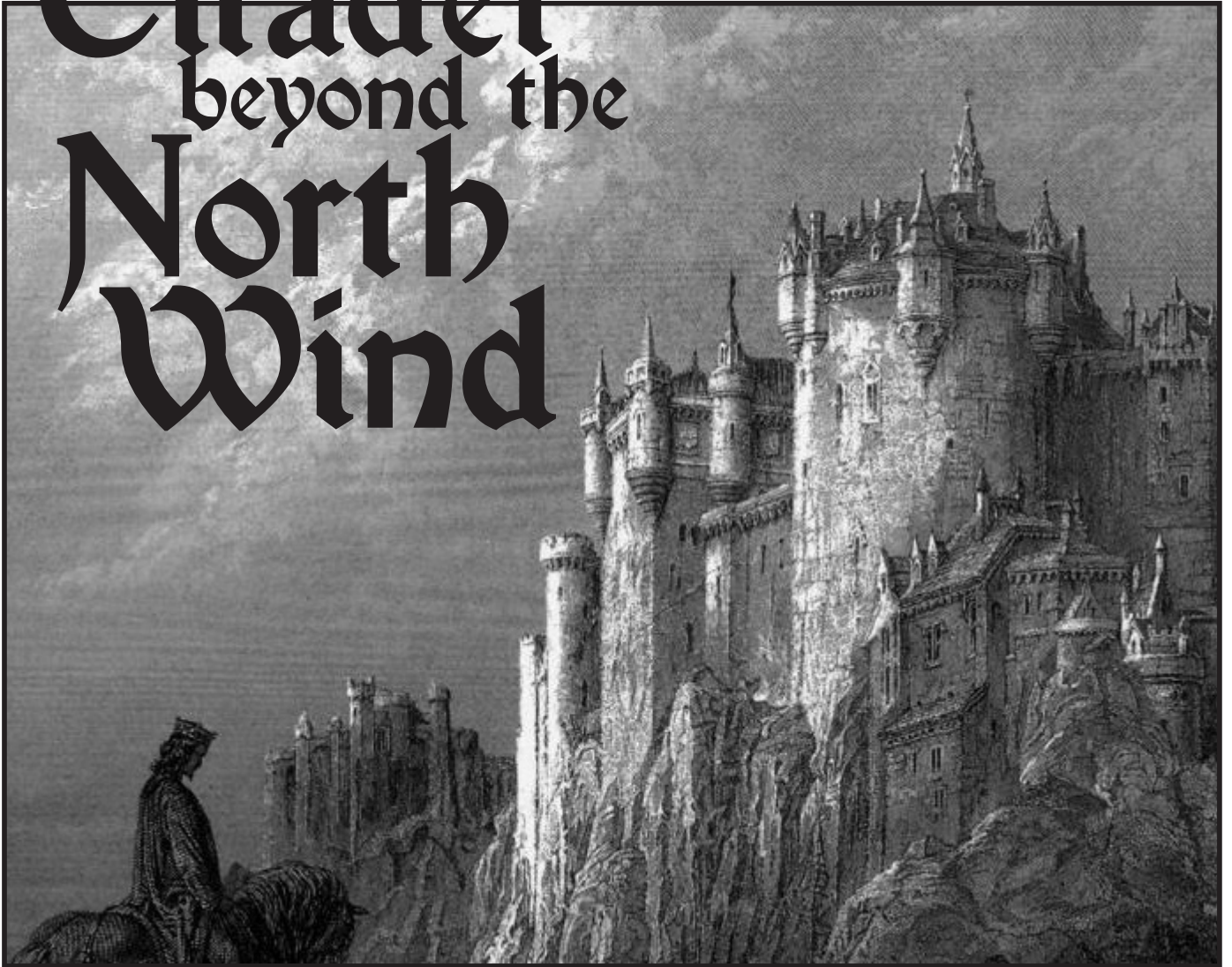


The Citadel beyond the North Wind



There is a land far to the north, past the black hills of Lamu and beyond the frozen moors of Tharag Thule; a dreary land of mist and thunder, where the white people of Yg have dwelt since ancient times. The free men of Yg tremble when fools dare to utter the name of Arkanth Mal, witch-king of Galuga, for he is the greatest and oldest of the tyrants of this primeval land.

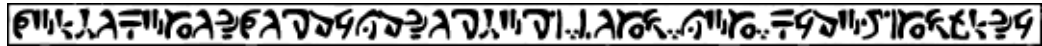
And now, the drunken bards of Tartuun whisper, the witch-king of Galuga seeks a new queen. For the minions of Arkanth Mal sweep across the borders of Tharag Thule and Lamu, slaying men and taking only young women as slaves back to Galuga, the Citadel beyond the North Wind!

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Credits & Disclaimers

Author: Morten Braten (a.k.a. Thulsa)

Layout and Typesetting: Morten Braten

Cartography: Morten Braten

Front Cover Art: Gustave Doré

Interior Art: Mark Allen

Playtesters: Roald Aronsson, Yngve Danielsen, John-Martin Johnsen, Håkon Prestmo, Henning Rege, Kjartan “Kartanikos” Sletvold.

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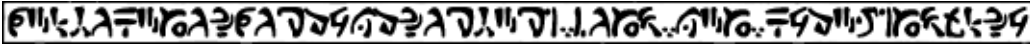
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Introduction



*"By a route obscure and lonely,
Haunted by ill angels only,
Where an Eidolon, named Night,
On a black throne reigns upright,
I have reached these lands but
newly
From an ultimate dim Thule —
From a wild weird clime, that lieth,
sublime,
Out of Space — out of Time."*

— Edgar Allan Poe: Dream-Land

In the World of Xoth, there is a land far to the north, past the black hills of Lamu and beyond the frozen moors of Tharag Thule. It is a dreary land of mist and thunder, and the white people of Yg have dwelt there since ancient times.

Across this land, on towering hilltops and beside fog-shrouded lakes, stand somber granite castles, and therein dwell the princelings and tyrants of Yg with their countless thralls and slaves and subjects.

The free men of Yg tremble when fools dare to utter the name of Arkanth Mal, for he is the greatest and oldest of the tyrants of this primeval land. He is the witch-king of Galuga, grand master of necromancy and alchemy.

Yet there are times when drunken bards in the smoke-filled taverns of Tartuun dare to sing the forbidden song of the witch-king and his first consort, Eliyh. In his youth, the bards say, Arkanth Mal left the land of Yg and wandered east of the mountains to study sorcery. Among the easterlings he met the witch Eliyh and was enraptured by her charms. The two dwelled in the east for several years, sharing many earthly pleasures and sorcerous secrets.

But when Arkanth Mal returned to Yg in the west, he went alone, for Eliyh was not by his side. Soon thereafter, Arkanth Mal took as his wife Verina, a princess of Lamu. Using the plentiful gold from her dowry, he purchased the loyalty of the grim hill-men of Natla.

The sorcerer and his army conquered vast tracts of the land of Yg in a series of bloody battles and protracted sieges. In the end, Arkanth Mal reigned supreme among the tyrants of Yg from his citadel of Galuga, and the other princelings were forced to pay tribute to the witch-king.

However, at the moment of the sorcerer's triumph, while he was away on his last campaign, Verina fled from Galuga for unknown reasons, and returned to the realm of her father in the south.

And now, the bards of Tartuun whisper, the witch-king of Galuga seeks a new queen. For the minions of Arkanth Mal sweep across the borders of Tharag Thule and Lamu, slaying men and taking only young women as slaves back to Galuga, the Citadel beyond the North Wind!

Secret History: Tears of the Tyrant

Yet all is not what it seems, for the story of Arkanth Mal and Eliyh is a tangled tale of passion, betrayal, horror, madness, death, and undying love.

For as the bards whisper, Arkanth Mal was alone when he returned to Yg after his stay in the realm of Zamar, east of the mountains, where he had loved and lived with Eliyh for years. But the bards do not know whether the warlock abandoned his consort, or whether the witch chose to remain in her own realm.

A Word to the Wise

This book makes occasional references to mature themes such as human sacrifice, slavery, drugs, racism and perverted sexuality. Such themes, which are staples of the sword and sorcery genre, are simply assumed to be unpleasant but undeniable facts of life in the grim fantasy world described. The sensible reader should quickly note that these themes are not the focus of the book; they are not explored in-depth, nor are they used gratuitously. Remember that this is a work of fiction, and stuff in this book should not be taken as an endorsement of these things in the real world. That said, let's get on with the game.





Nor do the bards of Yg know that while Arkanth Mal established his kingdom in the west with the aid of the hill-men of Natla, Eliyh in the land of Zamar received a visitation from the lord of Naath, a far northern region. Known as Boras, the White King, this fair-skinned, golden-haired monarch seduced Eliyh, and in the years that followed she gave birth to several children; two sons and two daughters, and life on her estate in Zamar was filled with joy and laughter.

But Eliyh's happiness did not last. Boras was not what he seemed. (For more information, see the chapter on Naath at the end of the module.) Upon discovering his true nature, Eliyh lost her mind. The two clashed in a mighty confrontation that ended with the death of Eliyh. Boras fled the land of Zamar and returned to Naath.

However, the witch had made preparations in the event of a violent death. While her body was destroyed, her soul was preserved in a golden vessel, the Ark of Zamar, which she had crafted from precious metals gifted to her by Arkanth Mal.

The news soon reached the lord of Galuga through Eliyh's familiar, a great white snow owl. Arkanth Mal sent the hill-men of Natla to retrieve the Ark of Zamar from the east, while he perused his sorcerous tomes seeking a way to resurrect his beloved former consort.

On the green-tarnished copper scrolls of Zothras, the witch-king discovered a ritual of reincarnation. Eliyh's soul could be made to take possession of the body of a woman of similar appearance and physical perfection. And so Arkanth Mal is now sending his slavers south and east, across the borders of all neighbouring realms, to find a new body for Eliyh's soul.

Yet the witch-king faces other vexations. Even if he succeeds in restoring Eliyh bodily, she is still insane from her last encounter with Boras, and needs her mental faculties restored as well. And then there is the matter of revenge against Boras. Who knows what evil plans the mysterious White King has for Eliyh's four children, whom he holds captive in the nighted land of Naath?

Starting the Adventure

Here are some hooks to get the adventure started.

— The PCs come upon a village in northern Lamu or Tharag Thule, where recently, the young men have been slain and a group of women have been taken captive by slavers of Yg, who are now heading back to the citadel of Galuga. The old men and women of the village who survived the raid turn to the player characters for help, asking the PCs to free and bring back the captives.

— The player characters encounter Herjar, a hunter who has captured a great white snow owl. Unknown to the hunter, this is Kara, Eli-

yh's familiar, who now roams the land of Yg, awaiting the return of her mistress. The hunter is mistreating the bird, attempting to wing-clip it in order to prevent its escape. If the PCs intervene and treat the bird well, it may lead them towards Galuga, where they will be received as potential allies rather than enemies by Arkanth Mal. Herjar's companions, a rogue band of hunters and trappers, will attempt to waylay the party before they get to Galuga.

— The PCs have been defeated in battle by warriors from Tharag Thule. (Note: Use this approach only if the player characters have actually been defeated during play, in a fair battle. There are few things PCs dislike more than simply being told that they have been captured. Staging an unwinnable encounter in order to capture the party members is just a waste of everyone's time.) The player characters are brought to the slave-market of Tartuun where they are purchased by slave-procurers from Galuga. In this scenario, the PCs must escape from the sorcerer's citadel, rather than infiltrate it.

Development

This module is a regional sandbox, wherein several site-based adventures can take place. Play can develop in many different directions depending on the initial setup chosen to bring the player characters into the action, and by the decisions taken by the player characters during play.

As the player characters explore the land of Yg, the border-town of Tartuun, and the citadel of Galuga, they learn more about the region and its non-player characters, and make friends and enemies along the way.

Initially, the witch-king Arkanth Mal should be portrayed as a villain that deserves nothing more than cold steel through his gut. But as the PCs delve deeper into Galuga and possibly encounter the witch-king himself, they may discover that Arkanth Mal is perhaps the lesser of several evils.

The Setting

The adventure takes place in the World of Xoth, an original sword and sorcery setting inspired in part by Howard's Hyboria, Smith's Zothique, Leiber's Nehwon, Carter's Lemuria, Saunders' Nyumbani, and the Wilderlands from Judges Guild.

The World of Xoth, like other sword and sorcery settings, differs in many ways from the "high fantasy" milieu described in the core rules. Here, the world is dominated by human races; other races (usually degenerate survivors of an earlier age) and supernatural monsters exist only in hidden or lost enclaves far from human civilization. Combat is bloody and brutal, and magical healing is limited or does not exist. The use of real magic or sorcery is uncommon, and when used its effects tend to

be subtle. Sorcerers are almost always villains, tainted by cosmic evil. Permanent magical items are extremely rare, and never for sale.

To establish the proper atmosphere for the adventure contained within this book, you are strongly encouraged to visit the website at <http://xoth.net/blog> for more information about the setting, additional rules and guidelines, and links to even more material.

The section below contains a brief description of the land of Yg. This is followed by chapters detailing the principal adventure locations. An appendix provides information about the various races of the north which may be encountered in this adventure.

The Land of Yg

Geography: Far to the north, beyond Lamu and Tharag Thule, is the land of Yg. The land is flanked to the west by the nigh-impenetrable Frozen Forest, and to the east by the Rogal Mountains which rise to form a natural border between Yg and Zamar. The tallest peaks, called the Peaks of Ig-Hjel, are in the north, while the Hills of Natla are nestled on the low eastern slopes of the mountains.

The land has many lakes, of which Lake Vanas is the largest. Many fishermen eke out a living along its mist-shrouded shores. On the north side of the lake are the dreaded Moors of Sul.

Weather and Climate: The land of Yg has a milder climate than regions to its east and west, and even south. The “mist and thunder” spoken of by foreign travellers are actually confused accounts of steam and smoke issuing from hot springs, and rumblings from beneath the ground and from hills and mountains. While dangerous and unpredictable, the numerous hot springs heat the land and enable a more temperate flora and fauna to survive, giving the land a reputation for being “beyond the North Wind” by the men of the south.

Seasons: Springs and autumns are generally dreary, grey and wet. Summers are short and hardly distinguishable from springs, with frequent rainfall and mist. Winters are dark, but temperatures are rarely below freezing, and precipitation mostly falls as rain rather than snow.

Land of Yg

Climate: Temperate to Cold

Terrain: Hills, Forests, Lakes, Moors

Roll	Encounter
1	Slavers of Galuga
2	Severe weather (heavy rain, mist, hailstorm or rockslide)
3	Dire wolf or wolf pack
4	Bandits
5	Village or hunter/trapper camp
6	Hill-men of Natla
7	Messenger of Arkanth Mal or other Tyrant of Yg
8	Noble with entourage (all mounted)
9	Abandoned camp
10	Giant red stag (megaloceros)
11	Murder of crows
12	Corpse of man or beast
13	Sheep-herders
14	Barbarian raiders from Tharag Thule
15	Hoar fox, lynx, or devil dog
16	Traders of Lamu

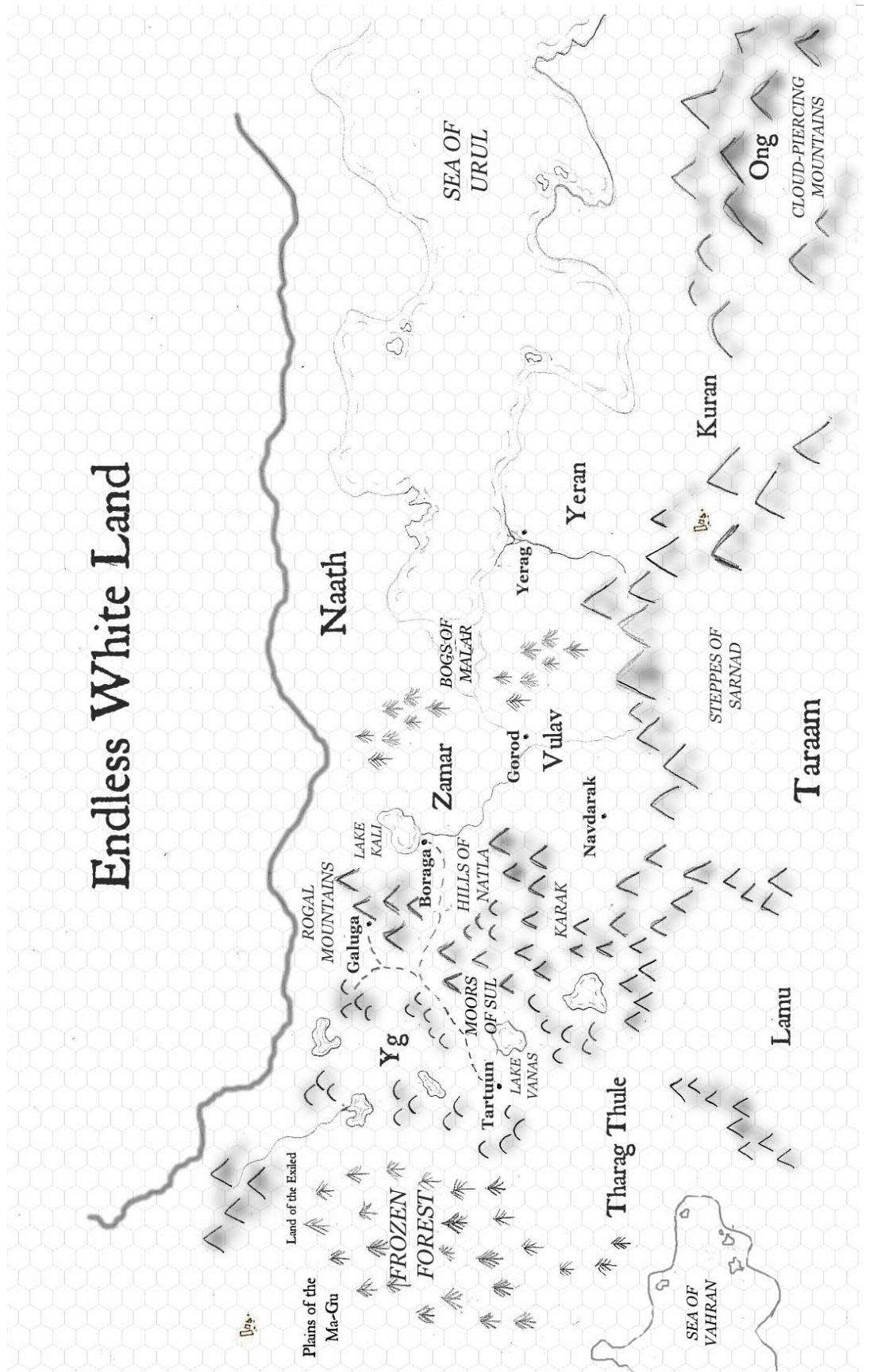
Law: The tyrants of Yg rule with iron fists from their fortresses, but often delegate local rule in towns and villages to aldermen that are responsible for collecting taxes, levying troops, and administering justice. Crimes are punished harshly; thieves get their noses or hands cut off, while murderers are hanged or sentenced to thralldom for life.

Religion: The gods of Tharag Thule are known and worshipped to some extent here, but the native faith of the men of Yg is that of the “Gods of the Land”, who are believed to inhabit old gnarled trees, weirdly shaped hills, and murky lakes. Most of the Tyrants of Yg, including the Witch-King of Galuga, tend to ignore these cults as long as they don’t interfere with politics.

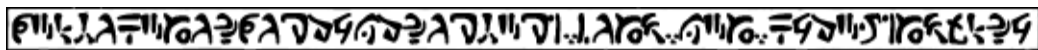




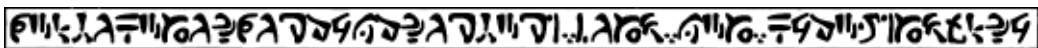
Map of the Northern Regions of the World of Xoth



Scale: 1 hex = 24 miles



The Border-Town of Tarduun



The southern foothills of Yg form a natural barrier against Tharag Thule. A well-worn trail, travelled by merchants, hunters and slavers alike, winds north through the low hills, towards the gates of Tarduun. The town is surrounded by a wooden palisade and ringed by a shallow moat. A dozen public buildings are made from stone, but the majority of its people live in small wooden houses.

The most important locations and non-player characters in Tarduun are described below.

Locations in Tarduun

Moat and Palisade: The moat is 10 feet deep and the wooden palisade wall is 15 feet tall.

South Gate: Tarduun thrives on trade with Lamurans (and to a lesser extent with Tharag Thulans, who are as likely to raid as they are to trade), so the southern gate is usually wide open, except at night and during special holidays. In any event, the gate and the adjoining market square are always guarded by a dozen or more warriors and mercenaries.

North Gate: This is where the men and women from the other towns and villages of Yg arrive to barter their produce in return for crafted items from southern lands.

Market Square: The large market square is located close to the south gate. Among those hawking their wares here are:

- Merchants (male Civilized Expert/Rogue 1-6) dealing in diverse products such as amber, mammoth tusks, grain, cotton and timber. There is a 20% chance that any of these traders will be dishonest and attempt to trick their customer in some way.

- Horse-traders from Lamu; among them is Jarkel (male Decadent Rogue 11), a spy of Arkanth Mal.

- Hunters selling pelts; these include Herjar (male Nomadic Ranger 7/Barbarian 3) and his band of 4-12 hunters and trappers (male Nomadic Ranger 3/Rogue 2). Herjar has made a rare catch, a large snow owl with perfect

Tarduun

Size: Village

Population: 500 (70% Men of Yg, 30% Other)

Government: Council of Elders headed by Alderman

Armed Forces: 50 medium infantry (Civilized Warrior 2), 25 horsemen (Civilized Ranger 2), and 25 mercenaries (Civilized Fighter 3)

Notable NPCs: Thrunar, village elder; Grinnar, drunken bard; Jarkel, horse-trader and spy; Hanthraf Nish, chief slaver; Herjar, expert hunter.

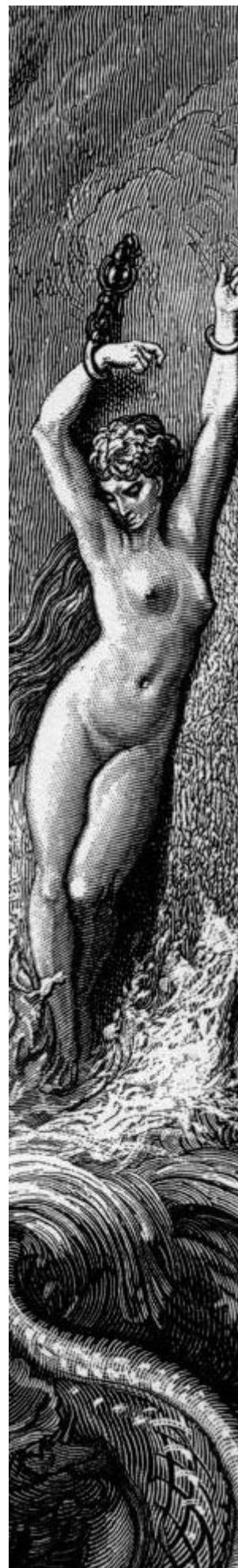
white feathers, which he intends to sell for no less than 1,000 gp. This bird is actually Kara, the familiar of Eliyh the Witch. It was Kara that brought the news of Eliyh's destruction to Arkanth Mal, but thereafter the bird returned to the wild. The witch-king seeks the bird-familiar, for he believes he will somehow be able to communicate with the insane witch through it.

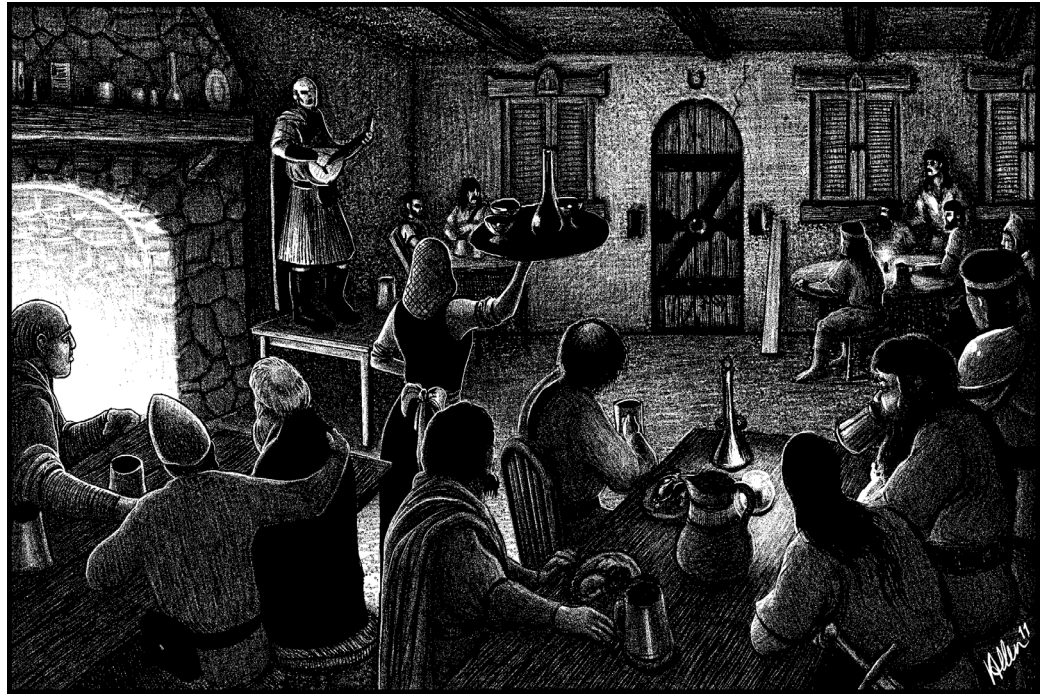
Slave Market: A small market for slave trade is located in a small square adjoining the larger market square. The slave-traders include:

- Orthar (male Nomadic Barbarian 8), a native of Zamar. Orthar is the trusted henchman of Hanthraf Nish, a powerful slave-lord who dwells in a fortified camp in the hills northwest of Tarduun.

- Khemil (male Enlightened Wizard 5/Alchemist 2), an apprentice sent from Galuga to procure female slaves for Arkanth Mal. He carries a purse containing 4,000 gp, and is accompanied by a single hill-man of Natla acting as his bodyguard, and otherwise relies on the name and reputation of his master for protection.

The Red Elk Tavern: This large stone building is the main gathering-place in the village. The interior walls are decorated with





stag antlers and wolf and bear pelts. Curiously, from a wooden beam in the bar hangs a cluster of yellowed human skulls with filed teeth on a rawhide thong. Sturdy wooden tables are placed in a half-circle around a big fireplace. The tavern is a place to gather information, to be entertained, and to encounter spies and troublemakers. Among the people seen here are:

— Nirgal (male Nomadic Ranger 10) is the owner of the tavern; he also works in the bar. Nirgal is a grizzled, middle-aged man with a dark past; he needs no hired guards, for even the unruly barbarians of Tharag Thule regard him with a mixture of fear and respect due to the rumors about the old man: It is said that when Nirgal was young, his parents were snatched by a band of Ma-Gu, the “Hungry Ones” who dwell west of the Frozen Forest. Swearing revenge, the orphan went alone into the land of the Ma-Gu. Nobody expected to see him alive again, but three years later, he emerged from the Frozen Forest, clutching the severed heads of several Ma-Gu warriors, but refusing to say a word of what had happened. With a small set of curiously shaped gold figurines he purchased the tavern from its previous owner and settled down in Tartuun, living as a peaceful man ever since.

— Haga the Wench (female Civilized Rogue 6), a lusty, dark-haired beauty who can hold her own in any drinking-contest with the customers.

— Drunken barbarians from Tharag Thule (male Savage Barbarian 3-7), looking for trouble.

— Grinnar (male Decadent Bard 9), the drunken bard of Tartuun. He is the one that tells the tale of Arkanth Mal and Eliyh (as outlined in the first part of the introductory chapter of this module) to anyone that wants to listen, but only when he is deep in his cups.

— Any of the other NPCs from the town can also be encountered in the tavern, eating, drinking, gossiping, bartering, gambling, or fighting.

Town Hall: This sturdy stone building houses the alderman of Tartuun and other town elders. The tyrant that rules over southern Yg is Thorjar Khal (male Civilized Fighter 12), and Tartuun is one of many villages within his domain. Thorjar Khal sends tribute to Arkanth Mal, but hates his new overlord for having slain his father when Thorjar was a young boy.

— Thrunar (male Civilized Aristocrat 7), the chief village elder of Tartuun. He is dressed in a simple tunic with elaborate embroidery, and is served by four thralls (male and female Civilized Expert 3). Thrunar is terrified of doing anything that could anger his lord, and is therefore incapable of making any nontrivial decision without first sending a messenger to Thorjar Khal to ask for his instructions.

— Village elders (male Civilized Aristocrat 4); there are currently six other elders on Thrunar’s council. Given that Thrunar always depends on his lord’s direct instructions, this council is largely ceremonial and all the councillors secretly resent the alderman.

Trading Station: The trading station has a small office building of stone, and a large warehouse built with timber. It houses all kinds of equipment and merchandise. Given time, the proprietor can supply almost anything found in the equipment section of the core rulebook, although the price of anything out of the ordinary will be heavily marked-up.

— Khlas (male Civilized Expert 5), a rich trader that is well-connected with merchants from Lamu and Vulav.

— The proprietor employs three mercenaries (male Civilized Fighter 3) to watch over the warehouse.

Cartuun NPCs

Jarkel the Horse-Trader of Lamu, Spy of Arkanth Mal, Male Decadent Rogue (Scout) 11 (CR 10):

HD 11d8+22; hp 75; Init +8 (+4 Dex, +4 Improved Initiative); Spd 30 ft. (6 squares); AC 19 (+4 chain shirt, +4 Dex, +1 Dodge), touch 15, flat-footed 14; BAB +8, CMB +9, CMD 23; Atk Handaxe +10 melee (1d6+1, 20/x3, finesse); Dagger +12 melee (1d4+1, 19-20/x2, finesse); Composite Shortbow +12 ranged (1d6+1, 20/x3, range increment 70 ft.); Full Atk Handaxe +10/+5 melee (1d6+1, 20/x3, finesse); Dagger +12/+7 melee (1d4+1, 19-20/x2, finesse); Composite Shortbow +12/+7 ranged (1d6+1, 20/x3, range increment 70 ft.); SA Scout's Charge, Skirmisher, Sneak Attack +7d6; SQ Insidious, Arcane Adept, Corrupt, Trapfinding, Evasion, Rogue Talent (Camouflage), Rogue Talent (Finesse Rogue), Rogue Talent (Surprise Attack), Rogue Talent (Terrain Mastery: Hills), Trap Sense +3, Rogue Talent (Slippery Mind); SV Fort +5, Ref +11, Will +5; Str 12, Dex 18, Con 14, Int 12, Wis 14, Cha 10.

Skills: Acrobatics +18, Appraise +15, Bluff +14, Diplomacy +14, Disable Device +18, Knowledge (local) +15, Perception +16, Sleight of Hand +18, Stealth +18. *Feats:* Combat Reflexes, Dodge, Improved Initiative, Iron Will, Mounted Combat, Weapon Focus (handaxe), Weapon Finesse (b).

Possessions: Silver necklace (worth 130 gp), small ivory statuette of Yaathra Yok carved with curious symbols (worth 1,000 gp) received from a fat trader in the crumbling stone city of Yerag, twelve heavy Lamuran horses.

Notes: Jarkel is wiry, with short curly hair. He has an ugly but faded scar across his face, the result of being kicked by an unruly horse several years ago. Jarkel is a legitimate horse trader and has a dozen excellent Lamuran steeds for sale, but is also a secret spy for Arkanth Mal and will report anything interesting and/or extraordinary back to his master whenever the witch-king contacts his agent via a *Sending* spell.

Herjar the Hunter, Master of the Wild Hunt, Male Nomadic Ranger (Trapper) 7/Barbarian 3 (CR 9):

HD 7d10+28 plus 3d12+12; hp 102; Init +7 (+3 Dex, +4 Improved Initiative); Spd 30 ft. (6 squares); AC 17 (+3 studded leather, +3 Dex, +1 Dodge), touch 14, flat-footed 13; BAB +10, CMB +14, CMD 27; Atk Battleaxe +14 melee (1d8+6, 20/x3); Battleaxe [rage] +16 melee (1d8+9, 20/x3); Spear +14 melee (1d8+6, 20/x3, brace); Spear [rage] +16 melee (1d8+9, 20/x3, brace); Composite Longbow +13 ranged (1d8+4, 20/x3, range increment 110 ft.); Full Atk Battleaxe +14/+9 melee (1d8+6, 20/x3); Battleaxe [rage] +16/+11 melee (1d8+9, 20/x3); Spear +14/+9 melee (1d8+6, 20/x3, brace); Spear [rage] +16/+11 melee (1d8+9, 20/x3, brace); Composite Longbow +13/+8 ranged (1d8+4, 20/x3, range increment 110 ft.); SA 1st Fa-

vored Enemy (Animals), Combat Style Feat (Precise Shot), 1st Favored Terrain (Forest), 2nd Favored Enemy (Civilized Humans), Trap (Snare Trap, Fire Trap), Combat Style Feat (Point Blank Shot), Trap (Poison Trap), Rage, Rage Power (Scent); SQ Proud, Unpredictable, Bowlegged, Track, Wild Empathy, Endurance, Hunter's Bond, Woodland Stride, Fast Movement, Uncanny Dodge, Trap Sense +1; SV Fort +11, Ref +9, Will +6; Str 19, Dex 16, Con 16, Int 13, Wis 12, Cha 12.

Skills: Acrobatics +16, Handle Animal +14, Heal +14, Knowledge (nature) +14, Stealth +16, Survival +14. *Feats:* Combat Reflexes, Dodge, Improved Initiative, Improved Iron Will (b), Iron Will (b), Rapid Shot, Toughness.

Notes: Herjar is tall and broad-shouldered, with pale skin and a full red beard. He is clad in fine pelts, rides a heavy warhorse, and keeps half a dozen feral hunting dogs (statistics as wolves) with which to hound his prey. His henchmen guard a cache of furs and skins of mountain bears, wolves, silver foxes and deer, worth a total of 8,000 gp. In addition to hunting animals, Herjar and his men are often hired by various employers to track down and capture individuals wanted for some reason.

Hunters (Slavers) of Yg, Male Nomadic Ranger 3/Rogue (Scout) 2 (CR 4):

HD 3d10+3 plus 2d8+2; hp 35; Init +7 (+3 Dex, +4 Improved Initiative); Spd 25 ft. (5 squares); AC 18 (+3 studded leather, +1 light wooden shield, +3 Dex, +1 Dodge), touch 13, flat-footed 14; BAB +4, CMB +6, CMD 19; Atk Spear +6 melee (1d8+2, 20/x3, brace); Handaxe +7 melee (1d6+2, 20/x3, finesse); Composite Shortbow +7 ranged (1d6+2, 20/x3, range increment 70 ft.); SA 1st Favored Enemy (Animals), Combat Style Feat (Point Blank Shot), 1st Favored Terrain (Forest), Sneak Attack +1d6; SQ Proud, Unpredictable, Bowlegged, Track, Wild Empathy, Endurance, Trapfinding, Evasion, Rogue Talent (Distracting Attack); SV Fort +4, Ref +9, Will +4; Str 14, Dex 16, Con 12, Int 10, Wis 12, Cha 10.

Skills: Handle Animal +8, Heal +9, Intimidate +8, Perception +9, Stealth +10, Survival +9. *Feats:* Dodge, Fleet, Improved Initiative (b), Iron Will (b), Weapon Finesse.

Notes: The above statistics are for Herjar's hunters and trappers. By replacing their weapons with nets and whips, and replacing their Favored Enemy with "Civilized Humans", the same stats can be used for the slavers in the camp of Hanthraf Nish (see below).

Grinnar, the Drunken Bard, Male Decadent Bard (Savage Skald) 9 (CR 8):

HD 9d8+9; hp 53; Init +4 (+4 Dex); Spd 30 ft. (6 squares); AC 19 (+4 chain shirt, +4 Dex, +1 Dodge), touch 15, flat-footed 14; BAB +6, CMB +8, CMD 22; Atk Longsword +8 melee (1d8+3, 19-20/x2); Dart +10 ranged (1d4+2, 20/x2, range increment 20 ft.); Full Atk Longsword +8/+3 melee (1d8+3, 19-20/x2); Dart +10/+5 ranged (1d4+2, 20/x2, range increment 20 ft.); SA Distraction, Inspiring





Blow, Inspire Courage +2, Incite Rage, Inspire Competence +3, Dirge of Doom, Inspire Greatness; SQ Insidious, Arcane Adept, Corrupt, Bardic Knowledge, Bardic Performance, Cantrips, Countersong, Versatile Performance (Oratory), Well-Versed, Lore Master (1/day), Versatile Performance (Wind); SV Fort +3, Ref +10, Will +7; Str 14, Dex 18, Con 10, Int 10, Wis 12, Cha 18.

Skills: Diplomacy +16, Escape Artist +16, Knowledge (history) +12, Linguistics +12, Perform (horn) +16, Sleight of Hand +16. **Feats:** Combat Casting, Combat Reflexes, Dodge, Quick Draw, Toughness.

Spells Known (Spells per day: 9/6/5/4; Spell DC 14 + spell level): 0 – *Daze, Ghost Sound, Know Direction, Message, Prestidigitation, Resistance*; 1st – *Beguiling Gift, Charm Person, Cure Light Wounds, Hideous Laughter, Unnatural Lust*; 2nd – *Blood Biography, Blur, Hold Person, Versatile Weapon*; 3rd – *Confusion, Deep Slumber, Malicious Spite, Thundering Drums*

Notes: Grinnar is middle-aged, slightly obese, and purple-nosed. He wears fine clothes tainted by food stains and the mud and dust of the road. Despite his drinking problem and his odious habits, he is still an excellent performer and a storehouse of knowledge. If befriended, he can be a useful ally, but also an unpredictable liability. The bard likes to cause mischief wherever he travels, whether he uses some of his more subtle spells, or simply uses his silver tongue to cause discord and chaos. Grinnar carries an old, well-polished horn which looks worthless but is actually a *Horn of Blasting*.

Beyond Tartuun

Here follow some specific locations and encounters for the land between Tartuun and Galuga.

Slaver Camp

In the hills northwest of Tartuun is a fortified camp established by a band of independent slavers under the leadership of Hanthraf Nish (male Nomadic Cavalier 13). The chief slaver usually sends his lieutenant Orthar (male Nomadic Barbarian 8) into Tartuun to do trade.

The camp is located on the top of a hill and is ringed with a wooden palisade. The slavers dwell in wooden towers and use big hill-dogs to keep watch over and track down slaves. There are 20-40 slavers in the camp, along with 10-100 slaves. The slavers make raids into Tharag Thule, Lamu, and sometimes also into Yg itself, taking advantage of the enmity between the regional tyrants.

Hanthraf Nish, the Fallen Knight, male Nomadic Cavalier 13 (CR 12): HD 13d10+26; hp 102; Init +6 (+2 Dex, +4 Improved Initiative); Spd 15 ft. (3 squares); AC 18 (+8 half-plate, +0 Dex), touch 10, flat-footed 18; BAB +13, CMB +19, CMD 31;

Atk Greatsword +20 melee (2d6+13, 17-20/x2); Greatsword with Power Attack +16 melee (2d6+25, 17-20/x2); Lance +19 melee (1d8+9, 20/x3, reach); Lance with Power Attack +15 melee (1d8+21, 20/x3, reach); Heavy Crossbow +15 ranged (1d10, 19-20/x2, range increment 120 ft.); Full Atk Greatsword +20/+15 melee (2d6+13, 17-20/x2); Greatsword with Power Attack +16/+11 melee (2d6+25, 17-20/x2); Lance +19/+12 melee (1d8+9, 20/x3, reach); Lance with Power Attack +15/+10 melee (1d8+21, 20/x3, reach); Heavy Crossbow +15/+10 ranged (1d10, 19-20/x2, range increment 120 ft.); SA Tactician, Cavalier's Charge, Banner, Greater Tactician, Mighty Charge, Demanding Challenge, Challenge 5/day; SQ Proud, Unpredictable, Bowlegged, Mount, Order (Order of the Tome), Order Ability (Specialized Knowledge), Expert Trainer, Order Ability (Powerful Knowledge); SV Fort +10, Ref +6, Will +8; Str 23, Dex 15, Con 15, Int 13, Wis 14, Cha 16.

Skills: Climb +22, Diplomacy +19, Handle Animal +19, Intimidate +19, Ride +18. **Feats:** Cleave, Combat Reflexes, Greater Weapon Specialization (greatsword), Improved Critical (greatsword), Improved Initiative, Iron Will (b), Leadership, Power Attack, Weapon Focus (greatsword), Weapon Specialization (greatsword).

Notes: Hanthraf Nish has blue eyes and close-cropped dark hair. His elaborate plate armor is worn and blackened. He is the bastard son of a great lord of Vulav and a dancing-girl of Lamu. Once, he was a ranking member of a secret order, but now he is an outcast, a fallen knight. For Hanthraf was charged by his order with guarding the Putrid Scrolls of Thakra Yok, but in the hour of greatest peril, his courage failed and he chose to flee rather than to stand and fight. For his cowardice, Hanthraf was expelled from his order and he became a wanderer, eventually taking up slaving as a means to raise the gold he needs to engineer the fall of his former masters. So far, his war chest contains around 25,000 gp.

Orthar the Wicked, Male Nomadic Barbarian 8 (CR 7): HD 8d12+16; hp 73; Init +2 (+2 Dex); Spd 20 ft. (4 squares); AC 16 (+4 hide armor, +2 Dex), touch 12, flat-footed 14; BAB +8, CMB +13, CMD 25; Atk Battleaxe +13 melee (1d8+7, 20/x3); Battleaxe [rage] +15 melee (1d8+10, 20/x3); Whip +13 melee (1d3+7, 20/x2, finesse, disarm, nonlethal, reach, trip); Whip [rage] +15 melee (1d3+10, 20/x2, finesse, disarm, nonlethal, reach, trip); Full Atk Battleaxe +13/+8 melee (1d8+7, 20/x3); Battleaxe [rage] +15/+10 melee (1d8+10, 20/x3); Whip +13/+8 melee (1d3+7, 20/x2, finesse, disarm, nonlethal, reach, trip); Whip [rage] +15/+10 melee (1d3+10, 20/x2, finesse, disarm, nonlethal, reach, trip); SA Rage, Rage Power (Guarded Stance), Rage Power (Knockback), Rage Power (No Escape), Rage Power (Clear Mind); SQ Proud, Unpredictable, Bowlegged, Fast Movement, Uncanny Dodge, Improved Uncanny Dodge, Trap Sense +2, Damage Reduction 1/-; SV Fort +8, Ref +4,

Will +5; Str 20, Dex 14, Con 14, Int 13, Wis 12, Cha 12.

Skills: Acrobatics +13, Climb +16, Craft (weapons) +12, Intimidate +12, Perception +12. **Feats:** Combat Reflexes, Extra Rage, Improved Unarmed Strike, Improved Grapple, Iron Will (b).

Notes: Orthar wears silk trousers, and a heavy cloak of dire wolf fur that functions as hide armor. He has close-set eyes and thin, oily hair collected in a ponytail. His short whip is tucked into a broad leather girdle that also serves to hold in his potbelly.

Slaver of Yg, male Nomadic Ranger 3/Rogue (Scout) 2 (CR 4): See “Hunters (Slavers) of Yg”, above.

Guard Dog (CR 1): SZ M Animal; HD 2d8+4; hp 13; Init +2 (+2 Dex); Spd 50 ft. (10 squares); AC 14 (+2 Dex, +2 natural), touch 12, flat-footed 12; BAB +1, CMB +2, CMD 14 (18 vs trip); Atk Bite +2 melee (1d6+1, 20/x2, trip); SA none; SQ Low-Light Vision, Scent; SV Fort +5, Ref +5, Will +1; Str 13, Dex 15, Con 15, Int 2, Wis 12, Cha 6.

Skills: Perception +8, Stealth +6, Survival +1 (+5 scent tracking). **Feats:** Skill Focus (Perception).

Notes: These feral hill-dogs use wolf statistics.

The Moors of Sul

The wetland north of Lake Vanas forms a large area of short marsh grass, strips of fen, and treacherous bogs.

Several years ago, a rich man, Angar Gul, brother of a lesser tyrant of Yg, was making his way through the Moors of Sul with his entourage when he fell into the swamp. His body, and that of his horse, was preserved by the bog, and both turned into natural bog mummies. Angar Gul now haunts the Moors at night, riding unhindered on his horse across the marshes. During the day he hides beneath the surface of the bog.

Angar Gul’s corpse still wears a golden headband that identifies him as a noble, as well as several thin rings of gold, and his horse is richly barded. The treasure is worth around 4,000 gp. In addition, the dead noble carries a *Golembane Scarab* in a belt pouch.

Bog Mummy (CR 6): SZ M Undead; HD 8d8+24; hp 60; Init +4 (+4 Improved Initiative); Spd 20 ft. (4 squares), marsh move; AC 18 (+8 natural), touch 10, flat-footed 18; BAB +6, CMB +9, CMD 19; Atk Slam +10 melee (1d6+4, 20/x2, bog rot); SA none; SQ Darkvision 60 ft., Aura of Despair, DR 5/–, Resist Fire 10, Vulnerability to Cold; SV Fort +4, Ref +2, Will +8; Str 17, Dex 10, Con –, Int 6, Wis 14, Cha 15.

Skills: Perception +16, Stealth +11. **Feats:** Improved Initiative, Skill Focus (Perception), Toughness, Weapon Focus (slam).

Bog Rot (Su): Supernatural disease—slam; save Fort DC 16; onset 1 day; frequency 1 day; effect 1d6 Str, Dex, Con, or Cha (determine randomly using 1d4); cure —.

Creatures afflicted with bog rot do not heal naturally and gain only one-half benefit from magical healing until the disease is cured. Unlike normal diseases, bog rot continues until the victim reaches Constitution 0 (and dies) or receives a *Remove Disease* spell or similar magic. The save DC is Charisma-based.

Despair (Su): All creatures within a 30-foot radius that see a bog mummy must make a DC 16 Will save or be paralyzed with fear for 1d4 rounds. Whether or not the save is successful, that creature cannot be affected again by the same bog mummy’s despair ability for one day. This is a paralysis and a mind-affecting fear effect. The save DC is Charisma-based.

Marsh Move (Ex): Bog mummies can move at their normal movement speed through mud, marshes, and swamps with no penalty.

Notes: Angar Gul’s horse is a bog mummy with the giant template (CR +1) applied; it is size Large, with 76 hp, AC 20, and attacks at +11 for 1d8+7 points of damage.

The frozen Combs

The hills of Yg are riddled with rock-cut tombs, where wealthy people are buried with their belongings and usually accompanied by at least a few of their thralls. A typical tomb contains gold and jewelry worth 3,000 gp.

The tombs are protected by traps (such as pit traps and falling rock traps) and curses (usually a *Glyph of Warding* that triggers a *Bestow Curse* spell, or a *Greater Glyph of Warding* with a *Major Curse* in case of wealthy men).

Sometimes, the thralls who died unwillingly must serve their master even in death, and rise as coffer corpses to fight any intruders in the tomb. Worse yet, packs of ghouls, canines that have developed a taste for dead flesh, are quickly attracted to the area when any tomb is opened.

Coffer Corpse (CR 3): SZ M Undead; HD 2d8+7; hp 17; Init +1 (+1 Dex); Spd 20 ft. (4 squares); AC 14 (+1 Dex, +3 natural), touch 11, flat-footed 13; BAB +1, CMB +4 (+8 grapple), CMD 15; Atk Slam +4 melee (1d4+4, 20/x2, grab); SA Death Grip (1d4+4), Fear; SQ Darkvision 60 ft., Deceiving Death, DR 5/magic and bludgeoning; SV Fort +2, Ref +1, Will +4; Str 16, Dex 12, Con –, Int 6, Wis 13, Cha 14.

Skills: Intimidate +6, Perception +6, Stealth +5. **Feats:** Toughness.

Death Grip (Ex): Because the coffer corpse grasps the victim’s throat, a creature in its death grip cannot speak or cast spells with verbal components.

Deceiving Death (Ex): In any round in which a coffer corpse is struck for 6 or more points of damage (whether the damage bypasses





the creature's damage reduction or not), the creature slumps to the ground, seemingly destroyed. If it has fastened its death grip on a victim, it releases its hold when it falls. A DC 20 Sense Motive check sees through the ruse (necromancers gain a +2 competence bonus on this check). On its next turn, the coffer corpse rises again as if reanimated, triggering its fear ability.

Fear (Su): A creature viewing a coffer corpse rise after it uses its deceiving death ability must make a DC 13 Will save or become panicked for 2d4 rounds. This is a mind-affecting fear effect. The save DC is Charisma-based.

Ghoul Wolf (CR 2): SZ M Undead; HD 4d8; hp 18; Init +2 (+2 Dex); Spd 50 ft. (10 squares); AC 14 (+2 Dex, +2 natural), touch 12, flat-footed 12; BAB +3, CMB +6, CMD 18 (22 vs trip); Atk Bite +7 melee (1d4+4, 20/x2, paralysis, trip); SA Paralysis (1d4+2 rounds, DC 12); SQ Darkvision 60 ft., Scent; SV Fort +1, Ref +3, Will +6; Str 17, Dex 15, Con -, Int 6, Wis 14, Cha 10.

Skills: Perception +9, Stealth +6, Survival +2 (+6 tracking by scent), Swim +5. **Feats:** Skill Focus (Perception), Weapon Focus (bite).

The Sacred Yg-Tree

Hidden deep in a forested valley is a site sacred to the old cults of Yg. Here, surrounded by an outer perimeter of moss-grown standing stones, is a massive, ancient, evergreen tree with far-spreading branches. This is the Yg-Tree, considered the most sacred of all shrines dedicated to the Gods of the Land.

Sacrifices are regularly offered up to the tree; half a dozen corpses normally hang from the branches of the tree, sometimes accompanied by the corpses of dogs and horses.

In the forest nearby, there is a small wooden temple inhabited by 21 priests (male Enlightened Druid 4-9), including their leader Manathagu (male Enlightened Druid 13), a scarred old man who has hung himself on the Yg-Tree several times to gain wisdom by communing with the ancient tree.

The Yg-Tree (CR 13): SZ H Plant; HD 19d8+133; hp 218; Init +5 (+1 Dex, +4 Improved Initiative); Spd 20 ft. (4 squares); AC 24 (+1 Dex, +15 natural, -2 size), touch 9, flat-footed 23; BAB +14, CMB +26 (+28 sunder, +30 grapple), CMD 37 (39 vs sunder, can't be tripped); Atk Slam +23 melee (2d6+10, 20/x2, grab); Full Atk Slam +23/+23/+23/+23/+23/+23 melee (2d6+10, 20/x2, grab); SA Create Yg-Tree Zombie, Yg-Tree Zombies; SQ Low-Light Vision, Tremorsense 60 ft., DR 10/magic and slashing, Resist Fire 10; SV Fort +17, Ref +7, Will +8; Str 30, Dex 12, Con 23, Int 10, Wis 14, Cha 6.

Skills: Perception +24, Stealth +15. **Feats:** Cleave, Critical Focus, Great Cleave, Improved Critical (slam), Improved Initiative, Improved

Sunder, Power Attack, Staggering Critical, Toughness, Weapon Focus (slam).

Create Yg-Tree Zombie (Su): When a creature dies within 15 feet of the Yg-Tree, it uses a sharpened tendril to slice open the creature's abdomen, thereby spilling the corpse's innards on the ground. The organs and fluids are then absorbed by the tree's roots.

Corpses of a size other than Medium or Large are simply left to rot. Medium or Large corpses are filled with a greenish pollen freed from one of the tree's branches. The abdominal wound heals over the next 1d4 days, at which time the slain creature rises as an Yg-Tree zombie connected by a tether-vine to the Yg-Tree. Yg-Tree zombies possess none of their former abilities.

Yg-Tree Zombies (Ex): The Yg-Tree has several Yg-Tree zombies connected to it, but no more than 7 at one time.

Tremorsense (Ex): The Yg-Tree can automatically sense the location of anything within 60 feet that is in contact with the same vegetation the tree is touching.

Yg-Tree Zombie (CR 4): SZ M Plant; HD 6d8+6; hp 33; Init +6 (+2 Dex, +4 Improved Initiative); Spd 30 ft. (6 squares); AC 17 (+2 Dex, +5 natural), touch 12, flat-footed 15; BAB +4, CMB +8, CMD 20; Atk Slam +8 melee (1d6+4, 20/x2); Full Atk Slam +8/+8 melee (1d6+4, 20/x2); SA Spore Cloud; SQ Darkvision 60 ft., Low-Light Vision, Tremorsense 60 ft., Fast Healing 5, Tether-Vine; SV Fort +6, Ref +4, Will +2; Str 19, Dex 15, Con 13, Int 4, Wis 10, Cha 1.

Skills: Perception +9, Stealth +8. **Feats:** Improved Initiative, Power Attack, Skill Focus (Perception).

Spore Cloud (Ex): As a free action, once every 1d4 rounds (but no more than three times per day), an Yg-Tree zombie can breathe a cloud of poisonous, greenish spores in a 5-foot cube directly in front of it. A creature caught in the cloud must succeed on a DC 14 Fortitude save or be slowed (as the *Slow* spell) for 6 rounds. One minute later, the creature must make another Fortitude save (same DC) or take 1d3 points of Strength damage. The save DC is Constitution-based.

Tether-Vine (Ex): An Yg-Tree zombie is connected to the Yg-Tree by a long, sinewy vine. This vine can be lengthened to allow the zombie to move up to 100 feet away from the tree. The vine is AC 19 (touch 12) and has 10 hit points. Harming the vine deals no damage to the Yg-Tree zombie or the Yg-Tree, but if severed, does prevent the zombie from using its fast healing ability.

Tremorsense (Ex): Yg-Tree zombies can automatically sense the location of anything within 60 feet that is in contact with the same vegetation the zombie is touching.

Land of the Exiled

Sometimes, the tyrants of Yg punish certain criminals and others they hold a special grudge against, by exiling them into the cold wastes at the edge of the Frozen Forest. There, they are most likely to be killed by a wild beast or, even worse, captured by the Ma-Gu, but those who merely die from lack of food and freeze to death often rise as twisted creatures animated by a hatred of all living things. These are the hoar-spirits that haunt the so-called Land of the Exiled. They do not return to Yg with its hot springs, preferring to dwell in the cold waste.

Hoar Spirit (CR 3): SZ M Undead (Cold); HD 4d8+8; hp 26; Init +2 (+2 Dex); Spd 30 ft. (6 squares); AC 17 (+2 Dex, +5 natural), touch 12, flat-footed 15; BAB +3, CMB +6, CMD 18; Atk Claw +7 melee (1d4+3 plus 1d3 cold, 20/x2, glaciates); Full Atk Claw +7/+7 melee (1d4+3 plus 1d3 cold, 20/x2, glaciates); SA Cold (1d3), Glaciate (DC 14); SQ Darkvision 60 ft., Heatsense 60 ft., Immunity to Cold, Vulnerability to Fire, Spell-Like Abilities; SV Fort +3, Ref +3, Will +6; Str 17, Dex 15, Con —, Int 10, Wis 15, Cha 15.

Skills: Acrobatics +6, Climb +10, Perception +11, Sense Motive +4, Stealth +9. *Feats:* Alertness, Weapon Focus (claws).

Spell-like Abilities (CL 4th): 1/day — *Cone of Cold* (DC 17).

Cold (Su): Hoar spirits generate intense cold. It deals an extra 1d3 points of cold damage with each claw attack. Creatures attacking a hoar spirit with unarmed or natural attacks take 1d3 points of cold damage each time they hit.

Glaciate (Su): A creature hit by a hoar spirit's claw must succeed on a DC 14 Fortitude save or be paralyzed by bone-numbing cold for 1d4+1 rounds and take 1 point of Dexterity damage. The save DC is Charisma-based.

Heatsense (Ex): Hoar spirits can detect heat (such as that generated by living creatures) within 60 feet, including the heat of invisible creatures. It functions as blindsense in regards to any non-visible heat sources within its range.

Smoking Lake

This is a small lake warmed by geothermal activity. It is located in a remote region of low, forested hills. The black mud found in the sulphurous-smelling waters can be used to make batches of *Restorative Ointment*. Unfortunately, a coven of green hags menace the area, disguised as voluptuous young maidens working as healer-priestesses.

Green Hag (CR 5): SZ M Monstrous Humanoid; HD 9d10+9; hp 58; Init +1 (+1 Dex); Spd 30 ft. (6 squares), swim 30 ft.; AC 19 (+1 Dex, +8 natural), touch 11, flat-footed 18; BAB +9, CMB +13, CMD 24; Atk Claw +13 melee (1d4+4, 20/x2, weakness); Full Atk Claw

+13/+13 melee (1d4+4, 20/x2, weakness); SA Weakness; SQ Darkvision 90 ft., Mimicry, Spell-Like Abilities, SR 16; SV Fort +6, Ref +7, Will +7; Str 19, Dex 12, Con 12, Int 15, Wis 13, Cha 14.

Skills: Bluff +13, Disguise +13, Knowledge (arcana) +11, Perception +15, Sense Motive +9, Stealth +13, Swim +18. *Feats:* Alertness, Blind-Fight, Combat Casting, Deceitful, Great Fortitude.

Spell-Like Abilities (CL 9th): Constant—*Pass without Trace, Tongues, Water Breathing*. At will—*Alter Self, Dancing Lights, Ghost Sound (DC 12), Invisibility, Pyrotechnics (DC 14), Tree Shape, Whispering Wind*.

Weakness (Su): A green hag's claws sap strength from those she strikes. Each time a green hag hits a foe with her claw attack, the victim takes 2 points of Strength damage unless he resists the weakness with a DC 16 Fortitude save. Alternatively, a green hag can attempt to inflict even greater weakness on a foe by making a touch attack—this variant requires a standard action, and cannot be attempted in the same round the hag makes claw attacks. The opponent touched must succeed on a DC 16 Fortitude save or take 2d4 points of Strength damage. The save DC is Charisma-based.

Mimicry (Ex): A green hag can imitate the sounds of almost any animal found near its lair.

Notes: When three hags of any type gather, they can form a coven to gain increased magical ability. Whenever all three hags of a particular coven are within 10 feet of one another, all three of them can work together to use any of the following spell-like abilities: *Animate Dead, Baleful Polymorph (DC 18), Blight (DC 17), Bestow Curse (DC 17), Clairaudience/Clairvoyance, Charm Monster (DC 17), Commune, Control Weather, Dream, Forcecage, Mind Blank, Mirage Arcana (DC 18), Reincarnate, Speak with Dead, Veil (DC 19), Vision*.

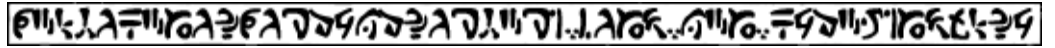
All three hags must take a full-round action to take part in this form of cooperative magic. All coven spell-like abilities function at CL 9th (or at the highest CL available to the most powerful hag in the coven). The save DCs are Charisma-based, and function as if with a Charisma score of 16 unless one of the hags has a higher Charisma score, in which case the spell-like ability DCs are adjusted by that hag's Charisma modifier.

Ma-Gu Incursion

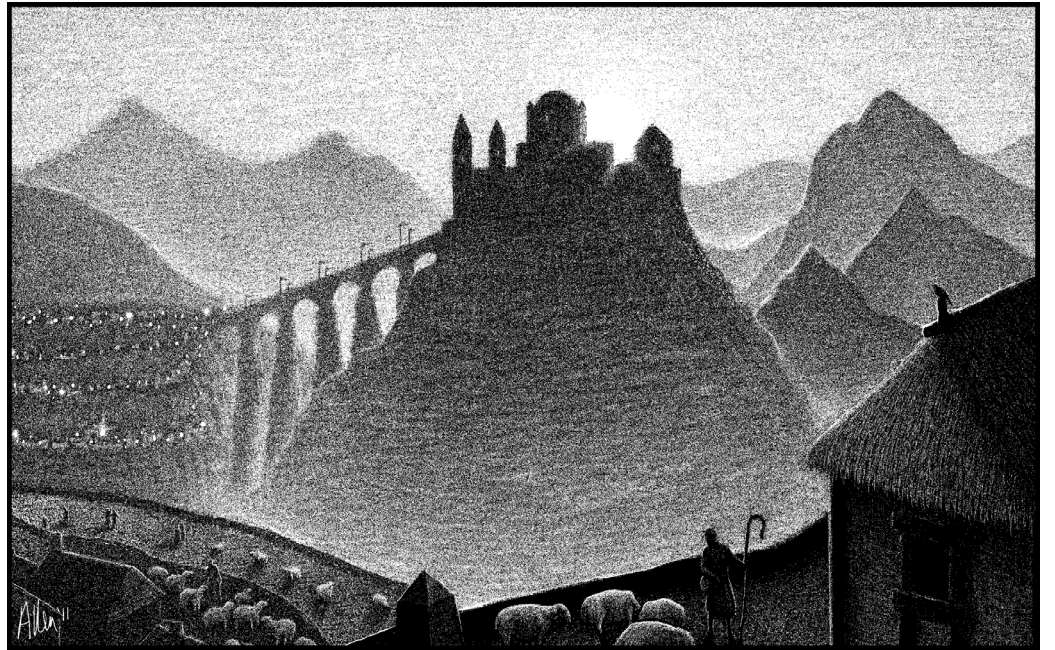
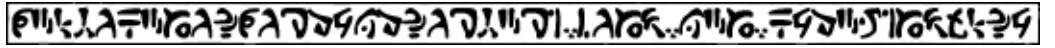
A large band of 20-80 Ma-Gu (see the Men of the North appendix) is raiding into the eastern part of Yg, looking to bring back captives to sacrifice to their god in the sacred groves of the Frozen Forest.

Woe to those who are captured, for a slow and painful death awaits them in the depths of the dark forest.





The Citadel of Galuga



Galuga is located on the mist-shrouded slopes of the Rogal mountains, almost a fortnight's ride from Tartuun, at a height of more than 4,000 feet above sea level.

Well-worn but treacherous trails wind their way through the rocks and rubble of the foothills and up into the mountains.

For each day in this terrain, there is a 15% chance to experience a rockfall. Perhaps caused by a change in the weather, several huge stone blocks suddenly fall from a cliff. Characters who succeed at a Perception check (DC 20) can make a Reflex save (DC 15) or suffer 3d6 points of damage (no damage if save succeeds). Those who fail the Perception check must also make a Reflex save (DC 15) but suffer 6d6 points of damage on a failed save, and half damage on a successful save.

Chasm and Rope Bridge

Halfway to Galuga is a great chasm that cuts through the mountain terrain from east to west. The chasm is 50 feet wide and 160 feet deep and 3 miles long. The bottom of the chasm is filled with bones of both animals and humans.

Stretching across the chasm is a rope bridge constructed of wooden planks suspended from ropes. The bridge is in bad repair and movement across it is considered hampered (each square moved into counts as two squares, and no running or charging is possible).

It takes two full-round actions to untie one end of the rope bridge, but a Disable Device check (DC 15) reduces the time to a move action. Alternatively, the ropes can be cut with a slashing weapon; each rope has 8 hit points.

If only one of the two supporting ropes is attached, everyone on the bridge must succeed on a Reflex save (DC 15) to avoid falling off, and thereafter must make Climb checks (DC 15) to move along the remnants of the bridge. The rope bridge is 10 feet wide.

This is an excellent location to stage an encounter with one or more creatures from the random encounter table for the Land of Yg.

Approach to Galuga

Across the natural terrain are terraced fields, dug into the slopes centuries ago. Thousands of thralls, who dwell in small huts scattered

across the landscape, work on the terraces from dusk till dawn, or tend to flocks of gaunt goats on the precipitous slopes.

The citadel itself is located on an outcropping of rock that is separated from its surroundings by deep chasms, up to 400 feet deep. At one point, a bridge of natural rock, between 10 and 15 feet wide, leads across the chasm and towards the granite walls of the citadel.

The bridge is well-guarded by hill-men of Natla, and the main entrance to the citadel itself is secured by a massive iron portcullis (hardness 10, 60 hp, Strength check DC 25 to lift).

Getting into Galuga

If the player characters are on a rescue mission or otherwise seek to enter the citadel, they might attempt one of the following alternatives:

- Discover (by speaking to certain villagers in Tartuun, or other NPCs) that there are “half-forgotten” cave entrances at the bottom of the chasm that surrounds the citadel. The PCs must climb down into the chasm, and then brave the insectoid scavengers there to gain access to the dungeons.

- Letting themselves be captured, the PCs are taken into the citadel and imprisoned in the dungeons alongside those they seek to rescue. Hopefully, the PCs have a good escape plan!

- Sneak into the citadel by posing as the servants or thralls that work on the plateau, or as messengers of a rival Tyrant of Yg.

- A frontal assault; most likely a suicidal undertaking, unless the player characters are able to hire or raise a small army.

- Any other ideas the PCs might come up with. As always, creativity or bold action should be rewarded with a chance of success!

Getting out of Galuga

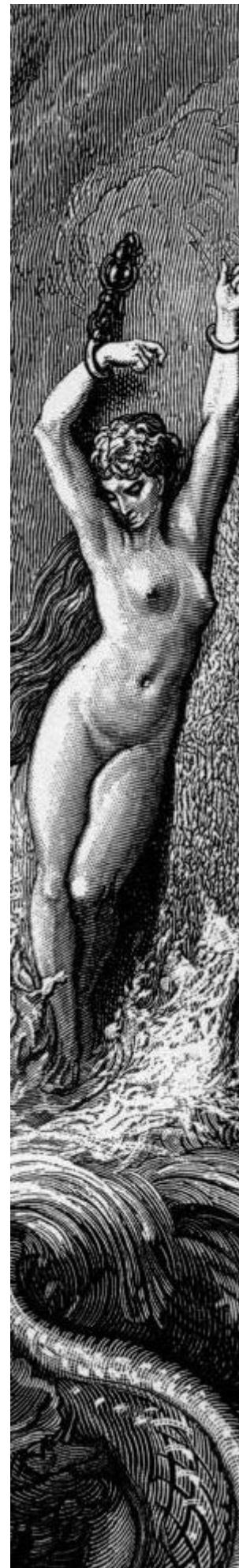
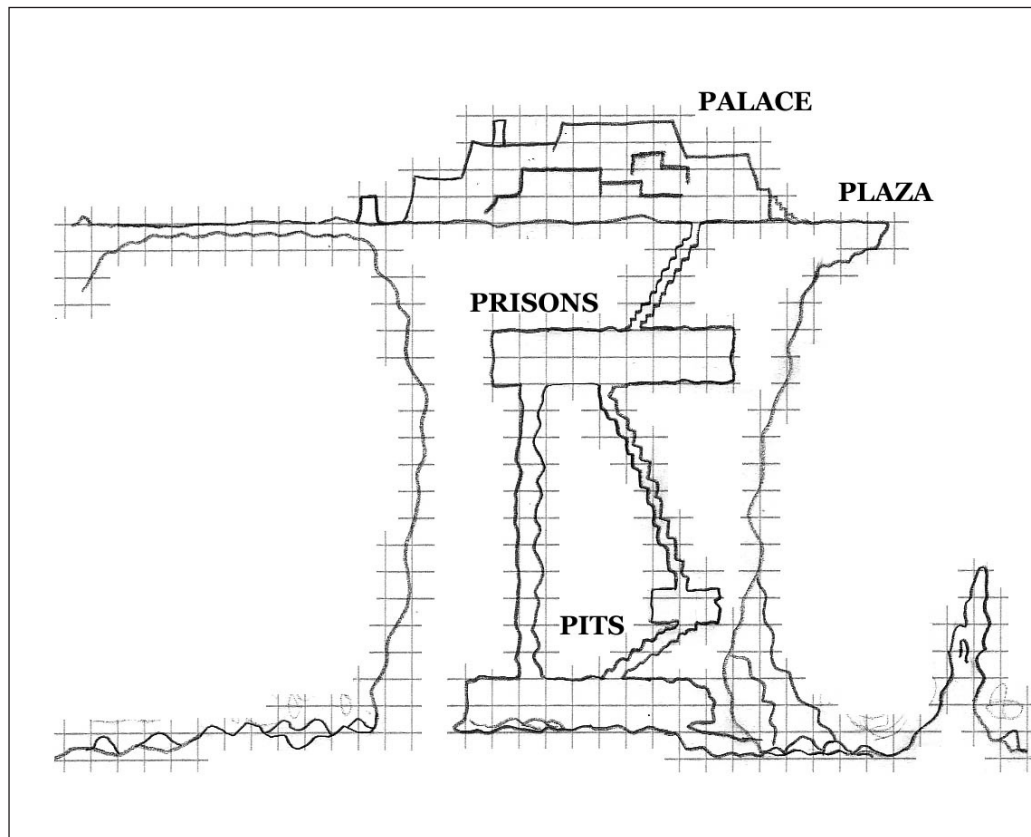
If the PCs have been captured and brought to the citadel as prisoners, consider the following alternatives:

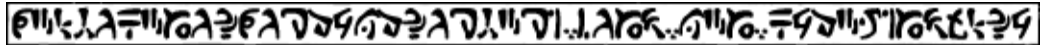
- Hoping to escape along with the PCs, a male thrall or female house slave feeds the player characters herbs to resist the tyrant’s mind-dulling brew, or hands them the keys pilfered from a sleeping jailor.

- There is a general slave/prisoner uprising, and the PCs are part of it. Or perhaps the citadel comes under siege from a rival Tyrant of Yg, allowing the player characters to exploit the ensuing chaos.

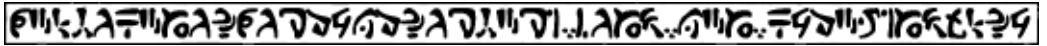
- One of Arkanth Mal’s apprentices may have been bribed by Thorjar Khal, another tyrant of Yg, to plot against the witch-king. The apprentice may offer (or force) the PCs to attack Arkanth Mal, or destroy his arcane devices in the lower dungeons.

The citadel of Galuga consists of three levels; the Palace (upper level), the Prisons (dungeon level one), and the Pits (dungeon level two). Below is a side view of the citadel.





The Palace of Arkanth Mal



The citadel of Galuga is dominated by the palace of Arkanth Mal.

Here, the sorcerer has his dwelling, guarded by the mercenary hill-men of Natla, and well served by a dozen sorcerer-apprentices and countless thralls and slaves.

1. Ceremonial Plaza

This large terrace, laid with flagstones, juts out from the citadel wall on one hillside. There are no railings around the plaza and the drop is sheer (400 feet) to the mists below. From the plaza, broad stairs lead up to the palace (as with all stairs, movement cost is doubled here).

The terrace is used for ceremonies and sorcerous rituals, and when Arkanth Mal wishes to speak or make proclamations to his underlings. On these occasions, the tyrant is carried in a curtained litter down the stairs by the half-giants of Natla, with robed apprentices in procession before and after. Warriors line up along the edges of the plaza, holding banners that flutter in the cold mountain wind, while slaves and commoners kneel on the flagstones.

Special Event: Arkanth Mal inspects all new female slaves brought before him here; he is looking for a perfect body to reincarnate the soul of Eliyh into. If he is not satisfied with the candidates (as invariably has been the case until now), he casts a necromantic spell (*Circle of Death*) to slay them, and the bodies are then thrown into the chasm below. Depending on the circumstances, the player characters may witness such an event, either as guests or as captives.

2. Entrance Hall

The massive green iron doors of this chamber are carved with images of facing, rampant mammoths. Within the hall are two men of Natla, and two regular guards are stationed outside.

Foot Soldier of Galuga, male Civilized Warrior 2 (CR 1/2): HD 2d10+7; hp 22; Init +0 (+0 Dex); Spd 30 ft. (6 squares); AC 14 (+4 chain shirt, +0 Dex), touch 10, flat-footed 14;

The Palace of Arkanth Mal

Standard Features: Ceiling height is 15 feet.

Unless otherwise noted, all outer doors are iron doors (2 in. thick; Hardness 10; hp 60; Break DC 28), can be barred from inside (+2 to Break DC).

Interior doors are good wooden doors (2 in. thick; Hardness 5; hp 20; Break DC 23). Disable Device DC 30 if described as locked.

Lighting: The corridors and rooms of the palace are illuminated by wall-hung torches.

Sounds and Odors: The halls of the palace are generally silent, except for muted talking from the guard rooms, or chanting from the quarters of the apprentices. There is a slight smell of incense everywhere.

Encounters: Check once per minute for encounters with 1d4+1 palace guards or 1d3 apprentices.

BAB +2, CMB +4, CMD 14; Atk Shortsword +4 melee (1d6+2, 19-20/x2, finesse); GUISARME +5 melee (2d4+3, 20/x3, reach, trip); Heavy Crossbow +2 ranged (1d10, 19-20/x2, range increment 120 ft.); SA none; SQ Educated, Frail; SV Fort +5, Ref +0, Will +0; Str 14, Dex 10, Con 14, Int 10, Wis 10, Cha 8.

Skills: Handle Animal +4, Ride +5, Swim +7.
Feats: Toughness, Weapon Focus (guisarme).

Notes: These are the common soldiers of Gaulga and other similar fortresses of Yg. They serve adequately as guards, but the Hill-Men of Natla are relied on as spearheads in battle, or whenever brute force is needed.

Hill-Man of Natla, male Savage Barbarian 6 (CR 5): HD 6d12+24; hp 68; Init +0 (+0 Dex); Spd 40 ft. (8 squares); AC 12 (+2 natural, +0 Dex), touch 10, flat-footed 12; BAB +6, CMB +12, CMD 22; Atk Battleaxe +13 melee (1d8+9, 20/x3, reach); Battleaxe [rage]

+15 melee (1d8+12, 20/x3, reach); Unarmed Strike +12 melee (1d3+9, 20/x2); Unarmed Strike [rage] +14 melee (1d3+12, 20/x2); Full Atk Battleaxe +13/+8 melee (1d8+9, 20/x3, reach); Battleaxe [rage] +15/+10 melee (1d8+12, 20/x3, reach); Unarmed Strike +12/+7 melee (1d3+9, 20/x2); Unarmed Strike [rage] +14/+9 melee (1d3+12, 20/x2); SA Rage, Rage Power (Intimidating Glare), Rage Power (Knockback), Rage Power (Powerful Blow); SQ Sturdy, Feral, Superstitious, Fast Movement, Uncanny Dodge, Improved Uncanny Dodge, Trap Sense +2; SV Fort +9, Ref +2, Will +3; Str 22, Dex 10, Con 18, Int 7, Wis 8, Cha 10.

Skills: Climb +15, Intimidate +15. *Feats:* Improved Unarmed Strike (b), Intimidating Prowess, Iron Will, Weapon Focus (battleaxe).

Notes: Due to their great height, the Hill-Men of Natla have a reach of 10 feet with their axes, and can also strike adjacent targets. They are fearsome opponents in battle, but are rather dim-witted and easily distracted by glittering treasure.

3. Guard Post

These are barracks for the regular guards. The walls have arrow slits. Bunk beds line the walls, and the personal belongings of each guard (worth 10–60 gp) are stored in a small chest under the bed. There are four regular guards in each room.

4. Guard Post

This area is similar to area 3.

5. Passageway

This corridor leads from the throne room to the servants' quarters. There is a 50% chance of encountering 1d3 servants here.

6. Servants' Quarters

From the main citadel, a bridge leads across a chasm to a set of lesser buildings. These are the dwellings of servants and slaves. There is also a great kitchen and several pantries and storehouses.

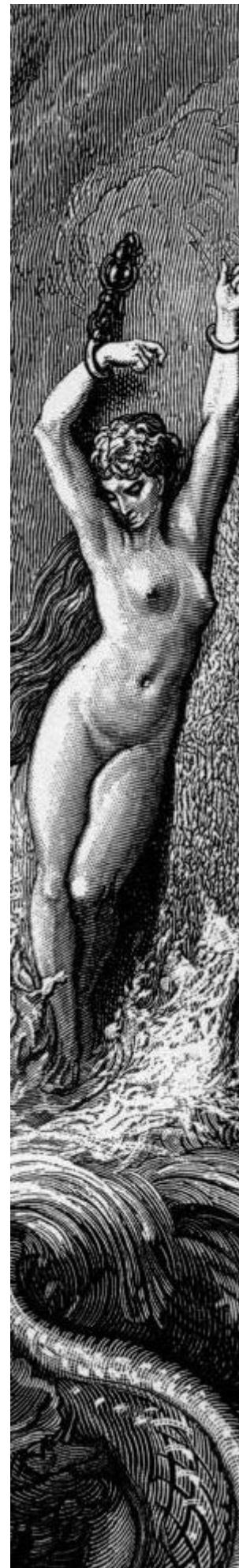
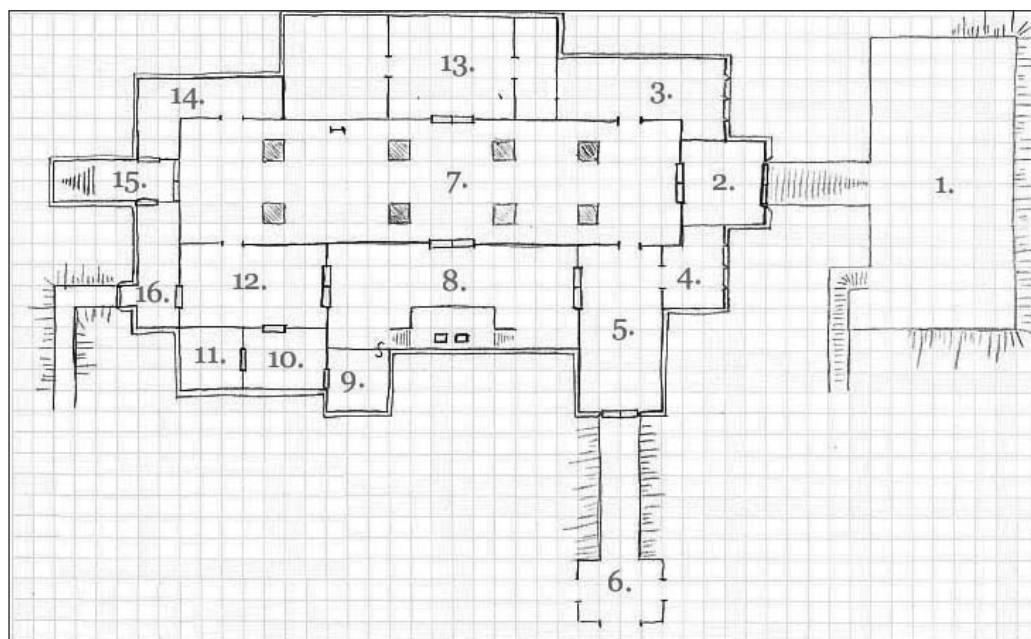
Thrall of Galuga, male or female civilized Commoner 2 (CR 1/2): HD 2d6+3; hp 12; Init +1 (+1 Dex); Spd 30 ft. (6 squares); AC 11 (+0 no armor, +1 Dex), touch 11, flat-footed 10; BAB +1, CMB +1, CMD 12; Atk Unarmed Strike +1 melee (1d3, 20/x2, nonlethal); Dagger +1 melee (1d4, 19-20/x2, finesse); SA none; SQ Educated, Frail; SV Fort +0, Ref +1, Will +0; Str 10, Dex 12, Con 10, Int 10, Wis 10, Cha 12.

Skills: Craft (various) +5, Handle Animal +6, Profession (various) +5. *Feats:* Toughness, Skill Focus (Profession).

7. Great Hall

Eight square pillars uphold the ceiling of this great hall. The walls are decorated with magnificent tapestries (worth a total of 1,500 gp), embroidered with images of Arkanth Mal in the company of Eliyh, surrounded by dusky-skinned servants and warriors (the "Easterlings" of Zamar).

In the northeastern corner stands a large and very heavy bronze bowl. The rim is carved with images of kneeling monks. This is actually a kind of standing bell, a temple bell stolen from the eastern land of Laksha. A padded mallet rests on a small table next to the bowl. If the rim of the bowl is struck by the mallet, it produces a weird sound and a physical vibration that works as a *Greater Command* spell cast by a 9th-level cleric. It can be used in this manner up to 3 times per day. In addition to Arkanth Mal himself, his apprentices also know how to use the bell.





There is a 35% chance of encountering 1d4+1 hill-men of Natla or 1d3 apprentices of Arkanth Mal here.

Oddly, the apprentices of the witch-king are not natives of Yg, but are recruited from lands far to the south. They are shaven-headed and dress in dark green robes with gold trim. They wear long fake fingernails of silver, and eyes painted with kohl after the Yar-Ammonite fashion. The so-called "First Apprentice" is a handsome but wicked man named Rilgar Hin (not his native name, obviously). Following hallowed apprentice traditions, he secretly plots to overthrow his master after learning all of the witch-king's secrets.

Apprentice of Arkanth Mal, male Enlightened Wizard 5/Alchemist 2 (CR 6): HD 5d6+5 plus 2d8+2; hp 36; Init +2 (+2 Dex, +4 Improved Initiative, -4 Conceited); Spd 30 ft. (6 squares); AC 13 (+0 no armor, +2 Dex, +1 Dodge), touch 13, flat-footed 10; BAB +3, CMB +3, CMD 15; Atk Quarterstaff +3 melee (1d6, 20/x2, double, monk); Dart +5 ranged (1d4, 20/x2, range increment 20 ft., blue whinnis poison); SA Bomb 1d6, Mutagen, Throw Anything, Poison Use; SQ Uncanny, Expert Builder, Conceited, Arcane Bond, Arcane School, Cantrips, Scribe Scroll, Bonus Feat, Alchemy, Brew Potion, Discovery (Frost Bomb), Poison Resistance +2; SV Fort +4, Ref +6, Will +6; Str 11, Dex 14, Con 10, Int 16, Wis 14, Cha 14.

Skills: Craft (alchemy) +13, Heal +12, Knowledge (Arcana) +13, Sleight of Hand +12, Spellcraft +13. *Feats:* Combat Casting, Dodge, Improved Initiative, Point Blank Shot, Toughness.

Spells Memorized (Spells per day: 4/4/3/2; Spell DC 13 + spell level): 0 – *Arcane Mark, Mage Hand, Message, Resistance*; 1st – *Hypnotism, Mage Armor, Ray of Enfeeblement, Shield*; 2nd – *Flaming Sphere, Fog Cloud, Protection from Arrows*; 3rd – *Haste, Hold Person*

Extracts Prepared (Extracts per day: 3; Spell DC 13 + spell level): 1 – *Cure Light Wounds, Endure Elements, True Strike*

Notes: If given time to prepare, the apprentices cast their protective spells before going into combat, then attacking in concert with the citadel's warriors. After they have expended their offensive spells, they throw alchemical bombs and poisoned darts.

8. Throne Room

The floor of the throne room is laid with polished black tiles. Two wooden thrones stand on an elevated platform here. One of the chairs is covered with wolfskins and the other one with silver fox fur. The second throne appears to have been in disuse for a long time (Verina of Lamu presided here for a brief period, but Arkanth Mal has sworn it shall remain empty until Eliyh can sit by his side again).

Four hill-men of Natla are stationed as guards in the throne room, one in each corner.

There is a 50% chance to find a pair of trained sabertooth cats drowsing in front of the dais. These great cats, one male and one female, are Arkanth Mal's personal pets, and unless they are here, the cats are with the citadel's master (see area 13).

Sabertooth Cat (CR 8): SZ L Animal; HD 14d8+42; hp 105; Init +6 (+2 Dex, +4 Improved Initiative); Spd 40 ft. (8 squares); AC 17 (+2 Dex, +6 natural, -1 size), touch 11, flat-footed 15; BAB +10, CMB +19, CMD 31 (35 vs trip); Atk Bite +18 melee (2d6+8, 19-20/x2, grab); Full Atk Bite +18 melee (2d6+8, 19-20/x2, grab) and Claw +18/+18 melee (2d4+8, 20/x2, grab); SA Pounce, Rake (2 claws +18, 2d4+8); SQ Low-Light Vision, Scent; SV Fort +12, Ref +11, Will +5; Str 27, Dex 15, Con 17, Int 2, Wis 12, Cha 10.

Skills: Acrobatics +6, Perception +12, Stealth +15 (+23 in tall grass), Swim +13. *Feats:* Improved Critical (bite), Improved Initiative, Run, Skill Focus (Perception), Skill Focus (Stealth), Weapon Focus (bite, claw).

Hill-Man of Natla (CR 5): See area 2.

9. Vestry

This small chamber contains wardrobes and various ceremonial items and regalia (worth a total of 1,200 gp). A secret door (Perception DC 30) leads to the throne room.

10. Empty Chamber

This chamber is empty except for dust and cobwebs.

11. Laboratory

Alchemical studies are performed here by Arkanth Mal and his apprentices. These experiments include attempting to re-animate long-dead beasts from the petrified marrow of their bones, or to create giant vermin from insects trapped in amber.

On the shelves and tables of the laboratory, among other beakers, vials and glasses, are six potions of *Cure Moderate Wounds*, three *Elixirs of Fire Breath*, one dose of *Dust of Appearance*, one dose of *Unguent of Timelessness*, and one bottle of antitoxin.

12. Lounge

This room is furnished with comfortable chairs and thick Jairanian rugs. Two marble lion statues decorate the chamber. There is a small table in one corner, set with wine amphorae and silver trays of fruit.

There is a 60% chance to encounter 1d6 apprentices of Arkanth Mal here.

13. Private Wing

This luxurious suite belongs to Arkanth Mal himself. The doors to this suite are trapped by potent sorcery; a *Symbol of Fear* is inscribed above the carved image of a mammoth skull.

The stone floors are laid with dire wolf furs and heavy wooden tables are set with small figurines carved from mammoth tusks representing foot soldiers and mounted troops as well as monsters (worth a total of 1,800 gp).

In addition to the living room, there is an adjoining bedchamber and storeroom. The bedchamber has few furnishings and is dominated by a large mosaic inlaid in the floor that depicts the face of a beautiful, dark-haired woman with brown eyes.

The storeroom contains three large, iron-bound chests. Each chest is trapped with a *Fire Trap* spell. The first chest contains 9,000 gp in gold coins. The second chest contains a *Horn of Fog*. The third chest contains a gold-trimmed green robe which is a *Robe of Powerlessness*.

Arkanth Mal, the Tyrant of Galuga, male Enlightened Wizard (Necromancer) 11/Alchemist (Preservationist) 4 (CR 14): HD 11d6+33 plus 4d8+12; hp 104; Init +3 (+3 Dex, +4 Improved Initiative, -4 Conceited); Spd 30 ft. (6 squares); AC 19 (+5 *Robe of the Archmagi*, +3 Dex, +1 Dodge), touch 14, flat-footed 15; BAB +8, CMB +11, CMD 24; Atk Heavy Mace +12 melee (1d8+4, 20/x2); Dagger +11 melee (1d4+3, 19-20/x2, finesse); Full Atk Heavy Mace +12/+7 melee (1d8+4, 20/x2); Dagger +11/+6 melee (1d4+3, 19-20/x2, finesse); SA Power over Undead, Grave Touch, Mutagen, Throw Anything, Bottled Ally I, Bomb 2d6; SQ Uncanny, Expert Builder, Conceited, Arcane Bond (bonded object: heavy mace), Arcane School (Necromancy; opposition schools: Abjuration and Illusion), Cantrips, Scribe Scroll, Life Sight, Alchemy, Brew Potion, Discovery (Frost Bomb), Poison Resistance +2, Swift Alchemy, Discovery (Explosive Bomb), SR 18; SV Fort +15, Ref +14, Will +16; Str 16, Dex 16, Con 14, Int 20, Wis 14, Cha 16.

Skills: Craft (alchemy) +23, Heal +20, Knowledge (Arcana) +23, Knowledge (Nature) +23, Perception +20, Spellcraft +23, Survival +20. **Feats:** Augment Summoning, Combat Casting, Dodge, Great Fortitude, Iron Will, Improved Iron Will, Improved Initiative, Spell Focus (Necromancy), Spell Focus (Conjuration), Toughness.

Spells Memorized (Spells per day: 4/7/6/6/5/4/2; Spell DC 15 + spell level):
0 – *Bleed, Light, Mage Hand, Ray of Frost*;
1st – *Burning Hands, Charm Person, Chill Touch, Mage Armor, Obscuring Mist, Ray of Enfeeblement, Sleep*; 2nd – *Ghoul Touch, Glitterdust, Scare, Skinsend, Touch of Idiocy, Whispering Wind*; 3rd – *Deep Slumber,*



Phantom Steed, Sands of Time, Stinking Cloud, Suggestion, Vampiric Touch; 4th – *Bestow Curse, Black Tentacles, Confusion, Fear, Lesser Geas*; 5th – *Cloudkill, Sending, Suffocation, Telekinesis*; 6th – *Circle of Death, Mass Suggestion*

Extracts Prepared (Extracts per day: 4/2; Spell DC 15 + spell level): 1st – *Cure Light Wounds (x2), Endure Elements, True Strike*; 2nd – *Fire Breath, Vomit Swarm*

Notes: Arkanth Mal, tyrant of Galuga, is an imposing sight; tall, broad-shouldered and shaven-headed, with a full black beard collected into several small braids. He wears long-sleeved silken *Robes of the Archmagi* under a heavy fur cloak with silver fox trim, and ornate golden bracers. His spellbook is hidden under a loose flagstone in his living room (Search DC 30) and contains all the spells he has memorized, plus 1d6 more of each level.

14. Guard Post

This area is similar to area 3.

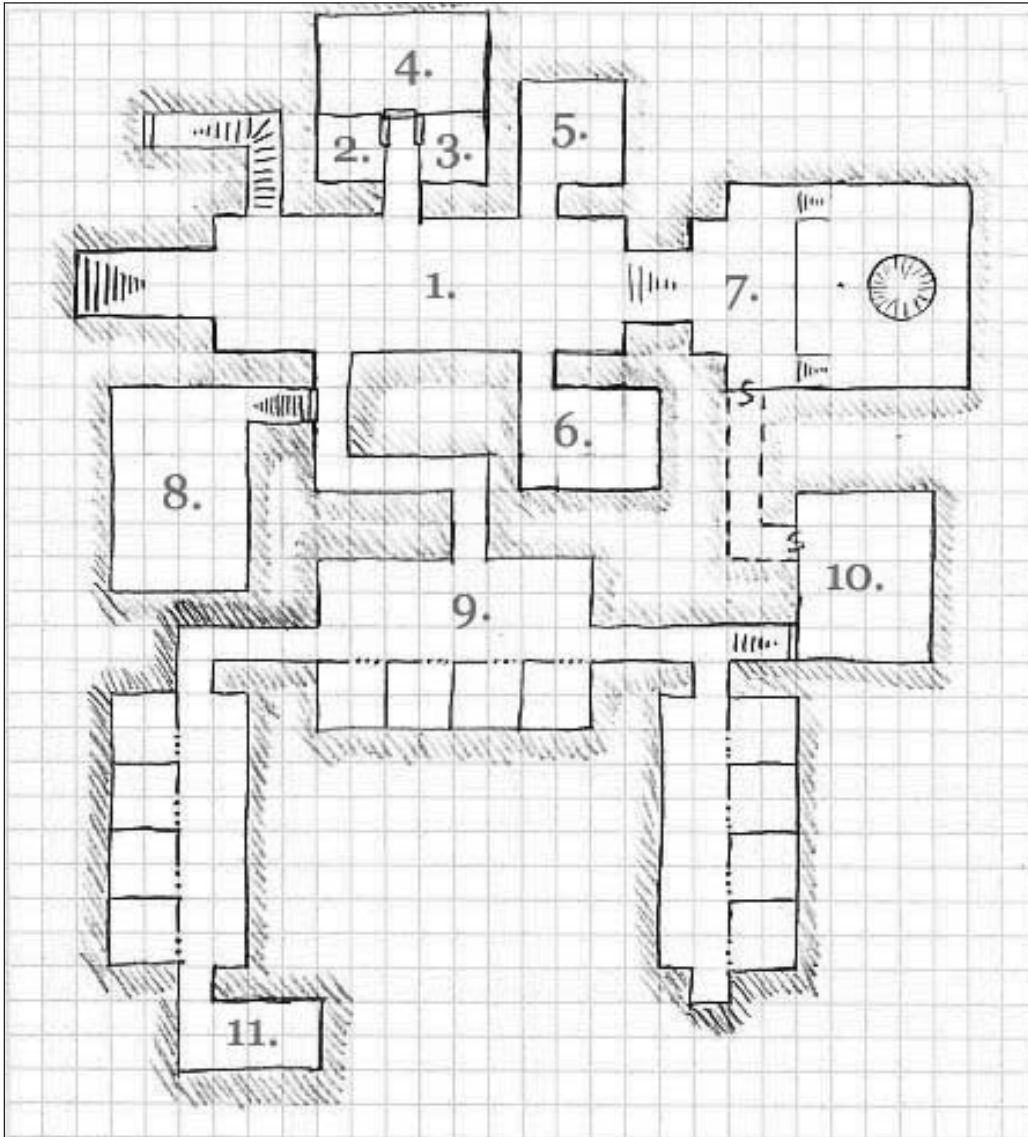
15. Stairway

The stairway winds down to dungeon level one, the Prisons of Galuga.

16. Passageway

This narrow passageway leads to a lesser gate of the citadel. Slaves are lead across a narrow bridge to the areas beyond, including the citadel's plaza and the agricultural terraces.





There are currently 12 transformed slaves here; if freed they mindlessly attack any living creature.

Plant Zombie (CR 1/2): SZ M Plant; HD 2d8+3; hp 12; Init +0; Spd 30 ft. (6 squares); AC 12 (+2 natural), touch 10, flat-footed 12; BAB +1, CMB +4, CMD 14; Atk Slam +4 melee (1d6+4, 20/x2; SA None; SQ Darkvision 60 ft., DR 5/slashing, Staggered; SV Fort +0, Ref +0, Will +3; Str 17, Dex 10, Con -, Int -, Wis 10, Cha 10.

Skills: None. *Feats:* None.

Plant Traits (Ex): This zombie's animation is provided not by necromancy but by the plant spores that have infected its body. Plant zombies lack undead traits, but gain plant traits. They are treated as plants, not undead, for the resolution of magical effects and attacks. Channel energy cannot harm a plant zombie, for example, nor does negative energy heal a plant zombie.

Staggered (Ex): Zombies have poor reflexes and can only perform a single move action or standard action each round. A zombie can move up to its speed and attack in the same round as a charge action.

9. Prison Cells

The prison cells are sealed by iron portcullises (2 in. thick; Hardness 10; hp 60; Lift DC 25; Break DC 28; Open Lock DC 30). Each cell contains 1d6 prisoners (80% males).

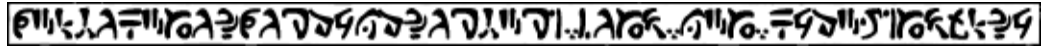
The prisoners are generally healthy and well fed, because the master of Galuga needs strong specimens for his experiments. Dangerous prisoners are kept drugged with a special herb (a diluted form of id moss that is mixed with their food).

10. Torture Chamber

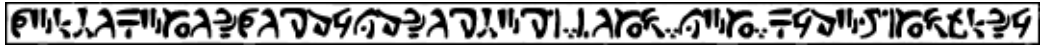
This gruesome chamber is filled with torture devices, chains, spikes, and blades. Behind a weapon rack is a secret door (Search DC 30) to area 7.

11. Storeroom

This room contains crates of iron ingots, lengths of ropes and chains, as well as hammers and bolts and other tools.



The Pits of Galuga



Deep below the citadel, beneath the alchemical laboratories and torture-rooms, is where Arkanth Mal has his secret sanctum and where he keeps his most treasured possessions.

1. Corridor

This corridor is reached by stairs leading down from dungeon level one. At the end of the corridor is a false door that has a spiked pit trap in front of it (50 ft. deep; no attack roll necessary (5d6), +10 melee (1d4 spikes for 1d4+5 points of damage per hit); Reflex save (DC 20) avoids; Search (DC 20); Disable Device (DC 20)).

2. Hall of Tentacled Pillars

This chamber has four slender purple pillars, carved to resemble intertwined tentacles.

There is an alcove in the eastern wall. A small wooden chest is placed in the alcove. It is locked and trapped with a poisoned spike (wyvern poison). It contains a mummified hand (as per a *Hand of the Mage*), a small pouch filled with a dozen small yellow gems that look like cats' eyes (worth 500 gp each), and several scrolls (among them a tattered map pointing to the first of the Seven Shrines of Uthjar).

3. Shrine of Madness

Arkanth Mal did not build the citadel of Galuga, but seized it from its previous master, Herul Naug (some say this was Arkanth's own sorcerous mentor). This chamber, like the hall adjacent to it, is part of the oldest structures beneath Galuga. Arkanth Mal has forbidden his apprentices to enter this chamber.

Each corner of the room has an iron brazier filled with incense. If lit, the incense emits a sickening smell but otherwise functions as *Incense of Meditation*. An altar slab stands to the west, and a scattering of 33 small gems (11 each of green, purple and yellow color; each worth 500 gp) rests atop it. A great black eye surrounded by purple tentacles is painted on the floor. If any of the gems are removed from the altar, the eye pulsates with color corresponding to the gem.

The Pits of Galuga

Standard Features: Ceiling height is between 10 feet and 30 feet.

Unless otherwise noted, all outer doors are iron doors (2 in. thick; Hardness 10; hp 60; Break DC 28), can be barred from inside (+2 to Break DC).

Interior doors are good wooden doors (2 in. thick; Hardness 5; hp 20; Break DC 23). Disable Device DC 30 if described as locked.

Lighting: These areas are unlit except where noted.

Sounds and Odors: Except where noted, the air is damp and the walls are flecked with glistening slime. The sound of water dripping from the ceiling into small pools can be heard in the distance.

Encounters: There are no random encounters in the constructed chambers. Check once per minute for encounters in the natural tunnels.

If the removed gem is purple, the creature(s) closest to the eye must make a Will save (DC 18) or suffer from temporary madness, attacking his companions with the benefits of berserk rage (duration 2d10 rounds).

If the removed gem is yellow, the creature touching the gem is attacked by a *Phantasmal Killer* spell.

If the removed gem is green, nothing appears to happen, but the creature that carries the gem must make a Will save every night (DC 15, +1 each day) or be mentally dominated to slay its companions in their sleep, and thereafter return the gem to the shrine it was taken from.

4. Secret Chamber

Arkanth Mal has placed a *Permanent Alarm* spell on the threshold of this chamber, which mentally alerts the sorcerer to any intrusion. On an elaborate pedestal in the middle of the chamber, ringed by a *Symbol of Pain* on the ground, are two green-tarnished copper



scrolls. These are fragmentary copies of the fabled *Books of Zothras*, and they are Arkanth Mal's second most treasured possessions (after the ark containing the spirit of his beloved Eliyh).

5. Crypt

The door of this chamber is protected with a *Symbol of Fear* and a *Permanent Alarm* spell. If this chamber is breached by intruders (and the alarm has not been dispelled or otherwise deactivated), Arkanth Mal immediately proceeds to this location in person, summoning all available apprentices and guards along the way (or by casting *Whispering Wind* if no allies are found along the route).

In the middle of the chamber stands a golden ark. It was crafted by the witch Eliyh as a phylactery, or soul container, constructed from precious materials gifted to her by Arkanth Mal many years ago. After Eliyh was slain by Boras (see the introduction and the chapter on the Land of Naath), the ark that contained her soul was retrieved by the men of Natla and carried back to Galuga, where Arkanth Mal has guarded it ever since.

The sides of the ark are carved with scenes of a female sitting on a throne, receiving tribute from visitors from different lands. Among many nobles and emissaries seen bearing tribute and gifts is the lone figure of Arkanth Mal, as well as Boras the White King with his entourage of squat, yellow-skinned warriors.

If the lid of the ark is lifted, the soul of Eliyh manifests as a ghostly, wraith-like creature. The ghostly form is insane, for her mind was shattered along with her body, yet glimpses of her fate can be guessed at from her confused babbling between her terrible screams. She attacks anyone except Arkanth Mal, whom she seems to recognize and hesitates to harm. In any case, the ghost of Eliyh cannot leave the presence of the ark; if the ark is moved, she moves with it.

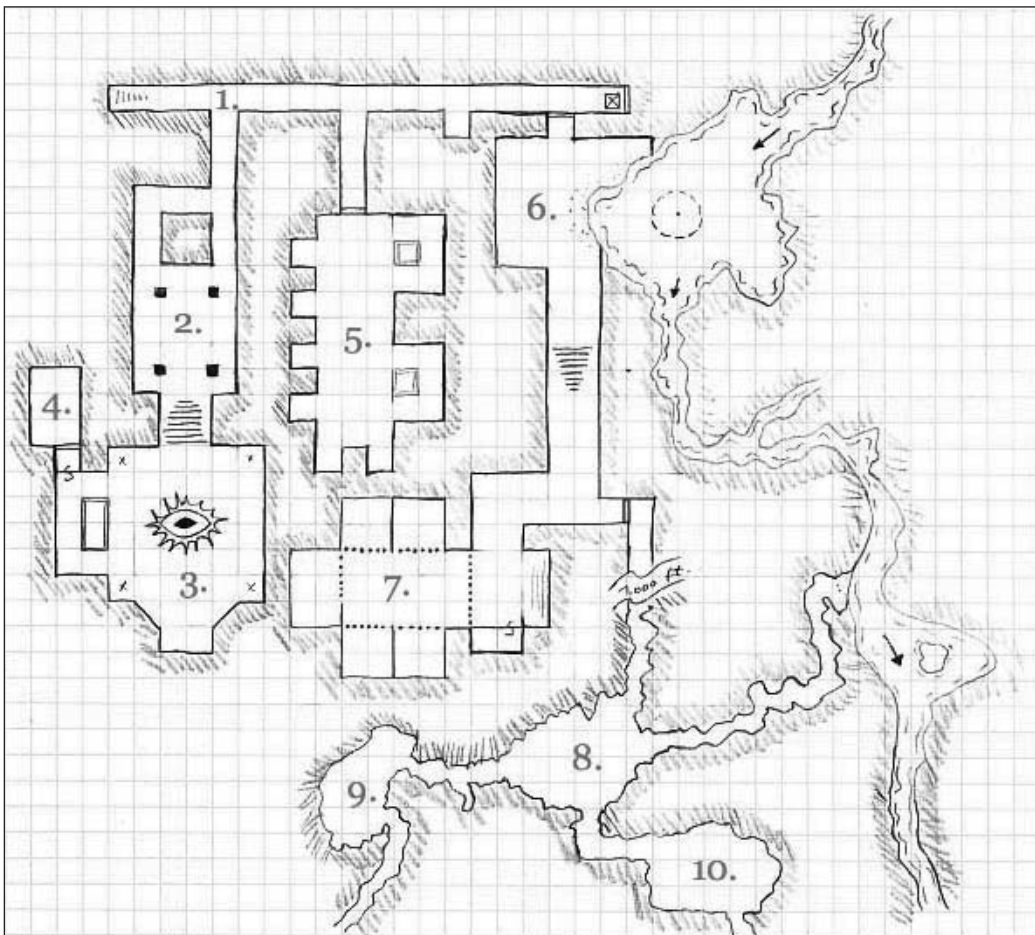
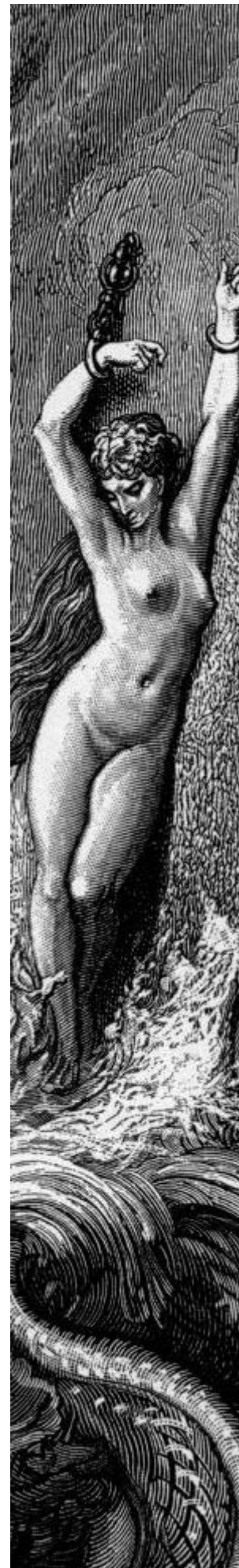
Eliyh, the Witch-Wraith, formerly known as the Witch of the East (CR 13):

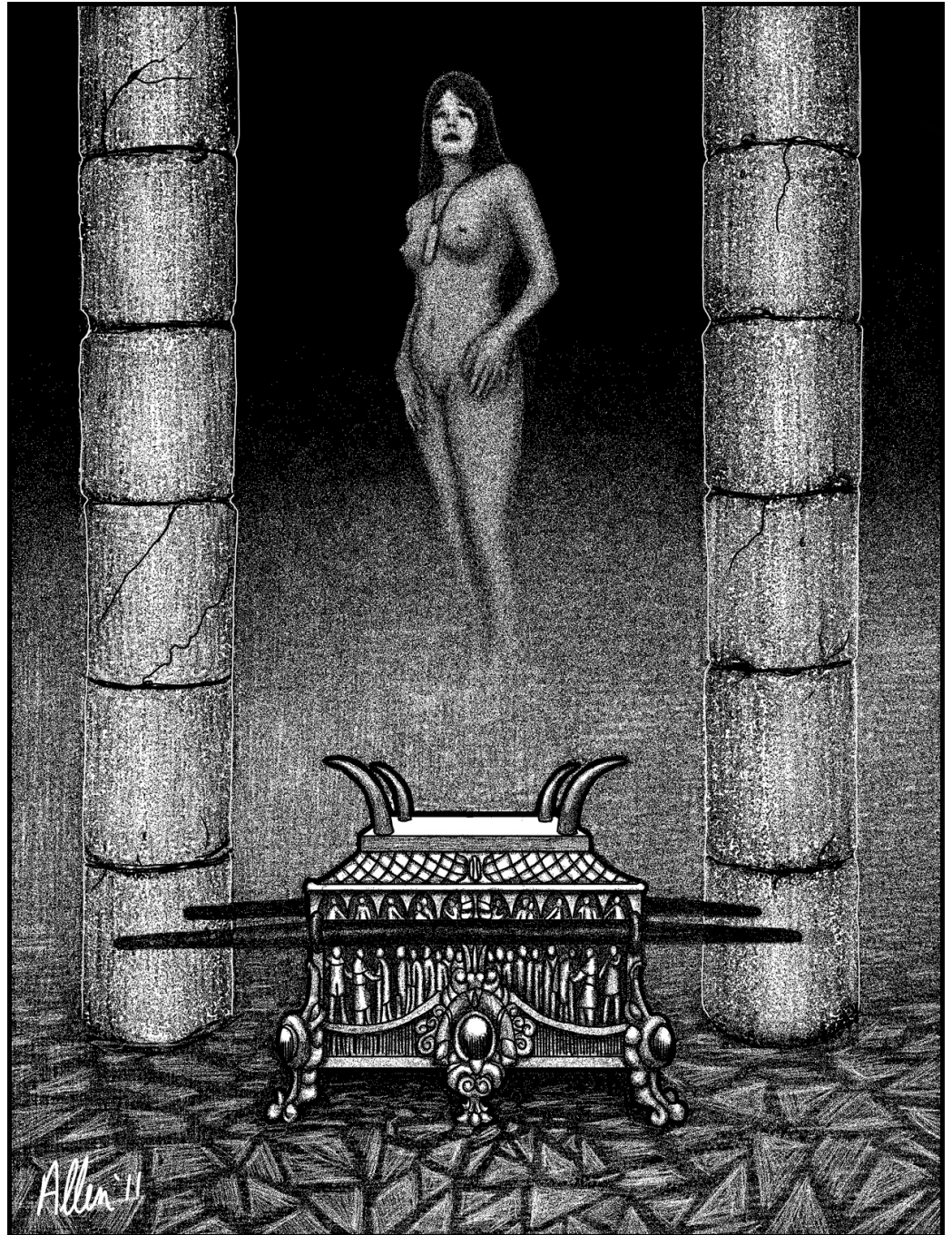
SZ M Undead (Incorporeal); HD 19d8+76; hp 161; Init +15 (+11 Dex, +4 Improved Initiative); Spd Fly 60 ft. (perfect); AC 26 (+11 Dex, +4 deflection, +1 dodge), touch 26, flat-footed 14; BAB +14, CMB +25, CMD 40; Atk Incorporeal Touch +26 melee (14d6 negative energy plus terror); SA Wail; SQ Darkvision 60 ft., Hear Heartbeat, Sunlight Powerlessness; SV Fort +10, Ref +19, Will +18; Str -, Dex 32, Con -, Int 5, Wis 20, Cha 19.

Skills: Fly +19, Perception +31, Sense Motive +7. *Feats:* Alertness, Combat Reflexes, Dodge, Improved Initiative, Iron Will, Lightning Reflexes, Mobility, Step Up, Weapon Focus (touch), Wind Stance.

Hear Heartbeat (Ex): Eliyh can sense the beating hearts of living creatures within 60 feet, as if she had the blindsight ability.

Terror (Su): A creature damaged by Eliyh's touch attack must make a DC 23 Will save.





Failure means that the victim cowers in fear for 1d3 rounds. If a target is protected against fear by a dispellable effect (such as *Heroes' Feast* or *Mind Blank*), Eliyh's touch attempts to dispel one such effect with *Greater Dispel Magic* (CL 14th). Negative energy damage caused by Eliyh's touch can only harm the living; it cannot heal undead. This is a mind-affecting fear effect. The save DC is Charisma-based.

Wail (Su): Once per minute, Eliyh may wail as a full-round action. The wail lasts until the beginning of her next turn. All creatures within 40 feet of Eliyh when she begins her wail, as well as all creatures that end their turn within that radius, must make a DC 23 Fortitude save. (This save is only required once per wail.) Creatures under the effects of a fear effect take a -4 penalty on this save. Creatures that make their save are sickened for

1d6 rounds. Those that fail take 140 points of damage (as if affected by a CL 14 *Wail of the Banshee*). If Eliyh is damaged during a wail, she must make a Will save (DC 15 + damage taken) to maintain the wail; otherwise it ends. This is a sonic death effect. Her wail is supernaturally powerful, and penetrates the effect of any spell of 3rd level or lower that creates silence. The save DC is Charisma-based.

Notes: Eliyh's incorporeal form is that of a beautiful, slender woman with sensuous curves and long black hair. A golden scarab amulet rests between her breasts, suspended from a thin necklace.

6. Underground Lake

This is a large natural cavern with an underground lake. The underground river has a strong north-south current (Swim DC 18), and

the water is ice-cold (1d6 points of nonlethal damage from hypothermia per minute of exposure, and the character is treated as fatigued). The waste pit from area 7 on dungeon level one connects to this cave.

7. Underground Arena

This chamber holds several exotic animals behind portcullises that can be raised or lowered using levers in the hidden chamber (Search DC 30) to the south. The eastern wall has seats for spectators. Victims are thrown into the middle of the room and a portcullis is lowered behind them, then one of the other portcullises are raised, releasing one of the animals into the arena. If necessary, a victorious animal is driven back into its cage by arrows and spears. The cages currently contain a terror bird, a giant frilled lizard, and a dire mandrill.

Terror Bird (CR 4): SZ L Animal; HD 5d8+15; hp 37; Init +3 (+3 Dex); Spd 50 ft. (10 squares); AC 14 (+3 Dex, +2 natural, -1 size), touch 12, flat-footed 11; Space 10 ft.; Reach 10 ft.; BAB +3, CMB +8, CMD 21; Atk Bite +7 melee (1d8+4, 19-20/x2); Full Atk Bite +7 melee (1d8+4, 19-20/x2) and talons +7/+7 (1d4+4, 20/x2); SA Sudden Charge; SQ Low-Light Vision; SV Fort +7, Ref +7, Will +1; Str 18, Dex 17, Con 16, Int 2, Wis 11, Cha 10.

Skills: Perception +11. *Feats:* Improved Critical (bite) (b), Run, Skill Focus (Perception).

Sudden Charge (Ex): When making a charge attack, a terror bird makes a single bite attack. If successful, it may also attempt to trip its opponent as a free action without provoking an attack of opportunity. If the attempt fails, the terror bird cannot be tripped in return.

Giant Frilled Lizard (CR 5): SZ L Animal; HD 7d8+28; hp 59; Init +5 (+1 Dex, +4 Improved Initiative); Spd 30 ft. (6 squares), climb 30 ft.; AC 18 (+1 Dex, +8 natural, -1 size), touch 10, flat-footed 17; BAB +5, CMB +11, CMD 22 (26 vs trip); Atk Bite +9 melee (2d6+5, 20/x2); Full Atk Bite +9 melee (2d6+5, 20/x2) and Tail +4 melee (1d8+2, 20/x2); SA Intimidating Charge; SQ Low-Light Vision, Scent; SV Fort +11, Ref +8, Will +4; Str 21, Dex 13, Con 19, Int 2, Wis 14, Cha 10.

Skills: Climb +13, Perception +11, Stealth +8. *Feats:* Great Fortitude, Improved Initiative, Lightning Reflexes, Skill Focus (Perception).

Intimidating Charge (Ex): When a giant frilled lizard charges, it hisses ferociously, extends its neck frills, and darts forward on its hind legs, increasing its base speed to 50 feet for that round. In addition to the normal effects of a charge, the creature charged must make a DC 13 Will save or be shaken for 1d6 rounds. This is a fear effect. The save DC is Charisma-based.

Dire Mandrill (CR 3): SZ L Animal; HD 4d8+12; hp 30; Init +2 (+2 Dex); Spd 30 ft. (6 squares), climb 30 ft.; AC 15 (+2 Dex, +4

natural, -1 size), touch 11, flat-footed 13; BAB +3, CMB +8, CMD 20; Reach 10 ft.; Atk Bite +6 melee (1d6+4, 20/x2); Full Atk Bite +6 melee (2d6+5, 20/x2) and Claw +6/+6 melee (1d4+4, 20/x2); SA Rend (2 claws, 1d4+6); SQ Low-Light Vision, Scent; SV Fort +7, Ref +6, Will +4; Str 19, Dex 15, Con 16, Int 2, Wis 12, Cha 7.

Skills: Acrobatics +6, Climb +16, Perception +8, Stealth +2. *Feats:* Iron Will, Skill Focus (Perception).

To the east, there is a heavy, locked door that leads into the cave tunnels (see Area 8 and beyond).

NOTE: The following areas are natural caves, separated from the Pits of Galuga by more than 1,000 feet of uneven natural passages that wind southwards. While the scale of the map for the rest of the dungeon is 5 feet per square, the following areas are much larger and a scale of 20 feet per square should be used here.

8. Central Cavern

Several tunnels lead into this large natural cavern. The floor is strewn with bones and skulls and other debris.

There is a 75% chance to encounter 1d4 insectoid scavengers (see Area 10) here.

9. Spore Mound

This cavern is the lair of a large living plant that attacks creatures by releasing spores. Apprentices of Arkanth Mal are sent here to harvest spores. It is dangerous work, but the sorcerers know how to handle it; sometimes living victims are thrown to the plant to distract it.

Fetid Spore Mound (CR 9): SZ L Plant; HD 12d8+36; hp 90; Init +0 (+0 Dex); Spd 20 ft. (4 squares), swim 20 ft.; AC 21 (+12 natural, -1 size), touch 9, flat-footed 21; Space 10 ft.; Reach 10 ft.; BAB +9, CMB +16 (+20 grapple), CMD 26; Atk Slam +15 melee (2d6+6, 20/x2, grab); Full Atk Slam +15/+15 melee (2d6+6, 20/x2, grab); SA Constrict (2d6+9), spore discharge; SQ Darkvision 60 ft., Low-Light Vision, Compressible Form, DR 10/slashing, Immune to electricity, Resist Fire 10; SV Fort +11, Ref +6, Will +6; Str 22, Dex 10, Con 17, Int 7, Wis 10, Cha 8.

Skills: Escape Artist +10 (+20 when squeezing through tight spaces), Perception +13, Stealth +9 (+17 in swamps or forest), Swim +14. *Feats:* Ability Focus (spore discharge), Cleave, Iron Will, Lightning Reflexes, Power Attack, Weapon Focus (slam).

Compressible Form (Ex): A fetid spore mound is difficult to harm with piercing and bludgeoning attacks, gaining DR 10/slashing and taking half damage from falls. It also never takes penalties for squeezing into a





5-foot-wide space and gains a +10 racial bonus on Escape Artist checks (+20 when squeezing through tight spaces).

Electric Fortitude (Ex): A fetid spore mound takes no damage from electricity. Instead, any electricity attack used against it temporarily increases its Constitution score by 1d4 points. The fetid spore mound loses these temporary points at the rate of 1 per hour.

Spore Discharge (Ex): If struck in combat, a fetid spore mound discharges a cloud of yellow mold spores in a 10-foot radius. Exposure to direct sunlight renders the spore mound's yellow mold dormant, and it does not discharge. Its spore discharge is suppressed for 1 round if the creature is struck by a fire attack that overcomes its fire resistance.

Yellow Mold Spores: inhaled; save Fort DC 17; frequency 1/round for 5 rounds; effect 1d3 Con damage; cure 1 save.

10. Cavern of the Scavengers

A species of insectoid scavengers are found here and in adjoining areas. The scavengers live off the debris and corpses that are thrown into the mountain chasms from the citadel above, as well as whatever floats through the underground river (including waste from the prison level above). The scavengers climb up on ledges on the sides of the cavern and use their strand-pulling attacks from higher ground. There are 2d4 of these creatures here.

Scavenger of the Pit (CR 4): SZ L Vermin; HD 3d8+15; hp 28; Init +1 (+1 Dex); Spd 20 ft. (4 squares), climb 20 ft.; AC 18 (+1 Dex, +9 natural, -1 size), touch 11, flat-footed 18; Space 10 ft.; Reach 5 ft.; BAB +3, CMB +10 (+14 with pull), CMD 23 (35 vs trip); Atk Claw +8 melee (1d6+7, 20/x2) or Filament +3 ranged (drag); Full Atk Claw +8/+8 melee (1d6+7, 20/x2) or Filament +3 ranged (drag); SA Pull (filament, 10 ft.); SQ Darkvision 60 ft., Immune to mind-affecting effects; SV Fort +10, Ref +3, Will +3; Str 25, Dex 12, Con 25, Int -, Wis 14, Cha 8.

Skills: Climb +11. **Feats:** None.

Filament (Ex): A scavenger of the pit can fire a thin filament of sticky silk as a standard action. This touch attack has a range of 60 feet and no range increment. A creature struck by a scavenger of the pit's filament becomes attached to the sticky thread. As a standard action, a creature can rip the filament free with a DC 20 Strength check. A caught creature can also attempt to escape a filament by making a DC 25 Escape Artist check. A filament is AC 14 (touch 12), has 5 hit points, and has DR 15/slashing. An application of liquid with high alcohol content (or a dose of universal solvent) dissolves the adhesive and releases the creature caught by the filament. A scavenger of the pit can have only one filament active at a time.

Pull (Ex): A scavenger of the pit has a +4 racial bonus on CMB checks made using its pull special attack.

East of Yg: The Land of Zamar

On the eastern side of the Rogal mountains is the rich land of Zamar, with its golden grain fields, ancient forests, and flocks of wild horses. Unlike Yg, Zamar has short, warm summers and long, cold winters with heavy snowfall.

Zamar has no standing army but can field regiments of yeomen in times of trouble, electing a leader from among its landowners.

Boraga, the City by the Lake

The lords of Zamar are rich landholders and estate owners. Their henchmen meet to trade in the markets of Boraga, an unwallled city of merchants, artisans and fishermen.

Lake Kali

This large lake is deep and dark. It has many wooded coves along its length.

On the western shore of Lake Kali is the large hereditary country estate of Eliyh's clan. The estate is now abandoned; the fields lie fallow and the farm animals and servants have been appropriated by rival landholders.

The Hills of Natla

These low hills are home to fearsome "half-giants", the hill-men of Natla (see the appendix for statistics). Their villages are crude but well fortified.

The hill-men are prone to raiding into Yg, Zamar and Vulav, as well as attacking travelers on the mountain trails or exacting heavy tolls from caravans. For the last several years, Arkanth Mal has bought their loyalty and services with large amounts of gold (mainly taken from the dowry brought to the witch-king by princess Verina of Lamu).



22); SQ Darkvision 60 ft., Low-Light Vision, Stench (30 ft., DC 17, 10 rounds), SR 23; SV Fort +15, Ref +8, Will +8; Str 20, Dex 8, Con 22, Int 5, Wis 15, Cha 10.

Skills: Perception +25, Swim +13. *Feats:* Diehard, Endurance, Improved Critical (gore), Improved Iron Will, Iron Will, Multiattack, Skill Focus (Perception).

Poison Breath (Ex): Breath—contact; save Fort DC 23; frequency 1/round for 6 rounds; effect 1d6 Con damage; cure 3 consecutive saves.

A catoblepas's horrid, stinking breath is 60-foot cone of poison gas. The save DC is Constitution-based.

Vorin (CR 14): SZ H Aberration; HD 17d8+102; hp 178; Init +8 (+4 Dex, +4 Improved Initiative); Spd 40 ft. (8 squares); AC 18 (+4 Dex, +6 natural, -2 size), touch 12, flat-footed 14; Space 15 ft.; Reach 10 ft.; BAB +12, CMB +23, CMD 37; Atk Sting +20 melee (2d6+9, 20/x2, poison) or spit +15 ranged (poison); Full Atk Sting +20 melee (2d6+9, 20/x2, poison) and bite +19 melee (2d6+9, 20/x2) or spit +15 ranged (poison); SA Spit; SQ Darkvision 60 ft., DR 15/slashing or piercing, immune to acid, Resist Fire 10, Water Breathing; SV Fort +11, Ref +9, Will +10; Str 28, Dex 18, Con 23, Int 2, Wis 11, Cha 12.

Skills: Escape Artist +6, Perception +13, Sense Motive +2, Stealth +13 (+21 in water). *Feats:* Alertness, Cleave, Improved Initiative, Improved Natural Attack (sting), Power Attack, Skill Focus (Stealth), Stealthy, Weapon Focus (spit), Weapon Focus (sting).

Poison (Ex): Bite or spit—injury or contact; save Fort DC 24; frequency 1/round for 2 rounds; effect 1d6 Dex and paralyzed 1d4 hours; cure 1 save. The save DC is Constitution-based.

An opponent struck by a blob of vorin poison spit at them is protected from its effects for a short time by any amount of worn armor—the blob strikes the armor but not the opponent's flesh. The blob of poison seeps through armor in a number of rounds equal to the armor's armor bonus (do not apply any magical bonuses). The blob can be scraped off as a move action. Natural armor does not provide any defense as the poison seeps through the opponent's pores, nor does poison delivered by a vorin's sting have the same delayed effect.

Spit (Ex): Once per round a vorin can spit a blob of sticky poison with a sickening odor at a single opponent within 50 feet (no range increment). This requires the vorin to make a successful ranged touch attack. If struck, a target is subjected to the vorin's poison.

Water Breathing (Ex): Vorins can breathe underwater indefinitely.

Naathi fishing Villages

Small villages are scattered along the frozen northern coast of the Urul Sea. The coastal Naathi dwell here; they catch fish using nets and harpoons, and also hunt seals, walrus and whales. Their boats are constructed from stiched seal skins stretched over frames of driftwood, antlers or whalebone skeletons, and range from small personal kayaks to larger vessels capable of carrying up to 30 men.

Some villages are permanent, while others are temporary or seasonal settlements. Houses are made from driftwood, whalebone, sod and stone, and covered with hides, snow and/or ice, depending on the season and proximity to the great glacier. Most buildings are single-room dwellings that house a family, but larger structures have multiple rooms connected by tunnels. Tribal councils are held in these communal buildings, and perhaps also abominable rituals and wild feasts, if traders of Zamar are to be believed.

Naathi hunting Camps

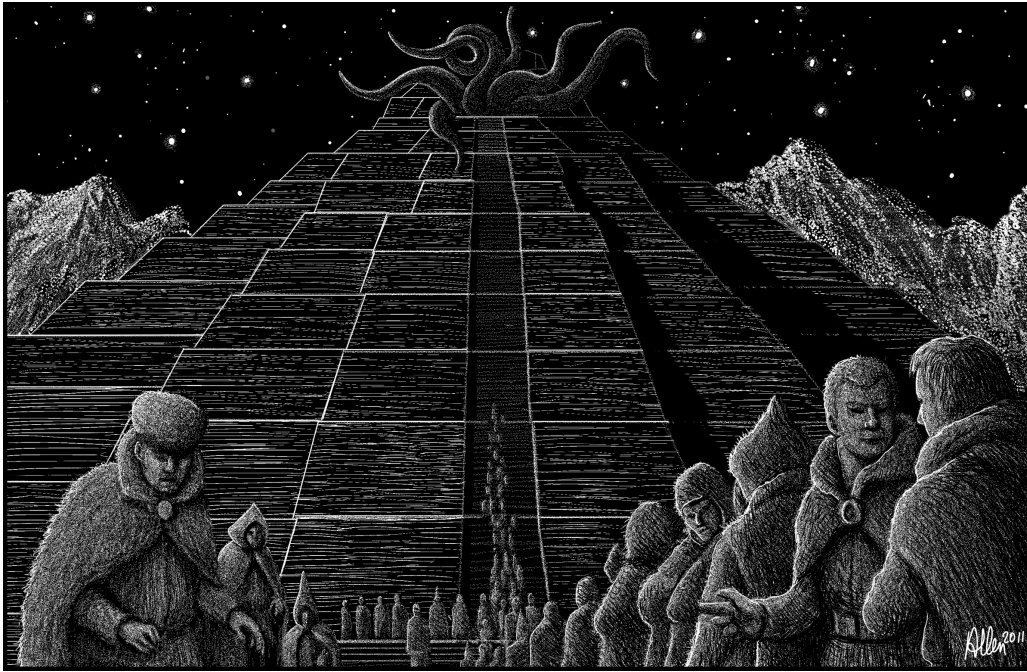
The inland Naathi are nomadic hunters of woolly mammoths and other great beasts that dwell in the shadow of the Endless White Land.

The hunters roam the tundra between semi-permanent base camps with houses and shelters made from mammoth bone. A typical camp is ringed by certain marker stones, and consists of dwellings for men and women, storage pits, workshops for flint and bone, great halls for the councils of the elders, and butchering areas on the edge of the settlement. Some camps also have fearsome shrines or spirit-houses, marked by skulls painted with arcane symbols in dark crimson or sickly green colors.

The largest huts consist of hundreds of mammoth jaws and rib bones, and dozens of skulls and tusks, all covered with hides and held up by a patchwork of poles, rawhide and leather straps.

The treasures of the Naathi include carved objects and jewelry of stone, bone, ivory and amber, as well as ambergris incense, animal skins, and large quantities of dried and salted meat.

Some tribes of Naathi keep packs of feral wolf-dogs as guards and beasts of burden.



The Ziggurat of Boras

“Not even the lesser priests know of the long grey corridors, lit by phosphorescent ceilings, through which in bygone ages strange forms have glided silently. (...) Not for men alone did we build, but for the gods who moved unseen among us.”

— Robert E. Howard: The Moon of Skulls

Set on a plain from which the surrounding glaciers retreated only relatively recently, this massive pyramidal edifice rises to the sky surrounded by snow-covered hills. The slowly receding ice has worn off most of the outer ornamentations of the ziggurat, leaving only hints of ancient weirdness through indefinite shapes and dim and indistinct carvings. The only visible entrance is oriented towards the north, accessible via a gigantic staircase that seems to lead to the top of an artificial mountain.

There is a large Naathi camp less than a mile from the ziggurat, and Naathi warriors and elders guard the edifice and serve the whims of its occupant, Boras, the White King.

King Boras appears to his subjects as a tall and mighty, pale-skinned, golden-haired warrior dressed in rich golden robes and cloaked in polar bear fur. It was in this shape he travelled west and seduced the witch Eliyh, who soon gave birth to several children (two sons and two daughters) fathered by Boras.

But “Boras, king of the snow-people of Naath” is merely a mask of flesh worn by an ancient creature named Yon-Ylath-Ul. Older than the glaciers, this creature is a primal, polymorphous being of genius intelligence, able to take any shape at will.

Its true form is that of a huge, slime-dripping black ooze with multiple pseudopods constantly flailing about its bulk.

When Eliyh eventually discovered the true nature of Yon-Ylath-Ul, she went insane. In a mad rage, the witch tried to kill the primal creature, but the tentacled thing destroyed her. However, Eliyh had prepared a receptacle for her soul, the Ark of Zamar. While Yon-Ylath-Ul devoured the witch’s body and returned to the land of Naath with Eliyh’s children as captives, Eliyh’s life force remained trapped, insane, within the Ark. Soon, Arkanth Mal learned of Eliyh’s fate (but not the true nature of Boras), and sent the hill-men of Natla to carry the Ark back to his citadel of Galuga.

Only Yon-Ylath-Ul itself knows its own ultimate goals. Why does this primal being masquerade as a human kingpriest, and why did it interbreed with a human female? What manner of creatures are its offspring? Are these children of Eliyh perhaps reared as future priest-servants, or held as hostages? Only Yon-Ylath-Ul knows.

Yon-Ylath-Ul, the Thing in the Ziggurat, Intelligent Black Pudding Sorcerer 10 [aberrant bloodline] (CR 16): SZ H Ooze; HD 10d8+60 plus 10d6+60; hp 200; Init -1 (-5 Dex, +4 Improved Initiative); Spd 20 ft. (4 squares), climb 20 ft.; AC 3 (-5 Dex, -2 size), touch 3, flat-footed 3; Space 15 ft.; Reach 10 ft.; BAB +12, CMB +17 (+21 grapple), CMD 22 (33 vs bull rush, can’t be tripped); Atk Slam +13 melee (2d6+4 plus 2d6 acid, 20/x2, grab); SA Constrict (2d6+4 plus 2d6 acid), Corrosion; SQ Blindsight 60 ft., Split, Spell-Like Abilities, Spells, Bloodline Power (Acidic Ray), Cantrips, Eschew Materials, Bloodline Power (Long Limbs), Bloodline Feat (Improved Initiative), Bloodline Power (Unusual Anatomy); SV Fort +12, Ref +3, Will +15; Str 16, Dex 1, Con 22, Int 20, Wis 16, Cha 20.





Skills: Bluff +28, Craft (alchemy) +28, Intimidate +28, Knowledge (arcana) +28, Profession (engineer) +26, Spellcraft +28, Use Magic Device +28. **Feats:** Cleave, Combat Casting, Combat Reflexes, Eschew Materials (b), Greater Spell Focus (enchantment), Improved Initiative (b), Improved Lightning Reflexes, Iron Will, Lightning Reflexes, Natural Spell, Power Attack, Spell Focus (enchantment).

Spells Known (Spells per day: 6/6/6/5/3; Spell DC 15 + spell level): 1st – *Charm Person, Chill Touch, Endure Elements, Mage Armor, Obscuring Mist, Ray of Enfeeblement, Shield*; 2nd – *Daze Monster, Detect Thoughts, Hypnotic Pattern, Resist Energy, Touch of Idiocy*; 3rd – *Dispel Magic, Hold Person, Tongues, Water Breathing*; 4th – *Black Tentacles, Lesser Geas, Lesser Globe of Invulnerability*; 5th – *Feeblemind, Nightmare*

Acid (Ex): Yon-Ylath-Ul secretes a digestive acid that dissolves organic material and metal quickly, but does not affect stone. Each time a creature suffers damage from Yon-Ylath-Ul's acid, its clothing and armor take the same amount of damage from the acid. A DC 26 Reflex save prevents damage to clothing and armor. A metal or wooden weapon that strikes Yon-Ylath-Ul takes 2d6 acid damage unless the weapon's wielder succeeds on a DC 26 Reflex save. If Yon-Ylath-Ul remains in contact with a wooden or metal object for 1 full round, it inflicts 26 points of acid damage (no save) to the object. The save DCs are Constitution-based.

Corrosion (Ex): An opponent that is being constricted by Yon-Ylath-Ul suffers a –4 penalty on Reflex saves made to resist acid damage applying to clothing and armor.

Split (Ex): Slashing and piercing weapons deal no damage to Yon-Ylath-Ul. Instead, Yon-Ylath-Ul splits into two identical parts, each with half of the original's current hit points (round down). A part with 10 hit points or less cannot be further split and dies if reduced to 0 hit points. When Yon-Ylath-Ul is split in this manner, each part can use spell-like abilities and cast spells individually, although each part expends spells from the same pool of spells per day.

Suction (Ex): Yon-Ylath-Ul can create powerful suction against any surface as it climbs, allowing it to cling to inverted surfaces with ease. Yon-Ylath-Ul can establish or release suction as a swift action, and as long as it is using suction, it moves at half speed. Because of the suction, Yon-Ylath-Ul's CMD score gets a +10 circumstance bonus to resist bull rush, awesome blows, and other attacks and effects that attempt to physically move it from its location.

Spell-Like Abilities (Sp): At will – *Shapechange*.

Notes: Yon-Ylath-Ul is merely one of several "Very Old Things" that lurk below the glacier ice, but fortunately for the men of the north it

is the only one of these primal creatures yet to have escaped its frozen prison. Were any sages to learn of its existence, they would perhaps speculate that such beings are vastly older than the race of men and that they belong to a wholly different branch of the tree of life. Other sages may point to the discovery of canopic jars filled with living slime, found in certain Yar-Ammonite tombs, as disturbing evidence of ancient links between early men and these amorphous beings.

The interior of the Ziggurat of Boras is divided into several sub-levels, each with its own set of interconnected chambers and wandering monsters:

Ziggurat Level 1

The area surrounding the ziggurat, as well as the exterior staircase, is guarded by scores of Naathi warriors. Inside the uppermost level of the ziggurat itself are a dozen Naathi elders, who serve Boras as messengers; they await his summons here.

Ziggurat Level 2

This is the Court of Boras, where he appears in his human guise to underlings and rare visitors. The throne room is richly appointed with barbaric treasures including spotless furs, carved ivory, and amber jewelry. Adjoining chambers include wardrobes, lounges and a hall of stuffed animals.

Ziggurat Level 3A

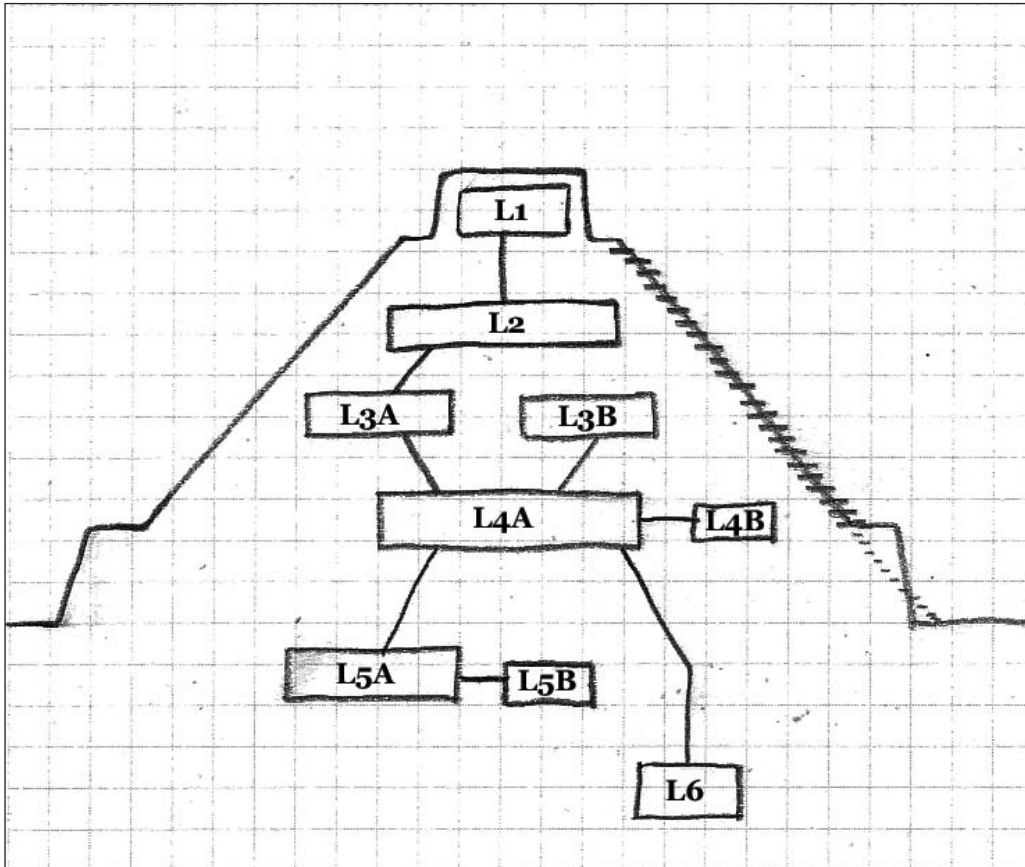
Weird murals fill the walls of this level, depicting immense, primal creatures crawling onto dry land from a watery abyss, building strange cities using flexible pseudopods. Other murals show the coming of a great ice sheet, slowly burying those cyclopean structures.

Ziggurat Level 3B

Eliyh's children by Boras are imprisoned in separate chambers on this level. Each child is guarded by two ebony gelatinous cubes (CR 5) that can shapeshift and imitate any human form they have seen. Although these imitated forms are mindless and mute, and thus easily distinguished from real humans, they initially pose as the children they are guarding, to lure opponents close before they shift back to their real shapes and engulf them.

Ziggurat Level 4A

This large level contains a shrine dedicated to some primal god-thing. A huge starfish-shaped altar seems to consist of pulsating, living tissue, softly quivering like jelly. Its surface is studded with hundreds of multicolored gems (worth 100-500 gp each). Around the altar are four great stone-ringed basins, each containing an oily black liquid.



Touching the altar instantly cures any disease and regenerates lost limbs. Trying to remove one of the gems from the living altar, or otherwise harming it, causes a black pudding (CR 7) to emerge from each of the basins and all four of them then attack the intruder. If a black pudding is destroyed, a new one is spawned from the basin in 1d10 rounds, unless the liquid in the basin is consumed by fire or frozen solid by cold.

Ziggurat Level 4B

In a huge pool of green slime, new life is constantly spawned and devoured in a never-ending cycle of life, death, and rebirth. Sometimes a few amoeba swarms (CR1) manage to crawl out of the pool before being sucked back into the pool and devoured. These small swarms eventually grow into larger oozes and slimes.

Ziggurat Level 5A

The floors, walls and ceilings of this level are covered by mosaics that form an abstract map of ancient, pre-glacier polar regions. Some cities or sites are marked on the maps with glowing or pulsating stones, while others stones are dull or burnt-out. Several slithering trackers (CR 4) lurk almost unseen here.

Ziggurat Level 5B

This small level consists of a central circular chamber, where several archways each lead to short tunnels carved with arcane glyphs. At the end of each tunnel is a small, empty socket set into the wall.

If a pulsating stone from level 5A is placed into a socket while the correct ritual is being performed, a *Gate* will open to one of the other prehuman cities that are buried further north beneath the great glacier. The freezing temperatures there will swiftly debilitate or kill most explorers stepping through the gate, of course, but there is always the possibility of something else coming through the gate in the opposite direction...

Ziggurat Level 6

This is a deep pit. The temperature is freezing and deals 1d6 points of cold damage per minute of exposure (no save).

At the bottom of the pit lurks a colossal carnivorous red blob (CR 13), kept in permanent stasis by the low temperature.





Appendix A: Cultural Archetypes

In a typical sword and sorcery campaign such as the World of Xoth, the traditional demihumans do not exist, and the majority of player characters and non-player characters are human. The following broad cultural archetypes can be used to distinguish between characters who would otherwise have the same racial abilities.

Savage

Savages include warriors from the frozen north and witch-doctors from the snake-infested jungles of the south. Savages tend to have a close connection with nature, but remain ignorant of many developments that more civilized people take for granted.

Savages have the following racial traits:

+2 to Strength

Sturdy: Permanent benefit as per the *endure elements* spell, and a +1 natural bonus to Armor Class.

Feral: Savages gain a +2 racial bonus to Perception checks.

Superstitious: Before attacking any supernatural or magic-using creature, the savage must succeed on a Will save (DC 10 + half level or Hit Dice of creature) or suffer a -4 penalty to attack rolls against that creature until the end of the encounter. *Exception:* If the character has more levels in spellcasting classes than non-spellcasting classes, the character instead casts spells with a +1 bonus to effective caster level.

Nomadic

Nomads roam the empty wastes beyond the civilized cities; quick to strike and bound by no laws. Nomads live with their animals and usually ride into battle with them; they feel ill at ease without them.

Nomads have the following racial traits:

+2 to Dexterity

Proud: Iron Will as bonus feat.

Unpredictable: The character gains a “wild card” feat. As a standard action, the character can select any feat for which he meets the prerequisites. The selected feat remains active for the rest of the day. After the character rests for eight hours, the wild card feat slot resets to empty.

Bowlegged: Base land speed 20 ft.

Civilized

Savages and nomads eventually gather together to cultivate the land, build great cities, develop trade, and study medicine, mathematics and languages. In the civilized lands dwell noble knights, wise kings, and learned sages — as well as greedy merchants and cunning thieves.

Civilized people have the following racial traits:

+2 to one ability score: Civilized characters get a +2 bonus to one ability score of their choice at creation to represent their versatile nature.

Educated: One bonus feat at first level, and one extra skill point at each level.

Frail: Civilized people have a -2 penalty to saving throws against poison and disease.

Enlightened

A few great civilizations rise above others and gain half-mythical status. Learned beyond normal men, people of enlightened cultures are builders of cyclopean pyramids and towers that pierce the skies. Their magnificent buildings can last forever, and likewise the flesh of the enlightened ones can withstand the passage of time like no other mortals.

Enlightened people have the following racial traits:

+2 to Wisdom

Uncanny: Once per day, the enlightened can re-roll any dice roll, but must keep the second result, regardless of the outcome.

Also, enlightened characters who reach at least 2nd level before the normal human Middle Age (35 years) gain longevity and use the following age categories instead: Middle Age (100 years), Old (200 years), Venerable (300 years), Maximum Age (300 + 3d100 years).

Expert Builder: Enlightened ones receive a +2 bonus on Perception checks to potentially notice unusual stonework, such as traps and hidden doors located in stone walls or floors. They receive a check to notice such features whenever they pass within 10 feet of them, whether or not they are actively looking.

Conceited: Too confident in their own abilities, enlightened ones often underestimate their enemies. They suffer a -4 penalty to Initiative checks.

Decadent

Great civilizations reach their peak and eventually start to decline. Such fallen empires are ruled by jaded nobles, corrupt priests and wicked slave-traders. Demon-worship, human sacrifice and drug abuse is all too common in these cultures.

Decadent people have the following racial traits:

+2 to Charisma

Insidious: +2 bonus to Bluff, Knowledge and Stealth checks, and an additional +1d6 of sneak attack damage if the character has the sneak attack class ability.

Arcane Adept: Add +1 to the DC of any saving throw when casting spells.

Corrupt: -2 penalty to Will saving throws.

Degenerate

The last survivors of decadent civilizations start to feud over dwindling resources, or are driven away by stronger cultures. Fleeing into the wilderness, or deep underground beneath their ruins, they start to inbreed and devolve into something no longer entirely human. Degenerates may outwardly resemble savages, but they carry the evil taint of fallen empires.

Degenerates have the following racial traits:

+2 to Constitution

Nocturnal: Degenerates can see twice as far as normal humans in conditions of dim light.

Ferocious: Once per day, when a degenerate is brought below 0 hit points but not killed, he can fight on for one more round as if disabled. At the end of his next turn, unless brought to above 0 hit points, he immediately falls unconscious and begins dying.

Unwholesome: Degenerates always have a physical deformity or a mental illness, caused by inbreeding, that sets them apart from other humans. This unwholesomeness can never be fully concealed. Degenerates suffer a -4 penalty on Bluff and Diplomacy checks (except when interacting with other degenerates), and the initial reaction of other cultural archetypes will never be better than Unfriendly.





Appendix B: Men of the North

The Men of Tharag Thule

Dressed in wolf-skin cloaks and tall boots of wolverine-fur, these barbarians of the north have long, yellow beards, white skin, and piercing blue eyes. They dwell in fortified villages with wooden feast halls, and live by farming, hunting, trading and raiding.

To the west is the Sea of Vahran, a great inland sea with hundreds of small islands along the shores, where warriors sail their longboats to raid coastal villages and battle fearsome sea-serpents, while lesser men engage in fishing.

The Tharag Thulans revere the Moon-God, the Wolf-God, and the Skull-God.

Sea-Wolf of Tharag Thule, male Savage Barbarian (Sea Reaver) 3 (CR2): HD 3d12+12; hp 37; Init +2 (+2 Dex); Spd 30 ft. (6 squares); AC 16 (+4 chain shirt, +2 Dex), touch 12, flat-footed 14; BAB +3, CMB +8, CMD 20; Atk Greataxe +8 melee (1d12+7, 20/x3); Greataxe [rage] +10 melee (1d12+10, 20/x3); Warhammer +8 melee (1d8+7, 20/x3); Warhammer [rage] +10 melee (1d8+10, 20/x3); SA Rage, Rage Power (Rolling Dodge); SQ Sturdy, Feral, Superstitious, Marine Terror, Eyes of the Storm, Savage Sailor +1; SV Fort +6, Ref +3, Will +1; Str 20, Dex 14, Con 16, Int 9, Wis 10, Cha 8.

Skills: Acrobatics +8, Intimidate +5, Swim +11. *Feats:* Combat Reflexes, Toughness.

The White Men of Yg

White-skinned, with green-grey eyes and short red beards, the civilized men of Yg dress in coarse wool and the warriors wear chain mail armor. Although their land is far to the north, not far from the freezing wasteland of the Endless White Land, it is warmed by hot springs and is therefore known as the "Land beyond the North Wind". The men of Yg must constantly defend their homeland from incursions by savage barbarians, brutal hillmen and cannibalistic nomads.

Yeoman of Yg, male Civilized Warrior 2 (CR 1/2): HD 2d10+7; hp 22; Init +1 (+1 Dex); Spd 20 ft. (4 squares); AC 17 (+6 chain-mail, +1 Dex), touch 11, flat-footed 16; BAB +2, CMB +5, CMD 16; Atk Heavy Mace +6 melee (1d8+4, 20/x2); Javelin +3 ranged (1d6+3, 20/x2, range increment 30 ft.); SA none; SQ Educated, Frail; SV Fort +5, Ref +1, Will +1; Str 16, Dex 12, Con 14, Int 12, Wis 12, Cha 12.

Skills: Climb +8, Handle Animal +6, Ride +6, Swim +8. *Feats:* Toughness, Weapon Focus (heavy mace).

The Hill-Men of Natla

The rugged hills of Natla are home to tribes of cruel "half-giants" whose average height is 7 feet and 6 inches. They are fearless and wade into battle bare-chested, wearing kilts of cave bear skin and helmets adorned with stag antlers. The handles of their great knives and axes are likewise adorned with the horns of great stags. Any man of Natla can challenge the current clan chief to mortal combat to take his position.

Racial Traits: The hill-men of Natla are strong and brutish (+2 bonus to Strength and -2 penalty to Intelligence) and greedy (Will save at DC 10 + 1 per 1,000 gp worth of treasure [minimum 500 gp] or be fascinated by seeing it). They have hardened fists (Improved Unarmed Strike as a bonus feat) and thick skin (+2 natural bonus to AC). Even though they are of Medium size, their great height grants them a reach of 10 feet with one- and two-handed melee weapons (and they can also attack adjacent squares normally).

Reaver of Natla, male Savage Barbarian 6 (CR 5): See Palace of Arkanth Mal, area 2.

The Men of Zamar ("Easterlings")

The Zamarians have dusky skin, brown or dark hair, and brown and green eyes. They dress in silks and silver-fox fur. They ride compact, powerful, long-haired horses (treat as heavy horses with a speed of 40 feet and Improved Natural Armor as a bonus feat) and are famed for their prowess with the longbow.

The "Easterlings" dwell on large farms in sturdy, warm houses built of timber. During the short summer months, their land is fertile and gives bountiful harvests of corn before the winter brings heavy snowfall.

The men of Zamar also build sturdy boats and sail on Lake Kali. In the spring and summer months, their traders use these vessels to navigate the rivers of Vulav, and even venture into the Sea of Urul to reach Yeran.

Trader of Zamar, male Civilized Ranger 2 (CR 1): HD 2d10+6; hp 21; Init +4 (+4 Dex); Spd 30 ft. (6 squares); AC 17 (+3 studded leather, +4 Dex), touch 14, flat-footed 13; BAB +2, CMB +4, CMD 18; Atk Handaxe +4 melee (1d6+2, 20/x3, finesse); Composite Longbow +7 ranged (1d8+2, 20/x3, range increment 110 ft.); SA 1st Favored Enemy (Nomadic Humans), Combat Style Feat (Pre-



cise Shot); SQ Educated, Frail, Track, Wild Empathy; SV Fort +6, Ref +7, Will +0; Str 14, Dex 18, Con 16, Int 12, Wis 10, Cha 14.

Skills: Heal +5, Knowledge (geography) +6, Perception +5, Profession (trader) +5, Ride +9, Stealth +9, Survival +5, Swim +7. *Feats:* Point Blank Shot, Weapon Focus (longbow).

The Naathi

The bleak arctic land of Naath is inhabited by a squat, dark-haired, yellow- and brown-skinned people, the Naathi. They are split between coastal tribes, who dress in seal-skins and adorn themselves with narwhal ivory, and inland hunters who wear animal hides and live in houses of stone and mammoth bones.

The Naathi hunt and fight with javelins, harpoons, nets, bows, and bone axes. Their clothing is equivalent to leather or hide armor, although some chieftains and tribal champions may wear rare lamellar armor.

The xenophobic Naathi have an evil reputation. They are rumored to eat raw meat and fish, and to somehow possess ancient and forbidden knowledge. Their old wise men are cloaked in yellowed polar bear furs and wear strangely shaped golden ornaments.

Racial Traits: The squat Naathi can employ a swarming tactic in battle: Up to two Naathi can share the same square at the same time, and if two Naathi in the same square attack the same foe, they are considered to be flanking that foe as if they were in two opposite squares. A Naathi leaves no trails in natural surroundings and cannot be tracked.





Naathi Elder, male Enlightened Druid (Cave Druid) 8 (CR 7): HD 8d8+24; hp 63; Init +1 (+1 Dex, +4 Improved Initiative, -4 Conceited); Spd 20 ft. (4 squares); AC 15 (+4 hide armor, +1 Dex), touch 11, flat-footed 14; BAB +6, CMB +7, CMD 18; Atk Javelin +7 melee (1d6+1, 20/x2); Club +7 melee (1d6+1, 20/x2); Full Atk Javelin +7/+2 melee (1d6+1, 20/x2); Club +7/+2 melee (1d6+1, 20/x2); SA Spells; SQ Uncanny, Expert Builder, Conceited, Nature Bond, Cave Sense, Orisons, Wild Empathy (Oozes), Tunnelrunner, Lightfoot, Resist Subterranean Corruption, Wild Shape (2/day); SV Fort +8, Ref +3, Will +10; Str 12, Dex 12, Con 14, Int 12, Wis 18, Cha 12.

Skills: Heal +15, Knowledge (nature) +12, Perception +15, Spellcraft +12, Survival +15. *Feats:* Combat Casting, Improved Initiative, Natural Spell, Toughness.

Spells Memorized (Spells per day: 4/5/4/4/3; Spell DC 14 + spell level): 0 – *Guidance, Know Direction, Resistance, Spark;* 1st – *Alter Winds, Cure Light Wounds, Longstrider, Obscuring Mist, Speak with Animals;* 2nd – *Animal Messenger, Barkskin, Frost Fall, Stone Call;* 3rd – *Contagion, Dominate Animal, Meld Into Stone, Nature's Exile;* 4th – *Dispel Magic, Ice Storm, Touch of Slime*

Coastal Naathi Tribesman, male Degenerate Ranger 3 (CR 2): HD 3d10+12; hp 33; Init +2 (+2 Dex); Spd 20 ft. (4 squares); AC 16 (+4 hide armor, +2 Dex), touch 12, flat-footed 14; BAB +3, CMB +5, CMD 17; Atk Javelin +6 melee (1d6+3, 20/x2); Handaxe +5 melee (1d6+2, 20/x3, finesse); Composite Shortbow +5 ranged (1d6+2, 20/x3, range increment 70 ft.); SA 1st Favored Enemy (Animals), Combat Style Feat (Weapon Focus), 1st Favored Terrain (Cold); SQ Nocturnal, Ferocious, Unwholesome, Track, Wild Empathy, Endurance; SV Fort +6, Ref +5, Will +2; Str 14, Dex 14, Con 16, Int 10, Wis 12, Cha 9.

Skills: Knowledge (geography) +6, Perception +7, Profession (sailor) +7, Spellcraft +6, Survival +7, Swim +8. *Feats:* Ironguts, Toughness, Weapon Focus (javelin) (b).

The Men of Vulav

The common folk of Vulav are herders of sheep who dress in sheepskin and live in small stone villages. In the countryside, worship of “the horned gods” is widespread, and ram and ewe costumes feature prominently in certain fertility rituals.

The cities of Vulav are magnificent, with grand castles, great parks lined with iron statues, large markets and busy taverns. The burghers, who look upon the villagers with contempt, wear cotton, velvet and lace, and busy themselves with intrigues against each other and various noble families.

The Knights of the Vulture is an order of mounted knights and inquisitors that also has chapters in neighbouring Lamu; its current

leader is Grand Master Slavukhan (male Civilized Cavalier 13). Two rival dynasties fight for control of the land: Maraugas the Witch-Slayer, Great Duke of Navdarak (male Civilized Inquisitor 12), and Vasilek the Third, Prince of Gorod (male Decadent Fighter 8/Rogue 4).

Knight of the Vulture, male Civilized Cavalier 4 (CR 3): HD 3d10+12+3; hp 36; Init +0 (+0 Dex); Spd 20 ft. (4 squares); AC 18 (+8 half-plate, +0 Dex), touch 10, flat-footed 18; BAB +3, CMB +7, CMD 17; Atk Heavy Mace +7 melee (1d8+6, 20/x2); Heavy Mace with Power Attack +6 melee (1d8+9, 20/x2); Lance +7 melee (1d8+6, 20/x3, reach); Lance with Power Attack +6 melee (1d8+9, 20/x3, reach); Light Crossbow +3 ranged (1d8, 19-20/x2, range increment 80 ft.); SA Challenge 1/day, Tactician, Cavalier's Charge; SQ Educated, Frail, Mount, Order (Order of the Vulture; as per Order of the Shield), Order Ability (Resolute); SV Fort +7, Ref +1, Will +4; Str 18, Dex 10, Con 18, Int 10, Wis 12, Cha 12.

Skills: Diplomacy +7, Handle Animal +7, Ride +6, Sense Motive +7, Swim +10. *Feats:* Iron Will, Power Attack, Toughness.

The Men of Yeran

The long coast of Yeran is peopled by inscrutable fishermen and river-folk that travel in flat barges and wield long daggers, polearms and nets, used to catch fish, molluscs and crustaceans.

Few inhabit Yerag, a cold, mist-filled city of crumbling spires and domes, reared ages ago by unknown builders near the delta of the river. The sea level has risen since then, leaving parts of the city partly submerged and home to various aquatic horrors. The men of Zamar, Vulav, Kuran, and sometimes even the Naathi, meet here to trade and barter goods. There are whispers of a cult dedicated to “the water serpent that walks”, whatever that may be.

River-Man of Yeran, male Decadent Rogue (Scout) 4 (CR 3): HD 4d8; hp 21; Init +4 (+4 Dex); Spd 30 ft. (6 squares); AC 15 (+1 padded armor, +4 Dex), touch 14, flat-footed 11; BAB +3, CMB +5, CMD 19; Atk Ranseur +5 melee (2d4+3, 20/x3, disarm, reach); Dagger +7 melee (1d4+2, 19-20/x2, finesse); Net +7 ranged (range increment 10 ft.); SA Sneak Attack +3d6, Scout's Charge; SQ Insidious, Arcane Adept, Corrupt, Trapfinding, Evasion, Rogue Talent (Hold Breath), Trap Sense +1, Rogue Talent (Terrain Mastery: Water); SV Fort +1, Ref +8, Will +1; Str 14, Dex 18, Con 11, Int 13, Wis 14, Cha 8.

Skills: Acrobatics +11, Appraise +8, Bluff +6, Disguise +6, Knowledge (local) +8, Sleight of Hand +11, Stealth +11, Swim +9, Use Magic Device +6. *Feats:* Exotic Weapon Proficiency (net), Weapon Finesse.

The Men of Kuran

These yellow-skinned nomadic raiders wield wicked curved swords and javelins. They ride two-humped (Bactrian) camels across the dry steppes and cold deserts, scrounging ancient ruins for valuables. Some claim they serve the Denizens of Ong as mercenaries, messengers and spies.

The land of Kuran is plagued by great flesh-eating birds. Most believe that these birds nest in the mountains to the west, but some sages claim that these avian terrors are somehow linked to the ruined cities on the steppes.

Scout of Kuran, male Nomadic Ranger 4 (CR3): HD 4d10+4; hp 30; Init +3 (+3 Dex); Spd 20 ft. (4 squares); AC 19 (+5 scale mail, +1 light wooden shield, +3 Dex), touch 13, flat-footed 16; BAB +4, CMB +7, CMD 20; Atk Scimitar +8 melee (1d6+3, 18-20/x2); Javelin +7 ranged (1d6+3, 20/x2, range increment 30 ft.); SA 1st Favored Enemy (Civilized Humans), Combat Style Feat (Ride-By Attack), 1st Favored Terrain (Desert); SQ Proud, Unpredictable, Bowlegged, Track, Wild Empathy, Endurance, Hunter's Bond; SV Fort +5, Ref +7, Will +4; Str 16, Dex 16, Con 12, Int 10, Wis 12, Cha 10.

Skills: Handle Animal +7, Heal +8, Knowledge (geography) +7, Ride +10, Stealth +10, Survival +8. *Feats:* Iron Will (b), Mounted Combat, Weapon Focus (scimitar).

The Riders of Sarnad

By special treaty with the Emperor of Taraam, the nomadic Riders of Sarnad follow their own laws and no imperial troops may enter the Steppes of Sarnad without invitation from the Khans.

The warriors of Sarnad ride fast, grey mares (treat as light horses with a speed of 60 feet) adorned with saddlecloths of silver-trimmed silk. They wear light armor and fight with lances and short bows.

They worship the horse-god, Othabbhon, and although separated by great distance are said to share a common ancestry with the Zadjites, both tribes having originated in the lands of Jairan.

Rider of Sarnad, male Nomadic Cavalier 3 (CR 2): HD 3d10+6; hp 27; Init +2 (+2 Dex); Spd 20 ft. (4 squares); AC 16 (+4 chain shirt, +2 Dex), touch 12, flat-footed 14; BAB +3, CMB +7, CMD 19; Atk Lance +7 melee (1d8+6, 20/x3, reach); Handaxe +7 melee (1d6+4, 20/x3, finesse); Composite Shortbow +5 ranged (1d6+4, 20/x3, range increment 70 ft.); SA Challenge 1/day, Tactician, Cavalier's Charge; SQ Proud, Unpredictable, Bowlegged, Mount, Order (Order of the Horse; as per Order of the Seal), Order Ability (Keeper); SV Fort +5, Ref +3, Will +4; Str 18, Dex 14, Con 14, Int 10, Wis 12, Cha 10.

Skills: Diplomacy +6, Handle Animal +6, Intimidate +6, Ride +8. *Feats:* Iron Will (b), Mounted Combat, Ride-by Attack.

The Men beyond the frozen forest

The Frozen Forest and the plains beyond are inhabited by the Ma-Gu, or "Hungry Ones"; pale, grim men who are said to practice cannibalism. The Ma-Gu are experts with lassos and herd massive flocks of reindeer on the cold plains, which are littered with old, snow-covered stone ruins. The forest itself, where the frozen trees are hung with fetishes of bone and feathers, and where dark caves have ancient cave paintings depicting the hunt, is the sacred territory of their ancient and terrible god, the Wendigo.

Ma-Gu Stalker, male Nomadic Ranger 3/Rogue 3 (CR 5): HD 3d10+9 plus 3d8+9; hp 52; Init +4 (+4 Dex); Spd 20 ft. (4 squares); AC 17 (+3 studded leather, +4 Dex), touch 14, flat-footed 13; BAB +5, CMB +8, CMD 22; Atk Heavy Flail +8 melee (1d10+4, 19-20/x2, disarm, trip); Lasso +9 ranged (range increment 10 ft.); SA 1st Favored Enemy (Civilized Humans), Combat Style Feat (Precise Shot), 1st Favored Terrain (Forest), Sneak Attack +2d6; SQ Proud, Unpredictable, Bowlegged, Track, Wild Empathy, Endurance, Trapfinding, Evasion, Rogue Talent (Strong Impression), Trap Sense +1; SV Fort +7, Ref +10, Will +3; Str 16, Dex 18, Con 16, Int 10, Wis 12, Cha 10.

Skills: Acrobatics +13, Handle Animal +9, Intimidate +12, Knowledge (nature) +9, Perception +10, Stealth +13, Survival +10. *Feats:* Combat Expertise, Exotic Weapon Proficiency (lasso), Improved Trip.



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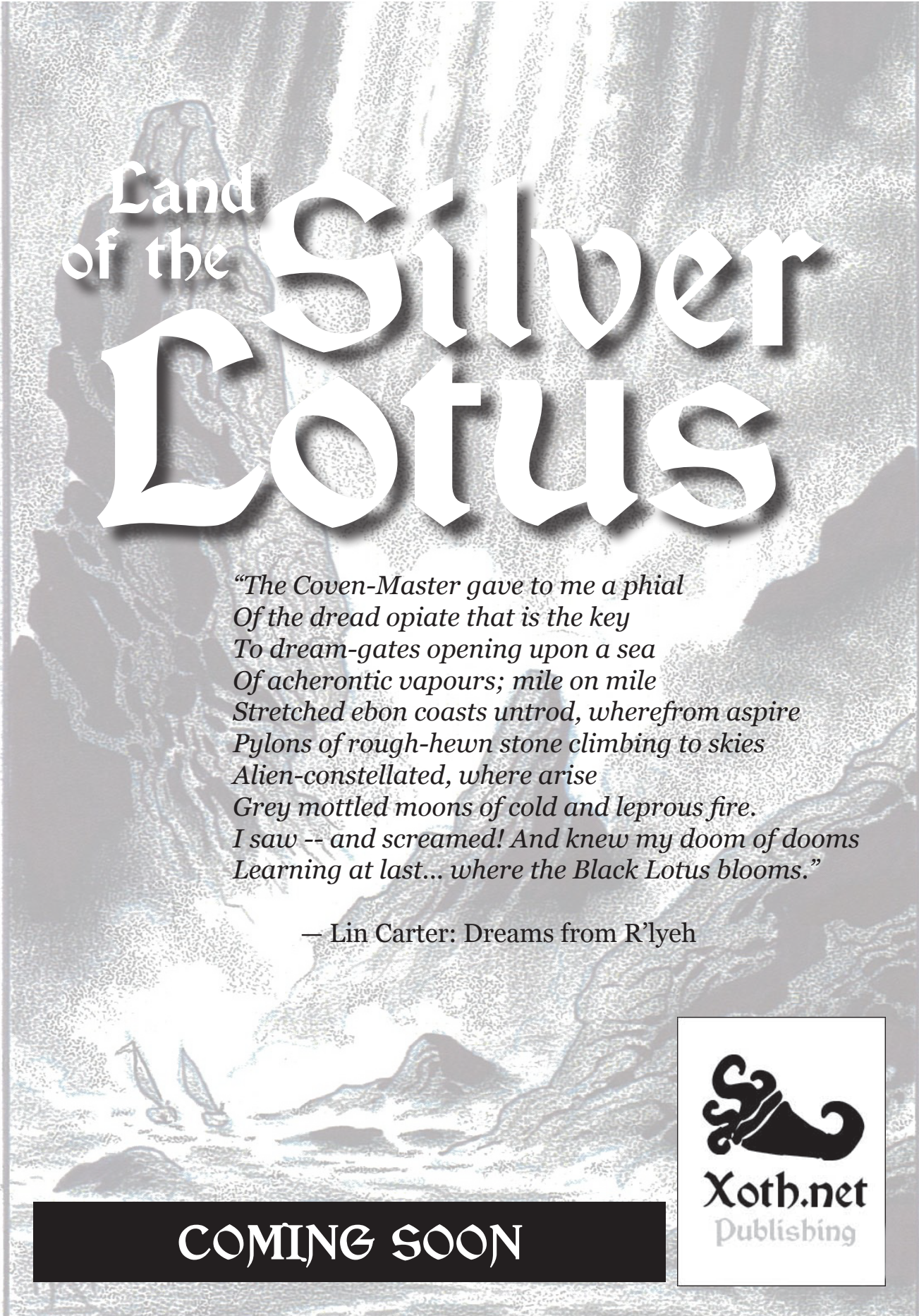
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Land
of the **Silver
Lotus**

*“The Coven-Master gave to me a phial
Of the dread opiate that is the key
To dream-gates opening upon a sea
Of acherontic vapours; mile on mile
Stretched ebon coasts untrod, wherefrom aspire
Pylons of rough-hewn stone climbing to skies
Alien-constellated, where arise
Grey mottled moons of cold and leprous fire.
I saw -- and screamed! And knew my doom of dooms
Learning at last... where the Black Lotus blooms.”*

— Lin Carter: Dreams from R'lyeh

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