anyone casts *Speak With Animals* Impu goes sullenly quiet though the caster still can, with a successful DC 20 Sense Motive check, realise that Impu isn't just an ordinary monkey.

DC Summary

20	Sense motive check by someone casting <i>Speak With Animals</i> to realise Impu is not all he seems to be
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"Impu" – Mycin's Familiar	
Monkey N Tiny Magical Beast (animal, male) Init 2; Senses low-light vision; Perception 8	
Defence	
AC 17, touch 14, flat-footed 15 hp 11 (1d8) Fort 2, Ref 4, Will 5	
Offense	
Speed 30 ft., climbing (30 feet) Melee Bite +6 (1d3-4) Space 2 ft.; Reach 0 ft.	
Statistics	
Str 3, Dex 15, Con 10, Int 8, Wis 12, Cha 5 Base Atk 2; CMB 2; CMD 8 Feats Weapon Finesse Skills Acrobatics 10, Climb 18, Handle Animal -2, Heal 2, Stealth 16 SQ improved evasion	

Day 5

The steady breeze continues, relentless. Grasslands have now mostly given way to dirt plains, with the occasional tufts of vegetation. Rocky pillars punctuate the horizon, some rising to 500' or more. Roco is decidedly bad tempered this day and keeps mainly to himself. Nobody knows what's eating him²⁰. That night a *Scorching Ray* cast out of the darkness knocks over the dwarven bison handler's pan of Pebblera, much to their annoyance. The culprit is Mycin who, having come out to investigate the dwarves, became particularly disturbed to see them eating cooked rice. Some of the dwarfs hear laughter in

the darkness, soft and child-like, but Mycin successfully uses his stealth to get back to his box safely.

Day 6

The caravan is now clearly travelling through dusty brown wasteland. The wind drops, much to everyone's relief, as a small cluster of mountains can be seen approaching in the distance. Roco explains, after somewhat sharply asking the PCs not to tease the Dwarfs again, that the desert proper begins after the mountains but that the mountains themselves are not an obstacle as they're too far apart from each other.

All the dwarven animal handlers give the PCs black looks this day. If the PCs are on good terms with Guillermo, however, he believes them when they claim that they were not responsible for knocking over his cooking.

That night Roco experiences a "change" and goes out for a run in the countryside. Only Guillermo sees the strange wolf dashing out from between the tents, though a few of the dogs dart about anxiously as well. Roco returns at sunrise, unaware of what has actually transpired, believing himself to have been sleepwalking.

Roco's temper improves, however, until the approach of the next full moon.

4. Day 7 - Tales around the Campfire (EL 3)

Roco sets up camp just as the caravan draws level with the first few mountains of this small and isolated range. The ground has become more fertile again, suggesting the presence of mountain streams or an underground water table not too far below the surface. The mountains themselves are verdant, grass covered with fir trees visible at the highest reaches. The break in scenery seems to relieve everyone and Roco invites all of his "guests" (PCs and named NPCs) for an evening's feast and entertainment in his main tent.

This is an opportunity for everyone to introduce themselves if they haven't already met. Even Tegana^{DG} will be present since he does not wish to arouse suspicion and, given that he's had a reasonable amount of time to chat with the real Tegana now, able to pass himself off reasonably well.

After dinner Roco moves everyone outside to where numerous seats interspersed with paper lamps on poles have been placed in a circle around a huge campfire.

Ask the PCs to decide how they wish to sit in accordance with who they wish to converse with and/or study. Guillermo d'el Bison, incidentally, will stay with the main group on this occasion rather than adjourning to the preferable company of his dwarven brethren.

As Roco's various employees pass round drinks and tobacco, the evening's entertainment begins with the telling of "The Tale of the Cave of Thieves²¹" by a pretty young lady called Kathrin.

²⁰ tomorrow is full moon

²¹ reproduced later in this module

Although the night is cold, the heat from the fire and even from the lamps makes for a comfortable setting. When Kathrin's tale is complete, Roco asks the PCs whether any of them wish to provide any sort of entertainment. There are two other NPC performances still to come, and Roco wishes to arrange for them to be mixed in with any that the PCs might provide.

Five Halfling workers form the next NPC act. Dressed in identical traditional Cossack-style clothing they perform a dancing / tumbling routine with much clapping and shouting though rather less by way of acrobatics.

Finally Hentrall appears with his monkey and his box and Roco bids the PCs pay special attention to it because the contraption has puzzled everyone who has so far examined it.

Hentrall's box, made of a rare and expensive wood, is about 2' long and 1' square resting on a tripod 3' off the ground. A funny little monkey in a waistcoat and fez dances about on the top whilst Hentrall himself turns a handle on the side to produce music. What's puzzling about it is that the box

somehow seems to be able play requests, as the strange harp-like tunes coming out of it change to suit the audience. It can even sometimes play the songs that people call out to it.

The box doesn't radiate magic, or any aura in fact. Although the top is clearly a lid there is no opening mechanism visible. No one knows how it works. Hentrall is taking it to the Khan's court to see whether any of his experts can figure it out, knowing

how the Khan is keen on these sorts of devices, but the PCs are welcome to look at it as much as they like for now as long as they don't run any risk of damaging it²².

As the entertainment comes to an end and everyone is sitting around the fire chatting jovially or watching the stars Kathrin, badgers Ctoniasta to go and get that strange magical item she got from the ratfolk traders some days ago to see whether the PCs might know what it is.

Ctoniasta dutifully returns, a bit sulkily, being what she is, with a sort of papier- mâché cone about 1' cubed made out of paper with an open hole at one end. She says that originally it came in a box of some sort but that apparently that has been lost. Apart from knowing that it radiates magic she has no idea what it could be. She swapped it with the traders for an almost-spent wand of *Cure Light Wounds* that she had because she thought the cone looked interesting.



Wasp Swarm

CR 3

N Diminutive vermin (swarm)
Init 1; Senses darkvision 60 ft.; **Perception 9**

Defense

AC 15, touch 15, flat-footed 14
hp 31 (7d8)
Fort 5, Ref 3, Will 3
Defensive Abilities swarm traits
Immune weapon damage

Offense

Speed 5 ft., fly 40 ft. (good)
Melee swarm (2d6 plus poison and distraction)
Space 10 ft.; **Reach** 0 ft.
Special Attacks distraction (DC 13)

Statistics

Str 1, Dex 13, Con 10, Int -, Wis 12, Cha 9
Base Atk 5; CMB - ; CMD -
Skills Fly 11
SQ swarm traits, vermin traits

Poison (Ex)

Type injury (swarm); **Save** Fort DC 13
Frequency 1/round for 4 rounds
Effect 1 Dexterity damage; **Cure** 1 save

Anyone who makes a DC 24 Spellcraft check whilst carefully examining it will know exactly what it is, and may well want to give it straight back. It is a *Wasp Nest of Swarming*, a very dangerous item in the hands of the ignorant.

Watch carefully the way that the PCs handle the thing, noting if any of them mime any sort of rough treatment including throwing and catching it. Anything like this has a 50% chance of triggering the thing off. Anything rougher has a 100% chance of triggering it off.

If the PCs don't do so or figure out what it is and pass it back to Ctoniasta, the girl will, in frustration, prise the open end wider to see what might be inside ... and then she'll be in trouble.

As a swarm of angry wasps appears pandemonium ensues. If Ctoniasta is the wasps' target and the PCs don't intervene then it's very likely she'll be stung to death. Note that unlike normal swarms this one stays with one victim until it is dead before it moves onto the next.

If the PCs manage to avoid this catastrophe by warning Ctoniasta then she may well give the nest to them as "reward" (see earlier notes on Encounter Summary). Either ways if Ctoniasta survives then she will become a little bit friendlier to the PCs and be more than happy to help them in their final encounter should they require her to do so when the time comes.

²² the secret of the box is explained in the section on Hentrall

Day 8 – Poco Loco

The caravan progresses through a broad valley surrounded by mountains about half a mile or so away on each side. About half way through the day the caravan stops at a mining village called “Poco Loco” to pick up a few provisions. Very few people live in the village – there was a gold rush here many years ago that turned out to be a false alarm and a few crazy dwarves are still hanging around, sure that one day they will “strike it rich”.

Poco Loco has a purchase limit of 100gp in its general store and it also has an inn selling a particularly lethal locally distilled spirit called “Loco Juice” that the local dwarves



regularly get out of their heads on.

5. Day 9 - The Cave of 500 Eyes (EL 5)

As the mountains slowly close in around them, Roco’s caravan eventually breaks through into the start of the desert at the end of the 9th day. That evening camp is set up close to the mountains, the caves at their sides visible to the naked eye. As either Roco or Kathrin can readily confirm, this is the area where the Tengu thief had his lair many years ago. Since the Cave of 500 Eyes has a tendency to draw evil towards it the camp is particularly alert that night.

Almost as expected, as the sun starts to set to the west, a red and yellow scaled dragon appears out of the mountains, breaths

Flame Drake

CR 5

CE Large dragon (fire)
Init 5; **Senses** darkvision 60 ft., low-light vision, scent; **Perception** 10

Defense

AC 18, touch 10, flat-footed 17
hp 57 (6d12+18)
Fort 8, **Ref** 6, **Will** 6
Immune fire, paralysis, sleep
Weakness vulnerability to cold

Offense

Speed 20 ft., fly 60 ft. (average)
Melee bite +10 (2d6+5 plus 1d6 fire), and tail slap +5 (1d6+2)
Power Attack bite +8 (2d6+9 plus 1d6 fire), and tail slap +3 (1d6+5)
Space 10 ft.; **Reach** 10 ft.
Special Attacks fireball breath

Statistics

Str 21, **Dex** 13, **Con** 16, **Int** 9, **Wis** 12, **Cha** 10
Base Atk 6; **CMB** 12; **CMD** 23
Feats Flyby Attack, Improved Initiative, Power Attack
Skills Fly 8, Intimidate 9, Stealth 6, Survival 10
Languages Draconic
SQ speed surge

Special Abilities

Fireball Breath (DC 16) (Su) A flame drake can, as a standard action, breathe a ball of flame that explodes like a fireball. This attack has a range of 180 feet and deals 5d6 points of fire damage (Reflex half) to all creatures within a 20-foot-radius spread. Once a flame drake has used its fireball breath, it cannot do so again for 1d6 rounds. The save DC is Constitution-based.

Speed Surge (Ex) Three times per day as a swift action, a flame drake may draw on its draconic heritage for a boost of strength and speed to take an additional move action in that round.

a flaming fireball onto one of the wagons²³ and then flies off in the direction of that well known cave.

Everything happens so fast that no one can make much of a diagnosis about exactly what it was that just hit them. Roco turns to the PCs for help against this menace as various workmen run around organising repairs.

²³ choose randomly if you like

It is clear that the dragon will attack again at night when its darkvision and fiery breath will be devastating against their encampment. The PCs must therefore make the journey to the thieves' notorious cave, where surely it must be making its lair, and destroy it before it can return.

Kathrin volunteers to direct the PCs to the cave and Roco, after a lot of persuading, agrees to let her do so on the strict understanding that she will not be exposed to any danger. Kathrin is his responsibility, after all, and it is on his honour that Kathrin be safely delivered to Kapal²⁴.

It takes Kathrin and the PCs about an hour of fairly strenuous walking up the mountains to reach the fabled cave. Once there, a DC 14 perception check verifies that something large, possibly draconic, lives inside it. A DC 14 survival check establishes that the large creature is in fact bipedal and a DC 15 knowledge arcana check confirms that it is most probably a Fire Drake rather than an actual dragon (then use the normal means to establish how much the PCs know about Fire Drakes – i.e. one item of information per 5 points above the 15 necessary for the check). The PCs are then free to descend into the cave and take on its occupant.

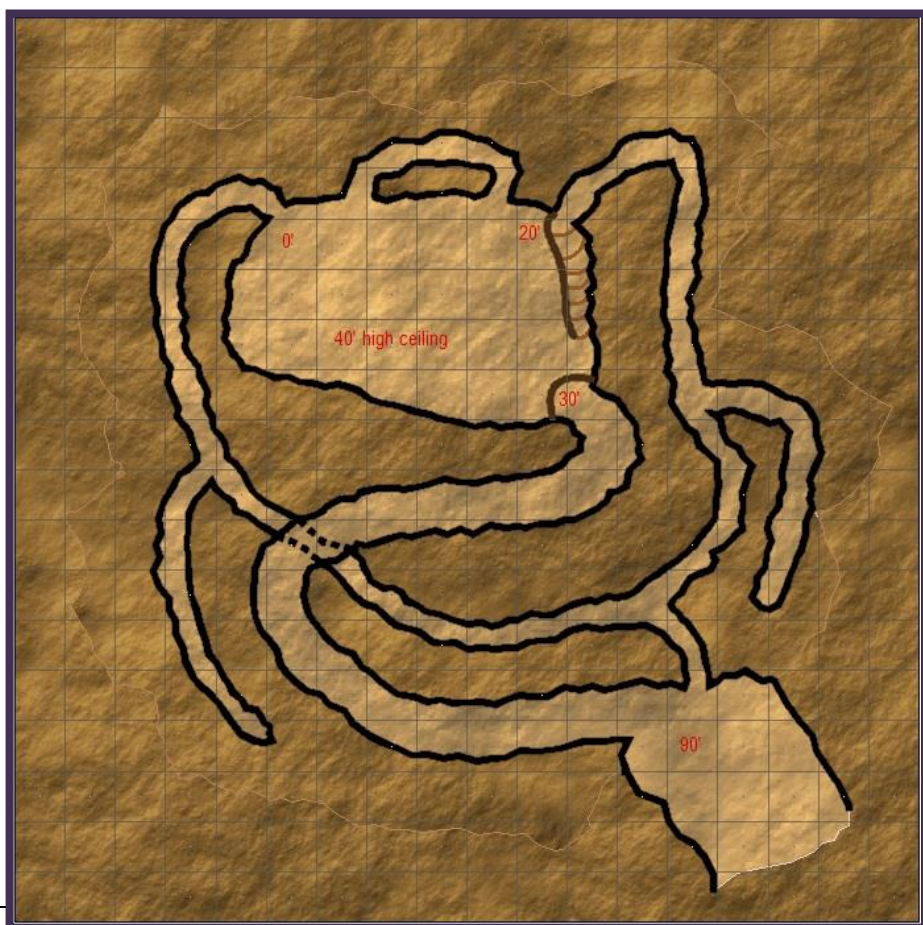
The entrance to the cave resembles a 30' wide 15' tall toothy mouth. Once inside, passageways are about as tall as they are wide and all of them wind down, with the narrower one that ends up at the bottom passing underneath the broader one that ends 30' up (elevations are marked on the map in red).

The final cave is 40' tall – high enough for the drake to fly round in a great circle in one round with fly by attack as long as it uses its speed surge.

When the drake has been defeated, the PCs can investigate the 250 skulls embedded in the walls to see whether there is still any treasure to be found. Taking "20" on every skull will take the



party 500 minutes of searching divided by the number of PCs who have a reasonable perception skill (10 or more). Alternatively, if the PCs have listened carefully to Kathrin's tale, they might deduce the fact that the right skull to search is the one belonging to the Tengu, which they can find after



²⁴ see encounter #11 - Betrothal

searching for half an hour.

Activating the skull reveals a secret compartment with treasure as detailed in the Encounter Summary.

If the PCs don't take on the Fire Drake in its lair then the creature will come back at night and incinerate the camp, using its *Fireball* breath with a 180' range for as long as necessary. Quite how the PCs will avert this disaster I really can't imagine.

DC	Summary
14	Perception check to find tracks
14	Survival check to determine tracks are bipedal
15	Knowledge Arcana check to realise the maker of the tracks is most likely a Fire Drake
30	Perception check to discover the trigger inside the skull of the Tengu

Desert

Random Encounters (optional)

2d6	EL	B	Encounter
2	5	1	2 x Hyena, Dire
3	5	1	4 x Gnoll
4	4	1	3 x Hyena
5	4	2	Dust Digger
6	3	1	Scorpion, Giant
7	3	1	6 x Jackal (dog)
8	3	2	Centipede, Giant Whiptail (desert variant)
9	4	2	2 x Cockroach Swarm
10	4	3	2 x Jackalwere
11	5	2	Snake, Emperor Cobra (desert variant)
12	5	1	Army Ant Swarm (desert variant)

Day 10

As the caravan enters the desert ahead, the comforting sight of the mountain range behind soon disappears in the dust and heat haze which blocks line of sight beyond a few miles. A few hardy shrubs still pockmark the landscape. The odd lizard scuttles between holes in the hard-packed brown earth but apart from that there's very little sign of life here. At night the temperature drops considerably lower than in the plains, which is why the sight of a small boy running around between the wagons is such a surprise for the few guards that witness it (if there are any PCs on night watch, they might see the little fellow out of the corner of their eyes too).

Mycin uses stealth to avoid being seen and uses his *Invisibility* spell to get away if anyone gets too close.

Day 11

The ground underfoot loosens a little and at times the dust kicked up becomes quite choking to the throat. Magic ensures that there is plenty of water available but most of the travellers start wearing light scarves around their mouths. Around the middle of the day the caravan picks up a companion – a lone figure keeping pace at about 600' to the side. Clearly humanoid and human-sized, the figure walks with a strange and stumbling gait.

This is an Aghash, a type of Div destined to cause the caravan some problems in the days ahead. For now, however, the creature is simply observing them and if anyone tries to approach it it *Dimension Doors* away (up to 640' at a time, as often as it likes).

Day 12

As the terrain becomes sandier and coarser dunes in the distance start providing some break in the monotony of the landscape. The Aghash becomes bolder now and walks only 100' to the side, trying to study the caravan at a closer range.

At this distance the creature looks like an injured cowboy from an old wild-west movie, though one that doesn't carry guns. Although unaffected by the heat the Aghash wears a broad brimmed hat to hide its unpleasant appearance, a pair of loose trousers to hide its goat-like legs and a very Clint Eastwood style poncho over the top. The Aghash steals glances from under its hat and uses its telepathy to see what manner of creatures these are. Anyone who wishes to try to identify the Aghash must beat its disguise check (at +12) to be allowed a knowledge check. Otherwise, if approached or attacked, it uses its *Dimension Door* ability to stay out of the way.

That night the Aghash gets bolder and makes a visit to the camp, appearing in the middle with its *Dimension Door* ability and standing inside one of the camp fires for added protection. The dogs in the camp go wild, raising the alarm and hopefully getting the PCs interested. The creature is still not planning to attack and has *Dimension Door* prepared in case it is targeted in any way. It happily shows its face now, subjecting anyone within 30' to a *Confusion* effect (which is particularly bad for the dogs).

Anyone who succeeds in attacking the Aghash with a natural or non-reach melee weapon before it teleports away must make a DC 15 reflex save to avoid taking 1d6 points of fire damage followed by a second DC 15 reflex save to avoid catching fire.

If Tegana^{DG} is still around then the Doppelganger and the Aghash make telepathic contact, which slightly alarms both, though Tegana^{DG} does then obliges the Aghash by indicating who in the caravan might be the most charismatic²⁵. Should this not happen then the Aghash will make up its own mind on the basis of the faces it has seen and the minds it has read.

²⁵ probably Ctoniasta, unless a PC has a charisma of 18+

Aghash	CR 4
NE Medium outsider (div, evil, extraplanar) Init 2; Senses darkvision 60 ft., See In Darkness Perception 11	
Defense	
AC 18, touch 12, flat-footed 16 hp 42 (5d10+15) Fort 4, Ref 6, Will 7 +1 to all saves with 5 or 6 PCs Defensive Abilities DR 5/cold iron or good; SR 15; resist acid 10, electricity 10 Immune fire, poison	
Offense	
Speed 30 ft. Melee 2 x claw +8 (1d6+2) Special Attacks Cursed Gaze, Sandstorm	
Spell-Like Abilities	
CL 6; +7 melee touch; +9 ranged touch; conc 10 At will <i>Bestow Curse</i> (DC 16), <i>Detect Good</i> , <i>Detect Magic</i> , <i>Dimension Door</i> , <i>Minor Image</i> (DC 15), <i>Spectral Hand</i> 1/day <i>Suggestion</i> (DC 16), <i>summon</i> (level 3, 1d2 dorus 25%)	
Statistics	
Str 14, Dex 15, Con 16, Int 13, Wis 13, Cha 18 Base Atk 5; CMB 7; CMD 19 Feats Alertness, Iron Will, Weapon Focus (claw) Skills Bluff 10, Disguise 12, Intimidate 10, Knowledge (arcana) 7, Knowledge (planes) 7, Sense Motive 9, Spellcraft 9, Stealth 10 Languages Abyssal, Celestial, Infernal; Telepathy(100') Gear (light): (5 or 6 PCs only) +1 Cloak of Resistance	
Special Abilities	
Cursed Gaze (DC 16) (Su) Aghash's choice: confused for 1 round, shaken for 1 round, stunned for 1 round, or deals 1d4 points of damage, 30 feet, Fortitude save negates. Any creature under the effects of <i>protection from evil</i> is immune to an aghash's gaze. The save DC is Charisma-based. Sandstorm (Su): Once per day, as a full-round action, an aghash can create a temporary sandstorm. This storm has a radius of 100 feet centered on the aghash and lasts for 1 minute per Hit Die the aghash possesses (typically 5).	

15

Subsequent Reflex save to avoid catching fire (only if the save above failed)

Day 13

Sand increases underfoot with the dunes much closer to the caravan's trail than the day before. Every hour or so the head wagon encounters soft sand and needs to divert, resulting in slow, hard, frustrating and heavy work for all involved.

The Aghash can no longer be seen during the day as it is waiting for its summon spell-like ability to work before it launches an attack at night. As it happens, this takes place the following day.

Mycin kills one of the dogs to night. The poor creature is found in the morning blue with cold, though a heal check suggests that something rather strange has happened:

DC

Summary

15

Heal check on the dead dog to determine that it died from some form of asphyxiation

6. Day 14 - The Shrieking Sands (EL 4)

Heavy going through the sand continues as before. That night the Aghash attacks the caravan accompanied by one or two²⁶ summoned Dorus (Dives as well). The monsters use the following strategy:

1. The Aghash casts *Spectral Hand* in preparation for combat.
2. The Dorus, invisibly, go into the middle of the caravan and then each cast a *Minor Image* spell to make it look (and sound, but not feel the heat of) a wagon going up in flames. The bison ignore this (no heat) and the Dorus are not made visible. This provides a distraction to all the NPCs in the camp, if not the PCs themselves, who start mobilising their fire-fighting contingency plans.
3. When the Aghash sees the wagons "afire", it uses its *Dimension Door* ability to get straight into the centre of the camp. If the PCs have gone to look at the "burning" wagons they do not see it arrive, otherwise they do and you will have to determine where they are and roll initiative.
4. The Aghash then uses a full round action to summon a sand-storm. Since this is a Supernatural Ability it requires no concentration check, though the Aghash may well be attacked while he's at it. The sandstorm reduces visibility to 1d10 x 5 feet and affects all perception checks with a -4 penalty.
5. The Dorus swoop down into the sand and start shrieking, maintaining their invisibility. It seems like the sand is being pierced by invisible fireworks, as the streaking heads leave behind strange wakes in the airborne sand as they pass. After a few rounds, however, the Dorus' curiosity gets the better of them

DC

Summary

+12

Aghash Disguise skill

15

Reflex save when attacking the Aghash with hand-held or non-reach melee weapons to avoid taking 1d6 points of fire damage

²⁶ Although you can roll for this, I recommend using 2 Dorus against 6 PCs, 1 otherwise

Doru	CR 2
NE Tiny outsider (div, evil, extraplanar) Init 3; Senses darkvision 60 ft., detect good, detect magic, see-in-darkness; Perception 7	
Defense	
AC 18, touch 15, flat-footed 15 hp 16 (3d10) Fort 3, Ref 4, Will 4 Defensive Abilities DR 10/cold iron or good; SR 13; Resist acid 10, electricity 10 Immune fire, poison	
Offense	
Speed 20 ft., fly 40 ft. (perfect) Melee bite +9 (1d4–1 plus poison) Space 2-1/2 ft.; Reach 0 ft.	
Spell-Like Abilities	
CL 6; conc 8 Constant <i>Detect Good, Detect Magic</i> At will <i>Invisibility</i> (self only) 3/day <i>Charm Person</i> (DC 13), <i>Minor Image</i> (DC 13) 1/day <i>Suggestion</i> (DC 14) 1/week <i>Commune</i> (CL 12th, 6 questions)	
Statistics	
Str 8, Dex 17, Con 10, Int 10, Wis 12, Cha 14 Base Atk 3; CMB 4; CMD 13 (can't be tripped) Feats Weapon Finesse, Weapon Focus (bite) Skills Bluff 8, Fly 11, Knowledge (arcana) 6, Knowledge (planes) 6, Spellcraft 6, Stealth 17 Languages Abyssal, Celestial, Infernal; telepathy(100')	
Poison (Ex)	
Type injury (bite); Save DC 13 Frequency 1/round for 6 rounds; Effect 1d2 Wis Cure 2 consecutive saves.	

and they start invading the tents and rummaging through possessions. If interrupted in this activity, they shriek their hatred and attack to the death (becoming visible after the first hit).

- The Aghash moves through the sandstorm looking for its chosen prey, using *Bestow Curse* with *Spectral Hand* to cripple whoever gets in the way in the most sensible way possible (generally by reducing what it deems to be the target's most useful ability scores).
- When the Aghash finds its target then if the target is alone it covers its face with its hat and casts *Suggestion* to try to persuade it to come to "safety". If the target hasn't seen the Aghash attacking before then this is a reasonable suggestion, otherwise the spell automatically fails. If the target cannot see in the dark and wants to bring a light source then the Aghash includes in its suggestion that doing so is a

bad idea, however that entitles its prey to a +2 modifier on their saving roll. If the spell succeeds, the two of them move well away from the camp and out into the desert darkness.

- If either the *Suggestion* spell fails, or once the Aghash and its victim are well away, the Aghash switches its gaze effect to stun, lifts its hat so that its eye can be seen and starts attacking with its claws. The Aghash wants to destroy the beauty that it has found and so it fights, in frenzy, until either it or its victim is dead.
- If the target isn't alone when the Aghash finds it then it uses *Bestow Curse* and combat to try to remove the opposition first.

Whether the Aghash's plan succeeds or fails, it does not attack the caravan again after that night.

Day 15

Sand starts to get coarser and thicker underfoot and the going gets easier. Dunes start to retreat. In the evening the caravan reaches an oasis called The Well of Eyes, however the presence of a Bedouin camp some hundred yards or so short of the oasis testifies that all is not well.

The Bedouin tribe, called the B'ad Al Rana, are a peaceful lot and approach the caravan in friendly fashion. Roco P'loma has met them before so that evening the wagons and Roco's tents are set up next to the Bedouin's yurts. It's another splendid opportunity for socialising, telling tales, buying fanciful ethnic trinkets, eating strange exotic food, drinking strange exotic drinks and getting high on strange exotic pipe-weeds.

In the evening, or earlier if the PCs are insistent, Warris Al Rana, leader of the Bedouin, explains what has happened at the oasis. Somehow or another a huge crocodile has appeared within it with clearly belligerent intent. Furthermore there's at least one other strange creature living among the reeds and one of his tribesmen got bitten by a snake when he went over to investigate.

None of these things have ever been seen at the oasis before in all of the years of his coming, or before that in all of the years of his father coming, or of his grandfather's coming, and so on.

Warris suspects some sort of sorcery but fears injury to his people and animals. The oasis is an important part of the ecology here and their migratory life even given that some of them are able to *Create Water*. Since Roco also wants to use the oasis as a freshening up point he volunteers the PCs to sort out these troublesome reptiles for them on the next day²⁷.

There are no random encounters that night. The combined manpower of the Bedouins and Roco's caravan is enough to provide complete safety. Mycin also stays out of the way for the next two days, put off by the sheer quantity of people present.

²⁷ as part of their contract, of course!

7. Day 16 - The Well of Eyes (EL 4)

The oasis gets its name from the strange reeds which grow in abundance on its shores, reeds which each resemble tall peacock feathers with a single brightly coloured eye staring out of their centre. Rather disconcertingly, the reeds turn their eyes to face any living creature of medium size or larger that gets within 120', giving the impression to PCs as they approach that they are being watched by the oasis itself.

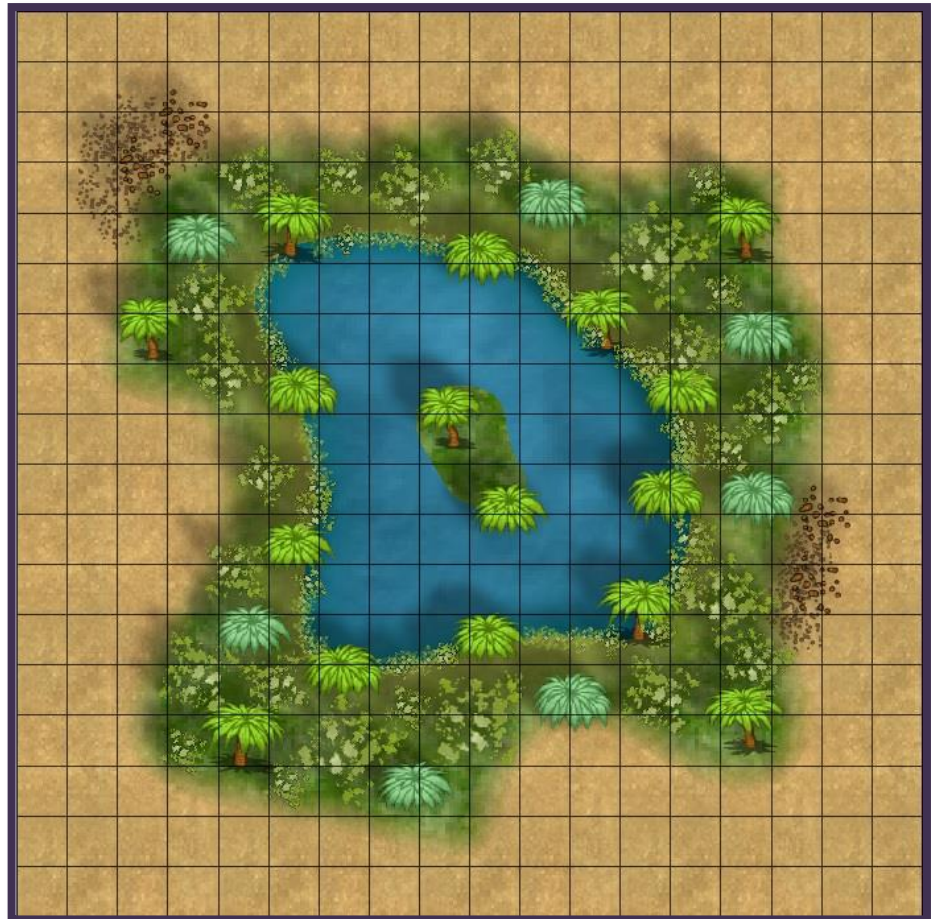
A DC 20 knowledge nature reveals that this is a harmless defence mechanism used by reeds which have a 120' range tremorsense. Anything that tries to hide in the undergrowth, however, will find that all the stalks nearby turn to stare at them²⁸.

Most of the druids who live in the desert consider this oasis to be, if not sacred, at least worthy of their respect and consideration.

Unfortunately one rather extreme Nagaji druid called Chenchu, recently expelled from his Bedouin tribe for being far too much trouble to live with, has decided to occupy the Well of Eyes and attack anyone who tries to use it, partly out of revenge against the Bedouins and partly out of some sort of eco-warrior style fundamentalism.

Chenchu has decided to adopt the form of a huge crocodile which, thanks to his saurian specialisation, he can maintain for 24 hours a day (the ability functions at 8th level for him). A DC 15 knowledge nature check, however, reveals that a crocodile species this big is generally found only in salt water, suggesting that something very odd is going on here.

Although Chenchu has a large range of spells at his disposal his preferred method of dealing with intruders is to summon hordes of tiny vipers. Again, because of his specialisation, Chenchu can summon these creatures as a standard action and generally does so by starting with the sacrifice of a 1st level spell (which just summons one). A 2nd level spell grants him 1d3 of them and a 3rd level 1d4+1. Chenchu continues summoning as many snakes as he can and then wades into combat with his Deinonychus companion.



Summoned Viper

N Tiny animal
Init 3; **Senses** low-light vision, scent; **Perception** 9

Defense

AC 16, touch 15, flat-footed 13
hp 11 (1d8+1+6 temp)
Fort 3, **Ref** 5, **Will** 1

Offense

Speed 20 ft., climb 20 ft., swim 20 ft.
Melee bite +5 (1d2–1 plus poison)
Space 2-1/2 ft.; **Reach** 0 ft.

Statistics

Str 8, **Dex** 17, **Con** 12, **Int** 1, **Wis** 13, **Cha** 2
Base Atk 0; **CMB** 1; **CMD** 10 (can't be tripped)
Feats Weapon Finesse
Skills Climb 11, Stealth 15, Swim 11

Poison (Ex)

Type injury (bite); **Save** DC 11
Frequency 1/round for 6 rounds
Effect 1d2 Con; **Cure** 1 save.

²⁸ this wont remove concealment, and it wont affect either the druid's animal companion or his summoned vipers

Chenchu	CR 4
Nagaji Druid (Saurian Shaman) 6 (no items) NE Medium Humanoid (reptilian) Init 1; Senses low-light vision; Perception 13	
Defense	
AC 12 , touch 11, flat-footed 11 hp 45 (6d8+12) Fort 6 , Ref 3 , Will 7 ; +4 bonus on saving throws against the spell-like and supernatural abilities of fey, and spells and effects that utilize or target plants; +2 bonus vs. mind-affecting effects and poison	
Offense	
Speed 30 ft. Melee Bite +8 (1d6+4) and 2 x Claw +8 (1d4+4) Special Attacks Rake +8 (1d4+4)	
Druid Spells Prepared	
CL 6; +8 melee touch; +5 ranged touch; conc 8 3 <i>Cure Moderate Wounds</i> , <i>Resinous Skin</i> 2 <i>Barkskin</i> , <i>Bull's Strength</i> , <i>Bear's Endurance</i> , <i>Groundswell</i> 1 <i>Goodberry</i> , <i>Endure Elements</i> , <i>Obscuring Mist</i> , <i>Marid's Mastery</i> 0 (at will) <i>Know Direction</i> , <i>Stabilize</i> , <i>Create Water</i> , <i>Light</i>	
Statistics	
Str 18 , Dex 13 , Con 12 , Int 6 , Wis 14 , Cha 12 Base Atk 4 ; CMB 8 (+2 Grappling); CMD 19 Feats Augment Summoning, Natural Spell, Spell Focus (Conjuration) Skills Survival 4, Swim 13 Languages Common, Draconic, Druidic SQ Animal Companion Link, Wild Shape (reptile or dinosaur, lvl 8, 3/day; otherwise lvl 4, 1/day), Totem Transformation, Totemic Summons, Share Spells (companion), Spontaneous Casting, Trackless Step, Wild Empathy (+4 and full round action with reptiles and dinosaurs), Woodland Stride	
Special Abilities	
Totem Transformation (saurian) : movement (+10 enhancement bonus to land speed), scales (+2 natural armor bonus to AC), senses (low-light vision, scent), or natural weapons (bite [1d6], 2 claws [1d4] for a Medium druid, rake, +2 CMB to grapple); speak with animals (reptiles and dinosaurs). Totemic Summons (saurian) : reptiles and dinosaurs	

Note that the reeds count as difficult terrain and provide everyone a 20% miss chance due to concealment. Note also that when the snakes appear they can use a move action to hide themselves against their target before attacking since they are

Chenchu (changes for huge crocodile)
Init -1
Defense
AC 14 , touch 7, flat-footed 12 Ref 1
Offense
Speed 20 ft.; swim 30ft. Melee Bite +9 (2d6+7+grab) and Tail Slap +4 (1d8+3) Space 15 ft.; Reach 15 ft.
Statistics
Str 24 , Dex 9 CMB 13 (+4 Grappling); CMD 22 Skills Swim 24

Chenchu's Animal Companion
Deinonychus N Small Animal Init 4; Senses low-light vision, scent; Perception 5
Defense
AC 20 , touch 15, flat-footed 16 hp 48 (+18) Fort 8 , Ref 9 , Will 3 ; +4 morale bonus vs. Enchantment spells and effects
Offense
Speed 60 ft. Melee Bite +7 (1d4+2) and 2 x Talon +7 (1d6+2) Power Attack Bite +5 (1d4+6) and 2 x Talon +5 (1d6+6)
Statistics
Str 14 , Dex 19 , Con 17 , Int 2 , Wis 12 , Cha 14 Base Atk 4 ; CMB 5 (+2 Overrun); CMD 19 (+2 vs. Overrun) Feats Combat Reflexes, Improved Overrun, Power Attack Tricks Attack, Attack Anything, Fetch, Flank, Guard, Hunt Skills Acrobatics 8 (+12 jump), Climb 6, Stealth 13, Swim 6 SQ Evasion

not in plain sight when they arrive.²⁹ The first attack that a snake makes, therefore, is preceded by a stealth vs perception check to see if the snake can catch its opponent flat-footed. If it

²⁹ in my opinion, though this is a rule interpretation

succeeds then the target is also denied the AoO that it would normally get because of the snake's lack of reach.

Whilst in the water Chenchu has improved cover from attacks on land (+8 AC, +4 on Reflex saves). Until he attacks, his deninonychus animal companion also hides in the reeds on the opposite bank. If the PCs find and engage the dinosaur first then Chenchu comes out of the oasis to fight in support.

As a reward, the B'ad al Rana give the PCs with a Wand of *Detect Good* ("so that you always know who your friends are", charges dependent on scaling).

Both the Bedouins and the caravan stay at the oasis for the rest of the day and night (again, without random encounters), to make full use of the oasis now that it has been made safe.

Note that the CR of the druid has been lowered by one to reflect the fact that he has no equipment (the Bedouin tribe that threw him out confiscated everything he had).

DC Summary

20	Knowledge nature to recognise the reeds around the lake as harmless, if a bit annoying
15	Knowledge nature to realise the huge crocodiles are only found in salt water
10	Swim in the oasis

Day 17

As the oasis and the Bedouins are left behind, the caravan re-enters the desert. The ground underfoot is hard packed now and there are no longer any sand dunes in evidence. Towards the end of the day, small tufts of vegetation begin to appear, and just as the camp is setting up for the evening a few candelabra cacti can be seen in profile against the brightly red sunset on the horizon.

That evening Mycin gets bolder and strikes his first humanoid victim. In the morning one of the caravan workers is found dead in the latrine tent, having perished in identical fashion to the dog that died on Day 13.

8. Day 18 - The Wizard and his Box (EL 4)

The caravan reaches gentle rocky foothills, punctuated with more candelabra cacti, and starts to make a slow climb. The stone terrain is a little warmer than the desert but it's still bitterly cold at night. The trail that is being followed is rough and there are frequent stops to repair small amounts of damage to the wheels and axles.

That night events with Mycin come to a head in the following way:

1. Mycin stalks the camp and its environs at night, moving swiftly with his stealth thanks to his abilities and looking for a victim. If the guards have doubled up, Mycin looks for the weakest pair (as far as he can tell), otherwise the weakest loner. Note that even the animals in the camp don't detect him when he's choosing to be quiet.

Mycin

CR 4

Young Halfling Jiang-Shi Adept 5

NE Tiny Undead (augment humanoid, halfling, male)
Init 8; **Senses** blindsight, breathing creatures only, darkvision 60 ft.; **Perception** 18

Defence

AC 23, touch 21, flat-footed 14

hp 23 (5d6+5)

Fort 2, **Ref** 9, **Will** 6; +2 vs. fear, +4 vs. channelled energy

Defensive abilities DR 10/magic or slashing; mobility; fast healing 5; prayer scroll; resist cold 20

Immune undead traits

Offense

Speed 10 ft.

Melee Bite +12 (1d2) and

2 x Claw +12 (1d3 plus grab/19-20)

Space 2.5 ft.; **Reach** 0 ft.

Special Attacks drain chi (dc 15), halfling jinx (at will) (dc 11)

Adept Spells Prepared

CL 5; +12 melee touch; +12 ranged touch; conc 7
2 *Scorching Ray*, *Invisibility*

1 *Protection from Good*, *Sleep* (DC 13), *Burning Hands* (DC 13)

0 *Ghost Sound* (DC 12), *Touch of Fatigue* (DC 12), *Detect Magic*

Statistics

Str 10, **Dex** 26, **Con** -, **Int** 10, **Wis** 15, **Cha** 13

Base Atk 2; **CMB** 16 (+4 Grappling); **CMD** 19

Feats Ability Focus (Drain Chi), Agile Maneuvers, Alertness, Dodge, Mobility, Skill Focus (Acrobatics), Spring Attack, Weapon Finesse

Skills Acrobatics 22 (-8 jump), Climb 5, Fly 12, Handle Animal 5, Perform (music-box) 10, Sense Motive 4, Spellcraft 4, Stealth 27

Languages Common, Halfling

SQ Empathic Link with Familiar, Share Spells with Familiar, Deliver Touch Spells with Familiar, Speak with Master (Familiar), Swift as Shadows

2. When he is ready to attack, Mycin casts *Protection From Good* out of earshot and approaches his victim(s) well out of sight of any other guards. Allow his targets a chance to spot Mycin as he approaches but note just how high his stealth is.
3. Mycin starts by casting spells to weaken his targets as described below. If at any point Mycin only has only one unconscious foe left then he stops casting spells and goes straight to step 8.
4. Mycin's first spell is *Sleep* from about 30' away. Give his targets a DC 13 Perception check to hear the spell being cast but still needing to beat Mycin's stealth check to actually spot him.

Mycin Special Abilities and Weaknesses

Prayer Scroll (Su): The scroll attached to the brow of a jiang-shi grants immunity to any effects generated from spell-completion or spell-trigger magic items, such as scrolls and wands. Such magical effects treat the jiang-shi as if it had unbeatable spell resistance. A jiang-shi's prayer scroll can be removed with a successful steal combat maneuver, which immediately ends the jiang-shi's immunity to these effects. If a jiang-shi's prayer scroll is destroyed (a standard action), the vampire also loses its fast healing ability. A jiang-shi may create a replacement prayer scroll by using any strip of parchment and a writing instrument, but doing so requires 10 minutes of uninterrupted work.

Drain Chi (DC 15) (Su): Instead of draining blood, a jiang-shi vampire drains "chi," or life energy, from a victim's breath. When a jiang-shi makes a successful grapple check (in addition to any other effects caused by a successful check, including additional damage), the jiang-shi can attempt to drain chi by drinking the victim's breath. The victim can resist this attack by making a successful Fortitude save. On a failed save, the victim gains 1 negative level and is staggered for 1d4 rounds.

Speed: A jiang-shi moves only by hopping. This mode of movement is somewhat less swift than regular movement, and thus a jiang-shi's base speed is reduced by 10 feet from the base creature's speed, to a minimum of 10 feet. This unusual mode of movement allows the jiang-shi to ignore the effects of difficult terrain on movement, and makes it impossible to trip. Other speeds (like fly or swim speeds) are not affected by this reduction.

Weaknesses: Jiang-shis recoil from mirrors or the sound of handbells rung within 10 feet of them. Cooked rice, which to jiang-shis mocks the fundamental fact that they no longer eat food, shames them into recoiling as well. These things don't harm a jiang-shi vampire—they merely keep it at bay for a period of time. A recoiling jiang-shi vampire must stay at least 5 feet away from the object of its revulsion, and cannot touch or make melee attacks against a creature brandishing the object during that round. Holding a jiang-shi vampire at bay takes a standard action. After being held at bay for 1 round, a jiang-shi vampire can attempt to overcome its revulsion of the object and function normally each round it makes a DC 20 Will save at the start of its turn.

5. Mycin then closes 10' and casts *Scorching Ray*, sniping to stay hidden. The perception check DC to hear this spell is 12, since he's closer, but since Mycin is sniping now his personal stealth check (roll again) suffers a -20 penalty.
6. Finally Mycin breaks cover completely, closes the last 10' and casts *Burning Hands* from about 10' away.
7. If at this stage Mycin has two or more opponents left, he attempts to escape using *Invisibility*. Typically this will mean either taking a 5' step or a move

Destroying a Jiang-Shi

If reduced to 0 hit points, a jiang-shi vampire crumbles to dust but is not destroyed. It reforms in 1 minute with 1 hit point in the same space, or the nearest unoccupied space. Scattering the dust before the jiang-shi reforms destroys it permanently, as does mixing rice into the dust with a dose of holy water. Jiang-shi vampires are also susceptible to wooden weapons carved from peach trees, as such weapons represent the unity of all elements and life to these creatures. A wooden weapon carved from a peach tree automatically bypasses a jiang-shi vampire's damage reduction. Additionally, any successful hit from such a weapon that reduces a jiang-shi to 0 hit points immediately destroys the creature. Although they normally retreat from daylight, jiang-shi vampires are not destroyed by sunlight like regular vampires and can move around during the day without harm.

action (with AoO) to get out of reach, then casting the spell safely (he only gets one shot at it, so he doesn't take a chance with casting defensively). He will, of course, not be able to move after casting his spell, as any sensible opponent should know, so he will be relying on his 50% miss chance plus high AC to survive. If Mycin is in a situation where he can safely cast his spell without moving then he will cast first and move after casting, making it much harder for opponents to tell where he's gone.

8. If at any time Mycin only has a single sleeping or unconscious opponent, he will start to Drain Chi. Note that Mycin does not coup-de-gras his victims in any other way as that would stop him getting their Chi. Sleeping opponents will be woken up by this attack.
9. If Mycin has one conscious opponent left against him he will full attack with claws and bite accepting the AoOs in the process (but note that the +4 AC from Mobility helps with this). Each successful claw attack allows a grapple check³⁰. If Mycin successfully grapples, he immediately Drains Chi.
10. If Mycin starts a round with an opponent grappled, he attempts to maintain the grapple and drain more Chi.

Mycin does not retreat from a one to one combat, as he cannot quite believe that after all this effort he could possibly lose. Should help arrive, however, go to step 7.

If Mycin succeeds in killing his opponents, he casts *Invisibility* and returns to his box. One of the caravan workers, however, witnesses the last few seconds of the encounter and reports what he has seen to Roco P'loma.

³⁰ though note that once a grapple succeeds, the attacks finish, as he doesn't let go

DC	Summary
13	Perception check to hear <i>Sleep</i> spell
12	Perception check to hear <i>Scorching Ray</i> spell

Day 19

Regardless of whether Mycin escaped last night's encounter or not, Roco finally calls an investigation into this evil creature that has been plaguing them for some months. If Mycin was destroyed then Impu, his familiar, has also gone, and Hentrall's musical box no longer works, so suspicion immediately falls on Hentrall. If Mycin was successful, a thorough search of the caravan eventually concludes that Hentrall's box is the only place where such a creature might be hiding and Roco asks the PCs to break open the box using whatever means necessary. Mycin, discovered, tries to cast *Invisibility* and hop away³¹, resorting to a last-ditch fight with the PCs if escape is not possible³². Either ways the vampire is out of the box³³.

Hentrall is subsequently put on trial.

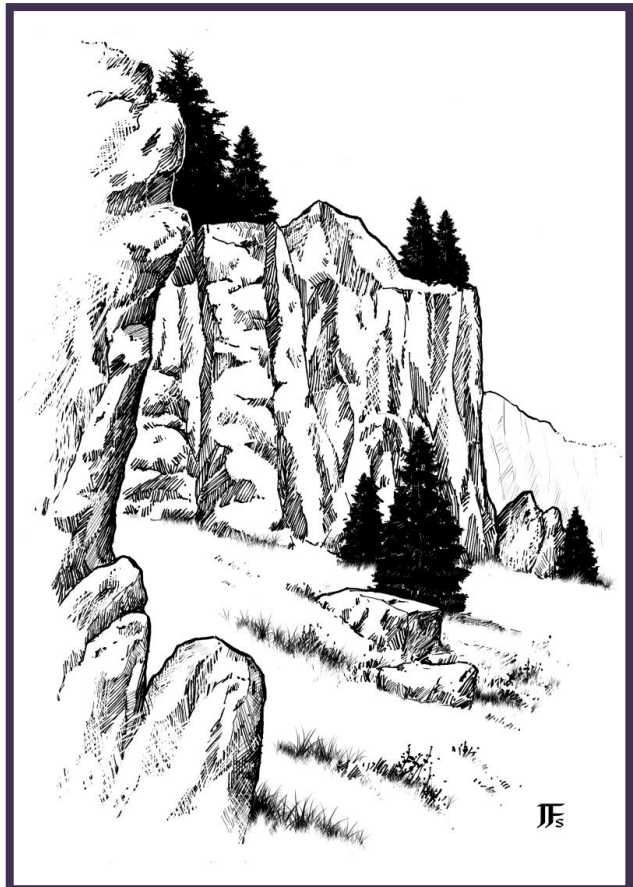
Roco accuses him of deliberately, or at least callously, endangering the caravan. Tegana^{DG} supports Roco but the real Tegana, if present, defends Hentrall, as he cannot quite believe that the old man would be guilty of such a thing.

None of the other NPCs take part in the proceedings.

PCs are free to investigate, question or participate in these discussions as much as they like but eventually they must vote individually whether they believe that Hentrall is guilty or not.

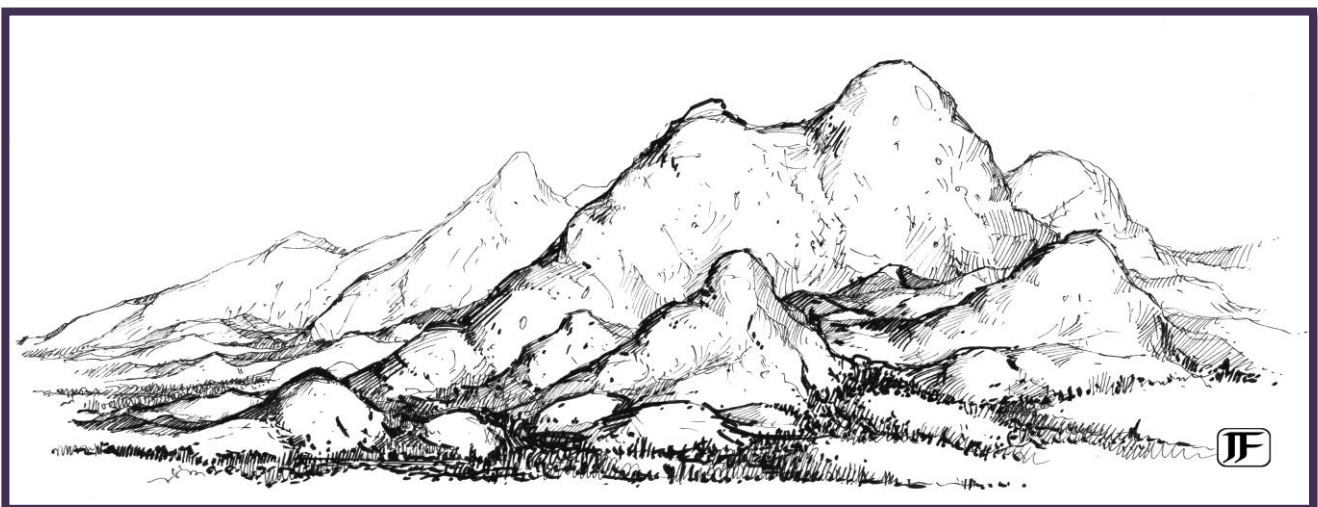
Majority wins; if there is a tie the result follows Roco's convictions (i.e. he is guilty).

If Hentrall is condemned then he is ejected from the caravan. The poor old man and his goat are left to fend for themselves as best they can out in the wilderness.



If Hentrall is found innocent then he will be an ally to the PCs from this point on, volunteering to help during the encounter against Sennacherib should they wish it.

Whatever the result, no further travel takes place this day.



³¹ for ever

³² and probably not very effectively given that circumstances are against him

³³ c.f. "the cat is out of the bag", in case you missed my literary allusion

Mountains

Random Encounters (optional)

2d6 EL B Encounter

2	5	1	Basilisk
3	5	1	Manticore
4	4	1	Griffon
5	4	1	2 x Bat, Dire / Grizzly Bear
6	3	1	Eagle, Giant (neutral, predator)
7	3	1	6 x Orc Warrior 1
8	3	1	6 x Goblin Warrior 1
9	4	2	2 x Hippogriff / Grizzly Bear
10	4	2	Peryton
11	5	1	4 x Wolf
12	5	2	Spider, Ogre

Between days 23 to 27, inclusive, replace the 2 x Hippogriff encounter and the 2 x Dire Bat encounter with a single “Bear, Grizzly” (EL = 4, B = 1).

alignments, although lawful and good are more common than chaos and evil. The monks³⁴ of the Pamir are contemplative individuals who have rejected complex communication because they see it as a barrier to enlightenment. Their premise is that language limits thought so they have abandoned it altogether, communicating only with gestures and sound in its rawest forms. As long as the PCs can do the same there are spell casting services up to 4th level available here, within reason, and items of all sorts up to 500gp value (including weapons³⁵).

9. Day 22 - Zork (EL 5)

The next day the caravan sets out fresh and content from the ministrations of the monks and their hospitality.

As the trail starts to climb and narrow between tall cliffs, P'loma seems very nervous about this stage of their journey – frequently looking up at the mountainsides as if fearing an ambush. A few hours later the party see signs of torn and broken animal carcasses littering their path: mountain goats mainly, but bipedal creatures too – possibly humanoids. Roco, alarmed even more, orders that the caravan picks up the pace.

Late in the day the PCs hear a cry for help coming from a

Day 20

The caravan enters the mountains proper, travelling in single file up a trail that winds its way in long gradual turns. On the trail's open side the desert can still be seen stretching away to the horizon. Close to evening the trail turns into the mountains and about an hour later camp is pitched around a dried up lake bed about 1000' above sea-level. The sheltering effect of the mountains on all sides brings a much appreciated respite from the biting night-time cold.

Day 21 – The Monastery of the Pamir

The caravan travels only in the morning, reaching the monastery of the Pamir by lunchtime. The ascetics that live in peace and solitude welcome Roco and his entourage, allowing the wagons and beasts to shelter in the grounds within the monastery walls. There is no danger while the caravan is here and everyone has access to simple but adequate food and accommodation.

The monastery houses all manner of different races, classes and even



³⁴ in the literal rather than the “class” sense

³⁵ the monks accept violence as part of life's rich tapestry

narrow path going up into the mountains to their right. P'loma won't stop the caravan but the PCs are free to go to the rescue if they want, as they can catch up with the caravan later when it sets up camp about 5 miles away. The voice calling out is speaking common and it sounds like a young human or elven man.

The path leading towards the rescue twists between the mountains, 5' wide and difficult to traverse. To either side steep slopes lead either 50' to 200' to various sharp ridges or 500' or more up actual mountain slopes. The cries for help echo down these channels and are therefore quite easy to track. Similarly, whoever is shouting can clearly hear the PCs, so after the party has travelled 1000' or so up the path the cries for help turn into persuading exchanges of conversation.

Harry Hausen is not in a good place. Jammed into a cage of tightly spaced wooden poles and without any of his equipment he sits forlornly waiting for his captor, the Cyclops "Zork", to decide when it's time to eat something with two legs rather than four. The mountain passes carry sound quite well so hearing the possibility of rescue he pleads in every way he can for the PCs to come over and set him free, claiming first that he has no captor, then that it's only a small captor or, ok, maybe an ogre that can only see out of one eye, and what could be dangerous about that!

If the party are faltering he tells them that the ogre has lots of treasure, that the ogre's away hunting for days, that he has friends in high places who will reward the party handsomely, and so on.

Assuming the party continues travelling towards him then after a further 1000' (2000' from the main caravan path) they come across Harry in the Cyclops's encampment.

Harry's cage is suspended 10' over the ground on three 12" diameter tree trunks. There is a small cave nearby, covered by a large boulder, which the Cyclops sometimes uses to sleep in, half a dozen goats tethered to steaks in the ground on the mountain sides, lots of bones and carcasses everywhere and the remains of a huge fire.

Note: the map has contours marking 10' elevations, with the lowest at 0' (i.e. level with the path), and the grid squares are 5'.

The cage can only be opened from the top – a simple DC 5 strength check does the job – though it's impossible to attempt to do so from the inside. Climbing up the cliff sides, onto the poles or the cage is DC 5. The tactical map shows where a climb check is required (darker area) and where it is possible to walk, albeit at half speed. Note that when climbing you:

- Can't use a shield
- Have only one hand free
- Are considered flat-footed and therefore cannot AoO
- Need both hands free in order to move
- Move at ¼ speed unless you accelerate by making a DC 10 climb check instead.

Note also that you need both hands free to climb and that you cannot draw a weapon as part of a move action when you are climbing.

Whatever Harry might have told them, the PCs hear something big coming after only a few minutes, thanks to the acoustics of the mountain range. They know whatever it is will be upon them 3 rounds before it shows up – plenty of time for preparatory spells – though thanks to the contours of their location they won't actually see it until it arrives.

Zork is a variant Cyclops that is fully integrated into his mountain environment. Looking a bit more faun-like from the waist down than usual, Zork's hoof-like feet make him a good climber. Zork can automatically make a DC 10 climb check every round so he always moves at ½ speed (i.e. 15' per move action).

Zork uses a medium magical longspear as a large one-handed spear to attack (i.e. with normal 10' reach for a large creature, the relevant penalties are already taken into account in his stat

Zork	CR 5
Variant Cyclops NE Large Humanoid (giant) Init -1; Senses low-light vision; Perception 20	
Defense	
AC 19, touch 8, flat-footed 19 hp 65 (10d8+20) Fort 9, Ref 2, Will 4 Defensive Abilities Ferocity	
Offense	
Speed 30 ft. Melee (medium) Longspear +10/+5 (1d8+6/x3) Power Attack (medium) Longspear +8/+3 (1d8+10/x3) Power Attack / Vital Strike (medium) Longspear +8 (2d8+10/x3) Ranged Heavy crossbow +5/+0 (2d8/19-20) Space 10 ft.; Reach 10 ft.	
Statistics	
Str 21, Dex 8, Con 15, Int 10, Wis 13, Cha 8 Base Atk 7; CMB 13; CMD 22 Feats 2 x Improved Natural Armor, Power Attack -2/+4, Quick Draw, Skill Focus (Climb), Vital Strike Skills Climb 14, Heal 5, Intimidate 8, Profession (soothsayer) 5, Survival 5 Languages Common, Cyclops, Giant SQ Flash of Insight (1/day) Gear (light) MW Hide shirt, +1 (medium) Longspear, Bolts (20), Heavy crossbow	
Special Abilities	
Flash of Insight (Su) Once per day as an immediate action, a cyclops can peer into an occluded visual spectrum of possible futures, gaining insight that allows it to select the exact result of one die roll before the roll is made. This effect can alter an action taken by the cyclops only, and cannot be applied to the rolls of others.	

block). Zork's tactics are to try to keep the combat on the cliff, manoeuvring PCs so that they get in each other's way and can't flank him. Generally he power-attacks with vital strike with a standard action and then uses a move action to either sheath his weapon or to move (i.e. round 1: attack then sheath weapon; round 2: move 15' then quick draw weapon and attack).

Zork's treasure and Harry Hausen's possessions are all hidden under a fairly obvious rock on the mountainside. Details are in the Encounter Summary.

DC	Summary
5	Strength check to release Harry (from above the cage)
5	Climb check for the cliff sides (¼ speed)
10	Accelerated check for the cliff sides (½ speed)

Day 23

The trail along the mountains can now almost be called a road: 20' to 30' wide, reasonably smooth with packed earth underfoot and populated every few miles with small stone basins trapping water from mountain streams. Pine trees populate the slopes and there is a clean and pleasant smell in the air. That evening, camp is set up around the edges of a mountain lake which, as a number of hardy dwarves demonstrate, is perfectly safe to swim in if you don't mind the icy cold water.

Day 24

The caravan crosses the snowline though the trail underfoot remains reasonably clear. Roco informs the party that the caravan will not be climbing much higher so there's no need to worry about freezing weather. Besides, at higher altitudes the mountains are known to be the home of Frost Giants, White Dragons and the like, and much though Roco trusts the party's abilities he wouldn't want to be pitching them against that kind of opposition. The howling of wolves can nevertheless be

heard, especially at night, though none approach unless indicated as a wandering monster.

Day 25 - The Roof of the World

In the morning the mountain trail narrows once again, hugging the sides of the snowy pine covered slopes as it traverses around the mountains. The view from the open side is spectacular. Late in the afternoon the caravan reaches a hunting lodge called "The Roof of the World".

Roco P'loma has an arrangement with the lodge's proprietor, Ken Gnei, a big retired middle aged ranger, facilitated by the Crimson Khan (of course), to make use of the lodge's facilities for a day or so while they're travelling. Since the Crimson Khan and even P'loma himself puts in a good word for the lodge Gnei is more than happy to oblige.

Hunters come from miles around to visit the lodge to hunt for the mountain-dwelling elk that populate these slopes. Plenty of hunters are around at present as there's a big competitive hunt going on tomorrow which the PCs are invited to participate in. A suitably-sized light crossbow and chain shirt, decorated with the lodge's insignia, are offered as reward to whoever can bag the biggest set of antlers (see Encounter Summary for details on the treasure).

The PCs are free to enjoy the lodge's hospitality. There are no wandering monster encounters while the caravan is within the lodge grounds and there is also the possibility here of purchasing any non-magical weapons or equipment generally associated with hunting.

10. Day 26 – The Hunt (EL 4)

The PCs can hunt in groups of any size, including all of them in one group or all of them hunting individually. The more groups there are, the greater the chances that they will encounter a big elk. The bigger the group, however, the more likely it is that they will kill an elk when they find it.

If it isn't too much trouble, try to arrange things so that PCs in different groups don't know what PCs in other groups are



doing unless they can somehow communicate with each other.

The hunt takes place using the hex grid provided during the hours of daylight (8am to 6pm – 10 hours in total). Although once the sun sets the PCs will have no difficulty getting back to the lodge they will have no longer have any chance of finding an elk. The hunt takes place in cold weather dropping to freezing after sun-down (see “Cold Dangers” in the Rules glossary).

Unbeknownst to the staff at the lodge a Megaloceros has moved into the area. Unlike normal elk, however, this creature is aggressive and will actively hunt the PCs if it gets a scent of them.

There are suitable maps in the lodge (not a hex grid, of course, but the equivalent) to allow the PCs to plan their hunting strategy (let them have a copy of the grid). The PCs begin the hunt in the hex labelled “L”, the megaloceros in an unlabelled hex roughly at the opposite end (up to you exactly where). You will want a copy of the grid for yourself so that you can track both the PCs and the megaloceros’s movements.

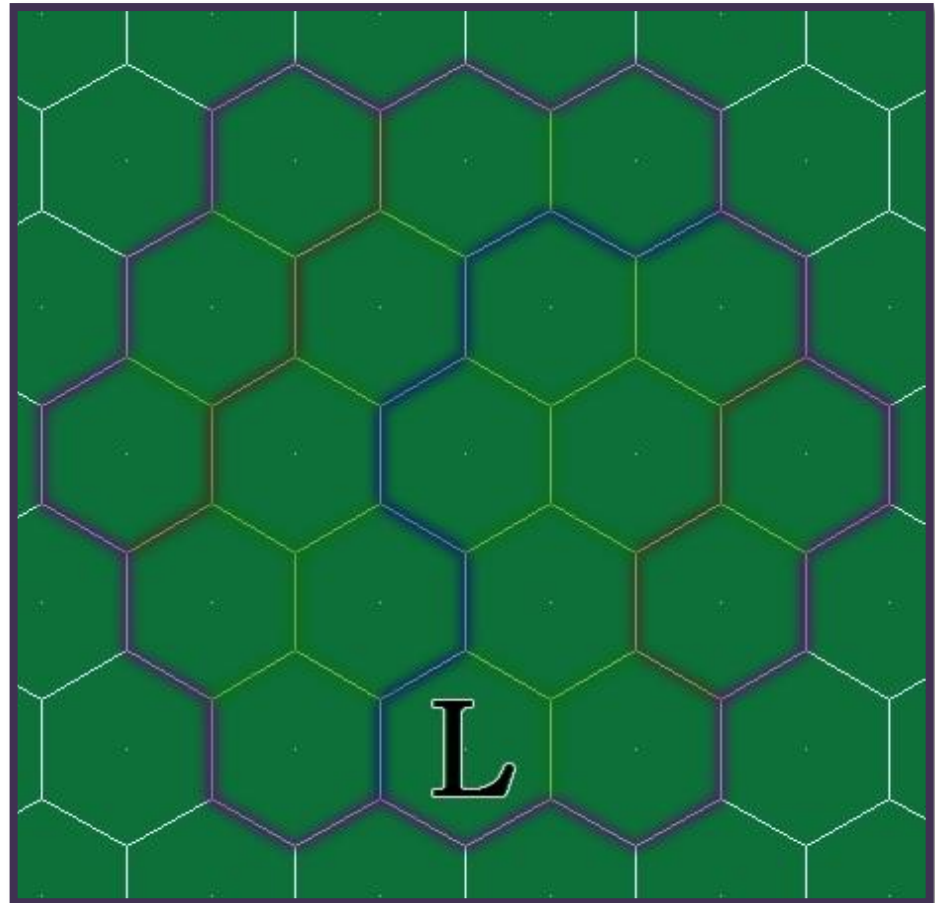
Each half hour a hunting group can travel one (if on foot) or two (if mounted) adjoining hexes. Some routes are harder to follow than others: crossing a brown line requires that everybody in the group, or their mounts, succeed in a DC 5 climb check, whilst crossing a blue line requires a DC 5 swim check instead. If anyone fails this check then the hunting group stalls at this point and loses one hex’s worth of movement.³⁶

Note that take-10 and take-20 are again nor possible with these two skill checks, nor are uses of skill-enhancing spells like Guidance, as they represent an unplanned-for worse case incident.

Each new hex visited gives the hunting group a 1 in 10 chance of encountering an Elk. If any ranger in the party can succeed in a DC 15 tracking check (based on survival) the chance increases to 2 in 10. The chance of encountering an Elk in a hex already visited drops to 1 in 20 (or 2 in 20).

Encounter distance and relative heights are given in the Encounter Metrics table below. Note that this is steeply sloping mountain terrain so moving up is counted as difficult terrain (i.e. half speed and no charging) and charging down requires a DC 10 acrobatics check.

When an encounter takes place, roll initiative as normal assuming no surprise and have the elk try to run away. If the



elk gets 200’ away from the PCs then it will have succeeded in escaping. Inform any would-be trackers that tracking their elk in this way is much less efficient than the technique that they are already using.

Anyone succeeding in the tracking check above within a hex

Elk (mountain)	CR 1
N Medium animal Init 3; Senses low-light vision; Perception 6	
Defense	
AC 13, touch 13, flat-footed 10 hp 15 (2d8+6) Fort 6, Ref 8, Will 2	
Offense	
Speed 50 ft. Melee gore +3 (1d6+2), and 2 x hooves –2 (1d3+1)	
Statistics	
Str 14, Dex 17, Con 16, Int 2, Wis 15, Cha 7 Base Atk 1; CMB 3; CMD 16 (+4 vs. trip) Skills Acrobatics 7 Feats Lightning Reflexes, Run	

³⁶ the purple lines indicate the edge of the hunting area

Megaloceros (mountain) CR4
N Large animal Init 2; Senses low-light vision, scent; Perception 6
Defense
AC 16, touch 11, flat-footed 14 hp 34 (4d8+16) Fort 8, Ref 8, Will 3
Offense
Speed 50 ft. Melee gore +7 (2d6+5), and 2 x hooves +2 (1d4+2) Space 10 ft.; Reach 5 ft. Special Attacks Powerful Charge (4d6+7)
Statistics
Str 20, Dex 15, Con 18, Int 2, Wis 15, Cha 5 Base Atk 3; CMB 9; CMD 21 (+4 vs. trip) Skills Acrobatics 8 Feats Endurance, Lightning Reflexes, Run

which has been visited by the megaloceros will learn that a very big elk passed by exiting in whichever direction the megaloceros departed from. In order to manage this, use the technique below:

After determining all the hunting groups' moves, determine what the megaloceros does according to the following system:

1. If the megaloceros is within 1 hex of a hunting group, move it towards the nearest hunting group and start an encounter.
2. Otherwise, move the megaloceros 1 hex randomly.
3. If the megaloceros finishes its move within 1 hex of a hunting group, it howls / brays a challenge which is heard by everyone within 1 hex.

Mark the travelling megaloceros on your own grid using arrows showing in which direction it departed each hex, overriding previous arrows, so that you can correctly inform any ranger which visit a hex and succeed in tracking.

The megaloceros passes all of its climbing and swimming checks. Resolve the encounter with it in the same way as a normal elk except that the megaloceros charges (if it can) into combat rather than running away.

Whoever kills the megaloceros wins the challenge. If the PCs don't kill it then give each normal antler a size rating from 1 to 20 with 2d4 additional antlers captured by non PC hunting parties. Whoever has the highest rated antler wins the challenge - resolve ties by re-rolling tie-breaker D20s until you have a winner.

That night the Lodge has a huge celebratory dinner in honour of the winners of the hunt.

DC	Summary
5	Climb or Swim check to cross a brown or blue hex

	boundary
15	Survival (tracking) check to double the chance to encounter a normal elk (and to spot if the megaloceros has been by)
10	Acrobatics check to run or charge down the slope, with failure indicating a need to stop in 1d2 x 5 feet, and a failure by 5 or more resulting in falling prone

Roll	Encounter metrics
1 in 10	Ordinary chance to find an elk in a newly visited hex, doubled if anyone makes a successful survival check
1 in 20	As above with a hex already visited by any PC
3d6 x 100'	Encounter distance
D8:1-3	Encounter is on higher ground to the PCs
D8:4-5	Encounter is on the same level ground as the PCs
D8:6-8	Encounter is on lower ground than PCs

Day 27

Setting off from the Lodge in the morning, the caravan begins a slow descent, hugging the sides of the snowy pine-covered mountains in single file in much the same way that it did coming up. The caravan crosses the snow-line towards the end of the day and pitches camp in a large flat basin almost completely clear of the gradually vanishing woodland.

Day 28

The trail is wider, but more barren, rising and falling as it winds around the mountains though still maintaining its gradually downward direction. Just after lunch Roco orders the caravan detours to the right onto a path that starts climbing again into the mountains. The time has arrived for Roco to fulfil his task of delivering Kathrin to her betrothed husband³⁷.

That evening the caravan travels a couple of hours longer than usual in order to get to Kapal's castle by nightfall. On arrival, the servants at the castle all help Roco and his crew to their various quarters since the meeting with Kapal is to take place at lunchtime tomorrow. Kathrin and her ladies in waiting are whisked away to be cleaned up in preparation – Kathrin can hardly conceal a tear in her eye as she goes.

There are no wandering monster encounters while the caravan is at the castle.

11. Day 29 – Betrothal (EL 4)

³⁷ or brings news of her demise, if that has somehow come to pass

Kapal is a middle aged human man who's had several wives but never any children. The truth of the situation, as he's beginning to realise, is that he's infertile, and though Kathrin represents the last throw of the dice he's not all that hopeful of any results. For that reason his heart isn't really in this marriage but he's willing to try one more time because he fears what will happen to his castle and possessions if he dies intestate.

Being short of family Kapal has accumulated a large number of loyal friends and retainers; loyal to him, at least, if not to each other. It was through these contacts and alliances that he secured Kathrin's betrothal from her parents, as they effectively sold her³⁸.

By now some of the PCs may well have made friends with Kathrin and may wish to save her from her plight. Indeed, Kathrin herself pleads with any sympathisers to rescue her from this marriage, and any PCs who wish to are able to make a case for her reprieve during lunch on this "resting" day of their journey.

Kapal listens but the situation is tricky. He is entirely within his rights to accept Kathrin and the fact that Kathrin doesn't like her fate does not make the marriage non-good. As far as Kapal is concerned, everything that has taken place is perfectly fair and reasonable. If Kathrin and the PCs differ on whether arranged marriages are "good" no one can question whether or not this one is "lawful".

Given his feelings on the matter, however, he allows the PCs to challenge the betrothal by right of combat as, being of a military background, this particular form of contention resolution is viewed with an almost religious awe. If the PCs wish to participate then they will have to defeat Kapal's champion: Genghis.

At this point Kathrin looks pleadingly at the party and ask Kapal for time to consult with her "champions". Kathrin explains that she knows about Genghis and that in her opinion if at least two of the PCs participate then the odds should be in their favour. The more of the PCs that take part, however, the more they must risk, since the rules of the contest dictate that each person fighting must put up as reward their most valuable possession. Genghis will be placing his magical greatsword in the pot.

Obviously, fighting a lawful-good paladin is not something the PCs may be too comfortable about doing. Genghis himself is perfectly happy in his own mind that he is being both lawful and good, at the same time understanding that other people's views on this might differ. It's up to the PCs if, and how many of them, take up the challenge. Roco P'loma and the other NPCs have little to say on the matter (unless you want them to participate more than this).

Assuming that at least some of the PCs want to go ahead then a few hours after lunch the hall is cleared in preparation. The challengers are free to decide whether the combat should be lethal or non-lethal with the rule being that dealing lethal damage in a non-lethal combat automatically loses the fight.

³⁸ nice, weren't they

Genghis	CR 4
Archon-Blooded Aasimar (Lawbringers) Paladin (Oath of Loyalty) 5 LG Medium Outsider (native) Init 0; Senses darkvision 60 ft.; Perception 2	
Defense	
AC 19 , touch 10, flat-footed 19 hp 54 (5d10+20) Fort 8, Ref 2, Will 7 Immune disease, fear Defensive Abilities resist acid 5, cold 5, electricity 5	
Offense	
Speed 20 ft. Melee Greatsword +10 (2d6+5/19-20) Power Attack Greatsword +10 (2d6+11/19-20) AoOs while power-attacking are only +8 to hit Special Attacks divine bond (weapon, 5 minutes, 1/day), no penalty to deal nonlethal damage	
Spell-Like Abilities	
At will <i>Detect Evil</i> (paladin special)	
Paladin Spells Prepared	
CL 2; conc 3 1 (2/day) <i>Divine Favor, Wrath</i>	
Statistics	
Str 16, Dex 10, Con 16, Int 8, Wis 15, Cha 12 Base Atk 5; CMB 8; CMD 18 Feats Furious Focus, Power Attack, Weapon Focus (Greatsword) Skills Diplomacy 5, Handle Animal 5, Heal 6, Intimidate 3, Sense Motive 8 Languages Celestial, Common SQ Aura of Courage, Aura of Good, Channel Positive Energy 3d6 (1/day) (dc 13), Lay on Hands (2d6) (3/day), Loyal Oath (2/day,+1), Mercy (fatigued) Gear (light, acp 6): Full plate, +1 Greatsword,	

The hall where this takes place is 100' square with a 50' high ceiling. A 10' wide balcony surrounds the hall 20' up, allowing for Kapal and other spectators to view proceedings. The PCs are asked what the nature of the combat will be (lethal or non-lethal) and then everyone states under oath what possession it is that they are pledging to the winner (which they can still use in the combat).

A cage of 20 doves is then released into the hall. When the last dove has settled in the rafters above, combat can begin, but until then participants can only prepare themselves as they wish including casting non-aggressive spells.

No one should have any spells apart from hour per level spells cast before the doves are released. After that, each round roll one D6 per dove still flying with a 1 indicating that the dove

has landed. Keep track of when everyone casts spells. The round after the last dove lands, combat can begin.

When it's all over, if Kathrin has been rescued from her betrothal then she will of course offer her up her services in the fight against Sennacherib at the end of this module.

Day 30 – Quarry Tiles

Leaving the mountain castle of Kapal, either with or without Kathrin, the caravan retraces its steps back down to the junction it took on day 28 and re-enters the main path down the mountain. The pine trees on the slopes have now pretty much disappeared. That night the caravan stops at a quarry, fully operational with a staff of over 50 humans and dwarves. The quarry produces all manner of paving and floor tiles many of which are exported to Cathreay and Roco explains that he has some business to attend to here the next morning. Since there is no guard system here – at night all the workers retire to their various homes - night-time random encounters are as likely as normal.

Day 31

Roco P'loma has been tasked with buying 3000lbs of tiles for the Crimson Khan, a task which takes up most of the morning. Following this the final leg of mountain descent begins, steep and precarious and requiring travel in single file with frequent stops for repairs. Although the road is meant to be well kept, landslides are common. There is no camping ground available at night so the wagons have to stop in their tracks on the road. With most of the provision wagons now empty a lot of the people who would ordinarily sleep in tents find some space for themselves by sharing inside the wagons. If Tegana^{DG} has not yet been discovered then he exhibits very un-paladin-like behaviour by flatly refusing to let anyone sleep in his wagon with him. This, of course, hugely irritates everyone. Perhaps he's got something to hide ...

Next day begins the final descent into the desert beyond the mountains to the fabled city of Cathreay.

Arrival

Day 32 - The Winter Palace at Cathreay

As the party descends from the mountain range they've been crossing for the past two weeks the city of Cathreay can clearly be seen in the distance, sprawling out like a big green flower in the middle of the desert.

Cathreay owes its existence to a sprawling underground lake fed by melt water from the nearby mountains. Although the land around is barren, excavation of artesian wells has allowed for an area of about two square miles to be irrigated into farmland, parks and gardens rich with exotic horticulture such as palm trees, citrus trees and large flowering shrubs.

The Khan's winter palace sits in prominence in the city's centre, a structure of extraordinary opulence with towers, domes and cupolas rising between its various courtyards, mansions, residences and servant quarters.

Cathreay during the winter months is pleasantly warm.³⁹ It is also a hive of activity with traders, entertainers, visitors from far off places, festivities and lots and lots of glamour present throughout. This is also the time that the Khan and his retinue are present and therefore the time when the PCs will arrive at the end of this adventure.

(In summer Cathreay is too hot for anyone to do anything and so it gradually empties, becoming more and more like a ghost town as the weather reaches its hottest).

The Predilections of the Crimson Khan

The PCs have plenty of time to unpack and settle when they arrive at Cathreay due to the fact that although the Khan is keen to meet them himself, with all the crazy useless things that he likes to do with his life his schedule is pretty full.

The other, surviving, companions from P'loma's caravan settle down within the palace in their own various ways apart from Tegana^{DG} who, if he has remained undiscovered, disappears off with the real Tegana to further his own plans and no longer takes any part in this adventure.

A couple of days after arriving Roco P'loma has one of his sleep walking episodes again. The Crimson Khan learns about it, to his amusement, but orders that no one say or do anything about it just yet. Destiny is playing its hand here and the Khan is wary of interfering with whatever whims and caprices the future might have in store for them.

After a week pleasing themselves with whatever virtues or vices take their fancy the, still unpaid, PCs are invited to attend a banquet in honour of their journey being thrown by the Khan himself. That evening they are picked up from their rooms by various wispy ladies dressed in figure-hugging silk and escorted to a huge vaulted dining-room. Inside they are shown their allotted seats scattered amongst various bejewelled courtiers of every imaginable size, race, shape, sex and sexual orientation possible. The reactions of the ensemble to the adventurers are mixed: some curious, some revolted, some clearly sexually interested, others aloof and distant.

Dinner begins before the Khan arrives. Strange exotic dishes pass backwards and forwards and the whole hall is drowned with the sound of the uselessly-upwardly-mobile trying to "move up" without doing anything useful.

After about an hour the Khan arrives with Roco P'loma and they take their seats at the head table, deep in conversation. There's no announcement to this, the two of them just float in imperceptibly, though many within the hall note and remark upon their arrival.

As the various courses continue to be served, the Khan occasionally looks around the hall noting where each PC sits

³⁹ think Palm Springs.

and acknowledging them with a nod or wave of his hand. Roco also seems to be at his ease though the PCs get little chance for conversation with either of them just yet.

Noghai, the Khan, is not a young man anymore. Although at 70 he has aged better than most he lacks the athleticism of youth. Having said that, there is still a mischievous twinkle in his eye.

As the meal comes to an end the Khan stands up to speak and a hush descends upon the hall.

“Once again, Roco, you regale us with tales to rival the imagination. A Dragon, an Aghash and a diminutive Jiang-Chi vampire, you say. These are wonders indeed!”

There is a murmur of appreciation around the hall; the Khan raises his hand for quiet and continues.

“And here we have your heroes, Roco, dining with us today. Please, gentlemen, ladies⁴⁰, stand up so that we might see you. We have so little to do with real adventurers these days and we are all quite excited and enthralled by your exploits.”

The PCs should, at this point, stand up. Although PCs can frequently be contrary about these sorts of things assure them that there is nothing sinister going on.

Going round each of them in turn, the Khan asks them to introduce themselves, talk about their might, powers, exploits, adventures and so on, while everyone around the hall listens appreciatively, the elderly nodding their heads sagely and the young squeaking girlishly at any of the dangerous or frightening bits.

Encourage the PCs to embellish their achievements as much as they like. The Khan and Roco will clearly be pleased and impressed by their tales and all the courtiers of the relevant sex and orientation will be looking at the PCs longingly.

At the end of their recounting the Khan turns to P'loma with a smile.

“Well, Roco, clearly you have found a group of adventurers to match any that have ever graced my court.”

“They are the best I’ve ever seen, your highness.”

“I think so too. Indeed, I’m sure there isn’t anything that a stalwart group of heroes such as these could not defeat if they put their mind to it. Is that not so, my fine friends!” addressing the hall now.

Everyone in the hall laughs merrily, some shouting “certainly not!”

As Roco joins the merriment the Khan shakes him jovially by the shoulder and hands him a drink for a toast.

“Why, I wager they could even beat Sennacherib.”

“No doubt about it.”

“Indeed, then the bet is on!” says the Khan, clinking his drinking vessel against P'loma’s and taking a drink.

“What bet?” asks P'loma, drinking too.

“The one you’ve just made, of course.”

The Khan takes another drink but Roco stops in his tracks. “I’m sorry - what?” he says, looking down in embarrassment.

“Your heroes, with you at the lead, against Sennacherib.”

“I, er, oh, oh dear,” says P'loma.

A hush descends on the hall.

“That was not intended, your highness,” he continues. “And I’m very much afraid that I had not consulted the gentlemen in question upon this matter. They may not agree to such a wager.”

“Well, that’s for you to sort out, isn’t it. I offered the bet. You accepted and we drank. Since they are in your employ then you effectively represented them.” As Roco looks decidedly crestfallen he adds: “Never mind, though. They seem like game gentlemen to me.”

“They may not wish to accept.”

“Then their fees will be forfeit.”

“And if we accept and win.”

“Then their fees will be doubled.”

Everyone looks between P'loma, the Khan and the PCs.

The PCs are welcome to make any protestations they want to at this point but the Khan will only be interested in talking to P'loma.

Roco’s final plea is this: “You say I am to lead them, but I may not be the companion that they would choose to have. I’m not suited to these types of challenges.”

“Then let them choose whoever they want to to take your place. As long as only five⁴¹ take on and kill Sennacherib, the bet will be fair. And now, please, finish your feast. I have other matters to attend to.”

And with that final note, the Khan takes his leave.

Preparing for a Mythic encounter

P'loma will, of course, be most apologetic to the PCs for the little misunderstanding, though he will explain to them that he feels that the PCs should be well up to the task of destroying what is basically a troublesome weed. He will also explain to them about the legend of Sennacherib⁴² and suggest that they look it up in the palace’s libraries, as it is known to be a Tendriculous. Furthermore the legend says that the only way that Sennacherib can be defeated is through trickery and Roco believes that since the PCs have been tricked into fighting it they are therefore qualified to fulfil the prophecy.

The party is free to choose an ally from any of the surviving and helpful NPsC from this adventure, including Roco himself, Guillermo d’el Bison, Harry Hausen, Hentrall, Ctoniasta, Kathrin or Tegana⁴³. These NPCs will be quite helpful and forthcoming about their own abilities and shortcomings in order to help the party decide. Unfortunately (unbeknownst to them) only Roco will gain the DR and SR bypassing benefit against Sennacherib that the PCs will receive since the other NPCs are volunteering to help rather than being tricked.

⁴¹ or 6, or 7 – number of PCs +1

⁴² reproduced in this module

⁴³ but not Tegana^{DG}

⁴⁰ if appropriate

Sennacherib CR 7½ / MR 3	
Mythic (tier 3) variant Tendriculous NE Huge plant Init 2; Senses low-light vision, greensight (negates concealment due to undergrowth) Perception 3	
Defense	
AC 25, touch 10, flat-footed 23 hp 100 (9d8+60) Fort 9, Ref 5, Will 2 Defensive Abilities DR 5/epic **, SR 14 **: to the death; meat shield; regeneration 10 (bludgeoning or fire); concealment (light undergrowth) 20% ** does not apply to foes tricked into fighting it Immune acid, plant traits	
Offense	
Speed 20 ft. (ignore up to 35' difficult terrain) Melee bite +10 (2d6+6 plus grab), and 2 tentacles +8 (1d6+3 plus grab) or swing (uncanny grapple) +10 (1d8+9) Space 15 ft.; Reach 15 ft. Special Attacks Uncanny Grapple (throw 30', crush 3d6 or swing (see above)), Swallow Whole (2d6 acid damage plus paralysis, AC 17, 10 hp) Paralysis (for swallowed foes, 3d6 rounds, DC 17) Mythic Power (5/day, surge +1d6)	
Statistics	
Str 22, Dex 15, Con 16, Int 3, Wis 8, Cha 3 Base Atk 6; CMB 14 (+4 grapple) CMD 26, flat-footed 24 (can't be tripped) Feats Accursed, Acrobatic Steps, Nimble Moves, Nimble Moves (Mythic), Multiattack, Toughness Mythic Feats Extra Mythic Power, Nimble Moves Skills Stealth 5 (+8 in undergrowth) Languages Common, Sylvan (cannot speak)	
Extra Mythic Abilities	
Horticultural Corruption: over time, plants in its vicinity take on a tortured, twisted appearance.	

The Khan will not be available during the party's preparations but the PCs will be welcome to use his palace's facilities including the library, spell casting services (up to 5th) and markets (up to 8000gp value).

12. Sennacherib (EL 6)

Sennacherib's gardens occupy an area of approximately 1000 feet x 1000 feet, i.e. about 23 acres in size. Although there were clearly once paths, flower beds, fountains, ornaments and the like, everything is now one great green over-grown mass. Above, the gardens are open to the sky, and although the canopy of trees obscures visibility a little the party is free to choose whatever light-level they wish for this encounter

(including total darkness if they want to pick a moonless night).

The terrain is light undergrowth⁴⁴ and difficult⁴⁵ though without the negative effect on perception that such terrain normally imposes because of its background noise⁴⁶. Sennacherib waits at the centre of the gardens like a spider in its web, having carefully chosen its lair to be 60' from any surrounding trees so as to make best use of its greensight ability.

A party that has visibility of 60' and is travelling, at half speed due to difficult terrain, at a movement rate of 30, will be able to make a tour of the grounds in about 30 minutes. With a movement rate of 20 this will take 45 minutes and at 15 a whole hour. Since Sennacherib is not seeking to avoid the party this will guarantee an encounter at some point during the search, as long as Sennacherib can see or hear them. If Sennacherib cannot detect the party then they will have to spot it themselves by beating its stealth check of +13.

If Sennacherib spots the party first then it will try to stalk them. If it manages to get within reach in this way then it will initiate combat with a surprise attack by attempting to grab a PC with one of its tentacles. If it fails to stalk the party and realises that it has been spotted, then it as soon as it is within 50' it will bellow out a roar and charge, moving 35' over the undergrowth without hindrance and attacking with its 15' reach.

The sight of Sennacherib charging almost as if the intervening foliage wasn't there will clearly signal to the party that this is not a normal Tendriculous that they are facing. More surprises, however, are in store.

In a normal round of combat Sennacherib singles out one opponent and attacks them with both of its tentacles and its bite. Each attack is followed by an attempt to grab, which Sennacherib does with its full CMB⁴⁷. Once an opponent is grabbed, Sennacherib's melee attacks stop.

If Sennacherib has a foe held then it can use its Meat Shield ability once per round to deflect the first attack that comes against it. This requires a CMB vs CMD check against the foe being held, with failure indicating that the foe being held is released.

Additionally if Sennacherib begins a round with a foe grappled then it will use the following tactics:

- 1) if it deems that there is greater danger elsewhere, i.e. someone is using fire or bludgeoning attacks against it that is preventing its regeneration from working, or the foe being held is unconscious, then it will drop the foe held and 5' step or move or charge another foe instead, using a bite attack in preference to a tentacle if only one attack is possible; otherwise,
- 2) otherwise it will attempt to swing its held foe against another if a second foe is within reach (it must be next to the foe being held); this requires a CMB vs

⁴⁴ i.e. 20% miss chance, save that Sennacherib is unaffected by this

⁴⁵ again not for Sennacherib

⁴⁶ it's actually very quiet in here

⁴⁷ i.e. full-body

CMD check on the held opponent to allow the attempt to be made;

- 3) or if this is not possible it will attempt to swallow its held foe (CMB vs CMD needed).

Note that being swallowed subjects a foe to bite damage on the round that it happens with acid and paralysis happening on the rounds thereafter. Note also that Sennacherib gets a +5 bonus on its CMB against a grappled foe if that foe did not try to escape the grab on its previous turn.

All actions based on having one foe held consume Sennacherib's standard action, however Sennacherib cannot move at the same time since that would require making another grapple check (and standard action) to drag the foe along.

Sennacherib prefers to use its Surge ability on tentacle attacks, since it likes nothing better than to use one foe to hit another. Note, though, that it cannot use both Surge and Meat Shield on the same round because they both consume immediate actions.

If Sennacherib is reduced below 0 hp then its "to the death" ability will come into play, allowing it to keep attacking (one standard action per round) while its regeneration removes its damage (and double check how regeneration works if you're not familiar with it as it is a little counter-intuitive).

Sennacherib will devour any unconscious party members left behind while the rest of the

party escapes to regroup (a feat in itself, given Sennacherib's mobility). Otherwise, filled as it is with the malice of the Emerald Queen, Sennacherib will fight to the death.

Note that only Roco P'loma and any PCs that participated in the adventure will benefit from the bypassing of Sennacherib's DR and SR, since other possible accomplices for the party will have volunteered their services willingly rather than being tricked by the Khan into participating in the fight.

Roco P'loma, of course, has his own problems!

Aftermath

As will be explained presently, the PCs are not destined to receive their fees. This is a mythic encounter, however, and mythic creatures deserve mythic endings.

If you want to introduce mythic tiers to your party then you could certainly have a Highlander-style "quicken" take place with green rays shooting out from Sennacherib and the PCs writhing about in pseudo-orgasm. If you do go for this then I don't recommend giving the PCs any experience or treasure for this encounter as the mythic ascension is reward in itself enough.

Alternatively Sennacherib could collapse and rapidly decompose, leaving behind one large but cracked green

emerald per PC. These emeralds are worth 1000gp each, despite being cracked, but if you wish you could also make them all *Cracked Emerald Ellipsoid Ioun Stones*, which are worth 1000gp if sold but 2000gp to buy. Thematically speaking, having them as *Ioun Stones* is preferable, since they can be seen as accounting for Sennacherib's increased mythic hit points (the stones were presumably undamaged while it was alive). Bear in mind, though, that if the PCs choose to keep the *Ioun Stones* then they will have gained more treasure than was originally planned for in this adventure.

In the meantime, the Crimson Khan has disappeared and the palace is in chaos. The lack of authority is making everyone jittery and paranoid and any attempts the PCs make to get their fees will probably result in them getting the blame for the missing Khan and either being arrested or attacked.

The Khan has actually gone hero-questing and will never be seen again.

After some days of wrangling and murdering a new Khan will be found and stability will return, though the new Khan will also treat the PCs with suspicion if they're still around asking for their money.

It's time for the PCs to move on to challenges new.



The Tale of the Cave of Thieves

Across the mountains west from here was the village of Ping Cho. It is no longer there, I'm told, abandoned long ago.

Twas there that two young men Cassim and younger Babali, though brothers by birth by fortune were split when Cassim married wealthy Suri.

Babali by day and night with his goats would wander the mountain paths; Cassim all day and night in bed would never bother his arse.

One day when one of Babali's goats strayed so far he was almost missed; Babali discovered a band of thieves in a cave at the side of a cliff.

The thieves must have numbered 200 or more and their leader, he clearly saw, was partly human, partly bird: a kind of a rogue Macaw.

The thieves transported into the cave all manner of wonders and riches, then carefully covered their tracks as they left. Babali was almost in stitches.

Descending carefully from his perch and forgetting his wayward goat, Babali stole enough from the thieves to become a noble of note.

The sudden rise in his brother's fortune did not please his brother Cassim; he ambushed Babali late one night and beat the truth out of him.

Well where one thief can thieve from a thief another thief can follow, so bidding Suri adieu one night Cassim went in search of the hollow.

It was not long before Cassim discovered the cave with the treasure, but being of a more fastidious kind he explored it at his leisure.

And so it was that a few hours later, just as he'd made his picks, 200 thieves descended on him and murdered him with knives – not sticks.

His broken beaten body the leader had the thieves cut into quarters, which then were placed as warning fair to other potential exporters.

When dinner time had come and gone and Cassim was not at his nibbling, Babali returned to the cave of thieves and found what was left of his sibling.

A tailor of some skill was hired to stitch the brother together, then to keep the whole thing covered up they buried him in bad weather.

But the Tengu leader of the thieves, whose brain was not made of feathers, on seeing Cassim's four quarters gone put two and two together.

He ordered a group of his men saddle up and travel to Ping-Cho, and follow the trail of the quartered man to discover who was in the know.

The group soon found the tailor who'd performed the corpse adjustment, who led them to Babali's house (against his better judgement).

But the thieves who had between them about a brain cell and a quarter, marked Babali's house with a piece of chalk which was later erased by a porter.

So calling from house to house they posed as oil merchants of distinction, but Babali's wife set their cart afire and burnt them to extinction.

Perceiving that his trusty rogues had failed in their endeavour, the Tengu leader of the band decided to be "clever".

He made himself a costume that would alter his physique, but quite forgot about his face, especially his beak.

Arriving at Babali's house once he'd discovered the place, his disguise was about as clever as the beak upon his face.

Babali invited him in for dinner, pretending he was deceived, then his wife danced the dance of the Hidden Dagger, whose obvious threat, to the Tengu's regret, was particularly well received.

Babali now decided that enough theft was enough, there was a danger that these thieves might start to make things rough.

He told the local nobles of the cave and of the thieves, but kept the part about his fortune hidden up his sleeves.

The nobles seeing the Tengu's body given them as proof, in little time their temperaments were going through the roof.

When finally they found the cave a few of them went mental (some of the stolen trinkets found had value sentimental).

And so they caught the band of rogues and chopped off all their heads, and after that they slept like noble babies in their beds.

The skulls of all the thieves they had embedded in the walls, if anyone visits the place these days – they've got a lot of balls.

500 eyes have given the cave a fearsome reputation, attracting evil from miles around – to everyone's frustration.

It's even been said that one of the workers that made the skull reliefs, was actually one of the Tengu's last surviving escaped thieves.

And that what little wealth was left from their lives as hard-working crooks, is still to be found within the cave if anyone cares to look.

But no one's found it to this day and it cannot be seen as stranger, that sensible people stay away instead of confronting the danger.

Babali lived to a ripe old age and his sons led prosperous lives, and all that's left of the Tengu's thieves is the Cave of 500 Eyes.

Sennacherib, The Crimson Khan and The Emerald Queen

When the Emerald Queen threw a garden party to celebrate the maturation of her favourite tree “Sennacherib”, considered by many at the time to be the most beautiful of its kind in existence, the Crimson Khan arranged to be present at the occasion even though he had not been officially invited.

The Queen, semi-divine fey ruler of the lower Verdant Court and the Khan, recently ascended human ruler from the Prime Material plane, met late in the evening in front of Sennacherib just as the last few guests were taking their leave. A full moon, round and bright, shone down upon them like a silver spotlight as the Khan, having studied Sennacherib for most of the day, began the following, carefully planned, conversation:

“I see, my queen, that reports of your tree’s beauty have not been exaggerated. Please pass on my compliments to your gardener, a man whose skills must surely rival those of the gardeners in my own employ at my palace in Cathrey.”

“What say you? Gardener? This tree was grown by my own fair hand. Can you not see upon it the touch of the divine? No mortal man could hope to match such an achievement.”

“It is pleasing to the eye, I cannot deny, but I have seen many other trees fairer than this. Indeed I recall one of the same species as Sennacherib somewhere near the centre of my own gardens which clearly surpasses the beauty of this one. In fact, I believe my tree is more beautiful than any other that I have seen here this day.”

“What! What arrogance is this?”

“I merely report the truth. I could prove it to you, if you wish.”

“Nonsense! And typical, if I may say so, of the sort of behaviour we fey have come to expect of you humans and your crude humanoid kin. I should smite you now and cleanse my gardens of the stain that you are rapidly becoming upon it.”

“Come now, my queen. Can it really be me that is guilty of arrogance when it is you who has yet to cast her eyes upon the particular tree that I’m speaking of?”

Although unused to being addressed in this way the Queen could see that the Khan had a point. “Something tells me,” she said, looking at him appraisingly, “that I should be wary of your words, human, but I will indulge your ill-mannered logic a little longer. Show me this wonder of yours then if you dare and we shall discuss the matter further after I have seen it.”

And so the pair travelled down to the Khan’s garden, making the journey in the blink of an eye thanks to the Queen’s powerful magic. On arrival the Khan led the Queen to a plaza where stood a tree of fair but unremarkable appearance.

The Queen gazed at it with contempt. “You compare Sennacherib with this?”

“It is fair to behold, is it not?”

The Queen replied with caution. “I do not wish to sound critical, Khan, as I’m sure we both appreciate the beauty of every living thing, particularly within the wonderful world of plants, but this example that you present does not hold a candle against the beauty of the trees in my own gardens.”

“So say you, my queen, but the green in your eyes is plain. Let me make a wager with you that I can prove to you that this tree is more beautiful than any that you possess, whether grown personally by you or not.”

“You’re wasting my time, Khan. What you propose is foolish.”

“Then surely you must accept, for if I am acting foolishly then undoubtedly you will win.”

“And win what, exactly?”

“This very tree, of course! Let that be our wager. I will prove to you that my tree is more beautiful than any of yours and if I fail to do so you can have the tree itself - the most beautiful one that I possess.”

“I’m not sure that I would want it,” said the Queen, but her interest was piqued. “Would I be right in saying, though, that if you succeed in this preposterous proof of yours then I must give up to you the most beautiful tree that I have instead?”

“That would seem to be fair, my queen, yes.”

“To you, maybe; but I am not so sure.” The Queen paused in thought. “Very well,” she said. “I will accept. I am curious about your argument but equally certain that you cannot win.”

“Excellent, then!” said the Khan. “Then let us begin.”

The Khan drew a deep breath and bade the Queen, with a small flourish, gaze at his horticultural masterpiece. “Consider first of all my tree’s elegant trunk,” he said. “See the way that it curves so gracefully as it rises in a gentle spiral?”

“Sennacherib’s curves are smoother and more regular.”

“Far too much so, my queen,” said the Khan. “They lack spontaneity.”

“Then take a look at the second branch from the bottom and you will see how Sennacherib breaks its pattern with the occasional sharp twist.”

“Which is quite jarring to the eye, if I may say so, particularly in a creature so delicate. Were it twisting to the left, and a little lower, I might concur that it was pleasing, such as the manoeuvre performed by my own tree a little higher up.”

“Would that be just below the area where all its foliage appears to have rotted away?”

“Its lack of foliage is an artistic touch par-excellence. Sennacherib’s thick ball of monotonous leaves sits upon its canopy of branches like a fat green frog avoiding a caltrop.”

“What!”

“Furthermore I contend that your tree is entirely lacking in subtlety and aesthetics. It is a weedy, willowy thing, mentally un-stimulating and boring to the senses. It resembles something that a retarded child might have drawn in its nursery, on a bad day.”

“What you say is ridiculous, Khan. Sennacherib’s delicate features and foliage are a joy to behold. Many have said so. Your tree has canker and greenfly. It is diseased, irregular and in some places even disfigured.”

“Not disfigured, my queen: sculpted; carefully arranged in order to provide an experience more interesting, challenging

and intellectually keen than your own. And this disease that you refer to, this canker, it is not an ailment as such but rather a symbiotic relationship between living organisms that adds an extra vibrancy and poignancy to the overall artistic effect.”

The Queen blinked once or twice at what the Khan was saying.

“I think, Khan, that you will find it difficult to find anyone else willing to support your strange tastes and aesthetics.”

“It matters not.”

“How so? We seemed to have reached an impasse. According to your twisted views this pathetic plant that you’ve placed before me is more beautiful than my own. Needless to say, I disagree; as I’m sure would any other sane judge of such matters.”

“Do I take it, then, that you accept that I have won the wager?”

“I accept no such thing. You may, somehow, think that your tree is more beautiful than mine, but I don’t think so at all and neither would anyone else - I am sure.”

“Maybe so, but in this matter it must be my definition of beauty that we must use.”

“Why so?”

“Because it was I that made the statement upon which the bet was based.”

“Wait a minute, Khan! I only accepted on the understanding that my own sense of beauty would also be taken into account; or at least,” said the Queen, faltering a little, “that some reasonably objective measure of such things might be used in its stead.”

“I don’t recall ever agreeing to this,” said the Khan. “I’m sorry if you misunderstood the nature of our bet but your assumptions are mistaken. You should have checked. Indeed, had you brought this matter up at the start I could have pointed out your error. Unfortunately you did not.”

“This is all still shenanigans,” said the Queen, her voice rising a little despite her attempts to control it. “I do not believe that even you think that this foul creation of yours is more beautiful than mine. I do not believe that any sane person would. You are simply saying these things in order to twist your words and garner for yourself a victory that you do not deserve.”

“But what is beauty, my queen?” said the Khan. “Why, for example, do you love Sennacherib so?”

“Because every time I look upon it I feel a joy upon my heart. It uplifts me, enchants me and, when I am of a mind to ponder such things, entrances me. This thing you have shown me here will never do the same for you. Come on now, Khan, admit it!”

“I admit that it will do all those things for me and more, for every time I look upon it I will be reminded of our encounter and the way that it helped me to win Sennacherib from the Emerald Queen’s own gardens. This tree will represent to me a triumph significant on my path to enlightenment. I doubt that there will ever be a tree for me that is more beautiful than this.”

The Queen looked back and forth between the Khan and his monstrous tree trying to think of a suitable answer but finally realised that there was none. Slowly she sat down on a stone

bench and reluctantly admitted defeat. The Khan sat down opposite her and looked levelly across.

“Do I take it, then, that you accept my argument and that you will deliver Sennacherib as agreed?”

The Queen sighed and indicated a floral bed some fifteen feet distant. “It will be here presently,” she said, “but you may find that your deceit has not won for you the reward that you might have wished.”

A shimmering in the air and a disturbance in the soil signalled Sennacherib’s arrival.

“Wait now!” said the Khan. “What trickery is this? That is not the tree that you promised. This is a dark, malignant twisted thing that has been delivered in its place.”

“Do you not recognise your prize, then, Khan? Look a little more closely. Can you not see the frog-like foliage looking more frog-like than ever now, or the way that the trunk and branches writhe around each other so ‘artistically’?”

“I do, but this is not the Sennacherib I won. This is some mad, corrupted version of the thing that you have given me in its stead. Look!” he said. “It moves! It’s attacking my plants!”

“I expect it to devour much that you have here, Khan, and corrupt everything that’s left. It will also eat your gardeners if it catches them, and your guests too. Be careful it doesn’t catch you, Khan, or you too will be consumed!”

“But this is cheating, my queen. You agreed to give me the most beautiful tree that you have. Sennacherib-as-was was. This, clearly, is not.”

“Sennacherib-as-was was only beautiful to me when it had its pride of place in my gardens. Sennacherib-as-was would have been hideous to me to behold down here in your possession, constantly reminding me of my loss to your horrible nasty trickery. This is your own logic, Khan, accept it. Sennacherib-as-is-now is the most beautiful tree that I have because it sits here tormenting you and enacting upon you my revenge.”

“But it was my definition of beauty that we both agreed to use?”

“Only to define the wager, Khan, not the reward. I stated what it was that I would give to you if I lost, so it is my definition of beauty that we must use to determine the prize.”

It was the Khan’s turn, now, to stare defeat in the face. He looked across at the Queen and then back at Sennacherib and then finally shook his head. “We have neither of us won, my Queen. What you have brought down here is condemned to destruction. I cannot have such a thing wrecking my property and assaulting my guests.”

“You may not find it so easy to destroy, Khan. Sennacherib bears my enmity and hatred and is therefore cunning and strong. If you are not careful you will sacrifice many innocent lives in your misguided attempt to be rid of it.”

“So I must be stuck with it forever, then?”

“Not necessarily, Khan, but I will tell you only this. Since you won your prize by trickery, by trickery you must destroy it. How that is to be done will have to work out for yourself.”

And so saying the Emerald Queen disappeared.

NPC: Ctoniasta

Although Ctoniasta appears to be your typical gnomish Goth, her predilection for dead things is born of the fact that she's never stopped hearing the tiresome creatures whispering in her ears for as long as she can remember.

These spirits, generally more troublesome than malevolent, have been following her around and influencing her behaviour ever since she was a child. Their presence in her life is hardly her fault, of course, and her chosen career was pretty much obligated, but her oh-so-respectable picture-postcard parents



Ctoniasta

CR 3

Gnome Oracle 4 (Haunted)

NG Small Humanoid (gnome, female)

Init 2; Senses low-light vision; Perception 3

Defence

AC 13, touch 13, flat-footed 11; +4 vs giant-type
hp 31 (4d8+8)

Fort 4, Ref 4, Will 6; +2 vs. illusions

Offense

Speed 20 ft.

Melee MW Longspear +4 (1d6-1/x3) or

MW Spiked gauntlet +4 (1d3-1)

+1 to-hit vs goblinoids and reptilian humanoids

Spell-Like Abilities

CL 4; +3 melee touch; +6 ranged touch; conc 5
1/day each *Bleed* (DC 14), *Chill Touch* (DC 12),
Detect Poison, *Touch of Fatigue* (DC 11)

Oracle Spells Known

CL 4; +3 melee touch; +6 ranged touch; conc 8
2 (4/day) *Inflict Moderate Wounds* (DC 19), *Cure Moderate Wounds*, *Spiritual Weapon*
1 (7/day) *Unseen Servant*, *Doom* (DC 18), *Cause Fear* (DC 18), *Cure Light Wounds*, *Ray of Sickening* (DC 18)
0 (at will) *Bleed* (DC 17), *Stabilize*, *Purify Food and Drink* (DC 14), *Ghost Sound* (DC 14), *Mage Hand*, *Mending*, *Create Water*, *Sotto Voce* (DC 17)

Statistics

Str 8, Dex 14, Con 14, Int 8, Wis 13, Cha 18

Base Atk 3; CMB 1; CMD 13

Feats Greater Spell Focus (Necromancy), Spell Focus (Necromancy)

Skills Diplomacy 11, Knowledge (arcana, dungeoneering, local, nature, planes) 3, Knowledge (religion) 6, Sense Motive 5

Languages Common, Gnome, Sylvan

SQ Voice of the Grave (4 rounds/day), Wisdom of the Ancestors (*Augury* 80%, 1/day)Gear (light) MW Longspear, MW Spiked gauntlet, Cloak of resistance +1, Wand of *Resist Energy* (CL 3, 10 charges)

and her oh-so-beautiful-and-demure sisters have always treated her like she had brought the problem onto herself, and have therefore blamed her for all the strange manifestations that marred the peace of their otherwise comfy little river-side burrow (crockery flying through the air, creepy noises in the night and even the occasional zombie sparrow limping away after smashing through the kitchen window).

Inevitably, when she finally left home, there were sighs of relief all round. It's unlikely she'll ever go back.

Ctoniasta can look pretty stunning when she wants to, in an "all-my-makeup-is-black" sort of way, and although it's not unusual for people who meet her to wonder whether they might have just witnessed a future evil queen in the making she's actually a pretty nice person, once you get past all that teenage sultry sulkiness.

Broadly speaking Ctoniasta makes her living as a medium with the occasional spot of adventuring added in when she feels the need to improve her skills and rise to a few challenges - especially if in the company of a species-compatible male with a nice personality and a firm posterior (unfortunately no such male is present in Roco's caravan).

During the journey Ctoniasta and Kathrin will strike up a curious friendship. Although externally they're quite different, underneath they are actually both just nice girls that have found themselves stranded a long way away from home.

Despite the fact that Ctoniasta is travelling to Cathreay to consult with the sages there about her haunted status, she will still get the blame at some point during the journey for all the strange ghostly occurrences that have been plaguing the caravan for the last few months. She will, of course, react to these unfair accusations in teenage time-honoured fashion by rolling her eyes, being sarcastic, stomping her feet and then finally disappearing off and refusing to talk to anyone. To be

fair to her, though, she is totally right.

In combat Ctoniasta provides a mixture of offense and defence, though her low AC better suits her to using multiple *Spiritual Weapon* spells rather than *Inflict Moderate Wounds*.

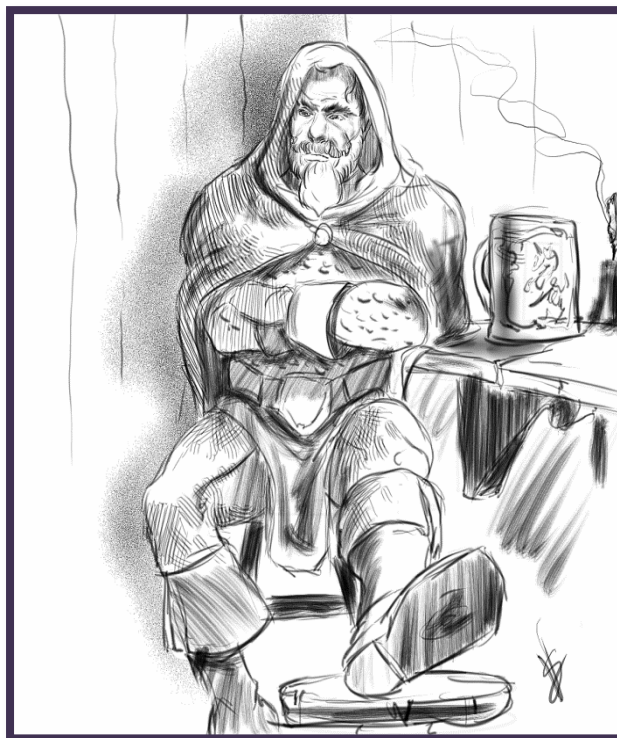
Ctoniasta	CR 4
Gnome Oracle 5 (Haunted) NG Small Humanoid (gnome, female) Init 2; Senses low-light vision; Perception 3	
Defence	
AC 13, touch 13, flat-footed 11; +4 vs giant-type hp 38 (5d8+20) Fort 4, Ref 4, Will 6; +2 vs. illusions Defensive Abilities Spirit Shield (+4 AC, 5 hours/day)	
Offense	
Speed 20 ft. Melee MW Longspear +4 (1d6-1/x3) or MW Spiked gauntlet +4 (1d3-1) +1 to-hit vs goblinoids and reptilian humanoids	
Spell-Like Abilities	
CL 5; +3 melee touch; +6 ranged touch; conc 6 1/day each <i>Bleed</i> (DC 14), <i>Chill Touch</i> (DC 12), <i>Detect Poison</i> , <i>Touch of Fatigue</i> (DC 11)	
Oracle Spells Known	
CL 5; +3 melee touch; +6 ranged touch; conc 9 2 (5/day) <i>Inflict Moderate Wounds</i> (DC 19), <i>Cure Moderate Wounds</i> , <i>Spiritual Weapon</i> , <i>Levitate</i> , <i>Minor Image</i> (DC 16), <i>Oracle's Burden</i> (DC 19) 1 (7/day) <i>Unseen Servant</i> , <i>Doom</i> (DC 18), <i>Cause Fear</i> (DC 18), <i>Cure Light Wounds</i> , <i>Ray of Sickening</i> (DC 18), <i>Deathwatch</i> 0 (at will) <i>Bleed</i> (DC 17), <i>Stabilize</i> , <i>Purify Food and Drink</i> (DC 14), <i>Ghost Sound</i> (DC 14), <i>Mage Hand</i> , <i>Mending</i> , <i>Create Water</i> , <i>Sotto Voce</i> (DC 17)	
Statistics	
Str 8, Dex 14, Con 14, Int 8, Wis 13, Cha 18 Base Atk 3; CMB 1; CMD 13 Feats Greater Spell Focus (Necromancy), Spell Focus (Necromancy), Extra Revelation Skills Diplomacy 12, Knowledge (arcana, dungeoneering, local, nature, planes) 3, Knowledge (religion) 8, Sense Motive 5 Languages Common, Gnome, Sylvan SQ Voice of the Grave (-2 saves, 5 rounds/day), Wisdom of the Ancestors (<i>Divination</i> 90%, 1/day) Gear (light) MW Longspear, MW Spiked gauntlet, Cloak of resistance +1, Wand of <i>Cure Serious Wounds</i> (CL 5, 10 charges)	

Ctoniasta	CR 5
Gnome Oracle 6 (Haunted) NG Small Humanoid (gnome, female) Init 2; Senses low-light vision; Perception 3	
Defence	
AC 13, touch 13, flat-footed 11; +4 vs giant-type hp 45 (6d8+12) Fort 5, Ref 5, Will 7; +2 vs. illusions Defensive Abilities Spirit Shield (+4 AC, 6 hours/day)	
Offense	
Speed 20 ft. Melee MW Longspear +5 (1d6-1/x3) or MW Spiked gauntlet +5 (1d3-1) +1 to-hit vs goblinoids and reptilian humanoids	
Spell-Like Abilities	
CL 6; +4 melee touch; +7 ranged touch; conc 7 1/day each <i>Bleed</i> (DC 14), <i>Chill Touch</i> (DC 12), <i>Detect Poison</i> , <i>Touch of Fatigue</i> (DC 11)	
Oracle Spells Known	
CL 6; +4 melee touch; +7 ranged touch; conc 10 3 (4/day) <i>Inflict Serious Wounds</i> (DC 20), <i>Cure Serious Wounds</i> , <i>Heroism</i> 2 (6/day) <i>Inflict Moderate Wounds</i> (DC 19), <i>Cure Moderate Wounds</i> , <i>Spiritual Weapon</i> , <i>Levitate</i> , <i>Minor Image</i> (DC 16), <i>Oracle's Burden</i> (DC 19) 1 (7/day) <i>Unseen Servant</i> , <i>Doom</i> (DC 18), <i>Cause Fear</i> (DC 18), <i>Cure Light Wounds</i> , <i>Ray of Sickening</i> (DC 18), <i>Deathwatch</i> 0 (at will) <i>Bleed</i> (DC 17), <i>Create Water</i> , <i>Purify Food and Drink</i> (DC 14), <i>Ghost Sound</i> (DC 14), <i>Mage Hand</i> , <i>Mending</i> , <i>Stabilize</i> , <i>Sotto Voce</i> (DC 17)	
Statistics	
Str 8, Dex 14, Con 14, Int 8, Wis 13, Cha 18 Base Atk 5; CMB 2; CMD 14 Feats Greater Spell Focus (Necromancy), Spell Focus (Necromancy), Extra Revelation Skills Diplomacy 13, Knowledge (arcana, dungeoneering, local, nature, planes) 3, Knowledge (religion) 10, Sense Motive 5 Languages Common, Gnome, Sylvan SQ Voice of the Grave (-2 saves, 6 rounds/day), Wisdom of the Ancestors (<i>Divination</i> 90%, 1/day) Gear (light) MW Longspear, MW Spiked gauntlet, Cloak of resistance +1, Wand of <i>Cure Serious Wounds</i> (CL 5, 10 charges), Wand of <i>Resist Energy</i> (CL 3, 10 charges)	

NPC: Guillermo d'el Bison

Guillermo Vaquero Orino d'el Toro, aka Guillermo d'el Bison, is a dwarven ranger and animal handler who has chosen to specialise in beasts of burden, particularly bison.

Guillermo arrived at Ginepski many years ago when a bitter feud with his parents and brothers drove him away from his



hometown and permanently alienated him from his family's iron mining and smelting business.

Guillermo started a bison rearing and training corral as soon as

Guillermo del Bison

CR 3

Dwarf Ranger 4 (beastmaster, groom)

LG Medium Humanoid (dwarf)

Init 2; **Senses** darkvision 60 ft.; **Perception** 7; +2 vs unusual stonework with free test within 10'; +2 vs Magical Beasts

Defense

AC 18, touch 12, flat-footed 16; +4 vs giant-type
hp 36 (4d10+8)
Fort 6, **Ref** 6, **Will** 2; +2 vs. poison, spells, and spell-like abilities

Offense

Speed 20 ft.
Melee Longsword +6 (1d8+2/19-20)
MW Lance +7 (1d8+3/x3)
Ranged Comp Longbow +6 (1d8+2/x3)
Favoured Enemy (+2 Magical Beasts)
+1 to-hit vs goblinoids and orcs

Spell-Like Abilities

CL 4; conc 5
At will *Speak With Animals* (mounts only)

Ranger Spells Prepared

CL 1; +6 melee touch; +6 ranged touch; conc 2
1 *Keep Watch*

Statistics

Str 15, **Dex** 14, **Con** 14, **Int** 8, **Wis** 12, **Cha** 12
Base Atk 4; **CMB** 6; **CMD** 18; +4 CMD vs bull-rush/trip when on ground
Feats Boon Companion, Mounted Combat, Skill Focus (Handle Animal)
Skills Acrobatics 5 (-4 jump), Appraise -1 (+2 with gems and precious metals), Climb 5, Escape Artist 5, Handle Animal 10 (+4 to force this mount into an Unnatural Aura.), Heal 7, Intimidate 5, Knowledge (local) 4, Knowledge (nature) 6, Ride 7 (+4 to force this mount into an Unnatural Aura.), Sense Motive 1, Stealth 5 (+2 to conceal party mounts and self), Survival 5, Swim +5
Languages Common, Dwarven
SQ Favoured Enemy (+2 Magical Beasts), Improved Empathic Link, Scout the Area, Share Spells with Companion, Wild Empathy
Gear (light, acp 2) Mithral shirt, MW Heavy steel shield, Comp Longbow (+2 Str), Longsword, MW Lance

"Miercoles" – (CR3) Companion

N Medium Animal (combat-trained, charger)

Init 1; **Senses** low-light vision, scent; **Perception** 4

Defense

AC 18, touch 11, flat-footed 17
hp 24 (4d8+4)
Fort 5, **Ref** 5, **Will** 1; +4 morale bonus vs. fear and emotion effects.

Offense

Speed 40 ft.
Melee Gore +6 (1d6+4)

Statistics

Str 16, **Dex** 13, **Con** 12, **Int** 2, **Wis** 11, **Cha** 4
Base Atk 3; **CMB** 6; **CMD** 17 (21 vs. Trip)
Feats Armor Proficiency (Light), Valiant Steed
Tricks Attack, Come, Defend, Down, Guard, Heel, Stay, Work
Skills Acrobatics 5 (+4 jump), Stealth 5, Swim 7
Gear (light) MW Lamellar (leather) barding, military saddle (exotic)

he could, catering to the various travellers passing through, and now runs a well-regarded and successful ranch located some miles from the city centre,

Guillermo rarely talks about his past; indeed he rarely sees the need to talk at all. The love that he has of the animals that he rears combined with a shrewd but fair grasp of business matters dominates most his life. He has no partner or real friends, just his employees with whom he maintains a pleasant but

nonetheless business-like attitude. And, of course, he has his animals.

When it comes to his particular line of work he is an expert and quick to recognise expertise when he sees it in others. He has always worked hard and studied hard, in the nature of rangers, and he prides himself on the service that he delivers. Indeed, not only can he be relied upon to provide good quality mounts, he can also help with contacts within the city for anyone looking to make preparations for a long and arduous overland journey.

Guillermo only opens up vocally when he's talking about his work, generally after a few beers in one of the local taverns in the evening. If he's feeling particularly morose, and has drunk more than usual, then he may even break into song, with his deep baritone voice recalling relatively modern tales that deal with dwarven matters above ground and the strange friendships which dwarves occasionally make with other races and domesticated animals.

Ultimately, Guillermo is an outcast, not at his ease with the more conservative and civilised members of his kind, not really very sociable, but happy in the company of others who, like himself, know when to mind their own business.

Guillermo's crew of dwarven rangers, all of whom have names like "Enrique", "Fabio" and "Raoul", have a similar outlook, generally enjoying each other's company in preference to anyone else's, and their own company in preference to that. This suits everyone else just fine as Guillermo and his rangers spend so much time with their bison charges that they tend to smell quite strongly of them, and in fact most of them only wash about once a year.

Guillermo del Bison

CR 4

Dwarf Ranger (beastmaster, groom)

LG Medium Humanoid (dwarf)

Init 2; **Senses** darkvision 60 ft.; **Perception** 8; +2 vs unusual stonework with free test

AC 18, touch 12, flat-footed 16; +4 vs giant-type

hp 44 (5d10+10)

Fort 6, **Ref** 6, **Will** 2; +2 vs. poison, spells, and spell-like abilities

Offense

Speed 20 ft.

Melee MW Longsword +8 (1d8+2/19-20)

MW Lance +8 (1d8+3/x3)

Ranged MW Comp Longbow +8 (1d8+2/x3)

10 x +1 arrows

Favoured Enemy (+4 Magical Beasts, +2 Plants)

+1 to-hit vs goblinoids and orcs

Spell-Like Abilities within 10'; +4 vs Magical Beasts, +2 vs Plants

Defense

CL 5; conc 6

At will *Speak With Animals* (mounts only)

Ranger Spells Prepared

CL 2; +7 melee touch; +7 ranged touch; conc 3

1 *Keep Watch*, *Lead Blades*

Statistics

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

Base Atk 5; **CMB** 7; **CMD** 19; +4 CMD vs bull-rush/trip when on ground

Feats Boon Companion, Mounted Combat, Ride By Attack, Skill Focus (Handle Animal)

Skills Acrobatics 5 (-4 jump), Appraise -1 (+2 with gems and precious metals), Climb 5, Escape Artist 5, Handle Animal 11 (+4 to force this mount into an Unnatural Aura.), Heal 8, Intimidate 5, Knowledge (local) 4, Knowledge (nature) 6, Ride 8 (+4 to force this mount into an Unnatural Aura.), Sense Motive 1, Stealth 7 (+2 to conceal party mounts and self), Survival 5, Swim +5

Languages Common, Dwarven

SQ Favoured Enemy(+4 Magical Beasts, +2 Plants), Improved Empathic Link, Scout the Area, Share Spells with Companion, Wild Empathy

Gear (light, acp 2) Mithral chain shirt, MW Heavy steel shield, MW Comp Longbow (+2 Str), MW Longsword, MW Lance, 10 x +1 arrows

"Miercoles" – (CR4) Companion

N Medium Animal (combat-trained, charger)

Init 1; **Senses** low-light vision, scent; **Perception** 4

Defense

AC 18, touch 11, flat-footed 17

hp 30 (5d8+5)

Fort 5, **Ref** 5, **Will** 1; +4 morale bonus vs. fear and emotion effects.

Offense

Speed 40 ft.

Melee Gore +6 (1d6+4)

Statistics

Str 16, **Dex** 13, **Con** 12, **Int** 2, **Wis** 11, **Cha** 4

Base Atk 3; **CMB** 6; **CMD** 17 (21 vs. Trip)

Feats Armor Proficiency (Light), Armour Proficiency (Medium), Valiant Steed

Tricks Attack, Come, Defend, Down, Guard, Heel, Stay, Work

Skills Acrobatics 4 (+4 jump), Stealth 3, Swim 5

Gear (light) MW Lamellar (horn) barding, military saddle (exotic)

In the evening Guillermo and his crew take their meal separately to everybody else outside of the main ring of wagons and cook for themselves a massive Pebblera, a dish of garlic, wine, beans, rice, spices and bison feed, heated up on a large flat pan about two feet across placed on a tripod over the glowing embers of a slowly dying fire made from bison dung.

Guillermo del Bison	CR 5
Dwarf Ranger 6 (beastmaster, groom) LG Medium Humanoid (dwarf) Init 2; Senses darkvision 60 ft.; Perception 9; +4 vs Magical Beasts, +2 vs Plants, +2 vs unusual stonework with free test within 10'	
Defense	
AC 19, touch 12, flat-footed 17; +4 vs giant-type hp 52 (6d10+12) Fort 7, Ref 7, Will 3; +2 vs. poison, spells, and spell-like abilities	
Offense	
Speed 20 ft. Melee MW Longsword +9/+4 (1d8+2/19-20) MW Lance +9/+4 (1d8+3/x3) Ranged MW Comp Longbow +9/+4 (1d8+2/x3) 15 x +1 arrows Favoured Enemy (+4 Magical Beasts, +2 Plants) +1 to-hit vs goblinoids and orcs	
Spell-Like Abilities	
CL 6; conc 7 At will <i>Speak With Animals</i> (mounts only)	
Ranger Spells Prepared	
CL 3; +8 melee touch; +8 ranged touch; conc 4 1 <i>Keep Watch</i> , <i>Lead Blades</i>	
Statistics	
Str 15, Dex 14, Con 14, Int 8, Wis 12, Cha 12 Base Atk 6; CMB 8; CMD 20; +4 CMD vs bull-rush/trip when on ground Feats Boon Companion, Mounted Combat, Ride By Attack, Skill Focus (Handle Animal) Skills Acrobatics 5 (-4 jump), Appraise -1 (+2 with gems and precious metals), Climb 5, Escape Artist 5, Handle Animal 12 (+4 to force this mount into an Unnatural Aura.), Heal 9, Intimidate 5, Knowledge (local) 4, Knowledge (nature) 7, Ride 9 (+4 to force this mount into an Unnatural Aura.), Sense Motive 1, Stealth 8 (+2 to conceal party mounts and self), Survival 5, Swim +5 Favoured Enemy (+4 Magical Beasts, +2 Plants) Languages Common, Dwarven SQ Improved Empathic Link, Scout the Area, Share Spells with Companion, Wild Empathy Gear (light, acp 2) +1 Mithral chain shirt, MW Heavy steel shield, MW Comp Longbow (+2 Str), MW Longsword, MW Lance, 15 x +1 arrows	

They sit around this thing in a great circle, drinking red wine (from tankards) and smoking their pipes as the moon comes up, occasionally breaking into doleful, wailing, melancholy songs, or getting up in ones or twos to dance some inexplicable folk dance with lots of clapping and stamping of feet.

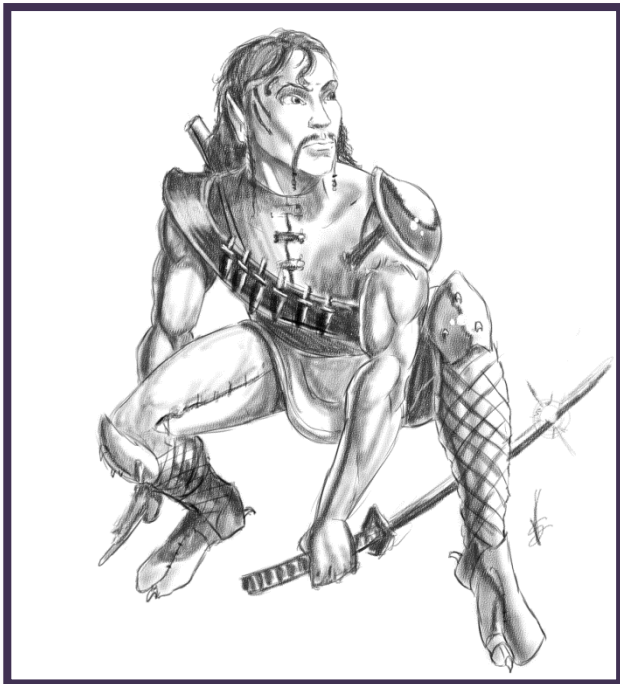
Guillermo always finishes his day next to “Miercoles”, his animal companion and possibly the closest thing that he will ever have to a friend. His *Keep Watch* spell removes the need for sleep so Guillermo spends all night keeping an eye on the camp and occasionally talking to Miercoles.

Guillermo sees pretty much everything that goes on at night but rarely volunteers information since he really is not that much of a talker. He will be aware of Tegana^{DG} moving backwards and forwards to his wagon with food and drink, will see Impu the monkey darting around all over the place, but won't ever catch a glimpse of Mycin.

Guillermo's job in the caravan is to look after his animals, not to provide any sort of guard, so he will not enter combat unless his beasts themselves are attacked. His choice of favoured enemy reflects the typical dangers that bison face: magical marauders and, funnily enough, plants, such as Assassin Vines, which can be particularly lethal to large blundering quadrupeds.

“Miercoles” – (CR5) Companion
N Medium Animal (combat-trained, charger) Init 2; Senses low-light vision, scent; Perception 4
Defense
AC 23, touch 12, flat-footed 21 hp 36 (6d8+6) Fort 6, Ref 7, Will 2; +4 morale bonus vs. fear and emotion effects.
Offense
Speed 40 ft. Melee Gore +7 (1d6+4)
Statistics
Str 17, Dex 13, Con 12, Int 2, Wis 11, Cha 4 Base Atk 3; CMB 6; CMD 17 (21 vs. Trip) Feats Armor Proficiency (Light), Armour Proficiency (Medium), Valiant Steed Tricks Attack, Attack Anything, Come, Defend, Down, Guard, Heel, Stay, Work Skills Acrobatics 5 (+4 jump), Stealth 3, Swim 4 Gear (light) MW Lamellar (steel) barding, military saddle (exotic)

NPC: Harry Hausen



Out of the two most common inter-racial humanoid mixes, half-elves tend to be the ones that have most arisen out of romance, passion and love⁴⁸. Many a human Romeo has wooed his elven Juliette without too much thought for the future, at least beyond the next 20 minutes. Inevitably this has resulted in first generation half-elves coming from eventually-broken homes, with interesting personalities developing as a result.

Harry Hausen inherited his father's propensity for thinking first and foremost with what lies between his legs. His success with women is extraordinary. Although missing his father's good looks and his mother's grace, Harry possesses a dogged determination and single-mindedness which would make even the most diligent academic look unfocussed and absent minded. Harry doesn't woo the fairer sex, he wears them out. He choose who he wants then diligently works away at their defences until eventually they agree to sleep with him out of defeat and desperation.

Unfortunately once he's bedded girl X, girl Y inevitably appears around the corner, always much more charming, sexual, coquettish, whatever, so that the hunt must recommence, only this time planned quite carefully so that girl X is still available for night time trysts while girl Y is being made ready to take over.

Strangely, though, Harry doesn't seem to see anything wrong with this. It even puzzles him that girl X or the boyfriend of girl Y might see a problem with it either. The fact that they do, however, has led him to pursue a career which emphasises ready means of escape, such as climbing out of windows,

balancing across rooftops, hiding out of sight and simple bare-faced lying⁴⁹.

A few months ago Harry learned about Cathreay and all the amazing sex that's supposed to be going on there all of the time. It was a strangely bittersweet revelation. Having spent all his life dedicated to getting the best sex that he could he was quite upset when he realised that a whole host of people had been doing far better than he had for a great many years. At the

Harry Hausen	CR 3
Half-Elf Rogue 4 CN Medium Humanoid (elf, human) Init 4; Senses low-light vision; Perception 9	
Defense	
AC 19 , touch 14, flat-footed 15 hp 31 (4d8+8) Fort 2, Ref 8, Will 1 ; +2 vs. enchantments, +1 Ref vs traps Defensive Abilities evasion, uncanny dodge Immune magic sleep	
Offense	
Speed 30 ft. Melee MW Rapier +8 (1d6+2/19-20), or MW Dagger +6 (1d4+1/19-20) and MW Rapier +6 (1d6+2/18-20) Ranged MW Composite shortbow +8 (1d6+2/x3) (magic arrows +1 to damage only) Special Attacks sneak attack +2d6	
Statistics	
Str 14, Dex 18, Con 13, Int 8, Wis 10, Cha 12 Base Atk 3; CMB 5; CMD 19 Feats Skill Focus (Climb), Two-weapon Defence, Two-weapon Fighting, Weapon Finesse Skills Acrobatics 11, Bluff 8, Climb 12, Disable Device 11, Perception 9 (+2 to locate traps), Stealth 11, Swim 9 Languages Common, Elven SQ Wall Scramble Gear (light, acp 1): Mithral Chain shirt, 4 x +1 Arrows, MW Composite shortbow (Str +2), MW Dagger, MW Rapier	

same time, he was pleased that he was now able to readdress the balance and so resolved to make the pilgrimage to Cathreay as soon as he could.

He set off alone. It wasn't that he didn't want any (female) company, far from it, it was just that he didn't want the complication of a girl X on arrival when there might be so many girl Ys to choose between.

⁴⁸ as opposed to rape

⁴⁹ "she fell out of her dress and I was helping her do it up – honest!"

Harry Hausen	CR 4
Half-Elf Rogue 5 CN Medium Humanoid (elf, human) Init 4; Senses low-light vision; Perception 10	
Defense	
AC 20, touch 15, flat-footed 15 hp 38 (5d8+10) Fort 3, Ref 9, Will 2; +2 vs. enchantments, +1 Ref vs traps Defensive Abilities evasion, uncanny dodge Immune magic sleep	
Offense	
Speed 30 ft. Melee MW Rapier +8 (1d6+2/18-20), or MW Dagger +6 (1d4+1/19-20) and MW Rapier +6 (1d6+2/18-20) Ranged MW Composite shortbow +8 (1d6+2/x3) (magic arrows +1 to damage only) Special Attacks sneak attack +3d6	
Statistics	
Str 14, Dex 18, Con 13, Int 8, Wis 10, Cha 12 Base Atk 3; CMB 5; CMD 20 Feats Dodge, Skill Focus (Climb), Two-weapon Defense, Two-weapon Fighting, Weapon Finesse Skills Acrobatics 12, Bluff 9, Climb 13, Disable Device 12, Perception 10 (+2 to locate traps), Stealth 12, Swim 10 Languages Common, Elven SQ Wall Scramble Gear (light, acp 1): Cloak of Resistance +1, Mithral Chain shirt, 4 x +1 Arrows, MW Composite shortbow (Str +2), MW Dagger, MW Rapier	

Harry Hausen	CR 5
Half-Elf Rogue 6 CN Medium Humanoid (elf, human) Init 4; Senses low-light vision; Perception 11	
Defense	
AC 21, touch 15, flat-footed 16 hp 45 (6d8+12) Fort 4, Ref 10, Will 3; +2 vs. enchantments, +2 Ref vs traps Defensive Abilities evasion, mobility, uncanny dodge Immune magic sleep	
Offense	
Speed 30 ft. Melee MW Rapier +9 (1d6+2/18-20), or MW Dagger +7 (1d4+1/19-20) and MW Rapier +7 (1d6+2/18-20) Ranged MW Composite shortbow +9 (1d6+2/x3) (magic arrows +1 to damage only) Special Attacks sneak attack +3d6	
Statistics	
Str 14, Dex 18, Con 13, Int 8, Wis 10, Cha 12 Base Atk 4; CMB 6; CMD 21 Feats Dodge, Mobility, Skill Focus (Climb), Two-weapon Defense, Two-weapon Fighting, Weapon Finesse Skills Acrobatics 13, Bluff 10, Climb 14, Disable Device 13, Perception 11 (+2 to locate traps), Stealth 13, Swim 11 Languages Common, Elven SQ wall scramble Gear (light, acp 1): Cloak of Resistance +1, +1 Mithral Chain shirt, 4 x +1 Arrows, MW Composite shortbow (Str +2), MW Dagger, MW Rapier	

That's not to say, of course, that he couldn't have a bit of fun along the way.

The little ratfolk girl from Shang-Tu seemed incredibly adroit in bed – almost as if there were two of her. Then he realised that there were. Actually there were three, though the third was rifling through his possessions while the other two were keeping him busy. Strangely, the little thiefy rat girl didn't take anything of value apart from one tatty bit of jewellery that he'd bought some time ago but never used. Odd lot these ratfolk.

At Poco Loco Harry slept with a morose dwarven woman after a night's heavy drinking. This was not a good idea. There were *things* living in all that hair and Harry was scratching himself afterwards for quite a few days⁵⁰.

Across the desert Harry encountered a number of Bedouin tribes – all, fortunately, quite friendly. At one he became engaged to a tribeswoman inadvertently by sharing a cup of coffee – a custom that had not been explained to him at the time. It was an embarrassing moment, however with a bit of bluff Harry convinced the tribe elders that he would return after

⁵⁰ in all sorts of places.

communing with his mentors at Cathreay. His betrothed awaits for him still, forbidden by tribal laws to accept another. This could get ugly in time if it's not sorted out ...

Harry slept with a number of female monks in the monastery while he stayed there. They were as obliging as they were indifferent. Sex without any form of communication is just sex.

Harry's downfall, however, came just after the monastery when he heard the plaintive calls of an elven maiden in distress. Following the cries he espied a cage suspended over a mountain path where the beautiful Delphine, a woman of surpassing beauty, pleaded for rescue. Alas Harry was not up to the task and fell prey to the Cyclops that had captured her.

At least, he reflected, sharing the same cage, they could "enjoy" their captivity together, but unfortunately that night the Cyclops killed the beautiful Delphine and consumed her with a nice Chianti⁵¹. What happens to Harry next depends on the events in this module.

⁵¹ ok, no, not really – it was goat's milk

NPC: Hentrall

Hentrall has lived in the mountains above his village for all of his life.

Starting as a goatherd, Hentrall moved on to becoming a shepherd and then took up small-time healing magic in order to serve the sick and needy of his community. In this he followed in the footsteps of his parents one of whom looked after sheep (his father), whilst the other looked after people (his mother).

Unfortunately Hentrall's father was a difficult man. The ghost of other suitors in his mother's past haunted him, even though she was perfectly devoted to him since they had married. He was also resentful of his son's abilities and the affection that his mother had for him. As a result, Hentrall did not receive the respect or love from his father that he needed and although his



mother made up for it as well she could the result was a far from easy childhood

Hentrall carried his fair share of psychological baggage as he entered adulthood. It made him difficult to get on with, which

Hentrall	CR 3
Human – Adept 5 LG Medium Humanoid (human, male) Init 1; Perception 2	
Defence	
AC 11, touch 11, flat-footed 10 hp 25 (5d6+5) Fort 3, Ref 3, Will 7	
Offense	
Speed 30 ft. Melee MW Longspear +2 (1d8-1/x3)	
Adept Spells Prepared	
CL 5; +1 melee touch; +3 ranged touch; conc 7 2 <i>Cure Moderate Wounds</i> , <i>Scorching Ray</i> (Merciful) 1 <i>Cure Light Wounds</i> , <i>Burning Hands</i> (Merciful) (DC 13), <i>Endure Elements</i> 0 <i>Create Water</i> , <i>Light</i> , <i>Mending</i>	
Statistics	
Str 8, Dex 13, Con 12, Int 9, Wis 14, Cha 10 Base Atk +2; CMB +1; CMD 12 Feats Brew Potion, Merciful Spell, Self-sufficient, Skill Focus (Heal) Skills Handle Animal 4, Heal 14, Knowledge (arcana, geography, local, nature) 3, Profession (Shepherd, Chessplayer) 6, Sense Motive 2, Spellcraft 3, Survival 13 SQ Empathic Link with Familiar, Share Spells with Familiar, Deliver Touch Spells with Familiar, Speak with Master (Familiar) Languages Common Gear (light): Potion of <i>Cure Light Wounds</i> x5 (including one in surgeon's kit), Potion of <i>Cure Moderate Wounds</i> , Potion of <i>Invisibility</i> , Cloak of Resistance +1, MW Longspear, Chirurgeon's Kit	
Special Abilities	
Alertness if within arms' reach of Goat familiar.	

"Susan" – Hentrall (CR3)'s Familiar

Goat

N Small Magical Beast (animal, female)

Init 1; **Senses** low-light vision; **Perception** 0

Defence

AC 16, touch 12, flat-footed 15

hp 13 (1d8+1)

Fort 3, **Ref** 3, **Will** 4

Offense

Speed 30 ft.

Melee Gore +4 (1d4+1)

Statistics

Str 12, **Dex** 13, **Con** 12, **Int** 9, **Wis** 11, **Cha** 5

Base Atk 2; **CMB** 2; **CMD** 13 (+4 vs. Trip)

Feats Nimble Moves

Skills Acrobatics 1 (+4 jump), Climb 5, Heal 4, Stealth 5, Survival 3 (+4 to find food)

SQ improved evasion

Hentrall	CR 4
Human – Adept 6 LG Medium Humanoid (human, male) Init 1; Perception 2	
Defence	
AC 11, touch 11, flat-footed 10 hp 30 (6d6+6) Fort 4, Ref 4, Will 8	
Offense	
Speed 30 ft. Melee MW Longspear +3 (1d8-1/x3)	
Adept Spells Prepared	
CL 6; +2 melee touch; +4 ranged touch; conc 8 2 <i>Cure Moderate Wounds</i> , <i>Scorching Ray</i> (Merciful) 1 <i>Cure Light Wounds</i> , <i>Burning Hands</i> (Merciful) (DC 13), <i>Endure Elements</i> 0 <i>Create Water</i> , <i>Light</i> , <i>Mending</i>	
Statistics	
Str 8, Dex 13, Con 12, Int 9, Wis 14, Cha 10 Base Atk 3; CMB 2; CMD 13 Feats Brew Potion, Merciful Spell, Self-sufficient, Skill Focus (Heal) Skills Handle Animal 4, Heal 16, Knowledge (arcana, geography, local, nature) 3, Profession (Shepherd, Chessplayer) 6, Sense Motive 2, Spellcraft 4, Survival 13 SQ Empathic Link with Familiar, Share Spells with Familiar, Deliver Touch Spells with Familiar, Speak with Master (Familiar) Languages Common Gear (light): Potion of <i>Cure Light Wounds</i> x5 including one in surgeon's kit, Potion of <i>Cure Moderate Wounds</i> , Potion of <i>Invisibility</i> , Wand of <i>Magic Missile</i> (CL 5, 15 charges), Cloak of Resistance +1, MW Longspear, Surgeon's Kit	
Special Abilities	
Alertness if within arms' reach of Goat familiar.	

got him into a destructive cycle: people avoided him, which made him more resentful, which made people avoid him even more, and so on. When Hentrall eventually married a young girl from the village and started a family it was only because the girl in question was able to see through his irascible behaviour at the kindness which lay beneath.

There was indeed kindness there, but it struggled to emerge. When his wife died in her fifties, Hentrall retreated to his mountainside cabin to look after his livestock and stopped seeing his children and grandchildren altogether.

For the next decade or so he lived the life of a near recluse. He still tended to the sick and wounded, though they would have to drag themselves up to his cabin to see him, but otherwise only saw humanoid company on the odd evenings that he came

“Susan” – Hentrall (CR4)’s Familiar
Female Goat N Small Magical Beast (animal, female) Init 1; Senses low-light vision; Perception 0
Defence
AC 16, touch 12, flat-footed 15 hp 15 (1d8+1) Fort 3, Ref 3, Will 5
Offense
Speed 30 ft. Melee Gore +5 (1d4+1)
Statistics
Str 12, Dex 13, Con 12, Int 9, Wis 11, Cha 5 Base Atk 3; CMB 3; CMD 14 (+4 vs. Trip) Feats Nimble Moves Skills Acrobatics 1 (+4 jump), Climb 5, Heal 4, Stealth 5, Survival 3 (+4 to find food) SQ improved evasion

down to the local taverns to play Chess, a game he continues to love now not only for its intrigue but for its silence.

Hentrall’s hermit-like existence was eventually broken when one of his granddaughters, Heidi, was forced to come up and live with him, having developed a lung condition that needed lots of fresh mountain air. Heidi brought him out of his depression by being simply lovely, innocent, kind, a little bit vulnerable but always in possession of that irreplaceable wisdom that children frequently have.

Nowadays, Hentrall still has that tendency to be a bit irascible, impatient, and short-tempered, but he is at least reasonably communicative and sympathetic, especially to the injured that come under his care. With Heidi’s encouragement a few years ago he joined the village council. In the last few weeks he has begun to wonder whether maybe the ghost of his father can finally be laid to rest.

Some months ago Heidi spotted an organ in the marketplace that somehow or another played itself with a monkey dancing around on the top. She used all her charm to persuade Hentrall to buy the thing and then to join up with Roco’s caravan to see if he could impress the Khan with it and maybe sell it for a profit. This was not the sort of project that Hentrall would ordinarily have undertaken but Heidi got through to him in the end.

Heidy also felt that Hentrall, who had never travelled further than the local village, needed to broaden his horizons even at his advanced age, and Hentrall grudgingly agreed.

So it was that four months ago Hentrall, his goat Susan and his various possessions, including the organ, joined up with Roco’s caravan en-route to Cathreay.

Hentrall’s organ, however, is not a pleasant device⁵².

⁵² please resist the temptation to read a double-entendre here

Hentrrall	CR 5
Human - Adept 7 LG Medium Humanoid (human, male) Init 1; Perception 2	
Defence	
AC 11, touch 11, flat-footed 10 hp 35 (7d6+7) Fort 4, Ref 4, Will 8	
Offense	
Speed 30 ft. Melee MW Longspear +3 (1d8-1/x3)	
Adept Spells Prepared	
CL 7; +2 melee touch; +5 ranged touch; conc 9 2 <i>Cure Moderate Wounds</i> , 2 x <i>Scorching Ray</i> (Merciful) 1 <i>Cure Light Wounds</i> , <i>Burning Hands</i> (Merciful) (DC 13), <i>Endure Elements</i> , <i>Protection from Evil</i> 0 <i>Create Water</i> , <i>Light</i> , <i>Mending</i>	
Statistics	
Str 8, Dex 13, Con 12, Int 9, Wis 14, Cha 10 Base Atk 3; CMB 2; CMD 13 Feats Brew Potion, Merciful Spell, Self-sufficient, Skill Focus (Heal), Weapon Focus (Ray) Skills Handle Animal 4, Heal 17, Knowledge (arcana, geography, local, nature) 3, Profession (Shepherd, Chessplayer) 6, Sense Motive 2, Spellcraft 6, Survival 13 SQ Empathic Link with Familiar, Share Spells with Familiar, Deliver Touch Spells with Familiar, Speak with Master (Familiar) Languages Common Gear (light): Potion of <i>Cure Light Wounds</i> x5 (including one in surgeon's kit), Potion of <i>Cure Moderate Wounds</i> , Potion of <i>Invisibility</i> , Wand of <i>Magic Missile</i> (CL 9, 15 charges), Cloak of Resistance +1, MW Longspear, Chirurgeon's Kit	
Special Abilities	
Alertness if within arms' reach of Goat familiar.	

The box itself is made of a red durable wood, a bit like mahogany, about 1' square by 2' long, with no visible openings apart from where a crank-like handle emerges from the side. By removing the handle it is possible to see that the box has at least two compartments, one next to the handle, which contains a small harp and hammer arrangement about four inches wide, and a second behind it which has the "intelligence" governing the selection and playing of music.

A little bit of investigation reveals that the lid of the box can be raised but no mechanism can be found for doing so. The box itself does not radiate any auras.

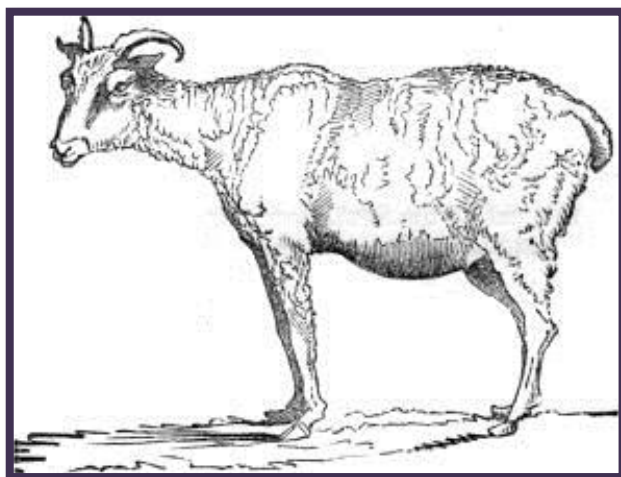
The organ was actually constructed as an assassination device.

"Susan" – Hentrrall (CR5)'s Familiar
Goat N Small Magical Beast (animal, female) Init 1; Senses low-light vision; Perception 0
Defence
AC 16, touch 12, flat-footed 15 hp 17 (1d8+1) Fort 3, Ref 3, Will 5
Offense
Speed 30 ft. Melee Gore +5 (1d4+1)
Statistics
Str 12, Dex 13, Con 12, Int 9, Wis 11, Cha 5 Base Atk 3; CMB 3; CMD 14 (+4 vs. Trip) Feats Nimble Moves Skills Acrobatics 1 (+4 jump), Climb 5, Heal 7, Stealth 5, Survival 3 (+4 to find food) SQ improved evasion

Inside the lead-lined larger compartment is a hobbit child Jiang-Chi vampire adept called Mycin. The monkey that dances on top of the box is his familiar Impu. Mycin was specifically raised / created for the assassination of the children of nobility and royalty. Presented as an innocent gift, Mycin can let himself out of the organ whenever he wants to, using Impu on the outside to get a feel for when the time is right, and then go through with his murderous ways.

The organ is a bit of an antique now. It was last used to slaughter two royal children in a tall dark tower and although the orchestrators of the murder died in the subsequent fighting the actual assassination device was never discovered. After decades of lying in a dusty cellar the organ was eventually "cleared out" into the marketplace.

Mycin will, if not stopped, restart his slaughtering career, though this time not at the behest of others. Hentrrall is innocent of all of this, but may well end up taking the blame.



NPC: Kathrin

Kathrin was born to an aristocratic family far to the south-east. Her parents married many times and had children to several partners, meaning that Kathrin has a wealth of half-brothers and half-sisters all of whom vie quite bitterly for their parents' favours and attention. Her parents, in turn, use their children liberally as pawns in the game of social progression. Little love is lost between family members.

Kathrin was thrust unwillingly into this world of false alliances, broken promises and back-stabbing from a very early age. Her natural beauty and charisma plus the gifts she soon developed as a bard meant that she soon excelled in it - but just as quickly learnt to hate its immorality.



Kathrin

CR 3

Female Human Bard (Geisha) 4

LG Medium Humanoid (human)

Init 2; Senses Perception 7

Defense

AC 12, touch 12, flat-footed 10

hp 19 (4d8-4)

Fort 0, Ref 6, Will 4; +4 vs. bardic performance, sonic, and language-dependant effects

Offense

Speed 30 ft.

Melee Fighting fan +4 (1d4+1/x3)

Ranged MW Light crossbow +6 (1d8/19-20)

Special Attacks bardic performance (standard action, 20 rounds): countersong, distraction, fascinate (2 targets) (dc 16), inspire competence +2, inspire courage +1

Bard Spells Known

CL 4; +4 melee touch; +5 ranged touch; conc 8

2 (2/day) *Tongues*, *Glitterdust* (DC 16)1 (4/day) *Comprehend Languages*, *Cure Light Wounds*, *Feather Step* (DC 15), *Tap Inner Beauty*0 (at will) *Lullaby* (DC 14), *Detect Magic*, *Mending*, *Read Magic*, *Light*, *Scrivener's Chant***Statistics**

Str 12, Dex 14, Con 8, Int 13, Wis 10, Cha 18

Base Atk 3; CMB 4; CMD 16

Feats Extra Performance, Harmonic Spell, Scribe Scroll

Skills Acrobatics 14, Appraise 8, Bluff 13, Diplomacy 13, Knowledge (history) 8, Knowledge (nobility) 10, Linguistics 8, Perform (sing) 13, Sense Motive 13, Use Magic Device 11

Languages Celestial, Common, Dwarven, Elven, Gnome, Sphinx

SQ Masterpieces (life budding in salted earth), Tea Ceremony

Gear (light): Fighting fan, MW Light crossbow, Boots of elvenkind

Kathrin is unfortunately afflicted with a conscience. She doesn't like hurting or manipulating people. At the age of 17 Kathrin tried to escape the grim political world she had found herself in by enrolling in a college of Geishas, convincing her parents that by taking on these studies she could raise her potential value for their use. She knew, and they knew, that she had no intention of becoming a prostitute, however it was understood that under such tutelage she would acquire desirable qualities to please others in polite company and might even make a good high quality escort⁵³.

Whilst in college Kathrin developed a taste for adventure. Pretending to her parents that these "school trips" were actually part of a sort of "finishing school", Kathrin embarked on a series of hair-raising escapades around the world providing support and healing to adventurers. She maintained her studies in linguistics and nobility, but her parents were quite shocked one day when they saw just how good she had become with a crossbow.

Unfortunately all this time away from the political hub of things proved to be Kathrin's undoing as one day she was unceremoniously withdrawn by her parents from college and told that she had been betrothed to a distant nobleman near Cathreay.

Kathrin tried everything she could to get out of the arrangement: challenging it legally, protesting personally to the local ruler, pleading with her parents, trying to engage the support of her friends and siblings and so on - all to no avail.

⁵³ money paid is for companionship only, anything else is a private matter between two consenting adults

Kathrin	CR 4
Female Human Bard (Geisha) 5 LG Medium Humanoid (human) Init 2; Senses Perception 8	
Defense	
AC 12, touch 12, flat-footed 10 hp 23 (5d8-5) Fort 1, Ref 7, Will 5; +4 vs. bardic performance, sonic, and language-dependant effects	
Offense	
Speed 30 ft. Melee Fighting fan +4 (1d4+1/x3) Ranged MW Light crossbow +6 (1d8/19-20) Special Attacks bardic performance (standard action, 22 rounds): countersong, distraction, fascinate (2 targets) (dc 16), inspire competence +2, inspire courage +2	
Bard Spells Known	
CL 5; +4 melee touch; +5 ranged touch; conc 9 2 (3/day) <i>Tongues, Glitterdust (DC 16), Gallant Inspiration (DC 16)</i> 1 (5/day) <i>Comprehend Languages, Cure Light Wounds, Feather Step (DC 15), Tap Inner Beauty</i> 0 (at will) <i>Lullaby (DC 14), Detect Magic, Mending, Read Magic, Light, Scrivener's Chant</i>	
Statistics	
Str 12, Dex 14, Con 8, Int 13, Wis 10, Cha 18 Base Atk 3; CMB 4; CMD 16 Feats Extra Performance, Harmonic Spell, Lingering Performance, Scribe Scroll Skills Acrobatics 15, Appraise 9, Bluff 14, Diplomacy 14, Knowledge (history) 9, Knowledge (nobility) 11, Linguistics 9, Perform (sing) 14, Sense Motive 14, Use Magic Device 12 Languages Celestial, Common, Dwarven, Elven, Gnome, Halfling, Sphinx SQ Lore Master (1/day), Masterpieces (life budding in salted earth), Tea Ceremony Gear (light): Fighting fan, MW Light crossbow, <i>Boots of elvenkind</i> , Cloak of Resistance +1	

Kathrin	CR 5
Female Human Bard (Geisha) 6 LG Medium Humanoid (human) Init 2; Senses Perception 9	
Defense	
AC 12, touch 12, flat-footed 10 hp 27 (6d8-6) Fort 2, Ref 8, Will 6; +4 vs. bardic performance, sonic, and language-dependant effects	
Offense	
Speed 30 ft. Melee Fighting fan +5 (1d4+1/x3) Ranged MW Light crossbow +7 (1d8/19-20) Special Attacks bardic performance (standard action, 24 rounds): countersong, distraction, fascinate (2 targets) (dc 17), inspire competence +2, inspire courage +2, suggestion (dc 17)	
Bard Spells Known	
CL 6; +5 melee touch; +6 ranged touch; conc 10 2 (4/day) <i>Tongues, Glitterdust (DC 16), Gallant Inspiration (DC 16)</i> 1 (5/day) <i>Comprehend Languages, Cure Light Wounds, Feather Step (DC 15), Tap Inner Beauty</i> 0 (at will) <i>Lullaby (DC 14), Detect Magic, Mending, Read Magic, Light, Scrivener's Chant</i>	
Statistics	
Str 12, Dex 14, Con 8, Int 13, Wis 10, Cha 18 Base Atk 4; CMB 5; CMD 17 Feats Extra Performance, Harmonic Spell, Lingering Performance, Scribe Scroll Skills Acrobatics 13, Appraise 10, Bluff 16, Craft (calligraphy) 2, Diplomacy 16, Fly 13, Knowledge (history) 10, Knowledge (nobility) 13, Linguistics 10, Performa (dance) 13, Perform (sing) 16, Sense Motive 16, Use Magic Device 13 Languages Celestial, Common, Dwarven, Elven, Gnome, Halfling, Sphinx, Sylvan SQ Lore Master (1/day), Masterpieces (life budding in salted earth), Tea Ceremony Gear (light): Fighting fan, MW Light crossbow, <i>Boots of elvenkind</i> , Cloak of Resistance +1, Wand of <i>Daylight</i> (5 charges)	

Although she finds the whole thing morally abhorrent the law is on her parents' side and there is nothing she can do about it.

At first, it was almost like a light had been switched off inside her head. All thoughts of adventure had to be forgotten as she became what could almost be thought of as clinically depressed. In time, however, she came to accept her condition and her planned subservience, indeed servitude, to a man she had never met. There seemed to be little choice in the matter. The Kathrin that had once dreamed of travel and excitement had to die and a new, quieter, unambitious man-pleasing Kathrin would have to take her place. It was all so unfair – but life isn't fair, and it didn't look like anyone else would be able to rescue her from her predicament.

She hasn't given up hope completely. Who knows, maybe there is a way, if the right people can be found ...

Kathrin joined Roco's caravan with her hand-maidens over 6 months ago. She is, in the main, obedient to all authority, but a spark of rebellion within her refuses to die.

NPC: Roco P'loma

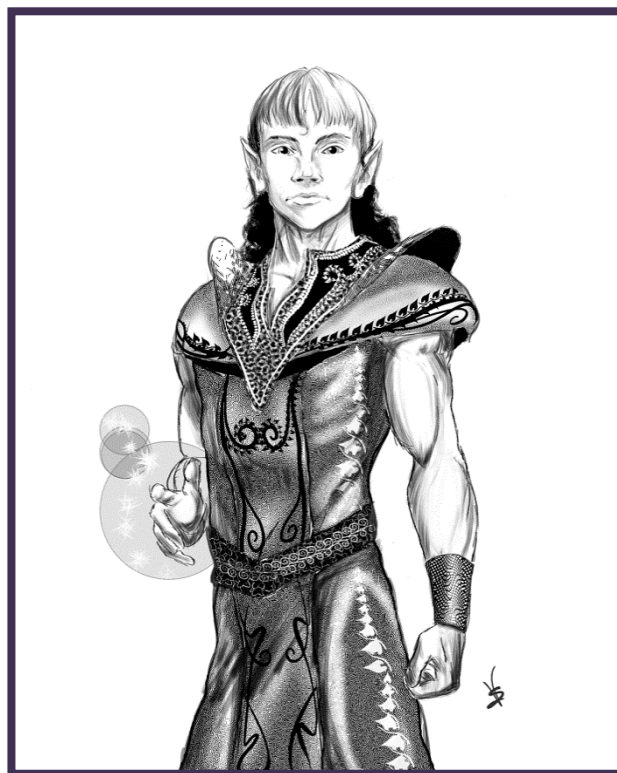
Roco P'loma was born to a wealthy noble half-elven family in the city of Cathreay just over eighty years ago.

Although not particularly gifted in any noticeable way, Roco P'loma received all the benefits that an expensive education could bring and all the opportunities for social advancement that a set of well-connected parents could muster.

At the age of 21 Roco was invited to travel with the recently appointed and very young Crimson Khan as part of the extensive and ridiculously over-populated entourage which followed the Khan around on the tours that he regularly made of all of the outlying regions of his empire.

Roco kept diaries of all of these journeys, taking a little bit of time each day to write about and illustrate everything that happened. At the end of the first tour Roco presented his diaries to the Khan as a sort of gazetteer. The Khan was so impressed that he decreed that Roco should undertake additional and more extensive journeys from that day on, travelling further and further afield and recording his journeys for the Khan in the same way.

This wasn't quite what Roco had expected of course or indeed



Roco P'loma

CR 3

Half-Elf Adept 1 Aristocrat 1 Expert 1 Warrior 2,
NG Medium Humanoid (elf, human, male)
Init 3; **Senses** scent, low-light vision; **Perception** 7

Defence

AC 18, touch 14, flat-footed 14
hp 26 (2d10+2d8+1d6)
Fort 3, **Ref** 4, **Will** 8; +2 vs. enchantments
Immune magic sleep

Offense

Speed 30 ft.
Melee MW Elven curve blade +6 (1d10/18-20)

Adept Spells Prepared

CL 1; +5 melee touch; +5 ranged touch; conc 2
1 *Protection from Evil*, *Burning Hands* (DC 12)
0 *Stabilize*, *Read Magic*, *Detect Magic*

Statistics

Str 11, **Dex** 16, **Con** 8, **Int** 10, **Wis** 12, **Cha** 9
Base Atk 2; **CMB** 2; **CMD** 16
Feats Dodge, Toughness, Weapon Finesse
Skills Diplomacy 3, Handle Animal 3, Heal 5, Knowledge (arcana, engineering, geography, history, local, nature, nobility, religion) 4, Linguistics 4, Profession (merchant) 5, Profession (scribe) 5, Ride +7, Sense Motive 5, Spellcraft 4, Survival 5
Languages Common, Elven, trader's talk
Gear (light, acp 1): Potion of cure light wounds, Mithral shirt, MW Elven curve blade, Cloak of resistance +1

what he had planned for the rest of his life, but half-elves have a long life-span and in due course Roco came to accept his role as a “gentleman traveller” and representative of the Khan abroad.

His parents were actually quite pleased with the turn of events. They hadn't had all that much hope for Roco politically but now at least they had the means to explain away Roco's rather clumsy attempts at court etiquette by pointing out how his role as emissary regularly exposed him to foreign and uncouth influences – and what was one to do!

Almost sixty years have passed. The Khan has grown old, Roco has barely matured.

Although not the cleverest quill in the pot, Roco has always had the good sense to realise that if you cannot excel at anything you might as well diversify as much as you can. Studying under various tutors at different times, Roco has picked up a little bit of knowledge about just about everything. It's true that his personality is undergoing a change at present, as will be explained later on, but Roco on the whole has always taken a keen interest in all events around him, even if sometimes they were a little beyond his ability to understand. Indeed, his colleagues find it endearing to watch him desperately struggle to comprehend some simple cultural issue or other by asking lots of questions - always very earnest but frequently out of his depth.

In combat Roco P'loma can just about hold his own. That shiny mithral shirt that he wears all the time makes him look rather more impressive than he is, though he does wield his

Roco P'loma	CR 4
Half-Elf Adept 1 Aristocrat 1 Expert 1 Warrior 3 , NG Medium Humanoid (elf, human, male) Init 3; Senses scent, low-light vision; Perception 7	
Defence	
AC 18, touch 14, flat-footed 14 hp 32 (3d10+2d8+1d6) Fort 2, Ref 4, Will 8; +2 vs. enchantments Immune magic sleep	
Offense	
Speed 30 ft. Melee (+1) Elven curve blade +7 (1d10+1/18-20)	
Adept Spells Prepared	
CL 1; +5 melee touch; +5 ranged touch; conc 2 1 <i>Protection from Evil</i> , <i>Burning Hands</i> (DC 12) 0 <i>Stabilize</i> , <i>Read Magic</i> , <i>Detect Magic</i>	
Statistics	
Str 11, Dex 16, Con 8, Int 10, Wis 12, Cha 9 Base Atk 3; CMB 3; CMD 17 Feats Dodge, Toughness, Weapon Finesse Skills Appraise 4, Bluff 3, Diplomacy 3, Handle Animal 3, Heal 5, Intimidate 3, Knowledge (arcana, engineering, geography, history, local, nature, nobility, religion) 4, Linguistics 4, Profession (merchant) 5, Profession (scribe) 5, Ride 7, Sense Motive 5, Spellcraft 4, Survival 5 Languages Common, Elven, trader's talk Gear (light, acp 1) : Potion of cure light wounds, Mithral shirt, +1 Elven curve blade	

elven curved blade with some degree of finesse. The problem with Roco P'loma, however, is his overconfidence.

Perhaps it's because he knows a few spells, though most people wonder why he's bothered; whatever the reason, it seems that this a little bit of magical ability has given him a fake sense of security and an almost reckless approach to combat.

This overconfidence culminated a few weeks back when his caravan was attacked by wolves. Roco, deciding after casting *Protection From Evil* on himself that he was clearly now invincible, waded right into the thick of combat, right up to the pack leader himself ...

... who was, of course, no ordinary wolf ...

... and who subsequently bit him.

The werewolf ran away, or Roco could have ended up in a much worse state than he actually is. It was fortunate that Roco hadn't hit the werewolf with his shiny, but non-mithral, curved blade. Werewolves don't like mithral all that much and this particular one, seeing all that mithral on this crazy half-elf's shirt, imagined that the sword might be made of the same nasty stuff and scarpered. It was just as well that he did.

Roco P'loma	CR 5
Half-Elf Adept 1 Aristocrat 1 Expert 1 Warrior 4 , NG Medium Humanoid (elf, human, male) Init 3; Senses scent, low-light vision; Perception 7	
Defence	
AC 19, touch 14, flat-footed 15 hp 38 (4d10+2d8+1d6) Fort 3, Ref 4, Will 8; +2 vs. enchantments Immune magic sleep	
Offense	
Speed 30 ft. Melee (+1) Elven curve blade +9 (1d10+1/18-20)	
Adept Spells Prepared	
CL 1; +5 melee touch; +5 ranged touch; conc 2 1 <i>Protection from Evil</i> , <i>Burning Hands</i> (DC 12) 0 <i>Stabilize</i> , <i>Read Magic</i> , <i>Detect Magic</i>	
Statistics	
Str 11, Dex 16, Con 8, Int 10, Wis 12, Cha 9 Base Atk 4; CMB 4; CMD 18 Feats Dodge, Toughness, Weapon Finesse, Weapon Focus (Elven curve blade) Skills Appraise 4, Bluff 3, Climb 4, Diplomacy 3, Disguise 3, Handle Animal 3, Heal 5, Intimidate 3, Knowledge (arcana, engineering, geography, history, local, nature, nobility, religion) 4, Linguistics 4, Profession (merchant) 5, Profession (scribe) 5, Ride 7, Sense Motive 5, Spellcraft 4, Survival 5, Swim 4 Languages Common, Elven, trader's talk Gear (light, acp 1) : Potion of cure light wounds x3, +1 Mithral shirt, +1 Elven curve blade	

On the next full moon, however, Roco developed a "sleep walking" habit.

In this adventure, Roco P'loma's lycanthropy is a bit of a red herring. Indeed, Roco has not gained the normal +1 to his CR because, if anything, his lycanthropy is more of a hindrance than a benefit.

Roco is certainly not responsible for any of the troubles that have been affecting the caravan. As a wolf Roco tends to keep well out of the way, fearful of the scent of the dogs around the camp - dogs that could quite easily rip him to pieces despite his DR.

Talking of scent, of course, Roco has been wondering for some time now why everybody smells so much worse than they did before, and he's even started reprimanding his staff for their lack of personal hygiene. No one quite knows what to make of this, of course, cleanliness not generally being on the top of your average animal handler's agenda, but with Roco's temper shortening everyone seems equally disinclined to tackle him on the subject.

Roco P'loma (wolf)	CR 3
Init 3; Senses low-light vision; Perception 7	
Defence	
AC 18, touch 14, flat-footed 14 hp 41 (2d10+2d8+1d6+15) DR 5/silver Fort 6, Ref 4, Will 8; +2 vs. enchantments Immune magic sleep	
Offense	
Speed 50 ft. Melee Bite +5 (1d6+1+trip+curse or lycanthropy)	
Statistics	
Str 13, Dex 16, Con 15, Int 10, Wis 12, Cha 9 Base Atk 2; CMB 3; CMD 17; +4 CMD vs trip	

Roco P'loma (wolf)	CR 4
Init 3; Senses low-light vision; Perception 7	
Defence	
AC 18, touch 14, flat-footed 14 hp 50 (3d10+2d8+1d6+18) DR 5/silver Fort 5, Ref 3, Will 7; +2 vs. enchantments Immune magic sleep	
Offense	
Speed 50 ft. Melee Bite +6 (1d6+1+trip+curse or lycanthropy)	
Statistics	
Str 13, Dex 16, Con 15, Int 10, Wis 12, Cha 9 Base Atk 3; CMB 4; CMD 18; +4 CMD vs trip	

Roco P'loma (wolf)	CR 5
Init 3; Senses low-light vision; Perception 7	
Defence	
AC 18, touch 14, flat-footed 14 hp 50 (3d10+2d8+1d6+18) DR 5/silver Fort 6, Ref 3, Will 7; +2 vs. enchantments Immune magic sleep	
Offense	
Speed 50 ft. Melee Bite +7 (1d6+1+trip+curse or lycanthropy)	
Statistics	
Str 13, Dex 16, Con 15, Int 10, Wis 12, Cha 9 Base Atk 4; CMB 5; CMD 19; +4 CMD vs trip	

Lycanthrope General Statistics
Feats, Skills and Languages as Roco Gear (light): melded in
Lycanthrope Special Abilities
Curse of Lycanthropy (Su) Infect a humanoid target with lycanthropy (Fortitude DC 15 negates). If the victim's size is not within one size category of the lycanthrope, this ability has no effect.
Lycanthropic Empathy (Ex) Communicate and empathize with animals related to wolves. They can use Diplomacy to alter such an animal's attitude, and when so doing gain a +4 racial bonus on the check.

Roco remains otherwise unaware of his condition, as indeed does everyone else in the caravan. Although Roco has twice gone sleepwalking on a full moon no one has actually seen the transformation take place. Furthermore, since Roco has not been injured since that fateful encounter with the wolves, there hasn't been any chance for an involuntary change mid-combat.

Of course, if the PCs choose Roco as their companion for the last encounter with Sennachrib, and he takes damage from the plant, then he will indeed have to make a DC 15 Will save to avoid being turned into a rather alarmed wolf. This will be unfortunate for the PCs because Roco in wolf form does not have the same fearlessness possessed by Roco in human form, and Roco in wolf form will run away from danger as fast as his four legs can carry him⁵⁴.

In the meantime, however, Roco continues to be a rather uninspired but still more or less likeable caravan leader, keeping everything organised and everyone focused on their jobs despite the fact that he is beginning to feel like he might not be up to this sort of thing anymore. His diary entries have become less and less frequent and have tended to be more introspective and complaining than they were before. His general behaviour has also become less predictable, sometimes ridiculously cautious whilst at other times strangely extravagant. These changes are not so marked that close friends might start to suspect he was having a breakdown, but they're enough to suggest to them that maybe Roco should take a few weeks off on holiday by the coast once this journey has ended.

Note that Roco's stat block has had the Lycanthrope (werewolf) and shape-changer sub-type removed so that you can give it out to your players without giving the game away.

⁵⁴ think Scooby Doo

NPC: Tegana

Tegana is a blond blue-eyed warrior from northern lands whose rugged looks have been somewhat marred by the collection of scars that he carries from the various military campaigns that he has participated in on behalf of his father and ruler. Tegana wears his scars like medals. He is a proud man, a righteous man, a man who has led his troops into the mouths of hell in order to liberate his lands from the tyranny of evil, and a man whose father has decided seriously needs to chill out a bit before he is allowed back into civilisation.

Tegana's father, now a minor warlord in his own right, once



Tegana	CR 3
Human Paladin 4 LG Medium Humanoid (human, male) Init 0; Perception 1	
Defence	
AC 22, touch 10, flat-footed 22 hp 32 (4d10+4) Fort 7, Ref 3, Will 7 Immune disease, fear Resist acid/cold/electricity/fire 1	
Offense	
Speed 20 ft. Melee Bastard sword +9 (1d10+4/19-20) Power Attack Bastard sword +7 (1d10+8/19-20) Ranged Comp Longbow +4 (1d8+4/x3) Special Attacks smite evil (2/day)	
Spell-Like Abilities	
CL 1; conc 3 At will <i>Detect Evil</i> (Paladin special)	
Paladin Spells Prepared	
CL 1; +8 melee touch; +4 ranged touch; conc 3 1 Magic Weapon	
Statistics	
Str 18, Dex 10, Con 13, Int 8, Wis 12, Cha 14 Base Atk 4; CMB 8; CMD 18 Feats Exotic Weapon Proficiency (Bastard sword), Power Attack, Shield Focus Skills Diplomacy 8, Heal 6, Sense Motive 7 Languages Common SQ Aura of Courage, Aura of Good, Lay on Hands (2d6) (3/day), Mercy (sickened), Channel Positive Energy 2d6 (1/day) (dc 13) Gear (light, acp 6) MW Full plate, MW Heavy steel shield, MW Bastard sword, Comp Longbow (Str +4)	
Special Abilities	
Smite Evil (Su): +2 to hit, +2 AC, +4 damage, ignore all DR, extra +4 damage against evil outsiders, evil dragons and undead on first hit only	

served as a commander under the Crimson Khan's forces many years ago, and their friendship has persisted to this day. Following a brief correspondence between them Tegana's father and the Khan agreed that Roco P'loma should visit Tegana's tribe-lands on his next trip and that Tegana himself should then accompany P'loma back to Cathreay to "serve" a period of time as ambassador and emissary. This is a "non-job" as such, with Tegana's father merely hoping that his son will learn a little bit more courtly manners whilst the Khan is looking to marry him off to one of his numerous daughters or grand-daughters.

Tegana himself, of course, is blissfully unaware of all of these political machinations, and although somewhat puzzled by his assignation he treats his role as P'loma's "warlord" with almost embarrassing seriousness. At dawn he gets up to practice his sword manoeuvres with the rising sun⁵⁵, he "vets" everyone who joins the caravan with vastly exaggerated castings of *Detect Evil*⁵⁶, and generally puts the guards, and even workers and handlers, through their paces⁵⁷.

Happily all of this stops when the Doppelganger takes over.

Tegana finds it difficult to understand how Roco P'loma can be in charge of the caravan when he is clearly militarily inferior.

Tegana doesn't approve of his own younger brother and squire, Acomat, either. Acomat is quite deliberately the opposite of Tegana in temperament, loving nothing better than wine, women and song.

⁵⁵ think "Tai-chi" with a bastard sword

⁵⁶ to compensate for that ability's lack of any real usefulness at this low level

⁵⁷ for which he is widely hated

Tegana	CR 4
Human Paladin 5 LG Medium Humanoid (human, male) Init 0; Perception 1	
Defence	
AC 23, touch 10, flat-footed 23 hp 40 (5d10+6) Fort 7, Ref 3, Will 7 Immune disease, fear Resist acid/cold/electricity/fire 1	
Offense	
Speed 20 ft. Melee MW Bastard sword +11 (1d10+4/19-20) Power Att MW Bastard sword +9 (1d10+8/19-20) Ranged Comp Longbow +5 (1d8+4/x3) Special Attacks smite evil (2/day), divine bond (weapon, 5 minutes, 1/day)	
Spell-Like Abilities	
CL 2; conc 4 At will <i>Detect Evil (Paladin special)</i>	
Paladin Spells Prepared	
CL 2; +9 melee touch; +5 ranged touch; conc 4 1 2x <i>Magic Weapon</i>	
Statistics	
Str 18, Dex 10, Con 13, Int 8, Wis 12, Cha 14 Base Atk 5; CMB 9; CMD 19 Feats Exotic Weapon Proficiency (Bastard sword), Power Attack, Shield Focus Skills Diplomacy 9, Heal 6, Sense Motive 8 Languages Common SQ Aura of Courage, Aura of Good, Lay on Hands (2d6) (3/day), Mercy (sickened), Channel Positive Energy 3d6 (1/day) (dc 13) Gear (light, acp 6) +1 Full plate, MW Heavy steel shield, MW Bastard sword, Comp Longbow (Str +4)	
Special Abilities	
Smite Evil (Su): +2 to hit, +2 AC, +5 damage, ignore all DR, extra +5 damage against evil outsiders, evil dragons and undead on first hit only	

Tegana	CR 5
Human Paladin 6 LG Medium Humanoid (human, male) Init 0; Perception 1	
Defence	
AC 24, touch 10, flat-footed 24 hp 48 (6d10+8) Fort 8, Ref 4, Will 8 Immune disease, fear Resist acid/cold/electricity/fire 1	
Offense	
Speed 20 ft. Melee MW Bastard sword +12/+7 (1d10+4/19-20) Pow Att MW Bastard sword +10/+5 (1d10+8/19-20) Ranged Comp Longbow +6/+1 (1d8+4/x3) Special Attacks smite evil (2/day), divine bond (weapon, 6 minutes, 1/day)	
Spell-Like Abilities	
CL 3; conc 5 At will <i>Detect Evil (Paladin special)</i>	
Paladin Spells Prepared	
CL 3; +10 melee touch; +6 ranged touch; conc 5 1 2x <i>Magic Weapon</i>	
Statistics	
Str 18, Dex 10, Con 13, Int 8, Wis 12, Cha 14 Base Atk 6; CMB 10; CMD 20 Feats Exotic Weapon Proficiency (Bastard sword), Power Attack, Shield Focus, Weapon Focus (Bastard Sword) Skills Diplomacy 10, Heal 6, Sense Motive 9 Languages Common SQ Aura of Courage, Aura of Good, Lay on Hands (2d6) (4/day), Mercy (shaken, sickened), Channel Positive Energy 3d6 (2/day) (dc 13) Gear (light, acp 6) +1 Full plate, +1 Heavy steel shield, MW Bastard sword, Comp Longbow (Str +4)	
Special Abilities	
Smite Evil (Su): +2 to hit, +2 AC, +6 damage, ignore all DR, extra +6 damage against evil outsiders, evil dragons and undead on first hit only	

Acomat always looks like he's just got out of bed. Frequently, that's exactly what he's done. Tegana, conversely, is always immaculately clean and polished. Tegana's father, of course, deliberately sent the two of them out together.

In combat Tegana calls out to his opponent to yield every round, even against creatures that clearly can't understand him. He tends to forget to channel energy and prefers to use lay on hands on others unless he's shaken or sickened. The CR4 and CR5 versions of Tegana use Divine Bond to add the flaming ability to his bastard sword, previously enchanted with *magic*

weapon, as Tegana likes to project the image of a divine angelic guardian.

Tegana never yields, even against clearly superior opponents. It's a wonder he's still alive.

Animal Trick Reference

Animals have “tricks” that they can perform at the bequest of their owner. If an animal has been trained to perform the trick then the owner needs to make a DC 10 handle animal check with a “move” action, otherwise it’s a DC 25 handle animal check and a full round action. If an animal is injured, the DCs go up by +2. Owners that are “linked” to their animals, such as druids with an animal companion, the DCs reduce by 4 and the owner can use a free action for a trained trick, a move action for an untrained trick.

Attack

The animal attacks apparent enemies. You may point to a particular creature that you wish the animal to attack, and it will comply if able. Normally, an animal will attack only humanoids, monstrous humanoids, giants, or other animals.

Attack Anything

Teaching an animal to attack all creatures (including such unnatural creatures as undead and aberrations) counts as two tricks.

Come

The animal comes to you, even if it normally would not do so.

Defend

The animal defends you (or is ready to defend you if no threat is present), even without any command being given. Alternatively, you can command the animal to defend a specific other character.

Down

The animal breaks off from combat or otherwise backs down. An animal that doesn’t know this trick continues to fight until it must flee (due to injury, a fear effect, or the like) or its opponent is defeated.

Fetch

The animal goes and gets something. If you do not point out a specific item, the animal fetches some random object.

Flank

You can instruct an animal to attack a foe you point to and always attempt to be adjacent to (and threatening) that foe. If you or an ally is also threatening the foe, the animal attempts to flank the foe, if possible. It always takes attacks of opportunity. The animal must know the attack trick before it can learn this trick.

Guard

The animal stays in place and prevents others from approaching.

Heel

The animal follows you closely, even to places where it normally wouldn’t go.

Hunt

This trick allows an animal to use its natural stalking or foraging instincts to find food and return it to the animal's handler. An animal with this trick may attempt Survival checks (or Wisdom checks if the animal has no ranks in Survival) to provide food for others or lead them to water and shelter (as the “get along in the wild” use of the Survival skill). An animal with this trick may use the aid another action to assist Survival checks made by its handler for these purposes.

Stay

The animal stays in place, waiting for you to return. It does not challenge other creatures that come by, though it still defends itself if it needs to.

Track

The animal tracks the scent presented to it. (This requires the animal to have the scent ability)

Work

The animal pulls or pushes a medium or heavy load.

Bestiary Reference

Textual descriptions of the various creatures found in this module plus the base Knowledge DC needed to recognise them.

Aasimars

Aasimars look mostly human except for some minor physical trait that reveals their unusual heritage. Typical aasimar features include hair that shines like metal, jewel-toned eyes, lustrous skin color, or even glowing, golden halos.

Knowledge Local DC 11

Aasimars are humans with a significant amount of celestial or other good outsider blood in their ancestry. While not always benevolent, aasimars are more inclined toward acts of kindness rather than evil, and they gravitate toward faiths or organizations associated with celestials. Aasimar heritage can lie dormant for generations, only to appear suddenly in the child of two apparently human parents. Most societies interpret aasimar births as good omens, though it must be acknowledged that some aasimars take advantage of the reputation of their kind, brutally subverting the expectations of others with acts of terrifying cruelty or abject venality. “It’s always the one you least suspect” is

the axiom these evil aasimars live by, and they often lead double lives as upstanding citizens or false heroes, keeping their corruption well hidden. Thankfully, these few are the exception and not the rule.

Archon-Blooded (Lawbringers)

Lawbringers are champions of justice and of doling out punishment to the wicked, and often believe chaos is the cause of all mortal suffering.

Lawbringers reflect the patience of their archon ancestors in their daily lives; they understand the need for rules and routines, and use their inherent discipline to train in their chosen field as they seek to do good. They develop their talents faster than most of their peers and show exceptional skill at whatever they focus their attention on.

Lawbringers feel most comfortable in regions where a clear hierarchy and system of justice exists, preferably alongside good people and honest rulers.

Aghash (Div)

Draped in rags and hunched over on goatlike legs, this creature possesses a featureless face, save for a large eye ringed by fangs.

Knowledge Planes DC 14

Aghashes embody the evil eye, a curse granted by merely witnessing these embodiments of ruin and misfortune. Terrifying, haglike beings, aghashes wander deserts of the Material Plane spreading doom with their gazes. These wretched creatures hold nothing sacred, taking particular pleasure in bringing vain and arrogant mortals, particularly spellcasters, to ruin. Ragged and filthy, an aghash moves with a staggering motion. Its hoofed legs bend like those of a goat, giving its emaciated frame an obscene, jerking gait.

All divs exhibit some manner of compulsion, and aghashes' is to despise beautiful mortals. If given a choice between attacking two different opponents, an aghash always chooses the most physically becoming foe. Such is their loathing—or, perhaps, jealousy—that an aghash might stalk attractive foes, delighting in afflicting them with curses that sap their Charisma or otherwise undermines their charm. With its spectral hand ability an aghash can deliver curses from a distance, leading some victims to believe they've been afflicted by a disease or cursed by the gods themselves. All the while, the aghash lingers nearby, delighting in the suffering it has caused.

An aghash stands between 5 and 6 feet tall and weighs about 100 pounds.

Bison

This creature has small, upward-pointing horns, a shaggy coat of fur, and a large hump on its shoulders.

Knowledge Nature DC 14

Bison are large herd animals. They can grow as long as 12 feet and as tall as 7 feet at the shoulder. Average bison weigh 2,200 pounds. The bison's statistics can be used for almost any larger herd animal, such as the buffalo.

Bison frighten far less easily than their domesticated cousins and are much more aggressive when protecting the herd or their young. Adult bulls are extremely confrontational in mating season, and even kill one

another in pursuit of particular females. After mating season, herds of bison tend to separate into smaller herds in preparation for the arrival of new calves.

Bison companions are identical to aurochs animal companions.

Cyclops

A single huge eye stares from the forehead of this nine-foot-tall giant. Below this sole orb, an even larger mouth gapes like a cave.

Knowledge Local DC 15

Many thousands of years ago, the solemn cyclopes ruled vast kingdoms, yet today their glories are long forgotten. What few cyclopes survive seldom aspire higher than protecting their lairs and seeking out their next meals. This latter task occupies a great deal of their focus, for the monstrous appetites and vacuous hunger of the cyclopes control the race's destiny and may have led to their original downfall so long ago.

The average cyclops stands 9 feet tall and weighs 600 pounds. Both males and females are almost completely bald, with stringy patches of dark hair occasionally hanging down from above the ears. A bushy, expressive brow couples with a cyclops's massive eye to make the creature's attitude easily known.

Cyclopean history is a vanishing thing inscribed on the crumbling walls of vine-choked lost cities that fell long before even the rise of the elves, when dragons and giants ruled a landscape unspoiled by the petty ephemeral races that rule today. Because things have fallen so far, a given cyclops is less likely to know the near-mythic triumphs of lost ages than even a semi-educated human.

Ancient records, the oral traditions of other giantish races, and the scattered accounts of tribal natives of the southern jungles speak of much larger, more primal "great cyclopes," imposing titans with shaggy legs and a massive horn above an inquisitive eye. These creatures are thought to have been either the leaders or the war beasts of the ancient race, and modern cyclopes honor them as elusive, destructive living gods.

Deinonychus (Dinosaur)

This brightly colored dinosaur exudes a dangerous ferocity. Each foot is armed with a large, sickle-shaped claw.

Knowledge Nature DC 13

As swift and agile as it is deadly, the deinonychus is a pack hunter, running with several of its kind to take down prey and rip it apart with their gutting talons.

You can apply the young simple template to create statistics for smaller, more agile velociraptors. Conversely, you can either increase the deinonychus to Large size and its Hit Dice to 8 or simply apply the giant and advanced simple templates to create a formidable megaraptor.

Div (general)

While demons exist to destroy, devils yearn to corrupt and control, and daemons seek the death of all things, the foul beings known as divs strive to ruin and despoil all things created by mortals. Spawned from corrupted genies exiled to the accursed depths of Abaddon, divs

harbor an ancient hatred against all mortalkind, doing all in their power not simply to destroy but also to torment all that lives. Patient and vicious, divs seek to spoil all things beautiful and joyous, dooming their victims to existences full of frustration and suffering before succumbing to lengthy, painful deaths.

The most ancient of myths claim that divs were the aides and architects of numerous magical and forgotten mortal empires in an age of wondrous and mysterious antiquity. During this unfathomably ancient time these masters of creation served as helpful genies, allied to thankful and gracious masters. However, this bond with mortals soon frayed, as generations of the shorter-lived races ebbed and flowed like ripples in a puddle, forgetting the oaths and respect their forbearers gave divs; some began to abuse and neglect their otherworldly allies, while others merely turned away from genies to rely upon and extol the creations of mortalkind. As the contributions of geniekind were ignored and the deities celebrated the rise of their mortal creations across the worlds, many of the ancient architects rose in rebellion against mortals and the ancient deities who shepherded them. In turning from the paths of inspiration and creation, these genie rebels fell under the sway of a power of destruction known as Ahriman, who granted them not only the vicious might to avenge themselves against mortalkind, but also twisted forms marking them as paragons of depredation, havoc, and ruin. Thus did first divs come into being.

Ever since, divs have arisen from the spirits of the most nefarious and spiteful evil genies. Rather than returning to the Elemental Planes upon their destruction, these foul genies find their way into the claws of Ahriman, a spirit of annihilation who has haunted geniekind since the earliest days of creation. Having forged a realm upon the ruined hinterlands of the foul plane of Abaddon, Ahriman uses the innate corruption of that realm along with his own immortal evil to inspire wickedness in the souls drawn to him, warping such profane spirits into div servitors of a variety of terrible forms. Indifferent to the genie race from which the soul hailed, the Lord of the Divs sees only the evil within and grants it an abhorrent shape particular to the vices that brought the genie to his domain. What emerges from Ahriman's grip is a dreadful new fiend, an enemy of mortalkind and the deities of good, a hateful spirit given a form with which to wreak its revenge. The dark god's touch leaves behind nothing of the individual genie that once was—only hatred, entitlement, and vengeance remain.

Although as varied in form as any of the more pervasive fiendish races, divs often demonstrate the pride, affectations, and tastes of geniekind, drawing them toward desert realms, ancient sites, and opulent displays of power. Yet for all their varied powers, most divs prefer using mortals to foster the dooms they envision, manipulating those they hate to become the masters of their own destruction. Nothing pleases a div as much as seeing a powerful mortal squander everything she's built to end up poor, faithless, and resentful. Divs also treat genies with spite and hatred, eagerly slaying them or working them into their degenerate plans.

As a flaw of their spiritual reshaping, each type of div has a strange weakness that compels it to act in a certain way, such as always attacking the most beautiful opponent, bargaining to learn a secret, or avoiding the color red. Although the wisest know and tell of these

weaknesses, every div is aware of its compulsions and avoids being entrapped by them while also plotting ways to exploit opponents who think it vulnerable.

Dog

This small dog has a rough coat and a hungry look in its dark brown eyes.

Knowledge Nature DC 5 (common)

The normal dog statistics presented here describe any small dog of about 20–50 pounds in weight. They can also be used for small wild canines such as coyotes, jackals, and feral dogs.

Doppelganger

This grayish humanoid creature seems almost unfinished, with a narrow head, gaunt limbs, and a sinister, noseless face.

Knowledge Nature DC 13

Doppelgangers are strange beings that can take on the shapes of those they encounter. In its natural form, the creature looks more or less humanoid, but slender and frail, with gangly limbs and half-formed facial features. Its flesh is pale and hairless, and its eyes are vacant and white.

Doppelgangers prefer infiltrating societies where they can gather wealth and influence, and see little point in forming cities of their own kind. Younger doppelgangers practice their skills by taking over small orc or goblin tribes, then move to more complicated societies like dwarven, elven, and human communities. Rather than making themselves targets by taking positions of leadership, they prefer to be the power behind the throne, or use multiple identities to manipulate influential citizens or entire guilds.

Doppelgangers make excellent use of their natural mimicry to stage ambushes, bait traps, and infiltrate humanoid society. Although not usually evil, they are interested only in themselves and regard all others as playthings to be manipulated and deceived. They are particularly fond of invading human societies in order to indulge in their desires—some enjoy the complex dance of politics while others seek constant change in the race and gender of both themselves and their romantic companions. While not standard, it is those doppelgangers use their gifts for cruel and sadistic purposes that are most notorious, and these shapeshifters are the primary cause of the race's sinister reputation. Certainly, a creature capable of changing its shape has a handy way to avoid capture for its crimes, and some particularly malicious doppelgangers enjoy disrupting relationships by posing as unfaithful lovers.

Rumors persist of even more powerful doppelgangers capable of not only shifting their appearance, but also skills, memories, and even the extraordinary and supernatural abilities of creatures whose forms they choose to mimic. These doppelgangers' change shape ability functions like the spell polymorph rather than alter self.

Doru (Div)

This disembodied and bestial head covered in lashing hair and curling horns flies through the air.

Knowledge Planes DC 12

Dorus are the divs that whisper in the night, the foul inspiration that drifts upon fetid winds, the messengers of pretender gods. Wild hair whips around a doru's six twisting horns, while a flat nose, a fanged mouth, and red glowing eyes complete the terrifying image of this bodiless monstrosity. Dorus almost always fly, preferring to stay at heights that keep them at the eye level of those with whom they would have dealings. When not flying, dorus roll across the ground in a disturbing manner, horns bouncing and teeth clattering as the creatures cackle and cartwheel, terrifying children and shocking the faint of heart.

The least of the divs, dorus serve as messengers and servants of other divs and sometimes mortal spellcasters. While not strong combatants, dorus prefer to sow ruin in more subtle ways. They enjoy tainting mortals with exaggerated news and outright lies, trying to turn impressionable beings to waste and wickedness. Even if a doru fails to fully corrupt an intelligent being itself, it attempts to weaken the target's will, making the victim more pliable to future corruption and ruin.

All divs have some manner of esoteric flaw in their personalities—dorus are obsessed with secrets. These covetous fiends hoard secrets and legends like a miser hoards gold. This thirst for information causes the curious dorus to enter into ridiculous bargains to obtain hidden knowledge from those they believe hold tales of special interest or value, especially when such information has the potential to aid in the corruption of future souls. Such bargains are usually what seal dorus to servitude, whether their service be to other divs or to mortal spellcasters. Cunning creatures, dorus often act as double (and sometimes triple) agents, but they rarely maintain this complex series of lies and deceptions for long. Dorus abhor mortals, as all divs do, and find it difficult to remain obedient to such beings for more than a span of a few decades at most. Only the most precious and profane secrets have the potential to keep a doru faithful to a mortal master for more than a century.

Serving greater divs or mortal spellcasters, divs deliver messages, most directly plucked from secret sources. Dorus' spell-like abilities make them excellent spies, granting them the ability to infiltrate, eavesdrop while invisible, and charm their way out of perilous situations. Those serving mortals pride themselves on manipulating their masters into furthering the divs' own ends. Many evil spellcasters seeking profane power and ancient evil secrets seek to take dorus as familiars. A neutral evil spellcaster of at least 7th level who takes the Improved Familiar feat can select a doru as a familiar.

Drake, Flame

This ferocious creature looks like a red-and-yellow scaled dragon, but with only two legs.

Knowledge Arcana DC 15

Flame drakes are the degenerate cousins of red dragons, with all of the rage and temper of true red dragons but little of the reason and intelligence. Flame drakes are brutal bullies who terrorize the lands they inhabit. From those they can frighten, flame drakes exact harsh tribute, and they viciously attack any not so easily cowed.

Flame drakes gather in small hunting packs called "rampages," working together easily during raids but often falling prey to squabbling and infighting over the spoils. Males and females form their own packs divided

by gender, coming together only during the annual mating season.

Flame drakes mate once a year. Males play no part in raising their offspring, and abandon their partners soon after mating. Females lay clutches of two or three eggs in secluded mountain nests, and raise their hatchlings for only 2 years before rejoining their packs and abandoning their offspring to their fates. Flame drakes mature in 5 years, and can live up to 150 years. They generally grow to 12 feet long and weigh 1,500 pounds.

Elk

This majestic beast stands the height of a man at its shoulders, a many-tipped rack of proud antlers crowning its head.

Knowledge Nature DC 11

Elk range in great herds throughout the plains, hills, and forests of many wilderness areas. Their size, strength, and antlers allow them to contend with most of their environment's dangers, though herds generally favor flight to combat. Elk also prove exceptionally adaptable survivors, capable of living through severe weather changes without concern. Most breeds of elk stand between 3 and 5 feet tall and weigh between 350 and 550 pounds, with females far slither than the males.

Numerous species of elk exist. Some larger species can stand up to 6 feet tall at the shoulder and can be used as mounts by Medium humanoids; these elk have 3 Hit Dice and are Large. One particularly unusual species of elk, the river elk, is an excellent swimmer—these elk gain a swim speed of 30 feet. All elk of this size are CR 2 creatures.

Giant Rot Grub

This twitching, pale maggot is the size of a large dog. A circular mouth quivers and gasps at one end of its pulsating body.

Knowledge Nature DC 13

Rot grubs are foul, nauseating parasites that feed on flesh and use corpses as nests in which to grow. While a rot grub can derive nourishment from dead flesh, its true hunger is for the flesh of the living. Thankfully, rot grub swarms occur only rarely, as they require the infested carcass of a Huge or larger creature and many weeks to build up the numbers necessary to constitute a swarm. In some cases, a rot grub continues to feed and grow, eventually reaching enormous size as a giant rot grub.

Goat

Knowledge Nature DC 5 (common)

As an agricultural animal, goats provide milk, meat, hair, and hide, and they are sometimes used to clear fields of weeds and shrubbery. Some spellcasters bond with them as familiars.

Megaloceros

The massive and majestic elk stands fully the height of a human at its shoulder, and its antlers stretch over ten feet across.

Knowledge Nature DC 14

The megaloceros is a powerful and enormous elk, also known as a "great elk" or "king stag." It stands about 6

feet tall at the shoulder and has antlers spanning up to 12 feet. It weighs 1,400 pounds.

Monkey

Knowledge Nature DC 10

These Tiny herbivorous primates can be found in a variety of habitats, but typically favor warm forests and jungles. They can grasp and carry objects that weigh under a pound. They are sometimes used as familiars.

Nagaji

Knowledge Nature DC 11

The nagaji are a race of ophidian humanoids with scaled skin that mimics the dramatic appearance of true nagas. Like serpents, they have forked tongues and lidless eyes, giving them an unblinking gaze that most other races find unnerving. Their physical forms are otherwise humanlike, raising wary speculation about their origins. It is widely believed that true nagas created them as a servitor race, through crossbreeding, magic, or both, and indeed nagaji revere nagas as living gods. Nagaji often inspire awe and fear among other humanoids, as much for their mysterious ancestry as for their talent for both swords and sorcery.

Ratfolk

This small, ratlike humanoid has a twitching, whiskered snout, pointed ears, and a long, leathery tail.

Knowledge Local DC 11

Ratfolk are small, rodentlike humanoids often found traveling in nomadic trading caravans or perhaps dwelling in colonies in slums, sewers, and other normally undesirable urban sectors. Tinkerers and hoarders by nature, many ratfolk are shrewd merchants, carefully navigating the shifting alliances of black markets and bazaars. They love their stockpiles of interesting items far more than money, and would rather trade for more baubles to add to their hoards than for mere coins.

Ratfolk are extremely communal, and live in large warrens with plenty of hidden crannies in which to stash their hoards or flee in times of danger, gravitating toward subterranean tunnels or tightly packed tenements in city ghettos. They feel an intense bond with their large families and kin networks, as well as with ordinary rodents of all sorts, living in chaotic harmony and fighting fiercely to defend each other when threatened.

Ratfolk are generally 4 feet tall and weigh 80 pounds. They often wear robes to conceal their forms in cities, as they know other humanoids find their rodent features distasteful.

Snake, Viper

Vipers are not particularly aggressive snakes, but their poisonous bite can be deadly.

Tendriculos

This plant's thick trunk is capped by a crown of wide leaves, whipping vines, mushrooms, and a ravenous purple maw.

Knowledge Nature DC 16

A tendriculos is a creature brought into being through a corruption of nature, often where foul magic has seeped into the environs for many years, or where the boundaries between the Material Plane and the mysterious realm of the fey have worn thin. Tales and myths speak of arcane manipulation from other planes, while others speak of a tendriculos as being the manifestation of an angered spirit of nature. A voracious carnivore, the tendriculos is an active hunter when it needs to be but it prefers to rely on ambush tactics, choosing well-traveled areas in the forest where it can lie in wait in the undergrowth. The creature is quick to swallow any prey it happens to catch in its vines, relying upon the acid-filled reservoir in its trunk to finish off prey that may still have a bit of fight left in it. This acid not only consumes organic material with shocking ease, but also contains a powerful paralytic enzyme that further reduces a creature's chance of escape once it's been gulped down by the plant.

Although incapable of speech itself, the tendriculos generally understands a handful of words in a single language (usually Sylvan). While they tend to see all smaller creatures as nothing more than food, tales exist of certain creatures, particularly fey or druids, having secured a sort of alliance with local tendriculoses. In such cases, the tendriculos is more than willing to serve its ally as a guardian, so long as the ally is diligent at providing the plant with a regular supply of food.

The fact that a tendriculos displays a curious mix of plant, fungal, and even animal traits (in the form of its almost fleshy, toothed maw) has long intrigued sages. That the creature is a plant is firmly established, yet it lays egg-like spheres when the need to reproduce strikes. These "eggs" are in fact massive, puffball-like fungi filled with spores—when jostled, the cloud of spores that is released can carry for miles, ensuring that a single tendriculos can seed a huge territory.

A tendriculos is 20 feet tall and weighs 3,500 pounds.

Vampire, Jiang-Shi

Its flesh pallid and a parchment burial prayer hanging from its brow, this risen corpse lurches forward in a series of short hops.

Knowledge Religion DC 14 (in this case)

Jiang-shis (often known as "hopping vampires") are undead humanoid creatures that feed on the exhaled life energy of the living. A jiang-shi's appearance is based on the state of the creature's corpse at the time of its reanimation. Regardless of the state of decay, most jiang-shis wear clothing or armor that is at least one generation out of style. Additionally, each has a short parchment prayer scroll affixed to its brow by stitches; originally intended to protect the body from restless spirits, this scroll grants a jiang-shi immunity to magical effects unleashed by items like scrolls and wands.

A jiang-shi is created when a restless spirit does not leave its corpse at the time of death, and is instead allowed to fester and putrefy within. At some point during the body's decomposition, the thing rises in its grotesque form and seeks living creatures to feed upon.

Wasp Swarm

A low, ominous buzz announces the arrival of a mass of many thousands of angry, stinging wasps.

Knowledge Nature DC 13

A wasp swarm is a flying mass of thousands of carnivorous wasps. In such large numbers, they become voracious hunters, capable of taking down large creatures with their venom-filled stings. While a wasp swarm is capable of inflicting hundreds of stings, its true danger arises from its insatiable appetite for meat.

Wasp swarms surround and attack any living prey in their paths, and are swift to seek out new prey once their anger is aroused. An enraged wasp swarm often loses track of its hive or the original source of its anger, and presented with a constant series of new targets to swarm and sting, a swarm can continue its rampage nonstop until it is destroyed or dispersed.

Item Reference

Descriptions of the magic items found within this module plus their auras and the spellcraft DCs required to discover their powers if applicable. Note that either *Detect Magic* or *Identify* must be used, that an attempt can only be made on a specific item once per day, that the item must be thoroughly examined, and that it takes 3 rounds per item. Using *Identify* gets you +10 on the spellcraft check but since it only lasts 3 rounds per level this means you basically get to identify one item per spell cast per spell-caster level.

+1 Weapon**Faint evocation; DC 18**

+1 to hit and damage.

Alchemist's Kindness

Favored by young rakes and others of means, this is a crystalline powder resembling salt. Mixed with water, it makes a fizzing cocktail that eliminates the effects of a hangover within 10 minutes of drinking it.

Antiplague

If you drink a vial of this foul-tasting, milky tonic, you gain a +5 alchemical bonus on Fortitude saving throws against disease for the next hour. If already infected, you may also make two saving throws (without the +5 bonus) that day and use the better result.

Antitoxin

This substance counteracts a specific toxin. If you drink a vial of antitoxin, you gain a +5 alchemical bonus on Fortitude saving throws against poison for 1 hour.

Bloodblock

This gooey, pinkish substance helps treat wounds. Using a dose gives you a +5 alchemical bonus on Heal checks for providing first aid, treating wounds made by caltrops or similar objects, or treating deadly wounds. A dose of bloodblock ends a bleed effect as if you had made a DC 15 Heal check. When treating deadly wounds, using a dose of bloodblock counts as one use of a healer's kit (and grants the +5 bonus stated above).

Boots of Elvenkind**Faint transmutation; DC 20**

These soft boots enable the wearer to move nimbly about in virtually any surroundings, granting a +5 competence bonus on Acrobatics checks.

Chirurgeon's Kit

This sturdy leather case straps to the waist or thigh, or can be slung over a shoulder. It consists of a leather pouch, a healer's kit, a bottle of strong brandy, a potion of cure light wounds, a vial of smelling salts, and 2 doses each of alchemist's kindness, antiplague, antitoxin, bloodblock, and soothe syrup.

Cloak of Resistance**Faint Abjuration; DC 20**

These garments offer magic protection in the form of a +1 to +5 resistance bonus on all saving throws (Fortitude, Reflex, and Will).

Healer's Kit

This collection of bandages and herbs provides a +2 circumstance bonus on Heal checks. A healer's kit is exhausted after 10 uses.

Ioun Stone**Strong transmutation; DC 27**

These crystalline stones always float in the air and must be within 3 feet of their owner to be of any use. When a character first acquires a stone, she must hold it and then release it, whereupon it takes up a circling orbit 1d3 feet from her head. Thereafter, a stone must be grasped or netted to separate it from its owner. The owner may voluntarily seize and stow a stone (to keep it safe while she is sleeping, for example), but she loses the benefits of the stone during that time. Ioun stones have AC 24, 10 hit points, and hardness 5. The powers of each stone vary depending on its color and shape.

Emerald Ellipsoid Cracked: This stone grants 1 temporary hit point, which is restored automatically at a specific time of day unique to each stone (typically sunrise or sunset).

Manacles of Cooperation**Faint Enchantment (charm); DC 16**

These tight iron cuffs can fit over the wrists of any Large or smaller humanoid. When placed on a helpless humanoid, they make the captive more docile and compliant. The prisoner never attempts to escape of its own volition and agrees to any reasonable request unless it makes a DC 11 Will saving throw.

Military Saddle

This saddle braces the rider, providing a +2 circumstance bonus on Ride checks related to staying in the saddle. If

the rider is knocked unconscious while in a military saddle, he has a 75% chance to stay in the saddle.

Mithral armour or weapon

Mithral is a very rare silvery, glistening metal that is lighter than steel but just as hard. When worked like steel, it becomes a wonderful material from which to create armor, and is occasionally used for other items as well. Most mithral armors are one category lighter than normal for purposes of movement and other limitations. Heavy armors are treated as medium, and medium armors are treated as light, but light armors are still treated as light. This decrease does not apply to proficiency in wearing the armor. A character wearing mithral full plate must be proficient in wearing heavy armor to avoid adding the armor's check penalty to all his attack rolls and skill checks that involve moving. Spell failure chances for armors and shields made from mithral are decreased by 10%, maximum Dexterity bonuses are increased by 2, and armor check penalties are decreased by 3 (to a minimum of 0).

An item made from mithral weighs half as much as the same item made from other metals. In the case of weapons, this lighter weight does not change a weapon's size category or the ease with which it can be wielded (whether it is light, one-handed, or two-handed). Items not primarily of metal are not meaningfully affected by being partially made of mithral. (A longsword can be a mithral weapon, while a quarterstaff cannot.) Mithral weapons count as silver for the purpose of overcoming damage reduction.

Weapons or armors fashioned from mithral are always masterwork items as well; the masterwork cost is included in the prices given below.

Mithral has 30 hit points per inch of thickness and hardness 15.

Type of Mithral Item	Item Cost Modifier
Light armor	+1,000 gp
Medium armor	+4,000 gp
Heavy armor	+9,000 gp
Shield	+1,000 gp
Other items	+500 gp/lb.

Potion of Cure Light Wounds

Faint conjuration; DC 16

See the spell of the same name.

Potion of Cure Moderate Wounds

Faint conjuration; DC 18

See the spell of the same name.

Potion of Darkvision

Faint transmutation; DC 18

See the spell of the same name.

Potion of Invisibility

Faint illusion; DC 18

See the spell of the same name.

Metamagic Rod

Strong (no school); DC 32

Metamagic rods hold the essence of a metamagic feat, allowing the user to apply metamagic effects to spells (but not spell-like abilities) as they are cast. This does not change the spell slot of the altered spell. All the rods are use-activated (but casting spells in a threatened area still draws an attack of opportunity). A caster may only use one metamagic rod on any given spell, but it is permissible to combine a rod with metamagic feats possessed by the rod's wielder. In this case, only the feats possessed by the wielder adjust the spell slot of the spell being cast.

Possession of a metamagic rod does not confer the associated feat on the owner, only the ability to use the given feat a specified number of times per day. A sorcerer still must take a full-round action when using a metamagic rod, just as if using a metamagic feat he possesses (except for quicken metamagic rods, which can be used as a swift action).

Lesser and Greater Metamagic Rods: Normal metamagic rods can be used with spells of 6th level or lower. Lesser rods can be used with spells of 3rd level or lower, while greater rods can be used with spells of 9th level or lower.

Smelling Salts

These sharply scented gray crystals cause people inhaling them to regain consciousness. Smelling salts grant you a new saving throw to resist any spell or effect that has already rendered you unconscious or staggered. If exposed to smelling salts while dying, you immediately become conscious and staggered, but must still make stabilization checks each round; if you perform any standard action (or any other strenuous action) you take 1 point of damage after completing the act and fall unconscious again. A container of smelling salts has dozens of uses if stoppered after each use, but depletes in a matter of hours if left opened.

Soothe Syrup

This sweet and wholesome-tasting blue liquid creates a sense of warmth and comfort. Soothe syrup coats your stomach and makes it much more difficult for you to succumb to queasiness. For 1 hour after drinking soothe syrup you gain a +5 alchemical bonus on saving throws made to resist effects that would make you nauseated or sickened.

Thieves' Tools

This kit contains lockpicks and other tools you need to use the Disable Device skill. Without these tools, you must use improvised tools, and you take a –2 circumstance penalty on Disable Device checks.

Masterwork: This kit contains extra tools and tools of better make, which grant a +2 circumstance bonus on Disable Device checks.

Wand of Cure Serious Wounds

Faint conjuration; DC 20

Wand of Daylight

<i>Faint evocation; DC 20</i>
Wand of Magic Missile (CL 5)
<i>Faint evocation; DC 20</i>
Wand of Magic Missile (CL 9)
<i>Moderate evocation; DC 24</i>
Wand of Resist Energy
<i>Faint abjuration; DC 18</i> See the spell of the same name.
Wasp Nest of Swarming

Moderate conjuration; DC 24

This is a hand-sized replica of a wasp's nest, crafted out of paper. It is extremely fragile and comes in a snug rigid case. If the nest is placed on the floor or ground, each time a creature passes through that square there is a 50% chance that it kicks or steps on the nest, triggering it. The nest may instead be thrown (range increment 10 feet), triggering when it strikes a hard surface or a creature. When triggered, the nest creates a wasp swarm that attacks the nearest creature and follows it until it is dead, the swarm is killed, or the swarm is unable to reach the target, at which point the swarm attacks the next nearest creature. If the swarm can't find any targets, it waits in place until another creature appears. The swarm dissipates 9 minutes after being released.

Rules Reference

All rules-related terms not otherwise explained within the text.

Note that feats or abilities which result in an unconditional bonus or penalty will already have been factored into a creature's statistics block.

Ability Damage and Drain (Ex or Su)

Some attacks or special abilities cause ability damage or drain, reducing the designated ability score by the listed amount. Ability damage can be healed naturally. Ability drain is permanent and can only be restored through magic.

Ability Focus

One of this creature's special attacks is particularly difficult to resist.

Prerequisite: Special attack.

Benefit: Choose one of the creature's special attacks. Add +2 to the DC on all saving throws against the special attack on which the creature focuses.

Special: A creature can gain this feat multiple times. Its effects do not stack. Each time the creature takes the feat, it applies to a different special attack.

Accursed (Story)

Your curse weighs down your soul like a millstone around your neck.

Prerequisite: You must carry a curse that can be lifted only by a quest or similar great undertaking, or have the Cursed Birth background.

Benefit: You gain spell resistance equal to 5 + your character level, as the curse interferes with all magic. Unlike most spell resistance, it can't voluntarily be lowered, though your own spells and magic items still automatically affect you.

Goal: Your curse is lifted or you are able to purge the corruption of your fiendish blood (the circumstances of either vary widely based on the nature of the curse, and are up to the GM).

Completion Benefit: You lose the spell resistance described above. You gain spell resistance equal to 11 + your character level, but only against harmful enchantment, necromancy, and transmutation spells and

spell-like abilities your aura resists further attempts to curse you. Harmless spells automatically bypass this spell resistance whether you desire it or not. This spell resistance can be voluntarily lowered.

ACP (Armour Check Penalty)

In order to minimise the number of entries in the skills area in a stat block, only skills with ranks in are reported (apart from perception which is always reported at the top of the block). ACP, reported under gear, is there to make it easier for you to work out the values for other skills, in particular strength and dexterity based ones.

Acrobatic Steps

You can easily move over and through obstacles.

Prerequisites: Dex 15, Nimble Moves.

Benefit: Whenever you move, you may move through up to 15 feet of difficult terrain each round as if it were normal terrain. The effects of this feat stack with those provided by Nimble Moves (allowing you to move normally through a total of 20 feet of difficult terrain each round).

Agile Maneuvers

You've learned to use your quickness in place of brute force when performing combat maneuvers.

Benefit: You add your Dexterity bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus (see Combat) instead of your Strength bonus.

Normal: You add your Strength bonus to your base attack bonus and size bonus when determining your Combat Maneuver Bonus.

Alertness

You often notice things that others might miss.

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

Animal Affinity

You are skilled at working with animals and mounts.

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

Animal Companion Link (Ex)

A druid can handle her animal companion as a free action, or push it as a move action, even if she doesn't have any ranks in the Handle Animal skill. The druid gains a +4 circumstance bonus on all wild empathy checks and Handle Animal checks made regarding an animal companion.

Augment Summoning

Your summoned creatures are more powerful and robust.

Prerequisite: Spell Focus (conjuration).

Benefit: Each creature you conjure with any summon spell gains a +4 enhancement bonus to Strength and Constitution for the duration of the spell that summoned it.

Aura of Courage (Su)

At 3rd level, a paladin is immune to fear (magical or otherwise). Each ally within 10 feet of her gains a +4 morale bonus on saving throws against fear effects. This ability functions only while the paladin is conscious, not if she is unconscious or dead.

Aura of Good (Ex)

The power of a paladin's aura of good (see the detect good spell) is equal to her paladin level.

Bardic Performance

A bard is trained to use the Perform skill to create magical effects on those around him, including himself if desired. He can use this ability for a number of rounds per day equal to 4 + his Charisma modifier. At each level after 1st a bard can use bardic performance for 2 additional rounds per day. Each round, the bard can produce any one of the types of bardic performance that he has mastered, as indicated by his level.

Starting a bardic performance is a standard action, but it can be maintained each round as a free action. Changing a bardic performance from one effect to another requires the bard to stop the previous performance and start a new one as a standard action. A bardic performance cannot be disrupted, but it ends immediately if the bard is killed, paralyzed, stunned, knocked unconscious, or otherwise prevented from taking a free action to maintain it each round. A bard cannot have more than one bardic performance in effect at one time.

At 7th level, a bard can start a bardic performance as a move action instead of a standard action. At 13th level, a bard can start a bardic performance as a swift action.

Each bardic performance has audible components, visual components, or both.

If a bardic performance has audible components, the targets must be able to hear the bard for the performance to have any effect, and many such performances are language dependent (as noted in the description). A deaf bard has a 20% chance to fail when attempting to use a bardic performance with an audible component. If he fails this check, the attempt still counts against his daily limit.

Deaf creatures are immune to bardic performances with audible components.

If a bardic performance has a visual component, the targets must have line of sight to the bard for the performance to have any effect. A blind bard has a 50% chance to fail when attempting to use a bardic performance with a visual component. If he fails this check, the attempt still counts against his daily limit. Blind creatures are immune to bardic performances with visual components.

Countersong (Su): At 1st level, a bard learns to counter magic effects that depend on sound (but not spells that have verbal components). Each round of the countersong he makes a Perform (keyboard, percussion, wind, string, or sing) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by a sonic or language-dependent magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform check result proves to be higher. If a creature within range of the countersong is already under the effect of a noninstantaneous sonic or language-dependent magical attack, it gains another saving throw against the effect each round it hears the countersong, but it must use the bard's Perform skill check result for the save. Countersong does not work on effects that don't allow saves. Countersong relies on audible components.

Distraction (Su): At 1st level, a bard can use his performance to counter magic effects that depend on sight. Each round of the distraction, he makes a Perform (act, comedy, dance, or oratory) skill check. Any creature within 30 feet of the bard (including the bard himself) that is affected by an illusion (pattern) or illusion (figment) magical attack may use the bard's Perform check result in place of its saving throw if, after the saving throw is rolled, the Perform skill check proves to be higher. If a creature within range of the distraction is already under the effect of a noninstantaneous illusion (pattern) or illusion (figment) magical attack, it gains another saving throw against the effect each round it sees the distraction, but it must use the bard's Perform skill check result for the save. Distraction does not work on effects that don't allow saves. Distraction relies on visual components.

Fascinate (Su): At 1st level, a bard can use his performance to cause one or more creatures to become fascinated with him. Each creature to be fascinated must be within 90 feet, able to see and hear the bard, and capable of paying attention to him. The bard must also be able to see the creatures affected. The distraction of a nearby combat or other dangers prevents this ability from working. For every three levels the bard has attained beyond 1st, he can target one additional creature with this ability.

Each creature within range receives a Will save (DC 10 + 1/2 the bard's level + the bard's Cha modifier) to negate the effect. If a creature's saving throw succeeds, the bard cannot attempt to fascinate that creature again for 24 hours. If its saving throw fails, the creature sits quietly and observes the performance for as long as the bard continues to maintain it. While fascinated, a target takes a –4 penalty on all skill checks made as reactions, such as Perception checks. Any potential threat to the target allows the target to make a new saving throw against the effect. Any obvious threat, such as someone drawing a

weapon, casting a spell, or aiming a weapon at the target, automatically breaks the effect.

Fascinate is an enchantment (compulsion), mind-affecting ability. Fascinate relies on audible and visual components in order to function.

Inspire Courage (Su): A 1st-level bard can use his performance to inspire courage in his allies (including himself), bolstering them against fear and improving their combat abilities. To be affected, an ally must be able to perceive the bard's performance. An affected ally receives a +1 morale bonus on saving throws against charm and fear effects and a +1 competence bonus on attack and weapon damage rolls. At 5th level, and every six bard levels thereafter, this bonus increases by +1, to a maximum of +4 at 17th level. Inspire courage is a mind-affecting ability. Inspire courage can use audible or visual components. The bard must choose which component to use when starting his performance.

Inspire Competence (Su): A bard of 3rd level or higher can use his performance to help an ally succeed at a task. That ally must be within 30 feet and be able to hear the bard. The ally gets a +2 competence bonus on skill checks with a particular skill as long as she continues to hear the bard's performance. This bonus increases by +1 for every four levels the bard has attained beyond 3rd (+3 at 7th, +4 at 11th, +5 at 15th, and +6 at 19th). Certain uses of this ability are infeasible, such as Stealth, and may be disallowed at the GM's discretion. A bard can't inspire competence in himself. Inspire competence relies on audible components.

Suggestion (Sp): A bard of 6th level or higher can use his performance to make a suggestion (as per the spell) to a creature he has already fascinated (see above). Using this ability does not disrupt the fascinate effect, but it does require a standard action to activate (in addition to the free action to continue the fascinate effect). A bard can use this ability more than once against an individual creature during an individual performance.

Making a suggestion does not count against a bard's daily use of bardic performance. A Will saving throw (DC 10 + 1/2 the bard's level + the bard's Cha modifier) negates the effect. This ability affects only a single creature. Suggestion is an enchantment (compulsion), mind affecting, language-dependent ability and relies on audible components.

Blindsense (Ex)

Using nonvisual senses, such as acute smell or hearing, a creature with blindsense notices things it cannot see. The creature usually does not need to make Perception checks to pinpoint the location of a creature within range of its blindsense ability, provided that it has line of effect to that creature. Any opponent the creature cannot see still has total concealment against the creature with blindsense, and the creature still has the normal miss chance when attacking foes that have concealment. Visibility still affects the movement of a creature with blindsense. A creature with blindsense is still denied its Dexterity bonus to Armor Class against attacks from creatures it cannot see.

Blindsight (Ex)

This ability is similar to blindsense, but is far more discerning. Using nonvisual senses, such as sensitivity to

vibrations, keen smell, acute hearing, or echolocation, a creature with blindsight maneuvers and fights as well as a sighted creature. Invisibility, darkness, and most kinds of concealment are irrelevant, though the creature must have line of effect to a creature or object to discern that creature or object. The ability's range is specified in the creature's descriptive text. The creature usually does not need to make Perception checks to notice creatures within this range. Unless noted otherwise, blindsight is continuous, and the creature need do nothing to use it. Some forms of blindsight, however, must be triggered as a free action. If so, this is noted in the creature's description. If a creature must trigger its blindsight ability, the creature gains the benefits of blindsight only during its turn.

Boon Companion

Your bond with your animal companion or familiar is unusually close.

Prerequisites: Animal companion or familiar class feature.

Benefit: The abilities of your animal companion or familiar are calculated as though your class were 4 levels higher, to a maximum effective druid level equal to your character level. If you have more than one animal companion or familiar, choose one to receive this benefit. If you lose or dismiss an animal companion or familiar that has received this benefit, you may apply this feat to the replacement creature.

Special: You may select this feat more than once. The effects do not stack. Each time you take the feat, it applies to a different animal companion or familiar.

Brew Potion (Item Creation)

You can create magic potions.

Prerequisite: Caster level 3rd.

Benefit: You can create a potion of any 3rd-level or lower spell that you know and that targets one or more creatures or objects. Brewing a potion takes 2 hours if its base price is 250 gp or less, otherwise brewing a potion takes 1 day for each 1,000 gp in its base price. When you create a potion, you set the caster level, which must be sufficient to cast the spell in question and no higher than your own level. To brew a potion, you must use up raw materials costing one half this base price. See the magic item creation rules in Magic Items for more information.

When you create a potion, you make any choices that you would normally make when casting the spell. Whoever drinks the potion is the target of the spell.

Change Shape (Su)

A creature with this special quality has the ability to assume the appearance of a specific creature or type of creature (usually a humanoid), but retains most of its own physical qualities. A creature cannot change shape to a form more than one size category smaller or larger than its original form. This ability functions as a polymorph spell, the type of which is listed in the creature's description, but the creature does not adjust its ability scores (although it gains any other abilities of the creature it mimics). Unless otherwise stated, it can remain in an alternate form indefinitely. Some creatures, such as lycanthropes, can transform into unique forms

with special modifiers and abilities. These creatures do adjust their ability scores, as noted in their description.

Channel Energy (Su)

Regardless of alignment, any cleric can release a wave of energy by channeling the power of her faith through her holy (or unholy) symbol. This energy can be used to cause or heal damage, depending on the type of energy channeled and the creatures targeted.

A good cleric (or one who worships a good deity) channels positive energy and can choose to deal damage to undead creatures or to heal living creatures. An evil cleric (or one who worships an evil deity) channels negative energy and can choose to deal damage to living creatures or to heal undead creatures. A neutral cleric who worships a neutral deity (or one who is not devoted to a particular deity) must choose whether she channels positive or negative energy. Once this choice is made, it cannot be reversed. This decision also determines whether the cleric casts spontaneous cure or inflict spells (see spontaneous casting).

Channeling energy causes a burst that affects all creatures of one type (either undead or living) in a 30-foot radius centered on the cleric. The amount of damage dealt or healed is equal to 1d6 points of damage plus 1d6 points of damage for every two cleric levels beyond 1st (2d6 at 3rd, 3d6 at 5th, and so on). Creatures that take damage from channeled energy receive a Will save to halve the damage. The DC of this save is equal to 10 + 1/2 the cleric's level + the cleric's Charisma modifier. Creatures healed by channeled energy cannot exceed their maximum hit point total—all excess healing is lost. A cleric may channel energy a number of times per day equal to 3 + her Charisma modifier. This is a standard action that does not provoke an attack of opportunity. A cleric can choose whether or not to include herself in this effect. A cleric must be able to present her holy symbol to use this ability.

Cold Dangers

Cold and exposure deal nonlethal damage to the victim. A character cannot recover from the damage dealt by a cold environment until she gets out of the cold and warms up again. Once a character has taken an amount of nonlethal damage equal to her total hit points, any further damage from a cold environment is lethal damage.

An unprotected character in cold weather (below 40° F) must make a Fortitude save each hour (DC 15, +1 per previous check) or take 1d6 points of nonlethal damage. A character who has the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well (see the skill description).

In conditions of severe cold or exposure (below 0° F), an unprotected character must make a Fortitude save once every 10 minutes (DC 15, +1 per previous check), taking 1d6 points of nonlethal damage on each failed save. A character who has the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well. Characters wearing a cold weather outfit only need check once per hour for cold and exposure damage.

A character who takes any nonlethal damage from cold or exposure is beset by frostbite or hypothermia (treat her as fatigued). These penalties end when the character recovers the nonlethal damage she took from the cold and exposure.

Extreme cold (below –20° F) deals 1d6 points of lethal damage per minute (no save). In addition, a character must make a Fortitude save (DC 15, +1 per previous check) or take 1d4 points of nonlethal damage.

Combat Reflexes

You can make additional attacks of opportunity.

Benefit: You may make a number of additional attacks of opportunity per round equal to your Dexterity bonus. With this feat, you may also make attacks of opportunity while flat-footed.

Normal: A character without this feat can make only one attack of opportunity per round and can't make attacks of opportunity while flat-footed.

Special: The Combat Reflexes feat does not allow a rogue to use her opportunist ability more than once per round.

Confused (condition)

A confused creature is mentally befuddled and cannot act normally. A confused creature cannot tell the difference between ally and foe, treating all creatures as enemies. Allies wishing to cast a beneficial spell that requires a touch on a confused creature must succeed on a melee touch attack. If a confused creature is attacked, it attacks the creature that last attacked it until that creature is dead or out of sight.

Roll on the following table at the beginning of each confused subject's turn each round to see what the subject does in that round.

d%	Behavior
01–25	Act normally.
26–50	Do nothing but babble incoherently.
51–75	Deal 1d8 points of damage + Str modifier to self with item in hand.
76–100	Attack nearest creature (for this purpose, a familiar counts as part of the subject's self).

A confused creature who can't carry out the indicated action does nothing but babble incoherently. Attackers are not at any special advantage when attacking a confused creature. **Any confused creature who is attacked automatically attacks its attackers on its next turn, as long as it is still confused when its turn comes.** Note that a confused creature will not make attacks of opportunity against anything that it is not already devoted to attacking (either because of its most recent action or because it has just been attacked).

Damage Reduction (DR) (Ex or Su)

A creature with this special quality ignores damage from most weapons and natural attacks. Wounds heal immediately, or the weapon bounces off harmlessly (in either case, the opponent knows the attack was ineffective). The creature takes normal damage from energy attacks (even nonmagical ones), spells, spell-like abilities, and supernatural abilities. A certain kind of

weapon can sometimes damage the creature normally, as noted below.

The entry indicates the amount of damage ignored (usually 5 to 15 points) and the type of weapon that negates the ability.

Some monsters are vulnerable to piercing, bludgeoning, or slashing damage. Others are vulnerable to certain materials, such as adamantite, alchemical silver, or cold-forged iron. Attacks from weapons that are not of the correct type or made of the correct material have their damage reduced, although a high enhancement bonus can overcome some forms of damage reduction.

Some monsters are vulnerable to magic weapons. Any weapon with at least a +1 magical enhancement bonus on attack and damage rolls overcomes the damage reduction of these monsters. Such creatures' natural weapons (but not their attacks with weapons) are treated as magic weapons for the purpose of overcoming damage reduction.

A few very powerful monsters are vulnerable only to epic weapons—that is, magic weapons with at least a +6 enhancement bonus. Such creatures' natural weapons are also treated as epic weapons for the purpose of overcoming damage reduction.

Some monsters are vulnerable to good-, evil-, chaotically, or lawfully aligned weapons. When a cleric casts align weapon, affected weapons might gain one or more of these properties, and certain magic weapons have these properties as well. A creature with an alignment subtype (chaotic, evil, good, or lawful) can overcome this type of damage reduction with its natural weapons and weapons it wields as if the weapons or natural weapons had an alignment (or alignments) that matched the subtype(s) of the creature.

When a damage reduction entry has a dash (—) after the slash, no weapon negates the damage reduction.

A few creatures are harmed by more than one kind of weapon. A weapon that inflicts damage of either type overcomes this damage reduction.

A few other creatures require combinations of different types of attacks to overcome their damage reduction, and a weapon must be both types to overcome this type of damage reduction. A weapon that is only one type is still subject to damage reduction.

Damage Reduction (Overcoming)

Damage reduction may be overcome by special materials, magic weapons (any weapon with a +1 or higher enhancement bonus, not counting the enhancement from masterwork quality), certain types of weapons (such as slashing or bludgeoning), and weapons imbued with an alignment.

Ammunition fired from a projectile weapon with an enhancement bonus of +1 or higher is treated as a magic weapon for the purpose of overcoming damage reduction. Similarly, ammunition fired from a projectile weapon with an alignment gains the alignment of that projectile weapon (in addition to any alignment it may already have).

Weapons with an enhancement bonus of +3 or greater can ignore some types of damage reduction, regardless of their actual material or alignment. The following table shows what type of enhancement bonus is needed to overcome some common types of damage reduction.

DR Type	Weapon Enhancement Bonus Equivalent
cold iron/silver	+3
adamantine*	+4
alignment-based	+5

* Note that this does not give the ability to ignore hardness, like an actual adamantite weapon does

Darkvision

Darkvision is the extraordinary ability to see with no light source at all, out to a range specified for the creature. Darkvision is black-and-white only (colors cannot be discerned). It does not allow characters to see anything that they could not see otherwise—invisible objects are still invisible, and illusions are still visible as what they seem to be. Likewise, darkvision subjects a creature to gaze attacks normally. The presence of light does not spoil darkvision.

Deliver Touch Spells (Su)

If the master is 3rd level or higher, a familiar can deliver touch spells for him. If the master and the familiar are in contact at the time the master casts a touch spell, he can designate his familiar as the “toucher.” The familiar can then deliver the touch spell just as the master would. As usual, if the master casts another spell before the touch is delivered, the touch spell dissipates.

Distraction (Ex)

A creature with this ability can nauseate the creatures that it damages. Any living creature that takes damage from a creature with the distraction ability is nauseated for 1 round; a Fortitude save (DC 10 + 1/2 creature's HD + creature's Con modifier) negates the effect.

Divine Bond (Sp)

Upon reaching 5th level, a paladin forms a divine bond with her god. This bond can take one of two forms. Once the form is chosen, it cannot be changed.

The first type of bond allows the paladin to enhance her weapon as a standard action by calling upon the aid of a celestial spirit for 1 minute per paladin level. When called, the spirit causes the weapon to shed light as a torch. At 5th level, this spirit grants the weapon a +1 enhancement bonus. For every three levels beyond 5th, the weapon gains another +1 enhancement bonus, to a maximum of +6 at 20th level. These bonuses can be added to the weapon, stacking with existing weapon bonuses to a maximum of +5, or they can be used to add any of the following weapon properties: axiomatic, brilliant energy, defending, disruption, flaming, flaming burst, holy, keen, merciful, and speed. Adding these properties consumes an amount of bonus equal to the property's cost (see Table: Melee Weapon Special Abilities). These bonuses are added to any properties the weapon already has, but duplicate abilities do not stack. If the weapon is not magical, at least a +1 enhancement bonus must be added before any other properties can be added. The bonus and properties granted by the spirit are determined

when the spirit is called and cannot be changed until the spirit is called again. The celestial spirit imparts no bonuses if the weapon is held by anyone other than the paladin but resumes giving bonuses if returned to the paladin. These bonuses apply to only one end of a double weapon. A paladin can use this ability once per day at 5th level, and one additional time per day for every four levels beyond 5th, to a total of four times per day at 17th level.

If a weapon bonded with a celestial spirit is destroyed, the paladin loses the use of this ability for 30 days, or until she gains a level, whichever comes first. During this 30-day period, the paladin takes a –1 penalty on attack and weapon damage rolls.

The second type of bond allows a paladin to gain the service of an unusually intelligent, strong, and loyal steed to serve her in her crusade against evil. This mount is usually a heavy horse (for a Medium paladin) or a pony (for a Small paladin), although more exotic mounts, such as a boar, camel, or dog are also suitable. This mount functions as a druid's animal companion, using the paladin's level as her effective druid level. Bonded mounts have an Intelligence of at least 6.

Once per day, as a full-round action, a paladin may magically call her mount to her side. This ability is the equivalent of a spell of a level equal to one-third the paladin's level. The mount immediately appears adjacent to the paladin. A paladin can use this ability once per day at 5th level, and one additional time per day for every 4 levels thereafter, for a total of four times per day at 17th level.

At 11th level, the mount gains the celestial template and becomes a magical beast for the purposes of determining which spells affect it. At 15th level, a paladin's mount gains spell resistance equal to the paladin's level + 11. Should the paladin's mount die, the paladin may not summon another mount for 30 days or until she gains a paladin level, whichever comes first. During this 30-day period, the paladin takes a –1 penalty on attack and weapon damage rolls.

Dodge

Your training and reflexes allow you to react swiftly to avoid an opponents' attacks.

Prerequisite: Dex 13.

Benefit: You gain a +1 dodge bonus to your AC. A condition that makes you lose your Dex bonus to AC also makes you lose the benefits of this feat.

Elemental Spell (Metamagic)

You can manipulate the elemental nature of your spells.

Benefit: Choose one energy type: acid, cold, electricity, or fire. You may replace a spell's normal damage with that energy type or split the spell's damage, so that half is of that energy type and half is of its normal type. An elemental spell uses up a spell slot one level higher than the spell's actual level.

Special: You can gain this feat multiple times. Each time you must choose a different energy type.

Empathic Link (Su)

The master has an empathic link with his familiar to a 1 mile distance. The master can communicate empathically

with the familiar, but cannot see through its eyes. Because of the link's limited nature, only general emotions can be shared. The master has the same connection to an item or place that his familiar does.

Endurance

Harsh conditions or long exertions do not easily tire you.

Benefit: You gain a +4 bonus on the following checks and saves: Swim checks made to resist nonlethal damage from exhaustion; Constitution checks made to continue running; Constitution checks made to avoid nonlethal damage from a forced march; Constitution checks made to hold your breath; Constitution checks made to avoid nonlethal damage from starvation or thirst; Fortitude saves made to avoid nonlethal damage from hot or cold environments; and Fortitude saves made to resist damage from suffocation.

You may sleep in light or medium armor without becoming fatigued.

Normal: A character without this feat who sleeps in medium or heavier armor is fatigued the next day.

Energy Resistance

A creature with resistance to energy has the ability (usually extraordinary) to ignore some damage of a certain type per attack, but it does not have total immunity.

Each resistance ability is defined by what energy type it resists and how many points of damage are resisted. It doesn't matter whether the damage has a mundane or magical source.

When resistance completely negates the damage from an energy attack, the attack does not disrupt a spell. This resistance does not stack with the resistance that a spell might provide.

Extra Mythic Power (Mythic)

You can store more mythic power than your tier would normally allow.

Benefit: You gain two extra uses of mythic power each day.

Extra Revelation

You have discovered a new aspect of your mystery.

Prerequisite: Revelation class feature.

Benefit: You gain one additional revelation. You must meet all of the prerequisites for this revelation.

Special: You can gain Extra Revelation multiple times.

Evasion (Ex)

At 2nd level and higher, a rogue can avoid even magical and unusual attacks with great agility. If she makes a successful Reflex saving throw against an attack that normally deals half damage on a successful save, she instead takes no damage. Evasion can be used only if the rogue is wearing light armor or no armor. A helpless rogue does not gain the benefit of evasion.

Exotic Weapon Proficiency

Choose one type of exotic weapon, such as the spiked chain or whip. You understand how to use that type of exotic weapon in combat, and can utilize any special tricks or qualities that exotic weapon might allow.

Prerequisite: Base attack bonus +1.

Benefit: You make attack rolls with the weapon normally.

Normal: A character who uses a weapon with which he is not proficient takes a –4 penalty on attack rolls.

Special: You can gain Exotic Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of exotic weapon.

Extra Performance

You can use your bardic performance ability more often than normal.

Prerequisite: Bardic performance class feature.

Benefit: You can use bardic performance for 6 additional rounds per day.

Special: You can gain Extra Performance multiple times. Its effects stack.

Fatigued (condition)

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

Favoured Enemy (Ex)

Bonus on Bluff, Knowledge, Perception, Sense Motive, and Survival checks against creatures of his selected type. Likewise bonus on weapon attack and damage rolls against them. Also able to make Knowledge skill checks untrained when attempting to identify these creatures.

Ferocity (Ex)

A creature with ferocity remains conscious and can continue fighting even if its hit point total is below 0. The creature is still staggered and loses 1 hit point each round. A creature with ferocity still dies when its hit point total reaches a negative amount equal to its Constitution score.

Flyby Attack

This creature can make an attack before and after it moves while flying.

Prerequisite: Fly speed.

Benefit: When flying, the creature can take a move action and another standard action at any point during the move. The creature cannot take a second move action during a round when it makes a flyby attack.

Normal: Without this feat, the creature takes a standard action either before or after its move.

Frightened (condition)

A frightened creature flees from the source of its fear as best it can. If unable to flee, it may fight. A frightened creature takes a –2 penalty on all attack rolls, saving throws, skill checks, and ability checks. A frightened creature can use special abilities, including spells, to flee;

indeed, the creature must use such means if they are the only way to escape.

Frightened is like shaken, except that the creature must flee if possible. Panicked is a more extreme state of fear.

Furious Focus

Even in the midst of fierce and furious blows, you can find focus in the carnage and your seemingly wild blows strike home.

Prerequisites: Str 13, Power Attack, base attack bonus +1.

Benefit: When you are wielding a two-handed weapon or a one-handed weapon with two hands, and using the Power Attack feat, you do not suffer Power Attack's penalty on melee attack rolls on the first attack you make each turn. You still suffer the penalty on any additional attacks, including attacks of opportunity.

Grab (Ex)

If a creature with this special attack hits with the indicated attack (usually a claw or bite attack), it deals normal damage and attempts to start a grapple as a free action without provoking an attack of opportunity. Unless otherwise noted, grab can only be used against targets of a size equal to or smaller than the creature with this ability. If the creature can use grab on creatures of other sizes, it is noted in the creature's Special Attacks line. The creature has the option to conduct the grapple normally, or simply use the part of its body it used in the grab to hold the opponent. If it chooses to do the latter, it takes a –20 penalty on its CMB check to make and maintain the grapple, but does not gain the grappled condition itself. A successful hold does not deal any extra damage unless the creature also has the constrict special attack. If the creature does not constrict, each successful grapple check it makes during successive rounds automatically deals the damage indicated for the attack that established the hold. Otherwise, it deals constriction damage as well (the amount is given in the creature's descriptive text).

Creatures with the grab special attack receive a +4 bonus on combat maneuver checks made to start and maintain a grapple.

Great Fortitude

You are resistant to poisons, diseases, and other maladies.

Benefit: You get a +2 bonus on all Fortitude saving throws.

Greater Spell Focus

Choose a school of magic to which you have already applied the Spell Focus feat. Any spells you cast of this school are very hard to resist.

Prerequisite: Spell Focus.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select. This bonus stacks with the bonus from Spell Focus.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a

new school to which you already have applied the Spell Focus feat.

Greensight (Su)

The monster can see through thick plant matter as though it were transparent, usually with a range of 60 feet. Leaves, vines, greenery, and undergrowth offer no concealment to the monster's sight, though solid wood still blocks its line of sight.

Halfling Jinx

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

Haunted

Malevolent spirits follow you wherever you go, causing minor mishaps and strange occurrences (such as unexpected breezes, small objects moving on their own, and faint noises). Retrieving any stored item from your gear requires a standard action, unless it would normally take longer. Any item you drop lands 10 feet away from you in a random direction.

Harmonic Spell

You can weave bardic music effects into your spellcasting in such a way that your spellcasting and bardic performance become indistinguishable.

Prerequisites: Bardic performance ability.

Benefit: Whenever you cast a 1st or higher level spell while you are maintaining a bardic performance, you can maintain the bardic performance for that round without expending one of your rounds of performance for the day. In addition, you can switch from one bardic performance to another as a swift action when you cast a spell while maintaining a bardic performance.

Heart of the Fields

Humans born in rural areas are used to hard labor. They gain a bonus equal to half their character level to any one Craft or Profession skill, and once per day they may ignore an effect that would cause them to become fatigued or exhausted. This racial trait replaces the skilled racial trait.

Improved Bull Rush

You are skilled at pushing your foes around.

Prerequisite: Str 13, Power Attack, base attack bonus +1.

Benefit: You do not provoke an attack of opportunity when performing a bull rush combat maneuver. In addition, you receive a +2 bonus on checks made to bull

rush a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to bull rush you.

Normal: You provoke an attack of opportunity when performing a bull rush combat maneuver.

Improved Empathic Link (Su)

The beast master gains an empathic link with all of his animal companions. This functions like an empathic link with a familiar, except the ranger can also see through a companion's eyes as a swift action, maintaining this connection as long as he likes (as long as the companion is within 1 mile) and ending it as a free action. The ranger can only see through the eyes of one companion at a time, and is blinded while maintaining this connection.

Improved Evasion (Ex)

This works like evasion, except that while the rogue still takes no damage on a successful Reflex saving throw against attacks, she henceforth takes only half damage on a failed save. A helpless rogue does not gain the benefit of improved evasion.

Improved Initiative

Your quick reflexes allow you to react rapidly to danger.

Benefit: You get a +4 bonus on initiative checks.

Improved Natural Armor

This creature's hide is tougher than most.

Prerequisites: Natural armor, Con 13.

Benefit: The creature's natural armor bonus increases by +1.

Special: A creature can gain this feat multiple times. Each time the creature takes the feat, its natural armor bonus increases by another point.

Improved Overrun

You are skilled at running down your foes.

Prerequisite: Str 13, Power Attack, base attack bonus +1.

Benefit: You do not provoke an attack of opportunity when performing an overrun combat maneuver. In addition, you receive a +2 bonus on checks made to overrun a foe. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to overrun you. Targets of your overrun attempt may not choose to avoid you.

Normal: You provoke an attack of opportunity when performing an overrun combat maneuver.

Iron Will

You are more resistant to mental effects.

Benefit: You get a +2 bonus on all Will saving throws.

Lay On Hands (Su)

Beginning at 2nd level, a paladin can heal wounds (her own or those of others) by touch. Each day she can use this ability a number of times equal to 1/2 her paladin level plus her Charisma modifier. With one use of this ability, a paladin can heal 1d6 hit points of damage for

every two paladin levels she possesses. Using this ability is a standard action, unless the paladin targets herself, in which case it is a swift action. Despite the name of this ability, a paladin only needs one free hand to use this ability.

Alternatively, a paladin can use this healing power to deal damage to undead creatures, dealing 1d6 points of damage for every two levels the paladin possesses. Using lay on hands in this way requires a successful melee touch attack and doesn't provoke an attack of opportunity. Undead do not receive a saving throw against this damage.

Lightning Reflexes

You have faster reflexes than normal.

Benefit: You get a +2 bonus on all Reflex saving throws.

Lingering Performance

The effects of your bardic performance carry on, even after you have stopped performing.

Prerequisite: Bardic performance class feature.

Benefit: The bonuses and penalties from your bardic performance continue for 2 rounds after you cease performing. Any other requirement, such as range or specific conditions, must still be met for the effect to continue. If you begin a new bardic performance during this time, the effects of the previous performance immediately cease.

Lore Master (Ex)

At 5th level, the bard becomes a master of lore and can take 10 on any Knowledge skill check that he has ranks in. A bard can choose not to take 10 and can instead roll normally. In addition, once per day, the bard can take 20 on any Knowledge skill check as a standard action. He can use this ability one additional time per day for every six levels he possesses beyond 5th, to a maximum of three times per day at 17th level.

Low-Light Vision

Characters with low-light vision have eyes that are so sensitive to light that they can see twice as far as normal in dim light. Low-light vision is color vision. A spellcaster with low-light vision can read a scroll as long as even the tiniest candle flame is next to him as a source of light.

Characters with low-light vision can see outdoors on a moonlit night as well as they can during the day.

Loyal Oath (Su)

Starting at 1st level, once per day as a swift action, an oathbound paladin can choose a willing creature within line of sight as the target of her loyal oath. When the paladin is adjacent to the target of her loyal oath, she grants the target a sacred bonus on saving throws and to Armor Class equal to the paladin's Charisma bonus. The loyal oath lasts 1 minute, or until the paladin dismisses it (a free action) or discharges it (see below), whichever comes first.

If the target is struck by an enemy and the paladin is adjacent to that enemy, as an immediate action she may make a single melee attack against that enemy; making this attack ends the loyal oath. At 4th level and every

three levels thereafter, the paladin may use her loyal oath one additional time per day. This ability replaces smite evil.

Masterpieces

Talented bards can learn or create masterpieces, unusual applications of the bardic performance ability requiring special training. Masterpiece descriptions adhere to the following guidelines.

Masterpiece Name: In addition to the name of the masterpiece, this line indicates which Perform skill or skills the masterpiece relies upon.

Prerequisites: Like feats, masterpieces have prerequisites that a bard must meet in order to learn them. Only bards may learn masterpieces.

Cost: Each masterpiece has an associated cost to learn it. Typically, a bard must spend one of his bard spells known of a specific spell level or select it in place of a feat. The bard can spend a bard spell known of a level higher than the listed level to learn a masterpiece (for example, spending a 4th-level spell known to learn a masterpiece that requires spending a 3rd-level spell known).

Effect: This brief description summarizes what occurs when a bard performs the masterpiece. Unless otherwise stated, a masterpiece's effects are supernatural. Unwilling creatures may attempt a Will save against the effect of a masterpiece; the save DC for masterpieces is equal to 10 + 1/2 the bard's level + the bard's Charisma bonus. Masterpieces that duplicate spells use the bard's caster level for the spell's caster level.

Use: This line specifies how many bardic performance rounds the bard must use to activate the masterpiece. In some cases, the bard can extend the duration of the masterpiece by expending additional rounds of bardic performance, just as if it were any other use of bardic performance. The bard expends the listed number of bardic performance rounds when he starts performing the masterpiece; if he is interrupted, the attempt fails and the spent performance rounds are lost.

Action: This line indicates the type of action performing the masterpiece requires. If it only requires a standard action to activate, being able to activate a bardic performance more quickly (at 7th level, activation is a move action, and at 13th, it becomes a swift action) applies to the masterpiece as well.

Unless otherwise stated, effects or feats that extend the duration of bardic performance (such as the Lingering Performance feat) do not apply to masterpieces.

Life Budding In Salted Earth (Sing, String, Wind)

This delicate tune suggests the determined sprouting of seedlings through barren, rocky soil.

Prerequisites: Perform (sing), Perform (string), or Perform (wind) 4 ranks.

Cost: Feat or 3rd-level bard spell known.

Effect: This masterpiece grants all allies within 30 feet fast healing 1 for as long as the bard maintains the performance. He may increase the cost per round of the performance up to a total number equal to half his bard level to increase the fast healing by 1 for each additional round expended.

Use: 1 bardic performance round per round, plus 1 or more additional uses per round to increase the duration of this effect.

Action: 1 standard action.

Meat Shield (Ex)

You can use a creature you're grappling to protect you from harm. If you're grappling a creature and are attacked with a melee or ranged attack, as an immediate action you can attempt a grapple combat maneuver check against your grappled opponent. If you succeed, the incoming attack targets your grappled opponent instead of you. If you fail, the grappled opponent breaks free from the grapple and the incoming attack targets you as normal.

Merciful Spell (Metamagic)

Your damaging spells subdue rather than kill.

Benefit: You can alter spells that inflict damage to inflict nonlethal damage instead. Spells that inflict damage of a particular type (such as fire) inflict nonlethal damage of that same type. A merciful spell does not use up a higher-level spell slot than the spell's actual level.

Mercy (Su)

At 3rd level, and every three levels thereafter, a paladin can select one mercy. Each mercy adds an effect to the paladin's lay on hands ability. Whenever the paladin uses lay on hands to heal damage to one target, the target also receives the additional effects from all of the mercies possessed by the paladin. A mercy can remove a condition caused by a curse, disease, or poison without curing the affliction. Such conditions return after 1 hour unless the mercy actually removes the affliction that causes the condition.

- **Fatigued:** The target is no longer fatigued.
- **Shaken:** The target is no longer shaken.
- **Sickened:** The target is no longer sickened.
- **Dazed:** The target is no longer dazed.
- **Diseased:** The paladin's lay on hands ability also acts as remove disease, using the paladin's level as the caster level.
- **Staggered:** The target is no longer staggered, unless the target is at exactly 0 hit points.
- **Cursed:** The paladin's lay on hands ability also acts as remove curse, using the paladin's level as the caster level.
- **Exhausted:** The target is no longer exhausted. The paladin must have the fatigue mercy before selecting this mercy.
- **Frightened:** The target is no longer frightened. The paladin must have the shaken mercy before selecting this mercy.
- **Nauseated:** The target is no longer nauseated. The paladin must have the sickened mercy before selecting this mercy.
- **Poisoned:** The paladin's lay on hands ability also acts as neutralize poison, using the paladin's level as the caster level.
- **Blinded:** The target is no longer blinded.
- **Deafened:** The target is no longer deafened.
- **Paralyzed:** The target is no longer paralyzed.
- **Stunned:** The target is no longer stunned.

These abilities are cumulative. For example, a 12th-level paladin's lay on hands ability heals 6d6 points of damage and might also cure fatigued and exhausted conditions as well as removing diseases and neutralizing poisons.

Mobility

You can easily move through a dangerous melee.

Prerequisites: Dex 13, Dodge.

Benefit: You get a +4 dodge bonus to Armor Class against attacks of opportunity caused when you move out of or within a threatened area. A condition that makes you lose your Dexterity bonus to Armor Class (if any) also makes you lose dodge bonuses.

Dodge bonuses stack with each other, unlike most types of bonuses.

Mounted Combat

You are adept at guiding your mount through combat.

Prerequisite: Ride 1 rank.

Benefit: Once per round when your mount is hit in combat, you may attempt a Ride check (as an immediate action) to negate the hit. The hit is negated if your Ride check result is greater than the opponent's attack roll.

Multiattack (Combat)

This creature is particularly skilled at making attacks with its natural weapons.

Prerequisite: Three or more natural attacks.

Benefit: The creature's secondary attacks with natural weapons take only a –2 penalty.

Normal: Without this feat, the creature's secondary attacks with natural weapons take a –5 penalty.

Mythic Power (Su)

The mythic monster can draw upon a wellspring of power to accomplish amazing deeds and cheat fate. Each day, it can expend a number of uses of mythic power equal to its mythic rank. This amount is its maximum amount of mythic power. If an ability allows it to regain mythic power, it can never gain more than this amount. The monster automatically has the surge ability and can use this mythic power to activate it. It may have other abilities that rely on mythic power.

Natural Spell

You can cast spells even while in a form that cannot normally cast spells.

Prerequisites: Wis 13, wild shape class feature.

Benefit: You can complete the verbal and somatic components of spells while using wild shape. You substitute various noises and gestures for the normal verbal and somatic components of a spell.

You can also use any material components or focuses you possess, even if such items are melded within your current form. This feat does not permit the use of magic items while you are in a form that could not ordinarily use them, and you do not gain the ability to speak while using wild shape.

Nimble Moves

You can move across a single obstacle with ease.

Prerequisites: Dex 13.

Benefit: Whenever you move, you may move through 5 feet of difficult terrain each round as if it were normal terrain. This feat allows you to take a 5-foot step into difficult terrain.

Nimble Moves (Mythic)

You dance across obstacles with ease, as though they weren't even there.

Prerequisite: Nimble Moves.

Benefit: For every 2 tiers you possess, you can move through up to 5 feet of difficult terrain each round as if it were normal terrain (minimum 5 feet). This effect stacks with those provided by Nimble Moves and Acrobatic Steps.

Paralysis

Some monsters and spells have the supernatural or spell-like ability to paralyze their victims, immobilizing them through magical means.

A paralyzed character cannot move, speak, or take any physical action. He is rooted to the spot, frozen and helpless. Not even friends can move his limbs. He may take purely mental actions, such as casting a spell with no components.

A winged creature flying in the air at the time that it becomes paralyzed cannot flap its wings and falls. A swimmer can't swim and may drown.

Plant Traits (Ex)

Plants are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep, and stun.

Poison

No other affliction is so prevalent as poison. From the fangs of a viper to the ichor-stained assassin's blade, poison is a constant threat. Poisons can be cured by successful saving throws and spells such as neutralize poison.

Contact poisons are contracted the moment someone touches the poison with his bare skin. Such poisons can be used as injury poisons. Contact poisons usually have an onset time of 1 minute and a frequency of 1 minute. Ingested poisons are contracted when a creature eats or drinks the poison. Ingested poisons usually have an onset time of 10 minutes and a frequency of 1 minute. Injury poisons are primarily contracted through the attacks of certain creatures and through weapons coated in the toxin. Injury poisons do not usually have an onset time and have a frequency of 1 round. Inhaled poisons are contracted the moment a creature enters an area containing such poisons. Most inhaled poisons fill a volume equal to a 10-foot cube per dose. Creatures can attempt to hold their breaths while inside to avoid inhaling the toxin. Creatures holding their breaths receive a 50% chance of not having to make a Fortitude save each round. See the rules for holding your breath and suffocation in Environment. Note that a character that would normally suffocate while attempting to hold its breath instead begins to breathe normally again.

Unlike other afflictions, multiple doses of the same poison stack. Poisons delivered by injury and contact cannot inflict more than one dose of poison at a time, but inhaled and ingested poisons can inflict multiple doses at once. Each additional dose extends the total duration of the poison (as noted under frequency) by half its total duration. In addition, each dose of poison increases the DC to resist the poison by +2. This increase is cumulative. Multiple doses do not alter the cure conditions of the poison, and meeting these conditions ends the affliction for all the doses. For example, a character is bit three times in the same round by a trio of Medium monstrous spiders, injecting him with three doses of Medium spider venom. The unfortunate character must make a DC 18 Fortitude save for the next 8 rounds. Fortunately, just one successful save cures the character of all three doses of the poison.

Power Attack

You can make exceptionally deadly melee attacks by sacrificing accuracy for strength.

Prerequisites: Str 13, base attack bonus +1.

Benefit: You can choose to take a –1 penalty on all melee attack rolls and combat maneuver checks to gain a +2 bonus on all melee damage rolls. This bonus to damage is increased by half (+50%) if you are making an attack with a two-handed weapon, a one handed weapon using two hands, or a primary natural weapon that adds 1-1/2 times your Strength modifier on damage rolls. This bonus to damage is halved (–50%) if you are making an attack with an off-hand weapon or secondary natural weapon. When your base attack bonus reaches +4, and every 4 points thereafter, the penalty increases by –1 and the bonus to damage increases by +2. You must choose to use this feat before making an attack roll, and its effects last until your next turn. The bonus damage does not apply to touch attacks or effects that do not deal hit point damage.

Powerful Charge (Ex)

When a creature with this special attack makes a charge, its attack deals extra damage in addition to the normal benefits and hazards of a charge. The attack and amount of damage from the attack is given in the creature's description.

Precise Strike (Teamwork)

You are skilled at striking where it counts, as long as an ally distracts your foe.

Prerequisites: Dex 13, base attack bonus +1.

Benefit: Whenever you and an ally who also has this feat are flanking the same the creature, you deal an additional 1d6 points of precision damage with each successful melee attack. This bonus damage stacks with other sources of precision damage, such as sneak attack. This bonus damage is not multiplied on a critical hit.

Quick Draw

You can draw weapons faster than most.

Prerequisite: Base attack bonus +1.

Benefit: You can draw a weapon as a free action instead of as a move action. You can draw a hidden weapon (see the Sleight of Hand skill) as a move action.

A character who has selected this feat may throw weapons at his full normal rate of attacks (much like a character with a bow).

Alchemical items, potions, scrolls, and wands cannot be drawn quickly using this feat.

Normal: Without this feat, you may draw a weapon as a move action, or (if your base attack bonus is +1 or higher) as a free action as part of movement. Without this feat, you can draw a hidden weapon as a standard action.

Rake (Ex)

A creature with this special attack gains extra natural attacks under certain conditions, typically when it grapples its foe. In addition to the options available to all grapplers, a monster with the rake ability gains two free claw attacks that it can use only against a grappled foe. The bonus and damage caused by these attacks is included in the creature's description. A monster with the rake ability must begin its turn already grappling to use its rake - it can't begin a grapple and rake in the same turn.

Regeneration (Ex)

A creature with this ability is difficult to kill. Creatures with regeneration heal damage at a fixed rate, as with fast healing, but they cannot die as long as their regeneration is still functioning (although creatures with regeneration still fall unconscious when their hit points are below 0). Certain attack forms, typically fire and acid, cause a creature's regeneration to stop functioning on the round following the attack. During this round, the creature does not heal any damage and can die normally. The creature's descriptive text describes the types of damage that cause the regeneration to cease functioning.

Attack forms that don't deal hit point damage are not healed by regeneration. Regeneration also does not restore hit points lost from starvation, thirst, or suffocation. Regenerating creatures can regrow lost portions of their bodies and can reattach severed limbs or body parts if they are brought together within 1 hour of severing. Severed parts that are not reattached wither and die normally.

Ride-By Attack

While mounted and charging, you can move, strike at a foe, and then continue moving.

Prerequisites: Ride 1 rank, Mounted Combat.

Benefit: When you are mounted and use the charge action, you may move and attack as if with a standard charge and then move again (continuing the straight line of the charge). Your total movement for the round can't exceed double your mounted speed. You and your mount do not provoke an attack of opportunity from the opponent that you attack.

Run

You are swift of foot.

Benefit: When running, you move five times your normal speed (if wearing medium, light, or no armor and carrying no more than a medium load) or four times your speed (if wearing heavy armor or carrying a heavy load). If you make a jump after a running start (see the Acrobatics skill

description), you gain a +4 bonus on your Acrobatics check. While running, you retain your Dexterity bonus to your Armor Class.

Normal: You move four times your speed while running (if wearing medium, light, or no armor and carrying no more than a medium load) or three times your speed (if wearing heavy armor or carrying a heavy load), and you lose your Dexterity bonus to AC.

Scent

This extraordinary ability lets a creature detect approaching enemies, sniff out hidden foes, and track by sense of smell.

A creature with the scent ability can detect opponents by sense of smell, generally within 30 feet. If the opponent is upwind, the range is 60 feet. If it is downwind, the range is 15 feet. Strong scents, such as smoke or rotting garbage, can be detected at twice the ranges noted above. Overpowering scents, such as skunk musk or troglodyte stench, can be detected at three times these ranges.

The creature detects another creature's presence but not its specific location. Noting the direction of the scent is a move action. If the creature moves within 5 feet (1 square) of the scent's source, the creature can pinpoint the area that the source occupies, even if it cannot be seen.

A creature with the Survival skill and the scent ability can follow tracks by smell, making a Survival check to find or follow a track. A creature with the scent ability can attempt to follow tracks using Survival untrained. The typical DC for a fresh trail is 10. The DC increases or decreases depending on how strong the quarry's odor is, the number of creatures, and the age of the trail. For each hour that the trail is cold, the DC increases by 2.

The ability otherwise follows the rules for the Survival skill in regards to tracking. Creatures tracking by scent ignore the effects of surface conditions and poor visibility.

Creatures with the scent ability can identify familiar odors just as humans do familiar sights.

Water, particularly running water, ruins a trail for air-breathing creatures. Water-breathing creatures that have the scent ability, however, can use it in the water easily.

False, powerful odors can easily mask other scents. The presence of such an odor completely spoils the ability to properly detect or identify creatures, and the base Survival DC to track becomes 20 rather than 10.

Scout the Area (Ex)

At 3rd level, a groom gains a +4 bonus on Knowledge (local) checks. In addition, she always knows where to find the nearest expert or spellcaster who can provide a particular service, such as the nearest source of raise dead.

Scribe Scroll

You can create magic scrolls.

Prerequisite: Caster level 1st.

Benefit: You can create a scroll of any spell that you know. Scribing a scroll takes 2 hours if its base price is 250 gp or less, otherwise scribing a scroll takes 1 day for each 1,000 gp in its base price. To scribe a scroll, you must use up raw materials costing half of this base price.

See in Darkness (Su)

The creature can see perfectly in darkness of any kind, including that created by deeper darkness.

Self-Sufficient

You know how to get along in the wild and how to effectively treat wounds.

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

Shaken (condition)

A shaken character takes a –2 penalty on attack rolls, saving throws, skill checks, and ability checks. Shaken is a less severe state of fear than frightened or panicked.

Share Spells

The caster may cast a spell with a target of “You” on his familiar (as a touch spell) instead of on himself. A caster may cast spells on his familiar even if the spells do not normally affect creatures of the familiar's type (magical beast).

Shield Focus

You are skilled at deflecting blows with your shield.

Prerequisites: Shield Proficiency, base attack bonus +1.

Benefit: Increase the AC bonus granted by any shield you are using by 1.

Sickened (condition)

The character takes a –2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

Skill Focus

Choose a skill. You are particularly adept at that skill.

Benefit: You get a +3 bonus on all checks involving the chosen skill. If you have 10 or more ranks in that skill, this bonus increases to +6.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new skill.

Smite Evil (Su)

Once per day, a paladin can call out to the powers of good to aid her in her struggle against evil. As a swift action, the paladin chooses one target within sight to smite. If this target is evil, the paladin adds her Charisma bonus (if any) to her attack rolls and adds her paladin level to all damage rolls made against the target of her smite. If the target of smite evil is an outsider with the evil subtype, an evil-aligned dragon, or an undead creature, the bonus to damage on the first successful attack increases to 2 points of damage per level the paladin possesses. Regardless of the target, smite evil attacks automatically bypass any DR the creature might possess. In addition, while smite evil is in effect, the paladin gains a deflection bonus equal to her Charisma modifier (if any) to her AC against attacks made by the target of the

smite. If the paladin targets a creature that is not evil, the smite is wasted with no effect.

The smite evil effect remains until the target of the smite is dead or the next time the paladin rests and regains her uses of this ability. At 4th level, and at every three levels thereafter, the paladin may smite evil one additional time per day, as indicated on Table: Paladin, to a maximum of seven times per day at 19th level.

Sneak Attack

If a rogue can catch an opponent when he is unable to defend himself effectively from her attack, she can strike a vital spot for extra damage.

The rogue's attack deals extra damage anytime her target would be denied a Dexterity bonus to AC (whether the target actually has a Dexterity bonus or not), or when the rogue flanks her target. This extra damage is 1d6 at 1st level, and increases by 1d6 every two rogue levels thereafter. Should the rogue score a critical hit with a sneak attack, this extra damage is not multiplied. Ranged attacks can count as sneak attacks only if the target is within 30 feet.

With a weapon that deals nonlethal damage (like a sap, whip, or an unarmed strike), a rogue can make a sneak attack that deals nonlethal damage instead of lethal damage. She cannot use a weapon that deals lethal damage to deal nonlethal damage in a sneak attack, not even with the usual –4 penalty.

The rogue must be able to see the target well enough to pick out a vital spot and must be able to reach such a spot. A rogue cannot sneak attack while striking a creature with concealment.

Speak with Master (Ex)

If the master is 5th level or higher, a familiar and the master can communicate verbally as if they were using a common language. Other creatures do not understand the communication without magical help.

Spell Focus

Choose a school of magic. Any spells you cast of that school are more difficult to resist.

Benefit: Add +1 to the Difficulty Class for all saving throws against spells from the school of magic you select.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new school of magic.

Spell Resistance (SR) (Ex)

A creature with spell resistance can avoid the effects of spells and spell-like abilities that directly affect it. To determine if a spell or spell-like ability works against a creature with spell resistance, the caster must make a caster level check (1d20 + caster level). If the result equals or exceeds the creature's spell resistance, the spell works normally, although the creature is still allowed a saving throw.

Spirit Shield (Su)

You can call upon the spirits of your ancestors to form a shield around you that blocks incoming attacks and

grants you a +4 armor bonus. At 7th level, and every four levels thereafter, this bonus increases by +2. At 13th level, this shield causes arrows, rays, and other ranged attacks requiring an attack roll against you to have a 50% miss chance. You can use this shield for 1 hour per day per oracle level. This duration does not need to be consecutive, but it must be spent in 1-hour increments.

Spontaneous Casting (druid)

A druid can channel stored spell energy into summoning spells that she hasn't prepared ahead of time. She can "lose" a prepared spell in order to cast any summon nature's ally spell of the same level or lower.

Spring Attack

You can deftly move up to a foe, strike, and withdraw before he can react.

Prerequisites: Dex 13, Dodge, Mobility, base attack bonus +4.

Benefit: As a full-round action, you can move up to your speed and make a single melee attack without provoking any attacks of opportunity from the target of your attack. You can move both before and after the attack, but you must move at least 10 feet before the attack and the total distance that you move cannot be greater than your speed. You cannot use this ability to attack a foe that is adjacent to you at the start of your turn.

Normal: You cannot move before and after an attack.

Stampede (Ex)

A stampede occurs if three or more creatures with stampede make a trample attack while remaining adjacent to each other. While stampeding, the creatures can trample foes of their size or smaller, and the trample's save DC increases by +2.

Stunned (condition)

A stunned creature drops everything held, can't take actions, takes a –2 penalty to AC, and loses its Dexterity bonus to AC (if any).

Summon (Sp)

A creature with the summon ability can summon other specific creatures of its kind much as though casting a summon monster spell, but it usually has only a limited chance of success (as specified in the creature's entry). Roll d%: On a failure, no creature answers the summons. Summoned creatures automatically return whence they came after 1 hour. A creature summoned in this way cannot use any spells or spell-like abilities that require material components costing more than 1 gp unless those components are supplied, nor can it use its own summon ability for 1 hour. An appropriate spell level is given for each summoning ability for purposes of Will saves, caster level checks, and concentration checks. No experience points are awarded for defeating summoned monsters.

Surge (Su)

The monster can call upon its mythic power to overcome difficult challenges. It can expend one use of mythic power to increase any d20 roll it just made by rolling 1d6

and adding it to the result. Using this ability is an immediate action taken after the original roll is made and the results are revealed. The bonus die gained by using this ability increases to 1d8 at 4th rank, 1d10 at 7th rank, and 1d12 at 10th rank. The monster can use this ability even if it's mindless or of animal-level intelligence. Surge doesn't have a separate entry in the monster stat block - the surge die is listed in the mythic power ability.

Swallow Whole

If a creature with this special attack begins its turn with an opponent grappled in its mouth (see Grab), it can attempt a new combat maneuver check (as though attempting to pin the opponent). If it succeeds, it swallows its prey, and the opponent takes bite damage. Unless otherwise noted, the opponent can be up to one size category smaller than the swallowing creature. Being swallowed causes a creature to take damage each round. The amount and type of damage varies and is given in the creature's statistics. A swallowed creature keeps the grappled condition, while the creature that did the swallowing does not. A swallowed creature can try to cut its way free with any light slashing or piercing weapon (the amount of cutting damage required to get free is equal to 1/10 the creature's total hit points), or it can just try to escape the grapple. The Armor Class of the interior of a creature that swallows whole is normally 10 + 1/2 its natural armor bonus, with no modifiers for size or Dexterity. If a swallowed creature cuts its way out, the swallowing creature cannot use swallow whole again until the damage is healed. If the swallowed creature escapes the grapple, success puts it back in the attacker's mouth, where it may be bitten or swallowed again.

Swarm Attack

Creatures with the swarm subtype don't make standard melee attacks. Instead, they deal automatic damage to any creature whose space they occupy at the end of their move, with no attack roll needed. Swarm attacks are not subject to a miss chance for concealment or cover. A swarm's statistics block has "swarm" in the Melee entry, with no attack bonus given. The amount of damage a swarm deals is based on its Hit Dice, as shown below.

Swarm HD	Swarm Base Damage
1–5	1d6
6–10	2d6
11–15	3d6
16–20	4d6
21 or more	5d6

A swarm's attacks are nonmagical, unless the swarm's description states otherwise. Damage reduction sufficient to reduce a swarm attack's damage to 0, being incorporeal, or other special abilities usually give a creature immunity (or at least resistance) to damage from a swarm. Some swarms also have acid, blood drain, poison, or other special attacks in addition to normal damage.

Swarms do not threaten creatures, and do not make attacks of opportunity with their swarm attack. However,

they distract foes whose squares they occupy, as described below.

Swarms possess the distraction universal monster rule. Spellcasting or concentrating on spells within the area of a swarm requires a caster level check (DC 20 + spell level). Using skills that involve patience and concentration requires a DC 20 Will save.

Swarm Traits

A swarm has no clear front or back and no discernable anatomy, so it is not subject to critical hits or flanking. A swarm made up of Tiny creatures takes half damage from slashing and piercing weapons. A swarm composed of Fine or Diminutive creatures is immune to all weapon damage. Reducing a swarm to 0 hit points or less causes it to break up, though damage taken until that point does not degrade its ability to attack or resist attack. Swarms are never staggered or reduced to a dying state by damage. Also, they cannot be tripped, grappled, or bull rushed, and they cannot grapple an opponent.

A swarm is immune to any spell or effect that targets a specific number of creatures (including single-target spells such as *disintegrate*), with the exception of mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms) if the swarm has an Intelligence score and a hive mind. A swarm takes half again as much damage (+50%) from spells or effects that affect an area, such as splash weapons and many evocation spells.

Swarms made up of Diminutive or Fine creatures are susceptible to high winds, such as those created by a *gust of wind* spell. For purposes of determining the effects of wind on a swarm, treat the swarm as a creature of the same size as its constituent creatures. A swarm rendered unconscious by means of nonlethal damage becomes disorganized and dispersed, and does not reform until its hit points exceed its nonlethal damage.

Swift as Shadows

Halflings possess incredible stealth even while moving through obstructed areas. Halflings with this racial trait reduce the penalty for using Stealth while moving by 5, and reduce the Stealth check penalty for sniping by 10.

Tea Ceremony (Su)

By spending 10 minutes preparing an elaborate tea ceremony, a geisha may affect her allies with inspire courage, inspire competence, inspire greatness, or inspire heroics. The ceremony's effects last 10 minutes. The geisha must spend 4 rounds of bardic performance for each creature to be affected.

To the Death (Ex)

You can shrug off wounds that others would find devastating. When below 0 hit points, you don't fall unconscious, but are instead staggered. You lose 1 hit point at the end of each turn when you take a standard action while staggered in this way.

Toughness

You have enhanced physical stamina.

Benefit: You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

Trample (Ex)

As a full-round action, a creature with the trample ability can attempt to overrun any creature that is at least one size category smaller than itself. This works just like the overrun combat maneuver, but the trampling creature does not need to make a check, it merely has to move over opponents in its path. Targets of a trample take an amount of damage equal to the trampling creature's slam damage + 1-1/2 times its Str modifier. Targets of a trample can make an attack of opportunity, but at a –4 penalty. If targets forgo an attack of opportunity, they can attempt to avoid the trampling creature and receive a Reflex save to take half damage. The save DC against a creature's trample attack is 10 + 1/2 creature's HD + creature's Str modifier (the exact DC is given in the creature's descriptive text). A trampling creature can only deal trampling damage to each target once per round, no matter how many times its movement takes it over a target creature.

A creature with tremorsense is sensitive to vibrations in the ground and can automatically pinpoint the location of anything that is in contact with the ground. Aquatic creatures with tremorsense can also sense the location of creatures moving through water. The ability's range is specified in the creature's descriptive text.

Track (Ex)

A ranger adds half his level (minimum 1) to Survival skill checks made to follow tracks.

Trackless Step (Ex)

A druid leaves no trail in natural surroundings and cannot be tracked. She may choose to leave a trail if so desired.

Totemic Summons (Su)

At 5th level, a totemic shaman may cast summon nature's ally as a standard action when summoning particular creatures, and these summoned creatures gain temporary hit points equal to her druid level. She can apply the young template to these creatures to reduce the level of the summoning spell required by one. She can also increase the level of summoning required by one in order to apply either the advanced or the giant template, or increase it by two to apply both the advanced and giant templates.

Totem Transformation (Su)

At 2nd level, a totemic shaman may adopt an aspect of his totem while retaining her normal form. Bonuses vary by totem. While using totem transformation, the totemic shaman may speak normally and can cast speak with animals (animal by totem only) at will. Using this ability is a standard action at 2nd level, a move action at 7th level, and a swift action at 12th level. The dragon shaman can use this ability for a number of minutes per day equal to her druid level. These minutes do not need to be consecutive, but they must be used in 1-minute

increments. This is a polymorph effect and cannot be used while the druid is using another polymorph effect, such as wild shape.

Toughness

You have enhanced physical stamina.

Benefit: You gain +3 hit points. For every Hit Die you possess beyond 3, you gain an additional +1 hit point. If you have more than 3 Hit Dice, you gain +1 hit points whenever you gain a Hit Die (such as when you gain a level).

Two-Weapon Defense

You are skilled at defending yourself while dual-wielding.

Prerequisites: Dex 15, Two-Weapon Fighting.

Benefit: When wielding a double weapon or two weapons (not including natural weapons or unarmed strikes), you gain a +1 shield bonus to your AC.

When you are fighting defensively or using the total defense action, this shield bonus increases to +2.

Two-Weapon Fighting

You can fight with a weapon wielded in each of your hands. You can make one extra attack each round with the secondary weapon.

Prerequisite: Dex 15.

Benefit: Your penalties on attack rolls for fighting with two weapons are reduced. The penalty for your primary hand lessens by 2 and the one for your off hand lessens by 6. See Two-Weapon Fighting in Combat.

Normal: If you wield a second weapon in your off hand, you can get one extra attack per round with that weapon. When fighting in this way you suffer a –6 penalty with your regular attack or attacks with your primary hand and a –10 penalty to the attack with your off hand. If your off-hand weapon is light, the penalties are reduced by 2 each. An unarmed strike is always considered light.

Uncanny Dodge (Ex)

At 2nd level, a barbarian gains the ability to react to danger before her senses would normally allow her to do so. She cannot be caught flat-footed, even if the attacker is invisible. She still loses her Dexterity bonus to AC if immobilized. A barbarian with this ability can still lose her Dexterity bonus to AC if an opponent successfully uses the feint action against her.

If a barbarian already has uncanny dodge from a different class, she automatically gains improved uncanny dodge (see below) instead.

Uncanny Grapple (Ex)

Upon making a successful grapple combat maneuver check against a creature you are grappling, you can perform one of the following actions: throw, crush, or swing. For a throw, you can throw the target of your grapple up to 10 feet per tier; if the creature strikes a solid object before reaching this distance, it takes 1d6 points of damage per 10 feet of the remaining throwing distance and lands prone. For a crush, you deal 1d6 points of nonlethal damage per tier. For a swing, you can use the target as a weapon against another creature,

treating the grappled creature as a twohanded weapon. If you succeed at a melee attack against an opponent adjacent to the target, both that opponent and the grappled creature take 1d8 points of bludgeoning damage from this attack + 1-1/2 × your Strength modifier.

Undead Traits (Ex)

Undead are immune to death effects, disease, mind-affecting effects (charms, compulsions, morale effects, phantasms, and patterns), paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects or is harmless). Undead are not subject to ability drain, energy drain, or nonlethal damage. Undead are immune to damage or penalties to their physical ability scores (Strength, Dexterity, and Constitution), as well as to fatigue and exhaustion effects. Undead are not at risk of death from massive damage.

Valiant Steed

Your courage is unnaturally strong.

Prerequisites: Animal or magical beast.

Benefit: You gain a +4 morale bonus on saves against fear and emotion effects. If you can serve as a mount, your rider gains a +4 morale bonus on Handle Animal, Ride, and wild empathy checks to force you within range of a creature with the unnatural aura universal monster rule. In addition, the DC to push you with the Handle Animal skill does not increase if you are wounded or have taken any nonlethal damage or ability score damage.

Normal: The DC to push an animal increases by 2 if the animal is wounded or has taken any nonlethal damage or ability score damage.

Vermin Traits

Mindless: No Intelligence score, and immunity to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms). A vermin-like creature with an Intelligence score is usually either an animal or a magical beast, depending on its other abilities.

Darkvision 60 feet.

Proficient with its natural weapons only.

Proficient with no armor.

Vermin breathe, eat, and sleep.

Vital Strike

You make a single attack that deals significantly more damage than normal.

Prerequisites: Base attack bonus +6.

Benefit: When you use the attack action, you can make one attack at your highest base attack bonus that deals additional damage. Roll the weapon's damage dice for the attack twice and add the results together before adding bonuses from Strength, weapon abilities (such as flaming), precision based damage, and other damage bonuses. These extra weapon damage dice are not multiplied on a critical hit, but are added to the total.

Voice of the Grave (Su)

You can speak with the dead, as per the spell, for a number of rounds per day equal to your oracle level. These rounds do not need to be consecutive. At 5th level, and every five levels thereafter, the dead creature you question takes a cumulative –2 penalty on its Will save to resist this effect.

Vulnerabilities (Ex or Su)

A creature with vulnerabilities takes half again as much damage (+50%) from a specific energy type, regardless of whether a saving throw is allowed or if the save is a success or failure. Creatures with a vulnerability that is not an energy type instead take a –4 penalty on saves against spells and effects that cause or use the listed vulnerability (such as spells with the light descriptor). Some creatures might suffer additional effects, as noted in their descriptions.

Wall Scramble (Ex)

A rogue with this talent rolls twice when making Climb checks and takes the better of the two rolls. If she already rolls twice while making a Climb check because of another ability or effect, she gains a +2 insight bonus on both of those rolls instead. If the rogue is under the effect of a spell or ability that forces her to roll two dice and take the worse result, she only needs to roll 1d20 while making Climb checks.

Weapon Finesse

You are trained in using your agility in melee combat, as opposed to brute strength.

Benefit: With a light weapon, rapier, whip, or spiked chain made for a creature of your size category, you may use your Dexterity modifier instead of your Strength modifier on attack rolls. If you carry a shield, its armor check penalty applies to your attack rolls.

Special: Natural weapons are considered light weapons.

Weapon Focus

Choose one type of weapon. You can also choose unarmed strike or grapple (or ray, if you are a spellcaster) as your weapon for the purposes of this feat.

Prerequisites: Proficiency with selected weapon, base attack bonus +1.

Benefit: You gain a +1 bonus on all attack rolls you make using the selected weapon.

Special: You can gain this feat multiple times. Its effects do not stack. Each time you take the feat, it applies to a new type of weapon.

Wild Empathy (Ex):

A druid can improve the attitude of an animal. This ability functions just like a Diplomacy check made to improve the attitude of a person (see Using Skills). The druid rolls 1d20 and adds her druid level and her Charisma modifier to determine the wild empathy check result. The typical domestic animal has a starting attitude of indifferent, while wild animals are usually unfriendly.

To use wild empathy, the druid and the animal must be within 30 feet of one another under normal conditions. Generally, influencing an animal in this way takes 1

minute but, as with influencing people, it might take more or less time.

A druid can also use this ability to influence a magical beast with an Intelligence score of 1 or 2, but she takes a –4 penalty on the check.

Wild Shape (Su)

At 4th level, a druid gains the ability to turn herself into any Small or Medium animal and back again once per day. Her options for new forms include all creatures with the animal type. This ability functions like the beast shape I spell, except as noted here. The effect lasts for 1 hour per druid level, or until she changes back. Changing form (to animal or back) is a standard action and doesn't provoke an attack of opportunity. The form chosen must be that of an animal with which the druid is familiar.

A druid loses her ability to speak while in animal form because she is limited to the sounds that a normal, untrained animal can make, but she can communicate normally with other animals of the same general grouping as her new form. (The normal sound a wild parrot makes is a squawk, so changing to this form does not permit speech.)

A druid can use this ability an additional time per day at 6th level and every two levels thereafter, for a total of eight times at 18th level. At 20th level, a druid can use wild shape at will. As a druid gains levels, this ability allows the druid to take on the form of larger and smaller animals, elementals, and plants. Each form expends one daily use of this ability, regardless of the form taken.

At 6th level, a druid can also use wild shape to change into a Large or Tiny animal or a Small elemental. When taking the form of an animal, a druid's wild shape now functions as beast shape II. When taking the form of an elemental, the druid's wild shape functions as elemental body I.

At 8th level, a druid can also use wild shape to change into a Huge or Diminutive animal, a Medium elemental, or a Small or Medium plant creature. When taking the form of animals, a druid's wild shape now functions as beast shape III. When taking the form of an elemental, the druid's wild shape now functions as elemental body II. When taking the form of a plant creature, the druid's wild shape functions as plant shape I.

At 10th level, a druid can also use wild shape to change into a Large elemental or a Large plant creature. When taking the form of an elemental, the druid's wild shape now functions as elemental body III. When taking the form of a plant, the druid's wild shape now functions as plant shape II.

At 12th level, a druid can also use wild shape to change into a Huge elemental or a Huge plant creature. When taking the form of an elemental, the druid's wild shape now functions as elemental body IV. When taking the form of a plant, the druid's wild shape now functions as plant shape III.

Wisdom of the Ancestors (Su)

Once per day, you can enter a trance in which you commune with the spirits of your ancestors. This trance lasts for 10 minutes, which must be uninterrupted and during which you can take no other actions. When you come out of this trance, you have gained mystical insight into the future. At 1st level, this insight acts as an augury

spell with 80% effectiveness. At 5th level, the insight takes the form of a divination with 90% effectiveness. At 8th level, the knowledge you gain is equivalent to a commune spell. None of these spell effects require material components.

Woodland Stride (Ex):

Starting at 2nd level, a druid may move through any sort of undergrowth (such as natural thorns, briars, overgrown areas, and similar terrain) at her normal speed and without taking damage or suffering any other impairment. Thorns, briars, and overgrown areas that have been magically manipulated to impede motion, however, still affect her.

Spell Reference

A reference for all the spells which might be cast by the denizens of this adventure or which become available to the party via magic items found in this adventure.

Augury

School divination; **Level** cleric 2

Casting Time 1 minute

Components V, S, M (incense worth at least 25 gp), F (a set of marked sticks or bones worth at least 25 gp)

Range personal

Target you

Duration instantaneous

An augury can tell you whether a particular action will bring good or bad results for you in the immediate future. The base chance for receiving a meaningful reply is 70% + 1% per caster level, to a maximum of 90%; this roll is made secretly. A question may be so straightforward that a successful result is automatic, or so vague as to have no chance of success. If the augury succeeds, you get one of four results:

- * Weal (if the action will probably bring good results).
- * Woe (for bad results).
- * Weal and woe (for both).
- * Nothing (for actions that don't have especially good or bad results).

If the spell fails, you get the "nothing" result. A cleric who gets the "nothing" result has no way to tell whether it was the consequence of a failed or successful augury.

The augury can see into the future only about half an hour, so anything that might happen after that does not affect the result. Thus, the result might not take into account the long-term consequences of a contemplated action. All auguries cast by the same person about the same topic use the same die result as the first casting.

Barkskin

School transmutation; **Level** druid 2, ranger 2

Casting Time 1 standard action

Components V, S, DF

Range touch

Target living creature touched

Duration 10 min./level

Saving Throw none; **Spell Resistance** yes (harmless)

Barkskin toughens a creature's skin. The effect grants a +2 enhancement bonus to the creature's existing natural armor bonus. This enhancement bonus increases by 1 for every three caster levels above 3rd, to a maximum of +5 at 12th level.

The enhancement bonus provided by barkskin stacks with the target's natural armor bonus, but not with other enhancement bonuses to natural armor. A creature without natural armor has an effective natural armor bonus of +0.

Bear's Endurance

School transmutation

Level cleric 2, druid 2, ranger 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M/DF (a few hairs, or a pinch of dung, from a bear)

Range touch

Target creature touched

Duration 1 min./level

Saving Throw Will negates (harmless)

Spell Resistance yes

The affected creature gains greater vitality and stamina. The spell grants the subject a +4 enhancement bonus to Constitution, which adds the usual benefits to hit points, Fortitude saves, Constitution checks, and so forth. Hit points gained by a temporary increase in Constitution score are not temporary hit points. They go away when the subject's Constitution drops back to normal. They are not lost first as temporary hit points are.

Bestow Curse

School necromancy; **Level** cleric 3, sorcerer/wizard 4

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration permanent

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

You place a curse on the subject. Choose one of the following.

–6 decrease to an ability score (minimum 1).

–4 penalty on attack rolls, saves, ability checks, and skill checks.

Each turn, the target has a 50% chance to act normally; otherwise, it takes no action.

You may also invent your own curse, but it should be no more powerful than those described above.

The curse bestowed by this spell cannot be dispelled, but it can be removed with a break enchantment, limited wish, miracle, remove curse, or wish spell.

Bestow curse counters remove curse.

Bleed

School necromancy; **Level** cleric 0, sorcerer/wizard 0
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one living creature
Duration instantaneous
Saving Throw: Will negates; **Spell Resistance:** yes
 You cause a living creature that is below 0 hit points but stabilized to resume dying. Upon casting this spell, you target a living creature that has –1 or fewer hit points. That creature begins dying, taking 1 point of damage per round. The creature can be stabilized later normally. This spell causes a creature that is dying to take 1 point of damage.

Bull's Strength

School transmutation;
Level cleric 2, druid 2, paladin 2, sorcerer/wizard 2
Casting Time 1 standard action
Components V, S, M/DF (a few hairs, or a pinch of dung, from a bull)
Range touch
Target creature touched
Duration 1 min./level
Saving Throw Will negates (harmless);
Spell Resistance yes (harmless)
 The subject becomes stronger. The spell grants a +4 enhancement bonus to Strength, adding the usual benefits to melee attack rolls, melee damage rolls, and other uses of the Strength modifier.

Burning Hands

School evocation [fire]; **Level** sorcerer/wizard 1
Casting Time 1 standard action
Components V, S
Range 15 ft.
Area cone-shaped burst
Duration instantaneous
Saving Throw Reflex half; **Spell Resistance** yes
 A cone of searing flame shoots from your fingertips. Any creature in the area of the flames takes 1d4 points of fire damage per caster level (maximum 5d4). Flammable materials burn if the flames touch them. A character can extinguish burning items as a full-round action.

Cause Fear

School necromancy [fear, mind-affecting]
Level bard 1, cleric 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one living creature with 5 or fewer HD
Duration 1d4 rounds or 1 round; see text
Saving Throw Will partial; **Spell Resistance** yes
 The affected creature becomes frightened. If the subject succeeds on a Will save, it is shaken for 1 round.

Creatures with 6 or more HD are immune to this effect. Cause fear counters and dispels remove fear.

Charm Person

School enchantment (charm) [mind-affecting]
Level bard 1, sorcerer/wizard 1
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Target one humanoid creature
Duration 1 hour/level
Saving Throw Will negates; **Spell Resistance** yes
 This charm makes a humanoid creature regard you as its trusted friend and ally (treat the target's attitude as friendly). If the creature is currently being threatened or attacked by you or your allies, however, it receives a +5 bonus on its saving throw.
 The spell does not enable you to control the charmed person as if it were an automaton, but it perceives your words and actions in the most favorable way. You can try to give the subject orders, but you must win an opposed Charisma check to convince it to do anything it wouldn't ordinarily do. (Retries are not allowed.) An affected creature never obeys suicidal or obviously harmful orders, but it might be convinced that something very dangerous is worth doing. Any act by you or your apparent allies that threatens the charmed person breaks the spell. You must speak the person's language to communicate your commands, or else be good at pantomiming.

Chill Touch

School necromancy; **Level** sorcerer/wizard 1
Casting Time 1 standard action
Components V, S
Range touch
Targets creature or creatures touched (up to one/level)
Duration instantaneous
Saving Throw Fortitude partial or Will negates; see text
Spell Resistance yes
 A touch from your hand, which glows with blue energy, disrupts the life force of living creatures. Each touch channels negative energy that deals 1d6 points of damage. The touched creature also takes 1 point of Strength damage unless it makes a successful Fortitude saving throw. You can use this melee touch attack up to one time per level.
 An undead creature you touch takes no damage of either sort, but it must make a successful Will saving throw or flee as if panicked for 1d4 rounds + 1 round per caster level.

Commune

School divination; **Level** cleric 5
Casting Time 10 minutes
Components V, S, M (holy or unholy water and incense worth 500 gp), DF
Range personal
Target you
Duration 1 round/level

You contact your deity—or agents thereof—and ask questions that can be answered by a simple yes or no. (A cleric of no particular deity contacts a philosophically allied deity.) You are allowed one such question per caster level. The answers given are correct within the limits of the entity's knowledge. "Unclear" is a legitimate answer, because powerful beings of the Outer Planes are not necessarily omniscient. In cases where a one-word answer would be misleading or contrary to the deity's interests, a short phrase (five words or less) may be given as an answer instead.

The spell, at best, provides information to aid character decisions. The entities contacted structure their answers to further their own purposes. If you lag, discuss the answers, or go off to do anything else, the spell ends.

Comprehend Languages

School divination

Level bard 1, cleric 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, M/DF (pinch of soot and salt)

Range personal

Target you

Duration 10 min./level

You can understand the spoken words of creatures or read otherwise incomprehensible written messages. The ability to read does not necessarily impart insight into the material, merely its literal meaning. The spell enables you to understand or read an unknown language, not speak or write it.

Written material can be read at the rate of one page (250 words) per minute. Magical writing cannot be read, though the spell reveals that it is magical. This spell can be foiled by certain warding magic (such as the secret page and illusory script spells). It does not decipher codes or reveal messages concealed in otherwise normal text.

Create Water

School conjuration (creation) [water];

Level cleric 0, druid 0, paladin 1

Casting Time 1 standard action

Components V, S

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

Effect up to 2 gallons of water/level

Duration instantaneous

Saving Throw none; **Spell Resistance** no

This spell generates wholesome, drinkable water, just like clean rain water. Water can be created in an area as small as will actually contain the liquid, or in an area three times as large—possibly creating a downpour or filling many small receptacles. This water disappears after 1 day if not consumed.

Note: Conjuration spells can't create substances or objects within a creature. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Cure Light Wounds

School conjuration (healing);

Level bard 1, cleric 1, druid 1, paladin 1, ranger 2

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration instantaneous

Saving Throw Will half (harmless); see text;

Spell Resistance yes (harmless); see text

When laying your hand upon a living creature, you channel positive energy that cures 1d8 points of damage + 1 point per caster level (maximum +5). Since undead are powered by negative energy, this spell deals damage to them instead of curing their wounds. An undead creature can apply spell resistance, and can attempt a Will save to take half damage.

Cure Moderate Wounds

School conjuration (healing);

Level bard 2, cleric 2, druid 3, paladin 3, ranger 3

This spell functions like cure light wounds, except that it cures 2d8 points of damage + 1 point per caster level (maximum +10).

Cure Serious Wounds

School conjuration (healing)

Level bard 3, cleric 3, druid 4, paladin 4, ranger 4

This spell functions like cure light wounds, except that it cures 3d8 points of damage + 1 point per caster level (maximum +15).

Darkvision

School transmutation

Level ranger 3, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (either a pinch of dried carrot or an agate)

Range touch

Target creature touched

Duration 1 hour/level

Saving Throw Will negates (harmless)

Spell Resistance yes (harmless)

The subject gains the ability to see 60 feet even in total darkness. Darkvision is black and white only but otherwise like normal sight.

Darkvision can be made permanent with a permanency spell.

Daylight

School evocation [light]; **Level** bard 3, cleric 3, druid 3, paladin 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range touch

Target object touched

Duration 10 min./level (D)

Saving Throw none; **Spell Resistance** no

You touch an object when you cast this spell, causing the object to shed bright light in a 60-foot radius. This illumination increases the light level for an additional 60 feet by one step (darkness becomes dim light, dim light

becomes normal light, and normal light becomes bright light). Creatures that take penalties in bright light take them while within the 60-foot radius of this magical light. Despite its name, this spell is not the equivalent of daylight for the purposes of creatures that are damaged or destroyed by such light.

If daylight is cast on a small object that is then placed inside or under a light-proof covering, the spell's effects are blocked until the covering is removed.

Daylight brought into an area of magical darkness (or vice versa) is temporarily negated, so that the otherwise prevailing light conditions exist in the overlapping areas of effect.

Daylight counters or dispels any darkness spell of equal or lower level, such as darkness.

Deathwatch

School necromancy; **Level** cleric 1

Casting Time 1 standard action

Components V, S

Range 30 ft.

Area cone-shaped emanation

Duration 10 min./level

Saving Throw none; **Spell Resistance** no

Using the powers of necromancy, you can determine the condition of creatures near death within the spell's range. You instantly know whether each creature within the area is dead, fragile (alive and wounded, with 3 or fewer hit points left), fighting off death (alive with 4 or more hit points), healthy, undead, or neither alive nor dead (such as a construct). Deathwatch sees through any spell or ability that allows creatures to feign death.

Detect Good

School divination; **Level** cleric 1

This spell functions like detect evil, except that it detects the auras of good creatures, clerics or paladins of good deities, good spells, and good magic items, and you are vulnerable to an overwhelming good aura if you are evil.

Detect Evil

School divination; **Level** cleric 1

Casting Time 1 standard action

Component V, S, DF

Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 10 min./ level (D)

Saving Throw none; **Spell Resistance** no

You can sense the presence of evil. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of evil.

2nd Round: Number of evil auras (creatures, objects, or spells) in the area and the power of the most potent evil aura present.

If you are of good alignment, and the strongest evil aura's power is overwhelming (see below), and the HD or level of the aura's source is at least twice your character level, you are stunned for 1 round and the spell ends.

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

Aura Power: An evil aura's power depends on the type of evil creature or object that you're detecting and its HD, caster level, or (in the case of a cleric) class level; see the table below. If an aura falls into more than one strength category, the spell indicates the stronger of the two.

Lingering Aura: An evil aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a creature or magic item). If detect evil is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6 × 10 minutes
Overwhelming	1d6 days

Animals, traps, poisons, and other potential perils are not evil, and as such this spell does not detect them. Creatures with actively evil intents count as evil creatures for the purpose of this spell.

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

DETECT CHAOS/EVIL/GOOD/LAW

Creature / Object	Aura Power				
	N o n e	F a i r	M o d e r	S t r o n g	Over- whelming
Aligned creature ¹ (HD)	4 or less	5 to 10	11 to 25	26 to 50	51 or higher
Aligned Undead (HD)	—	2 or less	3 to 8	9 to 20	21 or higher
Aligned outsider (HD)	—	1 or less	2 to 4	5 to 10	11 or higher
Cleric or paladin of an aligned deity ² (class)	—	1	2 to	5 to	11 or higher

DETECT CHAOS/EVIL/GOOD/LAW

Creature / Object	Aura Power				
	N o n e	F a i n t	M o d e r a t e	S t r o n g	Over- whelming
levels)			4	10	
Aligned magic item or spell (caster level)	5 th or less	6 th to 10 th	11 th to 15 th	16 th to 20 th	21 st or higher

1 Except for undead and outsiders, which have their own entries on the table.

2 Some characters who are not clerics may radiate an aura of equivalent power. The class description will indicate whether this applies.

Detect Evil (Paladin Special Sp)

At will, a paladin can use detect evil, as the spell. A paladin can, as a move action, concentrate on a single item or individual within 60 feet and determine if it is evil, learning the strength of its aura as if having studied it for 3 rounds. While focusing on one individual or object, the paladin does not detect evil in any other object or individual within range.

Detect Magic

School divination;

Level bard 0, cleric 0, druid 0, sorcerer/wizard 0

Casting Time 1 standard action

Component: V, S

Range 60 ft.

Area cone-shaped emanation

Duration concentration, up to 1 min./level (D)

Saving Throw none; **Spell Resistance** no

You detect magical auras. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of magical auras.

2nd Round: Number of different magical auras and the power of the most potent aura.

3rd Round: The strength and location of each aura. If the items or creatures bearing the auras are in line of sight, you can make Knowledge (arcana) skill checks to determine the school of magic involved in each. (Make one check per aura: DC 15 + spell level, or 15 + 1/2 caster level for a nonspell effect.) If the aura emanates from a magic item, you can attempt to identify its properties (see Spellcraft).

Magical areas, multiple types of magic, or strong local magical emanations may distort or conceal weaker auras.

Aura Strength: An aura's power depends on a spell's functioning spell level or an item's caster level; see the accompanying table. If an aura falls into more than one category, detect magic indicates the stronger of the two.

Lingering Aura: A magical aura lingers after its original source dissipates (in the case of a spell) or is destroyed (in the case of a magic item). If detect magic is cast and directed at such a location, the spell indicates an aura strength of dim (even weaker than a faint aura). How long the aura lingers at this dim level depends on its original power:

Original Strength	Duration of Lingering Aura
Faint	1d6 rounds
Moderate	1d6 minutes
Strong	1d6 x 10 minutes
Overwhelming	1d6 days

Outsiders and elementals are not magical in themselves, but if they are summoned, the conjuration spell registers. Each round, you can turn to detect magic in a new area. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect magic can be made permanent with a permanency spell.

Aura	Spell (spell level)	Magic Item (caster level)
Faint	3 rd or lower	5 th or lower
Moderate	4 th to 6 th	6 th to 11 th
Strong	7 th to 9 th	12 th to 20 th
Overwhelming	10 th + (deity)	21 st + (artifact)

Detect Poison

School divination; **Level** cleric 0, druid 0, paladin 1, ranger 1, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S

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

Target or Area one creature, one object, or a 5-ft. cube

Duration instantaneous

Saving Throw none; **Spell Resistance** no

You determine whether a creature, object, or area has been poisoned or is poisonous. You can determine the exact type of poison with a DC 20 Wisdom check. A character with the Craft (alchemy) skill may try a DC 20 Craft (alchemy) check if the Wisdom check fails, or may try the Craft (alchemy) check prior to the Wisdom check. The spell can penetrate barriers, but 1 foot of stone, 1 inch of common metal, a thin sheet of lead, or 3 feet of wood or dirt blocks it.

Detect Thoughts**School** divination [mind-affecting]**Level** bard 2, sorcerer/wizard 2**Casting Time** 1 standard action**Components** V, S, F/DF (a copper piece)**Range** 60 ft.**Area** cone-shaped emanation**Duration** concentration, up to 1 min./level (D)**Saving Throw** Will negates; see text**Spell Resistance** no

You detect surface thoughts. The amount of information revealed depends on how long you study a particular area or subject.

1st Round: Presence or absence of thoughts (from conscious creatures with Intelligence scores of 1 or higher).

2nd Round: Number of thinking minds and the Intelligence score of each. If the highest Intelligence is 26 or higher (and at least 10 points higher than your own Intelligence score), you are stunned for 1 round and the spell ends. This spell does not let you determine the location of the thinking minds if you can't see the creatures whose thoughts you are detecting.

3rd Round: Surface thoughts of any mind in the area. A target's Will save prevents you from reading its thoughts, and you must cast detect thoughts again to have another chance. Creatures of animal intelligence (Int 1 or 2) have simple, instinctual thoughts.

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

Dimension Door**School** conjuration (teleportation)**Level** bard 4, sorcerer/wizard 4**Casting Time** 1 standard action**Components** V**Range** long (400 ft. + 40 ft./level)**Target** you and touched objects or other touched willing creatures**Duration** instantaneous**Saving Throw** none and Will negates (object)**Spell Resistance** no and yes (object)

You instantly transfer yourself from your current location to any other spot within range. You always arrive at exactly the spot desired—whether by simply visualizing the area or by stating direction. After using this spell, you can't take any other actions until your next turn. You can bring along objects as long as their weight doesn't exceed your maximum load. You may also bring one additional willing Medium or smaller creature (carrying gear or objects up to its maximum load) or its equivalent per three caster levels. A Large creature counts as two Medium creatures, a Huge creature counts as two Large creatures, and so forth. All creatures to be transported must be in contact with one another, and at least one of those creatures must be in contact with you.

If you arrive in a place that is already occupied by a solid body, you and each creature traveling with you take 1d6 points of damage and are shunted to a random open

space on a suitable surface within 100 feet of the intended location.

If there is no free space within 100 feet, you and each creature traveling with you take an additional 2d6 points of damage and are shunted to a free space within 1,000 feet. If there is no free space within 1,000 feet, you and each creature travelling with you take an additional 4d6 points of damage and the spell simply fails.

Divination**School** divination; **Level** cleric 4**Casting Time** 10 minutes**Components** V, S, M (incense and an appropriate offering worth 25 gp)**Range** personal**Target** you**Duration** instantaneous

Similar to augury but more powerful, a divination spell can provide you with a useful piece of advice in reply to a question concerning a specific goal, event, or activity that is to occur within 1 week. The advice granted by the spell can be as simple as a short phrase, or it might take the form of a cryptic rhyme or omen. If your party doesn't act on the information, the conditions may change so that the information is no longer useful. The base chance for a correct divination is 70% + 1% per caster level, to a maximum of 90%. If the die roll fails, you know the spell failed, unless specific magic yielding false information is at work.

As with augury, multiple divinations about the same topic by the same caster use the same dice result as the first divination spell and yield the same answer each time.

Divine Favor**School** evocation; **Level** cleric 1, paladin 1**Casting Time** 1 standard action**Components** V, S, DF**Range** personal**Target** you**Duration** 1 minute

Calling upon the strength and wisdom of a deity, you gain a +1 luck bonus on attack and weapon damage rolls for every three caster levels you have (at least +1, maximum +3). The bonus doesn't apply to spell damage.

Doom**School** necromancy [fear, mind-affecting]**Level** cleric 1**Casting Time** 1 standard action**Components** V, S, DF**Range** medium (100 ft. + 10 ft./level)**Target** one living creature**Duration** 1 min./level**Saving Throw** Will negates; **Spell Resistance** yes

This spell fills a single subject with a feeling of horrible dread that causes it to become shaken.

Endure Elements

School abjuration; **Level** cleric 1, druid 1, paladin 1, ranger 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 24 hours

Saving Throw Will negates (harmless)

Spell Resistance yes (harmless)

A creature protected by endure elements suffers no harm from being in a hot or cold environment. It can exist comfortably in conditions between -50 and 140 degrees Fahrenheit without having to make Fortitude saves. The creature's equipment is likewise protected.

Endure elements doesn't provide any protection from fire or cold damage, nor does it protect against other environmental hazards such as smoke, lack of air, and so forth.

Feather Step

School transmutation; **Level** bard 1, druid 1, ranger 1

Casting Time 1 standard action

Components V, S

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

Target one creature

Duration 10 minutes/level

Saving Throw Fortitude negates (harmless)

Spell Resistance yes

For the duration of this spell, the subject ignores the adverse movement effects of difficult terrain, and can even take 5-foot steps in difficult terrain.

Gallant Inspiration

School divination; **Level** bard 2

Casting Time 1 immediate action

Components V

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

Target one living creature

Duration instantaneous

Saving Throw Will negates (harmless)

Spell Resistance yes

This word of arcane-empowered inspiration often ensures success of a crucial endeavor. Cast this spell when a creature fails an attack roll or skill check. The creature gains a +2d4 competence bonus to the attack roll or skill check retroactively. If the bonus is enough to turn the failure into a success, the roll succeeds.

Ghost Sound

School illusion (figment); **Level** bard 0, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S, M (a bit of wool or a small lump of wax)

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

Effect illusory sounds

Duration 1 round/level (D)

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

Ghost sound allows you to create a volume of sound that rises, recedes, approaches, or remains at a fixed place. You choose what type of sound ghost sound creates

when casting it and cannot thereafter change the sound's basic character.

The volume of sound created depends on your level. You can produce as much noise as four normal humans per caster level (maximum 40 humans). Thus, talking, singing, shouting, walking, marching, or running sounds can be created. The noise a ghost sound spell produces can be virtually any type of sound within the volume limit. A horde of rats running and squeaking is about the same volume as eight humans running and shouting. A roaring lion is equal to the noise from 16 humans, while a roaring dragon is equal to the noise from 32 humans. Anyone who hears a ghost sound receives a Will save to disbelieve.

Ghost sound can enhance the effectiveness of a silent image spell.

Ghost sound can be made permanent with a permanency spell.

Glitterdust

School conjuration (creation)

Level bard 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M (ground mica)

Range medium (100 ft. + 10 ft./level)

Area creatures and objects within 10-ft.-radius spread

Duration 1 round/level

Save Will negates (blinding only)

Spell Resistance no

A cloud of golden particles covers everyone and everything in the area, causing creatures to become blinded and visibly outlining invisible things for the duration of the spell. All within the area are covered by the dust, which cannot be removed and continues to sparkle until it fades. Each round at the end of their turn blinded creatures may attempt new saving throws to end the blindness effect.

Any creature covered by the dust takes a -40 penalty on Stealth checks.

Goodberry

School transmutation; **Level** druid 1

Casting Time 1 standard action

Components V, S, DF

Range touch

Targets 2d4 fresh berries touched

Duration 1 day/level

Saving Throw none; **Spell Resistance** yes

Casting goodberry makes 2d4 freshly picked berries magical. You (as well as any other druid of 3rd or higher level) can immediately discern which berries are affected. Each transmuted berry provides nourishment as if it were a normal meal for a Medium creature. The berry also cures 1 point of damage when eaten, subject to a maximum of 8 points of such curing in any 24-hour period.

Groundswell

School transmutation [earth]

Level cleric 2, druid 2, magus 2, ranger 2

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 minute/level

Save Fortitude negates (harmless)

Spell Resistance yes (harmless)

This spell allows the target to cause the ground to rise up beneath him. As a swift action, the target can cause the ground to rise 5 feet, while all adjacent squares are treated as steep slopes. The groundswell precludes flanking from creatures standing at lower elevations than the target. If the target moves after creating a groundswell, the ground returns to its normal elevation at the end of his turn; otherwise, it remains in place until the target moves or uses a swift action to return the ground to normal. A groundswell cannot increase elevation of the ground beyond 5 feet.

Heroism

School enchantment (compulsion) [mind-affecting]

Level bard 2, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 10 min./level

Saving Throw Will negates (harmless)

Spell Resistance yes (harmless)

This spell imbues a single creature with great bravery and morale in battle. The target gains a +2 morale bonus on attack rolls, saves, and skill checks.

Inflict Light Wounds

School necromancy; **Level** cleric 1

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration instantaneous

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

When laying your hand upon a creature, you channel negative energy that deals 1d8 points of damage + 1 point per caster level (maximum +5).

Since undead are powered by negative energy, this spell cures such a creature of a like amount of damage, rather than harming it.

Inflict Moderate Wounds

School necromancy; **Level** cleric 2

This spell functions like inflict light wounds, except that you deal 2d8 points of damage + 1 point per caster level (maximum +10).

Inflict Serious Wounds

School necromancy; **Level** cleric 3

This spell functions like inflict light wounds, except that you deal 3d8 points of damage + 1 point per caster level (maximum +15).

Invisibility

School illusion (glamer); **Level** bard 2, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, M/DF (an eyelash encased in gum arabic)

Range personal or touch

Target you or a creature or object weighing no more than 100 lbs./level

Duration 1 min./level (D)

Saving Throw Will negates (harmless) or Will negates (harmless, object);

Spell Resistance yes (harmless) or yes (harmless, object)

The creature or object touched becomes invisible. If the recipient is a creature carrying gear, that vanishes, too. If you cast the spell on someone else, neither you nor your allies can see the subject, unless you can normally see invisible things or you employ magic to do so.

Items dropped or put down by an invisible creature become visible; items picked up disappear if tucked into the clothing or pouches worn by the creature. Light, however, never becomes invisible, although a source of light can become so (thus, the effect is that of a light with no visible source). Any part of an item that the subject carries but that extends more than 10 feet from it becomes visible.

Of course, the subject is not magically silenced, and certain other conditions can render the recipient detectable (such as swimming in water or stepping in a puddle). If a check is required, a stationary invisible creature has a +40 bonus on its Stealth checks. This bonus is reduced to +20 if the creature is moving. The spell ends if the subject attacks any creature. For purposes of this spell, an attack includes any spell targeting a foe or whose area or effect includes a foe. Exactly who is a foe depends on the invisible character's perceptions. Actions directed at unattended objects do not break the spell. Causing harm indirectly is not an attack. Thus, an invisible being can open doors, talk, eat, climb stairs, summon monsters and have them attack, cut the ropes holding a rope bridge while enemies are on the bridge, remotely trigger traps, open a portcullis to release attack dogs, and so forth. If the subject attacks directly, however, it immediately becomes visible along with all its gear. Spells such as *blessthat* specifically affect allies but not foes are not attacks for this purpose, even when they include foes in their area.

Invisibility can be made permanent (on objects only) with a permanency spell.

Keep Watch

School enchantment; **Level** inquisitor 1, magus 1, paladin 1, ranger 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range touch

Target one creature touched/2 levels

Duration 8 hours or less; see text

Saving Throw Will negates (harmless)

Spell Resistance yes (harmless)

This spell enables the subjects to stand watch or keep vigil throughout the night without any ill effects.

The subjects suffer no fatigue and gain all the usual benefits of a full night's rest.

The subjects gain hit points as though from resting, wizards may prepare their spells as though they had slept for 8 hours, and so on. Effects that rely on actual sleep or dreaming are ineffective, though the subjects are still susceptible to effects that would put them to sleep, such as sleep or deep slumber. Any vigorous activity, including fighting, immediately ends the effect, and the affected creatures must either have the spell cast on them again or sleep for the remaining hours to avoid fatigue and gain the benefits of a full night's rest.

Know Direction

School divination; **Level** bard 0, druid 0

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration instantaneous

When you cast this spell, you instantly know the direction of north from your current position. The spell is effective in any environment in which "north" exists, but it may not work in extraplanar settings. Your knowledge of north is correct at the moment of casting, but you can get lost again within moments if you don't find some external reference point to help you keep track of direction.

Lead Blades

School transmutation; **Level** ranger 1

Casting Time 1 standard action

Components V, S

Range personal

Target touch

Duration 1 minute/level (D)

Lead blades increases the momentum and density of your melee weapons just as they strike a foe. All melee weapons you are carrying when the spell is cast deal damage as if one size category larger than they actually are. For instance, a Medium longsword normally deals 1d8 points of damage, but it would instead deal 2d6 points of damage if benefiting from lead blades. Only you can benefit from this spell. If anyone else uses one of your weapons to make an attack it deals damage as normal for its size.

Levitate

School transmutation; **Level** sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, F (a leather loop or golden wire bent into a cup shape)

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

Target you or one willing creature or one object (total weight up to 100 lbs./level)

Duration 1 min./level (D)

Saving Throw none; **Spell Resistance** no

Levitate allows you to move yourself, another creature, or an object up and down as you wish. A creature must be willing to be levitated, and an object must be unattended or possessed by a willing creature. You can mentally direct the recipient to move up or down as much as 20 feet each round; doing so is a move action. You cannot move the recipient horizontally, but the recipient could clamber along the face of a cliff, for example, or push against a ceiling to move laterally (generally at half its base land speed).

A levitating creature that attacks with a melee or ranged weapon finds itself increasingly unstable; the first attack has a –1 penalty on attack rolls, the second –2, and so on, to a maximum penalty of –5. A full round spent stabilizing allows the creature to begin again at –1.

Light

School evocation [light];

Level bard 0, cleric 0, druid 0, sorcerer/wizard 0

Casting Time 1 standard action

Components V, M/DF (a firefly)

Range touch

Target object touched

Duration 10 min./level

Saving Throw none; **Spell Resistance** no

This spell causes a touched object to glow like a torch, shedding normal light in a 20-foot radius, and increasing the light level for an additional 20 feet by one step, up to normal light (darkness becomes dim light, and dim light becomes normal light). In an area of normal or bright light, this spell has no effect. The effect is immobile, but it can be cast on a movable object.

You can only have one light spell active at any one time. If you cast this spell while another casting is still in effect, the previous casting is dispelled. If you make this spell permanent (through permanency or a similar effect), it does not count against this limit. Light can be used to counter or dispel any darkness spell of equal or lower spell level.

Lullaby

School enchantment (compulsion) [mind-affecting]

Level bard 0

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Area living creatures within a 10-ft.-radius burst

Duration concentration + 1 round/level (D)

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

Any creature within the area that fails a Will save becomes drowsy and inattentive, taking a –5 penalty on Perception checks and a –2 penalty on Will saves against sleep effects while the lullaby is in effect. Lullaby lasts for as long as the caster concentrates, plus up to 1 round per caster level thereafter.

Mage Hand

School transmutation; **Level** bard 0, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S

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

Target one nonmagical, unattended object weighing up to 5 lbs.

Duration concentration

Saving Throw none; **Spell Resistance** no

You point your finger at an object and can lift it and move it at will from a distance. As a move action, you can propel the object as far as 15 feet in any direction, though the spell ends if the distance between you and the object ever exceeds the spell's range.

Magic Missile

School evocation [force]; **Level** sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range medium (100 ft. + 10 ft./level)

Targets up to five creatures, no two of which can be more than 15 ft. apart

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

A missile of magical energy darts forth from your fingertip and strikes its target, dealing 1d4+1 points of force damage.

The missile strikes unerringly, even if the target is in melee combat, so long as it has less than total cover or total concealment. Specific parts of a creature can't be singled out. Objects are not damaged by the spell.

For every two caster levels beyond 1st, you gain an additional missile—two at 3rd level, three at 5th, four at 7th, and the maximum of five missiles at 9th level or higher. If you shoot multiple missiles, you can have them strike a single creature or several creatures. A single missile can strike only one creature. You must designate targets before you check for spell resistance or roll damage.

Magic Weapon

School transmutation

Level cleric 1, paladin 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, DF

Range touch

Target weapon touched

Duration 1 min./level

Saving Throw Will negates (harmless, object)

Spell Resistance yes (harmless, object)

Magic weapon gives a weapon a +1 enhancement bonus on attack and damage rolls. An enhancement bonus does not stack with a masterwork weapon's +1 bonus on attack rolls.

You can't cast this spell on a natural weapon, such as an unarmed strike (instead, see magic fang). A monk's unarmed strike is considered a weapon, and thus it can be enhanced by this spell.

Marid's Mastery

School transmutation [water]; **Level** cleric 1, druid 1, ranger 1, sorcerer/wizard 1, witch 1

Casting Time 1 standard action

Components V, S

Range touch

Target creature touched

Duration 1 minute/level

Saving Throw Will negates (harmless)

Spell Resistance yes (harmless)

The target gains a +1 bonus on attack and damage rolls if it and its opponent are touching water. If the opponent or the target is touching the ground, the target takes a –4 penalty on attack and damage rolls.

Mending

School transmutation

Level bard 0, cleric 0, druid 0, sorcerer/wizard 0

Casting Time 10 minutes

Components V, S

Range 10 ft.

Target one object of up to 1 lb./level

Duration instantaneous

Saving Throw: Will negates (harmless, object)

Spell Resistance: yes (harmless, object)

This spell repairs damaged objects, restoring 1d4 hit points to the object. If the object has the broken condition, this condition is removed if the object is restored to at least half its original hit points. All of the pieces of an object must be present for this spell to function. Magic items can be repaired by this spell, but you must have a caster level equal to or higher than that of the object. Magic items that are destroyed (at 0 hit points or less) can be repaired with this spell, but this spell does not restore their magic abilities. This spell does not affect creatures (including constructs). This spell has no effect on objects that have been warped or otherwise transmuted, but it can still repair damage done to such items.

Minor Image

School illusion (figment)

Level bard 2, sorcerer/wizard 2

Duration concentration + 2 rounds

This spell functions like silent image, except that minor image includes some minor sounds but not understandable speech.

Obscuring Mist

School conjuration (creation)

Level cleric 1, druid 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S

Range 20 ft.

Effect cloud spreads in 20-ft. radius from you, 20 ft. high

Duration 1 min./level (D)

Saving Throw none; **Spell Resistance** no

A misty vapor arises around you. It is stationary. The vapor obscures all sight, including darkvision, beyond 5 feet. A creature 5 feet away has concealment (attacks have a 20% miss chance). Creatures farther away have total concealment (50% miss chance, and the attacker cannot use sight to locate the target).

A moderate wind (11+ mph), such as from a gust of wind spell, disperses the fog in 4 rounds. A strong wind (21+

mph) disperses the fog in 1 round. A fireball, flame strike, or similar spell burns away the fog in the explosive or fiery spell's area. A wall of fire burns away the fog in the area into which it deals damage.

This spell does not function underwater.

Oracle's Burden

School necromancy; **Level** oracle 2

Casting Time 1 standard action

Components V

Range medium (100 ft. + 10 ft./level)

Target one creature

Duration 1 minute/level

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

You entreat the forces of fate to bestow your oracle's curse upon another creature. The target creature suffers all the hindrances and none of the benefits of your oracle's curse class feature. You still suffer all effects of your oracle's curse. If you do not have the oracle's curse class feature, this spell has no effect.

Protection From Good

School abjuration [evil]; **Level** cleric 1, sorcerer/wizard 1

This spell functions like protection from evil, except that the deflection and resistance bonuses apply to attacks made by good creatures. The target receives a new saving throw against control by good creatures and good summoned creatures cannot touch the target.

Protection From Evil

School abjuration [good];

Level cleric 1, paladin 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, M/DF

Range touch

Target creature touched

Duration 1 min./level (D)

Saving Throw Will negates (harmless);

Spell Resistance no; see text

This spell wards a creature from attacks by evil creatures, from mental control, and from summoned creatures. It creates a magical barrier around the subject at a distance of 1 foot. The barrier moves with the subject and has three major effects.

First, the subject gains a +2 deflection bonus to AC and a +2 resistance bonus on saves. Both these bonuses apply against attacks made or effects created by evil creatures. Second, the subject immediately receives another saving throw (if one was allowed to begin with) against any spells or effects that possess or exercise mental control over the creature (including enchantment [charm] effects and enchantment [compulsion] effects, such as charm person, command, and dominate person. This saving throw is made with a +2 morale bonus, using the same DC as the original effect. If successful, such effects are suppressed for the duration of this spell. The effects resume when the duration of this spell expires. While under the effects of this spell, the target is immune to any new attempts to possess or exercise mental control over the target. This spell does not expel a controlling life force (such as a ghost or spellcaster using magic jar), but

it does prevent them from controlling the target. This second effect only functions against spells and effects created by evil creatures or objects, subject to GM discretion.

Third, the spell prevents bodily contact by evil summoned creatures. This causes the natural weapon attacks of such creatures to fail and the creatures to recoil if such attacks require touching the warded creature. Summoned creatures that are not evil are immune to this effect. The protection against contact by summoned creatures ends if the warded creature makes an attack against or tries to force the barrier against the blocked creature. Spell resistance can allow a creature to overcome this protection and touch the warded creature.

Purify Food and Drink

School transmutation; **Level** cleric 0, druid 0

Casting Time 1 standard action

Components V, S

Range 10 ft.

Target 1 cu. ft./level of contaminated food and water

Duration instantaneous

Saving Throw Will negates (object);

Spell Resistance yes (object)

This spell makes spoiled, rotten, diseased, poisonous, or otherwise contaminated food and water pure and suitable for eating and drinking. This spell does not prevent subsequent natural decay or spoilage. Unholy water and similar food and drink of significance is spoiled by purify food and drink, but the spell has no effect on creatures of any type nor upon magic potions. Water weighs about 8 pounds per gallon. One cubic foot of water contains roughly 8 gallons and weighs about 60 pounds.

Ray of Exhaustion

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

Casting Time 1 standard action

Components V, S, M (a drop of sweat)

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

Effect ray

Duration 1 min./level

Saving Throw Fortitude partial; see text

Spell Resistance yes

A black ray projects from your pointing finger. You must succeed on a ranged touch attack with the ray to strike a target.

The subject is immediately exhausted for the spell's duration. A successful Fortitude save means the creature is only fatigued.

A character that is already fatigued instead becomes exhausted.

This spell has no effect on a creature that is already exhausted. Unlike normal exhaustion or fatigue, the effect ends as soon as the spell's duration expires.

Ray of Sickening

School necromancy; **Level** cleric 1, druid 1, sorcerer/wizard 1, summoner 1, witch 1

This spell functions as ray of exhaustion, except the target is sickened if it fails its save and unaffected if it makes its save.

Read Magic

School divination; **Level** bard 0, cleric 0, druid 0, paladin 1, ranger 1, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S, F (a clear crystal or mineral prism)

Range personal

Target you

Duration 10 min./level

You can decipher magical inscriptions on objects—books, scrolls, weapons, and the like—that would otherwise be unintelligible. This deciphering does not normally invoke the magic contained in the writing, although it may do so in the case of a cursed or trapped scroll. Furthermore, once the spell is cast and you have read the magical inscription, you are thereafter able to read that particular writing without recourse to the use of read magic. You can read at the rate of one page (250 words) per minute. The spell allows you to identify a glyph of warding with a DC 13 Spellcraft check, a greater glyph of warding with a DC 16 Spellcraft check, or any symbol spell with a Spellcraft check (DC 10 + spell level).

Read magic can be made permanent with a permanency spell.

Resinous Skin

School transmutation

Level alchemist 3, druid 3, sorcerer/wizard 3

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 10 minutes/level

Saving Throw see text; **Spell Resistance** no

You coat your body with a resinous substance, protecting you from attacks and binding weapons that strike you. You gain DR 5/piercing, as well as a +4 circumstance bonus to your CMD against disarm attempts and on saving throws against effects that cause you to drop something you are holding. Additionally, you gain a +2 circumstance bonus on combat maneuver checks to initiate a grapple, maintain a grapple, and pin a foe. Any enemy you grapple takes a –2 penalty on attempts to break the grapple and to escape the grapple using Escape Artist. Any weapon, that strikes you becomes stuck unless its wielder succeeds at a Reflex saving throw. Such a weapon can be pulled free of you only with a successful Strength check (DC = your saving throw DC for this spell). This spell has no effect on unarmed strikes or natural weapons.

Resist Energy

School abjuration; **Level** cleric 2, druid 2, paladin 2, ranger 1, sorcerer/wizard 2

Casting Time 1 standard action

Components V, S, DF

Range touch

Target creature touched

Duration 10 min./level

Saving Throw Fortitude negates (harmless)

Spell Resistance yes (harmless)

This abjuration grants a creature limited protection from damage of whichever one of five energy types you select: acid, cold, electricity, fire, or sonic. The subject gains resist energy 10 against the energy type chosen, meaning that each time the creature is subjected to such damage (whether from a natural or magical source), that damage is reduced by 10 points before being applied to the creature's hit points. The value of the energy resistance granted increases to 20 points at 7th level and to a maximum of 30 points at 11th level. The spell protects the recipient's equipment as well.

Resist energy absorbs only damage. The subject could still suffer unfortunate side effects.

Resist energy overlaps (and does not stack with) protection from energy. If a character is warded by protection from energy and resist energy, the protection spell absorbs damage until its power is exhausted.

Scorching Ray

School evocation [fire]; **Level** sorcerer/wizard 2

Casting Time 1 standard action

Components V, S

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

Effect one or more rays

Duration instantaneous

Saving Throw none; **Spell Resistance** yes

You blast your enemies with a searing beam of fire. You may fire one ray, plus one additional ray for every four levels beyond 3rd (to a maximum of three rays at 11th level). Each ray requires a ranged touch attack to hit and deals 4d6 points of fire damage. The rays may be fired at the same or different targets, but all rays must be aimed at targets within 30 feet of each other and fired simultaneously.

Scrivener's Chant

School transmutation

Level bard 0, cleric/oracle 0, sorcerer/wizard 0

Casting Time 1 standard action

Components V, S, M (fine sand and a vial of ink)

Range 5 ft.

Target one or more written objects

Duration concentration, up to 1 minute/level

Saving Throw Will (harmless, object)

Spell Resistance yes

This spell imbues a quill with animate energy and rapidly transcribes words from one page to another. The quill copies a written work at the rate of one normal-sized page per minute. The Linguistics skill can be used to make a convincing copy, but otherwise the reproduction is written in the hand of the caster. You must concentrate upon the material being duplicated for the spell's duration and provide new blank pages as required. The scrivener's chant requires blank paper and a quill or other writing materials, in addition to the material components.

Silent Image

School illusion (figment)**Level** bard 1, sorcerer/wizard 1**Casting Time** 1 standard action**Components** V, S, F (a bit of fleece)**Range** long (400 ft. + 40 ft./level)**Effect** visual figment that cannot extend beyond four 10-ft. cubes + one 10-ft. cube/level (S)**Duration** concentration**Saving Throw** Will disbelief (if interacted with)**Spell Resistance** no

This spell creates the visual illusion of an object, creature, or force, as visualized by you. The illusion does not create sound, smell, texture, or temperature. You can move the image within the limits of the size of the effect.

Sleep**School** enchantment (compulsion) [mind-affecting];**Level** bard 1, sorcerer/wizard 1**Casting Time** 1 round**Components** V, S, M (fine sand, rose petals, or a live cricket)**Range** medium (100 ft. + 10 ft./level)**Area** one or more living creatures within a 10-ft.-radius burst**Duration** 1 min./level**Saving Throw** Will negates; **Spell Resistance** yes

A sleep spell causes a magical slumber to come upon 4 HD of creatures. Creatures with the fewest HD are affected first. Among creatures with equal HD, those who are closest to the spell's point of origin are affected first. HD that are not sufficient to affect a creature are wasted. Sleeping creatures are helpless. Slapping or wounding awakens an affected creature, but normal noise does not. Awakening a creature is a standard action (an application of the aid another action). Sleep does not target unconscious creatures, constructs, or undead creatures.

Sotto Voce**School** necromancy [fear, mind-affecting, sonic]**Level** bard 1, cleric 0, sorcerer/wizard 0**Casting Time** 1 standard action**Components** V**Range** close (25 ft. + 5 ft./level)**Target** one humanoid creature of 4 HD or less**Duration** 1 round**Saving Throw** Will negates; **Spell Resistance** yes

Your dry, rasping whisper fills a living creature of 4 or fewer Hit Dice with unnatural dread. The affected creature must make a Will save or be shaken for 1 round.

Speak With Animals**School** divination; **Level** bard 3, druid 1, ranger 1**Casting Time** 1 standard action**Components** V, S**Range** personal**Target** you**Duration** 1 min./level

You can ask questions of and receive answers from animals, but the spell doesn't make them any more friendly than normal. Wary and cunning animals are likely to be terse and evasive, while the more stupid ones make inane comments. If an animal is friendly toward you, it may do some favor or service for you.

Spectral Hand**School** necromancy; **Level** sorcerer/wizard 2**Casting Time** 1 standard action**Components** V, S**Range** medium (100 ft. + 10 ft./level)**Effect** one spectral hand**Duration** 1 min./level (D)**Saving Throw** none; **Spell Resistance** no

A ghostly hand shaped from your life force materializes and moves as you desire, allowing you to deliver low-level, touch range spells at a distance. On casting the spell, you lose 1d4 hit points that return when the spell ends (even if it is dispelled), but not if the hand is destroyed. (The hit points can be healed as normal.) For as long as the spell lasts, any touch range spell of 4th level or lower that you cast can be delivered by the spectral hand. The spell gives you a +2 bonus on your melee touch attack roll, and attacking with the hand counts normally as an attack. The hand always strikes from your direction. The hand cannot flank targets like a creature can. After it delivers a spell, or if it goes beyond the spell range or goes out of your sight, the hand returns to you and hovers.

The hand is incorporeal and thus cannot be harmed by normal weapons. It has improved evasion (half damage on a failed Reflex save and no damage on a successful save), your save bonuses, and an AC of 22 (+8 size, +4 natural armor). Your Intelligence modifier applies to the hand's AC as if it were the hand's Dexterity modifier. The hand has 1 to 4 hit points, the same number that you lost in creating it.

Spiritual Weapon**School** evocation [force]; **Level** cleric 2**Casting Time** 1 standard action**Components** V, S, DF**Range** medium (100 ft. + 10 ft./level)**Effect** magic weapon of force**Duration** 1 round/level (D)**Saving Throw** none; **Spell Resistance** yes

A weapon made of force appears and attacks foes at a distance, as you direct it, dealing 1d8 force damage per hit, + 1 point per three caster levels (maximum +5 at 15th level). The weapon takes the shape of a weapon favored by your deity or a weapon with some spiritual significance or symbolism to you (see below) and has the same threat range and critical multipliers as a real weapon of its form. It strikes the opponent you designate, starting with one attack in the round the spell is cast and continuing each round thereafter on your turn. It uses your base attack bonus (possibly allowing it multiple attacks per round in subsequent rounds) plus your Wisdom modifier as its attack bonus. It strikes as a spell, not as a weapon, so for example, it can damage creatures that have damage reduction. As a force effect, it can strike incorporeal creatures without the reduction in damage associated

with incorporeality. The weapon always strikes from your direction. It does not get a flanking bonus or help a combatant get one. Your feats or combat actions do not affect the weapon. If the weapon goes beyond the spell range, if it goes out of your sight, or if you are not directing it, the weapon returns to you and hovers.

Each round after the first, you can use a move action to redirect the weapon to a new target. If you do not, the weapon continues to attack the previous round's target. On any round that the weapon switches targets, it gets one attack. Subsequent rounds of attacking that target allow the weapon to make multiple attacks if your base attack bonus would allow it to. Even if the spiritual weapon is a ranged weapon, use the spell's range, not the weapon's normal range increment, and switching targets still is a move action.

A spiritual weapon cannot be attacked or harmed by physical attacks, but dispel magic, disintegrate, a sphere of annihilation, or a rod of cancellation affects it. A spiritual weapon's AC against touch attacks is 12 (10 + size bonus for Tiny object).

If an attacked creature has spell resistance, you make a caster level check (1d20 + caster level) against that spell resistance the first time the spiritual weapon strikes it. If the weapon is successfully resisted, the spell is dispelled. If not, the weapon has its normal full effect on that creature for the duration of the spell.

The weapon that you get is often a force replica of your deity's own personal weapon. A cleric without a deity gets a weapon based on his alignment. A neutral cleric without a deity can create a spiritual weapon of any alignment, provided he is acting at least generally in accord with that alignment at the time. The weapons associated with each alignment are as follows: chaos (battleaxe), evil (light flail), good (warhammer), law (longsword).

Stabilize

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

Casting Time 1 standard action

Components V, S

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

Target one living creature

Duration instantaneous

Saving Throw: Will negates (harmless);

Spell Resistance: yes (harmless)

Upon casting this spell, you target a living creature that has –1 or fewer hit points. That creature is automatically stabilized and does not lose any further hit points. If the creature later takes damage, it continues dying normally.

Suggestion

School enchantment (compulsion) [language-dependent, mind-affecting]

Level bard 2, sorcerer/wizard 3

Casting Time 1 standard action

Components V, M (a snake's tongue and a honeycomb)

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

Target one living creature

Duration 1 hour/level or until completed

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

You influence the actions of the target creature by suggesting a course of activity (limited to a sentence or two). The suggestion must be worded in such a manner as to make the activity sound reasonable. Asking the creature to do some obviously harmful act automatically negates the effect of the spell.

The suggested course of activity can continue for the entire duration. If the suggested activity can be completed in a shorter time, the spell ends when the subject finishes what it was asked to do. You can instead specify conditions that will trigger a special activity during the duration. If the condition is not met before the spell duration expires, the activity is not performed.

A very reasonable suggestion causes the save to be made with a penalty (such as –1 or –2).

Tap Inner Beauty

School divination; **Level** bard 1, cleric/oracle 1

Casting Time 1 standard action

Components V, M (a tiny mirror)

Range personal

Target you

Duration 1 minute/level

This spell allows you to tap into the natural beauty of your soul and let it shine from your eyes and your speech.

While the spell is active, you gain a +2 insight bonus on all Charisma ability checks and Charisma-based skill checks.

Touch of Fatigue

School necromancy; **Level** sorcerer/wizard 0

Casting Time 1 standard action

Components V, S, M (a drop of sweat)

Range touch

Target creature touched

Duration 1 round/level

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

You channel negative energy through your touch, fatiguing the target. You must succeed on a touch attack to strike a target. The subject is immediately fatigued for the spell's duration.

This spell has no effect on a creature that is already fatigued. Unlike with normal fatigue, the effect ends as soon as the spell's duration expires.

Tongues

School divination

Level bard 2, cleric 4, sorcerer/wizard 3

Casting Time 1 standard action

Components V, M/DF (a clay model of a ziggurat)

Range touch

Target creature touched

Duration 10 min./level

Saving Throw Will negates (harmless)

Spell Resistance no

This spell grants the creature touched the ability to speak and understand the language of any intelligent creature, whether it is a racial tongue or a regional dialect. The subject can speak only one language at a time, although

it may be able to understand several languages. Tongues does not enable the subject to speak with creatures who don't speak. The subject can make itself understood as far as its voice carries. This spell does not predispose any creature addressed toward the subject in any way.

Unseen Servant

School conjuration (creation)

Level bard 1, sorcerer/wizard 1

Casting Time 1 standard action

Components V, S, M (a piece of string and a bit of wood)

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

Effect one invisible, mindless, shapeless servant

Duration 1 hour/level

Saving Throw none; **Spell Resistance** no

An unseen servant is an invisible, mindless, shapeless force that performs simple tasks at your command. It can run and fetch things, open unstuck doors, and hold chairs, as well as clean and mend. The servant can perform only one activity at a time, but it repeats the same activity over and over again if told to do so as long as you remain within range. It can open only normal doors, drawers, lids, and the like. It has an effective Strength score of 2 (so it can lift 20 pounds or drag 100 pounds). It can trigger traps and such, but it can exert only 20 pounds of force, which is not enough to activate certain pressure plates and other devices. It can't perform any task that requires a skill check with a DC higher than 10 or that requires a check using a skill that can't be used untrained. This servant cannot fly, climb, or even swim (though it can walk on water). Its base speed is 15 feet.

The servant cannot attack in any way; it is never allowed an attack roll. It cannot be killed, but it dissipates if it takes 6 points of damage from area attacks. (It gets no saves against attacks.) If you attempt to send it beyond the spell's range (measured from your current position), the servant ceases to exist.

Wrath

School enchantment (compulsion) [mind-affecting]

Level inquisitor 1

Casting Time 1 standard action

Components V, S, M (a thorny vine)

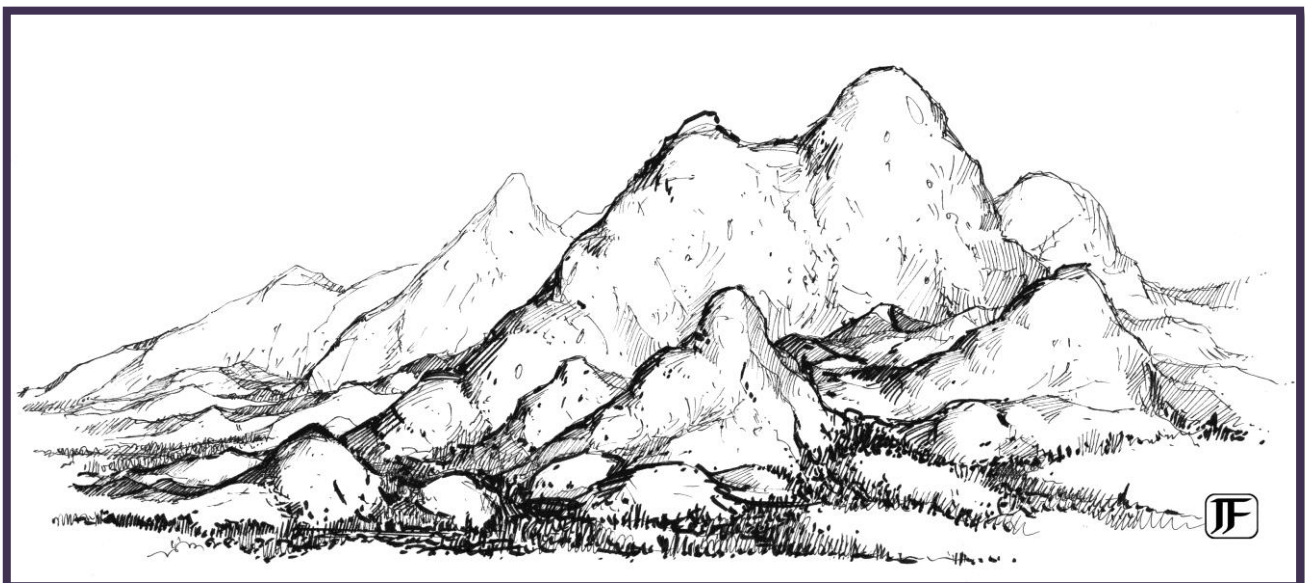
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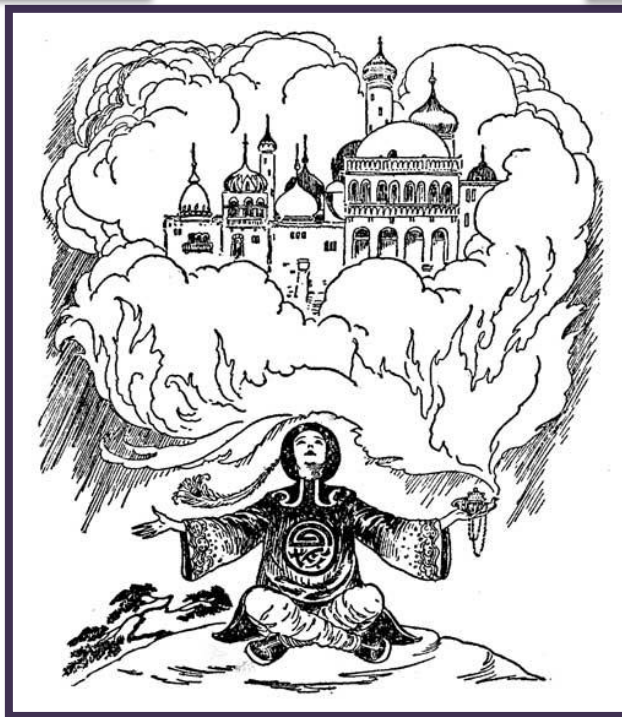
Target you

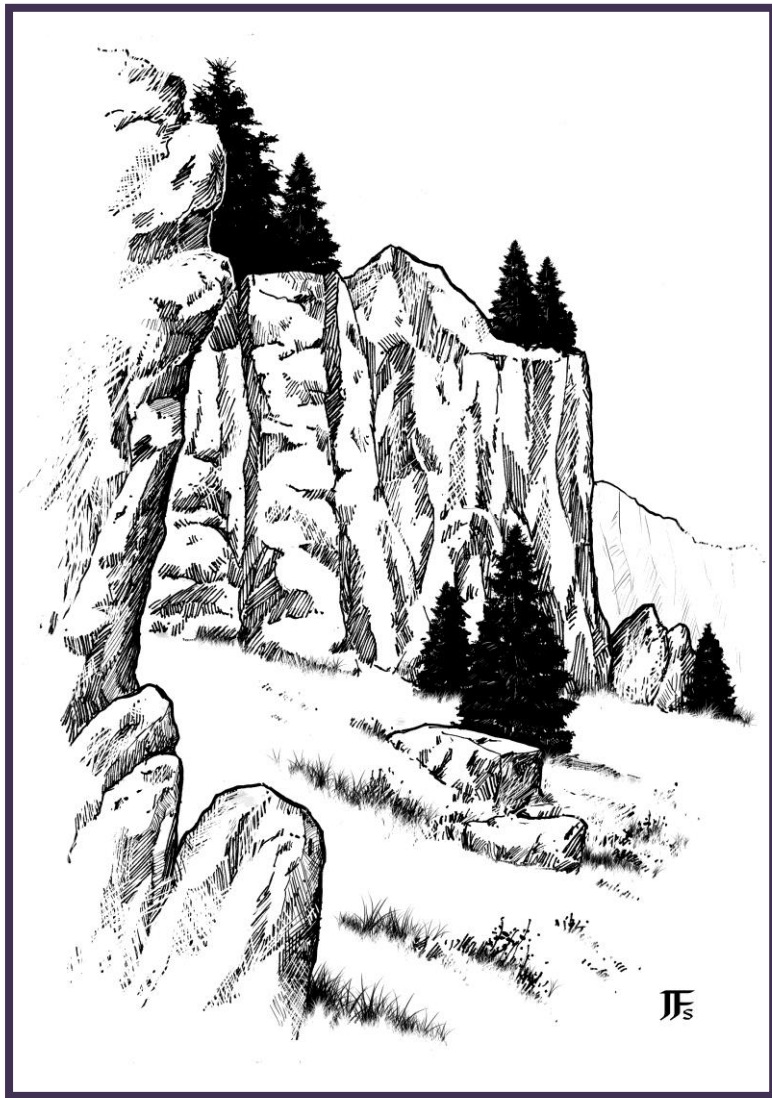
Duration 1 minute

You focus your anger against an enemy. Choose one enemy creature that you can see. You gain a +1 morale bonus on attack rolls and weapon damage rolls against that designated creature for every three caster levels you have (at least +1, maximum +3). You also receive this bonus on caster level checks made to overcome the creature's spell resistance, if any. At 12th level, you gain the benefits of the Improved Critical feat on attack rolls made against the designated creature. This effect doesn't stack with any other effect that expands the threat range of a weapon.

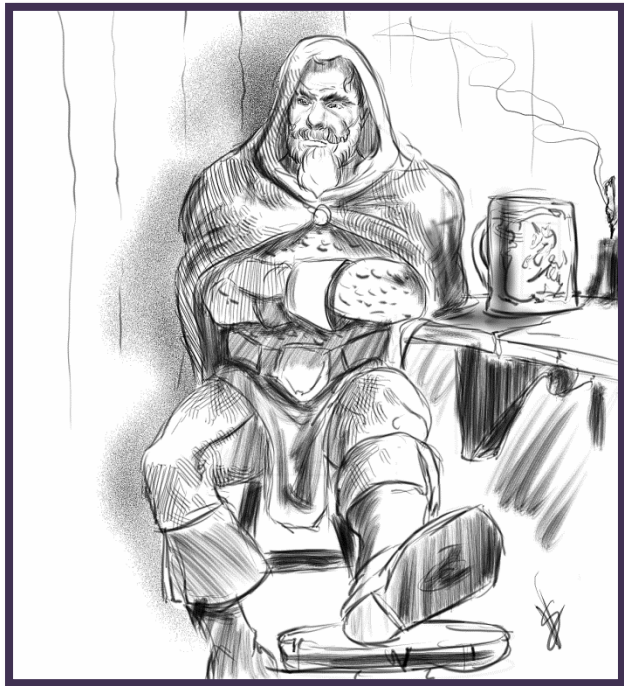


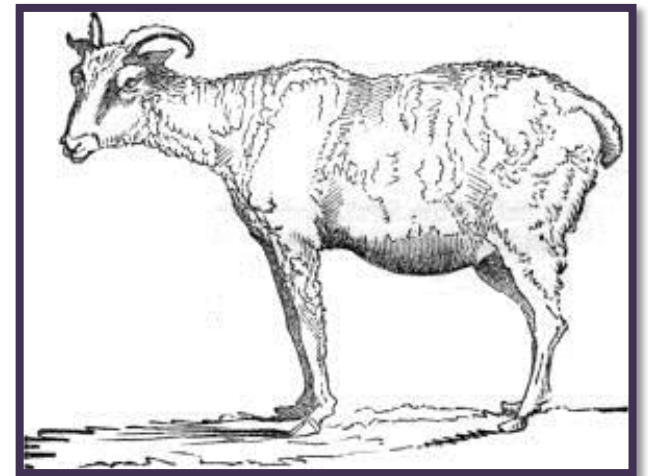
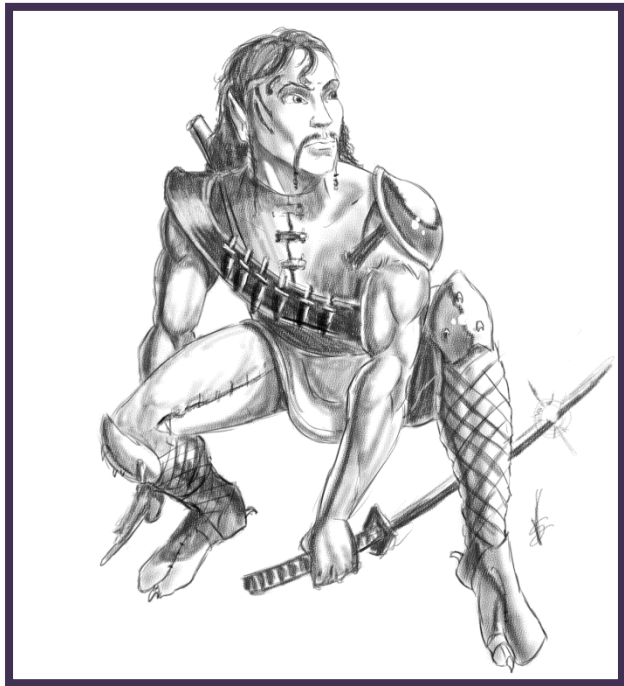












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