



Seven Sinful Tales

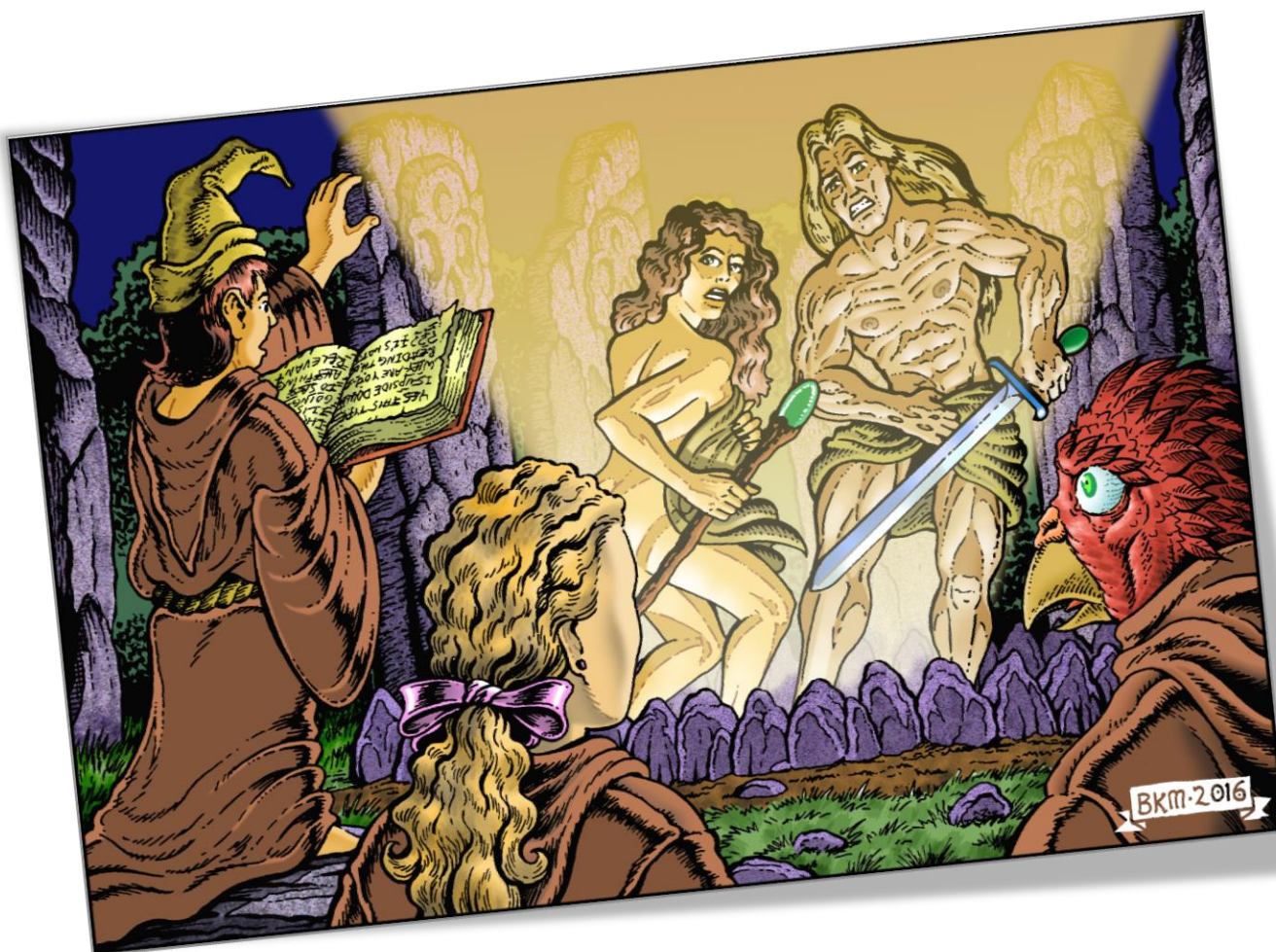


A Pathfinder Roleplaying Game adventure for 4-6 characters of level 5.

With a strange hollow “pop!” and an alarming smell of junipers your environment suddenly changes from the comfort of your own home to the centre of a circle of monolithic stones in a cold damp field at midnight. Around you other adventurers are appearing in similar fashion: one apparently in the middle of a bath; another doing something with a partner that obviously didn’t make the journey with them. Piles of adventuring equipment, some of it yours, clatter around you like litter.

As you slowly gain your bearings and take stock of your surroundings a nervous gasp to one side reveals a group of seven children standing between the stones and staring at you in wide-eyed horror. One of them approaches you with a book held high in hand: “Demons, I command thee,” he calls out in a trembling voice. “Return to thine abode!”

Unfortunately, you don’t.



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

Each adventure has enough material to last three or more 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 and scaling information is included for adventuring parties of five or six.

This adventure is set in a faraway land, somewhere out there in the multi-verse, where children travel to school by coach in order to learn how to better themselves and embark on rewarding careers whilst being largely disregarded by their parents.

Four Dollar Dungeons

Seven Sinful Tales

By Richard Develyn

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Background

Just outside the village of Ravenstone, in the county of Surrey in the kingdom of Bretagne in a land far away from the home of the PCs, is a stone circle of legendary power, though all knowledge regarding its power has unfortunately been lost or forgotten.

Even the sage wizard Humphrey and his devilish companion Beauregard, who live together nearby, have no idea what the circle can do despite having spent decades trying to piece together what little information they could find about it. The only thing that they seem to know for sure is that the circle is somehow or another able cover its tracks as if careful to hide its secrets, as on several occasions the two researchers have found themselves revisiting ancient libraries that they had forgotten about or petitioning powerful beings for information only to be told, rather irritably, that nothing further had been discovered since their last visit – whenever that was.

Although its powers are unknown, the circle radiates overwhelming magic¹, which has attracted all sorts of people

¹ “universal”

from miles around convinced that they could tap into its power using rituals, dances and celebrations of the sort normally associated with nature, druids and witches. Not that any self-respecting druid, witch, or natural magical practitioner would ever go near it, of course, but in spring and summer the circle is a great place to party, drink, listen to music and make “interesting” new friends² amidst all of the swaying around and chanting that typically goes on either in the middle of the night or at sunrise or at sundown³.

Nobody would ever have guessed, of course, that one cold dingy night in Autumn a group of seven 13-year-old children would cause the circle's magic to manifest when they gathered around it at midnight and started chanting a load of hocus-pocus. It surprised Humphrey and Beauregard, scrying on the site in mild amusement from their tower up in Ravenstone; it definitely surprised the motley collection of adventurers that were plucked out of their own reality and dumped unceremoniously in the middle of the circle⁴ and it scared the bejesus out of the seven kids who were not expecting anything to happen though they might have been wishing for it otherwise.

Arrival at Ravenstone

As the adventure begins, facing the PCs around the circle will be the following, rather nervous, group of 13 year olds:

Deako	a pale feathered Tengu with wide-eyes and a nervous twitch
Adriana	a pretty platinum blonde girl who wears her hair in ringlets, is beautifully dressed and is cousin to Augustus
Augustus	a well-dressed, immaculately groomed, slightly overweight young gentleman, cousin to Adriana
Paulina	a light-haired, delicate and a bit plain gnomish girl, nice to speak to and prettily, if cheaply, dressed
Bairn	a handsome and polite young man, earnest and sincere, perhaps a future paladin in the making once he “fills out” a bit
Tilvern	a timid, dark haired, young man, slightly small for his age
Holly	a bright young light-haired girl with a big smile and wide eyes, though perhaps a bit too wide as if something inside her is troubling her

The “practitioner” of the summoning was Augustus. Tilvern, Adriana and Holly gave him much encouragement, whilst the others just came along for the ride.

Nearby are the children's seven horses.

² sometimes only briefly

³ the fact that one of the standing stones is decorated with a raven is lost on most people, though Humphrey and Beauregard believe it represents “messages from the stars”

⁴ with all their adventuring gear, including cohorts, companions and familiars, and it's up to you how much else you want to allow them to bring along

Demands by the PCs for explanations will all be directed to Augustus who, as far as the rest of them are concerned, is clearly a far more powerful a wizard than they'd all imagined. Augustus, in turn, who's no wizard at all, will tearfully point at a tatty leather-bound book that he recently picked up at an auction in Fordguild entitled "Unlocking the Secrets of the Stone Circle at Ravenstone: New Revelations on an Ancient Mystery" by professor Horace Cope, and show them all the strange fetishes and other paraphernalia strewn around the circle which the book told him would ensure a manifestation if seven of them got together and chanted by the light of a full moon at midnight.

It's rubbish, of course, but that's as much as he knows. That's as much as anyone knows.

The children will be most apologetic, now, and beg the PCs pardons but unfortunately it's getting late and they need be home for school tomorrow. They shouldn't have come out in the first place and they're all worried that they'll be missed so without further ado they will get onto their horses and ride off. Augustus will leave the PCs with his book, with the right chapter open, and suggest to them that if they can't figure out how to make the magic work backwards, so to speak, then they should seek the help of Humphrey the magician in his tower in the town of Ravenstone which is visible less than a mile away to the east.

There is nothing else that the kids can do about what's happened. The book itself is junk so the only viable course of action now for the PCs now is to do as Augustus has suggested and head over to Ravenstone to meet the magician. Should the PCs make any sort of threat towards the children or do anything to prevent their departure then Beauregard will teleport over to the site to have a few words with them first.

Humphrey and Beauregard

Humphrey (LN male human wizard/18) and Beauregard (LE Devil, Deimavigga, CR 17) live in a tall and twisted tower on the edge of the village of Ravenstone not too far from the stone circle which the PCs have arrived in. These two unlikely companions, matched both in power and intellect, are together because they have put aside their moral differences in order to pursue their joint obsessions of learning and understanding, and when they get going their philosophical discussions frequently last weeks and are normally followed by strange journeys to unlikely places in order to uncover the truth behind knowledge, secrets and lore.

Humphrey, a wizened old man with a long beard and a pipe, knows that Beauregard is looking to convert him to the worship of Asmodeus one day, but it doesn't bother him much as he thinks that he'll probably be dead before that happens. Beauregard for his part, who likes to appear as a tall human with jet-black skin, red eyes and a goatee beard, being happy to be in the company of a man who is his intellectual equal is remarkably easy going, if not altogether likeable, for a creature of his sort. Beauregard even behaves in ways one might consider "good", such as sparing the lives of seven innocent children, though anyone who knows him better will realise that this is no different to him than sparing the lives of seven innocent cats.

As far as the PCs are concerned both of these guys are indestructible. If the PCs should challenge this, Beauregard's defensive stats are: AC 46, touch 20, flat-footed 36, HP 261, DR 10/good and silver, regeneration 5, Fort +20, Ref +16, Will +20, SR 27, and they will really not want to know what his

offensive stats are as well. Regardless of how the PCs eventually meet them some sort of serious conversation will need to take place with them if the PCs are ever to hope to be able to get back to their own home plane, planet, land or country again.

Humphrey and Beauregard will explain that they have long been of the opinion that the magic of the stone circle was somehow or another Wish related, as this would tie in with the strength and type of magic which it radiates plus possibly explain why the circle hides its powers (an endless source of Wish spells would clearly be catastrophic). The seven children probably triggered the magic of the circle by each of them making a wish at the same time. It might have been the

same wish or maybe lots of different ones. The circle might have triggered because of the constellations, or the time of year, or some characteristic of the children themselves, or the nature of their wishes, or perhaps even just because they all voiced the word "wish" in their heads at the same time. It's going to take some time to figure out exactly what happened and perhaps they never will but Humphrey and Beauregard's best guess right now is that the circle has answered the seven wishes by bringing the PCs to this land and that the only way for the PCs to return will be for them to somehow satisfy them.

It's not the most satisfactory answer they can think of but it's the best that the two scholars can come up with right now.





Assuming this conversation goes well and the PCs are on good terms with Humphrey and Beauregard then the PCs will be invited to spend the night with them at the tower and Humphrey will even provide them with a map of Surrey⁵ to help them with their task. He will also explain that the best place to make contact with the children is to go to Fordguild, which is where the schools are.

Investigations at Fordguild

Assuming that the PCs were not hostile at Ravenstone then all of the children will be reasonably friendly towards the PCs when they meet them. Six of the seven children go to the same “common” school in the city whereas Adriana goes to a “special” one. They can all explain a little bit about each other’s difficulties as well and can be approached in the following manner:

Deako (the Tengu’s Tale) lives in poor lodgings near the school itself. He will approach the party when he sees them as he needs their help in trying to get his parents talking to each other again.

Adriana (the Maiden’s Tale) is escorted to and from Marloe to a “school for young ladies” in Fordguild by a rather severe looking woman (Lucille, her “mother”, though actually this is a Blood Hag in disguise) in a pony and trap. Getting access to Adriana will require bypassing Lucille using either Diplomacy

(DC 24), Intimidation (DC 25) or Bluff (DC 13). These checks can be retried every day until successful.

Augustus (the Druid’s Tale) keeps out of the PCs way as much as he can out of a misguided sense of guilt, though with a bit of persistence he can also be approached and spoken to. He also lives in Fordguild.

Paulina (the Rogue’s Tale) travels to and from her home town of Alderchop via a school-coach, a noisy rambunctious affair full of all the screaming kids that belonging to parents in the military. Paulina will be approachable to the PCs but not actually approach them herself just out of shyness. Note that school coaches arrive just before school begins and leave as it’s over, so the PCs will not have much time to talk to Paulina as she arrives or goes.

Bairn (the Bard’s Tale) also travels on a school-coach but west rather than east to the town of Hook. He will readily acknowledge the PCs when he sees them and suggest they come over to talk to him at home.

Tilvern (the Paladin’s Tale) travels on a third school-coach (with Holly) to Farham, though in his case Tilvern will skip school if necessary and even miss his coach as soon as he sees the PCs as he has the most urgent needs.

Holly (the Necromancer’s Tale) travels on the same school-coach as Tilvern though she gets dropped just short of Farham so that she can make the journey to where she lives (Willoughby House) without having to double-back. She, too, will be easy enough to approach, suggesting to the PCs that they come over the next day to visit her at home once she’s cleared things with her father.

DC	Summary
24	Diplomacy check to get past Lucille (Adriana’s “mother”) in order to speak briefly to Adriana herself. Can be retried every day until successful.
25	Intimidation check as above, though note this will negatively dispose Lucille towards the PCs from now on.
13	Bluff check as above.
26	Perception or Sense Motive check to notice something awry with Lucille (assumes Disguise and Bluff rolls a 10, or roll them yourself if you like).

Notes for the Games Master

Overview

This adventure consists of seven separate short stories, effectively independent of one another though connected by the following three themes:

First of all there is the overarching story arc of PCs plucked out of their homes by a wishing circle and then needing to ensure that all of the wishes are fulfilled in order for them to return.

⁵ i.e. the player’s map of Surrey



The land of Surrey in which they now find themselves should be completely unknown to them, potentially on another plane of existence, even, so that they cannot just hop on a boat and go home.

The second theme is an optional role playing one surrounding the fact that each tale revolves around a child being let down by its parents. This element is optional because each child only seeds the adventure rather than participating in it – with the possible exception of The Maiden's Tale though even here the amount of interaction with Adriana can be kept to a minimum. If you and your players want to do a little bit of role-playing around the various parent/child issues presented by each tale then, of course, you can, but if you would rather just get on with the action you can do that if you like instead.

The final theme of the adventure is the Seven Deadly Sins, which of course gives it its name. Each of the seven tales tries to explore one of these human vices in its own way, mostly by presenting scenarios which have come about as a result of the vice in question. In one case, The Rogue's Tale, which deals with Greed, the PCs' own greed is also tested.

As a final option you can, of course, run then individual parts of this adventure totally independently and I have balanced each tale and provided scaling information for each one in the Encounter Summary in order to allow you to do so.

The Tengu's Tale (anger)

After a nasty mishap resulting in the death of Deako's brother, Deako's samurai parents have split up and now refuse to talk to one another. Deako hopes to reunite them by presenting to each a significant trophy, ostensibly gained by the other parent as a peace offering but actually won by the PCs. The main part of this tale is a wilderness monster hunt against two very angry creatures: a troll barbarian and a hippopotamus.

The Maiden's Tale (envy)

Adriana is being groomed for an arranged marriage she doesn't want. The truth of the situation is that her "mother", Lucille, is in fact a Blood Hag called Moroni in disguise who is seeking to gain the most perfect skin for herself by a process of selective breeding. The PCs will have to uncover the mystery surrounding the Blood Hag's infiltration into Adriana's family, which began with Adriana's grandmother, and then confront and kill the Blood Hag, suitably prepared, before she kills them.

The Druid's Tale (gluttony)

Augustus' parents are addicts of a strange drug-induced experience provided every night at The Hungry Caterpillar – a very expensive club in the centre of Fordguild. As a result of their addiction they have neglected their son, who despite having plenty of money is really after his parents' love. The PCs will have to infiltrate the club and descend to its basement in order to close the drug den down. In so doing

they will have to defeat the druid and her treant companion who own it, as well as the creatures that work within the den.

The Rogue's Tale (greed)

Paulina's father was always chasing after the next great treasure, with his whip and his fedora hat, until one day he went too far and got himself killed. Even though his daughter Paulina hardly knew him, because he was always away, she would like to honour his memory now, and perhaps appease his soul, by making a shrine to him and placing within it that last great treasure that he was never quite able to retrieve. The PCs will have to journey to the pyramid of Balzac in order to bring back the Shagreen, hopefully without falling foul of whatever it was that killed Paulina's father.

The Bard's Tale (lust)

Bairn's dad never seemed to be able to keep it in his pants, despite the fact that Bairn's mother was what most men would consider to be their dream partner. Eventually mother kicked father out. Father went to live with another woman in the same town but then tired of her too and so went off to sow some more wild oats. It's been a year now, and Bairn would like to see his father again. As the PCs soon find out, though, the trail of broken hearts that they follow eventually leads to the lair of Bairn's father's final lover, and hell hath no fury like a Medusa scorned.

The Paladin's Tale (pride)

Tilvern's father is a paladin who went off to join the war effort against the giants that live in the mountains to the north. Although most of the time there is an uneasy peace between the forces there, it so happened that soon after joining there was an altercation in which the commander of the human army was killed right in front of the paladin's eyes. Tilvern's father has sworn revenge, and even though his new commander has forbidden it, since there is now a new truce between the forces, Tilvern's father is determined to challenge the stone giant that killed his old commander to a single combat. Unfortunately, it is more than likely that Tilvern's father will be killed by the giant, which Tilvern fervently wishes not to happen. The PCs will have to negotiate their way to the giant camp and kill that stone giant themselves before Tilvern's father can get to him.

The Necromancer's Tale (sloth)

Holly lives in a house that is full of zombies. Fortunately, she knows them all by name, as they are the walking corpses of members of her family which have died over the years and which her father has animated in order to get them to do all the housework. Unfortunately, something nasty appears to have moved into her home, possibly as a result of all the necrotic energy kicking around, and Holly doesn't feel safe there anymore. When the PCs journey over to Willoughby



House they find that she's gone missing somewhere within it. Holly's dad cannot be bothered to help so the PCs will have to search the house both for her and in order to get rid of the two nasty undead creatures that have moved in.

Maps

As well as player's and GM's maps of the county of Surrey, there are tactical maps for a number of the locations in each individual tales. Maps have not been provided for encounters where the accurate representation of the encounter was not necessary, since in my opinion it is better in these cases to allow you the GM to use whatever tiles or encounter mats are at your disposal rather than specify the precise location of each tree and so on. The encounters coming under this category which you will have to either draw or improvise are:

- The troll in the woods in the Tengu's Tale.
- The hippopotamus in the river in the Tengu's Tale.
- The blood hag in a wooded area in the Maiden's Tale.
- The stone giant in mountainous creek in the Paladin's Tale.

Note: the grid on the map for Balzac and Stag Hall use 10' squares, whereas those for the Under Basement and Willoughby House use 5' squares.

Encounter Summary

Two of the tales have a single CR 8 encounter at the end, two have a CR 7 encounter plus a weaker encounter or two, one has two CR 6 encounters and the remaining two a CR 6 and CR 5 each.

The following table summarises what can be found across the whole adventure. The encounter tables further down split this up by each individual tale.

Type	Number	Description
Easy (CR < 5)	3	Skull Swarm (CR 1) Accursed Pool (CR 3) Kelpie (CR 4)
Average (CR 5)	3	Advanced Attic Whisperer Hippopotamus
Challenging (CR 6)	5	Deathweb 7 th level Druid Basidiron (CR 5) + Rust Monster (CR 3) Troll Barbarian
Hard (CR 7)	1	Medusa Mummy (CR 5) + 4 x Canopic Jar (CR2)
Epic (CR 8)	2	Blood Hag Stone Giant or 9 th level paladin

Treasure has been allocated on a per-tale basis in order to reflect the challenge that each tale presents.

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) 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 encounters, however 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 therefore the easiest to manage.

Whichever scaling technique you use, 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 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 **green**.

**The Tengu's Tale**

Encounter	CR	XP	Treasure	Total Value
Troll Barbarian	6		Troll's possessions:	
Hippopotamus	5		Masterwork Hide Armour (180), Feather Step Slippers (furry boots) (2000) Reward for killing hippopotamus: Aegis of Recovery (1500)	3780
			Change reward to Amulet of Natural Armour +1 (2000) + 200gp	4480
			Change reward to Swarmbane Clasp (3000)	5280

The Maiden's Tale

Encounter	CR	XP	Treasure	Total Value
Blood Hag	8	4800	Cauldron of Brewing (3000) Alluring Golden Apple (400)	
			Change Alluring Golden Apple to Goblin Skull Bomb (1200)	3400
			+ Goblin Skull Bomb (1200)	4200
			+ Seer's Tea (550)	5150

The Druid's Tale

Encounter	CR	XP	Treasure	Total Value
7 th level Druid	6		Cape of Free Will +1/+2 (1500)	
Basdirond +	5		Deathwatch Eyes (2000)	
Rust Monster	3		Masterwork heavy wooden shield (157) Masterwork rapier (320) 173 gp	
			+ Wand of Neutralize Poison (5 charges) (1125)	4150
			+ Wand of Neutralize Poison (5 charges) (1125)	5275
			+ Wand of Remove Disease (5 charges) (1125)	6400

The Rogue's Tale

Encounter	CR	XP	Treasure	Total Value
Pit	0		+1 Scimitar (2315)	
Skull Swarm	1		1000 sp	
Accursed Pool	3		Cotton towels worth 250 gp	
Mummy	5		The queen's necklace (13 x 100gp gems)	
+ 4 Canopic Jars	4 x 2		Three golden cat statuettes worth 215 gp each	
			+ Unguent of Timelessness (150)	
			+ Elixir of Love (150)	(without the stone golem "extras")
			+ Boots of the Cat (1000)	4810
			+ Red Desert Sash (2500)	6110
Androsphinx	9			
Stone Golem	11		The golden barge (777 x 10gp gems)	7310



The Bard's Tale

Encounter	CR	XP	Treasure	Total Value
Medusa	7		On the Medusa herself:	
Kelpie	4		masterwork longbow (375)	
			+ an Efficient Quiver (1800)	
			In the Living Room:	
			3 landscape paintings worth 25gp each,	
			a huge stuffed antelope, weighing 50lbs, worth 100gp,	
			a masterwork heavy crossbow (350), on a small table, and 10 +1 bolts in a drawer beneath (230),	
			2 masterwork spears (302) arranged as a display behind a +1 light wooden shield (1153),	
			two wooden ornamental masks worth 15gp each	
			In the Medusa's Bedroom:	
			4 courtier's outfits, weighing 6lbs each, worth 30gp each	
			a jewellery box with a superior lock (DC 40) (150) containing 12 pieces of jewellery worth 20gp each	
			+ A small vial under the pillow holding an Elixir of Love (150)	
			+ A set of Sleeves of Many Garments (200)	
			+ A Feather Token (swan boat) (450) in the Jewellery Box	
			In the Kitsune's boat:	
			Jar of Stone Salve (not included as it is necessary for the adventure)	
			a cold weather outfit (8)	
			a masterwork backpack (50)	3836
			a longbow (75)	
			12 +1 arrows (276)	4836
			+ A set of bandages of rapid recovery (200)	5636

The Paladin's Tale

Encounter	CR	XP	Treasure	Total Value
Stone Giant	8		Rope of climbing (3000)	3700
			Jewelled Necklace (700)	4420
Or			+ Campfire Bead (720)	5400
			Replace everything with Sustaining Spoon (5400)	
9 th level Paladin	8		+1 Greatsword (2350)	3700
			+1 Breastplate (1350)	4420
			+ Campfire Bead (720)	5420
			+ Campfire Bead (720)	
			+ Cloak of Resistance +1 (1000)	

The Necromancer's Tale

Encounter	CR	XP	Treasure	Total Value
Deathweb	6		Robe of Infinite Twine (1000)	
Attic Whisperer (advanced)	5		Boots of the Enduring March (1500)	
			Shawl of Life-Keeping (1000)	
			+ Concealing Pocket (1000)	3500
Reward			+ Potion of Cure Moderate Wounds (300)	4800
			+ Type I Bag of Holding (2500)	6000



The County of Surrey

The following few pages of information have been provided to help you flesh out the region where these series of small adventures takes place. All of this is optional information, more flavour than content, though if your PCs are like my PCs you might welcome not having to improvise when they ask you who actually rules Marloe and whether they can buy a rod of Flame Extinguishing there⁶.

Surrey is an autonomous vassal state of the kingdom of Bretagne. The exarch of the county, Kim Thotan, rules from an austere central office in the city of Fordguild, without much interference from her king, using policies which favour patience, study and slow erosion of her problems rather than outright confrontation. She is a popular leader who is sometimes considered, rather unfairly, as being ineffectual, though also clearly seen as progressive and forward thinking.

In spirit, Surrey is a place largely at ease with itself and balanced. Even the war against the giants to the northeast has reached a state of equilibrium and there is a general feeling here of people just getting on with the slow process of improving their lives fully cognisant of the fact that there are still imperfections in the world around them (such as crime, corruption, inequality, and even a few rapacious monsters roaming the countryside).

You could be forgiven for thinking it all a bit middle-classed, and though such a thing might have seemed a bit odd in our own middle-ages the ubiquity of magic in a fantasy world makes parallels to our own modern world easier to draw. In particular, the humanoid residents of *this* county of Surrey⁷ all too readily confuse education with parenting, as children are packed off to school with military precision by parents who believe that in so doing they will have adequately dispatched their parental responsibilities and can therefore do whatever else they please.

The children themselves, of course, tend to disagree.

Survival and Exploration

Weather and Travel

Given that it's autumn and the climate here is temperate, you can use the following chart to determine what the weather is anywhere except in the desert in Balzac, which has a climate of its own (always dry, hot in the day and cold at night).

D%	Type	Effect
01-80	Normal	No effect in the day, cold at night
81-90	Rain	Cold in the day and at night; visibility range is halved and

⁶ no chance, by the way, though if they've got one to sell then they'll be able to find a buyer

⁷ no connection to the real world county of Surrey is implied, this sort of thing goes on everywhere

		perception checks are at -4; unprotected flames are extinguished and ranged attacks are at -4
91-99	Sleet	As above plus all terrain considered difficult for 1d6 hours after it finishes
100	Thunderstorm	As above, plus every minute a lightning bolt strikes a random PC in metal armour or wielding a metal weapon for 8d8 points of electrical damage (DC 15 reflex save for half). This lasts for an hour. If PCs shelter by a tree, then the tree is hit instead and all PCs within 10' are subject to 8d8 points of fire damage (same reflex save).

Then the table on the next page summarises travel times (in hours) for different modes of transport.



From	To	Foot 30'	Horse 50'	Coach 60'
Alderchop	Fordguild	3	1, 45 mins	1, 30 mins
Alderchop	Marloe	3	1, 45 mins	1, 30 mins
Cath Courth	Ravenstone	2	1, 10 mins	1
Crawshaw	Farham	6, 30 mins	4	3, 15 mins
Crawshaw	Fordguild	4, 30 mins	2, 40 mins	2, 15 mins
Crawshaw	Krake	6, 30 mins	4	3, 15 mins
Farham	Fordguild	5	3	2, 30 mins
Farham	Krake	3	1, 45 mins	1, 30 mins
Farham	Ravenstone	2	1, 10 mins	1
Farham	Willoughby House	1	35 mins	30 mins
Fordguild	Krake	5	3	2, 30 mins
Fordguild	Hook	3	1, 45 mins	1, 30 mins
Fordguild	Marloe	2	1, 15 mins	1
Hook	Marloe (south route)	7	4, 15 mins	3, 30 mins
Hook	Ravenstone	3	1, 45 mins	1, 30 mins
Hook	Sinnemouth	6, 30 mins	4	3, 15 mins
Hook	Tabassum	7	4, 15 mins	3, 30 mins
Marloe	Sinnemouth	4	2, 25 mins	2
Marloe	Tabassum	3	1, 45 mins	1, 30 mins
Sinnemouth	Stag Hill	3	1, 45 mins	1, 30 mins
Sinnemouth	Tabassum	4	2, 25 mins	2



Encounters

Wandering monsters are usually supplemental in four dollar dungeons, given the aim of controlling the amount of experience and challenge in the module, however encounter tables have been provided in this gazetteer not just for the sake of supporting the area as a campaign location but also to give an indication of the type of fauna and flora that is to be found in the different parts of the county. Note, though, that the CR levels have been set in accordance with this adventure – i.e. the 5 to 7 range – and that not all of the encounters need to be hostile.

Encounters should be checked twice during the daytime (i.e. morning and afternoon) and once at night-time according to the following table:

Time of Day	Chance of Encounter
Daytime	1 in 20 chance on the road, 1 in 12 off road
Nighttime	1 in 12 chance if the party are travelling without light sources, 1 in 8 chance otherwise.

The encounter table to use varies by geography. During the day, 2d3 should be rolled to determine what is met; at night 1d6 should be rolled instead with a “1” indicating that the night-time encounter table below should be used instead⁸.

2d3	CR	B	Night-time Encounter
2	7	2	Dullahan
3	6	1	Will-o'-Wisp
4	5	1	4 Ghouls
5	6	3	Hag, Annis
6	7	1	Spectre

Individual descriptions of wandering monsters are not provided here however the “B” column in the encounter tables refers to the Pathfinder Roleplaying Game Bestiary where the entry for that creature can be located.

Geography

Balzac Desert

The desert of Balzac to the south-east, which plays a strong part in The Rogue's Tale, is vast and sandy. Sandstorms are not uncommon and sand-dunes move all the time, resulting in a +2 to the DC for survival checks to avoid getting lost.

2d3	CR	B	Desert Encounter
2	7	3	Sphinx, Criosphinx

⁸ Note how the probability of normal encounters flattens out at night so that it is more likely for PCs to meet with a greater danger.

3	6	3	Ant Lion, Giant Adult
4	5	1	Pack of 12 Jackals (use stats for a dog)
5	6	2	Death Worm
6	7	3	Dragonne

Grasslands

The area south of Willoughwood and west of Balzac consists of rolling grassy hills with the occasional copse of trees. The few marshes that can be found within it are a little bit more dangerous than usual, otherwise the grasslands represent the safest area of wilderness in the county.

2d3	CR	B	Grasslands Encounter
2	7	1	4 Centaurs (rogue band)
3	6	1	2 Bison (+2 non-combative young)
4	5	1	Manticore
5	6	1	Ettin
6	7	1	4 Ogres

Marshes

Only one marsh is featured in this adventure, Gluprota Marsh – the location of Stag Hill Lodge in The Bard's Tale. Others can be placed around the grasslands at your discretion.

2d3	CR	B	Marsh Encounter
2	7	2	4 Dragonfly, Giant Nymph
3	6	1	2 Harpies
4	5	1	Hag, Green
5	6	1	4 Boggards
6	7	2	Hangman Tree (solitary marsh variant)

Plains

The area to the east of Willoughwood between the mountains to the north and Balzac to the south, the soil here drains water away so the land is rougher and less supportive of plant life than it is in the grasslands. It's also flatter. Occasional trees dot the landscape.

2d3	CR	B	Plains Encounter
2	7	5	Cerynitis
3	6	3	4 Axe Beaks
4	5	1	Lion, Dire
5	6	5	Termite Swarm
6	7	2	4 Chupacabra



Plantagenet Mountains

The mountains to the north of Surrey rise up like a wall of stone cut in half by the Troll Woods in the centre. The Plantagenet ruler of the giants there tends to keep most of his folk in line, though this includes an ongoing battle with the humans to the south as detailed in The Paladin's Tale.

2d3 CR B Mountains Encounter

2	7	1	Giant, Hill
3	6	1	2 Yeti
4	5	3	Derhii
5	6	4	2 Wikkawak
6	7	4	Giant, Slag

The River Sinne

It is, in fact, the river Sinne that has cut the Plantagenet mountains in half, over millennia of course. Cold and fast flowing to the north of the falls at Krake, the river gradually widens, slows and warms as it drives its way through the Willoughwood before eventually emerging in quite lazy fashion through the grasslands and out into the sea at Sinnemouth. The encounter table below relates to anyone actually travelling on the river rather than alongside it. An encounter with a hippopotamus on the river occurs as part of The Tengu's Tale.

2d3 CR B River Encounter

2	7	3	Water Naga
3	6	2	Giant Gar
4	5	2	2 Bunyip
5	6	3	Ahuitzotl
6	7	5	2 Tizheruk

Troll Woods

The woods within that bisect the Plantagenet Mountains are described in considerable detail in The Tengu's Tale in the part detailing with the troll hunt. Generally speaking, non-trolls tend to give bipedal travellers in the woods a wide berth, however PCs who really wish to attract attention to themselves could encounter one of the following:

2d3 CR B Troll Woods Encounter

2	7	1	Bear, Dire
3	6	2	Giant, Wood
4	5	1	Troll
5	6	2	2 Troll, Ice
6	7	2	4 Spider, Giant Black Widow

Willoughwood

Comprising almost half of the county of Surrey the Willoughwood is a dark and deciduous forest full of oak, elm, birch and beech. Rabbits, foxes, deer and other woodland creatures can be commonly seen within it during the day, but it's pretty creepy at night.

2d3 CR B Willoughwood Encounter

2	7	1	8 Wolves (hunting pack)
3	6	1	Shambling Mound
4	5	3	Giant Owl
5	6	2	Redcap
6	7	1	4 Wolves, Dire

Other Notable Locations

Cath Court

An isolated monastery in the mountains, mainly female, headed by sister Francis (LG female human adept/2 aristocrat/1 expert/2). This location is mentioned and might be visited in The Maiden's Tale, but is otherwise friendly to anyone with an open heart who desires nothing but peace.

Crisis Creek

An isolated mountain valley in the Plantagenet Mountains, frequently used as a rendezvous between giants and men, this is the final location in The Paladin's Tale.

Ravenstone

A twisted tower housing Humphrey the sage magician and his devilish companion Beauregard which stands about a mile to the east of a large stone circle decorated with a raven. This is further detailed in the background of this adventure.

Stag Hill Lodge

An old hunting lodge on a muddy island in the middle of a warm water lake in the middle of Gluprota swamp, this is the final location in The Bard's Tale.

Willoughby House

A spooky house about two miles to the south-east of Farham, the last remaining property of the Willoughby family and the location of the activity in The Necromancer's Tale.



Settlements

Alderchop

LN Large Town

Corruption 2; **Crime** -4; **Economy** 2**Law** 4; **Lore** 1; **Society** 3**Qualities** planned community, population surge, superstitious**Danger** 5**Demographics****Government** colonial**Population** 3840 (1700 humans, 440 half-elves, 480 dwarves, 200 halflings, 840 half-orcs, 120 elves, 80 others)**Notable NPCs****Elder Routledge (Governor)**

LG Male Human Fighter 4 Cleric 6

Miolan (Retired Commander / Training Chief)

LN Male Dwarf Fighter 12

Marketplace**Base Value** 2,000gp; **Purchase Limit** 10,000gp**Spellcasting** 3rd**Minor Items** 3d4; **Medium Items** 2d4; **Major Items** 1d4**Description**

A sprawling network of brick built and wooden houses, Alderchop is famous for providing Surrey with its best sportsmen and militia material, and indeed there is a military academy here plus numerous other training grounds for martial occupations. The people here tend to be quite quick to anger and bar room brawls are common.

Crawshaw

LG Small Town

Corruption 3; **Crime** -1; **Economy** 3**Law** 3; **Lore** 0; **Society** -2**Qualities** defensible, strategic location**Danger** 0**Demographics****Government** overlord**Population** 1970 (890 humans, 120 half-elves, 240 dwarves, 350 halflings, 270 half-orcs, 60 elves, 40 others)**Notable NPCs****Crawshaw (commander)**

LN Male Human Fighter 12

Marketplace**Base Value** 1,100gp; **Purchase Limit** 5,000gp**Spellcasting** 4th**Minor Items** 3d4; **Medium Items** 1d6**Description**

A large military encampment, almost like a village of tents, complete with all the craftsmen and suppliers one might need to support 2000 humanoids. This area forms the beginning of The Paladin's Tale.

Farham

CG Village

Corruption -3; **Crime** 1; **Economy** -1**Law** -3; **Lore** 1; **Society** 3**Qualities** free city, religious tolerance**Danger** 5**Demographics****Government** utopian experiment**Population** 181 (90 humans, 20 half-elves, 10 dwarves, 35 halflings, 8 half-orcs, 16 elves, 2 others)**Notable NPCs****Tom Shilo**

CG Male Halfling Rogue 7

Vilyar

CG Male Half-elf Oracle 8

Waldorf

CG Male Dwarf Rogue 12

Marketplace**Base Value** 500gp; **Purchase Limit** 2,500gp**Spellcasting** 3rd (Divine 5th)**Minor Items** 2d4; **Medium Items** 1d4**Description**

This quiet village is popular with adventurers seeking to make their fames and fortunes up in the various abandoned mines and underground complexes that can be found in the mountains to the north. Shrines, temples and churches of various religions are common here, as are stores selling adventuring equipment at good prices (10% cheaper than "book"). Farham is also popular with travellers going to Ravenstone for one of the festivals so there are far more inns per square foot here than pretty much anywhere else.

**Fordguild**

N Large City
Corruption 4; **Crime** 4; **Economy** 6
Law 3; **Lore** 6; **Society** 3
Qualities academic, financial centre, gambling, majestic, well educated
Danger 10

Demographics

Government autocracy
Population 19300 (9500 humans, 2200 half-elves, 1400 dwarves, 3500 halflings, 1700 half-orcs, 600 elves, 400 others)

Notable NPCs

Kim Thotan (Exarch of the County)
 N Female Human Fighter 14
Keedlewell (City Administrator)
 LN Male Expert 15
Professor Corfield-Shorn (Principal Academic)
 LN Male Wizard (universalist) 16

Marketplace

Base Value 11,200gp; **Purchase Limit** 77,000gp
Spellcasting 9th
Minor Items 4d4; **Medium Items** 3d4; **Major Items** 2d4+1d8

Description

The capital of Surrey is huge walled city renown throughout this land as a centre of academic learning. Education being seen as so important by the residents of the county, prices of property in the city are sky high and the city is clearly extremely affluent - though this has led to a certain amount of corruption and vice as detailed in The Druid's Tale.

Hook

LG Large Town
Corruption 0; **Crime** -1; **Economy** 0
Law -1; **Lore** -1; **Society** 5
Qualities artist's colony, rumourmongering citizens, rural
Danger 0

Demographics

Government council
Population 4035 (1950 humans, 400 half-elves, 300 dwarves, 1200 halflings, 70 half-orcs, 60 elves, 55 others)

Notable NPCs

Hamgrab (council-leader)
 NG Male Human Cleric (good, healing) 7
Oquebat (council-leader)
 LG Male Half-orc Ranger 8

Marketplace

Base Value 2,000gp; **Purchase Limit** 10,000gp
Spellcasting 5th
Minor Items 3d4; **Medium Items** 2d4; **Major Items** 1d4

Description

A lower middle-class town providing to the families of lumberjacks and hunters, Hook is unimaginative and functional, and perhaps just a little bit dreary. Houses are brick-built and gable-roofed against the constant rain, streets are cobbled but nevertheless muddy. This town forms the starting location of The Bard's Tale, and given its rather uninspiring nature it's perhaps not too surprising that Nik started running off with other women.

Krake

LN Hamlet
Corruption -2; **Crime** -2; **Economy** -2
Law -3; **Lore** -3; **Society** +1
Qualities racial enclave
Danger -5

Demographics

Government council
Population 53 (52 tengu, 1 human)

Notable NPCs

Mariko (council-leader)
 LG Female Tengu Samurai 9

Marketplace

Base Value 200gp; **Purchase Limit** 1,000gp
Spellcasting 2nd
Minor Items 1d6
 (Tengus purchase items at a 25% discount)

Description

Krake is the only habitation in Surrey, and indeed in all the neighbouring counties, which is almost entirely inhabited by a single species of exotic humanoid in this case Tengus. Houses are brick-built on the ground or wooden tree-houses built around and within the giant trees which start to become apparent as the Willoughwood turns into the Troll Woods to the north. The starting location for The Tengu's Tale, Krake is a hive of activity organised as a feudal society in a style reminiscent of medieval Japan.

**Marloe**

LE Small Town
Corruption 3; Crime 1; Economy 2
Law 2; Lore 0; Society -1
Qualities decadent, prosperous
Danger 10

Demographics

Government dynasty
Population 1310 (650 humans, 200 half-elves, 240 dwarves, 160 halflings, 20 half-orcs, 20 elves, 20 others)

Notable NPCs

M'raami (governor)
LE Male Elven Sorcerer (Rakshasha bloodline) 11

Marketplace

Base Value 1,300gp; **Purchase Limit** 9,370gp
Spellcasting 4th
Minor Items 3d4; **Medium Items** 1d6

Description

The location of all of the activity in The Maiden's Tale, Marloe is an upper middle-class town which is peopled by wealthy retired merchants and craftsmen plus a good selection of still-working labourers and craftsmen to support them. The town has its own private ranger force in order to keep out nasty animals, though these are rarely seen now, and even its own exclusive golf course. Trade from Fordguild to Sinnemouth generally goes by river, however there is an exclusive market in the town square every Wednesday providing ridiculously expensive "fromages" and "charcuteries" sold by very ethnically dressed peasant-like people that have just made the journey up from Sinnemouth.

Sinnemouth

CN Small City
Corruption 4; Crime 7; Economy 7
Law -1; Lore 1; Society -1
Qualities free city, good roads, guilds, trading post
Danger 15

Demographics

Government plutocracy
Population 9600 (4900 humans, 1200 half-elves, 1000 dwarves, 2500 halflings, 800 half-orcs, 100 elves, 100 others)

Notable NPCs

Farncom Goldming (Head of Goldming banks)
CN Male Dwarf Oracle 4 Fighter 4 Expert 2
Knotttron (Portmaster)
LN Male Human Ranger 6
Burgerat (Head of Workers' Union)
LG Male Halfling Bard 8
Friar Mieux (Head of Breweries)
CG Male Dwarf Fighter 2 Cleric (community, water) 4

Marketplace

Base Value 4,000gp; **Purchase Limit** 50,000gp
Spellcasting 6th
Minor Items 4d4; **Medium Items** 3d4; **Major Items** 1d6

Description

The county's second largest city and only port, Sinnemouth is a hive of industry thanks to its role as a trading hub for the county and surrounding area. Nothing like as salubrious as Fordguild plenty of ordinary, fairly uneducated, working-class people live and work here, together with all the inns and trading establishments that such people normally require.

Tabassum

CN Hamlet
Corruption 1; Crime 1; Economy 1
Law -3; Lore -1; Society -4
Qualities notorious
Danger 5

Demographics

Government plutocracy
Population 45 (40 humans, 2 half-elves, 2 halflings, 1 half-orc)

Notable NPCs

Jia-Ling (caravanserai owner)
N Female Human Druid (desert) 7
Hashim (lead camel trader)
LE Male Human Rogue 2 / Expert 2

Marketplace

Base Value 260gp; **Purchase Limit** 1,500gp
Spellcasting 2nd
Minor Items 1d6

Description

A caravanserai at the edge of the Balzac desert, this is the starting location for The Rogue's Tale.

GM's Map of Surrey





Player's Map of Surrey





The Tengu's Tale

This tale takes place around the village of Krake, in particular, in the mountainous woodland to the north of the village and on the river Sinne to the south.

Cast (living)

Deako A young Tengu, whose parents have split up
 Ayko Deako's father
 Beako Deako's mother
 Sikes A barbarian troll

Cast (deceased)

Seako Deako's older brother, killed by a hippopotamus

Background

Eight weeks ago Deako's younger brother Seako was killed by a hippopotamus whilst fishing on the river Sinne. The river predator was known to be operating in the area and the Tengu fishermen from Krake were keeping a wary eye out for it but unfortunately Seako's raft strayed too close to the hippopotamus' hunting area and he and his companions on the raft were attacked.

Ordinarily, four Tengu should have been able to drive off the monster without suffering any casualties, but Seako had suffered a serious injury while troll hunting with his father the night before and one vicious bite from the hippopotamus killed him.

This tragedy put a particular strain on Deako's parents and caused them to split up, even to the degree that they refuse to see or even speak to one another now, since it brought into vivid relief the fundamental differences between the samurai orders that each belong to.

Ayko (LG male tengu samurai/6), Deako's father, is part of the Order of the Flame, an order whose members believe in the pursuit of personal glory, whereas Beako (LG female tengu samurai/6), his mother, belongs to the Order of the Shield, an order that believes in protecting the common folk from the dangers of the world at large.

Trolls live in the woods to the north of Krake - cunning, vicious creatures that although posing no real threat to the tengu village nevertheless present a perfect opportunity for a samurai of the Order of the Flame to gain glory and personal renown. Ayko took Seako on a troll hunt when he came of age in order to try to give his oldest son just such an opportunity but the hunt went disastrously wrong: the hunters became the hunted and both father and son only just managed to get out of the woods alive.

This venture massively angered Seako's mother, Beako, who does not approve of the hunting of creatures that are of no

threat to the community when there are proper dangers to be fought instead – such as the hippopotamus down the river that is injuring the community's fishermen.

Unfortunately, Ayko did not consider the killing of an animal such as a hippopotamus to be a glorious enough undertaking for the likes of his son, which is why they went for the troll instead. Disaster happened the next day when Seako was killed by that very hippopotamus whilst he was out fishing thanks to the injuries that he had sustained hunting the troll.

Understandably, Beako flew into a rage against her husband, whilst Ayko, who felt that he had done nothing wrong in trying to bring his son up in right manner, raged right back at Beako.

Two months have passed and the two of them still refuse to talk to one another. Their second son, Deako, has been forced to live in poor lodgings attached to his school in Fordguild during the week, coming back at the weekend to spend one day each with his mother and father.

Deako, of course, is the tengu that appeared in Ravenstone when the party was summoned, and his heartfelt desire is that his parents put aside their anger and get back together. Since that seems like a bit of a tall order his wish at present is that they might at least agree to start talking to each other again.

Overview

Deako has formulated a plan to try to reunite his parents but he cannot do it by himself. What he intends to do is to present to each of them a gift, something very important to the parent receiving the gift, that he will then claim was gained by the other parent as a sort of peace offering. If he can obtain these peace offerings and pretend that they were given to him to hand across by one parent to the other, then at least he might get them talking again even if they eventually discover the ruse.

Perhaps if they realise the extent to which Deako has gone to in order to get them talking together again they may even put aside their differences long enough to at least give it a try, even if just for his sake⁹.

The peace offering that Deako would like to give to his father is the head of the troll that nearly killed them eight weeks ago. The peace offering that he would like to give his mother is the tusks of the hippopotamus that killed his brother.

Deako can't do this sort of thing by himself. He's only a young Tengu and both the troll and the hippopotamus would find him barely more than a tasty feathery mouthful. However, if some heroes could show up for the occasion ...

Deako

The only member of the Ravenstone group belonging to an unusual race, Deako is a pale-feathered Tengu with wide-eyes

⁹ they are samurai, but they're not totally heartless



and a bit of a twitch. Much bullied at school because of the poor reputation of his kindred, Deako actually comes from a noble family in a perfectly respectable if somewhat feudal village called Krake. Unfortunately, since being forced to live in school lodgings during the week after his parents split up, that particular part of his background has been forgotten by his schoolmates.

Deako's need for heroes is one of the most obvious out of the whole group, and he will be very pleased that the PCs have somehow or another turned up. He's also one of the easiest of the group to find, given that he lives near the school, so the PCs should have no problem approaching him.

Forest Hunt (CR 6)

The woods to the north of Krake are huge and dense. Massive trees, 100' tall or more and 10' wide at their base, grow in close proximity, providing a closed canopy over the ground below. Light filters down with a struggle: levels of illumination are only better than dim light for 4 hours around mid-day, and it is pitch black from 6 in the night until 6 in the morning. Despite the lack of light there is ground cover vegetation here, albeit low and a bit stunted. Stones, fallen branches and sudden dips in the earth make the whole area difficult terrain for travellers.

Foxes, wolves, wolverines and bears make their homes here, and tracks of these sorts of beast can easily be found. PCs should not encounter these creatures, however, unless they seek them out. The ecology of these woodlands has taught the natural animals here that they are not at the top of the food chain and they have learned to keep away from anything that walks about on two legs. The real danger here is the trolls.

It is just as well that trolls are not prolific breeders or they would have taken over the area completely. Trolls know that they can go into any 50/50 fight against another predator and win just by backing off, healing and tracking back. However, where there is competition for territory and food it is the wildest and most intelligent trolls that end up becoming dominant. One of these, Sikes, has been spotted near Krake, and he is the one that the PCs are destined to track and meet.

Sikes has acquired a set of skills while hunting and being hunted by creatures in this forest which will make him a bit of a nightmare for the PCs. Although no stronger than your average troll, and even a little clumsier, Sikes is much cleverer, and his one level of Barbarian (True Primitive) has given him some telling advantages in this environment.

Sikes can choose whether or not to leave any tracks, and he uses this ability in order to set traps anytime he thinks someone might be coming after him. Sikes never leaves tracks leading from or to his lair but once well away, and always at night, Sikes leaves tracks as he hunts, travelling down wind, stopping every now and then to listen and smell for any prey or predators that might actually be hunting him (i.e. following his trail). If he suspects any, he quickly travels towards a

Sikes	CR 6
Troll Barbarian 1 (true primitive) CE Large humanoid (giant) Init +1; Senses darkvision 60 ft., low-light vision, scent Perception +14 (+16 in forests)	
Defense	
AC 19, touch 10, flat-footed 18 hp 84 (6d8+1d12+50); Regeneration 5 (acid or fire) Fort +14, Ref +5, Will +5	
Offense	
Speed 20 ft. (ignores difficult terrain) Melee bite +7 (1d8+5), 2 x claw +7 (1d6+5) Space 10 ft.; Reach 10 ft. Special Attacks Rend (2 claws, 1d6+7)	
Statistics	
Str 21, Dex 12, Con 25, Int 10, Wis 13, Cha 8 Base Atk +5; CMB +11; CMD 22 Feats Intimidating Prowess, Iron Will, Lightning Reflexes, Skill Focus (perception) Skills Acrobatics +3, Climb +7, Heal +5, Intimidate +10, Survival +6 (+8 in forests), Swim +7 Languages Giant (illiterate) SQ Favoured Terrain (forest) Equipment (light) MW Hide Armour, Feather Step Slippers (Furry Boots)	
Rage (11 rounds / day)	
AC 17, touch 8, flat-footed 16 hp 98; Fort +16, Will +7 Melee bite +9 (1d8+7), 2 x claw +9 (1d6+7) Special Attacks rend (2 claws, 1d6+10) Str 25, Con 29; CMB +11 Skills Climb +9, Intimidate +12, Swim +9	

stream which runs at the bottom of a steep sided gully then switches off his tracks while he moves along the stream and up again in order to attack his pursuers from behind on higher ground.

The trees in these woods take up four squares on a combat grid and provide cover (obviously) such that it is perfectly possible for a large creature (such as a troll) to gain complete cover by standing behind them. In this case, this level of cover provides a +20 bonus to Stealth, and the troll will position himself behind a tree which will be just about 30' away (+3 bonus) from the point at which his tracks drop down into the gully.

It's not a perfect plan – he might still get spotted – but assuming he isn't the first thing that will happen to the PCs



will be that Sikes will rage and attack them from behind on higher ground.

Note that Sikes movement of 20' is compensated by his Feather Step Furry Boots which means that he ignores the effects of the difficult terrain. Note also that tracking PCs will most likely be moving at half speed.

DC	Summary
+23	Stealth modifier for the Troll's ambush

River Hunt (CR 5)

The river Sinne comes down from the mountains north of Krake through the dense forest where the trolls might be found and then down into gentler lands to the south. Just beyond the Kraken falls the river widens and slows as it reaches warmer land and it is here that many of the tengu from Krake come to fish. In this area where the river transitions from cold and fast flowing to warm and slow moving marine life swirls about in confusion whilst trying to acclimatise to the change in environment.

Unfortunately, an aggressive river predator has moved in: a bull hippopotamus, of a species more used to temperate climes than hot, that has made its way up here after losing its battle for suitable mates in the south.

Like all males that are not getting enough sex it is pretty foul tempered and therefore not averse to capsizing a few fishing rafts and attacking their occupants, especially if such rafts should inadvertently stray into his territory. This is how poor

Seako lost his life, and the PCs are now faced with the uncomfortable prospect of having to seek it out and kill it.

Any of the tengu fishermen on the river Sinne will allow the PCs the use of one or two of their rafts in order to go hippo-hunting. If the PCs want to use something else, of course, that's up to them, otherwise the stats for the rafts are given in the sidebar.

The river Sinne at the point where the hippo lives is about 100' wide and 30' deep at its centre, and pretty slow moving. Swimming in here is only DC 10 but visibility is limited to 50' once below the surface. The hippo itself generally moves by running along the bottom of the river the swimming up underneath anything of medium size or bigger to attack it (capsizing in the case of boats or rafts of a large size or smaller). Once its blood is up, it pursues and kills anything in its territory, an area generally speaking of 100' radius.

The tengu fishermen know roughly where the hippo's territory is and can direct the PCs accordingly, however actually pinpointing it requires a DC 20 Survival check. If the Survival check is made, the PCs will know when they are in the area and likely be attacked within the next 2-3 rounds (and thus be able to buff). Spotting the hippopotamus running along the bottom of the river requires beating its stealth check at a penalty of -6 because of the muddy water. Otherwise, the first thing that the PCs will likely know about their combat will be when the hippopotamus rises up under their raft to capsize it.

Alternatively, the PCs can attempt to track the hippopotamus at night, when it comes out of the river on the far bank. Tracking it in these circumstances is considerably easier and through the hippo can now use its trample attack it is likely to be an easier encounter for the PCs as well.

The tengu fishermen pole their rafts around the river in groups of 3 or 4, one moving the raft, the others spearing fish. They work from sunrise to sundown, without expending lots of energy, protecting their heads with shallow conical hats against the sun. The PCs combat with the hippopotamus will attract a great deal of attention and cheering from the safety of the river banks. Once the monster is defeated, a number of fishermen will dive into the water in order to drag the carcass up to the shore where it can be cut up for food. The PCs will be presented with the animal's tusks which they can pass on to Deako, and once they return to Krake the town mayor will also give them a magical amulet as a reward as detailed in the encounter summary.

DC	Summary
10	Swim check in the river
20	Survival check to pinpoint the hippo's territory
-6	Perception modifier to spot the hippo running along the bottom
15	Survival check to track the hippo on land at night



Raft
Large Ship Squares 1 (10ft. x 10ft.); Cost -
Defense
AC 9; hardness 5 hp 30 (oars 20) Base Save +0
Offense
Maximum Speed 30 ft. (muscle); Acceleration 30ft. CMB +1; CMD 11 Ramming Damage 1d8
Statistics
Propulsion muscle or current Sailing Check Diplomacy or Intimidate (when using muscle); Profession (sailor) (when using current) Control Device oars Means of Propulsion 2 oars Crew 1 (the pilot, who is also a rower, plus up to 3 additional Medium rowers) Decks 1 Cargo/Passengers 1,000 pounds/up to 3 passengers (a raft can carry a total of 4 Medium creatures, either as crew or passengers)
Description
The most basic and primitive type of ship, a raft is a simple, flat boat with no hull, often made of logs lashed together, using two to four oars for propulsion. Rafts are not designed for ocean travel. A raft cannot carry any siege engines.

Conclusion

Once the troll's head and the hippopotamus' tusks have been handed over, Deako will be able to put his plan into action and at least get his parents sitting around a table talking to one another again if nothing else. Exactly what happens after that,

Hippopotamus	CR 5
N Large animal Init +4; Senses low-light vision, scent Perception +8	
Defense	
AC 17, touch 9, flat-footed 17 hp 59 (7d8+28) Fort +8, Ref +5, Will +3 Defensive Abilities Sweat	
Offense	
Speed 40 ft. Melee bite +8 (2d8+6) Power Attack bite +6 (2d8+12) Space 10 ft.; Reach 5 ft. Special Attacks Capsize, Trample (1d8+6, DC 17)	
Statistics	
Str 19, Dex 10, Con 16, Int 2, Wis 13, Cha 5 Base Atk +5; CMB +10; CMD 20 (24 vs trip) Feats Endurance, Improved Initiative, Power Attack, Skill Focus (perception) Skills Stealth +1 (+11 underwater), swim +11 SQ Hold Breath	
Special Abilities	
Capsize (Ex) A hippopotamus can overturn a boat of its size or Smaller by ramming it as a charge attack and making a CMB check. The DC of this check is 25 or the result of the boat captain's Profession (sailor) check, whichever is higher.	
Sweat (Ex) A hippo's reddish sweat protects it from nonlethal damage from hot environments, and grants it a +2 racial bonus on saving throws against nonmagical disease.	

of course, is beyond the scope of this adventure, however the PCs will have satisfied Deako's wish as well as getting for themselves a few new items of treasure.



The Maiden's Tale

This tale takes place in and around the town of Marloe.

Cast (living)

Adriana	A maiden
Moroni (posing as Lucille)	A jealous blood hag currently posing as Adriana's mother
Stockwell	Adriana's unwelcome betrothed
Atwell	Stockwell's father
Pinto	Stockwell's doomed brother
Cideroni	Moroni's identity when she arrived at Marloe, pretending to be a nanny

Cast (deceased)

Marion	Adriana's grandmother, buried under a willow tree.
Lucille	Adriana's mother, buried under the same willow tree.
Otis	Adriana's father – burnt to a cinder
Scot	Adriana's grandfather – burnt to a cinder
Pullen	Stockwell's mother – burnt to a cinder

Background

Blood Hags murder humanoid women in order to steal and live in the skins of their victims. Some do so out of sheer brutality, being little more than hate-driven monsters, however the cleverest pass themselves off as the people that they have killed and replaced in order to work themselves around society in pursuit of whatever ambitions their evil psychoses demand.

Moroni is a vain and jealous Blood Hag that wants to inhabit the most beautiful and perfect skin that she can acquire. Realising that such a skin might have to be bred, rather than found, she came to the sleepy town of Marloe twenty years ago in order to begin her program of eugenics.

In the south-east corner of the village there lived a happy and well-off couple with their single daughter in an attractive three-storey house. Since the family was relatively wealthy it was not difficult for Moroni, calling herself Cideroni at the time, to gain employment with them as a live-in house maid. Over the next year Cideroni ingratiated herself with the family, taking especial interest in the welfare of their daughter Lucille. Lucille's mother Marion, of course, perhaps unsurprisingly, grew a bit resentful of Cideroni's behaviour, however just as things were becoming uncomfortable

Cideroni invited Marion for a walk in the woods and there murdered and skinned her, returning later that day posing as Marion and claiming that she and Cideroni had had a disagreement and that Cideroni had subsequently left.

Cideroni's disappearance upset Lucille, of course, but now her mother Marion (in fact Moroni) took a lot more interest in her and she soon forgot about her old maid.

Lucille's father Scot, of course, immediately noticed the change in his wife but before he could do much about it he met with an unfortunate accident when he was apparently struck by lightning on a stormy night and burnt to a cinder¹⁰.

Scot's charcoaled body was scooped up into clay jar by Moroni (as Marion), sealed and placed in the bottom of the garden and adorned with a plaque to commemorate Scot's brief life. Moroni/Marion then spent the next five years looking after Lucille as best she could, in essence trying to groom her into some sort of perfect beauty, but the lass was rebellious and wouldn't look after herself properly.

One day Lucille fell pregnant to a common lad called Otis, a nice enough boy though not in any way suitable material for the next generation that Moroni was trying to breed. This time Moroni didn't leave anything to chance. As soon as Lucille gave birth to her daughter Adriana, Moroni killed and replaced Lucille in exactly the same way that she had killed and replaced her mother and then killed her husband Otis soon after.

Marion's disappearance¹¹ was explained away to nosy neighbours as her having made a sudden decision to join the nuns up in the mountains at Cath Court. Otis came to grief on a hot summer's day when a fire spontaneously burst in the cornfields behind their garden. His remains were never found; but a second plaque was placed in the back garden in his remembrance.

Moroni, now posing as Lucille, has been raising Adriana to be a perfectly well-behaved, immaculately clean, wondrously groomed little angel. Since she's had her from birth, the Blood Hag has done quite well with her, and Adriana's skin is as white as snow without any sort of blemish or disfiguring mark.

Beautiful though she is, however, Adriana is not perfect, having come from less than perfect stock¹², and Moroni is nothing if not a perfectionist.

So now Moroni/Lucille is preparing for the next stage in her breeding programme by arranging for Adriana to marry a "suitable" young man. This lad, Stockwell, is strong, attractive, not all that bright and easily led, and Adriana has been told she has no choice in the matter. Stockwell's family proved a

¹⁰ it was, of course, Moroni that incinerated him

¹¹ are you following this? When Moroni as Marion killed Lucille she had to become Lucille which meant that Marion had to disappear

¹² i.e. Otis

bit of a problem at first but once his mother, Pullen, met with an unfortunate accident in the kitchen and burnt to a cinder, Stockwell's father ceased his objections. Stockwell himself just does what he's told. Stockwell's brother Pinto, however, is proving to be more of a problem.

Overview

Adriana does not want to marry Stockwell. She might be demure and obedient towards her "mother" but she has romantic ideas of her own and does not want to be forced into marriage with Mr nice-but-dim.

Once the PCs discover Adriana's wish their investigations within Marloe will eventually uncover the sinister machinations that have been going on behind the scenes for the last 20 years. Whether they confront Moroni herself or whether she confronts them, the climax of this adventure will take place in the woods where the Blood Hag will meet them and attempt to destroy them. If the PCs have successfully deduced the Hag's use of fire and plan accordingly, then they should prevail. If they don't then they will more than likely perish as a Blood Hag is an extremely difficult encounter for a party of 5th level characters who have not taken precautions against her fire-based abilities.

Once Moroni is destroyed, the arranged marriage will be cancelled and Adriana's wish will be fulfilled. Adriana will also let the PCs have whatever possessions she feels belonged to the Hag rather than her family, which is basically the Cauldron of Brewing in her bathroom plus whatever else is indicated in the Encounter Summary.

Adriana

Adriana is a pretty, blonde, 13-year-old girl, who wears her hair in ringlets, courtesy of her "mother", is always spotlessly clean and dresses in bright and colourful pretty frocks. She speaks with a slight squeak, has never seen anything remotely

horrible in her life and has a tendency to believe that such things do not exist. She runs away from unsavoury things such as frogs, snails or, heaven forbid, mice, and would faint at the sight of blood if it wasn't for the fact that to her horror she has started generating her own¹³.

It was, perhaps, this recent change of life in her that sparked something rebellious, maybe relating to her father Otis, and which caused her to seek out her father's family and so make the trip to the stone circle along with her cousin Augustus¹⁴ and some of his friends.

Although Lucille¹⁵ has noticed this small change in Adriana's

attitude she's putting it down to the child's growing pains. Fortunately, Lucille has not realised that Adriana can get out of her locked room at night and so does not suspect that Adriana made a night time journey to Ravenstone, otherwise she would take considerably more notice of her movements. Lucille still personally oversees all of Adriana's activities during the day including her coming and going to an exclusive girl's school in Fordguild, to / from which Lucille personally takes her using a small pony and trap.

Getting access to Adriana in order to learn what her wish is will require bypassing Lucille in some way, either using Diplomacy (DC 24), Intimidation (DC 25) or Bluff (DC 13), which can be retried every day until

successful. Unless you have no desire to run this investigation, however, you will have to limit the amount of help that the PCs can gain using these sorts of skills to just being able to get access to Adriana. Lucille will remember the PCs from this point on, as she is not a little suspicious of strangers trying to get access to her "daughter", and future attempts after the first successful attempt will have a +5 increase to the DC.

¹³ if you see what I mean

¹⁴ See The Druid's Tale

¹⁵ I'll refer to Moroni posing as Lucille as Lucille from this point on





Note that Moroni's alignment is undetectable while she is wearing Lucille's skin. Note also that neither her disguise nor her acting is perfect and any PC who can make a DC 26 Perception or Sense Motive check whilst interacting with her will notice that something isn't quite right.

DC	Summary
24	Diplomacy check to gain 5 minutes' access to Adriana. Once successful, however, the DC goes up by 5 for each previous success.
25	Intimidate check for above
13	Bluff check for above (assume Sense Motive rolls a 10, or roll if you like)
26	Perception or Sense Motive check to notice something awry with Lucille (assumes Disguise and Bluff rolls a 10, or roll them yourself if you like).

Investigations

Initial information gathering in Marloe

The following table gives the various items of information which the PCs can gather with a successful Diplomacy check to gather information.

DC	Summary
10	Location of Lucille/Adriana's house
15	Learn that Adriana has been betrothed to Stockwell
10	Location of Stockwell's house
12	Learn that Stockwell's mother Pullen died recently in a kitchen fire
15	Learn that Lucille is often seen walking in the woods to the south-east of her house

Meeting Stockwell's family

Atwell (CG male human commoner/3), Stockwell's father, has aged before his time. The death of his wife affected him badly and he does not yet know how to take care of himself particularly well. Fortunately (!) Lucille has stepped in to help him out, and although she's only doing this to protect her future skin's father she regularly comes round to make sure the place is clean, free from any unwelcome infestations and that the whole family is reasonably well fed.

Atwell is terrified of her.

Stockwell (CG male human commoner/1) is a little uneasy of Lucille himself, but given her assurances of a happy life at her home plus some financial security for his father and brother he's going along with it with stoic good humour.

Stockwell's brother Pinto however (CG male human commoner/2) hates Lucille with a passion and is highly suspicious of her. When the PCs arrive on the scene he will share with them his view that Lucille had something to do

with his mother's death as he believes that something very similar happened to Adriana's father many years ago and will suggest to the PCs that they take a look at the two plaques at the bottom of Adriana's garden to see what they think.

If the PCs tell Pinto about Adriana's wish to get out of her marriage to Stockwell then Pinto will suggest that they all meet up with Adriana again in secret to discuss it. Pinto knows that she can escape her room at night and can get a message to her via Stockwell (without arousing his suspicions) so that they all get together to talk it over.

While the PCs talk to Pinto and his family, Lucille will arrive to see Atwell. She will be none too pleased to see the PCs and will demand to know what possible business they have here. Needless to say, she will not have any patience with anything the PCs have to say about Adriana's marriage, and firmly suggest to them that they mind their own business.

Investigating the plaques at the bottom of Adriana's garden

One small pottery jar on top of a stone plinth contains some of Scot's ashes, mixed up with earth and other rubbish. Two plaques below read:

To my beloved Scot – you were never the brightest spark but at least you lit up my life. Marion

And:

To my beloved Otis – mother did try to warn you that I was too hot to handle. Lucille

Further gathering of information can now reveal the following:

DC	Summary
20	Scot died in a thunderstorm 18 years ago when he was hit by lightning. Very little was found of his remains
18	Marion retired 14 years ago to join the nunnery at Cathedral Court
15	Otis died 14 years ago in a corn-field fire. Nothing was ever found of him

Investigating Cath Court

Should the PCs choose to make the journey up into the mountains they will discover that no one named Marion from Marloe has ever joined that particular religious order. Not only do the nuns have pretty extensive records but there are also plenty there who've been around for at least the last 20 years.

Investigating Moroni's Grove

There is a small pond about ½ a mile away from the town, near to the woods where Lucille is often seen walking during the day, which is also where Lucille is forced to spend her time, in Moroni form, during the night. A DC 15 Perception check while investigating the woods where Lucille likes to walk discovers strange scorch marks in the vegetation nearby, which then allows a DC 20 Perception check to be made to find tracks and a DC 20 Survival check made to follow them to the pond.

(If the PCs look in this area after Pinto has been killed, the first DC 15 Perception check will not be necessary).

A large weeping willow overhangs the pond. A DC 15 perception check near it reveals a couple of human bones dug up by moles. If the ground is dug up at this spot, the skeletons belonging to Marion and Lucille will be found underneath.

Nearby is a cave with a pile of skins which Moroni uses as a bed, much to her chagrin. Investigating the skins reveals two very interesting “suits” which a DC 20 Heal check further identifies as single complete human skins. These suits have been preserved by tanning but cannot otherwise be identified as belonging to particular people¹⁶.

DC Summary

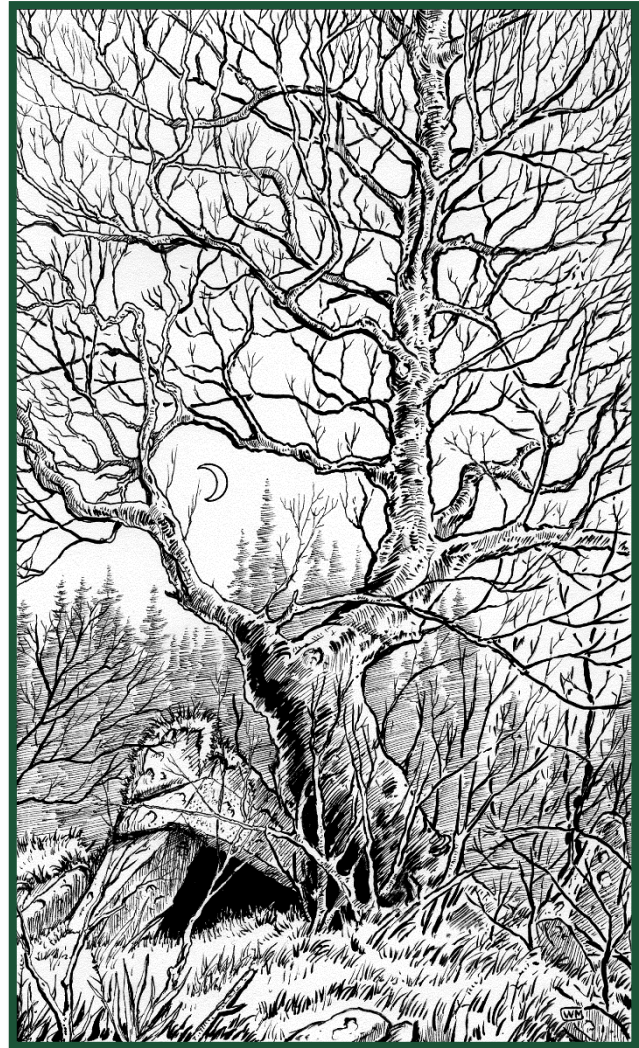
15	Perception check to notice scorch marks in the forest
20	Perception check where the scorch marks are to notice humanoid tracks
20	Survival check to follow the tracks to Moroni's secret pool
20	Heal check to identify the two human skins amongst Moroni's furs
15	Perception check near the willow tree to find human bones marking the location of Marion's and Lucille's graves

Investigating Adriana's House

Whether as a result of the PCs persistence with Adriana or with the help of Pinto's intervention the PCs are eventually able to rendezvous with Adriana at her house on a moonless night. Pinto doesn't turn up, however, regardless of whether he made the arrangement or not.

Adriana has discovered a way to climb out of her window. In order for the PCs to get into the house, however, they will either have to climb up a knotted sheet that she can drop down (DC 5) and then pick the lock on her bedroom door (DC 20), or pick the lock on the main door of the house (DC 30), or

¹⁶ Although it is not entirely clear whether a Blood Hag needs to keep her old skins because it grows new ones every day, I'm assuming that in this case the Blood Hag still needs to retain the originals as source material for her facsimiles.



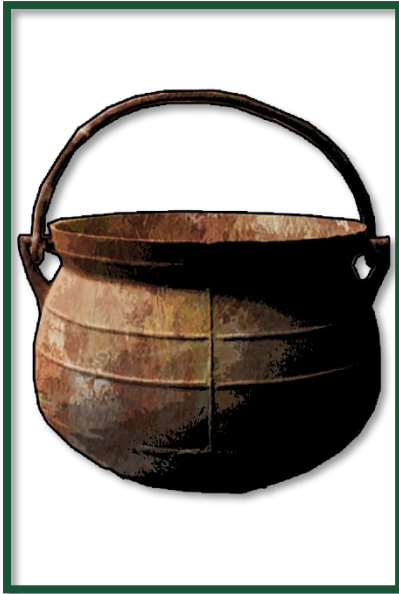
climb in through another window in the house (DC 20), as smashing down doors is not an option.

Adriana will inform the PCs that she recently discovered that her “mother” is an extremely heavy sleeper – nothing at all seems to wake her. The PCs are welcome to investigate the house as much as they like however the only useful information they will gain is from Lucille's room itself which is locked with a DC 20 lock.

Lucille's room is beautifully laid out and furnished, but her bed is unslept in and her window is open. Nothing in the room betrays the fact that she is a hag, however her adjoining bathroom is a little curious in that it is filled with shelves upon shelves of powders and ointments and her basin is in fact a Cauldron of Brewing.

A Knowledge Arcana DC 20 check, or a Craft Alchemy DC 10 check, reveals that none of the alchemical components in the bathroom actually relate to magic or alchemy, but are in fact used for the non-magical creation of beauty creams and lotions¹⁷.

¹⁷ I should have called her Estée Lauder



As the PCs are investigating the bedroom, however, a huge fireball will be seen going off in the woods to the south-east, as Pinto finally confronts Lucille as Moroni and, despite his precautions, meets his demise at her hands.

Lucille will not return until morning. If she

sees any evidence of a break in she will immediately call the town constabulary. If the PCs successfully hide in the house, of course, they can confront her when she gets back, otherwise the next step in this tale will be to investigate what has happened in the woods.

DC Summary

5	Climb to go up a sheet into Adriana's window
15	Climb to go through another window
30	Disable Device for the outside door
20	Disable Device for inner doors
20	Knowledge Arcana to learn Moroni's alchemical items are for mundane beauty treatments only
10	Cract Alchemy equivalent for the above

The Death of Pinto

When Moroni posing as Lucille finally come over to Pinto and asked him "What's your problem?" Pinto agreed that they should meet up in the forest outside so that they could resolve their differences without upsetting the neighbours. Pinto had a vague suspicion that Lucille was somehow capable of incinerating people so he provided himself a potion of Protection from Energy (Fire) at tremendous personal expense. He was still no match for the Blood Hag, unfortunately, and once she revealed her true nature and perceived his protection she calmly and deliberately ripped him to pieces.

To the uninitiated, Pinto's body looks like it was torn apart by beasts, but then: why didn't they eat him? For the time being it's a mystery to the local population, if not the PCs, who may pick up as an interesting clue the presence of an empty potion

bottle in Pinto's possession which has enough content within it to allow a DC 20 Spellcraft check to identify its previous contents.

DC Summary

20	Spellcraft check to identify that Pinto's potion bottle once held a potion of Protection from Energy (fire)
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Final Confrontation

The PCs will eventually decide that they need to tackle Lucille themselves. Otherwise Lucille will approach the PCs herself and suggest that they meet outside of town somewhere so that they can talk things over without upsetting the other villagers. Lucille will flatly disagree to meet them in public so the PCs only other real alternative will be to break into her house which, of course, will give Lucille the option of calling the constabulary to deal with them instead.

Lucille as Moroni's preferred method of combat is to start off in Fiery Form floating in the trees above. Her tactic then is to use Scorching Ray on the canopy of trees and then float down as an ember amongst all the other embers created by the burning canopy. Detect Magic can be used to spot her otherwise she will be undetectable until she drops down into the middle of the party and detonates. From that point on she will have a number of effective strategies at her disposal.

If Moroni believes that the PCs are not adequately protected against fire then once she is able to regain Fiery Form she will do so and Detonate the round after. She can also use Scorching Ray as long as she can avoid AoOs from the ranged touch part of her attack (her high concentration makes it very unlikely that she will fail to cast the spell defensively), or she can use Deep Slumber on ranged combatants (she can target two 5th level characters per casting), Inflict Moderate Wounds on well armoured fighters and claw and bite the less well armoured ones.

Moroni will fight to the death. There's no point trying to escape a mass of AoOs in retreat, and she's pretty sure a bunch of goody-two-shoes adventurers aren't going to let her live if she surrenders. It's a tough fight so the PCs had better be on top form for this one.

**Moroni****CR 8****Variant Blood Hag**

NE Medium monstrous humanoid (shapechanger)
Init +6; **Senses** darkvision 60 ft., *detect good*, *detect magic*; **Perception** +18

Defense

AC 22, touch 16, flat-footed 16
hp 102 (12d10+36)
Fort +8, **Ref** +14, **Will** +13
DR 5/cold iron and magic; **Immune** charm, disease, fear, fire, sleep; **SR** 19

Offense

Speed 30 ft., fly 60 ft. (perfect; in fiery form only)
Melee bite +18 (2d4+4),
 2 x claw +18 (1d6+4+grab)
Special Attacks Blood Drain (1d2 con), Detonate

Spell-Like Abilities

CL 12; melee touch +18; ranged touch +18 (point blank shot); conc 16
Constant *Detect Good*, *Detect Magic*
At will *InFLICT Moderate Wounds* (DC 16), *Scorching Ray* (3 rays), *Spider Climb* (self only)
3/day *Deep Slumber* (DC 17)

Statistics

Str 18, **Dex** 22, **Con** 15, **Int** 14, **Wis** 17, **Cha** 19
Base Atk +12; **CMB** +16 (+20 vs grapple); **CMD** 32
Feats Great Fortitude, Iron Will, Point Blank Shot, Skill Focus (craft alchemy), Toughness, Weapon Finesse
Skills Bluff +16, Craft (alchemy) +23, Disguise +16, Fly +20, Intimidate +19, Stealth +12, Survival +9, Swim +10
Languages Abyssal, Common, Giant, Infernal
SQ Fiery Form, Mask Evil

Moroni's Special Abilities

Detonate (Su) A blood hag in fiery form can explode in a 30-foot-radius burst that deals 8d6 points of fire damage (Reflex DC 18 for half). Using this ability returns a blood hag to her normal form. The save DC is Constitution-based.

Fiery Form (Su) As a standard action, a blood hag who has removed her skin by using *mask evil* can assume the form of a flying ball of fire for up to 12 rounds. After leaving fiery form, a blood hag must wait 1d4 rounds before assuming it again. A blood hag in this form who enters the same space as another creature stops moving for that round and deals 3d6 points of fire damage (Reflex DC 20 negates) to that creature. A blood hag can suppress her heat and dim her light to that of an ember if she chooses, and can pass through openings and cracks as though in gaseous form. A blood hag in fiery form retains her AC and also has immunity to non-magical attacks and effects. A successful targeted dispel magic spell or 20 points of cold damage returns her from her fiery form to her normal form. A blood hag can assume fiery form a number of times per day equal to her Charisma modifier (typically 4). The save DC is Charisma-based.

Mask Evil (Su) During the day, a blood hag "wears her skin," giving her the appearance of a young woman. When so disguised, the blood hag can't use her bite, claws, or fiery form ability. At night, she bursts out of her skin and returns to her monstrous form. The hag regrows her skin each dawn. While a blood hag is wearing her skin, her alignment is masked as though by a constant *undetectable alignment* spell.

Conclusion

Moroni's death will end Adriana's problem with her arranged marriage and so satisfy her wish. With no family left to look after her, however, she will invite Stockwell's family over and, ironically, start to fall in love a little bit with the man she was desperately not wanting to marry.

The Druid's Tale

This tale principally takes place in the city of Fordguild.

Cast (living)

Augustus A rich but lonely young man
Dahlia His extravagant mother
Raul His extravagant father
Orly A female evil elven druid
Lancelot Her Rastafarian treant companion

Background

"The Hungry Caterpillar" is a renowned establishment in the centre of Fordguild catering to the rich, famous and well connected. Operating on the slightly shadier side of legality, "The Caterpillar" provides everything that money can buy to those with the money to buy it, or to those whose power and influence allows them to gain its services without the need to part with gold or platinum. The nobility and ruling classes of Fordguild can regularly be found in The Caterpillar's bars and dining rooms, or gambling in its card and roulette rooms, or gambolling in its extravagant boudoirs and well-appointed bedrooms¹⁸.

For those who prefer their experiences to be out-of-body¹⁹, however, a treesinger elven druid called Orly offers a special experience down in the basement for a very reasonable price, every midnight, courtesy of a specially grown basidirond and its rather unique hallucinogenic powers.



Overview

Poor little Augustus is rich enough to have everything that money can buy but would happily give it all up in exchange for the love and affection of his parents. Loving and attentive parents, however, are things that money cannot buy.

Augustus' mother and father, Dahlia and Raul, are so addicted to Orly's Basidirond experience that all they ever do in their evenings is hang out in the basement at The Hungry Caterpillar, and all they ever do the rest of the time is try to "come down" from their drug-induced experience.

Augustus' wish is that his parents would spend more time with him. The only way that this is going to happen is for the PCs to close Orly down. This doesn't mean attacking the whole of The

Hungry Caterpillar, thank goodness, just the Basidirond in the basement, though Orly and her treant companion are likely to put up quite a fight to prevent this.

Augustus

Augustus is a very well-dressed, immaculately groomed, slightly overweight young gentleman, who to his credit is not the least bit spoilt despite being neglected by his parents and allowed to have everything he wants.

Having no brothers or sisters, Augustus pleases himself with books and study, particularly arcane matters. He is a regular visitor to Humphrey's abode in Ravenstone and indeed it was through this connection that Augustus learned and became very curious about the magic of the stone circle. When he picked up a book at an auction which purported to uncover its secrets he persuaded his cousin Adriana, who had come to

him with a bit of a problem of her own²⁰, and other friends of theirs, including Tilvern who was desperately trying to find an answer to the problem with his father, to come along to try to do a bit of "magic" at the circle, which rather amazingly seems to have worked.

Although deep down Augustus is not sure that the PCs appearance could really have had anything to do with what he did, he still feels a bit guilty about it and will try to keep out of the PC's way. With a little bit of perseverance, however, the PCs should be able to find out where he lives and pay him a visit, and it will not take long to figure out what Augustus' wish is.

Augustus' parents for their part, Raul and Dahlia (male and female human aristocrat/4), take no more interest in their son's new "friends" than they do in their son himself. A DC 20 Sense Motive check when speaking to them will reveal their slightly spaced-out appearance, even in the middle of the day, is drug induced, though Augustus himself is in any case perfectly aware of what his parents get up to and will have no trouble explaining to the PCs what they have to do.

DC Summary

DC	Summary
20	Sense Motive on Augustus' parents to deduce that they're a bit spaced out, even during the day

¹⁸ well appointed with more than just furniture

¹⁹ as opposed to in (someone else's) body

²⁰ see The Maiden's Tale



The Hungry Caterpillar

The Hungry Caterpillar occupies a three storied terraced stone house located in a wealthy district in the middle of Fordguld nestled between a merchant guild house, a hotel and a local government office. Its entrance is very discreet: a single wooden door decorated with a small sign showing a stylised and colourful caterpillar climbing on a flat green leaf. There is also a locked gate at the back.

Going in through the front door is easy: you knock, and someone lets you in. The door is otherwise kept locked, but since the place is open all day and night any sort of attempt at picking the lock quickly draws attention from its occupants.

Immediately beyond the front door is a foyer, comfortably furnished, where clients pay the entrance fee of 20gp per person per visit. There is also a cashier to buy wooden chips for gambling and a cloakroom where clients can divest themselves of any metal objects in their possession. As the staff cheerfully informs them, The Hungry Caterpillar employs a number of rust monsters throughout the building in order to keep damage to clients, staff and furnishings down to a minimum²¹.

The dining areas on the ground floor serve food of all sorts all day long for 50gp to 100gp per meal. Upstairs are the gambling halls, generally card and roulette, plus bars and lounges where people drink and smoke expensive liquors and cigars.

On the top floor are the bedrooms which hire out at 100gp per hour. Various highly attractive humanoids of different shapes and sizes, employed by the establishment, prowl around the bars and gambling halls trying to persuade punters to hire out the bedrooms in order to enjoy their “company”. People on a winning streak are particularly prone to this sort of persuasion.

One floor down are the kitchens, pantries, wine cellars and sculleries. Food and drink is generally sent up and down by means of dumb-waiters in order to avoid accidents on the stairs with clients likely to be the worse for drink.

The central stairway to the building connects all the floors together apart from the lowest which is the location of the Under-Basement, Relaxation Lounge and Basidirond Den (i.e. where the PCs need to get to). A large red door decorated with a huge golden imperial dragon in a very oriental looking bar on the first floor leads down to this particular area. That door is locked (DC 40) until midnight.

DC	Summary
40	Disable Device to unlock the red dragon door leading down to the Under-Basement outside of the normal Basidirond Den working hours.

²¹ in fact there’s only one of these and it can always be found in the Basidirond Den

Subterfuge

If the PCs are going to stand any chance of taking on the Druid in the Relaxation-Lounge and the two monsters in the Basidirond Den then they’re going to have to get down to the Under Basement with all of their metal possessions (i.e. weapons) still with them. Taking on the establishment in a full frontal attack, including simply refusing to give up weapons, will result in some sort of overwhelming force being applied. It should be clear to the PCs that several rich and powerful people with considerable resources at their disposal like to spend their time here, and these people will not take kindly to any sort of attack on either themselves, the building or its employees.

As far as the staff of The Hungry Caterpillar is concerned, it is the job of the people working in the foyer to make sure that clients are divested of any metal in their possession before being allowed into the rest of the building. From time to time, however, this rule gets broken, so if the PCs can somehow get past the foyer, or enter the building by some other means with their weapons still on them, then they will not be bothered any further, even if they do raise a few eyebrows. A number of options for this exist:

- 1) A straight forward bribe at the front desk of 20gp per person.
- 2) Diplomacy, Intimidate or Bluff checks with a DC 25 at the front desk.
- 3) Climbing up the outside of the building at night (DC 15) and in through an open window at the top floor (30’ up).
- 4) Either opening the padlock on the back gate (DC 30) or climbing over it (DC 15), then unlocking the external wine cellar hatch (DC 40).

Options (3) and (4), of course, also result in the PCs saving themselves the entrance fee.

Once inside, a DC 20 Diplomacy check over the course of 1d4 hours will reveal where the “dragon door” is that leads down to the Den and what time the entertainments down there take place (midnight until 2am). There is a further 10gp charge each to partake in this particular activity, but that is collected by the “elf and his tree” that live in the relaxation lounge below.

DC	Summary
25	Diplomacy, Intimidate or Bluff check at the front desk to be allowed in with weapons
15	Climb check to get in through one of the upstairs windows through one of the, hopefully not in use, bedrooms
30	Disable Device on the back gate
15	Climb check over the back gate
40	Disable Device check to get down to the Wine Cellar once past the back gate

20

Diplomacy check to discover where the Dragon Door leading down to the Under-Basement is

The Under-Basement

The main descriptions that follow assume that the PCs will come into this area while a basidiron session is in place, then fight the Druid and her treant in The Relaxation Grove before taking on the basidiron and the Rust Monster in The Den. Should events vary from this then hopefully the following guidelines should help you to improvise.

For most of the day, the basidiron is covered with a sheet which prevents the spread of its hallucinatory spores. Only the druid sleeps in the Den on one of the couches, together with the Rust Monster which she has adopted as a pet and her companion.

First thing in the morning Orly feeds the rust monster and the basidiron and then studies, contemplates or wanders around The Hungry Caterpillar. She very rarely ventures out – though she does occasionally go on holiday.

At about 8pm, Orly casts extended Ice Armor on herself, which lasts until 10am the next morning, Shield Companion on Lancelot and Delay Poison on both herself and the Rust Monster, which lasts until 3am, then starts to prepare the Den for the evening session. Note that her treant companion is already immune to poison and so does not need Delay Poison cast on it.

At 11:50pm, i.e. 10 minutes before the evening session starts, Orly casts extended Barkskin on both herself and the treant, and casts extended Resist Energy (Cold) on the basidiron. These three spells last until just after the session ends.

Orly's other spells are then used in case of attack as detailed below.

The Relaxation Grove (CR 6)

The stairs leading down from the "dragon door" in the upstairs bar of The Hungry Caterpillar spill out on to a 30' square underground garden. The ceiling of this garden rises to a 20' height in order to accommodate a number of small trees and saplings interspersed amongst the bushes and flower beds which are then cut by a 5' wide path of broken stones.

Here and there wind-chimes tinkle merrily in the lightest of breezes, probably caused the by PCs themselves. In the centre of the grove stands an arresting looking tree decorated with strange and colourful braids with cloth and paper decorations. Some slight way behind the tree sits Orly herself on a fallen log.

The first thing that the PCs will encounter is Lancelot, Orly's treant companion. Able to talk in common, with a thick Jamaican accent, Lancelot is not too bright, but he knows what he likes and he knows what to do if trouble arises.

Lancelot is a sort of Rastafarian²² treant that talks like he's out of his head most of the time. Although immune to poison, some of the basidiron's spores have got into his system a bit, and he sways around and talks transcendental rubbish to anyone who cares to listen to him. He's an enjoyable curiosity to the clients that come down to the Den, and his strange otherworldly talk helps to get them in the mood. He's also

been trained as a guard to prevent anyone coming through with any sort of metal on them – particularly armour. If he sees any of this, he respectfully warns the wearer to go back to the cloakroom at the building's entrance to get rid of it. If they refuse, he sunders it, and given that he does double damage to objects most people only refuse once.

Should it come down to a fight, Lancelot

yells "It's whomping time" and gets stuck in, targeting armour and weapons first. Once this happens Orly moves through the non-path terrain, which is difficult terrain normally but not for her, so as to cast Strong Jaw and Bull's Strength on Lancelot. Once she's buffed her treant, Orly uses Produce Flame for its ranged attacks against PCs, only using her rapier for melee attacks as a last resort.

The cost of the basidiron experience is 10gp per person, payable to Orly herself. The amount of cash that she has on her person²³ reflects her current / previous night's takings.



²² by lifestyle, rather than religion

²³ see the Encounter Summary



The Basidiron Den (CR 6)

If the Den is visited whilst a session is taking place, the first impression gained by anyone opening the door is that here is an empty but opulent lounge obscured by a hazy red mist. As the eyes slowly adjust to the setting, however, languid figures can be seen lolling about on raised couches 2' off the floor, either alone or in pairs, occasionally raising an arm in some gesture towards a friend across the hall even though this clearly takes considerable effort.

Red diaphanous curtains are pulled around some of the couches where the occupants clearly require privacy, though very little conversation can be heard, apart from occasional whispers, and there is very little movement. If the erotic pictures that hang on the walls seem to suggest some sort of

sexual action, no one appears to be taking much notice of

Orli

CR 6

Female Elf Druid (treesinger) 7

NE Medium humanoid (elf)

Init +3; **Senses** low-light vision, *deathwatch***Perception** +15

Defense

AC 16, touch 14, flat-footed 12; mobility**hp** 45 (7d8+7)**Fort** +6, **Ref** +6, **Will** +10; +2 vs. enchantments, +4 vs. fey and plant-targeted effects**Immune** sleep

Offense

Speed 30 ft.**Melee** rapier +8 (1d6/18-20)

Druid Spells Prepared

CL 7; melee touch +8; ranged touch +8; conc +10

4th *Strong Jaw* (DC 17)3rd *extended Barkskin* x 2, *extended Resist Energy*2nd *Bull's Strength*, *Delay Poison* x 2, *extended Ice Armor*1st *Cure Light Wounds* x 2, *Faerie Fire*, *Produce Flame*, *Shield Companion*0 (at will) *Detect Magic*, *Detect Poison*, *Light*, *Mending*

Statistics

Str 10, **Dex** 16, **Con** 11, **Int** 10, **Wis** 16, **Cha** 12**Base Atk** +5; **CMB** +5; **CMD** 19**Feats** Dodge, Extend Spell, Mobility, Weapon Finesse**Skills** Climb +3, Fly +6, Handle Animal +5, Heal +7,

Knowledge (nature) +12, Ride +6, Spellcraft +10 (+12 to identify magic item properties), Survival +9, Swim +3

Languages Common, Druidic, Elven**SQ** green empathy, nature sense, trackless step, wild shape, woodland stride**Gear (light)** mw heavy wooden shield, mw rapier, cape of free will, deathwatch eyes

Special Abilities

Green Empathy (Ex) At 1st level, a treesinger can improve the attitude of a plant creature. This ability functions just like a Diplomacy check made to improve the attitude of a person. The treesinger rolls 1d20 and adds her druid level and her Charisma modifier to determine the wild empathy check result. The typical wild plant creature has a starting attitude of indifferent. To use green empathy, the treesinger and the plant creature must be within 30 feet of one another under normal conditions. Generally, influencing a plant creature in this way takes 1 minute but, as with influencing people, it might take more or less time. A treesinger can also use this ability to influence an animal, but she takes a –4 penalty on the check. This ability replaces the wild empathy class feature.

Orli's Buffs

Ice Armor (8pm to 10am)

AC 22, touch 14, flat-footed 18; mobility

Ice Armor as breastplate with hardness 0 and 30 hit points. Attacks against the wearer that create heat or fire degrade the armor, reducing its armor bonus by 1 for every 5 points of fire damage the wearer takes; when the armor's bonus to AC reaches 0, the armor is destroyed and the spell ends.

Speed 20 ft.**Skills** Climb -1, Fly +2, Swim +1

+ Barkskin (11:50 pm to 2:10am)

AC 25, touch 15, flat-footed 21; mobility



Lancelot	CR -
Sapling Treant Companion N Large plant Init 0; Senses low-light vision; Perception +5	
Defense	
AC 16, touch 9, flat-footed 16 hp 48 (6d8+18) Fort +8, Ref +2, Will +3; +4 vs. enchantments Defensive Abilities evasion; Immune plant traints	
Offense	
Speed 30 ft.; climb 30ft. Melee 2 x slam +10 (2d6+7) Space 10ft.; Reach 10ft. Special Attacks double damage against objects on full attack	
Statistics	
Str 25, Dex 10, Con 16, Int 3, Wis 12, Cha 7 Base Atk +4; CMB +12 (+14 sunder); CMD 22 (24 vs sunder) Feats Improved Natural Attack (slam), Improved Sunder, Power Attack Tricks Attack Anything, Defend, Down, Guard, Heel, Maneuver (Sunder), Stay, Watch Skills Acrobatics +4, Climb +19, Linguistics -2, Swim +11 Languages Common, Treant	

them – in fact, it is hard to imagine that anyone is taking much notice of anything.

In the centre of the room is a large plant consisting of four spidery stalks, long green tendrils and an inverted bell-shaped cap. This is a variant basidirond that has been specially grown by Orly in order to provide her clients with a unique drug-induced experience. The difference between this basidirond

Lancelot's Buffs
Shield Companion (8pm to 3am)
AC 17, touch 10, flat-footed 17 Fort +9, Ref +3, Will +4; +4 vs. enchantments
+ Barkskin (11:50 pm to 2:10am)
AC 20, touch 10, flat-footed 20
+ Strong Jaw (in combat only)
Melee 2 x slam +10 (4d6+7)
+ Bull's Strength (in combat only)
Melee 2 x slam +12 (4d6+9) Skills Climb +21, Swim +13

Rust Monster	CR 3
N Medium aberration Init +3; Senses darkvision 60 ft., scent metals 90 ft.; Perception +12	
Defense	
AC 18, touch 13, flat-footed 15 hp 27 (5d8+5) Fort +2, Ref +4, Will +5	
Offense	
Speed 40 ft., climb 10ft. Melee bite +6 (1d3), antennae touch +6 (rust)	
Statistics	
Str 10, Dex 17, Con 13, Int 2, Wis 13, Cha 8 Base Atk +3; CMB +3; CMD 16 (20 vs trip) Feats Ability Focus (rust), Skill Focus (perception), Weapon Finesse Skills Climb +8	
Special Abilities	
Rust (Su) A rust monster's antennae are a primary touch attack that causes any metal object they touch to swiftly rust and corrode. The object touched takes half its maximum hp in damage and gains the broken condition—a second hit destroys the item. A rust monster never provokes attacks of opportunity by attempting to strike a weapon with its antennae. Against creatures made of metal, a rust monster's antennae deal 3d6+5 points of damage. An attended object, any magic object, or a metal creature can attempt a DC 15 Reflex save to negate this effect. The save DC is Constitution-based.	
Scent Metals (Ex) This ability functions much the same as the scent ability, except that the range is 90 feet and the rust monster can only use it to sense metal objects (including creatures wearing or carrying metal objects).	

and standard ones is the effect of its Hallucination Cloud ability, as described in its stat block. Note also that the basidirond will not attack unless attacked, and that its cold energy resistance, provided by Orly, prevents its Cold Lethargy taking effect unless the basidirond is targeted with more than 20 points of cold damage (i.e. enough to pass the energy resistance).

A rust monster also wanders lazily around the room, its antennae constantly twitching, granted immunity to the basidirond's Hallucinatory Cloud by Orly's casting of *Slow Poison* on it. There is no metal around the room, unless some idiot brings some in, so the rust monster is regularly fed and hunts only out of gluttony²⁴.

²⁴ we don't believe in cruelty to rust monsters



Basidirond (variant)	CR 5
N Medium plant Init +1; Senses low-light vision, tremorsense Perception 0	
Defense	
AC 18, touch 11, flat-footed 17 hp 52 (7d8+21) Fort +8, Ref +3, Will +2 Immune cold, plant traints Weaknesses Cold Lethargy	
Offense	
Speed 20 ft. Melee slam +10 (1d8+7+spores) Special Attacks Variant Hallucination Cloud	
Statistics	
Str 20, Dex 13, Con 16, Int -, Wis 11, Cha 1 Base Atk +5; CMB +10; CMD 21 (25 vs trip)	
Special Abilities	
Cold Lethargy (Ex) Although a basidirond is immune to cold damage, any cold effect it is exposed to slows it for 1d4 rounds. During this time, the basidirond cannot use its hallucination cloud or spores. Between 11:50 pm and 2:10 am, Resist Energy/20 means this will not take effect as a result of cold damage unless 21 points or more are inflicted.	
Spores (Ex) Any creature struck by a basidirond's slam attack is coated with spores. The creature struck must make a DC 16 Fortitude save or these spores take root in his flesh, and particularly in his lungs. The save DC is Constitution-based.	
Disease (Ex) Basidirond Spores	
Type inhaled; Save Fort DC 16 Onset immediate; Frequency 1 round for 6 rounds Effect 1d2 Con Cure 1 save	

The smoky haze in the room is produced by a sweet smelling leaf burning in a number of clay pots interspersed around the lounge. They have no deleterious effect in themselves, however they work with the basidirond's Hallucinatory Cloud to ensure that its effects are spread to every corner of the room. If the cloud is dispersed, it takes 10 rounds for it to be re-spread again.

Variant Basidirond Hallucinogenic Cloud
Variant Hallucination Cloud (Ex) The Hallucinogenic Cloud for this particular Basidirond works in a different way. Being a unique ability, information regarding this variant cannot be revealed by a Knowledge check. This Basidirond can release its spores as a free action in a cloud which spreads in a 20' radius over the course of 1 round. A strong wind disperses the cloud and keeps it from reforming. Anyone caught in the cloud is subject to hallucinogenic effects as follows: In a non-stressful situation, i.e. out of combat, the cloud causes a mild euphoria and a scrambling of the senses of perception, particularly with respect to other living creatures, which the brain then struggles to make sense with. As smell tangles with sight, sound corrupts touch and so on, those affected by the cloud perceive their colleagues in interesting new ways. A DC 16 Fortitude save can be made each round to negate this. Most people in these situations don't bother trying to save. In combat, an affected participant needs to make a DC 16 Fortitude save each time they perform a non-immediate action on any given target (whether friend or foe). If the save is failed, the nearest alternative participant (whether friend or foe) is targeted instead, as if the actor in the combat had suddenly perceived the new target to be the intended target. This effect is instantaneous, i.e. it's over as soon as the action is over, and immediate actions are not affected. Note that the two situations do not affect one another regardless of how many times an affected actor moves in and out of combat, and that the save DC in all cases is Constitution-based.

Finally, the lighting in the room comes from red *Continuous Flame* spells.

Conclusion

The Basidirond Den operation can only be stopped if the basidirond itself is destroyed. If Orly isn't also killed, it will take her several years to grow another one, and she is likely to come after the PCs in revenge for spoiling her lucrative business. The PCs may also find themselves targeted by other groups within Fordguild if they boast too much about their achievements; the drug operation was not completely legal but several important people enjoyed it nonetheless.

Augustus' parents may take a little time adjusting to their new "down-to-earth" lifestyle however Augustus' wish will have been fulfilled once the drug operation has gone.



The Rogue's Tale

Although Paulina lives in the town of Alderchop this tale takes place within a pyramid found in the deserts of Balzac and on the journey to and from it from the caravanserai at Tabassum.

Cast (living)

Paulina	A delicate young gnomish girl
Raphaela	Paulina's mother
Adil.....	An impoverished camel trader
Hashim.....	A rich and ruthless camel trader
Abd Al'Arij.....	A caravan leader
Saifullah	A rather foolish nomad who doesn't know when to stop gambling
Foedora.....	A Sphinx

Cast (deceased)

Valentin	Paulina's dead father
Queen Malika Balzac	Protected by a Mummy
King Malik Balzac	Protected by a Stone Golem

Background

Valentin was an ambitious young gnome who worked his way up from petty thief to merchant to adventurous "archaeologist" always in pursuit of the next great treasure. Charismatic, intelligent and talented, Valentin seemed unstoppable as he scaled mountains and penetrated jungles retrieving one precious relic after the other. To many, including to his daughter Paulina, he was a great hero, albeit a frequently absent one. To others, including the members of the various religious orders associated with the tombs and temples that he violated, he was a rapaciously greedy rogue.

And as far as his wife Raphaela was concerned he was simply an uncaring husband and a poor father.

One day Valentin came across a reference to an extraordinary magical talisman called the Shagreen. This talisman, inscribed on a piece of ass's skin, could apparently grant its bearer every wish that they desired. For the next two years the Shagreen became Valentin's obsession as he researched both its powers and location. Every reference he came across to it seemed to confirm its wish-granting abilities though its trail across the world appeared and disappeared unaccountably. Eventually

Valentin tracked it to the pyramid of Balzac, a tomb about a week's journey into the desert to the south east, containing the resting place of the last king and queen of a people long since vanished.

Several weeks of preparation followed before Valentin set out on what was to become the last of his treasure hunting journeys. He never returned from Balzac. A year later his wife Raphaela consulted an oracle to find out what had happened to him and was told, in the oracle's own words, "that there was nothing left of him but dust."

Paulina's heart-felt wish is that her father's last quest be fulfilled. Her intention is to place the recovered Shagreen in a special shrine dedicated to her father's soul, hopefully to appease it. Of course she is far too young and inexperienced to attempt such a quest herself, and anyway her mother would never hear of it, however the PCs are just perfect for the job ...

Overview

Paulina herself is easy enough to find and her mother, Raphaela, will not in any way object to the PCs seeking out to fulfil her late husband's last wish as long as they don't in any way involve either of the two of them.

Paulina will happily give the PCs her father's notes, which support the information about the Shagreen given in the background, plus information about the approximate location of the pyramid of Balzac and some kind of cryptogram which apparently holds the key to breaking into it.

The PCs' task in this part of the adventure will be for them to make their way to the pyramid, retrieve the talisman and deliver it back to Paulina. Along the way their greed will be tested in various ways, however a sensible party should be able to succeed and come back with a reasonable amount of treasure as well.

The Shagreen, incidentally, is worthless.

Paulina

Paulina is a light haired and somewhat delicate young gnomish girl, pleasant enough to speak to and always prettily dressed if a little on the plain side. This latter quality might have subjected her to bullying were it not for the fact that most bullies have realised that "the quiet ones" sometimes grow up into sorcerers or wizards or other types of people who might just turn you into a frog or something when they eventually get powerful enough to enact their revenge.





It is clear from speaking to Paulina that she idolised his father, even if her father didn't spend much time with her. Paulina's mother, Raphaela, finds this attitude irritating, which Paulina in turn finds irritating of her mother. Mother and daughter nevertheless love one another and Raphaela will have no problem allowing the PCs to speak and negotiate with her daughter as long as they don't put her into any sort of danger.

Balzac

The desert of Balzac to the south-east is vast and sandy. Sandstorms are not uncommon and sand-dunes move all the time. The DC for not getting lost in this environment is 17 and getting lost is automatic after a sandstorm (a feature which plays a part on the return journey).

It is hot in the desert during the day and cold at night – see the appendix for details on dealing with this sort of weather.

The PCs will need to travel with a caravan to get to the pyramid and although they are destined to be stranded there a Sphinx will come to their aid in order to help them get home. For these reasons, wandering monster encounters are not necessary for this part of the adventure.

DC	Summary
17	Survival check to avoid getting lost in the desert of Balzac

Hiring Camels at Tabassum

The caravanserai at Tabassum is large and bustling, with various travellers either equipping themselves for the journey out into the desert or, if having just arrived from it, transferring their wares to those merchants bound for inland markets in more temperate climes. The only way for the PCs to get to the pyramid will be for them to join a caravan that is travelling in that direction, and the only way for them to be accepted on such a caravan is to first of all equip themselves with camels.

(If PCs wish to ride or bring other beasts instead, then bear in mind that horses and other riding animals not specifically bred for the desert can easily come to harm in the heat and deep sand. If you want to add realism, use the hot weather rules for them and require a DC 15 Handle Animal check every day to avoid the beast taking 1d8 points of non-lethal damage plus a halving of speed due to suffering a bad trip).

The principal camel merchant at Tabassum is Hashim (LE Male Human Rogue 2 / Expert 2). He charges 10 gp per camel per week (or part thereof) and expects payment up front for the expected length of the journey (in this case 20 gp). He also demands a refundable deposit of 100 gp (per camel). Despite his somewhat ruthless nature (which, note, is not detectable by Detect Evil because of his low level), he is an honest trader and will honour his hiring agreements to the letter.

As the PCs are shopping around they will be approached by another merchant called Adil (LG Male Halfling Commoner 1 / Expert 1), an impoverished camel trader with no stall who has been hounded out of business by Hashim himself. Adil will offer the PCs the use of his camels for 40 gp each for the duration of their trip but without needing a deposit. Adil's camels don't look as good as Hashim's, but a Handle Animal check DC 12 establishes that there's actually nothing wrong with them. It's up to the PCs which they choose – the consequences of their choice will become apparent on the journey back.

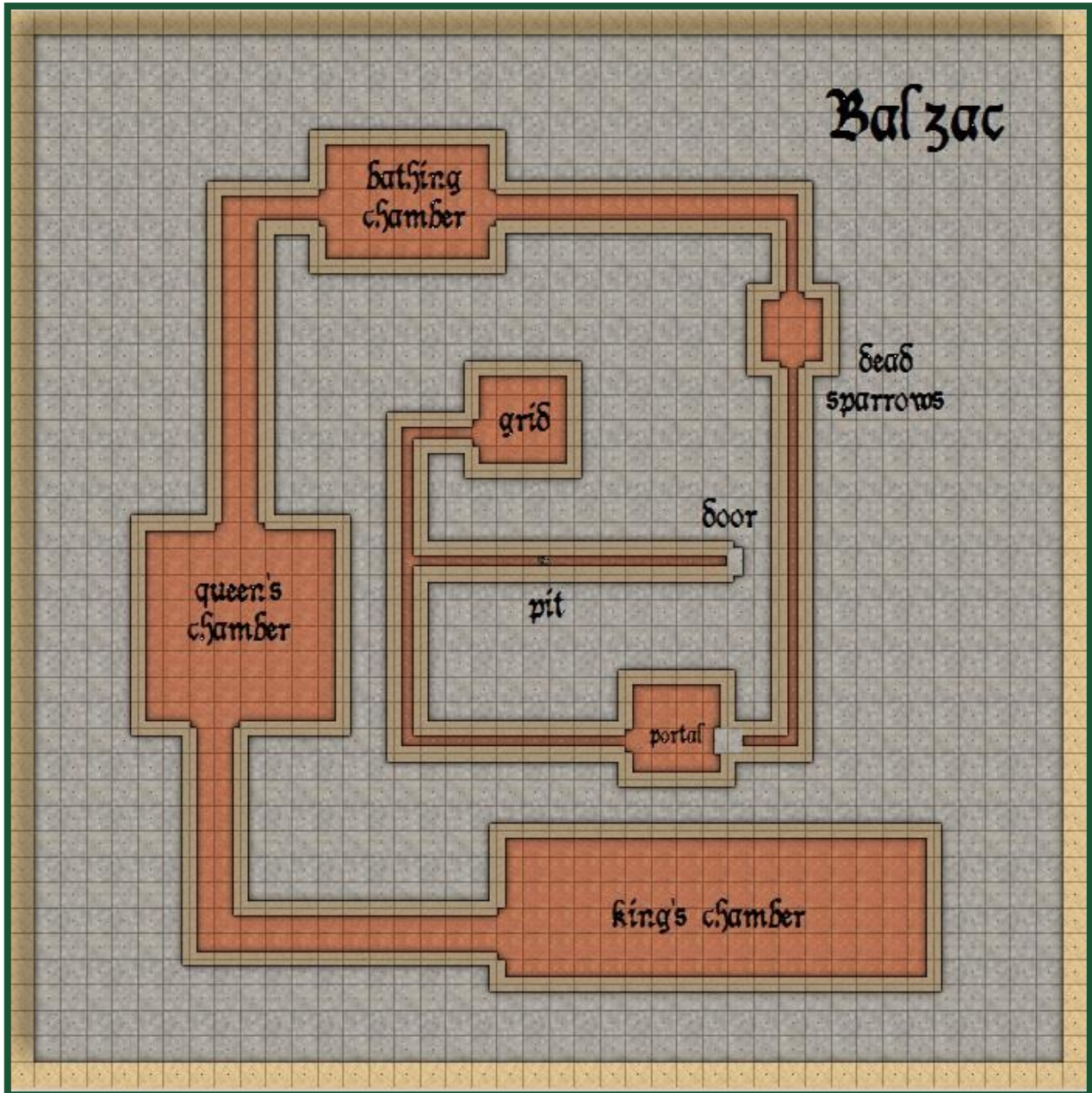
DC	Summary
15	Handle Animal check every day for PCs taking their own riding animals into the desert
12	Handle Animal check to determine that Adil's camels, though they look a bit rough, are actually perfectly fine for the journey

The Journey to the pyramid

Abd Al'Arij (CN Male Half-Elf Ranger/6) is the one caravan leader this week who is making the round trip to the pyramid. He's not doing actually going to the pyramid itself, it just so happens that he passes it nearby on route to the various oasis that he visits in order to trade with all those nomads who would rather not have anything to do with non-desert dwellers. The PCs are more than welcome to join his caravan as long as they are suitably equipped for the journey and won't cause him any problems or slow him down (i.e. they are mounted, preferably on camels). Abd Al'Arij will charge them 5 gp each for the journey. If the PCs have camels provided by Hashim then he will ask them to be careful with them as Hashim will hold him personally responsible for any damage to his stock.

The journey to the pyramid will take 6 days. Along the route the caravan will encounter various other nomad tribes with plenty of opportunity for trading. At the end of the sixth day the caravan will reach an oasis about 2 hours away (by foot) from the location of the pyramid, easily visible in the distance. The PCs will have until sunrise to explore and return before the caravan moves off again. Assuming that they've been riding their camels, the PCs will not be fatigued and will thus be able to adventure normally.

Should the PCs wish they may engage in a few games of chance along the way in the evening with the other travellers. There are 8 nomads in the caravan each with 10 gp to spend and a ninth one, Saifullah, who has 20 gp. The games are all variations of poker played in groups of 3 or 4. To simulate the game have every person in the group make a Bluff check and a Sense Motive check against each Bluff. Whoever gets the most successful Sense Motive checks wins the pot, which is typically



between 1 gp and 5 gp per participating person²⁵. Normal travellers have Bluff and Sense Motive of +5, Saifullah has +7.

If the PCs clean out, or help to clean out, Saifullah, regardless of whether they also clean out the other 8 travellers, Saifullah will take his revenge on them when it is time for them to make the journey back.

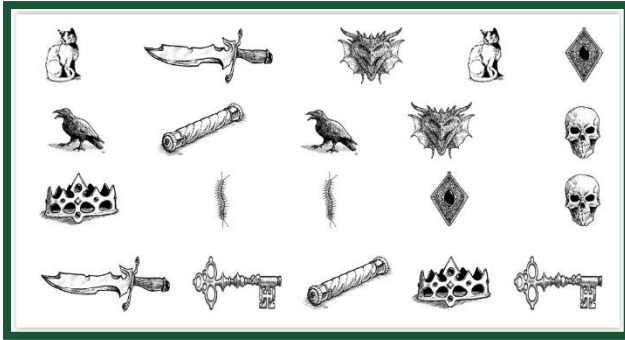
Skill	Summary
+5	Bluff and Sense Motive of normal nomads playing poker
+7	As above for Saifullah

²⁵ depending on how long you want this part of the adventure to last

The Pyramid of Balzac

400' to a side and 300' tall, the pyramid of Balzac is an impressive structure which can generally be seen 20 miles away depending on the configuration of the surrounding sand dunes. A 10' wide stone door leads in from a point 150' up on the west side, approximately on the centre of the western facing triangle. The location of the door is hard to find (DC 20 Perception if looking in the right area), as is the opening mechanism (a hidden handle on the bottom left of the door also needing a DC 20 Perception check). The door weighs 20 tons and swivels outwards – almost impossible to open without finding the handle²⁶.

²⁶ at your option both the location of the door and its handle can be found in Valentin's notes



The pyramid contains the resting place of the pharaoh Malik Balzac and his queen Malika, rulers of a people long gone. Nothing else is left of their civilisation.

DC Summary

20 Perception check both to find the entrance to the pyramid and the handle to open it (two separate checks)

Descent into darkness

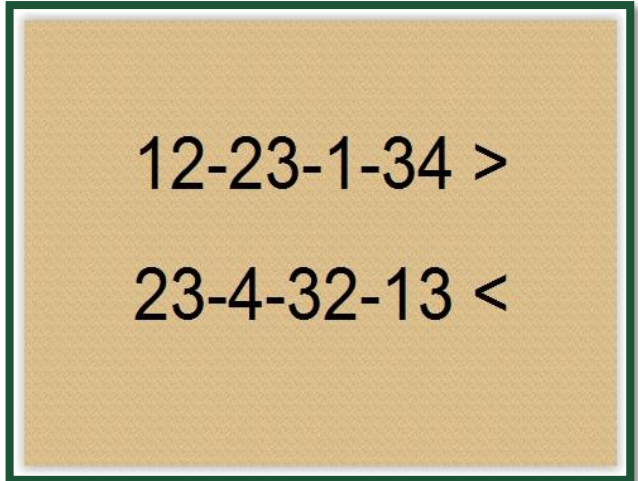
A steep slope descends from the entrance, the gradient ensuring that it is pitch black after 50'. After another 30' there is a 10' gap in the floor where a pit drops down onto a floor covered in spikes 100' below (10d6 falling damage + 1d4 spikes at +15 for 1d6 + 5 damage each). This isn't a trap as such since it's not in any way concealed; it's just a way to stop jackals and mad robbers from getting in.

(As it happens a nomad did come to grief down there long ago and his bones and rotted clothes are amongst the other animal remains at the bottom of the pit. A +1 Scimitar lies next to his body.)

The Grid

This room, decorated with various studios looking men in sombre clothes holding ankhs and wearing Ibis-masks, has a 4 x 5 grid of symbols in the middle of one of its walls. This grid is the key to getting past the portal down the other branch of the passageway.

Each symbol in the grid appears twice, either on the same row or once in each of two different rows. Every row has one symbol which appears twice on it, and all combinations of



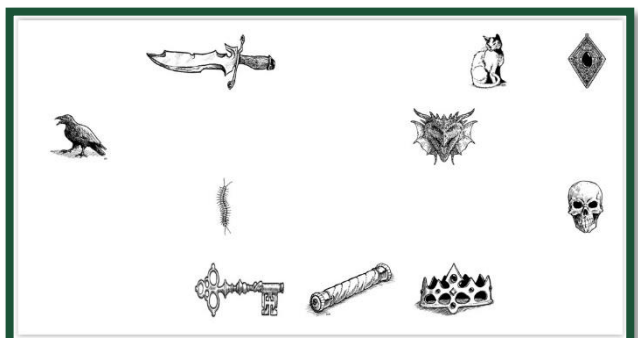
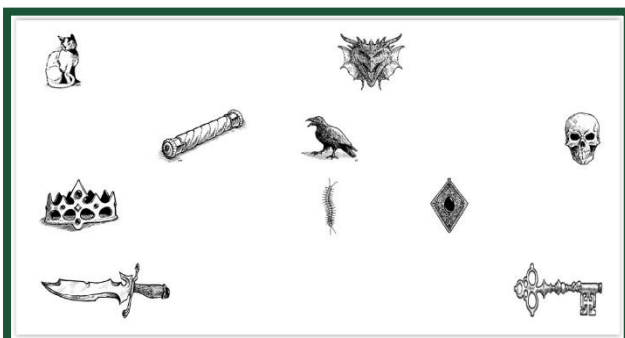
rows are represented by one individual symbol.

Valentin discovered the combination that allows both entry and exit through the portal during his studies. The first set, next to the arrow pointing east (i.e. in), is solved by the symbols Dragon, Skull, Cat, Crown, whereas the second set, next to the arrow pointing west (i.e. out), is solved by the symbols Skull, Key, Skull, Pendant. The solution is found by translating pairs of numbers into a pair of row references and picking out the symbol that is common between them (e.g. 12 means rows 1 and 2, whose common symbol is the Dragon), or translating single numbers into a row and picking out the symbol that appears twice in that row (e.g. 1, which is the Cat).

The Portal

The passageway down end here at a blank stone wall, which is in fact one face of a 10' cubed granite stone block which lowers into the ground if the correct series of symbols on its side is pressed in the right order. The block does not otherwise have any decoration.

A grid of symbols appears in the centre of the block on each side (and different on each side, as illustrated, though the configuration of symbols on the block here is not important). These symbols can be pushed in though they require some force to do so (a full round action does the job). Symbols return to the non-depressed position one full round after they are pressed. Two symbols cannot be pressed in at the same time,





Skull Swarm	CR 1
NE Tiny undead (swarm) Init +2; Senses darkvision 60ft. Perception 0	
Defense	
AC 14, touch 14, flat-footed 12 hp 9 (2d8) Fort 0, Ref +2, Will +3 Defensive Abilities swarm traits; Immune undead traits	
Offense	
Speed fly 40 ft. Melee swarm (1d6)	
Statistics	
Str 5, Dex 15, Con -, Int -, Wis 10, Cha 10 Base Atk +1; CMB +1; CMD 8 (can't be tripped) Skills Fly +6	

and the sequence of symbols to be pressed in has to happen within one minute (i.e. the next one to be pushed in must be pushed in pretty much as soon as the previous one pops out).

Once the correct sequence of symbols is made, the block lowers into the floor, taking 2 rounds to do so. The block returns to its raised position automatically after 10 minutes, again taking 2 rounds to do so.

Dead Sparrows (CR 1)

This rather disturbing room contains the skeletal remains of 1000 dead birds, crunching underfoot. A Knowledge Nature DC 20 check identifies these as desert sparrows. Their little bones are piled 1' to 2' deep, making the area difficult terrain. When the PCs are half way across, the skulls of all these creatures will rise up into a swarm and attack.

Underneath the bones are 1000 sp – one for each of the dead birds. A Knowledge Religion DC 20 check will reveal that the birds and silver relate to various ancient Balzac traditions regarding the burial of the exalted dead.

DC	Summary
20	Knowledge Nature to detect the skeleton birds as the remains of desert sparrows
20	Knowledge Religion check to determine that the silver coins and dead birds relate to an ancient Balzac belief about the burial of the exalted dead

Bathing Chamber (CR 3)

This chamber is tiled with mosaic stones. The walls show various people of both sexes bathing and drying themselves. On one wall is a very regal looking lady being is bathed by her

attendants. Everyone is naked, the ancient people of Balzac having no taboos upon the subject.

Four huge stoppered urns at the corners of the room, each of them big enough to hold a man, contain beautiful cotton towels worth 250gp, perfectly preserved in their airtight containers.

In the centre of the room is a circular pool, 15' in diameter and 10' deep. A necklace of beautiful red gems lies at its bottom – apparently. It's an illusion, though the PCs get no chance to disbelieve this unless they go down and try to pick it up. The pool radiates strong necromantic magic.

The pool is an Accursed Pool²⁷. Anyone who goes in must immediately make a DC 16 Will save or believe themselves to be swimming through a viscous goo. The swim DC to come back up is 20 travelling at ½ normal speed (i.e. ¼ of a person's movement rate in feet for a full round action). The corrupting effect of the pool also affects the victim's perception so that they perceive all distances to be 4 times bigger and actually cannot see beyond a foot or so thanks to the liquid's supposed viscosity. This effect on the victim's perception means that they must swim 40' to reach the surface instead of the actual 10'.

Anyone on the outside, of course, can see the victim perfectly, even if they appear to be thrashing around blindly trying desperately to swim their way up to the surface²⁸. Anyone who jumps in to rescue them, of course, is subject to the same effect.

DC	Summary
16	Will save to resist the curse of the pool
20	Swim check to travel up from the "bottom" of the pool

The Queen's Chamber (CR 5 + 4 x CR 2)

Malika Balzac is buried along with all of her handmaidens in this rather opulent chamber.

An ornate sarcophagus on a stone plinth in the middle of the room clearly holds a very important person. The decorations on its lid are beautiful, if not hugely valuable, and the woman depicted on it was clearly someone who was once used to wearing fine clothes and jewellery. Twelve other sarcophagi standing up around the walls clearly hold lesser people – servants, one would guess – and though also beautiful are not as well adorned as the one in the middle. Inside one of these standing sarcophagi is a mummy which will come out and attack any intruders if it hears any loud noises in the room (such as prising off the lid of the central sarcophagus).

²⁷ perhaps a slight variation on the standard, as it is not clear from the rules whether "viscous" implies a reduction in perception – but it does here

²⁸ and making surprisingly heavy weather of it



Mummy	CR 5
LE Medium undead Init 0; Senses darkvision 60ft. Perception +16 Aura despair	
Defense	
AC 20, touch 10, flat-footed 20 hp 60 (8d8+24) Fort +4, Ref +2, Will +8 DR 5/-; Immune undead traits Weaknesses vulnerable to fire	
Offense	
Speed 10 ft. Melee slam +14 (1d8+10 plus mummy rot) Power Attack slam +12 (1d8+16 plus mummy rot)	
Statistics	
Str 24, Dex 10, Con -, Int 6, Wis 15, Cha 15 Base Atk +6; CMB +13; CMD 23 Feats Power Attack, Toughness, Skill Focus (perception), Weapon Focus (slam) Skills Stealth +11 Languages Common SQ Canopic Jars	
Special Abilities	
Despair (Su) All creatures within a 30-foot radius that see a mummy must make a DC 16 Will save or be paralyzed by fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same mummy's despair ability for 24 hours. This is a paralysis and a mind-affecting fear affect. The save DC is Charisma-based.	
Disease / Curse (Su) Mummy Rot	
Type injury (slam); Save Fort DC 16 Onset 1 minute; Frequency 1 / day Effect 1d6 Con and 1d6 Cha Cure – Mummy rot is both a curse and disease and can only be cured if the curse is first removed, at which point the disease can be magically removed. Even after the curse element of mummy rot is lifted, a creature suffering from it cannot recover naturally over time. Anyone casting a conjuration (healing) spell on the afflicted creature must succeed on a DC 20 caster level check, or the spell is wasted and the healing has no effect. Anyone who dies from mummy rot turns to dust and cannot be raised without a resurrection or greater magic. The save DC is Charisma-based.	

Three canopic jars stand on the corners of the central sarcophagus. These things are tiny constructs which are attuned to the mummy as well as holding the internal organs

Canopic Jar (4)	CR 2
N Tiny construct Init +2; Senses darkvision 60ft., low-light vision Perception 0	
Defense	
AC 15, touch 14, flat-footed 13 hp 16 (3d10) Fort +1, Ref +3, Will +1 Immune construct traits	
Offense	
Speed 5ft., fly 30 ft. Melee bite +4 (1d3-1)	
Spell-like Abilities	
CL 3; melee touch +3; ranged touch +6; conc +3 3/day: Depending on type, either: <i>Death Knell</i> (DC 12), <i>Infllict Moderate Wounds</i> (DC 11), <i>Resist Energy</i> , or <i>Mending</i>	
Statistics	
Str 8, Dex 14, Con -, Int -, Wis 10, Cha 11 Base Atk +3; CMB 0; CMD 12 SQ empowerment, heartbound	

of the queen herself. The fourth canopic jar, Imseti, the human-headed one, is with the guardian Mummy itself so that it can cast Resist Energy (Fire) at CL 7 on it before it comes out to attack. The canopic jars will not betray their unusual status until the mummy has been destroyed, apart from the jackal-headed one which will need to move to cast Death Knell on a dying PC.

Once the mummy has been destroyed the Canopic Jars will do everything they can to chase away the PCs²⁹.

Removing the lid from the queen's sarcophagus requires a DC 15 Strength check. Inside is the object of the PC's quest, the Shagreen, the queen's necklace, which features later on in this adventure, plus whatever other treasure is indicated in the encounter summary. The queen's body, if removed from its wrappings, is exceptionally well preserved.

DC Summary

15	Strength check to open the queen's sarcophagus
----	--

The King's Chamber (CR 11)

The final chamber in the pyramid contains the remains of King Malik Balzac amidst a huge representation of the pharaoh's journey into the afterlife.

²⁹ i.e. not a lot, once it gets down to this

**Canopic Jar Special Abilities**

Empowerment (Su) Canopic jars come in four varieties (duamutef, hapi, imseti, and qebehsenuef), depending upon the type of organ placed within them. When an internal organ of the appropriate type is placed within the canopic jar, it grants unique powers. If this internal organ belongs to an undead, as described in the heartbound ability, it grants additional powers. The canopic jar's spell-like abilities have a caster level of 3.

Duamutef: The duamutef canopic jar features the head of a jackal, and is created to hold the stomach. When it contains a stomach, it gains the ability to cast *Death Knell* three times per day (DC 12) as a spell-like ability. If the duamutef canopic jar is heartbound to an undead, the undead may receive the benefits of any death knell spell cast by the canopic jar, as long as it is within 30 feet of the duamutef canopic jar.

Hapi: The hapi canopic jar features the head of a baboon, and is created to hold the lungs. When the hapi canopic jar contains a set of lungs, it gains the ability to cast *Inflict Moderate Wounds* three times per day (DC 11) as a spell-like ability. If the hapi canopic jar is heartbound to an undead, it may cast inflict moderate wounds upon the undead at a range of 30 feet.

Imseti: The imseti canopic jar features a human head, and is created to hold the liver. When it contains a liver, it gains the ability to cast *Resist Energy* three times per day as a spell-like ability. If the imseti canopic jar is heartbound to an undead, it counts as CL 7 when casting the fire resistance version of the resist energy spell upon the undead.

Qebehsenuef: The qebehsenuef canopic jar features a falcon head, and is created to hold the intestines. When it contains intestines, it gains the ability to cast *Make Whole* three times per day as a spell-like ability. If the qebehsenuef canopic jar is heartbound to an undead, the undead gains fast healing 2 as long as the undead remains within 30 feet of the qebehsenuef canopic jar.

Heartbound (Su) When internal organs are placed into the appropriate type of canopic jar, they are permanently preserved as per a gentle repose spell for as long as the jar remains unopened. An undead who has had one or more internal organs removed and placed within canopic jars may command the jars as long as its heart remains intact within its body.

A magnificent golden barge, 10' wide and 30' long, floats upon a water filled trench cut into the middle of the room. The barge is covered in gems that glint and sparkle in whatever light the PCs might have brought in. The pharaoh himself is portrayed in statue form in the barge sitting next to his own wooden sarcophagus surrounded by servants. All of the statues within the barge are painted and made of wood however a large humanoid statue, bald-headed and grim faced, depicted pushing the barge forwards with both hands away from the entrance to the chamber, is clearly made from stone.

Stone Golem**CR 11**

N Large construct
Init -1; **Senses** darkvision 60ft., low-light vision
Perception 0

Defense

AC 26, touch 8, flat-footed 26
hp 107 (14d10+30)
Fort +4, **Ref** +3, **Will** +4
DR 10/afamantine; **Immune** construct traits, magic

Offense

Speed 20 ft.
Melee 2 x slam +22 (2d10+9)
Space 10ft.; **Reach** 10ft.
Special Attacks Slow

Statistics

Str 28, **Dex** 9, **Con** -, **Int** -, **Wis** 11, **Cha** 1
Base Atk +14; **CMB** +24; **CMD** 33

Special Abilities

Immunity to Magic (Ex) A stone golem is immune to any spell or spell-like ability that allows spell resistance. In addition, certain spells and effects function differently against the creature, as noted below.

A *transmute rock to mud* spell slows a stone golem (as the slow spell) for 2d6 rounds, with no saving throw, while transmute mud to rock heals all of its lost hit points.

A *stone to flesh* spell does not actually change the golem's structure but negates its damage reduction and immunity to magic for 1 full round.

Slow (Su) A stone golem can use a slow effect, as the spell, as a free action once every 2 rounds. The effect has a range of 10 feet in a burst centered on the golem and a duration of 7 rounds, requiring a DC 17 Will save to negate. The save DC is Constitution-based.

The chamber's walls are decorated to show a bleak and desolate landscape, empty and ashen, just like the desert found outside the pyramid but greyer and grimmer.

The trench is 20' wide, 5' deep and stretches right across the room. The boat is shallow keeled. Anyone who wants to get on to the barge will have to cross over 5' of water, however as soon as they approach the barge they will gain the attention of the stone golem "pushing" the barge forwards. With a grinding of stone on stone the golem's face will turn to look at whoever had the temerity to approach: the barge and its contents are sacred, and anyone that the golem spots



despoiling these any of these in any way³⁰, or who successfully damages the golem itself, will be sentenced to death.

The golem will start by casting *Slow* in order to prevent escape, and then pursue any condemned PCs as far as the portal, squeezing in order to get up that last passageway as necessary.

Should the PCs miraculously succeed in defeating the golem then they will be able to claim the barge's 777 bright gemstones (worth 10 gp each) as treasure above and beyond what is normally rewarded for a module at this level.

The journey back

Not long after the PCs disappeared into the pyramid Abd Al'Arij's wife was taken ill with food poisoning so the camp had to be rapidly struck so that the journey back to Tabassum could begin straight away. If the PCs have camels from Hashim then these will have gone too as Abd Al'Arij cannot afford to upset this particular merchant. The PCs will have been left with food and water for the journey back unless they upset Saifullah in which case that vengeful nomad will have pierced their water containers and rubbed sand into their food just before the caravan left.

Without camels the journey back is likely to take 2 weeks. Without food and water there is some danger that the PCs will die along the way without magical help. Fortunately, the trail of the caravan along the sand is easy enough to see and follow ...

Sandstorm

However, on the second day of travel, a sandstorm will strike. Howling winds and rasping sands force the PCs to huddle down under whatever shelter they can quickly put together. Although it will only last for a few hours, at the end of it the trail that the PCs will have been following will have disappeared.

Foedora (CR -/9)

Fortunately help is at hand.

Foedora, a female androsphinx³¹, is out exploring after the sandstorm to see if the desert has exposed anything new or interesting when she spots the PCs from miles away, lands and comes over to talk. If the PCs speak to her honestly about their experiences in Balzac then she offers to help them get back to the caravanserai in exchange for their participation in a game / riddle which will determine what fee, if any, she should receive as payment.

Assuming the PCs agree Foedora will ask them to produce Queen Balzac's necklace, which she knows they now must have, and remove from it the 13 stones which she informs

them are worth 100gp each. She will then ask the first PC for their name which she will write down in the sand, followed by the second PCs name and so on until she reaches the last, whereupon she will pause in order to put her own name so that it occupies the penultimate position. The list of names will therefore read like this:

- First-PC
- Second-PC
- ...
- Foedora
- Last-PC

Foedora will then explain what the rules of the game are:

1. The first PC in the list is allowed to allocate the 13 stones of the necklace in any way that they like between everyone on the list. This includes themselves, and Foedora, and they are allowed any sort of distribution possible, including giving one person all of the stones if they wish.
2. Everyone in the list must then **secretly** vote on whether they agree with the allocation or not. Both the person who made the allocation and Foedora herself are included in this vote (since they are both in the list). Foedora manages the secrecy using different shaped stones in her possession, each PC and herself secretly picking a yes or no stone and then throwing it over her bulk so that no one can see how anyone votes. It is important that this secrecy is maintained throughout the whole game, including through any sort of divination, though the PCs are free to have any sort of discussions they like with each other at any point before voting.
3. If half the people in the list or more agree with any given allocation, then the game is over and everyone takes away the stones that they were allocated. Prior to the game starting Foedora makes everyone swear that they will abide by this and not seek to re-distribute or recompense each other in any way afterwards. Whatever stones are allocated to Foedora in this case she will accept as reward for her help.
4. If less than half the people in the list agree with the allocation then the person at the top of the list gets removed from the list (and thus can get no stones) and the game is re-run.

As Foedora explains to the PCs, the fewer the number of people on the list the more stones there are to go around, but of course it's up to them how they allocate and vote.

Should it ever come down to Foedora's turn to allocate stones she will allocate them all to herself and, of course, vote in agreement. Since at that stage there will only be one other PC left she is guaranteed to gain half the votes and therefore will win the lot. Otherwise, Foedora will always vote against the

³⁰ Including any sort of damage such as might be caused by stealing one of the gems

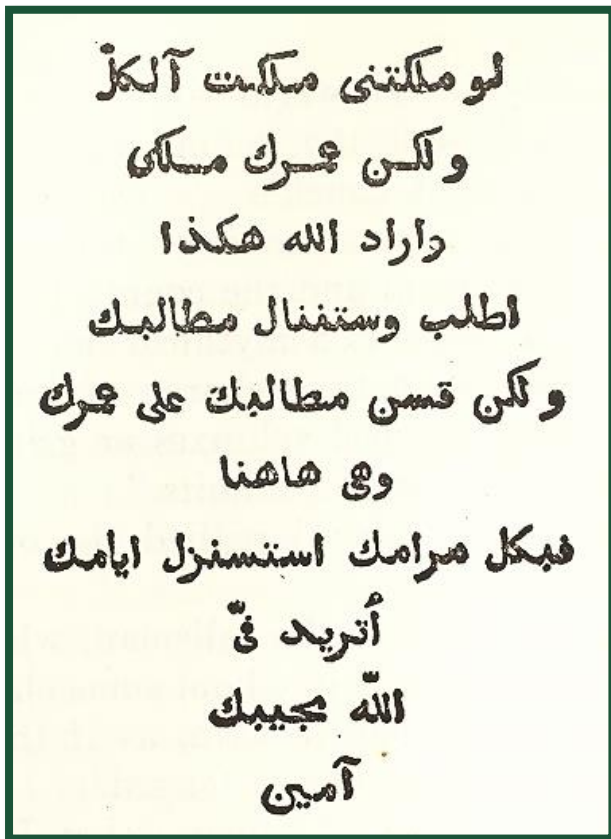
³¹ didn't know they existed, did you? ☺

allocation in the hope that the PCs will be greedy enough to let her win the lot in the end.

If the PCs aren't happy with the result then they can always attack and Foedora is proud enough and sufficiently quick to anger to make sure that they regret their decision. Her tactics will most likely be to disable spell casters and ranged combatants then fly away to leave the PCs to their fate³².

Conclusion

Once the PCs return from the desert their task for this tale will be done. The Shagreen, though impressively inscribed as seen below, does not have any of its alleged powers but giving it over to Paulina will satisfy the young gnome's wish.



³² and note that the Sphinx doesn't carry any treasure around with her

Foedora	CR 9
Female Androsphinx CG Large magical beast Init 0; Senses darkvision 60ft., low-light vision Perception +23	
Defense	
AC 23, touch 9, flat-footed 23 hp 123 (13d10+52) Fort +12, Ref +8, Will +17	
Offense	
Speed 40 ft., fly 60 ft. Melee 2 x claw +20 (2d6+8/19-20 plus grab) Power Attack 2 x claw +16 (2d6+16/19-20 plus grab) Space 10ft.; Reach 5ft. Special Attacks pounce, rake (2 claws +20, 2d6+8), roar	
Spells Prepared (as Cleric level 6)	
CL 6; melee touch +20; ranged touch +12; conc +9 3 rd <i>Bestow Curse</i> (DC 16), <i>Searing Light</i> , <i>Speak with Dead</i> 2 nd <i>Bull's Strength</i> , <i>Calm Emotions</i> (DC 15), <i>Cure Moderate Wounds</i> , <i>Resist Energy</i> 1 st <i>Comprehend Languages</i> , <i>Divine Favor</i> , <i>Remove Fear</i> , <i>Shield of Faith</i> 0 (at will) <i>Detect Magic</i> , <i>Guidance</i> , <i>Purify Food and Drink</i> , <i>Stabilize</i>	
Statistics	
Str 27, Dex 10, Con 18, Int 16, Wis 17, Cha 17 Base Atk +13; CMB +22; CMD 32 (36 vs trip) Feats Alertness, Cleave, Flyby Attack, Great Cleave, Hover, Improved Critical (claw), Power Attack Skills Fly +5, Intimidate +13, Knowledge (history) +16, Sense Motive +13, Survival +16 Languages Common, Draconic, Sphinx	
Special Abilities	
Roar (Su) An androsphinx can roar up to three times per day as a standard action. Each progressive roar has a different effect, depending upon whether it is the first, second, or third of the androsphinx's roars for that day. All of these roars are sonic effects that fill a 60-foot-radius burst, centered on the androsphinx; the save DCs are Charisma-based. Sphinxes are immune to all of the effects of an androsphinx's roars. First Roar: Affected creatures become frightened for 2d6 rounds (DC 19 Will negates). This is a mind-affecting fear effect in addition to being a sonic effect. Second Roar: Affected creatures are paralyzed with fear and deafened for 1d4 rounds (DC 19 Will negates). This is a mind-affecting fear effect in addition to being a sonic effect. Third Roar: Affected creatures take a 2d4 penalty to Strength for 2d4 rounds and take 2d8 points of sonic damage. Creatures smaller than the androsphinx are knocked prone. A DC 19 Fortitude save negates the Strength penalty and being knocked prone.	



The Bard's Tale

This tale begins in the sleepy little village called Hook and follows a trail all over Surrey before ending at Stag Island in the middle of Friary Lake.

Cast (living)

Bairn	A charming young man
Nik.....	Bairn's father, currently petrified
Eireola.....	Bairn's mother, abandoned by Bairn's father
Loren, Diana, Cherie, Iris, Cecilia and Harriet.....	Numerous women of various races that form Nik's trail of broken hearts
Bortka	A harpy found along the way
Tamara.....	An angry medusa; Nik's final lover
Vinke.....	A kelpie, friend of Tamara, slayer of Tabitha the Kitsune, who now pretends to be Tabitha the Kitsune

Cast (deceased)

Tabitha.....	A female kitsune who was to be Nik's next lover after Tamara, but unfortunately came to a sticky end
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Background

Nik (CN Male Human Bard/4) seduced Eireola (LG Female Drop-Dead-Gorgeous Elf Sorcerer/3) 20 years ago, but despite having the most beautiful woman imaginable on his arm³³ he always wanted more. The first time their relationship grew rocky he patched it up by marrying her, and ever the dewy-eyed romantic she thought he might have been reformed. Alas, he wasn't. Two years later when he was at it all again he patched it up this second time by conceiving with her a child called Bairn. That didn't work either.

They stopped having kids, but Nik never ran out of excuses. Eireola put up with it for 8 more years then finally kicked him out. Although Nik had been pretty careful seducing all the women around the village of Hook without Eireola knowing about it eventually the circumstantial evidence was so overwhelming that even Eireola's considerable powers of self-deception could not stretch any further.

Nik hung around in Hook for a couple of years after their separation but eventually, unhappy that his little lady at home was no longer available to him whenever his seductions of

other women failed, decided to go wandering around Surrey to see what sorts of interesting sexual encounters he might find instead. Over the course of the next twelve months Nik left a trail of broken hearts in many a varied female breast until eventually falling afoul of a medusa called Tamara, who had been an extraordinarily interesting and versatile lover to have³⁴ until she found out that he was going to leave her for a kitsune called Tabitha and petrified him at a rather inconvenient moment³⁵.

Nik still resides in the house of the medusa. More of an ornament, really, but he still has his uses. Tabitha was killed by a kelpie who lives in the lake around the medusa's house.

Bairn, in the meantime, although knowing that his parents will never get together again still wishes that his father would come around from time to time. If the PCs could at least find him and persuade him to visit then maybe that would be something, but unfortunately Nik's been missing for over a year now and no one knows where he is.

Overview

Once the PCs talk to Bairn and his mother Eireola they can begin to follow the trail of Nik's lovers that leads from Hook all the way around Surrey to Stag Hill Lodge, where the medusa and the kelpie that petrified Nik and killed his next lover-to-be can be found.

Tabitha, the kitsune lover in question, had purchased a jar with a dose of Stone Salve in it, a magical ointment that can return to flesh anyone turned to stone, in case of emergencies. Tabitha's body, and her treasure, is where she left it by her little boat. If the PCs gain the salve then they will be able to return Nik to normal and bring him back to Hook and his son Bairn. It is even possible that Nik might settle down with Bairn and his ex-wife properly for a few years in recognition of the foolhardiness of his previous experiences³⁶.

Bairn

The PCs will have no trouble getting hold of Bairn, either at the school or once they discover where he lives. Bairn is a really nice handsome and polite young man probably destined eventually to become a paladin or a cleric of a benevolent god someday. His mother Eireola is also the sort of a lovely, kind, beautiful, generous, intelligent, interesting and sexy woman that you might imagine most males would consider an absolute trophy, making Nik's behaviour all the more puzzling given that she was totally devoted to him. Both Bairn and

³³ and other places

³⁴ all those snakes!

³⁵ note that Medusa's can veil their eyes when they don't want to petrify, but it doesn't take them long to remove their veil!

³⁶ perhaps not, though, eh....



Eireola will be quite welcoming and open towards the PCs as long as they're civil and friendly.

Eireola has never found another partner, perhaps because she's dedicated herself to her son. She may even still be in love with Nik, albeit against her better judgement³⁷. If Bairn explains to his mother that the PCs have agreed to try to find Nik and bring back news of him, just out of the goodness of their hearts, then Eireola will explain how as far as she knew Nik went off to live with Loren, an attractive half-elven lady in the other side of the village, but then two months later left her to go with someone else. Neither she nor Bairn know what happened to Nik next, since neither of them are on good terms with Loren.

Loren, however, has to be the PCs next port of call.

A Trail of Broken Hearts

This section of the adventure is a *hopefully* amusing journey across Surrey in which the PCs discover just how far Nik was prepared to go in his search for the perfect partner³⁸.

It's up to you just how much of this you want to use, as this sort of humour is very much down to taste. It's also up to you whether you decide to use any of the skill checks in the journey as recommended in the table below. The PCs have to succeed in these checks eventually if they are to make any progress in the story so whilst on the one hand some groups might find them good for immersion others might find them an unnecessary delay.

You can skip any parts of the trail you like by changing the way one lover was abandoned for another (e.g. you could even have Nik leave Loren for Harriet if you like, pretty much skipping this whole part altogether).

DC	Summary
15	Knowledge Local or Diplomacy check to find the next lover in the chain in civilised areas, once the PCs are in the right area
15	Survival check to do the above in wild areas (such as Gluprota Swamp)
17	Diplomacy check to persuade any given lover to divulge information about where Nik went next
12	Intimidate check to do the same as above
20	Sense Motive check to determine how upset any given lover is now. Apart from Eireola, the more upset the old lover is, the closer the PCs are to reaching Tamara.

Loren the Half Elf

A somewhat "rougher" lady compared to Eireola, Loren (Female half-elf ranger/2) lives in a poor side of town where she is currently bringing up three sons and two daughters by

herself. Loren has plenty of family around her all of whom constantly remind her that she should never have taken up with Nik. One of the daughters is relatively newly born but she refuses to say whether Nik is the father or not. Lauren doesn't know what happened to Nik after he left her as all he did was go off into the woods one day and never come back. The oldest of her sons, however, informs the PCs that he's pretty sure Nik went off with the dryad Diana and can show them roughly where she lives.

Diana the Dryad

Diana is a voluptuous platinum blonde dryad who, although living in an oak tree that is miles away, occasionally travels to Hook to listen out for any gossip that she feels might concern her. A young oak tree near the village is her point of arrival and exit, via her Tree Stride ability, and this is where she can readily be found. Diana remembers Nik quite well - not in any way with any malice as being a Fey she is quite used to having fleeting relationships with humankind. The two of them spent quite a lot of time walking in the woods together, making love under trees of various descriptions, whilst she looked after his survival needs, until eventually they came across a friendly tribe of centaurs whereupon Nik fell in love with and ran off with a centaur filly called Cherie.

Cherie the Centaur

Cherie and her tribe live in the plains to the south of Surrey, herding cattle and living in yurts with their humanoid nomadic companions. It is not unusual for a centaur and a humanoid to become lovers, generally to the humanoid's delight, and it will be clear from talking to members of the tribe that Cherie and Nik appeared to be very much in love. One day, however, the tribe was attacked by ogres and Nik was raped by one of the females. Unfortunately, when Cherie fought her way through to him, she saw that he seemed to be enjoying the experience too much and abandoned him in disgust. The tribe later heard that both Nik and the ogress had survived the attack and had gone to live together in an old fisherman's hut by the river Sinne.

Iris the Ogress

Although Iris is as ferocious as any other Ogre she is not stupid enough to attack a party of well-armed PCs who come knocking at the door of her hut, and indeed once they explain that they're after information about Nik she'll even go slightly mellow as she thinks about what he was like.

At 8' tall and 550 lbs, Iris is what is known as a BBW³⁹, or perhaps just a BW⁴⁰. Leather skinned, rough, flatulent, and so huge that words like "voluptuous" cannot hope to describe the enormity of all her folds of flesh, their love-making must

³⁷ Eireola's the sort of person who thinks the best of everyone

³⁸ and sex; in fact mainly sex

³⁹ big beautiful woman

⁴⁰ big woman

have been a thing to behold⁴¹, yet it is clear from speaking to Iris that Nik was in no hurry to leave her. He even tried, in his own way, to please her sexually too, though any PCs who wish to listen to those particular stories had better have a strong stomach.

Their romance did come to an end one day when a strange octopoid-like creature, human-female from the waist up, swam up the river Sinne from the estuary down south and found Nik lying on his back exhausted after their last, ehem, frolic. As Iris watched helplessly from the other bank the cecaelia, for such the creature was, caressed Nik back to consciousness and then stole him away downriver. Iris chose not to intervene as she felt sure that Nik had been using magic to mend his broken bones and she felt that perhaps it was time that he took on a gentler lover.

Cecilia the Cecaelia

Cecilia is a female cecaelia who spent most of her childhood listening to fantastical stories about creatures with legs instead of tentacles that lived far away from the water. When she grew up and left home, she discovered that these creatures were in fact real and developed a strange fascination for them that would eventually turn into infatuation and then love.

Cecilia proceeded to have a string of humanoid lovers, desperately looking to conceive a child by one of them but always failing to do so. One day she found Nik on the side of the river Sinne when a tidal wave swept her up the estuary and into the river. Believing that fate had brought them together she scooped up Nik's prostrate and exhausted form from the river bank and took him back to her coral cave near the coastal town of Sinnemouth where she nurtured him back to health and massaged him in ways that Nik never realised were possible.

Cecilia was a very motherly lover, which after the brutality of Iris suited Nik very well, and perhaps fate really had conspired in their meeting because 2 months later Cecilia fell pregnant.

Now it so happens that a harpy called Harriet knew Cecilia of old and had been taking an intense interest in this cross-

species relationship. Over time she grew a little jealous of the pair, and when Cecilia started showing obvious signs of pregnancy Harriet persuaded Nik to elope with her instead lest he find himself having to play the role of father in a family that he couldn't possibly cope with.

The PCs will meet Cecilia nursing her humanoid baby. No tentacles are apparent on the child yet, and mother and daughter are doing just fine. Cecilia will happily tell the PCs her story and then point them towards the marshes of Gluprota to the north-west if they wish to find Harriet and Nik. She doesn't blame Nik for leaving her⁴² as she believes that the harpy must have used some sort of magic to spirit him away. Cecilia does ask the PCs to inform Nik when they find

him that he has a beautiful baby girl back here and that she's waiting for him to come back to her⁴³.

Harriet the Harpy

The marsh at Gluprota is a dismal waterlogged area surrounding a bleak body of stagnant water named, rather ironically, Fairy Lake. Strange bestial creatures cry out in the mist and harpies as well as other carrion-feeders perch like vultures on dead cypress trees and mangroves looking for their next meaty meal. After a day or so of trekking around this dreadful place the PCs will meet a harpy called Bortka – an older example of her kind – who will call to them from a distance as she is curious to find out what a group of well-armed adventurers is doing in her swamp. If the name of Harriet is mentioned, she will laugh

her head off, in a rather nasty way, and inform the PCs that she will take them to where the harpy is for a small fee (20 gp).

Harriet's petrified form lies on the edge of Fairy Lake. As Bortka will cheerfully inform them, Harriet's stupid human lover was taken by the medusa that lives in Stag Hall in the centre of the lake, presumably because she wanted him to be her lover instead, and Harriet should have realised that no one argues with a medusa!



⁴¹ from a safe distance!

⁴² they never do, do they

⁴³ awkward...



Fairy Lake

Fairy Lake got its name from the strange white wispy mists that rise constantly from within it then dart crazily around its surface like little whirlwinds. Mud pushes up slowly from the lake bed, 50' below, as does warm water and the harmless gas that bubbles up through the lake and causes this effect. The island in the centre of the lake has been formed by this mud over the years, which still continues to slowly push the boundaries of the lake out.

The lake's water is warm and pleasant to swim in. The island holds an old hunting / fishing lodge called Stag Hall which was abandoned by the original owners many years ago but which is now the home of a medusa.

The mists that rise up from the water limit visibility from 5' to 60', constantly varying from one six-second round to the next⁴⁴. A wooden bridge, 5' wide, that once connected the island to the mainland, is missing its middle 30' section. Two old row-boats can be found at the edges of the lake, abandoned and empty apart from their oars. The last possessions of the kitsune called Tabitha, as detailed in the Encounter Summary, are found in the reeds on the opposite side of the lake next to another little boat.

The Kelpie (CR 4)

A savage aquatic creature called a kelpie lives in Fairy Lake. Allied to the medusa, the kelpie was tipped off to the presence of Tabitha the kitsune while she was waiting for her lover, which allowed the kelpie to find, kill and devour her. The kelpie now wears Tabitha's form⁴⁵ which he uses as a lure to anyone that might happen to be in the area.

The kelpie's tactic is to appear to be Tabitha drowning in the lake (Bluff check +15), claiming if necessary to be stuck in long weeds if the PCs simply ask her to swim. Once any would-be rescuer is within 5' the kelpie uses its Captivating Lure ability and then slams, grabs, and dives under water, looking to drown its victim.

The exact timing and location of the kelpie's attack is up to you.

DC	Summary
+15	Kelpie's Bluff

Stag Hill Lodge (CR 7)

Once used by a wealthy family as a base from which to hunt deer in the surrounding moorland, Stag Hill Lodge was abandoned after the water table rose and turned the land into marsh. Various humanoid creatures have lived here in the intervening years. Once the medusa moved in these creatures

⁴⁴ every round visibility is 1d12 x 5 feet

⁴⁵ there is some debate about whether Alter Self allows an exact duplicate, but that doesn't matter here as the PCs will never have seen Tabitha before anyway

Vinke

CR 4

Kelpie

NE Medium fey (aquatic shapechanger)

Init +7; Senses low-light vision; Perception +13

Defense

AC 17, touch 13, flat-footed 14

hp 38 (7d6+14)

Fort +4, Ref +8, Will +6

Resist fire/10

Offense

Speed 40 ft., swim 40ft.

Melee 2 x slam +6 (1d6+2 plus grab)

Special Attacks captivating lure

Statistics

Str 15, Dex 16, Con 15, Int 8, Wis 12, Cha 17

Base Atk +3; CMB +5 (+9 grapple); CMD 18

Feats Alertness, Deceitful, Improved Initiative, Weapon Finesse

Skills Bluff +15, Disguise +15, Sense Motive +13, Stealth +13, Swim +10

Languages Aquan, Common, Sylvan; telepathy (1 mile, previously touched creatures only)

SQ amphibious, change shape (hippocampus or horse, beast shape IV; Small or Medium humanoid, alter self)

Special Abilities

Captivating Lure (Su) Once per day, a kelpie can use a powerful mental attack to lure in a single creature within 60 feet. The target must make a DC 16 Will saving throw or become captivated by the kelpie, thinking it is a desirable woman in mortal danger or (if in hippocampus or horse form) a valuable steed. A victim under the effects of the captivating lure moves toward the kelpie using the most direct means available. If the path leads it into a dangerous area such as through fire or off a cliff, that creature receives a second saving throw to end the effect before moving into peril; the victim does not consider water a dangerous area, and will enter the water even if it cannot swim or breathe. A captivated creature can take no actions other than to move toward the kelpie and defend itself, even if it is drowning. A victim within 5 feet of the kelpie simply stands and offers no resistance to its attacks. This effect continues as long as the kelpie is alive and the victim is within 1 mile of the kelpie. This is a mind-affecting charm effect. The save DC is Charisma-based.

either moved out or became part of the medusa's statuary. Dotted around the island are statues of:

1. A goblin with a broken scimitar
2. A wolf lying on its side
3. A dwarf looking up from a map of the Hall



4. Two halfling rogues, with short swords, flanking something that isn't there any more
5. A huge boa constrictor
6. A female gnome druid and her tiger companion, who look like they both succumbed at exactly the same time
7. A giant frog, 4' high, its tongue protruding from its mouth by 5' but broken in two pieces
8. A wizened old man in a loincloth sitting cross-legged on the ground
9. An attractive half-elven female, half submerged in the lake as if heading away from the lodge but, unwisely, glancing backwards
10. A pair of hyenas, at opposite ends of the island

The original owners of the Lodge didn't so much as move out as simply failed to return one day, which is why when the medusa arrived there she found bedding, curtains, dining sets and so on, on the whole untouched beyond a bit of soiling. Thanks to having a source of hot water in the kitchen, the medusa was able to restore the lodge to some semblance of decency, and it's not altogether an uncomfortable place to live in now if it wasn't sitting in the middle of such an unpleasant environment.

There are four bedrooms upstairs, and a kitchen and dining room / living room are downstairs.

The Medusa

The PCs will know there's a medusa on the island and the medusa, Tamara, will know that the PCs know. Unless the PCs have remarkable stealth, she will hear them arriving, at which point she will arm herself with her bow and arrows and go on the hunt.

The mists on the island constantly vary. Every round roll 1d12 and consult the table below to get the effect on visibility.

Roll	Concealment	Total Concealment
1	5'	10'+
2	5'-10'	15'+
3	10'-15'	20'+
4	15'-20'	25'+
5	20'-25'	30'+
6	25'-30'	35'+
7	30'-35'	40'+
8	35'-40'	45'+
9	40'-45'	50'+
10	45'-50'	55'+
11	50'-55'	60'+
12	55'-60'	65'+

Concealment gives a 20% miss-chance, total concealment a 50% miss-chance and both conditions allow you to use stealth,

Tamara	CR 7
Variant Medusa LE Medium monstrous humanoid Init +6; Senses all-around vision, darkvision 60ft. Perception +16	
Defense	
AC 15, touch 12, flat-footed 13 hp 76 (8d10+32) Fort +6, Ref +8, Will +7	
Offense	
Speed 30 ft. Melee dagger +10/+5 (1d4/19-20) snake-bite +5 (1d4 plus poison) Ranged MW longbow +11/+6 (1d8/x3), or MW longbow +9/+9/+4 (1d8/x3) Special Attacks petrifying gaze	
Statistics	
Str 10, Dex 15, Con 18, Int 12, Wis 13, Cha 15 Base Atk +8; CMB +8; CMD 20 Feats Improved Initiative, Point-blank Shot, Rapid Shot, Weapon Finesse Skills Bluff +10, Disguise +10, Intimidate +13, Stealth +13 Languages Common Gear (light) Efficient Quiver	
Special Abilities	
All-Around Vision (Ex) A medusa's snake-hair allows her to see in all directions. Medusas gain a +4 racial bonus to Perception checks and cannot be flanked.	
Petrifying Gaze (Su) Turn to stone permanently, 30 feet, Fortitude DC 16 negates. The save DC is Charisma-based.	
Poison (Ex)	
Type injury (bite); Save Fort DC 18 Frequency 1/rnd for 6 rnds; Effect 1d3 Str Cure 2 consecutive saves The save DC is constitution based.	

which the medusa will do all the time. The medusa's plan is to stalk the PCs from a distance of 40' to 50', trying to pick off ranged fighters with her bow (with Rapid Shot) unless the opportunity presents itself for her to make a gaze attack safely within 30' (i.e. without exposing herself to a multitude of PC attacks).

The PCs have a choice about what to do about the medusa's gaze attack:

- 1) They can avert their gaze, even when they don't know where the medusa is (e.g. looking at the ground all the time). In this way they will have a 50% chance of not having to make a saving throw against her gaze attack, but the medusa will always have at



least concealment regardless of her distance from them.

- 2) They can make themselves effectively blind. If the PCs know where the medusa is, this blindness is directional (i.e. just in the direction of the medusa), otherwise it is complete.

If the medusa is dropped to less than $\frac{1}{4}$ hit points, then she will withdraw from combat in order to hide herself somewhere on the island⁴⁶. If she's then found in her hiding place, she will offer to parley, from a distance, only fighting to the death if that offer is refused. If the PCs do parley with the medusa then she will tell them everything she knows – i.e. Nik, the kelpie, the kitsune, the kitsune's treasure in her boat, and so on. She will even allow them take her own treasure in the Hall as long as they agree to let her live.

The Kitchen

A well with a hand-pump provides fresh and hot (!) water from deep below the ground. A stove with a chimney has the remains of a wood fire within it and evidence that the medusa dined on rabbit the night before. Dried herbs hang by the windows and the kitchen is adequately equipped with the normal complement of cooking equipment found in these places - none of it particularly valuable.

⁴⁶ Including total cover

Additionally, one of the kitchen tables holds fletching and arrow making tools, reflecting the medusa's skill at providing herself with arrows.

Bedrooms

Two of the four bedrooms are unused, though still set with bedding in case of visitors. One bedroom is clearly used by the medusa most of the time, the bed obviously slept in, wardrobes and chests of drawers full of clothes. This is the bedroom that contains the medusa's treasure as detailed in the Encounter Summary.

The final bedroom contains the petrified form of Nik lying naked in the bed in a very compromising position. The medusa likes to use this bed sometimes too and a jar to the side full of some sort of soft runny mud from the lake might hint at exactly what she gets up to⁴⁷.

Nik's clothes are in a wardrobe in this bedroom. There is also here a chest of drawers on which a set of letters is pinned to the top with a kitchen knife. Once the knife is removed the

letters can be identified as love letters between Nik and Tabitha. The last letter from Tabitha to Nik describes how she will be meeting him to the north-west of the island, ready for them to elope.

Living and Dining Rooms

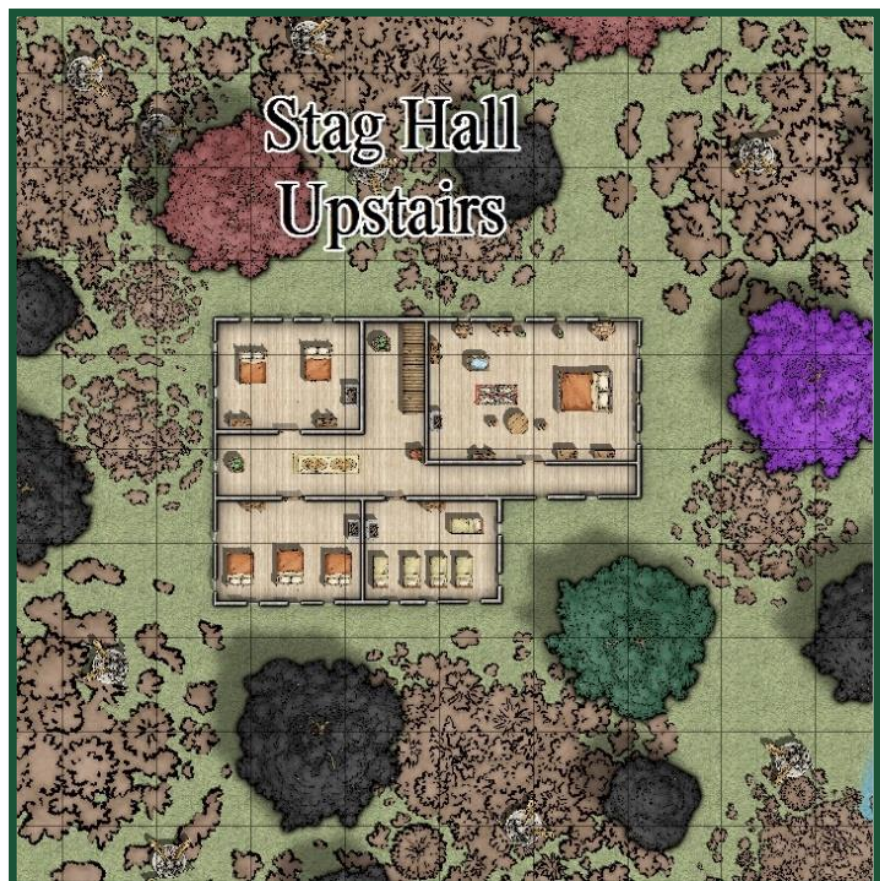
The main hall of the lodge holds rugs, comfortable furnishings and various stag heads and antlers on the walls. A dining tables and chairs is also present to the south-west. Treasure here is as described in the Encounter Summary.

Conclusion

Once Nik is returned to flesh again⁴⁸ he will gladly accompany the PCs back to Hook and probably start living with Eireola and Bairn again. Whether he does or nor, the PCs quest for this particular part of the adventure will be complete.

⁴⁷ I'm not saying more than that!

⁴⁸ If your players are adults and you don't mind grossing them out a bit, you might like to consider what would happen to a man who's been held in a state of petrified near-orgasm for a year when he's finally turned back to flesh.





The Paladin's Tale

This tale takes place in the war zone between Commander Crawshaw's human army and King Berthilda Planatagenet IV's giant army. Happily the armies are currently at a truce.

Cast (living)

Tilvern	A timid young man
Rosemary Ann.....	His protective mother
Sir Reginald	His Paladin father
Farrowstone	Stone Giant that Sir Reginald has sworn to kill
Commander Crawshaw.....	Leader of a human army
Berthilda Plantagenet IV.....	King of the opposing giant army

Cast (deceased)

Commander Ferris	Previous leader of the human army, killed by Farrowstone in battle
------------------------	--

Background

There's been a war going on between the giants of the Plantagenet Mountains and the humanoids of Surrey for as long as anyone can remember, though nobody can remember why.

Doubtlessly some faux-pas was committed in the past. Now it's just a case of "we aint letting none of them big lummoxes into our lands!" vs "those mouthy shrimps need to be taught a lesson!"

Most of the time, however, a truce exists between the two sides so there's rarely any actual violence. It's only when somebody "principled" gets involved that things can get out of hand, such as was the case when Sir Reginald first turned up at Commander Ferris's tent and swore his oath of fealty a few months ago.

Ferris hadn't heard *that* sort of swearing for years, but he soon recognised that here was a martial talent worth recruiting even if the fellow was a few plumes short of a duster. There hadn't been much action in the last few months and everyone expected him to get bored and leave before the next winter but unfortunately a few weeks later Reginald managed to persuade a few bored soldiers to embark on a sortie to "harass" the enemy and King Berthilda Planatagenet IV was sufficiently harassed that he launched a counterattack which not only killed Ferris but also did so right in front of Sir Reginald's eyes.

Although Reginald was too wounded at that moment to do anything about it he now sees himself as duty bound to avenge Ferris. Thus, fully healed, Sir Reginald has announced to his new commander, Crawshaw, that he will seek out and

kill that fould giant, which he had discovered was of the stone variety and called Farrowstone, in revenge for the death of Crawshaw's predecessor.

Crawshaw, having just signed a peace treaty with the Giant King and who not favourably inclined towards Sir Reginald, has forbade him, discharged him and sent him home.

After spending a few days at home and thinking about the situation, Sir Reginald has decided that his oath to the dead commander Ferris is stronger than his duty to his current commander Crawshaw and so has returned to the Warzone to seek out Farrowstone and challenge him to single combat.

Reginald's son Tilvern is very worried that his father will be killed by the Stone Giant instead, so it is his sincerest wish that this be somehow prevented from happening.

Overview

After meeting with Tilvern and learning of the precise nature of his wish, the PCs will travel to just south of the Planatagenet Mountains where an uneasy truce exists between Crawshaw's humanoid army and the giants led by King Berthilda Planatagenet IV.

Somewhere within the human camp Sir Reginald hides, preparing to ride off into the mountains to ask the Giant King's permission to challenge and fight Farrowstone without violating the truce. Assuming the PCs do not intervene in this process the King will have no problem granting Reginald his wish and Farrowstone will have no problem accepting the challenge. The giant and the paladin will then agree to meet alone, in a few days' time, at a place called Crisis Creek, in order to fight to the death.

The two adversaries are evenly matched so it's far from clear who will win the battle. In order to satisfy Tilvern's wish the PCs will have to prevent this combat from happening at all, either by killing Farrowstone themselves or, in a somewhat twisted fashion, by killing Sir Reginald instead.

Although this part of the adventure appears to be running on a timer, there is a little bit of GM sleight-of-hand in play here that can ensure that the PCs do not lose the opportunity to fulfil Tilvern's wish. No matter how long the PCs take over it, Farrowstone and Sir Reginald will never succeed in meeting up in Crisis Creek in order to fight one another because as long as the PCs are not witness to any of these events it can be assumed that Sir Reginald will never make any progress in his quest to meet the giant or be constantly forced to turn back. The GM's hand is only "called" if the PCs appear in Crisis Creek in order to witness the fight but not prevent it, though happily in this case both Farrowstone and Sir Reginald will refuse to continue with their combat since neither trusts the other not to be using the PCs in some way to their advantage. Since Crisis Creek is known for being almost theatre-like in its

acoustics, the PCs will be guaranteed to be spotted if they're near there, even if they're invisible.

In other words, the fight between the paladin and the giant will not happen if the PCs are not there to witness it, and if they are there to witness it then the fight will get postponed.

Now in order for the PCs to succeed in their quest they will have to arrange to meet either Farrowstone or Sir Reginald on their own somewhere and then kill them before the fight between the two of them takes place. There is no straight forward mechanical way for this to happen, rather the text below contains various suggestions of ways in which the PCs might delay or misdirect Sir Reginald in order that they might either:

- get to the Giant King themselves and then challenge Farrowstone on their own behalf or on behalf of Sir Reginald⁴⁹, or
- ambush Sir Reginald somewhere remote and kill him instead⁵⁰.

Principally this will involve inter-personal skills such as Diplomacy, Intimidate or Bluff, or just plain old role-playing and ingenuity.

Tilvern

Tilvern is a timid young man, dark haired, a bit small for his age, who's been caught between his over-protective mother and his over "empowering" father. Tilvern's father believes not just in standing up and being counted but also in fighting for what you believe in even if that means taking the fight right into your opponent's territory. Sir Reginald was knighted at a young age and wans his son to go out into the world with him even though he's only 13. His wife and Tilvern's mother, Rosemary Ann, as stubborn as her husband, will hear none of this, believing that their son should have a proper education first and then learn to think before he hits.

Tilvern's parents fight all the time. Tilvern loves them both but ultimately thinks more like his mother and less like his father, who he worries is going to get himself killed, especially now that he's explained what he's going to do.

Given the urgency of the situation Tilvern will approach the PCs for help as soon as he sees them. It was Tilvern who was principally behind the group's crazy attempt to summon some sort of help at the stone circle so they will probably meet him and be briefed by him on his predicament as soon as he sees them in Fordguild.

(Should they wish to visit Tilvern at his home village, Farham, both he and his mother will be perfectly welcoming once

they've seen that the PCs mean them no harm. The action for this particular tale, however, takes place in the war zone to the north east.)

War Zone

Approximately 2000 humans, half-elves and other humanoids are camped out in a huge field just to the south of the Plantaganet Mountains. Between them and the mountains are two to three miles of desolate battlefield where most of the fighting generally takes place, though fighting has also extended into the mountains themselves. The Plantagenet King and all of his troops are currently camped within a huge hollowed-out cavern three miles to the north of the battlefield. A truce exists between the two warring factions but tension hangs in the air.

Commander Crawshaw's Camp



The human camp is a chaotic maze of dirt tracks, tents and people. Small round pavilion tents belonging to nobility fly banners at their tops identifying the noble that resides within (recognisable with a DC 15 Knowledge Nobility check). Larger pavilion tents house troops and four huge pavilion tents hold mess halls (x 2) a supply tent and a hospital (of sorts).

Depending on the weather soldiers may be out and about practicing, laughing, drinking, brawling or just hanging around getting bored. Anybody with the ability to hurt another creature is welcome in the army so the PCs will have no trouble fitting in and looking inconspicuous.

As well as soldiers, about one fifth of the population of the camp are non-combatant, i.e. craftsmen of one sort or another plus

labourers and menial workers. Given the recent skirmishes everyone is pretty busy and there's a steady stream of horse-drawn wagons carrying in supplies from the outside world and carrying away the dead and wounded⁵¹.

Finding Commander Crawshaw requires a DC 10 Diplomacy check to gather information, or a DC 15 Knowledge Nobility check. Finding Sir Reginald requires a DC 20 Diplomacy check, since Sir Reginald is keeping out of the way.

DC	Summary
15	Knowledge Nobility check to recognise that the various banners on the tents on the battlefield either belong to the commander (if that's what's been searched for) or do not belong to Sir Reginald (if that's what's been searched for instead)

⁴⁹ allegedly, as he would never agree to such a thing willingly
⁵⁰ the rotters!

⁵¹ those who cannot be healed locally.



10	Diplomacy check to gather information to find the commander's tent (as an alternative to the above)
20	Diplomacy check to gather information to find Sir Reginald

Commander Crawshaw

The army's new commander (Male Human Fighter/12) is a middle-aged man, tall, dark-haired and bearded, who although not particularly averse to bloodshed would welcome a few months' peace now in order to try to get his army and support operation under control. He will not welcome the presence of the PCs in his camp, whether they arrive at his tent by their own volition or are brought here by one of his patrols, as he will see them as being disruptive to these ends, so his initial attitude towards the PCs will be "unfriendly". In order to improve this the PCs can try any of the following:

1. Straight forward Diplomacy check (his Charisma bonus for the check is +3).
2. Intimidate (DC 26), though the PCs will be unable to interact with him again at a later date.
3. Bluff (DC 16) to spin some yarn about having important aristocratic relatives or military history or something equally respectful to the commander.

A successful check will improve Crawshaw's attitude by one step.

If the commander is made "indifferent", he will allow the PCs freedom of the camp.

If the commander is made "friendly", he will also allow the PCs to roam around in no-man's land.

If the commander is made "helpful", he will order Sir Reginald to be found and detained for a while.

If the commander remains "unfriendly", he will have the PCs thrown out of the camp. There is no real disadvantage to this as they can always come back in again after a day or so.

If the commander is made "hostile", he will throw the PCs out of the camp now and every time they meet him from now on.

Note that the commander's attitude when they subsequently meet him is the same as it was when they left him.

DC	Summary
+3	Modifier for the commander's DC for a diplomacy check
26	Intimidate check to influence the commander
15	Bluff check to improve the commander's attitude by one step

Sir Reginald

Sir Reginald is keeping a low profile around a few of his friends and supporters as he slowly plans how to get past the patrols in no man's land in order to go to petition the Giant King for the right to fight Farrowstone.

Reginald is tall, dark, regal looking, proud and a bit stupid. There's no way on this earth that he's ever going to back down from his quest against the stone giant, but an intelligent party should be able to fool or distract him long enough to give themselves time to arrange to fight Farrowstone themselves instead.

Sir Reginald's initial attitude is "indifferent" (DC 19 for Diplomacy checks). The intimidate skill is not appropriate in this case because its effects don't last long enough but Bluff can be used, especially as Reginald's Sense Motive skill is a pitiful +2. A successful Diplomacy or Bluff check combined with one of the tales below (or any other ones the PCs can think of) will result in Sir Reginald becoming delayed. Note that repeated attempts to use the same deceit, which is possible if the PCs fail on their first attempt at this task, suffer a cumulative -10 penalty.

- Persuade Reginald to go home to see his family
- Persuade Reginald to see his commander
- Send Reginald off to some random location in the mountains in order to ostensibly meet up with Farrowstone
- Persuade Reginald to allow the PCs to act on his behalf in negotiations with the Giant King

All of these tales will only result in Sir Reginald being delayed by a day or two, as he gradually comes to the decision that he's

better sticking to his original plan rather than following the PCs suggestion. This is enough to give the PCs the time they need to get to see the Giant King first.

DC	Summary
19	Diplomacy DC on Sir Reginald
+2	Sir Reginald's Sense Motive skill to see through an PC Bluffs

No man's land

This rather dismal stretch of barren ground, about a mile in width, between the human camp and the edge of the mountains, is where most of the fighting takes place. All corpses have been cleared away and carrion devoured but there is still the stench of death here following the recent fighting. There are no undead around, thankfully, but human guards patrol the area, sending any giants they find back to the mountains and everybody else back to the camp.



If the PCs succeeded in making the commander of the camp friendly or helpful, the PCs will have no trouble crossing no man's land. Otherwise, the PCs will need to succeed on a special stealth check whereby one designated PC leads the party across the area with everyone else, hopefully, assisting.

The DC for the Stealth check to be made by the lead PC is 10 + 2 times the number of PCs in the party. PCs who successfully assist, of course, will add 2 to the lead PC's role and thus counter their penalty to the DC.

If the PCs fail this check then they will encounter a human patrol that will demand they follow them back to the camp for questioning. The PCs can avoid this with either a Bluff, Diplomacy or Intimidate check with a DC 20. If the PCs are forced back to camp, they will lose any delay advantage they had with Sir Reginald and have to start again.

DC	Summary
10 + 2 times the number of PCs in the party	Stealth check to cross no-man's land undetected
20	Bluff, Diplomacy or Intimidate to avoid a detected party being marched back to camp

No man's mountains

The foothills to the Plantagenet Mountains are sheer and severe. Slate and scree crunches underfoot and there is little by way of vegetation to break the monotonous grey landscape. Navigating through this wilderness without getting lost requires making a DC 15 Survival check. Failing the check results in the PCs losing their delay advantage over Sir Reginald which will mean at this stage that they will encounter him at the edge of the stone giant's camp.

DC	Summary
15	Survival check to avoid getting lost in the mountains

King Berthilda's Giant Camp (CR -/8)

King Berthilda and about 150 giants, mainly of the stone kind, are camped in a huge cavern in the mountains about a day's journey away from the battlefield (i.e. no man's land). The giants have lookouts but nobody's going to be that bothered about a few odd humanoids wandering around.

Should the PCs have lost their delay advantage against Sir Reginald, or never have gained it in the first place, both PCs and Sir Reginald will arrive here at the same time. This will present the PCs with one more occasion in which to try to delay Sir Reginald as described in the section on him earlier in this text⁵². Alternatively, the PCs can, if they want to now, choose this moment to challenge Sir Reginald himself to combat, either to delay him through injury or, indeed, to kill

him and thus satisfy Tilvern's wish in a rather nasty way. If they neither delay nor kill him then Sir Reginald will gain access to King Berthilda and arrange for combat with Farrowstone to take place at Crisis Creek. If the PCs choose to not participate further with this part of the adventure then it can be assumed that Farrowstone fails to turn up as appointed and Sir Reginald is forced to go back to the camp for supplies.

If the PCs arrive here before Sir Reginald, then they have the following options:

1. They could challenge Farrowstone themselves to a combat to the death here and now, which Farrowstone will gladly accept, though he will fight with a +1 bonus to attack and Will saves if the fight actually takes place in the giant's camp as all of his friends cheer him on.
2. They could challenge Farrowstone to combat but at some out of the way location. Farrowstone will suggest Crisis Creek and explain to them how to get there.
3. They could claim to be acting on behalf of Sir Reginald and deliver the challenge on his behalf instead, whereupon Farrowstone will agree that Sir Reginald meets him at Crisis Creek for the combat. This is actually no better than option 2 and even requires a DC 15 Bluff check to succeed.

No amount of persuasion will prevent Farrowstone accepting a challenge either from the PCs or Sir Reginald when he shows up.

DC	Summary
15	Bluff check to persuade Farrowstone that the PCs are acting on Sir Reginald's behalf

Crisis Creek (CR 8/-)

If the PCs haven't killed either Sir Reginald or Farrowstone events will either climax or be once more postponed when the PCs arrive at Crisis Creek. If the PCs choose not to go to Crisis Creek at this late stage, you can assume that this whole part of the adventure goes back to the beginning again, as either Farrowstone or Sir Reginald will for some reason fail to make their rendezvous.

Otherwise there are three possibilities here:

1. If the PCs have managed to arrange to meet here with Farrowstone without Sir Reginald's knowledge. the only thing that makes sense for the PCs to do now is to kill the stone giant. Anything else sends this part of the adventure back to the beginning.
2. If the PCs arrive at the same time as Sir Reginald and attack him, they can satisfy his son's wish rather perversely by killing him; failing to kill him will merely results in this part of the adventure going back to the beginning again.

⁵² i.e. go home and see his family, etc



Farrowstone	CR 8
Stone Giant N Large humanoid (giant) Init +2; Senses darkvision 60ft., low-light vision Perception +12	
Defense	
AC 22, touch 11, flat-footed 20 hp 102 (12d8+48) Fort +12, Ref +6, Will +7 Special Defenses improved rock catching	
Offense	
Speed 40 ft. Melee greatclub +16/+11 (2d8+12), or 2 x slam +16 (1d8+8) Power Attack greatclub +13/+8 (2d8+21), or 2 x slam +13 (1d8+14) Ranged rock +11/+6 (1d8+12) Space 10ft.; Reach 10ft. Special Attacks rock throwing (180ft.)	
Statistics	
Str 27, Dex 15, Con 19, Int 10, Wis 12, Cha 10 Base Atk +9; CMB +18; CMD 30 Feats Iron Will, Martial Weapon Proficiency (greatclub), Point-blank Shot, Power Attack, Precise Shot, Quick Draw Skills Climb +12, Intimidate +12, Stealth +4 (+12 in rocky terrain) Languages Common, Giant	
Special Abilities	
Improved Rock Catching (Ex) A stone giant gains a +4 racial bonus on its Reflex save when attempting to catch a thrown rock with rock catching. This ability otherwise works like the rock catching ability.	

3. Finally, if the PCs arrive here at the same time as Sir Reginald and don't attack him, Sir Reginald will be forced to go back to camp and try his whole strategy at some future date when the PCs are not around, as he cannot risk their interference.

As mentioned earlier, it will not be possible for the PCs to arrive in Crisis Creek and bear witness to the combat between paladin and giant, as one or the other of them will spot signs of them somewhere and postpone their meeting to another occasion. If the PCs are so amazingly stealthy that it is literally impossible for them to be spotted, then I'm afraid you're going to have to wing-it a bit and assume that the arranged combat simply doesn't take place.

Conclusion

Once either paladin or stone giant is dead, Tilvern's wish will have been fulfilled.

Sir Reginald	CR 8
Male Human Paladin / 9 LG Medium humanoid (human) Init +1; Senses Detect Evil; Perception -1 Aura courage (10ft.), resolve (10ft.)	
Defense	
AC 18, touch 11, flat-footed 17 hp 94 (9d10+36) Fort +10, Ref +6, Will +7 Immune charm, disease, fear Special +1 on all saving throws when scaled to 6 PCs	
Offense	
Speed 30 ft. (20ft. in armor unless <i>Effortless Armor</i> cast) Melee greatsword +14/+9 (2d6+7/17-20) Power Attack +11/+6 (2d6+16/17-20) Vital Strike +14 (4d6+7/17-20) PA + VS +11 (4d6+16/17-20) Special Attacks channel positive energy 3/day (DC 16, 5d6), divine bond (weapon 2/day, 9 minutes, greatsword becomes flaming burst), smite evil 3/day (+2 attack and AC, +9 damage)	
Spells Prepared	
CL 9; melee touch +13; ranged touch +10; conc +11 2nd <i>Effortless Armor</i> , <i>Vestment of the Champion</i> 1st <i>Cure Light Wounds</i> , <i>Knight's Calling</i> , <i>Wrath</i>	
Statistics	
Str 18, Dex 12, Con 15, Int 10, Wis 18, Cha 15 Base Atk +9; CMB +13; CMD 24 Feats Death or Glory, Improved Critical (greatsword), Power Attack, Toughness, Vital Strike Skills Diplomacy +10, Handle Animal +6, Heal +7, Knowledge (nobility) +7, Knowledge (religion) +4, Ride +2, Sense Motive +3 Languages Common SQ lay on hands 6/day (4d6), mercies (fatigued, poisoned, staggered) Gear (light) +1 Greatsword, +1 Breastplate, +1 Cloak of Resistance (vs 6 PCs)	
Special Abilities	
Detect Evil (Sp, at will). Aura of Courage: grants allies a morale bonus vs fear. Aura of Resolve: grants allies a morale bonus vs charm.	
Bufs	
Vestment of the Champions AC 19, touch 11, flat-footed 18 Wrath All greatsword attacks +3 to hit and damage against designated creature	

The Necromancer's Tale

This tale takes place in a spooky and run down two-storey wooden building called Willoughby House.

Cast (living)

Holly Willoughby.....A bright and vivacious young girl
Elder Willoughby.....Her incredibly lazy necromantic father

Cast (zombie)

Uncle AshHolly's uncle, now butler
Petunia WilloughbyHolly's mother, now cleaner
MangroveElder's manservant, past and present
Berry WilloughbyElder's mother, now cook
Rose WilloughbyHolly's sister, now maid
Abelia WilloughbyHolly's cousin and tutor, now just a waste of space
Aspen WilloughbyHolly's young brother, only animated for companionship
Blackthorn WilloughbyElder's brother, once a warrior, now an ornament



In the end all that was left was Elder, his daughter Holly, and the one residence that was all that remained of his fortune: Willoughby House.

Elder, however, was not in any way inclined to start doing the housework now, and there was only so much that Holly could do, so Elder began to practice necromancy, not by studious hard work in the wizardly fashion but by developing his innate necromantic powers acquired through his questionable ancestry.

For the last ten years, therefore, Elder has been animating various corpses to "help out", so to speak, and now members of his family that used to once idle away their lives in more prosperous times are busy at work keeping the place tidy, cooking (!), doing the laundry and so on.

Zombies are not the best at this sort of thing admittedly but they cost nothing to feed and the people whose bodies he'd animated had no one left to object to their mistreatment.

Holly is, quite frankly, horrified at all of this, but she has nowhere else to go and Elder is still her father. Unfortunately, over time all the necromantic energy in the building has caused Willoughby House to acquire a strange sort of necromantic sentience in itself, and all of the zombies around the place now appear to be picking up some sort of gestalt intelligence. There's definitely something odd about the way they look at you now which is quite disturbing, and it would seem that they gossip with one another or at least exchange information as Holly frequently finds one talking to her, in its slow stuttering way, about events that happened whilst she was in the company of

another.

Most recently, however, Holly's bedroom was overrun by spiders forcing her to move upstairs and now she's frightened that something nasty has also moved into the house which has evil intents upon her. Her wish, of course, is to be able to move back safely into her bedroom again.

Overview

Holly Willoughby travels to school and back in a dingy school-coach full of the local village children. Her striking good looks coupled with her slightly haunted appearance will make her easy for the PCs to spot after meeting her at Ravenstone, and she, too, will remember the PCs and be easy enough to approach. Assuming they behave reasonably, Holly will explain her fears about something in the house being after her and ask them to come over the next day once she's cleared things up with her father. When the PCs arrive, however, whether the next day or any time after, Holly will be missing, as she's

Background

Holly Willoughby and her father Elder are the last surviving relatives of the Willoughby family.

Many say that the family was struck by a curse, decades ago, and that that curse was wealth. Father Elder came into a fortune in land and property when he was young, but instead of investing it he sold it off a bit at a time to fund his increasingly idle life style.

At its peak the house was full of friends and family getting drunk, getting high, having sex, whenever they could be bothered, with teams of servants running around doing all of the work. In time, however, money ran out, servants disappeared, and friends and family started dying of various ugly diseases related to the woeful mistreatment of their own internal organs⁵³.

⁵³ and, in the case of the men, one notable external organ



being held by the creature that now resides in the attic. The PCs task, therefore, is to rescue her from one undead menace and to destroy a second menace that lives in the basement and is generating all the spiders that are now in Holly's old bedroom.

Holly's father isn't bothered what they do as long as they don't damage or steal anything, and all of Holly's zombie relatives will do nothing to prevent the PCs either apart from being a bit on the spooky side.

Holly

Holly is pretty much the opposite of her father, i.e. bright where he is dark, energetic where he is slothful, and outward looking where he is introspective and moody.

That's not to say that her father's personality and Willoughby House has not had an adversarial effect on her and her natural vivaciousness, encouraged by her desire to fight against the darkness of her environment, is nevertheless slowly losing the battle. These days her eyes betray a sadness and disappointment that life is failing to return the love that she so much wants to heap upon it. One day that bitterness will settle in, but for now her youth and joie-de-vivre prevails.

The spiders were a bit of a blow. She'd been in the same bedroom for the whole of her 13 years and her dearest wish is to be able to move back in again. She doesn't like her room upstairs, as she'll readily tell the PCs when they meet and quiz her, and she's even worried that something really nasty has moved into the house and is slowly coming after her.

(The PCs might wish to suggest that she moves out, but that's not really an option for her. Besides, it's just possible it's all in her imagination).

Willoughby House

Willoughby House leaves very little to the imagination - it's about as stereotypical a haunted house such as you might find anywhere in the American Midwest.

Basically a wooden structure with a gabled slate roof, wooden floorboards, glass windows and shutters, the whole thing creaks alarmingly even when there's no wind. Weeping willows adorn the gardens which otherwise seem devoid of any colouration regardless of the season. There is evidence that some upkeep of both the house and the gardens takes place, though by inexperienced hands, as here and there a hole in the wooden cladding has been clumsily repaired with a couple of nailed crossed boards, whilst up on the roof missing tiles have been replaced with specimens both miscoloured and misaligned, as if either nobody cared how the place looked or no one knew how to do a better job.

The Zombie Collective

Willoughby House has, indeed, become tainted with necromantic magic, so that the house itself now radiates a

faint version of this. More alarmingly, though, is that the house acts as a conduit knitting together the motivating negative energy powering all of the zombies within it into a sort of gestalt or collective. Although not a danger in itself, at least not yet, the zombies that lumber about the place appear to be linked in some fashion, and are a bit cleverer. They can speak, albeit falteringly, and even reason to some extent, as if all of their individual experiences were immediately pooled amongst them by the house in which they live. Furthermore these zombies appear to behave a little bit in accordance to how they were when they were alive, almost as if some memory of their past existence was implanted in their physical form and has now been rekindled in their newly animated brains.

The Zombies are no longer under Elder's control. Elder has noticed this but actually rather welcomes it since it means he doesn't have to spend so much time giving them instructions. Holly has noticed a change in her zombie relatives too but it has happened so gradually that she now takes it for granted.

The Zombie Collective, as such, is neutral about life at present, though occasionally a smile or a stare at the wrong time or in the wrong direction hints that some evil might be slowly gathering within. This particular problem, however, is not one for the PCs to solve today, as their attention has to bear on both the attic and the cellar.

Key to the House

Gardens

The willows that give this house its name droop languidly over a lawn which is neither well-cut, neat, nor hugely overgrown. The shrubbery which gathers in clusters around the garden seems "somewhat" maintained though a suitable gardening-like skill check, including Knowledge Nature, with a DC 10, reveals that this is not the result of the work of a gardener but rather the result of some sort of animal chewing the vegetation down, perhaps sheep though they must be very well behaved sheep since they're not touching the bark of the trees.

There are, indeed, three zombie sheep, Bella, Ed and Jake, grazing mechanically at the back of the house. They don't actually eat what they graze, of course, but follow their instructions of chopping up overlong bushes and grass and then regurgitating it somewhere away from the house.

DC	Summary
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10	Knowledge Nature or suitable gardening skill to determine that the garden is being "kept" by the action of some sort of strange grazing animal
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1. Entrance Hall



The front door to Willoughby House is sturdy but unlocked. If the PCs are polite, then an iron knocker in the shape of a leg bone summons the butler, Ash, to let them in.

Uncle Ash, a tall ball-headed zombie in a frock coat, spends most of his time in the entrance hall just opening and closing the door. His appearance puts most people off, which suits Elder Willoughby just fine, especially as Ash has a tendency to address people at a point level with his own height and likely to be six inches or more above theirs.

The hall itself is plain. There are narrow tables and chairs to the side and a huge vase with a tall plant which is well and truly dead in the corner. A staircase rises up to a balcony which overlooks the hall along its north and west sides; the stairs appear safe to climb though the balcony rail is broken in several places.

2. Library

Bookshelves line the walls, though many of them sag under the weight of the books upon them and a couple have broken completely so that they form shallow “V’s” resting on the shelf underneath.

The books here deal mainly with local history - if you wish you can use this area as a way to impart clues to the PCs on any of the background or issues surrounding any parts of this adventure. Mixed in with histories are novels, scientific treatises, magical treatises, bestiaries and so on, such as might be found in any other well rounded library.

3. Study

Against the wall under the windows is a large wooden writing desk in front of which is an upholstered leather chair. There

are three drawers in each pedestal of the desk and a larger drawer in its centre. All are closed; none are locked. The contents of the drawers are all documents relating to the finances of the Willoughby Estate in years gone by. Anyone with an accountancy style skill who succeeds against a DC 10 will glean that the family once owned substantial land and property in the area though this was slowly sold off over the years so that only this house and its grounds remain.

DC	Summary
10	Accountancy style skill check (or Intelligence check) from studying the books to establish that the Willoughby Estate was once quite wealthy

4. Holly’s Bedroom

This room is full of spiders - not enough to form a swarm, but enough to make it uncomfortable for Holly to use as her bedroom.

Spiders crawl on the two large wardrobes against the walls, one wardrobe full of clothes she hardly uses and the other now empty. They scuttle across her dressing table with all of its powders, lotions and cheap jewellery that Holly reluctantly doesn’t wear now. They squirm amongst the bedclothes on her bed, which Holly can’t bear to lie on, and build their webs on every corner, nook and cranny of her bedroom.

Their source is the trap door underneath a large round rug which leads to the cellar. Holly has figured out this much, but has no desire to go down and confront whatever it is that is spawning them off from below her.

5. Zombie Repair Room

Accidents in the home happen all the time⁵⁴, and occasionally Elder’s animations have suffered mishaps which have rendered them crippled in one way or another. Although the Repair Undead spell restores a zombie’s vitality, it doesn’t regenerate lost “bits”: zombies are as prone to incapacity due

⁵⁴ “don’t you know”



to simple things like losing a big toe or a thumb as are the living humanoids that they once were.

This room has a couple of long tables in it stained with the sort of gooeffluvia that occasionally leaks from zombies, and cupboards along the walls have preserved bits of skin, pickled fingers and thumbs, sewing and even carpentry equipment. A DC 10 Knowledge Arcana check reveals what it's all for – if it wasn't already obvious.

DC	Summary
10	Knowledge Arcana check to recognise Zombie repairing paraphernalia

6. Downstairs Zombie Rest Room

Two of these rooms exist: one on this floor and one on the floor above.

These once normal rooms have been overtaken with piles of junk which the zombies now “living” here have accumulated, slowly in remembrance of their past lives - a curious phenomenon symptomatic of the transformative effect which is taking place within the Zombie Collective.

This particular room was once a living room however all the soft furnishings are covered in ornaments, dresses and other strange bits of junk.

Petunia Willoughby, Holly's mother, spends a lot of her time in here when she's not wondering around the place with a feather duster. Although she died well after she was married to Elder she chooses to wear the wedding gown that she kept and saved for Holly's eventual use all of the time. The fact that she trails it around the house as she fusses away with her “cleaning” has made its chiffon trail, which doubles up as floor sweeper, grey with dust and muck.

7. Dining Room

A long table stands in the centre of this room, surrounded by a dozen chairs. When Holly was little she used to like to come in here to do her drawing on long sheets of paper placed on the table and her last artistic masterpiece, drawn 4 years ago, still sits on the table: a picture of her birthday party when she was 9, with lots of colourful streamers and balloons, and even a cake with her blowing out the candles, surrounded by skeleton stick men looking down on her.

8. Withdrawing Room

Two stuffed armchairs stand near the fireplace of this room. A small table stands against the north wall and a cupboard to one side holds several boxes of fine cigars.

Mangrove, a tall black zombie⁵⁵, likes to lounge in here when he's not busy looking after Elder. As manservant he was part of the Willoughby household for years, and was the first

⁵⁵ i.e. of the equivalent of African descent for your campaign world

zombie to be animated by Elder when Elder started animating. As time has gone on, and Elder has done less and less, and therefore needed less looking after, Mangrove has started appreciating the finer things in life, or death, and is not averse to sitting on an armchair smoking a cigar. Quite how a zombie might enjoy the pleasure of a cigar is another one of those puzzles for the PCs to ponder over.

9. Kitchen

Iron cooking equipment lies below the chimney next to a stone sink under the window. Cupboards full of cooking equipment line the walls.

A rather portly zombie wearing an apron cooks and cleans in here. Berry Willoughby, Elder's past mother, and Holly's deceased but still much loved grandmother, cooks her signature stews, typically rabbit, from one day to the next. Fortunately thanks to his “Two World Magic” feat Elder is able to cast Purify Food and Drink on what his ex-mother produces, preventing the inevitable poisoning that a meal cooked by a zombie is likely to produce.

Stairs lead up to the landing (#18)

10. Scullery

A large copper boiler to one side can be lit to produce hot water for washing clothes and having baths. Two large wooden tubs, suitable for both purposes, are to one side, one currently full of water and dirty linen, the other empty. A rather frail looking zombie in a maid's outfit does all of the laundry here, collecting, washing, hanging out and replacing clothes and bedlinen. This was once Rose Willoughby, Holly's elder sister, that died of a nasty and rapid disease at the age of 18.

Stairs lead down to the wine cellar (#20)

11. Bridal Suite

The door to this room is locked, the key held by Elder himself. Picking the lock requires a DC 25 Disable Device check. Breaking open the door is likely to annoy Elder.

In keeping with an old Willoughby tradition, the first room slept in by a married couple was always maintained in the state that it was on their wedding night until the time came for the next couple in the Willoughby family to put it to use.

After Petunia Willoughby went in here and stole her wedding dress Elder Willoughby decided to keep this room locked lest she become obsessed and never do any of the cleaning.

This room with its four poster bed and beautiful furnishings, therefore, is covered in dust and cobwebs as it's the only room in the house which isn't cleaned by the “servants”. The two wardrobes contain wedding clothes for bride, groom, members of the family, bridesmaids and so on, minus the bride's dress, and chests of drawers contain fancy table-ware, vases, kitchen-ware and so on for the staging of a wedding.



Fordguild, her old tutor has been reanimated and placed in here in order to help Holly with her homework.

Unfortunately, clever though these zombies are relative to other zombies, Abelia Willoughby can do little more than just wipe the blackboard and clean the desks. Tall and angular, still sporting small glasses at the end of her sightless eyes, Abelia attempts to usher the PCs onto chairs in front of school desks equipped with textbooks underneath their lids. Unfortunately, apart from telling the PCs to just get on with it, she can do little to help them with anything.

DC Summary

25 Disabled Device check to open the lock to this room

12. Master Bedroom

A four poster bed lies against the wall opposite the fireplace. The master of the house, Elder Willoughby (male human sorcerer undead-bloodline 14), rarely dressed in anything but his night shirt, either lies on the bed or sits on an armchair next to the window, looking out, lost in his own thoughts. The only other furniture in here is a wardrobe, its door stuck shut.

Elder will show little or no interest in the PCs, or in his daughter's plight, or pretty much in anything. If the PCs threaten to burn the house down or something like that then he might be sparked into action, but in general he is not someone that the PCs should be thinking about taking on⁵⁶ and so they will get little help or clues from this direction.

Holly, after all, rarely fares any better.

13. Guest Bedroom

A double bed and a single bed appear to have had very little use over the years. A single wardrobe and chest of drawers are both empty. Should the PCs have any reason to stay the night here then some of them can certainly sleep in here.

14. School Room

Back in the past the Willoughby family used to employ private tutors for their children. Although Holly now goes to school at

Holly avoids the place.

15. Holly's Temporary Bedroom

Holly hasn't been in her new bedroom long and it shows as it lacks any sort of identity that would normally be associated with a 13-year-old female child.

The bed looks comfortable enough and the room smells nice; unlike much of the rest of the house the window is kept open as Holly doesn't allow any of the zombies in here, preferring to do her own cleaning herself. There is a wardrobe here with all her most frequently used clothes, a desk by the window with a chair in front of it for her to do her schoolwork and a bookcase by the bed with her small collection of books.

A trap door in the ceiling leads into the attic. A step ladder directly has been placed directly below the trap door.

16. Upstairs Zombie Rest Room

The second Zombie Rest Room (see #6 above) was originally a guest bedroom like #13 but is now full of piles of bedding, curtains, clothes and toys. An old rocking horse big enough for a full sized medium adult to play on and a 3' square jack-in-the-box are the most obvious features.

Aspen Willoughby lives⁵⁷ in here most of the time. He doesn't play with the toys, just gazes at them wistfully in memory of what they once meant to him. Holly visits him from time to time as does Rose from #10, though there's little interaction between them now.

⁵⁶ it's up to you what spells he has for the occasion; Banshee Blast would be a good one – DC 20 on the saves

⁵⁷ i.e. "lives in a state of death", if you see what I mean



Aspen was only raised from the dead at Holly and Rose's insistence, having drowned one day by the beach years ago, and he doesn't really do anything apart from sit around here and pretend to listen to his sisters⁵⁸. Recently Aspen's frustrated existence caused the creation of an Attic Whisperer in #19. If asked about Holly, Aspen's zombie form replies "she's lying here with me", repeatedly, but gives no more information than that. Aspen is tied in with the Attic Whisperer and both will cease to exist should either be slain.

17. Box Room

This room is used for storage. A large oak chest stands under the window, its lid closed. Elsewhere are chairs, tables, chests full of bedlinen and curtains, rolls of carpets, garden furniture, and so on.

18. Landing

Stairs lead up from the kitchen (#9) and a separate set of stairs, looking rather precarious but nonetheless safe, leads up into the attic (#19).

19. The Attic (CR 5)

The attic occupies an area equivalent to the complete floorplan of Willoughby House, though the gable roof at a 45-degree angle makes the 5' nearest the edge too low to stand up in.

The last remnants of a family that once owned several properties and many acres of land now lies within Willoughby House. As the Willoughby family's fortunes dwindled, ousted family members came to live here with their various possessions, and whilst remnants with emotional interest are dotted around the house, large pieces of furniture can be found in the cellar and smaller bits such as travelling chests full of clothes, small tables, mirrors, packing cases full of ornaments, bird cages, crafting equipment, portraits, an old wheelchair, clothes-dummies, and lots and lots of toys, can be found up here.

Visibility is 5' to 10' at best.

An Attic Whisperer has arisen out of the frustrations experienced by Aspen Willoughby in #16. Formed out of his old toys, including a teddy bear head, the whisperer tempted Holly up into its abode and now has her permanently asleep beside him.

Fearful that someone might take his sister away, when the whisperer detects the PC's presence in the attic it will use Holly's voice to persuade one of them to come right into the midst of all the junk by themselves in order to meet "her". The whisperer will then attack them first of all by touching them in order to rob them of their ability to call out for help and then by means of three successive bites. The whisperer will not

Aspen Willoughby

CR 4

Advanced Attic Whisperer

NE Small undead

Init +10; **Senses** darkvision 60ft.; **Perception** +14

Aura sobs (10ft.)

Defense

AC 23, touch 18, flat-footed 16

hp 57 (6d8+30)

Fort +7, **Ref** +8, **Will** +10

Immune undead traits

Offense

Speed climb 20ft.

Melee bite +11 (1d4+1 plus steal breath)

touch +6 (steal voice)

Statistics

Str 13, **Dex** 23, **Con** -, **Int** 18, **Wis** 20, **Cha** 21

Base Atk +4; **CMB** +4; **CMD** 21

Feats Dodge, Improved Initiative, Weapon Finesse

Skills Bluff +11, Climb +10, Knowledge (history) +10,

Knowledge (local) +10, Stealth +19

Languages common

Special Abilities

Aura of Sobs (Su) All of the voices that an attic whisperer steals linger around it in an invisible but audible aura of unnerving childlike whimpers, songs, and sobs. Any living creature that enters this area loses the benefit of all bardic performances affecting it and takes a -1 penalty on all attack rolls, damage rolls, and Will saving throws. The attic whisperer can suppress or reactivate its aura as a free action. This aura is a sonic, mind-affecting effect.

Steal Breath (Su) A creature bit by an attic whisperer must make a DC 18 Will save or become fatigued for 1 hour. A fatigued creature that is bitten is instead exhausted for 1 hour, and an exhausted creature falls asleep for 1 hour if bitten. The sleeper can only be roused by killing the attic whisperer or by using dispel magic, remove curse, or similar effects. The save DC is Charisma-based.

Steal Voice (Su) Any creature hit by an attic whisperer's touch must make a DC 18 Will save or lose its ability to speak for 1 hour. During that time, the creature cannot talk, cast spells with verbal components, use auditory bardic performances, or use any other ability that requires speech. Once an attic whisperer has stolen a creature's voice, it can perfectly mimic that voice at any time, even after its victim's voice has returned, and while using that voice can speak any languages the victim knew. Those familiar with an individual's voice can make a Sense Motive check opposed by the attic whisperer's Bluff check to realize a mimicked voice is inauthentic. The save DC is Charisma-based.

⁵⁸ not dissimilar to the way he behaved when he was alive



coup-de-grace sleeping PCs, however, though sleeping PCs will eventually die of starvation.

Unfortunately destroying the attic whisperer will also cause the destruction of Aspen Willoughby's zombie form in #16.

20. Wine Cellar

Wooden bottle-racks line the north and west walls to a height of 6', with about 100 bottles of wines of various vintages filling the racks. Against the east wall, at the foot of the stairs, are two large metal storage bins used for making beer. A zombie in full plate armour stands against the south wall, immobile. This is Blackthorn Willoughby, brother of Elder, once a mighty warrior working for Commander Ferris (see the Tale of the Paladin) but now just kept here with instructions to do nothing unless needed by Elder for protection.

Blackthorn holds a two-handed sword in front of him but will not attack even to defend himself (he follows his instructions literally). The secret door (Perception DC 20 to spot) is on the south wall right behind him.

DC	Summary
20	Perception check for the secret door

21. Cellar (CR 6)

This large underground room has three entrances – the secret door from the Wine Cellar (#20), stairs leading down from the trap door in Holly's old bedroom (#4) and a passageway leading out to a secret location in the woods around Willoughby House (not shown on the map).

The room is full of old bits of furniture, mostly in need of repair, which haven't seen use in years, including old dining tables and chairs, sofas and other soft furnishings, bookcases and broken wardrobes, kitchen tables, old stoves, chests, bunk beds, two huge old four-poster beds, six empty barrels, an old desk, a pile of rugs, and so on.

Covering this collection of junk are sheets upon sheets of spider-webs running floor to ceiling, courtesy of the deathweb which has made its home here.

PCs that wander in here are subject to the debilitating effects of the web. Burning the webs is easy enough unless the PCs think about using Fireball, in which case they're likely to cause a major conflagration since the stuff in here is all quite flammable⁵⁹.

The deathweb can move around its own webs without hindrance at its climb speed (i.e. 20ft.). Its tactic is to use stealth to position itself against an opponent on its own then attack with reach using Power Attack and Vital Strike, even though this will grant its target cover (+4 to AC). Anyone then closing with the deathweb will most likely invoke an attack of

⁵⁹ I think you should remind the PCs of this fact before they start thinking about casting Fireball, and the fact that they don't want to annoy a 14th level sorcerer

Deathweb	CR 6
N Large undead Init +6; Senses darkvision 60ft.; Perception +15	
Defense	
AC 19, touch 11, flat-footed 17 hp 71 (11d8+22) Fort +5, Ref +5, Will +8 Immune undead traits	
Offense	
Speed 30 ft.; climb 20ft. Melee bite +15 (2d8+12) Power Attack bite +12 (2d8+21) Vital Strike bite +15 (4d8+12) Power Attack + Vital Strike bite +12 (4d8+21) Space 10ft.; Reach 10ft. Special Attacks infestation, web (+9 ranged, DC 15, 11hp)	
Statistics	
Str 26, Dex 14, Con -, Int 7, Wis 13, Cha 15 Base Atk +8; CMB +17; CMD 29 (41 vs trip) Feats Awesome Blow, Cleave, Improved Bull Rush, Improved Initiative, Power Attack, Vital Strike Skills Climb +16, Stealth +16 SQ compression	
Special Abilities	
Infestation (Su) An infestation of poisonous spiders, which nest within this creature's exoskeleton, constantly surrounds a deathweb, to a radius of 5 feet. Any creature within the infestation takes 1d6 points of damage at the end of each round it remains in the area. A creature that takes this damage must make a DC 17 Fortitude save or be nauseated for 1 round. In addition, those damaged by this infestation are poisoned as well. Any area effect attack that deals 10 or more points of damage to a deathweb destroys its infesting spiders, removing its aura for 3 rounds, after which a new batch of spiders swarms out of the undead's body to replenish the infestation. The save DC is Charisma-based.	
Poison (Ex)	
Type injury (infestation); Save Fort DC 17 Frequency 1/rnd for 6 rnds; Effect 1d4 Str Cure 2 consecutive saves The save DC is charisma based.	

opportunity (the webs are difficult terrain) and be subject to the deathweb's infestation ability.



The deathweb has no treasure but killing it will finally rid Holly's bedroom of its spider problem.

22. Treasure Room

The door to this room has been locked with a superior lock further enhanced by an Arcane Lock spell (Disable Device DC 50). The key is held by Elder, though Holly has also managed to get herself a copy. The PCs should not be able to get in here as this room contains what wealth remains of the Willoughby family's fortune. There's probably about 50,000 gp's worth of stuff here, including many small magical items. If the PCs try to steal it, they'll have Elder Willoughby to worry about⁶⁰.

DC	Summary
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50	Disable Device check to open the door to this room
----	--

23. Corpse Storage

Rows of biers on the east and west wall, stacked two-high like bunkbeds, hold twelve perfectly preserved corpses of the Willoughby family (4 adult men, 3 adult women, 1 elderly man, 2 young boys and 1 young girl). Originally preserved by alchemy, they are now kept in a state of ready-for-zombie-animation by the effects of the Zombie Collective which has taken root in the House. Occasionally one of the corpses even twitches, though none of them register as undead.

24. Abandoned Laboratory

A bench runs down the west wall of what was obviously once a laboratory. On it are various jars of powders and liquids as well as several pieces of apparatus relating to the craft of alchemy. A DC 10 Craft Alchemy check reveals that the purpose of all the equipment most likely relates to the animation of undead. A table on the south wall, forming an L-shape with the bench, holds several books on anatomy.

Elder once studied necromancy in here but hasn't visited the place for years.

DC	Summary
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10	Craft Alchemy check to recognise the necromantic nature of the equipment here
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Conclusion

Once both the deathweb and the attic whisperer have been dealt with, Holly's wish will be complete. As a reward, Holly will present the PCs with the treasure given in the encounter summary which she will take from the Treasure Room (#22).

⁶⁰ it will, at least, rise him up from his slothful torpor

Finale

With all of their quests complete, the PCs will wish to return to Ravenstone to see if the advice given by Humphrey and Beauregard turns out to be true.

Nothing will happen until midnight, then a bright golden light shrouded by mist will appear in the middle of the circle enticing the adventurers to enter within it so that they can be returned back to their own lands and homes.

(Up in their twisted tower Humphrey and Beauregard will be watching proceedings without interfering.)

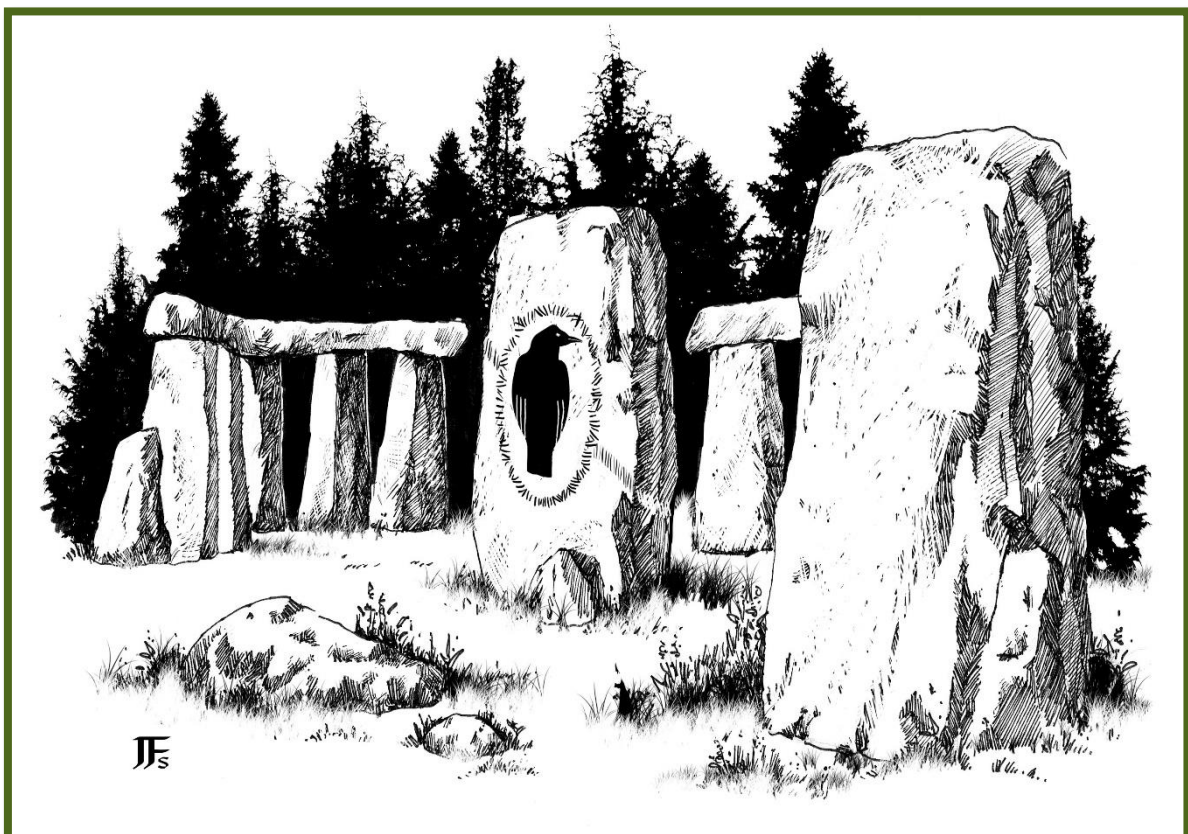
Assuming that the PCs did not kill Tilvern's father in The Paladin's Tale but killed the stone giant instead, then as the PCs approach the centre of the circle a number of recognisable figures will step out from the darkness:

- Deako, the tengu, will appear, standing between his mother and father, each of them holding onto one of his hands as they walk behind him.
- Adriana will appear arm in arm with Stockwell, looking like they might actually end up getting together after all, perhaps because of everything that they went through.
- Augustus and his parents will be there too, the two of them fussing over him as if noticing him for the first time, which they more or less have. Augustus will be grinning broadly, not minding their clumsy

attention on him at all.

- Paulina and her mother Raphaela will be watching the PCs by one of the standing stones, looking slightly tearful as they pass by.
- Bairn, Nik and Eireola will be there too, Bairn with a wide grin on his face, Nik looking slightly sheepish though unable to stop his gaze wondering over to Raphaela before Eireola steps on his foot.
- Tilvern will be there with his father, Sir Reginald, though not his mother who thinks he shouldn't have gone out into the dark in the first place! Sir Reginald, will be gazing fondly down at his son though will turn to salute the PCs as they depart.
- Holly will appear, right at the end, at first looking like she's on her own but then joined by her father walking slowly behind her linking his arm with hers.

As the PCs slowly pass into the golden mists and disappear, they will see all of the people above gazing at them fondly and waving them goodbye. A few seconds later the PCs will be back where they were taken from, though time will have moved on accordingly and any bath water still in the bath will have gone cold.





Animal Tricks

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.

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.

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.

Maneuver

The animal is trained to use a specific combat maneuver on command. An animal must know the attack trick before it can be taught the maneuver trick, and it only performs maneuvers against targets it would normally attack. This trick can be taught to an animal multiple times. Each time it is taught, the animal can be commanded to use a different combat maneuver.

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.

Watch

The animal can be commanded to keep watch over a particular area, such as a campsite, and raise an alarm if it notices any sizable or dangerous creature entering the area. This trick is often included in the Guarding purpose.

Bestiary Reference

Textual descriptions of the various creatures found in this module plus the base Knowledge DC needed to recognise them.

Attic Whisperer

This thing resembles a gray, emaciated child, with cobwebs and dust for clothes and a fox skull for a head.

Knowledge Religion DC 14

An attic whisperer spawns as the result of a lonely or neglected child’s death. Rather than animating the body of the dead youth, the creature rises from an amalgam of old toys, clothing, dust, and other objects associated with the departed—icons of the child’s neglect. The widely varying materials that fuse together to form these creatures lead to attic whisperers with vastly different appearances. Attic whisperers linger in the places where they were formed, typically old homes, orphanages, schools, debtors’ prisons, workhouses, and similar places where children might be discarded. When an attic whisperer first forms, it does so without a skull—this does not impact the creature’s abilities in any way, but it usually seeks out a small animal’s skull as a form of decoration soon after it manifests.

An attic whisperer haunts shadowy, forgotten places like old buildings and dilapidated institutions, places that were once homes to both young children and subtle evils. Hiding in drafty attics and moldy basements, an attic whisperer might lie dormant for decades while the quick go about their lives—often a scant floor away. The coming of a new child, though, rekindles some hope in the creature, its animating spirits motivated by loneliness, and ever seeking comfort and companionship. Once an attic whisperer finds a potential playmate, it does all it can to ensure it will never be lonely again by attempting to lure its friend to it, singing nursery rhymes, leaving trails of old toys, or calling out in the stolen voices of other children.

Destroying an attic whisperer reduces it to its component parts, usually consisting of dusty junk left to molder in the attics of old houses, though a few items, such as china dolls, small locket, music boxes, precious marbles, fine teacups, sculpted metal soldiers, or the like, may have some value.

Basidirond

This strange plant consists of four spidery stalks, long green tendrils, and an inverted bell-shaped cap filled with spores.

Knowledge Nature DC 15



The strange fungal basidiron is a deadly plant monster that feeds on mineral-rich moisture, be it runoff from cave walls or fresh blood. By ensuring a constant flow of nutritious moisture, canny cave dwellers can use basidirons as guardians for their lairs, although they must take care to avoid the plant's hunting routes lest they become its latest victims.

Canopic Jar

An ornate jar depicting an animal head on its lid slowly floats up and begins to orbit the room.

Knowledge Arcana DC 12

Canopic jars serve many cultures as a means of preserving the organs of their deceased. Each is designed to hold a different internal organ, and provides a separate boon to the undead whose organs they hold. If the heart of the undead is destroyed, the jars cease to follow its commands.

Cecaelia

In place of legs, this handsome humanoid sports an octopus's eight writhing tentacles.

Knowledge Nature DC 15

Cecaelias are intelligent human-octopus hybrids that hunt coastlines and ocean reefs. A cecaelia's humanoid upper body varies individually but generally reflects the features of the inhabitants of the nearest humanoid settlements. Sages think this is an adaptive trait, akin to an octopus's natural camouflage, allowing cecaelias to mutate within one to two generations to blend in with humanoids sharing their territory. Cecaelia stand 6 feet tall on land, and weigh just over 200 pounds. They generally live to be 60 years old. Cecaelias don't normally wear clothes, but often carry woven seaweed backpacks. They prefer not to wear armor, though when they do, they prefer light, flexible varieties. Tattoos are a common form of decoration as well. Cecaelias are inquisitive creatures, but wary of strangers, and are quickly frustrated by wordy attempts at diplomacy—which they nearly always view as attempts at deception. As allies, they can be valuable to coastal communities since they often dig up treasures from the seabed that they then trade for fragments of polished glass or bits of "land fare," as they refer to food not taken from the sea.

Centaur

This creature has the sun-bronzed upper body of a seasoned warrior and the lower body of a sleek warhorse.

Knowledge Nature DC 13

Legendary hunters and skilled warriors, centaurs are part man and part horse. Typically found on the fringes of civilization, these stoic people vary widely in appearance, their skin tones typically appearing deeply tanned but similar to the humans who occupy nearby regions, while their lower bodies borrow the colorations of local equines. Centaur hair and eyes trend toward darker colors and their features tend to be broad, while the overall bulk of their bodies is influenced by the size of the horses their lower quarters resemble. Thus, while an average centaur stands over 7 feet tall and weighs upward of 2,000 pounds, there are vast regional variations—from lean plains-runners to burly mountain hunters. Centaurs typically live to be about 60 years old.

Aloof with other races and at odds even with their own kind, the centaurs are an old race only slowly coming to accept the modern world. While the majority of centaurs still live in tribes roaming vast plains or the fringes of eldritch forests, many have abandoned the isolationist ways of their ancestors to walk among the more cosmopolitan cities of the world. Often such free-spirited centaurs are considered outcasts and are shunned by their own tribes, making the decision to leave a heavy one. In some rare cases, however, whole tribes under progressive leaders have come to trade or make alliances with other humanoid communities—typically elves, but sometimes gnomes, and rarely humans or dwarves. Many races remain wary of centaurs, though, largely due to legends of territorial beastmen and the regular, violent encounters the centaurs have with stubborn settlers and expansionist countries.

Deathweb

This animated husk from an enormous spider seems filled with thousands of living spiders that fall from its body like drops of blood.

Knowledge Undead DC 16

A deathweb is the undead exoskeleton of a massive spider animated with the vilest necromancy. The spells that create this monstrosity bind to it thousands of normal spiders, which together form the mind of the undead beast like an arachnid hive. These smaller spiders live in and direct their exoskeleton home, working together to swarm around the deathweb and weave its web sheets.

The exoskeleton of a deathweb is cracked and full of holes to allow the resident spiders easy passage into and out of it. Although the exoskeleton can be up to 10 feet long, the largest spiders within are only 6 inches in length. The variety in the sizes of the internal spiders allows them to ably move all parts of the exoskeleton, giving the massive carapace amazing dexterity and swiftness, as well as cleverness, perception, and presence.

These capabilities make deathwebs resourceful and frightening opponents, especially when adversaries mistake them for normal monstrous arachnids or mindless undead. Because of their ability to squeeze into tight surroundings, deathwebs may be found lurking in all manner of niches. Deathwebs lair where they can build webs to trap passersby, such as among thick trees or in caves or tunnels. The creatures don't actively collect valuables, but they kill indiscriminately to feed the multitude of spiders within. Webs in a deathweb's lair are thus likely to contain valuables despite the creature's lack of interest in wealth.

Devil (general)

Masters of corruption and despoilers of purity, devils seek to destroy all things good and drag mortal souls back with them to the depths of Hell.

As the most numerous fiendish occupants of Hell, the various forms of devils are well catalogued by diabolists. Most are known by two names: an evocative title given to the fiends by commoners and folklore, and an obscure, ancient designation spoken by the servants of Hell and those who would seek to deal with the damned.

Born from the foulest of mortal souls—their personalities and memories long since scoured by millennia of torment—would-be devils rise from the masses of suffering souls as lemmings,



revolting beings of mindless evil potentiality. Only through continued centuries of torture or by the edicts of more powerful devils do these least of devilkind rise to become deadlier fiends, graduating through a pain-wracked metamorphosis dictated by their masters or the infernal whims of Hell's semi-sentient layers. While fiendish lords wield transformation into greater or lesser forms as both prize and punishment, some devils spontaneously rise from particularly evil souls long trapped upon an infernal layer. Thus, although the various diabolical breeds possess recognizable abilities and hold generalized rankings in the great infernal hierarchy, a devil's type alone does not always correspond to a specific tenure of torment or place in the infernal chain of command.

Devils fill the nine layers of Hell, though certain fiends are more common on specific layers than others, their specialized duties or fealty to individual archdevils drawing them to one torturous domain more than others. Although the various types of devils tend to specialize in unique forms of depravity or temptation, the hierarchies of Hell are not without flexibility for uncommon individual talents. Thus, particularly watchful hamatulas might join the ranks of Phlegethon's bone devil inquisitors, while veteran barbazus might serve among the pit fiends of Nessus.

Beyond the pits of Hell, devils often travel to the Material Plane at the summons of evil spellcasters. Quick to bargain and willing to serve mortals to assure their damnation, devils ever obey the letter of their agreements, but serve the whims of Hell foremost. Thus, even the least of devilkind might come to the Material Plane intent on further corrupting souls, cleverly escaping the bonds of their contracts to indulge their own plots, or to further the unspeakable goals of the archdevils of Hell.

Devil, Deimavigga (Apostate Devil)

Armored in the ceremonial garb of some grim knight, this figure stands unnaturally still, though the intricate metalwork patterns of its sculpted mantle writhe and shift as if alive. Claws the length of longswords extend from its armored fingers in razor-sharp fans, and no head or helm rests upon its ironclad shoulders. Instead, there hovers only a plain mask, an unnatural facade devoid of all empathy, emotion, or mercy.

Knowledge Planes DC 27

Regal, fearsome, and unfeeling, deimaviggas seek to turn the faithful from their gods, using cold logic to proselytize the path of atheism, the freedom of the mortal spirit, and the order offered by Hell. Their slowly ever-shifting masks speak envenomed words and imply the hollow nature of their lies. Speaking out against all deities except for Asmodeus, whom they subtly tout as a bringer of discipline even as they downplay his divinity—these deadly intellectuals know that those who turn from their deities are more likely to succumb to the temptations of their diabolical brethren. Rather than attempting to sway the souls of individual mortals, these cunning fiends take on the roles of prophets of reason, disguising themselves beneath layers of illusion to evangelize the virtues and freedoms of lives unshackled from demanding deities. Occasionally one might focus its arguments on a soul of particular piety, delighting in throwing deities' most devoted servants into endless crises of faith. Deimaviggas care

little for what gods their depredations affect, disenfranchising the worshipers of the divine and the profane alike. In their natural shapes, deimaviggas stand 7 feet tall and weigh a mere 120 pounds. When disguised, though, they typically take the forms of wise old men, priests who have “realized their folly,” and even “angels” of truth.

Habitat & Society

Deimaviggas prefer to spend their time upon the Material plane, swaying the weak and corruptible souls of mortals. There they seek out either vast mortal cities, where their heresy might reach many ears, or small communities where the isolated might fall to their blasphemous philosophizing. When in Hell, though, they linger in Caina, tormenting the souls of those trapped upon its lonely islands, developing and testing complicated and often confusing arguments. Preferring to operate alone, these poison-tongued devils rarely work with others of their kind, even though their status as greater devils affords them great control over their lesser brethren. They find their arguments benefit from simplicity, their endeavors complicated by even the most obedient minions. Pit fiends and infernal dukes sometimes utilize deimaviggas as spies and spreaders of dissension and confusion, though even among devilkind these enigmatic fiends are considered strange and unnerving.

Dryad

This strange, beautiful woman has flesh that seems made of wood and vibrant hair that resembles leaves and blossoms.

Knowledge Nature DC 13

Dryads are tree-fey who prefer secluded woodlands far from humanoid in need of lumber. Dryads' main interests are their own survival and that of their beloved forests, and they have been known to magically coerce passersby into aiding them in tasks they cannot complete. They are more likely to be friendly to non-evil druids and rangers, as they recognize a mutual respect for or empathy with nature.

Dryads are benign guardians of trees, and though they can do little in the way of direct violence, they can trap and disable threats to their homes or turn enemies into allies. Some keep one or more charmed humanoids in their territory to fend off or lead away attackers. Incapacitated foes are typically dragged to the edge of the forest by the dryad's allies and left there, but evil or overtly hostile ones are killed once combat is over.

Giant, Stone

This giant has chiseled, muscular features and a flat, forward-sloping head, looking almost as if it were carved of stone.

Knowledge Local DC 18

Stone giants prefer thick leather garments, dyed in shades of brown and gray to match the stone around them. Adults are about 12 feet tall, weigh about 1,500 pounds, and can live to be 800 years old.

Stone giants fight from a distance whenever possible, but if they can't avoid melee, they favor gigantic clubs chiseled out of stone. A favorite tactic of stone giants is to stand nearly motionless, blending in with the background, then move forward to throw rocks and surprise their foes.



Stone giants prefer living in enormous caves in high-altitude, rocky peaks. They rarely live more than a few days' travel from other bands of stone giants, and even raise shared herds of goats and other livestock between tribes. Older stone giants tend to wander away from the tribe for a significant period of time in their later years, either living in seclusion somewhere or attempting to merge into other humanoid civilizations. After decades of this self-imposed exile, those who return do so as stone giant elders.

Golem, Stone

This towering stone automaton bears the likeness of an archaic, armored warrior. It moves with ponderous but inexorable steps.

Knowledge Arcana DC 21

A stone golem has a humanoid body made from stone, frequently stylized to suit its creator. For example, it might look like it is wearing armor, with a particular symbol carved on the breastplate, or have designs worked into the stone of its limbs. Its head is often carved to resemble a helmet or the head of some beast. While it may be sculpted to carry a stone shield or stone weapon such as a sword, these aesthetic choices do not affect its combat abilities.

Like most golems, a stone golem cannot speak and makes no sound other than the grinding of stone against stone when it moves. A stone golem is 9 feet tall and weighs around 2,000 pounds.

Hag, Blood

This woman would be pretty if it were not for her sharp teeth and nails, and her ghastly pale skin.

Knowledge Nature DC 18

Blood hags, known to some as soucouyants, prefer to live near isolated human communities or on the edge of civilized lands. A blood hag takes the appearance of a young woman by day. At night, she assumes her true form, as her skin peels back and sloughs off to reveal the monstrosity beneath.

A hunting blood hag preys on unsuspecting neighbors during the night, sneaking into their homes and feeding off their blood or burning them alive. When a blood hag finds a particularly choice victim, she forgoes simply feeding on her, and instead abducts her, spiriting her away to the hag's hidden lair, where she'll be tortured and drained dry of blood over the course of days or weeks. Once the hag has properly prepared the victim's skin, she wears it. Bold and particularly clever blood hags attempt to masquerade as their victims for a time. Blood hags of exceptional talent typically gain levels in the witch class.

Harpy

Save for the tattered wings and taloned feet, this creature resembles a feral woman with a wild look about her.

Knowledge Nature DC 14

Often viewed as vicious and corrupted creatures, harpies know how creatures think and act. This understanding gives them an advantage when it comes to finding their favorite meals. While creatures of the wild easily fall victim to their captivating songs, these vile bird-women prefer their meals

spiced with complex sentient thoughts. Easy prey makes for a boring meal.

While ultimately savage and without remorse for their actions, a number of harpies live close to humanoid societies and enjoy parlaying with creatures that they see as potential meals.

Harpies tend to wear baubles and trinkets stolen from their victims, as they like to indulge in the shiny ornaments of mankind. Up close, these creatures reek with the stench of consumed victims, and they rarely let creatures not yet captivated too near, lest they smell the gore and decay upon their feathers. For this reason, many harpies wear perfumes and scented oils.

Harpies appear wildly different in different lands. Some seem like an amalgam of vultures and women, while others bear the regal markings of hawks or falcons in their feathers. Rare clutches of harpies in isolated and tropical parts of the world even have colorful feathers akin to parrots.

Hippopotamus

This lumbering bull hippopotamus lunges out of the water and yawns wide, displaying an impressive set of tusk-like teeth.

Knowledge Nature DC 15

The ill-tempered "river horse" has a well-earned reputation for hostility, despite the fact that it is a herbivore.

Kelpie

This hideous humanoid creature has slimy, transparent skin; webbed, humanoid hands; and a snaggle-toothed, horse-like face.

Knowledge Nature DC 14

A kelpie is a deadly shapechanging predator that, in its natural form, appears as a hideous combination of emaciated horse and sickly humanoid, with slimy, transparent skin and long, stringy hair. Its face is long and equine, with a mouth filled with jagged teeth. Few, however, ever see a kelpie in its true form, for kelpies almost always encounter other creatures while in disguise as a humanoid, horse, or hippocampus, reverting to their true form only after their targets have drowned so that they can feast on their victims, leaving behind only the heart and liver (as both of these organs are distasteful to most kelpies).

Kelpies can be found in saltwater and freshwater environments, including fens, rivers, swamps, and underground pools and lakes. Communities living near kelpie lairs believe that folk who die on the water or are killed by a kelpie become kelpies themselves. Kelpies may serve as steeds for aquatic fey or other water monsters while in their hippocampus forms, sometimes without their riders ever knowing the truth of the steed's sinister nature.

A typical kelpie is 6 feet tall and weighs 170 pounds.

Medusa

This slender, attractive woman has strangely glowing eyes and a full head of hissing snakes for hair.

Knowledge Nature DC 17

Medusas are human-like creatures with snakes instead of hair. At distances of 30 feet or more, a medusa can easily pass for a beautiful woman if she wears something to cover her



serpentine locks—when wearing clothing that conceals her head and face, she can be mistaken for a human at even closer distances. Medusas use lies and disguises that conceal their faces to get close enough to opponents to use their petrifying gaze, though they like playing with their prey and may fire arrows from a distance to lead enemies into traps. Some enjoy creating intricate decorations out of their victims, using their petrified remains as accents to their swampy lairs, but most medusas take care to hide the evidence of their previous conflicts so that new foes won't have advance warning of their presence.

Used to concealing themselves, medusas in cities are usually rogues, while those in the wilderness often pass themselves off as rangers or trackers. The most notorious and legendary medusas, though, are those who take levels as bards or clerics. Charismatic and intelligent, urban medusas are often involved with thieves' guilds or other aspects of the criminal underworld. Medusas may form alliances with blind creatures or intelligent undead, both of which are immune to their stony gaze. Spellcasting medusas often serve as oracles or prophets, usually dwelling in remote locations of legendary power or infamous history. Such oracle medusas take great delight in their roles, and if presented with the proper gifts and flattery, the secrets they offer can be quite helpful. Of course, the lairs of such potent creatures are liberally decorated with statues of those who have offended them, so the seeker of knowledge is well advised to tread carefully during such meetings.

All known medusas are female. Rarely, a medusa may decide to keep a male humanoid as a mate, usually with the help of elixirs of love or similar magic, and is always careful to not petrify her prisoner—at least until she grows tired of his company.

Mummy

Wrapped from head to toe in ancient strips of moldering linen, this humanoid moves with a shuffling gait.

Knowledge Religion DC 15

Created to guard the tombs of the honored dead, mummies are ever vigilant for those who would desecrate their sacred ground.

Mummies are created through a rather lengthy and gruesome embalming process, during which all of the body's major organs are removed and replaced with dried herbs and flowers. After this process, the flesh is anointed with sacred oils and wrapped in purified linens. The creator then finishes the ritual with a create undead spell.

Although most mummies are created merely as guardians and remain loyal to their charge until their destruction, certain powerful mummies have much more free will. The majority are at least 10th-level clerics, and are often kings or pharaohs who have called upon dark gods or sinister necromancers to bind their souls to their bodies after death—usually as a means to extend their rule beyond the grave, but at times simply to escape what they fear will be an eternity of torment in their own afterlife.

Easily the most feared ability of mummies is their notorious curse: mummy rot. Both a disease and a curse, this affliction proves exceptionally difficult to cure, even for accomplished healers. Part of this blight's infamy comes from the specifics of its symptoms. While many mummies cause a curse that

gradually withers away its victims till nothing but desert sand remains, the affliction itself proves highly variable and unique to many atypical individuals. In each case, the effects prove the same, but the symptoms can be wildly distinctive.

Not just any corpse can spontaneously manifest as a mummy. GMs interested in creating mummies resurrected “naturally” (rather than by spells like create undead) should consider the passion and force of will of the would-be mummy. By and large, a corpse should be of a creature with a Charisma of 15 or higher and possessing at least 8 Hit Dice. In addition, it should have a reason for caring about the eternal sanctity of its remains in excess of normal mortal concern. As such, priests of deities with the Death or Repose domains, heroes expecting a champion's burial, lords of cultures preoccupied with the afterlife, or individuals otherwise obsessed with death or their worldly possessions all make suitable candidates for resurrection as mummies—though countless other potential reasons for resurrection exist.

Ogre

This lumbering giant's beady eyes are devoid of wit or kindness, and its puffy face features a wide mouth with ill-fitting teeth.

Knowledge Local DC 13

Stories are told of ogres—horrendous stories of brutality and savagery, cannibalism and torture. Of rape and dismemberment, necrophilia, incest, mutilation, and all manners of hideous murder. Those who have not encountered ogres know the stories as warnings. Those who have survived such encounters know these tales to be tame compared to the truth.

An ogre revels in the misery of others. When smaller races aren't available to crush between meaty fists or defile in blood-red lusts of violence, they turn to each other for entertainment. Nothing is taboo in ogre society. One would think that, left to themselves, an ogre tribe would quickly tear itself apart, with only the strongest surviving in the end—yet if there is one thing ogres respect, it is family.

Ogre tribes are known as families, and many of their deformities and hideous features arise from the common practice of incest. The leader of a tribe is most often the father of the tribe, although in some cases a particularly violent or domineering ogress claims the title of mother. Ogre tribes bicker among themselves, a trait that thankfully keeps them busy and turned against each other rather than neighboring races. Yet time and again, a particularly violent and feared patriarch rises among the ogres, one capable of gathering multiple families under his command.

Regions inhabited by ogres are dreary, ugly places, for these giants dwell in squalor and see little need to live in harmony with their environment. The borderland between civilization and ogre territory is a desperate realm of outcasts and despair, for here dwell the ogrekin, the deformed offspring and results of frequent ogre raids against the lands of the smaller folk.

Ogre games are violent and cruel, and victims they use for entertainment are lucky if they die the first day. Ogres' cruel senses of humor are the only way their crude minds show any spark of creativity, and the tools and methods of torture ogres devise are always nightmarish.



An ogre's great strength and lack of imagination makes it particularly suited for heavy labor, such as mining, forging, and clearing land, and more powerful giants (particularly hill giants and stone giants) often subjugate ogre families to serve them in such regards.

A typical adult ogre stands 10 feet tall and weighs roughly 650 pounds.

Rust Monster

This insectile monster has four legs, a strange propeller-shaped protrusion at the end of its tail, and two long, feathery antennae.

Knowledge Dungeoneering DC 13

Of all the terrifying beasts an explorer might encounter underground, only the rust monster targets that which the average adventurer values most: his treasure.

Typically 5 feet long and weighing almost 200 pounds, the lobster-like rust monster would be frightening enough even without the alien feeding process that gives it its name. Rust monsters consume metal objects, preferring iron and ferrous alloys like steel but devouring even mithral, adamantine, and enchanted metals with equal ease. Any metal touched by the rust monster's delicate antennae or armored hide corrodes and falls to dust within seconds, making the beast a major threat to subterranean adventurers and those dwarven miners who must defend their forges and compete for ore.

Though rust monsters have no innate tendency toward violence, their insatiable hunger leads them to charge anything they come across that bears even trace amounts of metal, and any resistance is met with unthinking savagery. It's not unheard of for rust monsters in metal-poor areas to track escaped victims for days using their scent metal ability, provided the victims retain intact metal objects. Fortunately, it's often possible to escape a rust monster's attentions by throwing it a dense metal object like a shield and running in the opposite direction. Those who frequent areas infested with rust monsters quickly learn to keep a few stone or wooden weapons close at hand.

Skull Swarm

This swarm of tiny heads floats silently and ominously, bits of flesh still hanging from its face and graying teeth clattering slightly as it bobs in the air.

Knowledge Religion DC 11

Beheaded are floating skulls or severed heads whose bodies have long since abandoned them, either in the moment of death or long after. Reanimated via dark magic, these horrors are usually created as mindless sentinels for dungeons or lairs. Beheaded silently hover at about eye-level, often making them the last thing a casual wanderer or careless villager in an infested area ever sees.

Sphinx, Androsphinx

This regal, bird-winged lion has a human's head, clad in the golden raiment of a powerful pharaoh.

Knowledge Arcana DC 19

The mightiest of the common sphinxes, androsphinxes see themselves as all that is worthy and noble in the species and carry themselves as though the weight of the world rests upon

their good example. They view criosphinxes with paternalistic condescension, hieracosphinxes with poorly veiled disgust, and gynosphinxes as the only other sphinxes worthy of their time. Androsphinxes put on a gruff and cantankerous front to outsiders. They make no effort to hide annoyance when displeased. Androsphinxes tend to be territorial, though less so than other sphinxes. They almost invariably warn and bluster before attacking, and nearly always heed a call to parley. Androsphinxes barter information and conversation for safe passage, not treasure.

Androsphinxes are 12 feet tall and weigh 1,000 pounds.

Treant

This animated tree's bark is knotted into vaguely humanoid features, with branches for arms and roots for legs.

Knowledge Nature DC 18

Treants are guardians of the forest and speakers for the trees. As long-lived as the forests themselves, and seeing themselves as parents and shepherds rather than gardeners, treants are slow and methodical in most things but terrifying when forced to fight in defense of their flock. Though they rarely seek out the companionship of the short-lived races, and have an inherent distrust of change, they have been known to tolerate those who seek to learn from their long, rambling monologues, especially if the pupils express a desire to help protect the wildlands. Yet against those who would threaten the forest, especially loggers who seek to harvest wood for lumber or those who try to clearcut a section of forest in order to build a fort or establish a town, the treants' wrath is swift and devastating. They are particularly gifted at tearing down what others build—a trait that serves angry treants well.

Treants are primarily solitary creatures, with a given individual sometimes responsible for an entire forest, but they occasionally come together in small groups called groves to share news and reproduce. In times of grave danger, all of the groves in a region may gather for a great months-long meeting called a moot, but such events are exceedingly rare, and millennia may go by between them.

The typical treant is 30 feet tall, with a trunk 2 feet in diameter, and weighs 4,500 pounds. Treants tend to resemble the species of trees most common in their woodland territories.

Troll

This tall creature has rough, green hide. Its hands end in claws, and its bestial face has a hideous, tusked underbite.

Knowledge Local DC 15

Trolls possess incredibly sharp claws and amazing regenerative powers, allowing them to recover from nearly any wound. They are stooped, fantastically ugly, and astonishingly strong—combined with their claws, their strength allows them to literally tear apart flesh to feed their voracious appetites. Trolls stand about 14 feet tall, but their hunched postures often make them appear shorter. An adult troll weighs around 1,000 pounds.

A troll's appetite and its regenerative powers make it a fearless combatant, ever prepared to charge headlong at the nearest living creature and attack with all of its fury. Only fire seems to cause a troll to hesitate, but even this mortal threat



is not enough to stop a troll's advance. Those who commonly battle with trolls know to locate and burn any pieces after a fight, for even the smallest scrap of flesh can regrow a full-size troll given enough time. Fortunately, only the largest part of a troll regrows in this way.

Despite their cruelty in combat, trolls are surprisingly tender and kind to their own young. Female trolls work as a group, spending a great deal of time teaching young trolls to hunt and fend for themselves before sending them off to find their own territories. A male troll tends to live a solitary existence, partnering with a female for only a brief time to mate. All trolls spend most of their time hunting for food, as they must consume vast amounts each day or face starvation. Due to this need, most trolls stake out large territories as their own, and fights between rivals are quite common. While these are usually nonlethal, trolls are aware of each others' weaknesses and will use such knowledge to kill their own kind if food is scarce.

Zombie

This walking corpse wears only a few soiled rags, its flesh rotting off its bones as it stumbles forward, arms outstretched.

Knowledge Religion DC 11

Zombies are the animated corpses of dead creatures, forced into foul unlife via necromantic magic like animate dead. While the most commonly encountered zombies are slow and tough, others possess a variety of traits, allowing them to spread disease or move with increased speed.

Zombies are unthinking automatons, and can do little more than follow orders. When left unattended, zombies tend to mill about in search of living creatures to slaughter and devour. Zombies attack until destroyed, having no regard for their own safety.

Although capable of following orders, zombies are more often unleashed into an area with no command other than to kill living creatures. As a result, zombies are often encountered in packs, wandering around places the living frequent, looking for victims. Most zombies are created using animate dead. Such zombies are always of the standard type, unless the creator also casts haste or remove paralysis to create fast zombies, or contagion to create plague zombies.

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. Note that *Identify* does not work on Artifacts.

+1 Armour or Shield

Faint Evocation; DC 18 (DC 21 for +2, etc)
+1 (or more) AC.

+1 Weapon

Faint Evocation; DC 18 (DC 21 for +2, etc)
+1 (or more) to hit and damage.

Aegis of Recovery

Faint Abjuration and Conjunction; DC 18

An aegis of recovery grants its wearer a +2 resistance bonus on all saving throws made to recover from a continuing effect, such as ongoing poison damage, daily saving throws against a disease, a hold person spell, or lingering damage from an attack. This bonus does not help against initial saving throws against such effects. Should the wearer ever drop below 0 hit points, the aegis heals the wearer for 2d8+3 points of damage and then crumbles to dust.

Alluring Golden Apple

Faint Enchantment; DC 20

This enchanted apple appears to be made of solid gold.

When dropped or thrown, it draws the attention of the nearest hostile creature within 20 feet. The creature must make a DC 13 Will save or be paralyzed as if by hold person as it focuses its undivided attention on the golden apple. If the creature makes its save on a later round, it realizes it has been affected by magic and the apple is not actually gold. While focusing on the apple, the target takes a -2 penalty on Perception checks. The apple is consumed upon being dropped or thrown.

Amulet of Natural Armour

Faint Transmutation; DC 20

This amulet, usually containing some type of magically preserved monster hide or other natural armor - such as bone, horn, carapace, or beast scales - toughens the wearer's body and flesh, giving him an enhancement bonus to his natural armor from +1 to +5, depending on the kind of amulet.

Backpack, Masterwork

his backpack has numerous pockets for storing items that might be needed while adventuring. Hooks are included for attaching items such as canteens, pouches, or even a rolled-up blanket. It has padded bands that strap across the chest and the waist to distribute its weight more evenly. Like a common backpack, it can hold about 2 cubic feet of material in its main container. When wearing a masterwork backpack, treat your Strength score as +1 higher than normal when calculating your carrying capacity.

Bag of Holding

Moderate Conjunction; DC 24



This appears to be a common cloth sack about 2 feet by 4 feet in size. The bag of holding opens into a nondimensional space: its inside is larger than its outside dimensions.

Regardless of what is put into the bag, it weighs a fixed Amount. This weight, and the limits in weight and volume of the bag's contents, depend on the bag's type, as shown on the table below.

Bag Type	Bag Weight	Contents Limit	Contents Volume Limit	Market Price
I	15 lbs.	250 lbs.	30 cubic ft.	2,500 gp
II	25 lbs.	500 lbs.	70 cubic ft.	5,000 gp
III	35 lbs.	1,000 lbs.	150 cubic ft.	7,400 gp
IV	60 lbs.	1,500 lbs.	250 cubic ft.	10,000 gp

If a bag of holding is overloaded, or if sharp objects pierce it (from inside or outside), the bag immediately ruptures and is ruined, and all contents are lost forever. If a bag of holding is turned inside out, all of its contents spill out, unharmed, but the bag must be put right before it can be used again. If living creatures are placed within the bag, they can survive for up to 10 minutes, after which time they suffocate. Retrieving a specific item from a bag of holding is a move action, unless the bag contains more than an ordinary backpack would hold, in which case retrieving a specific item is a full-round action. Magic items placed inside the bag do not offer any benefit to the character carrying the bag.

If a bag of holding is placed within a portable hole, a rift to the Astral Plane is torn in the space: bag and hole alike are sucked into the void and forever lost. If a portable hole is placed within a bag of holding, it opens a gate to the Astral Plane: the hole, the bag, and any creatures within a 10-foot radius are drawn there, destroying the portable hole and bag of holding in the process.

Bandages of Rapid Recovery

Faint Conjunction; DC 16

These linen bandages have the same color and softness as the feathers of a dove, but their antiseptic smell suggests a less natural origin. Any creature wrapped in these bandages recovers from wounds and ability damage each day as if receiving complete bed rest regardless of activity. A creature actually receiving long-term care (from the Heal skill) or complete bed rest while wearing the bandages gains a +4 bonus to its effective level or Hit Dice when determining how many hit points it recovers each day. The bandages are destroyed once removed or when the wearer recovers all hit points and ability damage, whichever comes first.

Boots of the Cat

Faint Transmutation; DC 16

These high-soled blue boots provide a great deal of comfort and arch support while also making the wearer appear a little bit taller than normal.

The boot's wearer always takes the minimum possible damage from falls (as if the GM had rolled a 1 on each die of

damage incurred by the fall) and at the end of a fall always lands on his feet.

Boots of the Enduring March

Faint Conjunction; DC 17

These travel-stained boots of stout brown leather enable the wearer to traverse great distances without tiring.

When making a forced march, for each hour of marching beyond 8 hours, the wearer needs only to make a Constitution check (DC 10, +1 per extra hour) instead of the normal check. Furthermore, if the wearer fails the check, she only takes 1d4 points of nonlethal damage and does not become fatigued the first time she takes nonlethal damage in this way.

Campfire Bead

Faint Evocation; DC 16

This tiny glass bead transforms itself into a small (2-foot-tall) pile of burning logs whenever its command word is spoken. The fire burns for 8 hours or until extinguished, at which point it turns back into a bead. The owner of the item must wait twice as long as the fire burned before he can order the bead to become a campfire again.

Cape of Free Will

Moderate Abjuration; DC 22

The wearer of this brightly colored patchwork cape gains a bonus on all saving throws, as with a cloak of resistance, but the resistance bonus on Will saves is one greater.

Furthermore, if the wearer fails a Will saving throw, he can expend one use of mythic power as an immediate action to reroll that saving throw. If the wearer fails the saving throw on the reroll, he can't use this ability again for 24 hours.

Cauldron of Brewing

Faint Transmutation; DC 20

A cauldron of brewing looks like a fine cooking pot with four stout legs. The cauldron is capable of heating any liquid placed in it to a precise temperature (anywhere from just above room temperature to hot enough to boil salt water) and maintaining it indefinitely while still remaining only slightly warm to the touch on the outside. A cauldron of brewing provides a +5 competence bonus on Craft (alchemy) skill checks.

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).

Cold Weather Outfit

This outfit includes a wool coat, linen shirt, wool cap, heavy cloak, thick pants or skirt, and boots. This outfit grants a +5 circumstance bonus on Fortitude saving throws against exposure to cold weather.

Concealing Pocket

Faint Illusion; DC 18



This 4-inch-square cloth pocket has no powers unless it is sewn onto a garment (which takes 1d4 minutes).

Once sewn, it changes its appearance to match the garment. Any magic item inside it cannot be magically detected, as if protected by magic aura. Hiding an item in the pocket gives the garment's wearer a +5 competence bonus on Sleight of Hand checks to conceal the item. The pocket can be removed from the garment with a DC 10 Heal check or an appropriate Craft check such as Craft (cloth) or Craft (leather); failing this roll by 5 or more gives the pocket the broken condition.

Deathwatch Eyes

Faint Necromancy; DC 16

The wearer gains the constant effects of the deathwatch spell.

Efficient Quiver

Moderate Conjuration; DC 24

This appears to be a typical arrow container capable of holding about 20 arrows. It has three distinct portions, each with a nondimensional space allowing it to store far more than would normally be possible.

The first and smallest one can contain up to 60 objects of the same general size and shape as an arrow. The second slightly longer compartment holds up to 18 objects of the same general size and shape as a javelin. The third and longest portion of the case contains as many as 6 objects of the same general size and shape as a bow (spears, staffs, or the like). Once the owner has filled it, the quiver can quickly produce any item she wishes that is within the quiver, as if from a regular quiver or scabbard. The efficient quiver weighs the same no matter what's placed inside it.

Elixir of Love

Faint Enchantment; DC 19

This sweet-tasting liquid causes the character drinking it to become enraptured with the first creature she sees after consuming the draft (as charm person—the drinker must be a humanoid of Medium or smaller size, Will DC 14 negates). The charm effect wears off in 1d3 hours.

Feather Step Slippers

Faint Transmutation; DC 18

These fine silken slippers allow their wearer to ignore the adverse movement effects of difficult terrain as if subject to the feather step spell, including granting the ability to take 5-foot steps in difficult terrain.

Feather Token

Strong Conjuration; DC 27

Each of these items is a small feather that has a power to suit a special need. The kinds of tokens are described below. Each token is usable once. A particular feather token has no specific features to identify it unless its magic aura is viewed—even tokens with identical powers can be wildly different in appearance.

Swan Boat: A token that forms a swan-like boat capable of moving on water at a speed of 60 feet. It can carry eight

horses and gear, 32 Medium characters, or any equivalent combination. The boat lasts for 1 day.

Flaming Weapon Property

Moderate Evocation; DC 16

Upon command, a flaming weapon is sheathed in fire that deals an extra 1d6 points of fire damage on a successful hit. The fire does not harm the wielder. The effect remains until another command is given.

Goblin Skull Bomb

Moderate Evocation; DC 21

An ember glow lights the beady eyes of this blackened, burned out goblin's skull. It is very brittle and shatters if dropped on solid ground. When a goblin skull bomb breaks, the very last creature to touch it bursts into a raging magical flame, automatically suffering 5d6 points of fire damage and also catching fire should it fail a Reflex save (DC 13). If this kills the creature, its body burns away in one round, leaving behind only a pile of ash and the creature's blackened, burned-out skull, which is a new goblin skull bomb. If the target survives the fire, doesn't have a skull, or if its skull is destroyed before another creature touches it, it does not create a new goblin skull bomb.

A skull bomb can be used as a thrown weapon with a range increment of 10 feet. If the attacker hits, the skull shatters, immolating the target as described above. If the attacker misses, the skull breaks upon the floor or another nearby hard surface and the attacker bursts into flame. Touching the skull using gloves, gauntlets, or handheld items such as tools or weapons counts as touching the skull. It can be safely moved using spells (such as mage hand or telekinesis) or attacked with ranged weapons (hardness 0, 1 hp).

Potion of Cure Moderate Wounds

Faint Conjuration; DC 18

See the spell of the same name.

Red Desert Sash

Faint Abjuration; DC 20

This long strip of red fabric is designed to wrap around your waist or head several times and be held in place by its ank-shaped clasp of red gold. When worn, you remain comfortable even in warm environments as if protected by *endure elements*. If you unwrap it to its full length and hold the clasp in your hand, you can *feather fall* once per day, briefly leaving behind a trail of pleasant red-gold light as bright as a torch.

If your patron is a god of healing and the sun, once per day by command, you can use the sash to cast *cure light wounds*. You may trigger this ability automatically if you are reduced to –1 hit points or less, though thereafter you must recharge it by placing it in strong sunlight for 8 continuous hours. At will, you may cause the clasp to shine as brightly as a torch or cease this illumination; the light is warm, feels like sunlight, and is enough to make sun-fearing creatures slightly uncomfortable but not enough to cause them harm.

Robe of Infinite Twine

Moderate Conjuration; DC 22



This coarse hempen robe seems made from a single strand of twine.

The wearer can draw up to 30 feet of twine or up to 10 feet of hemp rope per round from the robe without harming it. As an immediate action, the wearer can draw up to 150 feet of twine or 50 feet of rope from the robe, but this gives the robe the broken condition and suppresses its powers until it is repaired. Twine or rope drawn from the robe remains connected until cut or torn, but is treated as common material rather than part of a magic item. Pieces removed become normal twine or rope.

Rope of Climbing

Faint Transmutation; DC 18

A 60-foot-long rope of climbing is no thicker than a wand, but it is strong enough to support 3,000 pounds. Upon command, the rope snakes forward, upward, downward, or in any other direction at 10 feet per round, attaching itself securely wherever its owner desires. It can unfasten itself and return in the same manner.

A rope of climbing can be commanded to knot or unknot itself. This causes large knots to appear at 1-foot intervals along the rope. Knotting shortens the rope to a 50-foot length until the knots are untied, but lowers the DC of Climb checks while using it by 10. A creature must hold one end of the rope when its magic is invoked.

Shawl of Life-Keeping

Faint Conjuration; DC 18

This magical shawl is woven from silken, diaphanous material. Once per day, the wearer can speak a command word to transfer some of her life energy into the shawl (up to 10 hit points). If she is wearing the shawl and is reduced to –1 hit points or below, the shawl immediately heals her an amount equal to the number of hit points stored in the shawl. This healing cannot prevent the wearer from being killed. The life energy stored in the shawl lasts for 24 hours or until it heals the wearer, whichever comes first. If the shawl is destroyed, the stored life energy is lost.

While the shawl is storing a creature's life energy, it retains a connection to that creature. If another creature holds the shawl in hand, the creature whose life energy is stored in the shawl takes a –2 penalty on Fortitude and Reflex saving throws against all effects from the current bearer of the shawl.

Sleeves of Many Garments

Faint Illusion; DC 16

These translucent cloth tubes easily fit over their wearer's arms.

The wearer of these sleeves can, when she slips them on, choose to transform her current garments into any other non-magical set of clothing. These new clothes fit her perfectly and are always clean and mended unless she specifically

designates otherwise. When she removes the sleeves, her clothes revert to their original form.

Stone Salve

Strong Abjuration; DC 28

This ointment has two uses. If an ounce of it is applied to the flesh of a petrified creature, it returns the creature to flesh as the *stone to flesh* spell. If an ounce of it is applied to the flesh of a nonpetrified creature, it protects the creature as a *stoneskin* spell.

Sustaining Spoon

Faint Conjuration; DC 20

If this unremarkable appearing utensil is placed in an empty container, the vessel fills with a thick, pasty gruel. Although the gruel tastes like warm, wet cardboard, it is highly nourishing and contains everything necessary to sustain any herbivorous, omnivorous, or carnivorous creature. The spoon can produce sufficient gruel each day to feed up to four humans.

Swarmbane Clasp

Moderate Transmutation; DC 23

An ancient fossilized insect lies trapped within this ornate amber clasp, impaled by the long golden pin that fastens the wearer's cloak. The wearer's weapons, unarmed attacks, and natural attacks deal full damage to swarms, regardless of the swarm's immunity to weapon damage (if any, although damage reduction applies as normal). If the wearer is damaged by a swarm, she automatically succeeds on her saving throw against the swarm's distraction ability.

Unguent of Timelessness

Faint Transmutation; DC 18

When applied to any matter that was once alive, such as wood, paper, or a dead body, this ointment allows that substance to resist the passage of time. Each year of actual time affects the substance as if only a day had passed. The coated object gains a +1 resistance bonus on all saving throws. The unguent never wears off, although it can be magically removed (by dispelling the effect, for instance). One flask contains enough material to coat eight Medium or smaller objects. A Large object counts as two Medium objects, and a Huge object counts as four Medium objects.

Wand of Neutralize Poison

Faint Conjuration; DC 20

See the spell of the same name.

Wand of Remove Disease

Faint Conjuration; DC 20

See the spell of the same name.

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.

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.

All around vision (Ex)

The creature sees in all directions at once. It cannot be flanked.

Amphibious (Ex)

Creatures with this special quality have the aquatic subtype, but they can survive indefinitely on land.

Aquatic Subtype

These creatures always have swim speeds and can move in water without making Swim checks. An aquatic creature can breathe water. It cannot breathe air unless it has the amphibious special quality. Aquatic creatures always treat Swim as a class skill.

Awesome Blow

This creature can send opponents flying.

Prerequisites: Str 25, Power Attack, Improved Bull Rush, size Large or larger.

Benefit: As a standard action, the creature may perform an awesome blow combat maneuver. If the creature's maneuver succeeds against a corporeal opponent smaller than itself, its opponent takes damage (typically slam damage plus Strength bonus) and is knocked flying 10 feet in a direction of the attacking creature's choice and falls prone. The attacking creature can only push the opponent in a straight line, and the opponent can't move closer to the attacking creature than the square it started in. If an obstacle prevents the completion of the opponent's move, the opponent and the obstacle each

take 1d6 points of damage, and the opponent is knocked prone in the space adjacent to the obstacle.

Blood Drain (Ex)

The creature drains blood at the end of its turn if it grapples a foe, inflicting Constitution damage.

Cleave (Combat)

You can strike two adjacent foes with a single swing.

Prerequisites: Str 13, Power Attack, base attack bonus +1.

Benefit: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the first and also within reach. You can only make one additional attack per round with this feat. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

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.

Compression (Ex)

The creature can move through an area as small as one-quarter its space without squeezing or one-eighth its space when squeezing.

Construct Traits (Ex)

Constructs are immune to death effects, disease, mind-affecting effects (charms, compulsions, phantasms, patterns, and morale effects), necromancy effects, paralysis, poison, sleep, stun, and any effect that requires a Fortitude save (unless the effect also works on objects, or is harmless). Constructs are not subject to nonlethal damage, ability damage, ability drain, fatigue, exhaustion, or energy drain. Constructs are not at risk of death from massive damage.

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.

Deceitful

You are skilled at deceiving others, both with the spoken word and with physical disguises.

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

Death or Glory



Even when facing a larger foe, you aren't afraid to take great risks in order to finish the fight.

Prerequisites: Str 13, Power Attack, base attack bonus +6.

Benefit: Against a creature of size Large or larger, you can make a single melee attack as a full-round action, gaining a +4 bonus on the attack roll, damage roll, and critical confirmation roll. You gain an additional +1 on this bonus at base attack bonus +11, +16, and +20 (for a maximum of +7 at base attack +20). After you resolve your attack, the opponent you attack can spend an immediate action to make a single melee attack against you with the same bonuses.

Special: You can combine the full-round action attack this feat allows with the benefit of Vital Strike, Improved Vital Strike, or Greater Vital Strike.

Disease

From a widespread plague to the bite of a dire rat, disease is a serious threat to common folk and adventurers alike. Diseases rarely have a limited frequency, but most have a lengthy onset time. This onset time can also be variable. Most diseases can be cured by a number of consecutive saving throws or by spells such as remove disease.

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.

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.

**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.

Extend Spell (Metamagic)

You can make your spells last twice as long.

Benefit: An extended spell lasts twice as long as normal. A spell with a duration of concentration, instantaneous, or permanent is not affected by this feat. An extended spell uses up a spell slot one level higher than the spell's actual level.

Favoured Terrain (Ex)

Favoured Terrain grants a +2 bonus on initiative checks and Knowledge (geography), Perception, Stealth, and Survival skill checks when on this terrain. Traveling through favored terrain normally leaves no trail and prevents tracking (though a trail may be left if desired).

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.

Gaze (Su)

A gaze special attack takes effect when foes look at the attacking creature's eyes. The attack can have any sort of effect; petrification, death, and charm are common. The typical range is 30 feet, but check the creature's entry for details. The type of saving throw for a gaze attack varies, but it is usually a Will or Fortitude save (DC 10 + 1/2 gazing creature's racial HD + gazing creature's Cha modifier; the exact DC is given in the creature's text). A successful saving throw negates the effect. A monster's gaze attack is described in abbreviated form in its description. Each opponent within range of a gaze attack must attempt a saving throw each round at the beginning of his or her turn in the initiative order. Only looking directly at a creature with a gaze attack leaves an opponent vulnerable. Opponents can avoid the need to make the saving throw by not looking at the creature, in one of two ways.

Averting Eyes: The opponent avoids looking at the creature's face, instead looking at its body, watching its shadow, tracking it in a reflective surface, etc. Each round, the opponent has a 50% chance to avoid having to make a saving throw against the gaze attack. The creature with the gaze attack, however, gains concealment against that opponent.

Wearing a Blindfold: The foe cannot see the creature at all (also possible to achieve by turning one's back on the creature

or shutting one's eyes). The creature with the gaze attack gains total concealment against the opponent.

A creature with a gaze attack can actively gaze as an attack action by choosing a target within range. That opponent must attempt a saving throw but can try to avoid this as described above. Thus, it is possible for an opponent to save against a creature's gaze twice during the same round, once before the opponent's action and once during the creature's turn.

Gaze attacks can affect ethereal opponents. A creature is immune to gaze attacks of others of its kind unless otherwise noted. Allies of a creature with a gaze attack might be affected. All the creature's allies are considered to be averting their eyes from the creature with the gaze attack, and have a 50% chance to not need to make a saving throw against the gaze attack each round. The creature can also veil its eyes, thus negating its gaze ability.

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 Cleave

You can strike many adjacent foes with a single blow.

Prerequisites: Str 13, Cleave, Power Attack, base attack bonus +4.

Benefit: As a standard action, you can make a single attack at your full base attack bonus against a foe within reach. If you hit, you deal damage normally and can make an additional attack (using your full base attack bonus) against a foe that is adjacent to the previous foe and also within reach. If you hit, you can continue to make attacks against foes adjacent to the previous foe, so long as they are within your reach. You cannot attack an individual foe more than once during this attack action. When you use this feat, you take a –2 penalty to your Armor Class until your next turn.

Hold Breath

The creature can hold its breath for a number of minutes equal to 6 times its Constitution score before it risks drowning.

**Hover**

This creature can hover in place with ease and can kick up clouds of dust and debris.

Prerequisite: Fly speed.

Benefit: A creature with this feat can halt its movement while flying, allowing it to hover without needing to make a Fly skill check.

If a creature of size Large or larger with this feat hovers within 20 feet of the ground in an area with lots of loose debris, the draft from its wings creates a hemispherical cloud with a radius of 60 feet. The winds generated can snuff torches, small campfires, exposed lanterns, and other small, open flames of non-magical origin. Clear vision within the cloud is limited to 10 feet. Creatures have concealment at 15 to 20 feet (20% miss chance). At 25 feet or more, creatures have total concealment (50% miss chance, and opponents cannot use sight to locate the creature).

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 Critical

Attacks made with your chosen weapon are quite deadly.

Prerequisite: Proficient with weapon, base attack bonus +8.

Benefit: When using the weapon you selected, your threat range is doubled.

Special: You can gain Improved Critical multiple times. The effects do not stack. Each time you take the feat, it applies to a new type of weapon.

This effect doesn't stack with any other effect that expands the threat range of a weapon.

Improved Initiative

Your quick reflexes allow you to react rapidly to danger.

Benefit: You get a +4 bonus on initiative checks.

Improved Natural Attack

Attacks made by one of this creature's natural attacks leave vicious wounds.

Prerequisite: Natural weapon, base attack bonus +4.

Benefit: Choose one of the creature's natural attack forms (not an unarmed strike). The damage for this natural attack increases by one step on the following list, as if the creature's size had increased by one category. Damage dice increase as follows: 1d2, 1d3, 1d4, 1d6, 1d8, 2d6, 3d6, 4d6, 6d6, 8d6, 12d6.

A weapon or attack that deals 1d10 points of damage increases as follows: 1d10, 2d8, 3d8, 4d8, 6d8, 8d8, 12d8.

Special: This feat can be taken multiple times. Each time it is taken, it applies to a different natural attack.

Improved Sunder

You are skilled at damaging your foes' weapons and armor.

Prerequisite: Str 13, Power Attack, base attack bonus +1.

Benefit: You do not provoke an attack of opportunity when performing a sunder combat maneuver. In addition, you receive a +2 bonus on checks made to sunder an item. You also receive a +2 bonus to your Combat Maneuver Defense whenever an opponent tries to sunder your gear.

Normal: You provoke an attack of opportunity when performing a sunder combat maneuver.

Intimidating Prowess

Your physical might is intimidating to others.

Benefit: Add your Strength modifier to Intimidate skill checks in addition to your Charisma modifier.

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.

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.

Martial Weapon Proficiency

Choose a type of martial weapon. You understand how to use that type of martial weapon in combat.



Benefit: You make attack rolls with the selected weapon normally (without the non-proficient penalty).

Normal: When using a weapon with which you are not proficient, you take a -4 penalty on attack rolls.

Special: Barbarians, fighters, paladins, and rangers are proficient with all martial weapons. They need not select this feat.

You can gain Martial Weapon Proficiency multiple times. Each time you take the feat, it applies to a new type of weapon.

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.

Nature Sense

A druid gains a +2 bonus on Knowledge (nature) and Survival checks.

Plant Traits (Ex)

Plants are immune to all mind-affecting effects (charms, compulsions, morale effects, patterns, and phantasms), paralysis, poison, polymorph, sleep, and stun.

Point Blank Shot

You are especially accurate when making ranged attacks against close targets.

Benefit: You get a +1 bonus on attack and damage rolls with ranged weapons at ranges of up to 30 feet.

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.

Pounce (Ex)



When a creature with this special attack makes a charge, it can make a full attack (including rake attacks if the creature also has the rake ability).

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.

Precise Shot (Combat)

You are adept at firing ranged attacks into melee.

Prerequisite: Point-Blank Shot.

Benefit: You can shoot or throw ranged weapons at an opponent engaged in melee without taking the standard –4 penalty on your attack roll.

Note: Two characters are engaged in melee if they are enemies of each other and either threatens the other.

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.

Rage (Ex)

A barbarian can call upon inner reserves of strength and ferocity, granting her additional combat prowess. Starting at 1st level, a barbarian can rage for a number of rounds per day equal to 4 + her Constitution modifier. At each level after 1st, she can rage for 2 additional rounds. Temporary increases to Constitution, such as those gained from rage and spells like bear's endurance, do not increase the total number of rounds that a barbarian can rage per day. A barbarian can enter rage as a free action. The total number of rounds of rage

per day is renewed after resting for 8 hours, although these hours do not need to be consecutive.

While in rage, a barbarian gains a +4 morale bonus to her Strength and Constitution, as well as a +2 morale bonus on Will saves. In addition, she takes a –2 penalty to Armor Class. The increase to Constitution grants the barbarian 2 hit points per Hit Dice, but these disappear when the rage ends and are not lost first like temporary hit points. While in rage, a barbarian cannot use any Charisma-, Dexterity-, or Intelligence-based skills (except Acrobatics, Fly, Intimidate, and Ride) or any ability that requires patience or concentration.

A barbarian can end her rage as a free action and is fatigued after rage for a number of rounds equal to 2 times the number of rounds spent in the rage. A barbarian cannot enter a new rage while fatigued or exhausted but can otherwise enter rage multiple times during a single encounter or combat. If a barbarian falls unconscious, her rage immediately ends, placing her in peril of death.

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.

Rapid Shot

You can make an additional ranged attack.

Prerequisites: Dex 13, Point-Blank Shot.

Benefit: When making a full-attack action with a ranged weapon, you can fire one additional time this round. All of your attack rolls take a –2 penalty when using Rapid Shot.

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.

Rend (Ex)



If it hits with two or more natural attacks in 1 round, a creature with the rend special attack can cause tremendous damage by latching onto the opponent's body and tearing flesh. This attack deals an additional amount of damage, but no more than once per round. The type of attacks that must hit and the additional damage are included in the creature's description. The additional damage is usually equal to the damage caused by one of the attacks plus 1-1/2 the creature's Strength bonus.

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.

Note: using scent to pinpoint a square a stealthed creature is in still means that you've got a 50% miss chance if you can't see it with your Perception check.

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.

Settlement Governments

This entry lists how the settlement is governed and ruled. The type of government a settlement follows affects its statistics, and these will already have been included in the settlement stat block.

Autocracy A single individual chosen by the people rules the community. This leader's actual title can vary—mayor, burgomaster, lord, or even royal titles like duke or prince are common. (No modifiers)

Colonial The settlement's ruler is a figure-head for a distant colonial power: a magistrate, governor, or minor landed

noble. He or she may have limited autonomy in running the colony, but ultimately answers to the colony's founding power. Colonies are typically seen as resources for their founding government, not having much political power or influence.

The colony's government is more concerned with making sure trade with and taxes paid to the homeland flow efficiently than the welfare of the colony's inhabitants.

Increase Corruption +2, Economy +1, Law +1.

Council A group of councilors, often composed of guild masters or members of the aristocracy, leads the settlement.

Increase Society +4; Decrease Law and Lore -2.

Dynasty Power is concentrated in the hands of a single family or a small group of closely related, inter-married families. These elites have ruled the settlement since its inception, and manipulated the power structure to ensure they remain in power.

Increase Corruption +1, Law +1. Decrease Society -2.

Overlord The community's ruler is a single individual who either seized control or inherited command of the settlement.

Increase Corruption and Law +2; Decrease Crime and Society -2.

Plutocracy The wealthiest and most influential merchants rule this settlement. Wealth is seen as a sign of good character, ethics and even divine favor. The poor have few, if any rights that the wealthy are bound to respect.

Increase Corruption +2, Crime +2, Economy +3. Decrease Society -2.

Utopian Experiment This idealistic settlement was founded upon lofty ideals. In theory at least, all members of the community have a voice in its government, and a settlement council meets to ensure the ideals of the community are followed.

Increase Society +2, Lore +1. Decrease Corruption -2, Crime -1.

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Cityscapes: New Settlement Options for the Pathfinder RPG. Copyright 2012, Otherverse Games, Author Chris A. Field

Settlement Modifiers

Life in a settlement is represented by six modifiers, each of which adjusts the use of specific skills within the city.

Corruption: Corruption measures how open a settlement's officials are to bribes, how honest its citizens are, and how likely anyone in town is to report a crime. Low corruption indicates a high level of civic honesty. A settlement's corruption modifies all Bluff checks made against city officials or guards and all Stealth checks made outside (but not inside buildings or underground).

Crime: Crime is a measure of a settlement's lawlessness. A settlement with a low crime modifier is relatively safe, with violent crimes being rare or even unknown, while a settlement with a high crime modifier is likely to have a powerful thieves' guild and a significant problem with violence. The atmosphere generated by a settlement's crime level applies as a modifier on Sense Motive checks to avoid being bluffed and to Sleight of Hand checks made to pick pockets.

Danger: A settlement's danger value is a number that gives a general idea of how dangerous it is to live in the settlement. If you use wandering monster chart that uses percentile dice and ranks its encounters from lowest Cr to highest CR, use the modifier associated with the settlement's danger value to adjust rolls on the encounter chart.



Economy: A settlement's economy modifier indicates the health of its trade and the wealth of its successful citizens. A low economy modifier doesn't automatically mean the town is beset with poverty—it could merely indicate a town with little trade or one that is relatively self-sufficient. Towns with high economy modifiers always have large markets and many shops. A settlement's economy helps its citizens make money, and thus it applies as a modifier on all Craft, Perform, and Profession checks made to generate income.

Law: Law measures how strict a settlement's laws and edicts are. A settlement with a low law modifier isn't necessarily crime-ridden—in fact, a low law modifier usually indicates that the town simply has little need for protection since crime is so rare. A high law modifier means the settlement's guards are particularly alert, vigilant, and well-organized. The more lawful a town is, the more timidly its citizens tend to respond to shows of force. A settlement's law modifier applies on Intimidate checks made to force an opponent to act friendly, Diplomacy checks against government officials, or Diplomacy checks made to call on the city guard (see sidebar).

Lore: A settlement's lore modifier measures not only how willing the citizens are to chat and talk with visitors, but also how available and accessible its libraries and sages are. A low lore modifier doesn't mean the settlement's citizens are idiots, just that they're close-mouthed or simply lack knowledge resources. A settlement's lore modifier applies on Diplomacy checks made to gather information and Knowledge checks made using the city's resources to do research when using a library.

Society: Society measures how open-minded and civilized a settlement's citizens are. A low society modifier might mean many of the citizens harbor prejudices or are overly suspicious of out-of-towners. A high society modifier means that citizens are used to diversity and unusual visitors and that they respond better to well-spoken attempts at conversation. A settlement's society modifier applies on all Disguise checks, as well as on Diplomacy checks made to alter the attitude of any non-government official.

Settlement Qualities

Settlements often have unusual qualities that make them unique. Note that increases to Settlement Modifiers will already be reflected in the Settlement Stat Block.

Academic The settlement possesses a school, training facility, or university of great renown. (Lore +1, increase spellcasting by 1 level)

Artist's Colony The settlement is renowned for the excellence of its local artists, performers and craftsfolk.

Increase Economy +1, Society +1. Add the settlement's Economy modifier on all Craft checks, not just those made to earn a living.

Decadent The settlement's vast wealth and proud, ancient heritage has made it a haven for corruption and sin.

Special Restriction Evil communities only

Increase Corruption +1, Crime +1, Economy +1, Society +1, Danger +10. Increase Base Purchase Limit by +25%.

Defensible The settlement is strategically situated to make it easier to defend, giving its inhabitants confidence and making the settlement a major local trade hub.

Increase Corruption +1, Crime +1, Economy +2. Decrease Society -1.

Financial Center This settlement is home to powerful banks, mints, trading houses, currency exchanges and other powerful financial and mercantile organizations.

Special Restriction Non-chaotic communities only.

Increase Economy +2, Law +1. Increase Base Value and Purchase Limit by +40%.

Free City The city's libertarian laws make it a haven for fugitives and outcasts of all kinds, from runaway children, serfs who escaped their lord's lands, criminals and escaped slaves alike. Foreign adventurers and bounty hunters cannot arrest or capture fugitives within the settlement's borders.

Special Restriction Chaotic communities only

Increase Crime +2, Danger +5. Decrease Law -2.

Gambling The settlement caters to vice and greed.

Casinos, gaming houses, opium dens and bordellos are all common here, and serve as the town's major industry.

Increase Crime +2, Corruption +2, Economy +2, Law -1. Add +10% to the settlement's Purchase Limit.

Good Roads The settlement has an extensive road network. These roads are well-maintained and allow for quick movement of troops and merchandise.

Increase Economy +2.

Guilds A variety of trade and mercantile guilds control the town's industry and trade. These guilds are highly specialized (a printer's guild, an eggler's guild, a swordsmith's guild, a diamond cutter's guild, etc), and usually semi-hereditary, with children following their parents into the guild.

Increase Corruption +1, Economy +1. Decrease Lore -1.

Majestic The settlement is known for its dramatic, sweeping architecture, monumental statuary and is built to a scale alien to most Medium size humanoids. Perhaps the settlement was once a domain of giants, or simply a human metropolis hewn to an epic scale for the sake of grandeur.

Increase spellcasting by +1 level. Add +1d8 to the number of the most expensive category of magic items the settlement offers for sale, as determined by its size.

Notorious The settlement has a reputation (deserved or not) for being a den of iniquity. Thieves, rogues, and cutthroats are much more common here.

Increase Crime +1 and Danger +10; Decrease Law -1; Increase Base Value by 30% and Purchase Limit by 50%

Planned Community The community's design was determined in advance, every detail planned out before the first keystone was laid. Streets are wide, straight and laid out on an orderly grid, neighborhoods and districts are segregated by purpose, as are the living quarters of the city's inhabitants.

Special Restriction Lawful communities only

Decrease Crime -1, Society -1. Increase Economy +1.

Population Surge This settlement is home to a greater than usual percentage of children, making it energetic and lively.

Increase Crime +1, Society +2.

Prosperous The settlement is a popular hub for trade. Merchants are wealthy and the citizens live well.

Increase Economy +1; Increase Base Value by 30%; Increase Purchase Limit by 50%.



Racial Enclave The settlement is dominated by a single race: a pleasant halfling farming community, an elven capitol, a collection of half-orc yurts on the open plains, ect.

Decrease Society -1.

Members of one or more races, chosen when the settlement is founded, is especially welcome in the tight-knit and homogeneous settlement. Members of this race can purchase goods and services in the settlement at a 25% discount.

Religious Tolerance The settlement is known for its widespread religious tolerance, and many faiths have temples, cathedrals or monasteries here. Religious debates in the public square are common.

Increase Lore +1, Society +1. Increase divine spellcasting by +2 levels.

Rumormongering Citizens The settlement's citizens are nosy and gossipy to a fault—very little happens in the settlement that no one knows about.

Increase Lore +1; Decrease Society -1.

Rural The settlement, no matter its size, has never lost its sleepy, small-town atmosphere. The settlement sprawls across a wide, mostly open area, and despite the distances between homes and buildings, neighbors look out for one another.

Decrease Economy -1, Crime -1, Danger -5.

Strategic Location The settlement sits at an important crossroads or alongside a deepwater port, or it serves as a barrier to a pass or bridge. (Economy +1; increase base value by 10%)

Superstitious The community has a deep and abiding fear of magic and the unexplained, but this fear has caused its citizens to become more supportive and loyal to each other and their settlement.

Increase Law and Society +2; Decrease Crime -4; reduce spellcasting by 2 levels.

Trading Post The settlement's primary purpose is trade. Merchants and buyers from all over the world can be found within the settlement.

Double the Purchase Limit for the settlement.

Well Educated The settlement's inhabitants are incredibly well educated and known for their sharp wits.

Increase Lore +1, Society +1.

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 (Paladin) (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.

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.

Spell Resistance (SR)

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.

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).

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.

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.

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.

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.

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.

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.

Web (Ex)

Creatures with the web ability can use webs to support themselves and up to one additional creature of the same size. In addition, such creatures can throw a web up to eight times per day. This is similar to an attack with a net but has a maximum range of 50 feet, with a range increment of 10 feet, and is effective against targets up to one size category larger than the web spinner. An entangled creature can escape with a successful Escape Artist check or burst the web with a Strength check. Both are standard actions with a DC equal to $10 + \frac{1}{2} \text{ creature's HD} + \text{creature's Con modifier}$. Attempts to burst a web by those caught in it suffer a -4 penalty.

Web spinners can create sheets of sticky webbing up to three times their size. They usually position these sheets to snare flying creatures but can also try to trap prey on the ground. Approaching creatures must succeed on a DC 20 Perception check to notice a web; otherwise they stumble into it and become trapped as though by a successful web attack. Attempts to escape or burst the webbing gain a $+5$ bonus if the trapped creature has something to walk on or grab while pulling free. Each 5-foot-square section of web has a number of hit points equal to the Hit Dice of the creature that created it and DR 5/-.

A creature can move across its own web at its climb speed and can pinpoint the location of any creature touching its web.

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.

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.

Banshee Blast

School necromancy [death, fear, mind-affecting, sonic]

Level sorcerer/wizard 6, witch 6

Casting Time 1 standard action

Components V, S

Range 30 ft.

Area cone-shaped burst

Duration instantaneous and 1 round/level (see text)

Saving Throw Reflex half and Will negates (see text)

Spell Resistance yes

You create a cone of spectral energy resembling screaming elven ghosts that deals 1d4 points of damage per caster level (maximum 15d4); a successful Reflex save halves this damage. Any creature that fails its Reflex save must succeed at a Will save or become panicked for 1 round/level.

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.

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.

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.

Calm Emotions

School enchantment (compulsion) [mind-affecting];

Level bard 2, cleric 2

Casting Time 1 standard action

Components V, S, DF

Range medium (100 ft. + 10 ft./level)

Area creatures in a 20-ft.-radius spread

Duration concentration, up to 1 round/level (D)

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

This spell calms agitated creatures. You have no control over the affected creatures, but calm emotions can stop raging creatures from fighting or joyous ones from reveling. Creatures so affected cannot take violent actions (although they can defend themselves) or do anything destructive. Any aggressive action against or damage dealt to a calmed creature immediately breaks the spell on all calmed creatures.

This spell automatically suppresses (but does not dispel) any morale bonuses granted by spells such as bless, good hope, and rage, and also negates a bard's ability to inspire courage or a barbarian's rage ability. It also suppresses any fear effects and removes the confused condition from all targets. While the spell lasts, a suppressed spell, condition, or effect has no effect. When the calm emotions spell ends, the original spell or effect takes hold of the creature again, provided that its duration has not expired in the meantime.

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.

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.

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).

Death Knell

School necromancy [death, evil]; **Level** antipaladin 1, cleric/oracle 2, inquisitor 2, witch 2; Domain death 2

Casting Time 1 standard action

Components V, S

Range touch

Target living creature touched

Duration instantaneous/10 minutes per HD of subject; see text

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

You draw forth the ebbing life force of a creature and use it to fuel your own power. Upon casting this spell, you touch a living creature that has -1 or fewer hit points. If the subject fails its saving throw, it dies, and you gain 1d8 temporary hit points and a +2 enhancement bonus to Strength. Additionally, your effective caster level goes up by +1, improving spell effects dependent on caster level. This increase in effective caster level does not grant you access to more spells. These effects last for 10 minutes per HD of the subject creature.

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.

Deep Slumber

School enchantment (compulsion) [mind-affecting]

Level bard 3, sorcerer/wizard 3

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

This spell functions like sleep, except that it affects 10 HD of targets.

Delay Poison

School conjuration (healing)

Level bard 2, cleric 2, druid 2, paladin 2, ranger 1

Casting Time 1 standard action

Components V, S, DF

Range touch

Target creature touched

Duration 1 hour/level

Saving Throw Fortitude negates (harmless)

Spell Resistance yes (harmless)

The subject becomes temporarily immune to poison. Any poison in its system or any poison to which it is exposed during the spell's duration does not affect the subject until the spell's duration has expired. Delay poison does not cure any damage that poison may have already done.

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 n t	M o d e r a t e	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	—	1	2	5	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
(HD)		or less	to 4	to 10	
Cleric or paladin of an aligned deity ² (class levels)	—	1	2 to 4	5 to 10	11 or higher
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 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.

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)

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.

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.

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.

Effortless Armor

School transmutation

Level cleric 2, inquisitor 2, magus 2, paladin 2, ranger 2

Casting Time 1 standard action

Components V, S

Range personal

Target you

Duration 1 minute/level

Armor you wear no longer reduces your speed. You also reduce the armor's armor check penalty by 1 + 1 per five caster levels (maximum 5).

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.

Faerie Fire

School evocation [light]; **Level** druid 1

Casting Time 1 standard action

Components V, S, DF

Range long (400 ft. + 40 ft./level)

Area creatures and objects within a 5-ft.-radius burst

Duration 1 min./level (D)

Saving Throw none; **Spell Resistance** yes

A pale glow surrounds and outlines the subjects. Outlined subjects shed light as candles. Creatures outlined by faerie fire take a –20 penalty on all Stealth checks. Outlined creatures do not benefit from the concealment normally provided by darkness (though a 2nd-level or higher magical darkness effect functions normally), blur, displacement, invisibility, or similar effects. The light is too dim to have any special effect on undead or dark-dwelling creatures vulnerable to light. The faerie fire can be blue, green, or violet, according to your



choice at the time of casting. The faerie fire does not cause any harm to the objects or creatures thus outlined.

Feather Fall

School transmutation; **Level** bard 1, bloodrager 1, magus 1, sorcerer/wizard 1, summoner 1; **Domain** feather 1
Casting Time 1 immediate action
Components V
Range close (25 ft. + 5 ft./2 levels)
Targets one Medium or smaller free-falling object or creature/level, no two of which may be more than 20 ft. apart
Duration until landing or 1 round/level
Saving Throw Will negates (harmless) or Will negates (object);
Spell Resistance yes (object)

The affected creatures or objects fall slowly. Feather fall instantly changes the rate at which the targets fall to a mere 60 feet per round (equivalent to the end of a fall from a few feet), and the subjects take no damage upon landing while the spell is in effect. When the spell duration expires, a normal rate of falling resumes.

The spell affects one or more Medium or smaller creatures (including gear and carried objects up to each creature's maximum load) or objects, or the equivalent in larger creatures: a Large creature or object counts as two Medium creatures or objects, a Huge creature or object counts as four Medium creatures or objects, and so forth.

This spell has no special effect on ranged weapons unless they are falling quite a distance. If the spell is cast on a falling item, the object does half normal damage based on its weight, with no bonus for the height of the drop.

Feather fall works only upon free-falling objects. It does not affect a sword blow or a charging or flying creature.

Guidance

School divination; **Level** cleric 0, druid 0
Casting Time 1 standard action
Components V, S
Range touch
Target creature touched
Duration 1 minute or until discharged
Saving Throw Will negates (harmless);
Spell Resistance yes

This spell imbues the subject with a touch of divine guidance. The creature gets a +1 competence bonus on a single attack roll, saving throw, or skill check. It must choose to use the bonus before making the roll to which it applies.

Ice Armor

School transmutation [cold, water]
Level cleric/oracle 1, druid 1
Casting Time 1 minute
Components V, S, F (5 gallons of water)
Range 0 ft.; see text
Effect a suit of armor made of ice
Duration 1 hour/level or until destroyed
Saving Throw none; **Spell Resistance** no

You create a suit of armor made of ice. While cold to the touch, it does not harm the wearer, especially if worn over normal clothing (though it can hasten the effects of exposure in cold environments). It offers the same protection as a breastplate, except it has hardness 0 and 30 hit points. If the intended wearer is immersed in water when you cast this spell, you may form the armor around the wearer (who may be you); otherwise the wearer must don the armor normally. Attacks against the wearer that create heat or fire degrade the armor, reducing its armor bonus by 1 for every 5 points of fire damage the wearer takes; when the armor's bonus to AC reaches 0, the armor is destroyed and the spell ends. Because the ice is slightly buoyant, the wearer gains a +2 circumstance bonus on Swim checks, except when swimming downward. Druids can wear ice armor without penalty.

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).

Knight's Calling

School enchantment (compulsion) [mind-affecting]

Level paladin 1

Casting Time 1 standard action

Components V, DF

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

Targets one creature

Duration 1 round

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

You compel an enemy to come and fight you. On its turn, the target moves its speed toward you, avoiding any other dangers along its path (including any movement that would provoke attacks of opportunity). The target may do nothing but move on its turn. If the target ends its move adjacent to you, you can make an attack of opportunity against the target.

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.

Magic Vestment

School transmutation; **Level** cleric/oracle 3, inquisitor 3, shaman 3; Domain nobility 3, strength 3, war 3

Casting Time 1 standard action

Components V, S, DF

Range touch

Target armor or shield touched

Duration 1 hour/level

Saving Throw Will negates (harmless, object)

Spell Resistance yes (harmless, object)

You imbue a suit of armor or a shield with an enhancement bonus of +1 per four caster levels (maximum +5 at 20th level). An outfit of regular clothing counts as armor that grants no AC bonus for the purpose of this spell.

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.

Neutralise Poison

School conjuration (healing); **Level** alchemist 4, bard 4, cleric/oracle 4, druid 3, inquisitor 4, paladin 4, ranger 3, witch 4; Domain restoration 4

Casting Time 1 standard action

Components V, S, M/DF (charcoal)

Range touch

Target creature or object of up to 1 cu. ft./level touched

Duration instantaneous or 10 min./level; see text

Saving Throw Will negates (harmless, object)

Spell Resistance yes (harmless, object)

You detoxify any sort of venom in the creature or object touched. If the target is a creature, you must make a caster level check (1d20 + caster level) against the DC of each poison affecting the target. Success means that the poison is neutralized. A cured creature suffers no additional effects from the poison, and any temporary effects are ended, but the spell does not reverse instantaneous effects, such as hit point damage, temporary ability damage, or effects that don't go away on their own.

This spell can instead neutralize the poison in a poisonous creature or object for 10 minutes per level, at the caster's option. If cast on a creature, the creature receives a Will save to negate the effect.

Produce Flame

School evocation [fire]; **Level** druid 1

Casting Time 1 standard action

Components V, S

Range 0 ft.

Effect flame in your palm

Duration 1 min./level (D)

Saving Throw none; **Spell Resistance** yes

Flames as bright as a torch appear in your open hand. The flames harm neither you nor your equipment.

In addition to providing illumination, the flames can be hurled or used to touch enemies. You can strike an opponent with a melee touch attack, dealing fire damage equal to 1d6 + 1 point per caster level (maximum +5). Alternatively, you can hurl the flames up to 120 feet as a thrown weapon. When doing so, you attack with a ranged touch attack (with no range penalty) and deal the same damage as with the melee attack. No sooner do you hurl the flames than a new set appears in your hand. Each attack you make reduces the remaining duration by 1 minute. If an attack reduces the remaining duration to 0 minutes or less, the spell ends after the attack resolves.

This spell does not function underwater.

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.

Remove Disease

School conjuration (healing)
Level cleric 3, druid 3, ranger 3
Casting Time 1 standard action
Components V, S
Range touch
Target creature touched
Duration instantaneous
Saving Throw Fortitude negates (harmless)
Spell Resistance yes (harmless)
Remove disease can cure all diseases from which the subject is suffering. You must make a caster level check (1d20 + caster level) against the DC of each disease affecting the target. Success means that the disease is cured. The spell also kills some hazards and parasites, including green slime and others. Since the spell's duration is instantaneous, it does not prevent reinfection after a new exposure to the same disease at a later date.

Remove Fear

School abjuration; **Level** bard 1, cleric 1
Casting Time 1 standard action
Components V, S
Range close (25 ft. + 5 ft./2 levels)
Targets one creature plus one additional creature per four levels, no two of which can be more than 30 ft. apart
Duration 10 minutes; see text
Saving Throw Will negates (harmless);
Spell Resistance yes (harmless)
You instill courage in the subject, granting it a +4 morale bonus against fear effects for 10 minutes. If the subject is under the influence of a fear effect when receiving the spell, that effect is suppressed for the duration of the spell. Remove fear counters and dispels cause fear.

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.

Searing Light

School evocation; **Level** cleric/oracle 3, inquisitor 3; Domain glory 3, sun 3
Casting Time 1 standard action
Components V, S
Range medium (100 ft. + 10 ft./level)
Effect ray
Duration instantaneous
Saving Throw none; **Spell Resistance** yes
Focusing divine power like a ray of the sun, you project a blast of light from your open palm. You must succeed on a ranged touch attack to strike your target.
A creature struck by this ray of light takes 1d8 points of damage per two caster levels (maximum 5d8).
An undead creature takes 1d6 points of damage per caster level (maximum 10d6), and an undead creature particularly vulnerable to bright light takes 1d8 points of damage per caster level (maximum 10d8).
A construct or inanimate object takes only 1d6 points of damage per two caster levels (maximum 5d6).

Shield Companion

School abjuration; **Level** antipaladin 1, druid 1, paladin 1, ranger 1, sorcerer/wizard 1, witch 1
Target your animal companion, familiar, or fiendish servant
This spell functions as shield other but affects only the caster's animal companion or familiar. Spellcasters from classes that do not normally gain an animal companion, familiar, or fiendish servant but who gain one through an alternate class



feature, archetype, or prestige class can prepare and cast this spell as a 1st-level spell if they are capable of casting spells.

Shield of Faith

School abjuration; **Level** cleric 1

Casting Time 1 standard action

Components V, S, M (parchment with a holy text written on it)

Range touch

Target creature touched

Duration 1 min./level

Saving Throw Will negates (harmless)

Spell Resistance yes (harmless)

This spell creates a shimmering, magical field around the target that averts and deflects attacks. The spell grants the subject a +2 deflection bonus to AC, with an additional +1 to the bonus for every six levels you have (maximum +5 deflection bonus at 18th level).

Shield Other

School abjuration; **Level** cleric/oracle 2, inquisitor 2, paladin 2; Domain community 2, protection 2; Subdomain friendship 2, martyr 2

Casting Time 1 standard action

Components V, S, F (a pair of platinum rings worth 50 gp worn by both you and the target)

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

Target one creature

Duration 1 hour/level (D)

Saving Throw Will negates (harmless)

Spell Resistance yes (harmless)

This spell wards the subject and creates a mystic connection between you and the subject so that some of its wounds are transferred to you. The subject gains a +1 deflection bonus to AC and a +1 resistance bonus on saves. Additionally, the subject takes only half damage from all wounds and attacks (including those dealt by special abilities) that deal hit point damage. The amount of damage not taken by the warded creature is taken by you. Forms of harm that do not involve hit points, such as charm effects, temporary ability damage, level draining, and death effects, are not affected. If the subject suffers a reduction of hit points from a lowered Constitution score, the reduction is not split with you because it is not hit point damage. When the spell ends, subsequent damage is no longer divided between the subject and you, but damage already split is not reassigned to the subject.

If you and the subject of the spell move out of range of each other, the spell ends.

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. Awakenng a creature is a standard action (an application of the aid another action). Sleep does not target unconscious creatures, constructs, or undead creatures.

Speak With Dead

School necromancy [language-dependent]

Level cleric/oracle 3, inquisitor 3, witch 3; Domain knowledge 3, repose 3

Casting Time 10 minutes

Components V, S, DF

Range 10 ft.

Target one dead creature

Duration 1 min./level

Saving Throw Will negates; see text

Spell Resistance no

You grant the semblance of life to a corpse, allowing it to answer questions. You may ask one question per two caster levels. The corpse's knowledge is limited to what it knew during life, including the languages it spoke. Answers are brief, cryptic, or repetitive, especially if the creature would have opposed you in life.

If the dead creature's alignment was different from yours, the corpse gets a Will save to resist the spell as if it were alive. If successful, the corpse can refuse to answer your questions or attempt to deceive you, using Bluff. The soul can only speak about what it knew in life. It cannot answer any questions that pertain to events that occurred after its death.

If the corpse has been subject to speak with dead within the past week, the new spell fails. You can cast this spell on a corpse that has been deceased for any amount of time, but the body must be mostly intact to be able to respond. A damaged corpse may be able to give partial answers or partially correct answers, but it must at least have a mouth in order to speak at all. This spell does not affect a corpse that has been turned into an undead creature.

Spider Climb

School transmutation; **Level** alchemist 2, bloodrager 2, druid 2, magus 2, sorcerer/wizard 2, summoner 2

Casting Time 1 standard action

Components V, S, M (a live spider)

Range touch

Target creature touched

Duration 10 min./level

Saving Throw Will negates (harmless)

Spell Resistance yes (harmless)

The subject can climb and travel on vertical surfaces or even traverse ceilings as well as a spider does. The affected creature must have its hands free to climb in this manner. The subject gains a climb speed of 20 feet and a +8 racial bonus on Climb skill checks; furthermore, it need not make Climb checks to traverse a vertical or horizontal surface (even upside down). A spider climbing creature retains its Dexterity bonus



to Armor Class (if any) while climbing, and opponents get no special bonus to their attacks against it. It cannot, however, use the run action while climbing.

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.

Stoneskin

School abjuration

Level alchemist 4, bloodrager 4, druid 5, inquisitor 4, magus 4, shaman 5, sorcerer/wizard 4, summoner 3, unchained summoner 4; Domain earth 6, strength 6; bloodline abyssal 4; elemental school earth 4, metal 4

Casting Time 1 standard action

Components V, S, M (granite and diamond dust worth 250 gp)

Range touch

Target creature touched

Duration 10 min./level or until discharged

Saving Throw Will negates (harmless)

Spell Resistance yes (harmless)

The warded creature gains resistance to blows, cuts, stabs, and slashes. The subject gains DR 10/adamantine. It ignores the first 10 points of damage each time it takes damage from a weapon, though an adamantite weapon bypasses the reduction. Once the spell has prevented a total of 10 points of damage per caster level (maximum 150 points), it is discharged.

Stone to Flesh

School transmutation; **Level** magus 6, shaman 6, sorcerer/wizard 6, witch 6; Elemental School earth 6

Casting Time 1 standard action

Components V, S, M (a drop of blood mixed with earth)

Range medium (100 ft. + 10 ft./level)

Target one petrified creature or a cylinder of stone from 1 ft. to 3 ft. in diameter and up to 10 ft. long

Duration instantaneous

Saving Throw Fortitude negates (object); see text

Spell Resistance yes

This spell restores a petrified creature to its normal state, restoring life and goods. The creature must make a DC 15 Fortitude save to survive the process. Any petrified creature, regardless of size, can be restored. The spell also can convert a mass of stone into a fleshy substance. Such flesh is inert and lacking a vital life force unless a life force or magical energy is

available. For example, this spell would turn an animated stone statue into an animated flesh statue, but an ordinary statue would become a mass of inert flesh in the shape of the statue. You can affect an object that fits within a cylinder from 1 foot to 3 feet in diameter and up to 10 feet long or a cylinder of up to those dimensions in a larger mass of stone.

Strong Jaw

School transmutation; **Level** druid 4, ranger 3

Casting Time 1 standard action

Components V, S

Range touch

Targets creature touched

Duration 1 minute/level

Saving Throw Fortitude negates (harmless)

Spell Resistance yes (harmless)

Laying a hand upon an allied creature's jaw, claws, tentacles, or other natural weapons, you enhance the power of that creature's natural attacks. Each natural attack that creature makes deals damage as if the creature were two sizes larger than it actually is. If the creature is already Gargantuan or Colossal-sized, double the amount of damage dealt by each of its natural attacks instead. This spell does not actually change the creature's size; all of its statistics except the amount of damage dealt by its natural attacks remain unchanged.

Undetectable Alignment

School abjuration; **Level** alchemist 2, antipaladin 2, bard 1, cleric/oracle 2, inquisitor 2, paladin 2

Casting Time 1 standard action

Components V, S

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

Target one creature or object

Duration 24 hours

Saving Throw Will negates (object)

Spell Resistance yes (object)

An undetectable alignment spell conceals the alignment of an object or a creature from all forms of divination.

Vestment of the Champion

School abjuration; **Level** antipaladin 2, paladin 2

Casting Time 1 standard action

Component V, S

Range touch

Target armor or shield touched

Duration 1 minute/level

Saving Throw none; **Spell Resistance** no

This functions as magic vestment, except it only affects armor or a shield you are wearing or carrying. If the armor or shield is worn or carried by anyone other than you, the spell has no effect, but resumes its effect when you are wearing or carrying it again.

Wrath

School enchantment (compulsion) [mind-affecting]

Level inquisitor 1



Casting Time 1 standard action

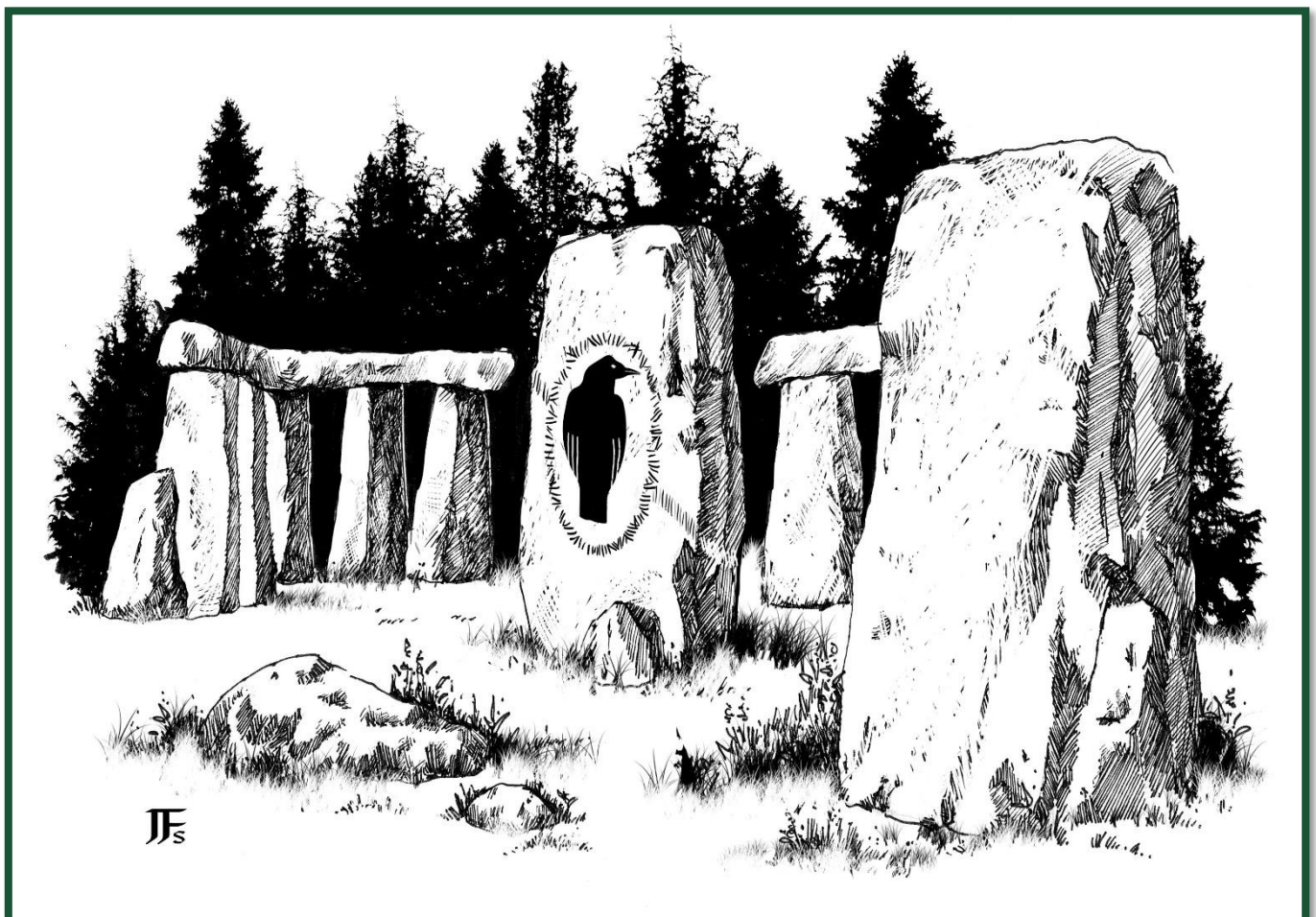
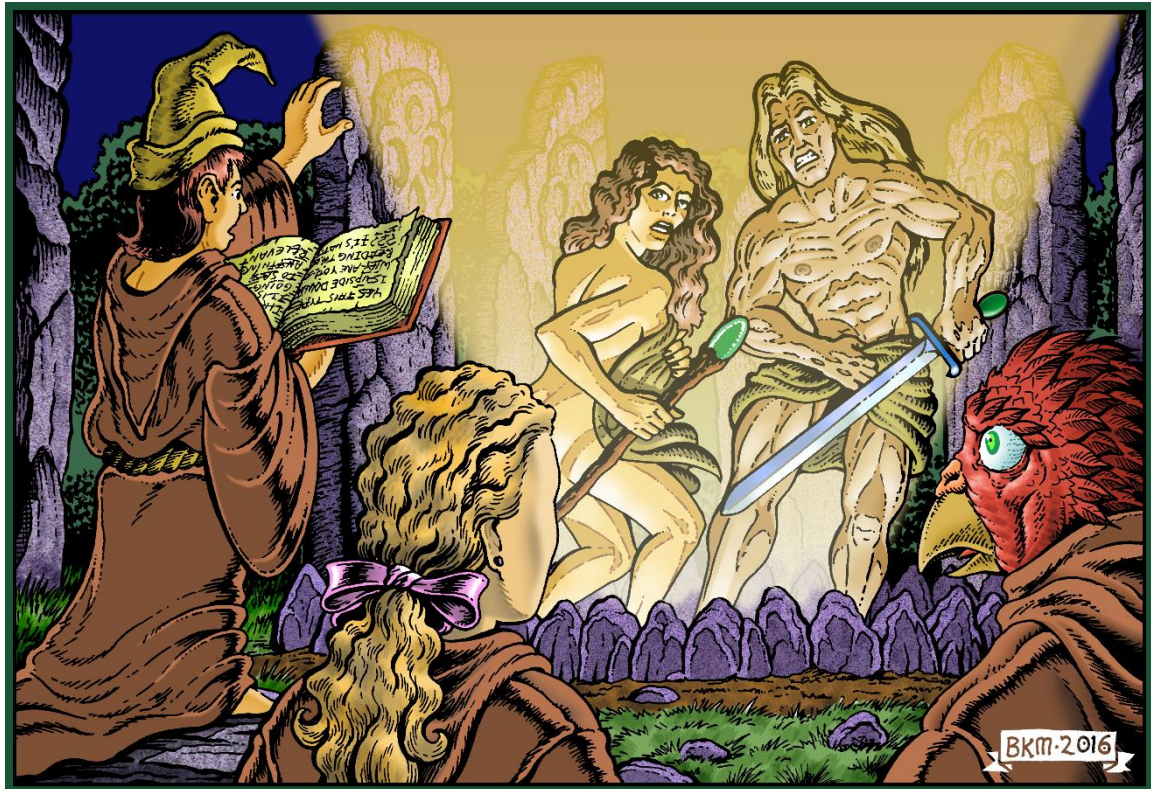
Components V, S, M (a thorny vine)

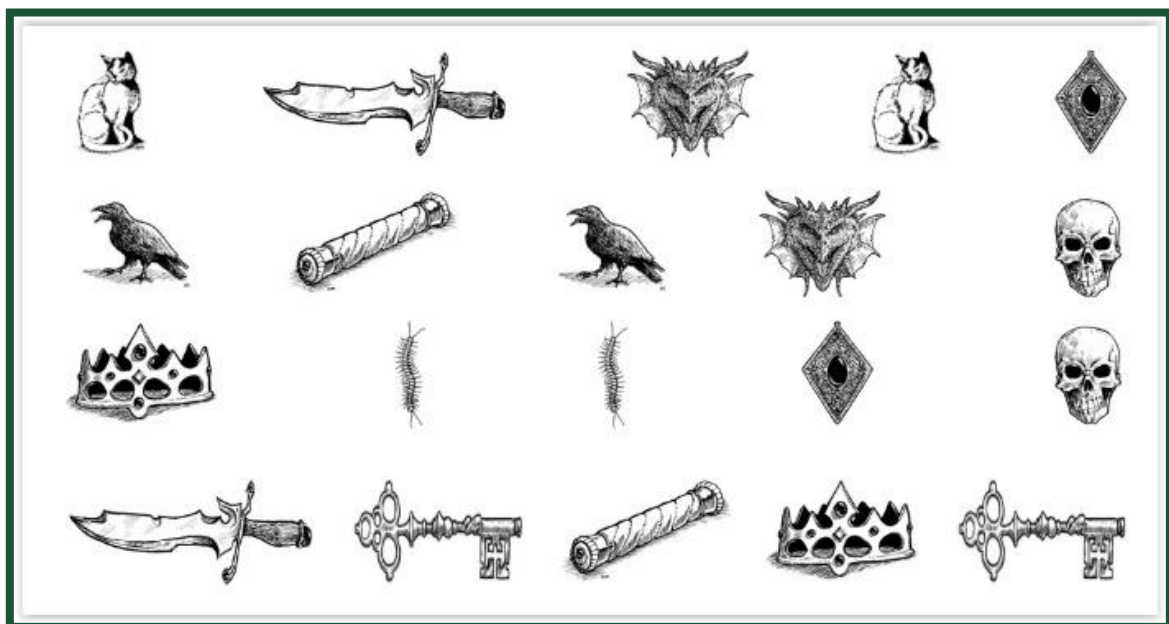
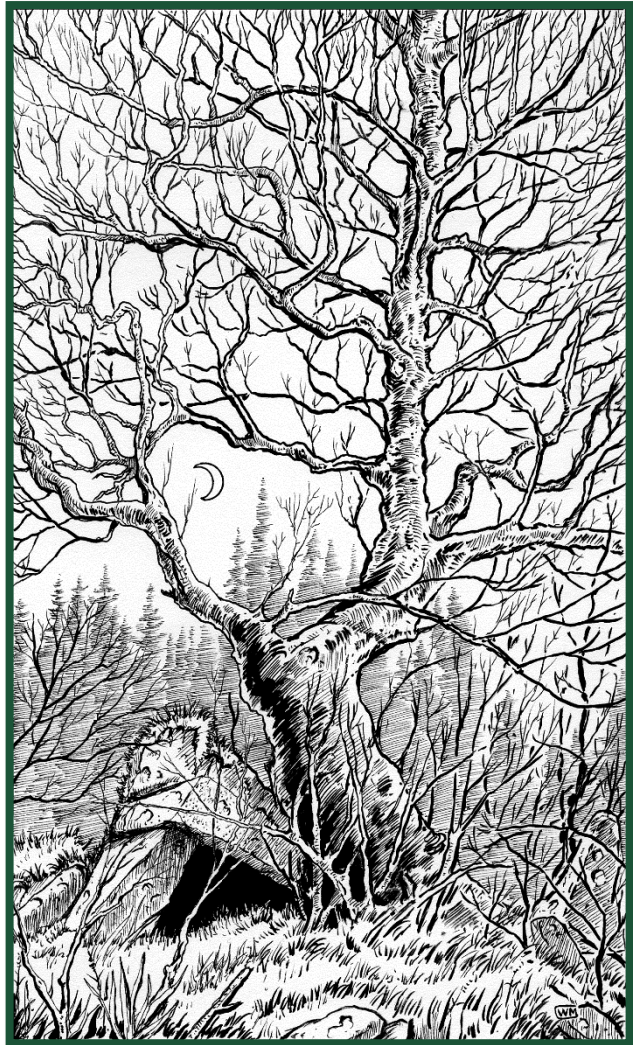
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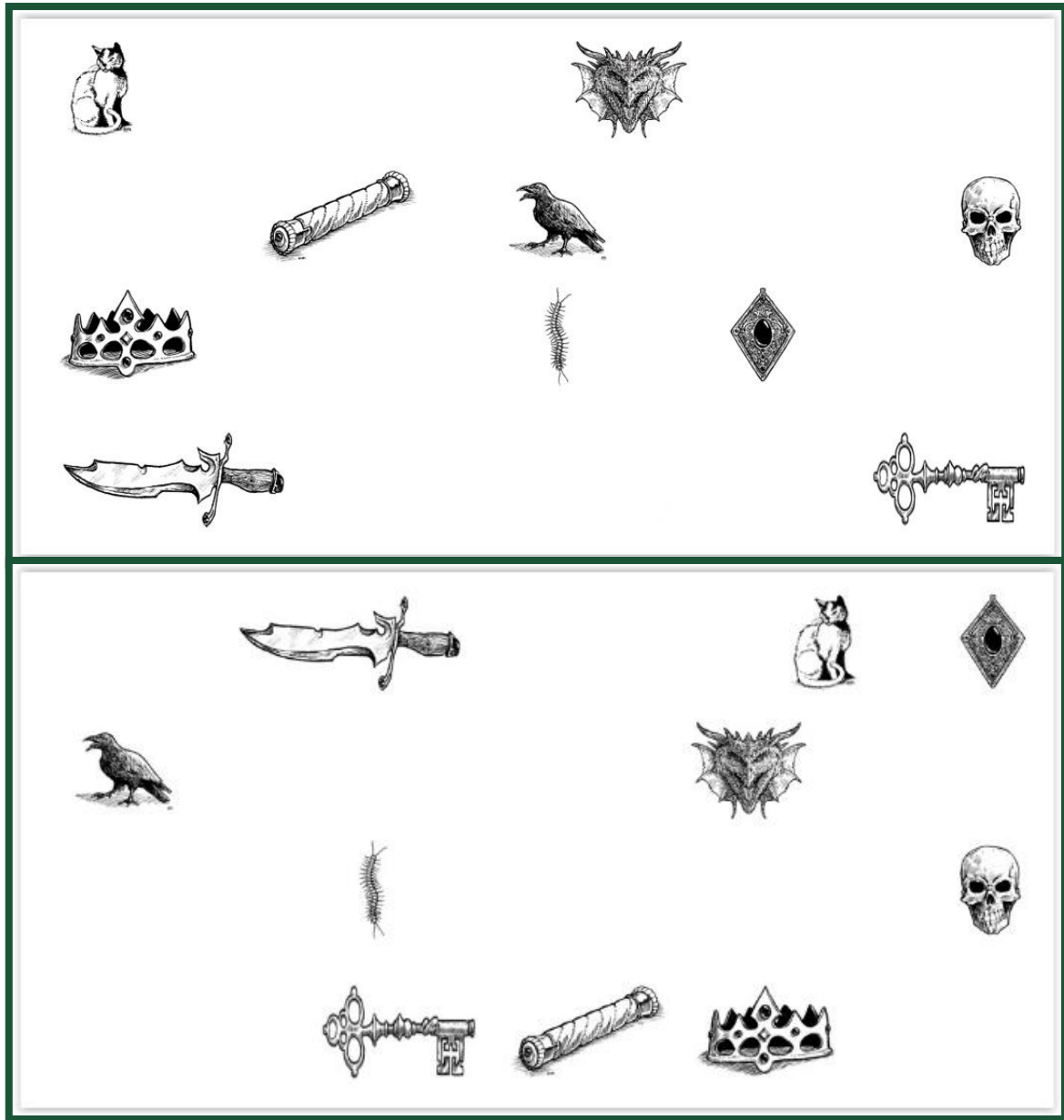
Target you

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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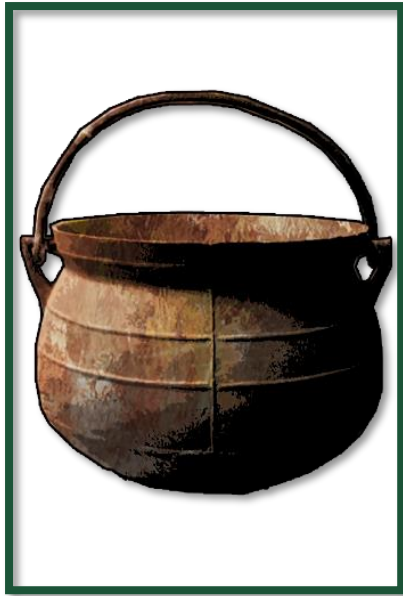
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