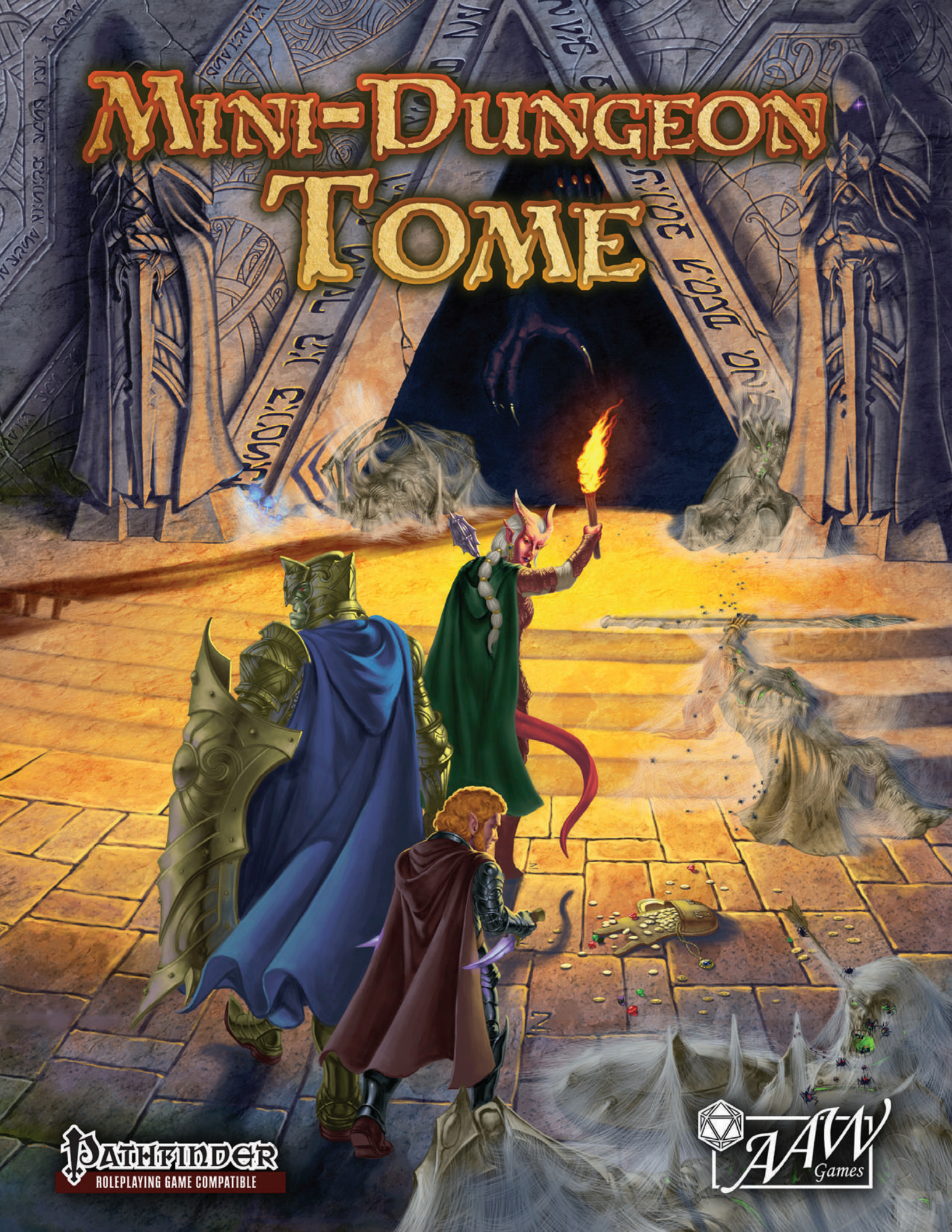
Mini-Dungeon
Tome
Pathfinder
Roleplaying Game Compatible
AAW Games

Mini-Dungeon Tome

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Pathfinder® Roleplaying Game Compatible

CONTENTS

Six Feet Under 6
Justin Andrew Mason

Hobgoblin Lair 8
Jonathan Ely

The Goblin Warren 10
Jonathan Ely

The Spinner's Hole 12
Jonathan Ely

The Soularium 14
Rory Toma

The Aura of Profit 16
Rory Toma

The Rats of Verdant Reach 18
Justin Andrew Mason

Pit Your Wits 20
Stephen Yeardley

We All Start Somewhere 22
Stephen Yeardley

The Dreamer's Shrine 24
Jonathan Ely

The Broken River 26
Colin Stricklin

The Forgotten Dungeon 28
Justin Andrew Mason, Jonathan G. Nelson, Stephen Yeardley

Maze of the Skullkeeper 32
Justin Andrew Mason

The Army Surgeons 34
Stephen Yeardley

Buried Council Chambers 36
Jonathan G. Nelson

Doubt Not that Stars are Fire 38
Stephen Yeardley

Sanctuary of the Slaughtered 40
Rone Barton

Chop Chop! 42
Stephen Yeardley

The Case of the Scrupulous Pawnbroker 44
Stefanos Patelis

The Blight 46
Colin Stricklin

The Unquenched Thirst 48
Michael Allen

The Choker Lair 50
Jonathan Ely

Lair of the Mad Druid 52
Louis Agresta

Neotomas' Paradise 54
Michael Smith

Fitcher's 56
Stephen Yeardley

When Goblins Die, No Comets Are Seen 58
Stephen Yeardley

Last Stand of the Forgotten Pirate 60
Michael McCarthy

With a Candlestick 62
Michael McCarthy

Thelamos 64
Jonathan Ely

In the Garden of Death 66
Michael Holland

Sanctuary of Exsanguination 68
Michael Smith

The Burning Tree of Coilltean Grove 70
Justin Andrew Mason

The Siren's Lament 72
Colin Stricklin

The Spirit Bottle 74
Stephen Yeardley

Peril at the Lamiak's Bridge 76
Justin Andrew Mason

The Pententieyrie 78
Stephen Yeardley

Carrionholme 80
Jonathan Ely

There are More Things in the Planes and the Earth 82
Stephen Yeardley

Arcane Academi of Thadrulex 84
Nicolas Logue

The Brain Drain 88
Stephen Yeardley

Temple of the Secret Power 90
Michael McCarthy

Nekh-ta-Nebi's Tomb 92
Jonathan Ely

Sepulchre of the Witching Hour's Sage 94
Stefanos Patelis

The Queen's Estuary 96
Rachel Ventura

The Kabandha's Request 98
Jonathan Ely

Apparatus of the Brachemoth 100
Colin Stricklin

The Burning Temple 102
Tim Hitchcock

Hungry Waystation 104
Brian Suskind

Mysteries of the Endless Maze 106
Justin Andrew Mason

Trade is Our Sword 108
Thilo Graf

Throne of the Dwellers in Dreams 110
Justin Andrew Mason

Stowaway on the Singing Sea 112
Justin Andrew Mason

Abandoned Shrine 114
Brian Wïborg Mønster

Torment at Torni Tower 116
Stephen Yeardley

Summoner's Remorse 118
Justin Andrew Mason

Dwarven Dread 120
Michael Smith

Look Not with Thine Eyes, But Thine Mind 122
Stephen Yeardley

The Dragon Queen's Sanctuary 124
Jonathan Ely

Chrome Devils from the Swamp 126
Stefanos Patelis

The Palace of Ahmad Sahir 128
Michael Holland

Home Fires 130
Richard Develyn

Campsite in the Haunted Forest 132
Jonathan G. Nelson

Entrance to the Forest Maze 134
Jonathan G. Nelson

The Lapis Maiden of Serena Hortum 136
Justin Andrew Mason

The Legacy of Theft 138
Michael Smith

Tiikeri's Revenge 140
Stephen Yeardley

CONTENTS

Ghastardly Deeds 142
Michael Smith

Shadows of Madness 144
Michael Smith

Ne'er Trust the White Wolf's Tameness 146
Stephen Yeardley

Deep Mine Mystery 148
Ben McFarland

Glass Golem Go-Round 150
Will Myers

Cabin Catastrophe 152
Will Myers

Hall of the Hellbound Heart 154
Jaye Sonia

Howling Halls 156
Jonathan Ely

Fleischkammer 158
Jonathan Ely

The Great Library 160
Jonathan Ely

Death Translates Us Into What it Wills 162
Thilo Graf

Pleasure Den 164
Rachel Ventura

Uneasy Rests the Crown'd Head 166
Stephen Yeardley

What the Dickens 168
Richard Develyn

Lair of the Clockwork Mage 170
Dan Dillon

Daenyr's Return 172
Michael Smith

Den of the Glacial Bear 174
Justin Andrew Mason

Kaltenheim 176
Jonathan Ely

The Gallery of Gears 178
Jonathan Ely

Awakening the Elder 180
Michael Holland

The Unreachable Terror 182
Justin Andrew Mason

I'll Yet Plague Both Your Houses 184
Stephen Yeardley

Snowblind Sanctuary 186
Justin Andrew Mason

The Soul of a Prince 188
Rory Toma

Lauron's Tomb 190
Jonathan G. Nelson

Unjust Deserts 192
Stephen Yeardley

Buta No Shiro 194
Jonathan Ely

The Menagerie of Brighton Bonsworth 196
Justin Andrew Mason

The Halls of Hellfire 200
Jonathan Ely

Shrine of the Earth Barons 202
Stephen Yeardley

The Stuff of Dreams 204
Stephen Yeardley

The Jötunn Encampent 206
Justin Andrew Mason

The World Forge 208
Colin Stricklin

Burning Ice 210
Michael Allen

What Canst Work I' Th' Earth So Fast 212
Stephen Yeardley

Ways of the Old 214
Justin Andrew Mason

Clockwork Vault of Caina 216
Liz Courts

Tangle of Webs 218
Rachel Ventura

The Unwise Young, They Say Do Ne'er Live Long 220
Stephen Yeardley

I Am Not of Your Element 222
Stephen Yeardley

The White Wyrm Awakens 224
Justin Andrew Mason

The Cackling Madness of Umberstone Manor 226
Justin Andrew Mason

The Bloody Sisters 228
Michael Allen

True Lovers Run Into Strange Capers 230
Stephen Yeardley

Three Ring Circus 232
Stephen Yeardley

The King of Infinite Space 234
Stephen Yeardley

Beware Gentlemen Bearing Gifts 236
Stephen Yeardley

Maw of the Dark Tide 238
Justin Andrew Mason

Chase Beneath the Prison 240
Stephen Yeardley

Time Out of Joint 242
Stephen Yeardley

The Tattooed Scribes 244
Michael Allen

An Empire Given 246
Stephen Yeardley

As Carcasses for Infernal Hounds 248
Stephen Yeardley

At the Court of the Heartless Queen 250
Stephen Yeardley

The Temple of Annihilism 254
Stephen Yeardley

The Ascent of Tempest Tower 256
Justin Andrew Mason

Heart of the Sacred Dawn 258
Justin Andrew Mason

The Rainbow Lich 260
Michael Allen

The Heartless Queen's Revenge 262
Stephen Yeardley

The Ending of it All 264
Stephen Yeardley

Flight of the Gryphonwind 268
Justin Andrew Mason

New Born Gawds 272
Stephen Yeardley

Song of the Sacred Stones 274
Justin Andrew Mason

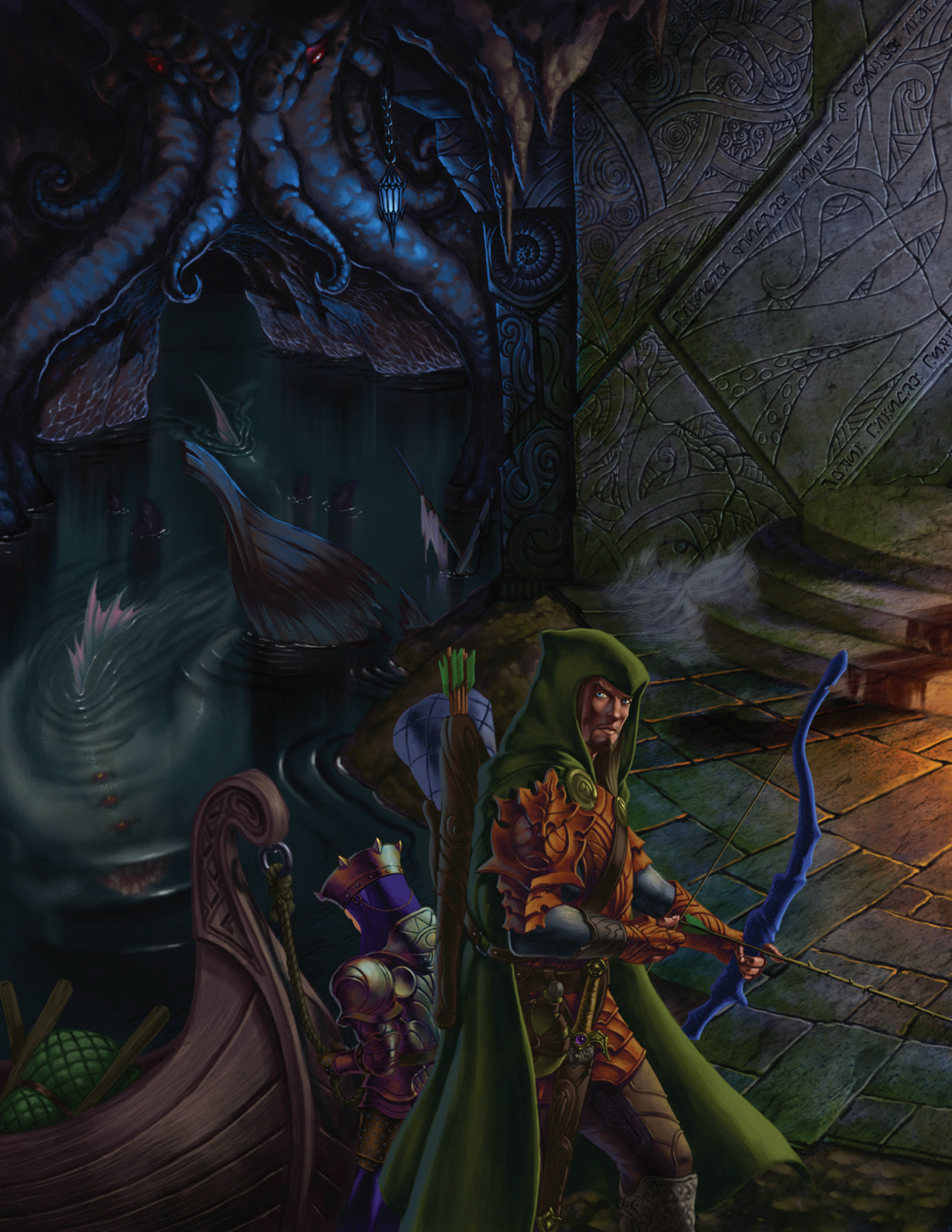
Backer Recognition 276

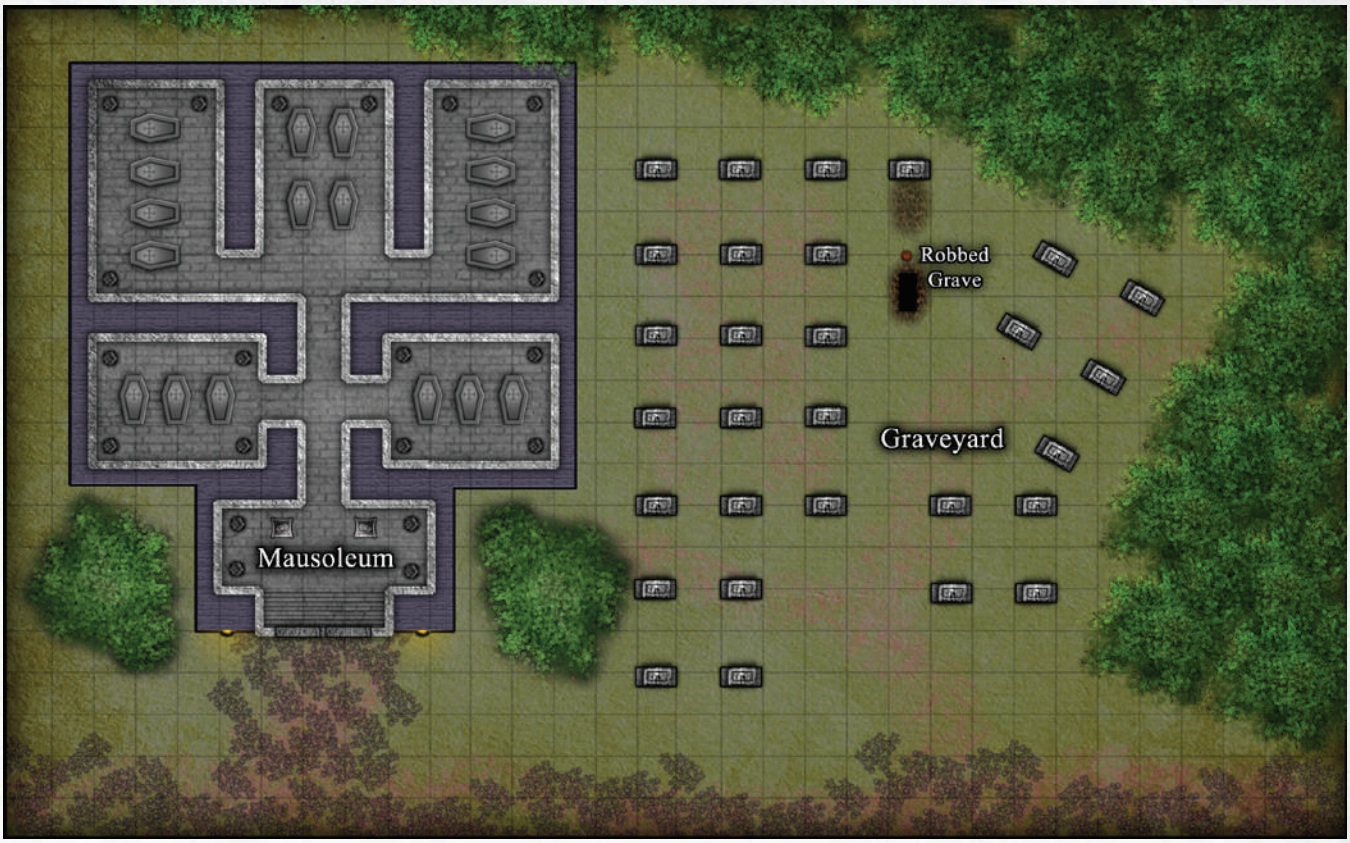
Pregenerated Characters 280

Using The Index 281

Trap & Hazard Index 282

Creature & NPC Index 286





Six Feet Under

Justin Andrew Mason

A goblin grave robber inadvertently rescues a lone adventurer[1] who woke up buried in a coffin. The adventurer, thrust into an encounter with the goblin and his party who have stolen a precious heirloom off the unconscious body, has no recollection of the burial.

Before starting this adventure, the GM and player should discuss what heirloom item the adventurer possesses. Though having immense sentimental value, the heirloom should be non-magical and of only minor monetary value. It should be a worn item easily removed such as a ring, bracer or necklace.

To start, read the following aloud to the player:

You awaken in utter silence and find yourself surrounded by total darkness. Air is thin, and every stale breath causes you to choke violently. Where are you? How did you get here?

You feel a hard surface beneath your back, and as you move your limbs outward, they meet with another solid, flat surface mere inches away. Soon you realize you are completely sealed within a box with no recollection of how you came to be in this predicament.

The air grows ever thinner as your heart thumps louder. In the blackness before you a sea of sparkling pinpoints swirl – your consciousness wavers as you hear a strange scratching sound coming from in front of you. Your mind gives way and you pass out.

With a violent, stinging gasp, your lungs expand, pulling in crisp fresh air. When your eyes burst open, above you is the starry night sky nearly obscured by the bright orange glow of a lantern. You find yourself lying in a pine wood coffin, already lowered into the ground and with bent nails protruding from the now open lid. A small, frail figure lurches backwards with your [heirloom] grasped firmly in its hand. With a startled shout, the shadowy figure begins to scurry up the grave mound nearly six feet above.

[1] This adventure is designed for a single PC and can be continued with "The Rats of Verdant Reach" on page 18.

The ruddy skin of the goblin glistens in the light as it struggles to climb, dropping its lantern. The base of the lamp shatters sending rancid oil spewing into the coffin and upon your clothing. As the lamp's flame flickers, the oil quickly erupts. You have only seconds to react before the flames rush to engulf you!

The adventurer can climb out of the grave but must make a DC 12 Climb check to escape unscathed. If the climb check fails, the flames deal 1d4 points of fire damage and the adventurer, set on fire, must take a round to extinguish the flames by rolling around or suffer an additional 1d4 points each round until doused.

The adventurer, wearing only nondescript common clothes, has no other gear. An unidentified wooden grave marker suggests the adventurer has emerged from a pauper's grave. A shovel protruding from a nearby pile of recently excavated dirt is the only thing to utilize as an improvised weapon.

By the time the adventurer climbs out of the grave, the goblin is darting into a nearby mausoleum where three of its comrades are located. If the adventurer doesn't give chase, then in 3 rounds all four goblins come rushing out to attack—greedy for more potential loot.

When only one of the four goblins remains (or sooner if the adventurer is struggling), the ruckus of the battle draws the attention of the graveyard's night watchman, Taran Throm, armed with a short sword and carrying a lantern. Taren comes to the adventurer's aid against the remaining goblin grave robber. None of the goblins possesses the adventurer's heirloom.

Taran has three *cure light wounds potions*. If he was injured, he will drink one and offer the other two to the adventurer if needed.

If the night watchman is asked what happened, he explains the grave the adventurer emerged from is fresh—just covered at sundown a few hours past. While he doesn't have any additional information, Taran will suggest the undertaker back in the city may still have the adventurer's remaining gear stowed away.

During the discussion with the night watchman, the adventurer could potentially learn that the most recent memory was several months ago, and the cemetery is located near a known town but a substantial distance from home.

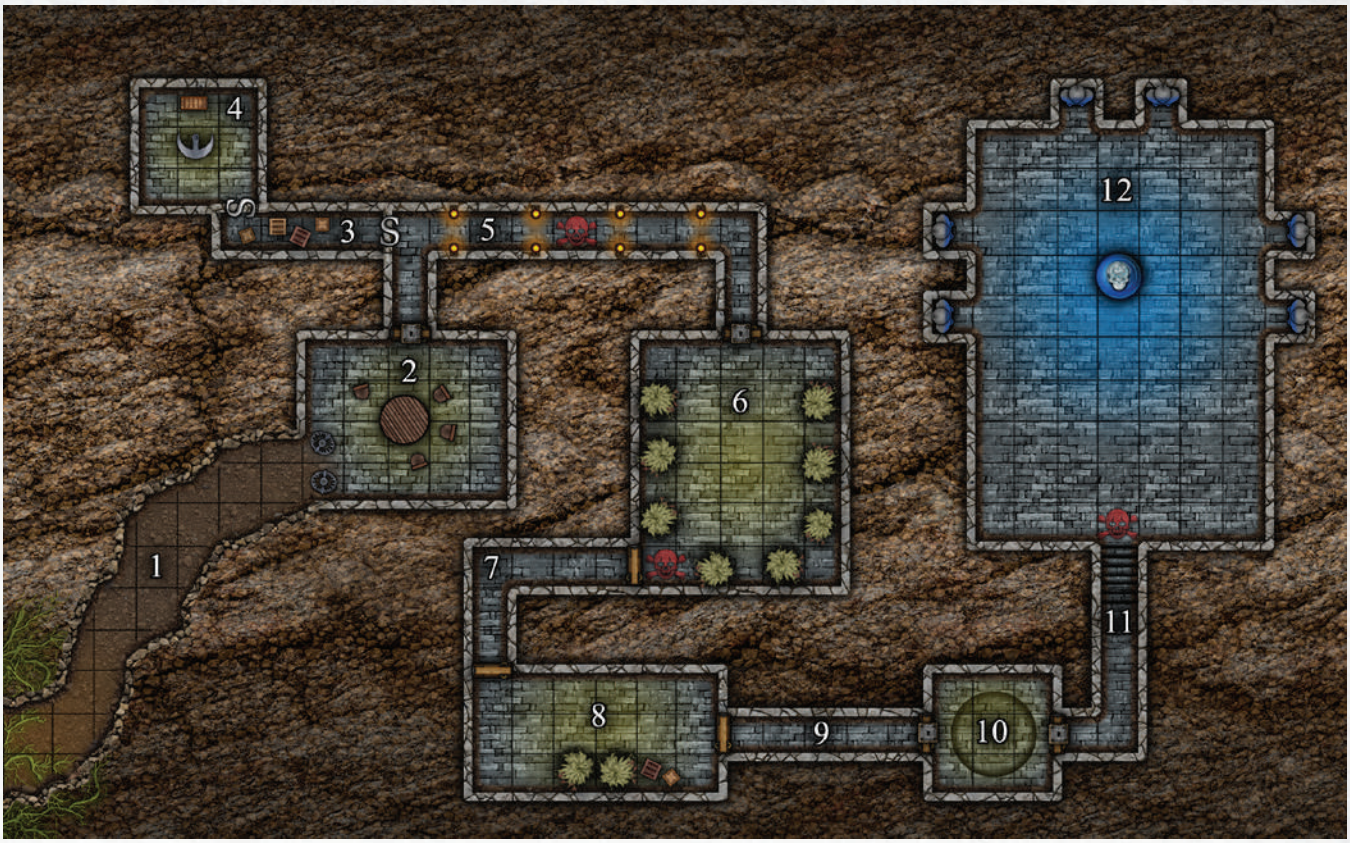
Another goblin, the gang leader, has been watching from the shadows while the two are talking. It springs out from the shadows to surprise attack (automatic initiative). The goblin is wearing the adventurer's heirloom and wielding a *+1 short sword*. Taran aids the adventurer in combat; afterwards, he offers to lead them back to the undertaker's office in town to collect the adventurer's equipment.

In addition to the experience and treasure earned from combat, the adventurer gains a bonus 500 xp for recovering their stolen heirloom.

Conclusion

Why was the adventurer buried alive? How did the adventurer get so far from home? Why is the last memory from several months ago? And why aren't there more recent memories? These questions can inspire ideas about your own 1-on-1 campaign. Alternatively, this story continues "The Rats of Verdant Reach" on page 18.

Justin Andrew Mason



Hobgoblin Lair

Jonathan Ely

This lair is a seasonal home for a small group of goblinoid raiders that have been terrorizing the local region. If hunted by the PCs and tracked here, they retreat into the inside of this ancient complex (located 3-5 miles from the nearest trade route and community of any size).

1. Camouflaged Entrance

The entrance to the hobgoblin's lair is well-hidden with a false rockfall; the carefully placed pile of ivy-smothered stones conceals a cleft revealed by a DC 15 Perception check. The passage continues 50 feet into the earth, sloping gently downwards and steadily widening from 5 feet to 10 feet.

2. Guard Room

A pair of well-concealed bear traps protects the 10-foot-wide entrance to this chamber. The room's occupants, four hobgoblin warriors, leap from the table as they grab their weapons to defend their home. Several old boxes and barrels stored in this chamber contain nothing of value; the hobgoblins carry a few trinkets but nothing of importance. The wooden door to the north is locked from the other side with a simple mechanism (Break DC 15 or Disable Device DC 20).

3. Hidden Store

A DC 20 Perception check will locate the well-hidden secret door on the west wall and the button to open it. The hobgoblins are using the narrow chamber to store their ill-gotten gains, the majority of it being trade goods. If the PCs search through the items a DC 20 Perception check reveals several pouches of silver nuggets (worth a total of 150 gp).

4. Hidden Treasure Chamber

The hobgoblins are unaware of the secret door in the west end of the north wall in Area 3 that leads to the hidden treasure chamber. A DC 22 Perception check is enough to discover the false brick that hides a handle to activate the door mechanism. Anyone who walks to the center of the chamber triggers a swinging axe trap that strikes everyone within a 10-foot line from the center of the chamber. In the middle of the north

wall sits a wooden box that contains the rotten remains of more than a dozen books (long since consumed by mold and rot) and a pair of fine jade idols worth 75 gp each.

5. Trapped Corridor

This innocuous-looking corridor conceals a pressure plate in the middle that activates eight separate poisoned dart traps up and down the corridor. The resident hobgoblins know about the trap and simply jump over the pressure plate.

6. Sleeping Chamber

The main wooden door to the chamber is locked from the inside (hardness 5, hp 13, break DC 15 or Disable Device DC 20). The room is the living quarters for the hobgoblins and reeks of sweat and waste. There are several straw pallets dotted around the perimeter from where four hobgoblin warriors leap up to attack. Anyone willing to search through the stinking beds for 1d10 minutes will eventually locate 17 gp, 29 sp and 84 cp. There is a door in the southwest corner of the west wall. The door is trapped with sassone leaf residue smeared on the door handle.

Sassone Leaf Residue Trap **CR 1**

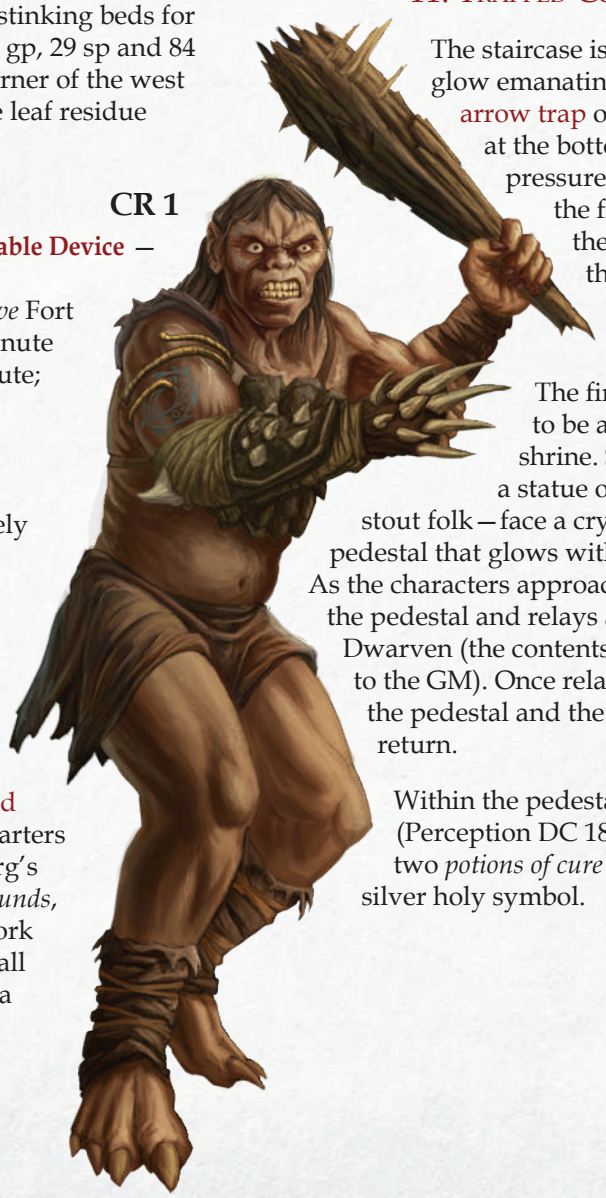
Type mechanical; **Perception** DC 20; **Disable Device** —
Trigger touch; **Reset** none
Effect sassone leaf residue (contact; *save* Fort DC 16, *onset* 1 minute; *frequency* 1/minute for 6 minutes; *effect* 2d12, plus 1/minute; *cure* 1 save)

7. Corridor

This simple L-shaped corridor is entirely unremarkable.

8. Decorated Chamber

Despite the foul graffiti that vandalize the walls, parts of the fresco paintings depicting the activities of centuries-dead dwarven warriors are still visible. Gorg the Bloodyhanded has taken this room as his personal quarters and doesn't like visitors. Amongst Gorg's possessions are a *potion of cure light wounds*, 12 gp, 28 sp and 54 cp, and a masterwork bastard sword. Hanging on the east wall is a stinking black bear pelt that hides a wooden door (Perception DC 14).



9. Corridor

There is a locked, wooden door at the east end of the corridor (Break DC 15 or Disable Device DC 20). Gorg and the hobgoblins have not strayed past this point and have no idea what lies beyond.

10. Trapped Antechamber

Fragments of disintegrating, rotting tapestry hang on the walls and litter the floor. The center of the flagstone floor contains an *alarm* spell—if someone steps on it, a DC 10 Perception check notices an audible "gong" from Area 12.

Alarm Spell Trap **CR 1**

Type magical; **Perception** DC 26; **Disable Device** DC 26
Trigger location; **Reset** automatic (3 rounds)
Effect a gong sounds loudly in the area for 1 round.

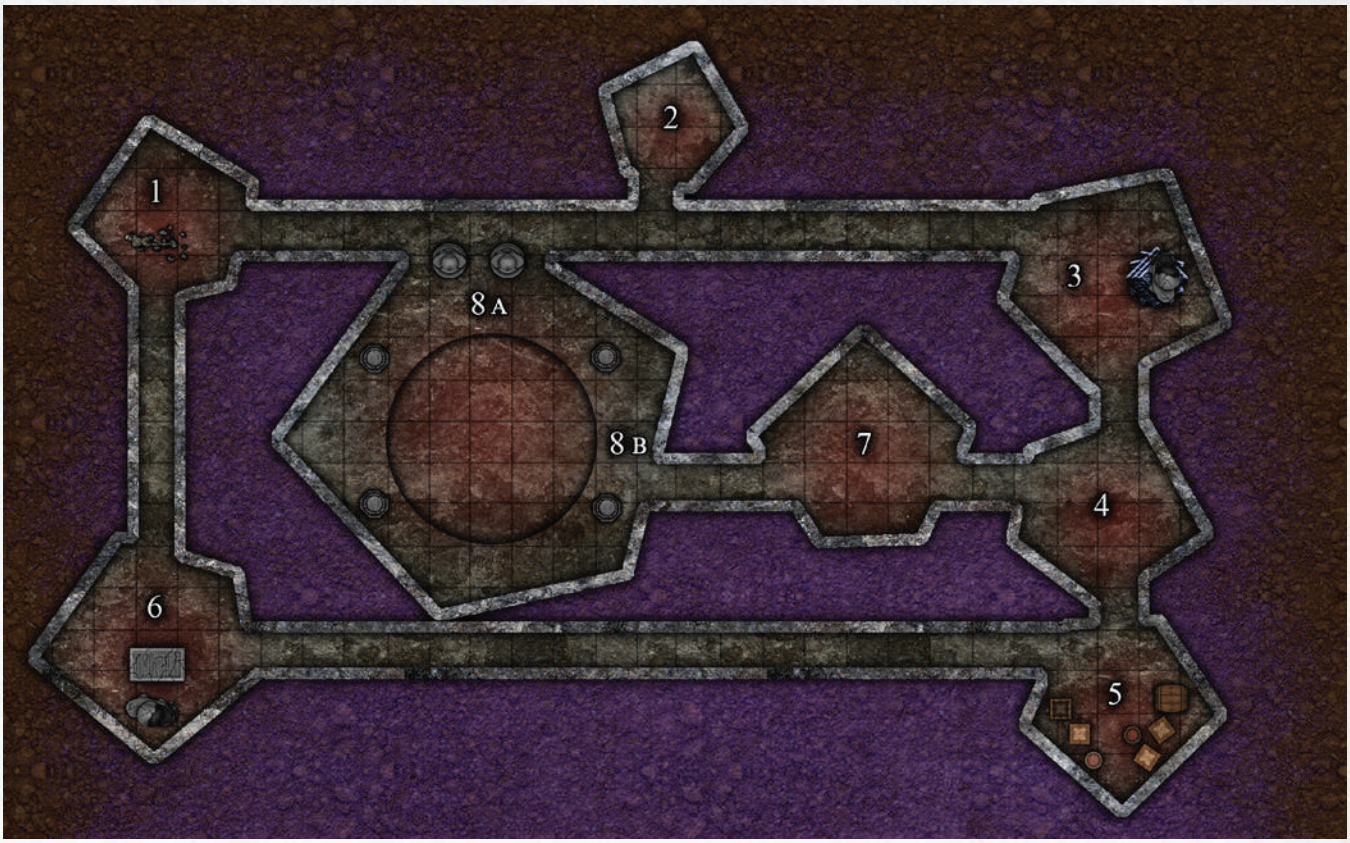
11. Trapped Corridor/Staircase

The staircase is lit by an unusual blue glow emanating from Area 12; an arrow trap on the ceiling points at the bottom of the stairs—a pressure pad makes it likely that the first person descending the steps will be shot in the back.

12. Shrine

The final chamber appears to be an ancient dwarven shrine. Six alcoves—each with a statue of an ancient hero of the stout folk—face a crystal skull on a granite pedestal that glows with a gentle blue light. As the characters approach, the skull lifts from the pedestal and relays a cryptic message in Dwarven (the contents of which are left up to the GM). Once relayed, the skull drops to the pedestal and the glow fades, never to return.

Within the pedestal, a hidden panel (Perception DC 18) when opened reveals two *potions of cure light wounds* and a silver holy symbol.



The Goblin Warren

Jonathan Ely

Many centuries ago, the quasit known as Viletongue was summoned from the Abyss to assist his summoner in attaining magical knowledge beyond his understanding. Deliberately tricked by Viletongue, the magic failed his master at a key moment; he was immolated on the spot. Now free to pursue his own goals outside of the Abyss, Viletongue immediately began corrupting other greedy souls, tempting them into perversion and damnation. Finally identified as the creature behind the corruption of several well-considered magelings and apprentices, the velvet-tongued quasit was eventually captured and imprisoned in this hidden complex by a group of ascetic clerics known as The Custodians.

Over the next five decades, Viletongue took great delight in attempting to corrupt the clerics into turning on each other (whilst secretly hoping that one may release him). Finally, he managed to break the mind of one of the Custodians with honeyed words, convincing him to murder the remaining members of his order before taking his own life.

Never freed, Viletongue waited and plotted in the gloom, until a war party of goblins stumbled upon this complex. Taking shelter with their goblin dogs in this miserable complex, Viletongue delighted in his new company and has begun to whisper suggestions to Gorm Firescream, the leader of the war party. Implanting ideas into Gorm's limited imagination, the war party has already had a number of local successes, and his reputation is rising. As such, he and his war party now warrant a bounty for their elimination or dispersal, offering enough for local adventurers to seek them out.

1. Main Entrance

This mid-sized pentagonal chamber is accessed by a number of tunnels deep below what appears to be an ancient barrow. Rumors of the barrow being haunted have convinced superstitious locals to leave it alone, but the goblins have no such qualms. The final access to this chamber requires a DC 12 Climb check, as the 20-foot staircase into this chamber has long since collapsed. At the base, a single goblin dog

sits, contently chewing on a large bone; unless the PCs are silent, the goblin dog will notice them and begin to raise the alarm.

2. The Kennels

The corridor between Area 1 and Area 2 is trapped; a pair of heavily warded statues block the entrance into Area 8 (almost perfectly filling the gap, denying the quasit space to squeeze past). If activated, a gout of flame engulfs everything in each 5ft square (treat each square as a *burning hands* trap). As the PCs approach the entryway they almost immediately notice the vile smell from the kennels; a goblin dog has recently given birth to eight pups in this chamber, and will defend them with great vigor.

3. Desecrated Shrine

The Custodians dedicated this simple shrine to one of the many gods or martyrs that they extolled (GM's discretion to choose one that fits their campaign). The goblins desecrated the shrine because it made them feel uncomfortable; however, they are not aware of the mechanism that deactivates the fire trap in the corridor between Area 7 and Area 8 (Perception DC 18 to locate and deactivate). Three goblins are present in this chamber; if pressed they will try to fall back to their allies in Area 4.

4. Goblin Chamber

The central "camp" for the war party, six goblins lounge around in this chamber, sleeping, eating or squabbling over scraps of food and "loot". If sorely pressed, they will retreat to Gorm Firescream's chamber in Area 7.

5. Storechamber

This large, stinking chamber was once a significant storeroom, although much of the material has long since rotted away. The goblins continue to use it as a storeroom, using it to hoard what food and "valuables" they have managed to scavenge on their raids. A single goblin dog lairs here, cunningly preferring to attack from behind one of the barrels.

6. Desecrated Shrine

The Custodians dedicated this simple shrine to one of the many gods or martyrs that they extolled (GM's discretion to choose one that fits their campaign). The goblins desecrated the shrine because it made them feel uncomfortable; however, the simple act has made it harder for Viletongue to escape. The desecration has destroyed the mechanism for deactivating the traps between Areas 1 and 2, ensuring that they remain continuously active. Three goblins are present in this chamber, but if pressed, they will try to fall back to their allies in Area 4.

7. Gorm Firescream's Chamber

This vicious-looking goblin is the undisputed leader of the war party; blessed with bugbear blood somewhere in his polluted lineage, Gorm is noticeably larger than his fellow goblins and ensured that he was trained as a goblin commando. His rudimentary grasp of tactics and boldness in combat has attracted Viletongue's attention, and his lack of intelligence has allowed him to be easily manipulated by the softly spoken quasit. His size and skill alone makes Gorm slightly intimidating (CR 2).

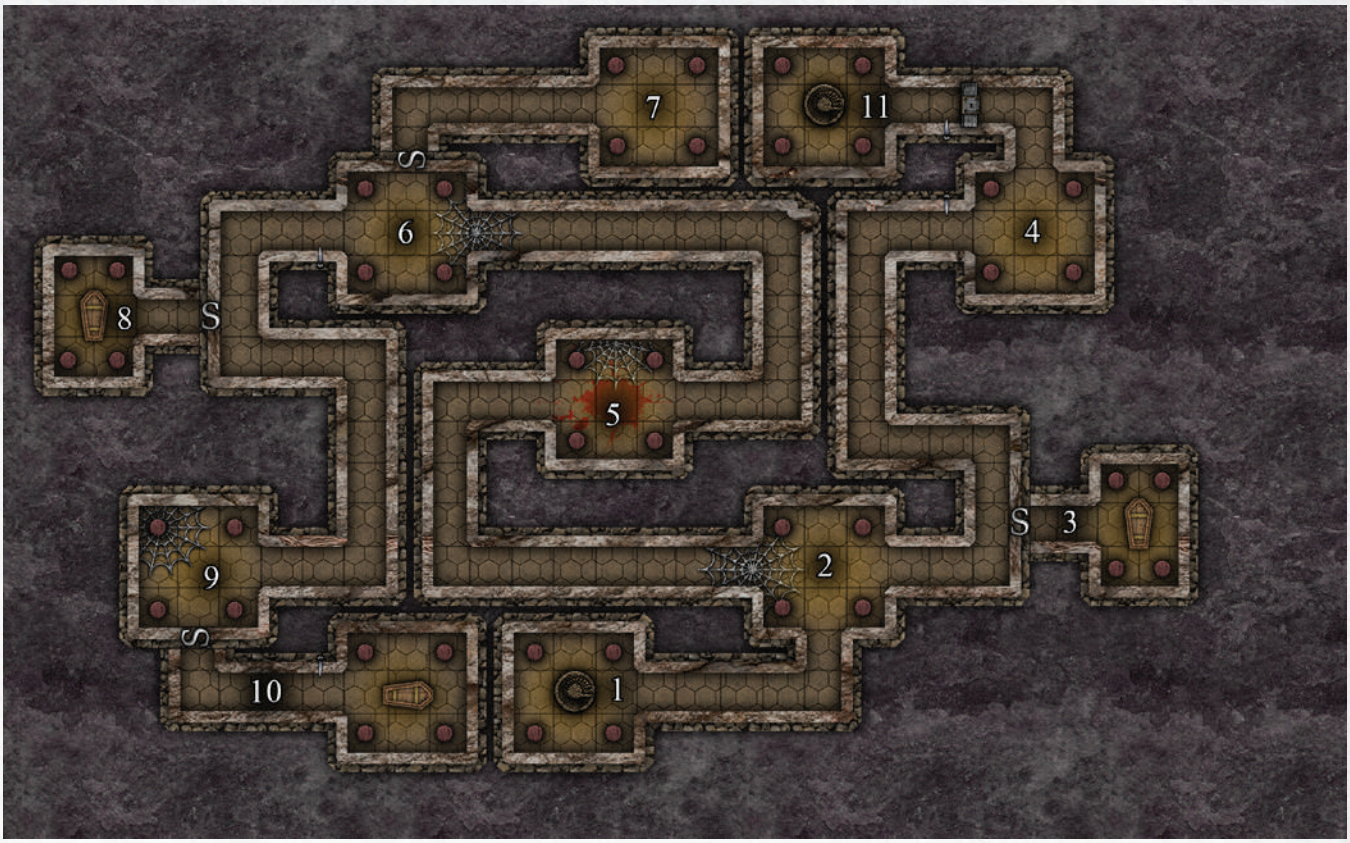
8. Viletongue's Prison Chamber

This large chamber is the reason for this complex existing; long since forgotten by those who were responsible for this prison, Viletongue remains trapped in this chamber as he has done for an eternity.

A master of verbal manipulation, this desperate quasit is hoping that the curiosity of visitors to his prison will allow him to make good his escape and continue corrupting the innocent. As soon as he can, he will use his *invisibility* ability and bypass his benefactors to escape to the surface; if possible, he will take a perverse joy in harassing and disrupting the PCs that freed him as a way of thanking them for their inadvertent help.

The chamber is supported by four thick columns and intermittently lit by a failing magical globe of light suspended from the high ceiling; the only adornment in this chamber is a large mirror, a punishment from the Custodians, allowing the quasit, "to see and reflect upon his evil existence." Viletongue has instead used this mirror for many years to practice and improve his considerable verbal skills.

Jonathan Ely



The Spinner's Hole

Jonathan Ely

A lair long known for harboring giant spiders, this ancient dungeon is tolerated and periodically invaded for the valuable silk that is produced within. The local villagers of Spinner's Folly have long since woven this silk into useful items, from light clothing to strong rope, but must retrieve the silk three times per year to maintain their supplies of this precious commodity.

On these three special occasions, adventurers—especially those with rangers and druids within their ranks—are invited to enter the complex and subdue the spiders long enough for bales of raw silk to be gathered by the weavers. However, there are two provisions; none of the silk may be significantly damaged and the spiders may not be harmed during this harvest—the weavers do not wish to kill off their rich source of silk. Failure to do so certainly earns the enmity of the local population and forfeits any payment.

1. Entry Chamber

A circular staircase leads into a small chamber with four columns that have a *permanent faerie fire* that allow the exit corridor to be easily seen.

2. Barricaded Chamber 1

A short corridor leads into a small chamber. There is a column lit by fairy fire in each corner and exits heading east and west. The east exit is currently unobstructed and leads into a twisting corridor. A large "wall" of sticky web obstructs the west exit. A successful DC 15 Disable Device check indicates that with several minutes of careful work and a sharp weapon or tool one can bypass the web. Failure indicates the individual is stuck in the web requiring assistance or a suitable DC 12 Escape Artist check to break free. Any interference with the web raises the attention of the giant spider in Area 5.

3. Secret Chamber 1

A hidden door to the east (Perception DC 12) leads into a small chamber. Inside are the rotted and tangled remains of an ancient coffin, four pillars inscribed with ancient text, and approximately 70 gp worth of ancient wealth (GM's discretion).

4. Trapped Chamber

A spider swarm as well as a poisoned dart trap protect this chamber, lit by four pillars and *faerie fire*.

5. The Central Chamber

The remains of a calf, sacrificed to ensure continued production of quality silk, dominate the chamber floor and are the source of the reek of rot and decay. A giant spider viciously defends her home and a small pile of spider's eggs attached to the walls by small loops of silk.

6. Barricaded Chamber 2

A short corridor leads into this chamber supported by four *faerie fire*-lit columns. A large "wall" of sticky web obstructs the entrance. A successful DC 15 Disable Device check indicates that with several minutes of careful work and a sharp weapon or tool one can bypass the web. Failure indicates the individual is stuck in the web requiring assistance or a suitable DC 12 Escape Artist check to break free. Any interference with this web raises the attention of the giant spider in Area 9. Across the chamber from the entrance is an exit that heads west and contains a poisoned dart trap. There is also a hidden exit to the north (Perception DC 12).

7. Secret Chamber 2

The corridor from the hidden door in Area 6 leads into a small chamber. Inside are the rotted and tangled remains of an ancient coffin, four pillars inscribed with ancient text, and approximately 100 gp worth of ancient wealth (GM's discretion).

8. Secret Chamber 3

A short corridor behind the hidden door (Perception DC 12) leads into this small chamber. Inside is the rotted and tangled remains of an ancient coffin, four pillars inscribed with ancient text, and approximately 50 gp worth of ancient wealth (GM's discretion).

9. Chamber

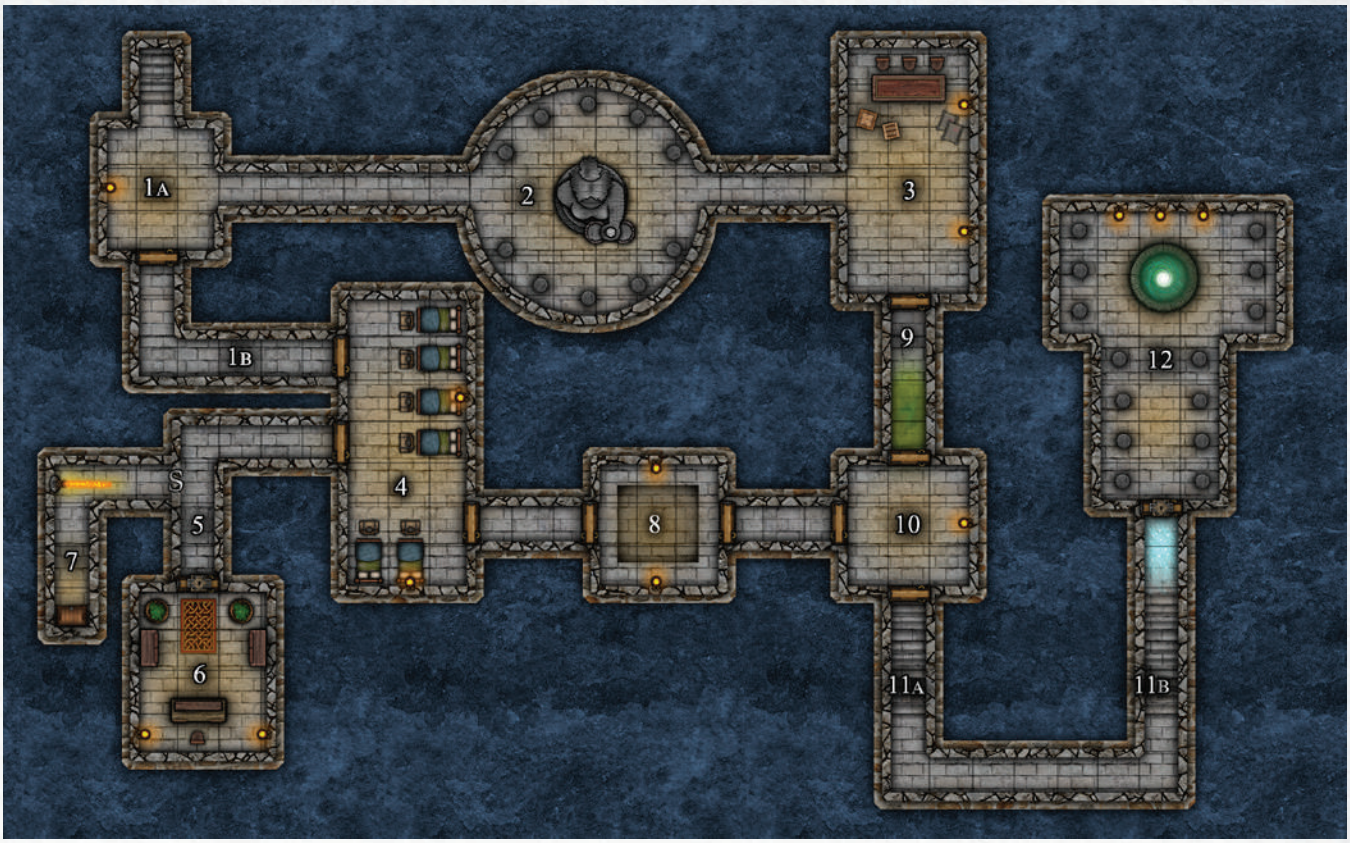
A giant spider dominates this chamber, viciously defending his home and a small pile of spider eggs that are secured to the walls by tiny loops of silk. There is a hidden door (Perception DC 12) in the south wall.

10. Secret Chamber 4

The corridor leading to the chamber is protected by a poisoned dart trap. Inside are the rotted and tangled remains of an ancient coffin, four pillars inscribed with ancient text, approximately 120 gp worth of ancient wealth (GM's discretion), and a large copper key to unlock the door leading to Area 11.

11. Exit Chamber

This secured alternative exit is partially obscured by thick strands of silk, which must be carefully removed before being able to access the locked door to this chamber. The copper key from Area 10 opens this ancient lock, as does a suitable DC 20 Disable Device check; the corridor going into the chamber is protected by a poisoned dart trap.



The Soularium

Rory Toma

The Soularium sits in a back alley in the Temple District. Ostensibly, it is a house of charity, a place where the downtrodden come and are received with open arms but in truth, it is the lair of Q'xetl who is an unbound quasit collecting souls. When he gathers enough, he plans to use them to bargain himself into a higher position in the Abyss.

1A. Alley Entrance

A single sconce on the western wall lights the room and a solid, iron-bound door is in the south wall. The single devotee shepherding visitors toward the eastern corridor will sound the alarm and attack anyone who tries to go through the door.

1B. Service Corridor

If the alarm is sounded three martial devotees from Area 4 defend the corridor to prevent the party from moving further.

2. Sorting Station

In the center of this room is a statue of a blind woman holding scales of justice with a permanent, constant aura of reverse *see alignment* (all). The devotee asks each visitor to stand briefly in front of it. The pillars around the room represent the alignment spectrum (north=NG, east=CN, south=NE, west=LN) and the appropriate pillar illuminates with a radiance proportional to the visitor's level. The information is used to catalog harvested souls.

3. Receiving Room

Three devotees deal with donors and beggars. They assess the latter's needs, and give them food, clothing, or money while they collect donations from the former. Afterward, they ask visitors to present themselves in the chapel for blessings; any who refuse are free to go but may not take any gifts.

4. Barracks

Six martial devotees live here. Each has a bunk and a footlocker that contains 1d6 gp, 2d10 sp, and 1d10 cp. These warriors rush to join any combat that breaks out in the complex.

5. Service Hallway

The "L" shaped hallway has a secret door on the west wall (Perception DC 20) and ends at a locked wooden door (Disable Device DC 28).

6. Office

A cleric sits behind the desk. If threatened he sounds an alarm, and any remaining devotees come to his aid in 1d4 rounds. A hidden compartment in the desk (Perception DC 23) contains 78 gp, 24 sp, a cold iron dagger, and a *scroll of inflict light wounds*.

7. Treasury

The secret door leading into this chamber is trapped. At the end of the hall is a large, locked chest (Disable Device DC 22). Inside is a masterwork buckler, a masterwork longsword, 123 gp, a ruby worth 50 gp, and a *potion of cure light wounds*.

Burning Hands Trap **CR 2**

Type magical; **Perception** DC 26; **Disable Device** DC 26
Trigger proximity (*alarm*); **Reset** none
Effect spell effect (*burning hands*, 2d4 fire damage, DC 11 Reflex save for half damage); multiple targets (all targets in a 15-ft. cone)

8A. Cells

Two devotees live here and reinforce Area 6 and Area 12. They attempt to stop anyone from traveling through this chamber. Each carries a key to the temple door at the end of Area 11.

9. Gas Hallway

The gas trap in the hallway can fill not only the hallway but Area 3 and Area 10 if the doors are open.

Gas Trap **CR 3**

Type mechanical; **Perception** DC 19; **Disable Device** DC 18
Trigger location; **Reset** repair
Effect poison gas (unconscious, DC 14 Fortitude save negates); never miss; multiple targets (all targets in a 50-ft. radius)

10. Robe Chamber

Several robes hang on the eastern wall. The two devotees from Area 8A come in, remove all valuables from the unconscious visitors, and put robes on them. They also don robes before dragging the victims to the Temple (Area 12).

11A. Descent

Stairs lead down to a U-shaped hallway.

11B. Frosty Passage

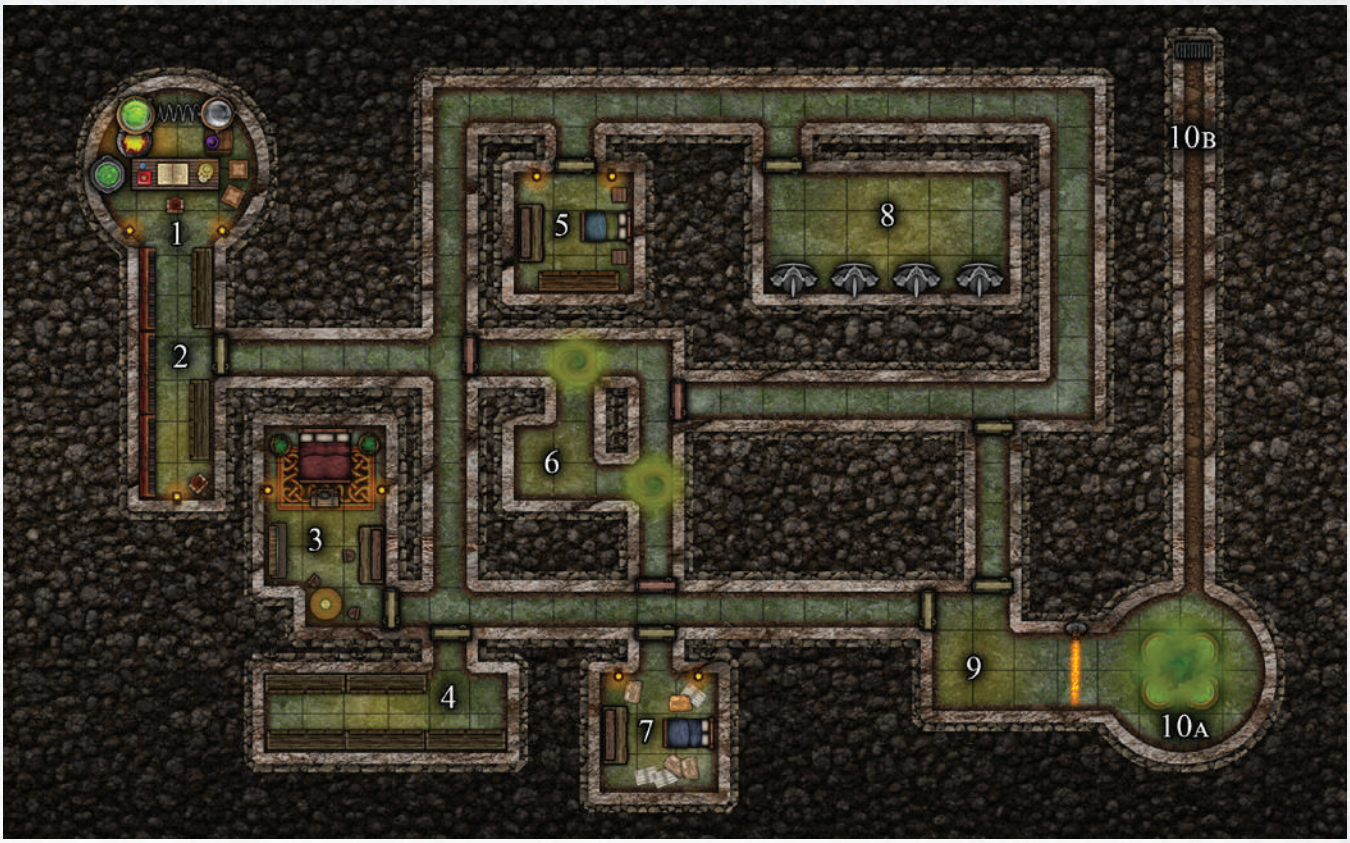
The hallway ends with stairs going down to a landing with a locked iron door (Disable Device DC 28) at the end of the landing; both adepts from Area 8 have a key to open the door. The landing has a trap, but anyone wearing a robe from Area 10 is immune to the trap's effects.

Frosted Robe Trap **CR 4**

Type magical; **Perception** DC 28; **Disable Device** DC 28
Trigger location; **Reset** none
Effect +8 ranged touch (1d3 cold damage plus DC 15 Fortitude or exhausted for 5 minutes); multiple targets (all targets within 30 ft.)

12. Soul Chamber

Pillars line the east and west walls and a large, yawning portal—used to harvest the souls of unconscious victims thrown in—fills the back half of the large room. Q'xetl, a devotee, and a martial devotee defend this area.



The Aura of Profit

Rory Toma

The Aura of Profit takes place in an underground lair that serves as an alchemical laboratory. Fritz is an alchemist who has an underground laboratory in the poor section of the city. His experiments produce wastes that run into the sewer and enhance the effects of alcohol. Several local innkeepers have seen sales plummet, as their patrons can't hold their liquor anymore. They think that there is something happening underground, where a strange odor has been detected under one of the taverns. They have asked the PCs to investigate.

1. Laboratory

Fritz can be found here tending various cauldrons and beakers. He will not attack. He has no knowledge that his waste is causing problems on the surface. He knows the effects, but did not think it would affect the surface. He can be easily convinced to make modifications that remove the surface effect that would satisfy the innkeepers.

2. Library

The southern part of this large room is filled with bookshelves that overflow with books and scrolls. Most are alchemical in nature and esoteric; they are worth little except to specific collectors.

3. Guest Room

This room is clean and tidy, with a four-poster bed, desk, table and chairs, and an armoire. The armoire contains 50 gp worth of fancy clothing.

4. Storeroom

The shelves of this room are packed with alchemical supplies. The materials are volatile, are haphazardly stacked, and fall over easily.

Alchemical Supply Trap **CR 2**

Type mechanical; **Perception** DC 19; **Disable Device** DC 18
Trigger touch; **Reset** none
Effect 2d6 damage (DC 18 Reflex save for half damage); multiple targets (all targets within 30 feet)

A DC 21 Perception check reveals two sets of well-insulated robes and gloves. These can be used in Room 6 to neutralize the gas vortices there.

5. Engineer's Room

This bedroom houses Ertyl who maintains the constructs in Room 8. If attacked, any constructs in Room 8 will arrive in 2 rounds. Ertyl communicates what he knows with a DC 15 Diplomacy check. He maintains the constructs in Room 8 for the alchemist Fritz. The constructs are used to collect gas from Room 6 and bring it to Room 10a, where it is heated in flasks and mixed with the chemicals there. Ertyl isn't sure what Fritz is trying to make, but he gets 50 gp a week to keep the constructs repaired. The constructs need minor repairs after each collection.

6. Vortex Room

The doors to this room are made of iron reinforced oak and are locked (hardness 5, 20 hp, Break DC 25, Disable Device DC 25). Inside, there are two gas vortices which are marked as skull and crossbones on the map. The PCs can use the gloves and robes, along with a DC 19 Profession (alchemy), Knowledge (arcana), or Spellcraft check to safely collect the gas from a vortex, rendering them inert for 1 hour.

Gas Vortex Trap — CR 2

Type mechanical; **Perception** DC 26; **Disable Device** DC 26
Trigger location; **Reset** automatic
Effect 1d6 damage plus DC 11 Fortitude save or take 1 Strength damage

7. Fritz's Bedroom

This bedroom is a mess and contains a bed and dresser, covered in papers. The papers are alchemical in nature and are worth 100 gp. A DC 20 Perception check reveals two flasks of alchemist's fire under the dresser.

8. Construct Room

Four devices stand against the back wall. They are humanoid in shape and have a paddle for a hand, and a tube for the other. The four constructs attack when the room is entered.

9. Wind Curtain Room

A strong wind blows down from the ceiling in the area between Rooms 9 and 10a. This keeps the vapors from traveling into the complex. If disturbed, a safety mechanism is enabled that vaporizes the air with a flash flame trap.

Flash Flame Trap — CR 2

Type mechanical; **Perception** DC 19; **Disable Device** DC 19
Trigger location; **Reset** repair
Effect 2d6 fire damage; DC 18 Reflex save negates; multiple targets (all targets within 20 ft.)

Should the trap be sprung, the vapor in Area 10a will no longer be produced until repaired.

10a. Alchemical Chamber

The alcohol smell is overpowering in this room. Vapor rises from copper cauldrons and escapes into the sewers, creating a drunken vapors trap.

Drunken Vapors Trap — CR 3

Type mechanical; **Perception** DC 19; **Disable Device** DC 24
Trigger proximity (inside Room 10a); **Reset** repair;
Effect sickened for 4d10 minutes; DC 16 Fortitude save negates (1 save per minute); multiple targets (all targets in Room 10a)

10b. Sewer Vent

This narrow corridor smells of alcohol. The smell gets stronger as the party gets closer to Room 10a.

The Rats of Verdant Reach

Justin Andrew Mason

The adventurer is hired by Dawson Beam, the sheriff of the City of Verdant Reach, to investigate a gang of thugs that call themselves the "Rats of the Reach".

The graveyard night watchman escorts the adventurer to the Ghiger Hugh,[1] then goes to fetch the sheriff. The undertaker explains that the Rats attacked the adventurer and presumes him killed. The town guardsmen caught the perpetrator, a young red-haired half-elf female, in the act, but she managed to elude capture. The undertaker returns the adventurer's gear, explaining he was going to auction it off to pay for the grave plot.

If the adventurer will allow it, the undertaker will do a thorough examination and discovers a recent needle-sized puncture wound at the nape of the neck. This confirms his suspicions of poison and explains the mistaken diagnosis of death as well as the memory loss.

After hearing about how the adventurer survived an attack in the past, the sheriff asks if they would be interested in tracking down the attackers. The mayor has tasked them with rooting out the Rats and ending their reign of organized crime, assaults, burglary, and strong-arming frightened merchants and artisans. He offers a reward of 500 gp for any actionable information about the Rats and locating their base of operations.

The city watch has been on elevated alert to deter activity from the Rats; however, the brigands have an uncanny knack for avoiding detection by law enforcement. He suggests starting at the Thirsty Raven Tavern, a place known for seedy dealings and back-room gambling.

The City of Verdant Reach

Verdant Reach is a large city with a mixed population consisting of mostly humans. The city, governed by the mayor, has a semi-military police force referred to as the city watch. The Thirsty Raven Tavern is located

[1] This adventure follows the events of "Six Feet Under" on page 6. If running "Rats" as a stand-alone adventure, begin with the Mayor asking the adventurer for help.

near the city's center in an area known as the Dims. The establishment's entrance faces a back-alley road named Solomon Mews.

1. North Crawl

This narrow street named North Crawl boasts a bakery that sells fresh bread and renowned pigeon pie.

2. Dims Commons

Dims Commons is the intersection of Solomon Mews and Cobblestone Way. It is a frequent haunt of street performers and cart vendors during daylight hours.

3. Solomon Mews

Solomon Mews is the widest street in the Dims and goes roughly east-to-west. A butcher's shop is on the west side of the Dims Commons while the entrance to The Thirsty Raven is on the east side.

4. Cobblestone Way

The alleyway known as Cobblestone Way intersects the north side of Solomon Mews. A quaint antique and secondhand store is on the west side.

5. The Rat's Ambush

Two bandits wielding crossbows, stationed on the antique shop rooftop, are the backup for the Rat enforcers gathering the week's "protection" money. If the enforcers flee, are captured, or are killed they will flee.

A. The Thirsty Raven

The Thirsty Raven is a modest inn and tavern operated by a gruff dwarven male named Gregth. They serve only cheap ale, though Gregth keeps a single bottle of elven wine behind the counter. The tavern is always open, shifts shared between Gregth's sons, Grom and Grit. His wife, Gretchen, tends to the rooms of the inn and cooks a greasy beef brisket breakfast offered every morning. The back room of the inn is an illegal gambling hall that plays illicit games of chance such as "Assassin's Breach."[2]

[2] Check out *Assassin's Breach: Tavern Gambling Game* from AAW Games for details.

B. Brighthorn Bakery

The halfling baker, Rosey Brighthorn, and her family operate Brighthorn Bakery. They pay weekly "protection" money to the Rats and despise the bandits.

C. The Lamb's Chop

The Lamb's Chop, owned and operated by muscular human male known only as "Peter", is a butcher's shop offering a variety of fresh meats but specializes in an amazing array of spiced sausages. The Rats avoid his shop. The last enforcers who attempted to force payment from him left with three fewer fingers.

D. Tamara's Oddities

Tamara's Oddities is a secondhand store and antique dealer. Operated by the elderly human Tamara Tundrawood, the small shop is the oldest business in the Dims. She is long-winded and regales shoppers with stories about the "heydays" of the Dims.

The Encounter

Whilst the adventurer is in the tavern, a rowdy group of three human males and one red-haired half-elf female enter the establishment. They gather around the bar and demand that Gregth make his weekly payment.

Two of the men take notice that they are being watched and begin to threaten the adventurer.[3] They will force the adventurer out into the street where they will bully them in front of bemused city dwellers (too afraid to assist). Finally, they will attempt to rob the adventurer of any valuables.

If during combat the adventurer seems to be struggling, then Peter will run from his butcher's shop wielding a huge meat cleaver to assist.

The red-haired half-elf woman never draws her blade; instead, she keeps her distance. During the combat, it should be noticed that she goes out of her way to purposefully trip one of the thugs (knocking him prone and stunning him for 1 round) before she turns and disappears into the crowd.

If any of the three are captured, they can be turned over to the city watch, and the adventurer will be rewarded 500 gp for their service, and offered room and board for a week at one of the city's more upscale establishments far from the Dims.

[3] If running this adventure in serial with the other 1-on-1 adventures, then two of the men act is if they recognize the adventurer, and all three men draw their swords shouting, "There's the traitor, kill him!" The three will not mince words and will force the fight out into the street.

Pit Your Wits

Stephen Yeardley

Aberrations—a departure from what is normal, usual, or expected, typically an unwelcome one— have bizarre anatomies, strange abilities, alien mindsets, or any combination of the three.

The PCs' arrival at a small, well-established mining site, after a request to clear some "mutated goblins", reveals an unexpected, disturbing sight. The mine's main premises, a 40-foot-square stone building positioned over a 10-foot-by-10-foot shaft, is gone, save for dozens of pieces of rubble, a 30-foot wide hole, and inky-black depths.

The site was hit by an elder thing's planer ship. The otherworldly energies wrecked the building, producing a 60-foot-radius blast that warped nearby creatures. Nothing weird is immediately visible, but strangeness abounds; starfuel-twisted flora and fauna are everywhere! They are similar to existing aberrations, but only have 1d8+Con bonus hit points.

1. The Northeast Approach

Approaching from the northeast, the PCs are rushed by a giant cricket covered in glowing toadstools from the right-hand bushes. It's blinded, failing to take advantage of the surprise it creates (CR 1, 6 hp).

The back of the wooden sign is scorched and pitted with tiny twinkling holes. Blasted by boiling starfuel, if touched or disturbed it explodes like a *burning hands* trap.

2. The Southeast Approach

Approaching from the southeast, the PCs see the protective palisade that surrounds the mine.

As they cross the open space, a creature slithers towards them. It's the warped remains of a goblin, legs fused together and arms melded into its torso (CR 1, 5 hp, no DR). Its skull, split vertically from forehead to chin and more widely across the mouth, is now four flailing tentacle-like parts. It snarls as it approaches, but its eyes plead for release!

The end palisade panel's moss coating has transformed into primitive mindslaver mold that attacks anything within 10 feet (CR 1, 7 hp, no SR).

3. The Mess Tent

Two hideously distorted bodies lay by a metal cylinder that pulses with a sickly lime aura.

The easternmost body is just skin on bones and missing its right arm (Perception DC 20). As the party gets within 10 feet from the east, a bloated, intestine-formed slug lumbers out the bushes. One spindly arm thrashes from its upper body, but it's otherwise featureless. (CR 1, 5 hp, 1 slam).

The westernmost body is headless and missing its left arm (Perception DC 18). If the body is disturbed, the dull white skull launches from the tangle of bones, sticks, and rocks. Its gray, leathery body has a single, taloned arm attached, but no feet (CR 1, 6 hp, 1 claw, no jump bonus).

The burning pit is the cylinder's landing point after hitting the building. Its bubbling bursts every 1d3 rounds as an *acid splash* (CL 1, +0 ranged touch), targeting all creatures within 5 feet. The cylinder still gives off radiation, acting as a mage breath trap. Enough adamantine, cold iron, and mithral to make two arrowheads or bolt tips of each metal can be scraped from it.

Mage Breath Trap **CR 2**

Type mechanical; **Perception** DC 0; **Disable Device** DC 18
Trigger location; **Reset** automatic
Effect poison gas (mage breath); never miss; **Onset Delay** (1 round); multiple targets (all targets in a 10-ft.-by-10-ft. room).

4. The Southwest Approach

Approaching from the southwest, the party finds what looks like a half-dragon troll. Now it's scaly-skinless, its broad wings are flightless, and other fleshy parts have disintegrated. Its warped jaws and claws remain dangerous (CR 1, 7 hp).

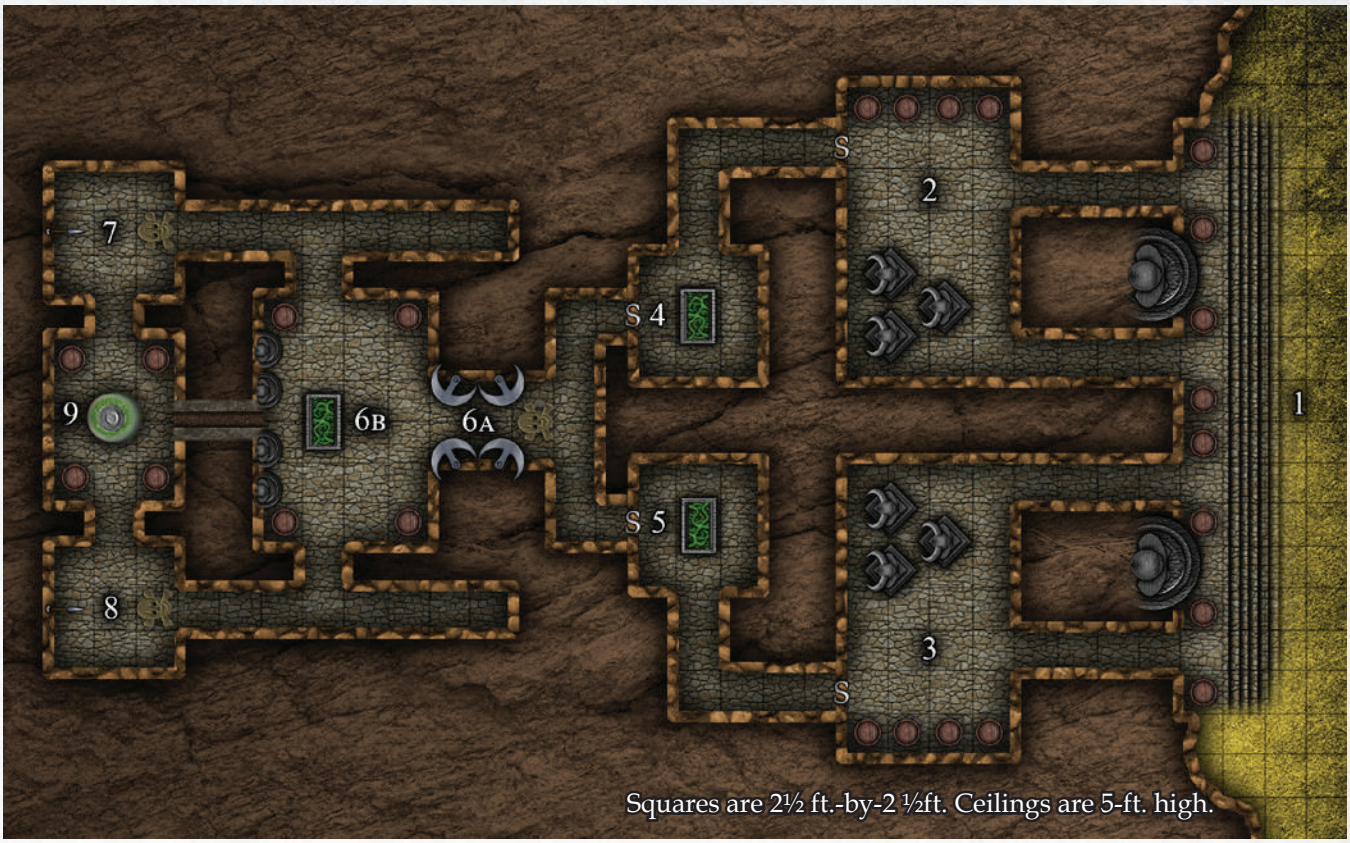
5. The Pit

However many miners were in the building is unknown, but the ten-tentacled creature emerging from the pit has eight that look like humanoid legs and two made from four arms each, one with 20 grasping fingers, the other holding a glowing shortsword. The creature is uncoordinated and weak, but the greatest threat here (CR 2, 8 hp).

The "rope" into the crater is made of incorporeal starlight, shedding a dim illumination down 60 feet. If the PCs peer in, they see an elder thing staring up at them; it swiftly disappears into the darkness. Their job here is done, surely.

Random Encounters

d%	Every 1d4+4 Rounds
01-40	Nothing
41-70	1d2 zombies
71-90	1d2+1 grindylow (with the earth subtype)
91-00	1d2 goblin snakes



We All Start Somewhere

Stephen Yeardley

Everyone knows the collapsed mountainside near Raakayras. It happened when the wyrm Hauskakasvi was driven from its lair, and now is thickly overgrown with oak and elm. The lair? Emptied by 200 years of adventuring, although beginners still dare to enter, hoping to find what everyone else missed. But the hills have become quiet these last three years, with hardly a bugbear, ghoul, or satyr abroad (even a troublesome thief's body appeared, putting the local's minds to rest as to the safety of their belongings); Raakayras is at peace.

Background

Hauskakasvi had four eggs before she was killed. She placed them in vats of preserving acid and sealed them away. Over time, they hatched, with the wyrmlings held in virtual suspended animation. Tyynijalka, a wererat thief, discovered them, broke in, and contaminated three vats with concentrated saltwort ashes. The fourth wyrmling, Pienilehti, he released, but it killed the already-injured rogue, eventually dumping the body in the woods. Pienilehti cleared the region's "minor" irritants over the next three years, protecting Raakayras.

Note: If the secret doors (Perception DC 28) from Rooms 2 and 4 are pushed westwards, they move only that way for 24 hours, while those in Rooms 3 and 5 only move eastwards. If Rooms 2 and 4 move eastwards, then 3 and 5 move westwards. All doors automatically close after 5 minutes even if propped open. Tyynijalka discovered those from 3 and 5, marking their mechanisms as he moved westwards. A DC 10 Perception sees each of these marks.

1. The Grand Stairs

These stairs are covered in fine gold particles. Twelve hours' work finds 1 gp. The barrels are all smashed and splintered. Each acts as a poisoned dart trap. After the second is checked, the CR reduces and DC checks fall by 3 with each further attempt.

Poison Dart Trap — CR 1

Type mechanical; **Perception** DC 20; **Disable Device** DC 20
Trigger touch; **Reset** none
Effect Atk +10 ranged (poison dart; 1d3 plus greenblood oil)

Between the first and second entry and the third and fourth entry is a black stone statue of a medium-sized kobold wearing a hooded cloak. Each cloak is a darkmantle that drops on the last person who passes.

2 & 3. The Antechambers

These mirror-image rooms were Hauskakasvi's storage areas for wondrous items. Each held three small animated statues, shaped as half-dragon kobolds, but now only the eastern one works in each room.

The floor symbols activate magic mouths that describe former treasures. All eight wooden display stands are now kindling.

4 & 5. Lesser Ash Chambers

These identical rooms each contain a 3-ft. tall vat with a green wyrmling's body coated in saltwort ash. This burns when touched, like alchemist's fire, doing 1 acid damage per round for 1d4 rounds

6a. The Hall of Humility

At the end of the short corridor are stairs leading up into a larger room. Walking up the stairs triggers four wall scythe traps. When Tyynijalka passed through he left a skull trap-marker (+10 insight bonus to Perception to locate the traps).

Wall Scythe Trap — CR 4

Type mechanical; **Perception** DC 20; **Disable Device** DC 20
Trigger location; **Reset** automatic
Effect Atk +20 melee (scythe; 2d4+6/×4)

6b. Grand Ash Chamber

In the middle of the room is a vat with saltwort ashes and a wyrmling body. In each corner is an empty, wooden display table worth 50 gp. Along the wall behind the vat are four kobold statues. The face of each statue appears to be covered with an actual face. A DC 12 Heal or Perception check reveals the faces were recently separated with acid from their original skulls. Starting with the southern statue the faces are two bugbears, a ghoul, and a satyr. One of the bugbears has a pearl and feather ear stud (worth 100 gp). Behind the satyr is a single pipe from a set of *pipes of the sewers*.

7 & 8. The Silent Passages

Tyynijalka also marked traps here. The first numbered squares do nothing. The central squares release an individual spear trap down each long corridor. Any of the other squares drop bricks from the ceiling and sets off a portcullis trap blocking the nearest way into Room 6B. Each marker gives a +10 insight bonus to find the appropriate traps. The northern corridor's eastern end holds a three-quarters empty 4-dose vial of *detect secret doors*.

Falling Bricks Trap — CR 2

Type mechanical; **Perception** DC 20; **Disable Device** DC 20
Trigger touch; **Reset** repair
Effect Atk +12 melee (2d6, bricks); multiple targets (all targets in two adjacent 5-ft. squares).

Portcullis Trap — CR 4

Type mechanical; **Perception** DC 25; **Disable Device** DC 25
Trigger location; **Reset** manual
Bypass hidden switch (**Perception** DC 25)
Effect falling portcullis (6d6 damage); DC 20 Reflex avoids **Note:** Once the trap has been sprung, a DC 25 Strength check can lift the portcullis.

9. The Cleansing Chamber

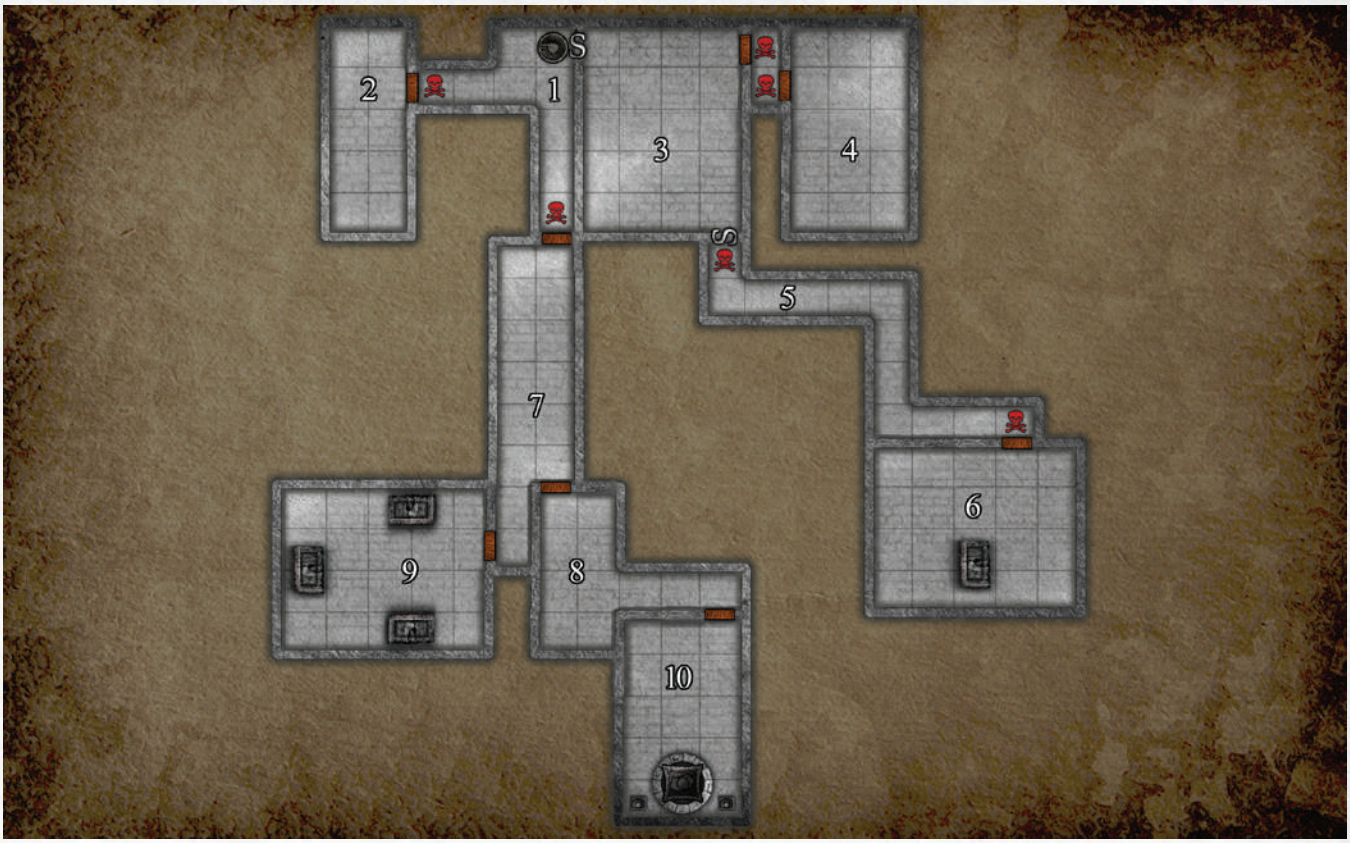
Pienilehti lives here. The acid vat is a cleansing bath, dealing 2 points of acid damage per round. The heptagram saved it from Tyynijalka's magical alkali. It still acts as an weakened acid fog trap. The four barrels hold treasure: 18 gp, a 50 gp silver ingot, 200 cp, *+1 dagger*, masterwork rogue tools, masterwork club, cracked masterwork panpipes, emerald ring worth 75 gp.

Weak Acid Fog Trap — CR 4

Type magic; **Perception** DC 31; **Disable Device** DC 31
Trigger proximity (alarm); **Reset** none
Effect spell effect (as *acid fog*, but dealing 1d2 acid damage per round, persists for 11 rounds); multiple targets (all creatures in Room 9)

Pienilehti is mostly lawful with a streak of "selfish evil." It effectively protects Raakayras by removing chaotic and other evil creatures. Killing it will mean a rapid increase in the types of beasts and humanoids it dealt with regularly, putting the town at peril and in need of protection. Diplomacy and treasure gains the party its freedom.

If the party needs a more appropriate final challenge, make Pienilehti a very young dragon. Of course, the party still has to get OUT of the hidden lair. The return journey may be equally challenging.



The Dreamer's Shrine

Jonathan Ely

This complex is hidden away in a dark corner of the world, underneath a major seat of learning in or near a large city. A former burial chamber, the sanctity of this complex has been ravaged by a fledgling cult and their vile leader, who have been growing in strength over the past six months or so. The PCs may stumble across the shrine whilst looking for a missing individual, or hunting for a particular item. Lighting is provided throughout the complex by *everburning torches*.

1. Entrance Hall

A set of circular stairs leads down into this small entrance chamber, with two doors visible as soon as the PCs enter the area. Each door is guarded by an arrow trap, unless the mechanism is deactivated.

Arrow Trap **CR 1**

Type mechanical; **Perception** DC 20; **Disable Device** DC 20
Trigger touch; **Reset** none
Effect Atk +15 ranged (arrow; 1d8+1/×3)

2. Priests' Chamber

A guarded room that was used by priests to prepare themselves before they undertook any service in this tomb, this chamber once held robes and garments, blessed unguents, and other trappings of their position. The containers and contents have long since crumbled to dust, while any valuables were looted by the cultists some time ago. Any holy scriptures have been desecrated and defiled. However, a DC 19 Perception check identifies a flagstone on the floor that lifts to reveal a discrete alcove containing a *scroll of comprehend languages*, a key, and 34 tarnished silver coins within an oiled pouch.

3. Hall of Remembering

A space dedicated to the original occupants of this tomb, a number of frescoes adorn the walls of this room. If the PCs take the time to review the wall paintings, they quickly establish that the area was built for a well-regarded cleric-scholar named Thraxor, his wife, and heirs. An impressive door is visible in one corner of the chamber, and a DC 15 Perception check

quickly reveals that the lock has been tampered with, but not opened. A separate DC 20 Perception check identifies a secret door in the chamber; depressing two hidden buttons on a panel allows the panel to shift and slide into the wall.

4. Offerings Chamber

A locked, good quality door (Disable Device DC 20 or Break DC 18) prevents the PCs from entering this location. If bypassed, a small corridor contains two poisoned dart traps that target the first PC who enters the hallway. There is a second door that is also locked (Disable Device DC 20 or Break DC 18). If found, the key from Chamber 2 opens both doors, but does not disarm the traps. Inside the room are a number of offerings for the deceased to take with them into the afterlife; all organic items have long since crumbled to dust, but there are coins and artwork (150 gp) still remaining (GM's discretion over the exact contents).

5. Hidden Corridor

This long, hidden corridor is protected by an arrow trap which activates as soon as anyone carelessly steps into the corridor. Otherwise this hall is featureless.

6. True Burial Chamber

This chamber is the true burial place of Thraxor, who lays interred inside a finely carved sarcophagus. Outraged by the foul actions of the cult within his tomb, Thraxor has awakened as a LN ghost, and demands that the PCs act for him to evict the evil as his powers are not yet at full strength.

7. Large Corridor

This long, broad corridor is manned by three initiates, each armed with spear, masterwork cold iron dagger and darts, as well as scrolls and vials of acid. Two seek to stop the PCs entering the chamber whilst the third initially casts *sleep* from a scroll on the strongest looking target. If combat goes against them, one retreats to Area 8 then Area 10 in an attempt to warn the rest of the cult.

8. Antechamber

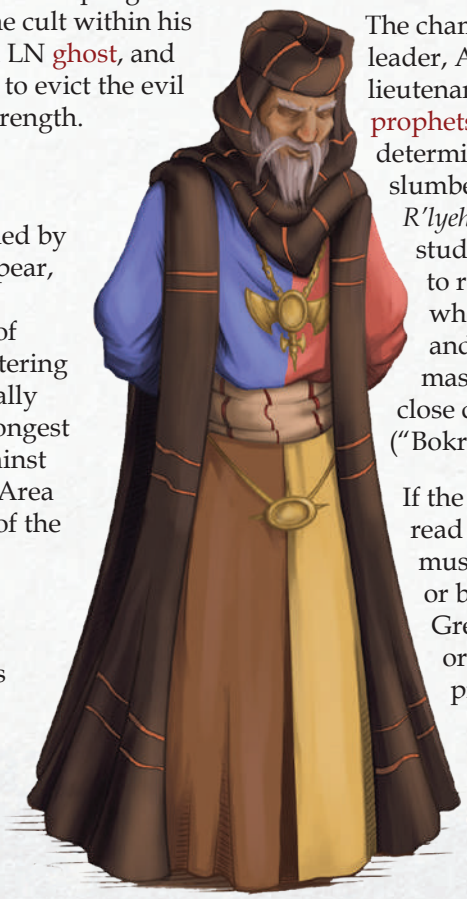
This simple antechamber contains three initiates. As soon as they hear the sounds of combat, or are warned by their fellow initiate from Area 7, they prepare themselves by casting *protection from good* upon themselves and join the fight. All three attempt to use their magic and vials of acid before entering physical combat.

9. Minor Burial Chamber

This large area is a minor burial chamber, designed for the interment of Thraxor's family. Its desecration is the reason he has risen as a ghost, but his power is insufficient to deal with the cultists. Everything of value has been looted from this chamber. After the cult is destroyed, if the remains of Thraxor's family are returned to the sarcophagi and their resting place receives a *bless* spell, then Thraxor gratefully returns to his sarcophagus. The party receives a CR 2 reward for this act of piety.

10. The Shrine of the Dreamer

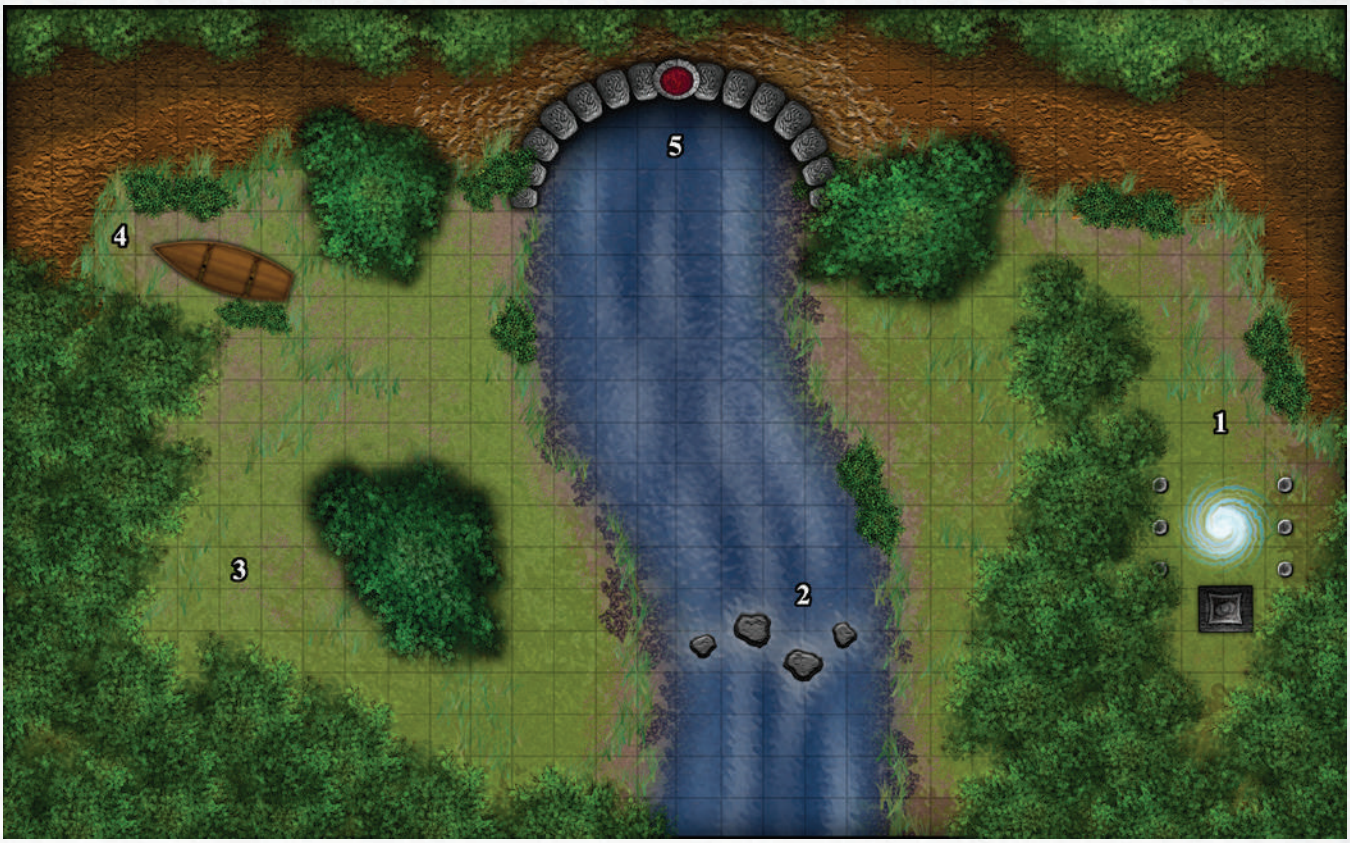
This final chamber is filled with foul smelling smoke from several incense burners. The far end of the room is dominated by a large, vaguely humanoid statue, but with immense draconic wings and an octopus-shaped head. Beside it are two smaller statues; the first, a reptilian monster, is an aquatic lizard with a beard of tentacles and a sting-tipped tail, whilst the second is a skeletal human form wrapped within tattered yellow robes. The walls are smothered in the vile writings of the mad, written in blood and gore in a language that none can understand.



The chamber is occupied by the human cult leader, Allu Somniatus, and his half-orc lieutenant Lempu Machtatel. Both are doom prophets of burgeoning power, and are determined to help awaken Cthulhu from his slumber. Allu wields a *+1 mace* ("*The Hand of R'lyeh*") and wears black-tinted masterwork studded leather armor, although he prefers to rely on his greater magical skills when in combat. Lempu is more brutal and impulsive, and prefers to wield his masterwork battleaxe ("*Widowmaker*") in close combat whilst wearing his *+1 chain shirt* ("Bokrug's Hide").

If the *scroll of comprehend languages* is used to read the writings within this chamber, the PC must immediately make a DC 25 Will save or become chaotic evil and dedicated to the Great Old Ones. Only an *atonement*, *wish*, or *miracle* spell can restore a PC to their previous status.

Jonathan Ely



The Broken River

Colin Stricklin

For centuries this dungeon lay beneath the surface of a broad, shallow lake, the headwaters of a meandering river. The river's source was no natural spring, however, but a set of *decanters of endless water*. Eons of unnatural erosion have finally done their work, and a sinkhole has recently formed beneath the river. As several decanters fell into the depths below, the oncemighty torrent has dwindled. The lake receded into a mere stream, causing severe drought downriver. Worse, the sinkhole has opened the way for dangers more fearsome than drought. A massive network of underground passages now lies revealed, and the PCs must brave these depths if they are to recover the missing decanters and restore the broken river.

The Broken River in Your Campaign

Sometimes a campaign needs an excuse to get out of town and into the dungeon. The Broken River offers exactly this sort of stepping stone. A land beset by drought and a newly exposed subterranean world offer an excellent excuse to steer a party of bold explorers towards their first adventure. If your campaign features cavern exploration, invasions from underground races, or if you'd just like a convenient entry point to a larger dungeon complex, this adventure will suit your needs.

1. The Architect's Statue

This statue is badly eroded, but seems to depict a male tiefling. A DC 12 Linguistics check is enough to decipher the inscription on the base: *The archmage Barreus, who gave drink to a thirsty land.*

While it would take an impractical number of *decanters of endless water* to fill a river, Barreus knew such items could serve as anchor points for a planar portal. It was Barreus who first set five decanters into an arcane array, creating a gateway to the elemental plane of water. The archmage also designated a custodian to watch over his handiwork.

Before the statue is a puddle, and staring out of the puddle is the greater water elemental Limu. An ally of Barreus, Limu has served as guardian of the portal since it was first built. Charged with keeping lesser elementals from wandering into the material plane,

Limu was also tasked with contacting Barreus should any mishap befall his river. Unfortunately Barreus is long dead, and the statue's *sending* spell is now spent and useless. While Limu can explain the situation in full to the PCs (his puddle is a sort of two-way scrying pool), the elemental only knows Aquan.

2. Broken Fixtures

Pieces of the broken array have tumbled down to this spot, and now act as stepping stones across the river. A DC 10 Perception check reveals that the stonework is unnatural, but it takes a DC 17 Perception check to notice the blue glow beneath the surface.

Although the force of the collapse dislodged a number of decanters, the magic that held them in place is still active. These stones function as magnetized ore, but attract magic items rather than metal. The water is only 5 feet deep here, but creatures pinned beneath the surface are still in danger of drowning.

3. They Came From Below

Two slurks have climbed up through the sinkhole, drawn by the smell of rotting fish left flopping in the shrunken lake. They've made their nest among the mud and water plants in this area, and have spent days feasting and wallowing in their own ooze. They attempt to ambush any creature that wanders into their wallow, enjoying a +4 circumstance bonus to their Stealth check thanks to their coating of river mud. Being subterranean creatures unused to life on the surface, they also suffer the dazzled condition during daylight hours.

A DC 10 Knowledge (nature or arcana) check reveals that these creatures are not native to the surface world.

4. Glad Bounty

Among the dying water shrubs is a beached fishing boat, its 50-foot mooring line now lying uselessly in the mud. Peeling white paint on the gunwale spells out the words "Glad Bounty." A pair of oars and some torn nets are stuffed beneath the seats, and under these is a rusty tackle box containing an assortment of lures. These count as masterwork tools for Profession (fisherman) checks, and are found automatically by any PC who searches the boat.

5. The Ruined Array

Fifty feet past the tunnel entrance are the remains of the broken array. This vertical stone disc is fractured, and now holds only three *decanters of endless water*. It is impossible to say how many it ought to hold without closer inspection. Although the portal to the elemental plane of water is closed, the remaining decanters still function at a level beyond even their geyser setting. Whether PCs row or swim through the 10-foot deep water, they must deal with the decanters' damaging effects and succeed at a DC 12 Strength check to approach the ruined array.

Sinkhole: PCs who manage to shoulder past the geysering decanters may have only a brief chance to glimpse the broken array. This glimpse tells them that 1) there are two decanters missing and 2) the torrent blocked an enormous sinkhole from view. PCs must succeed at a DC 20 Reflex save or fall in, taking 2d3 nonlethal damage as they plummet 40 feet into an underground lake.

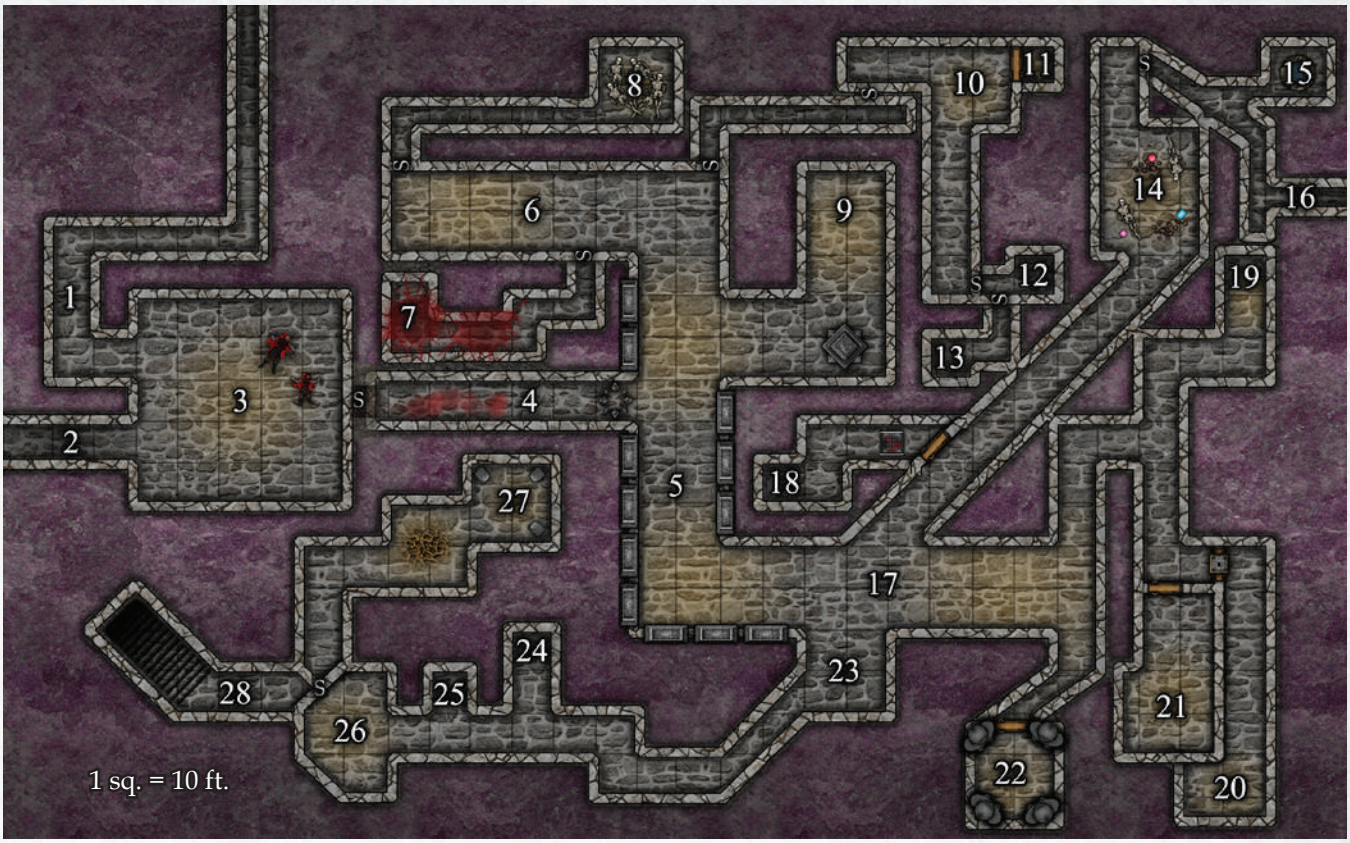
Underground Lake

One of the missing decanters skitters about the ceiling of this 100-foot oblong chamber, still streaming like an out-of-control fire hose. Retrieving the decanter requires a DC 15 climb check followed by a DC 14 CMB check to grapple. The command word (*decravay*) is etched in common on the base. If the PCs take an inordinate amount of time to wrangle the unruly decanter, their blundering may agitate a bat swarm.

Development

The fifth decanter is still missing. Whether a set of monstrous tracks leads down a side passage or a deserted camp hints that rival adventurers may have already taken it, the adventure leads further down into unknown depths.

Colin Stricklin



The Forgotten Dungeon

As the PCs enter the crypt, they hear cries and glimpse something being dragged away into the shadows. There's not enough time to see what it was, but calls for help echo off the walls. It's difficult to discern from which direction they came. Whichever route the PCs enter by there's evidence of recent activity in the other entry, a warm torch stub and a flask that held a *potion of remove fear*.

1. A narrow winding path from under a mostly damaged altar in a long-deserted church leads here. A DC 25 Perception check reveals that over time, many more creatures have walked to the crypt than from it.

2. This path slowly descends from a trapdoor in a cellar beneath the chapel of a mansion reclaimed by a cedar forest. Although a worked passage, it's gradually returning to a dark version of nature as twisted roots break in.

3. Bodies of an elf (cleric) and a dwarf (ranger) are here. The elf has standard gear plus a *potion of find traps* (CL 3). The dwarf has a scroll tube with a water-damaged map and a bone key made from an index finger (as a *chime of opening* [4 charges], but only in crypts or similar). A 9-foot bloody smear goes from the floor to roughly two feet beneath the ceiling, where a secret door is set (Perception DC 15).

4. There's clear evidence at least one body was dragged along this corridor. Each 10-foot section of wall has a dark image of a humanoid on it. 50 feet along the corridor is a symbol (DC 15 finds) that triggers a spell similar to *shadow conjuration* and creates 14 shadow creature zombies (2 hp each). A Dex DC 12 check avoids it.

5. A DC 17 Perception check sees at least one body was dragged westwards. This corridor has 12 ossuary nooks in the walls, each 1-foot square and 5 feet deep. Six each hold a skeleton, three just bones, two each hide a crawling hand, and one a corpse cat that fights for two rounds then flees towards the northern concealed door in Area 6. All skulls are set with fake gems worth 20cp. One crawling hand wears a *ring of jumping*; it leaps into attacks.

6. A skeletal champion patrols this corridor. It's coated in a waxy lacquer that acts as *resist energy (fire)* (CL 3) once the outer shell is damaged. A DC 14 Perception check finds each concealed door. A DC 20 Perception check finds at least one body was dragged towards the northeastern door, but unless the door is found, it looks like the trail ends here.

7. Every surface of this small room is thick with clotted blood. The corpse of a gnome sorcerer hangs from the ceiling by his ankles. Misshapen footprints go to and from the body. The potions, acid, and scroll, attached to his belt, dangle near his face. All else has gone. Once an ally of the leprechaun (Area 18), the foul fey betrayed him to the ghouls after arguing over gold.

8. The passage to this room is crumbling and preternaturally cold. The 15 feet of corridor before the chamber is a *burning hands* trap that deals coldfire damage. The trigger is the doorway, which responds to positive lifeforce. The chamber holds a huge pile of bones, 10 feet in diameter and 8 feet high. Many are fused together to construct an animated object that grabs and constricts opponents.

9. An altar sits at the passage end. Once part of a ritual to help the dead to the afterlife, now it has more sinister purposes. A cloying odor comes from it. Embedded point-down in the top are two daggers. One delivers liquids; it has a very mild paralysis antidote in it, strong enough to let a victim open his eyelids, but otherwise not move. The second is a masterwork blade. A body festers within the altar, rotting in preparation for an upcoming feast.

10. "When the PCs enter, they hear the sound of creatures retreating in various directions. Before them, his guisarme thrust ahead and a silent battlecry on his lips, is Mayton, a paralyzed human guard. A ghoul creeper and three ghouls reappear if they think they can get the upper hand. If the PCs have rescued any one of Gwelldar (12), Jhohanna (13), Mayton, or Beartrix (19), the ghouls are fully fit. If not, they're at two-thirds hp.

11. This small room holds a locked (Disable Device DC 14) chest made of decomposing gray wood. "Xagyg Dna Nosenra Evil" is inscribed on the lid. A bottle of green ink, a fresh quill, and a bound book of blank parchment (the cover of which states "Gnihtyna Si Elbissop, Wollof Ruoy Smaerd") are inside it. If all three items are used to write a title, the words become moving pictures that act it out for about 3 seconds. If someone writes down a genuine dream or ambition, holds the book, and makes a DC 30 Diplomacy check, it acts as a *find the path* spell until it is achieved. The green ink turns an increasingly bright yellow as the person gets closer to, and becomes an ever paler blue if they get further from, the dream. This happens once per creature.

12. When something living find the secret door to this room, a glowing riddle appears on the wall to its left: *"Sisters and brothers stand next to each other, their bodies in line, 'though they've only one spine. I am the whispering tongue between two; I part them and grant their wisdom to you. What am I?"*

Answer: A bookmark (between pages). Speaking the riddle's answer aloud opens the secret door. Beyond, the PCs find an old gnome, bound and gagged. If freed, he may help them on their journey (Gwelldar, L2 wizard).

13. An unconscious, paralyzed human is lying on the floor (Jhohanna, the region's heir apparent). She's stable at -3 hp. If roused in any kind of physical manner, she immediately starts to lose blood and hit points again.

14. A hybrid rust monster stands guard here. It's lost its ability to scent metals after living near the ghouls for so long. However, some years ago, it ate dozens of *shocking burst* sling bullets and has been magnetic ever since (see below). Now, once-great weapons and armor are piles of dust, while bones lay strewn about the room.

> **Magnetic (Su)** On eating at least 10 pounds of metal with the *shocking burst* special ability, an entity is surrounded by a magnetic aura that lets it attract metallic objects and creatures. On its turn, as a standard action, it makes a combat maneuver check against all metallic creatures, all creatures wearing metal armor, and all creatures wielding metal weapons within 30 feet. If this check beats the CMD of a metal or armored creature, that creature is pulled 10 feet closer to the entity and cannot move away from the entity for 1 round. If this causes the creature to move into a square occupied by the entity, the entity can attempt an attack of opportunity as a free action. If it beats the CMD of a creature wielding a metal weapon, that weapon is disarmed and pulled 10 feet closer. Unattended metal objects of size Large or smaller move toward a entity automatically. This magnetism is supernatural in nature and affects all metal objects.

15. An old well is located here. Once filled with drinkable water, it is now contaminated with a foul sludge which, if consumed, causes vomiting and diarrhea for 1d4 days (-2 on all rolls for PCs if consumed, Fortitude DC 15 save resists). Within the sludge is a skeleton wearing a *ring of protection +1* and clutching "Valgyre", a *+1 shortsword* with a permanent *light* spell cast upon it.

16. This narrow route rises gently for about 500 feet before ending in a ladder up a hole on an islet in a swamp. Halfway along, faint muddy footprints appear coming down the corridor, getting more distinct further up the path.

17. This great corridor's murals show ranks of humanoids repelling an undead horde before a robed man appears and gives it the strength to overcome the living. No suitable Knowledge check recalls these events.

18. An evil leprechaun lives here, surviving thanks to his talent at using *major image* while coated in a pungent salve of his own creation. On the door, the phrase, "Knock, knock, knock" is written in Common, Elven, Halfling, and (incongruously for a crypt) Sylvan. If the PCs ignore this instruction, opening the door sets off a spiked pit trap that triggers once three differently weighted creatures have stepped on it. If they do knock three times, the trap is disarmed. When they open the door, a four-armed skeleton (*major image*) is standing inside offering four torches to them (*dancing lights*). If the PCs "take" the torches, they actually float just ahead of them.

On turning the corner, the PCs see a pristine skeleton carefully laid on a table. The invisible leprechaun lifts the wafer-thin, gold-colored skull slowly (*prestidigitation*), and makes it talk (*ventriloquism*). If the PCs attack, "the skull" casts color spray and the leprechaun throws a *shillelagh* (made from a human thigh bone. He has another at his waist). The skull falls to the ground with a ghostly laugh. If the PCs talk with the skull, it offers a magical club in exchange for gold. The leprechaun picks up a thigh bone from the table, casts shillelagh on it, and moves it slowly (*mage hand*) toward a potential user. Tests show it's magical, but this soon fades when the PCs leave the room. If the party discovers the leprechaun is here, he uses his tricks to flee. His treasure, 800 gp of funereal gold, is in a pot under a slab in the northwest corner (Perception DC 15). Returning PCs find the area empty.

19. Three sootwing bats roost here. They usually follow the three ghouls around, but are currently digesting a meal, and react last in any fight. The unconscious remains of their food is on the floor (Beartrix, L2 paladin).

20. The door to this is locked (Disable Device DC 12). Unless it is held open it closes and re-locks. In the center of the room are 16 weapons (GM's choice). They are a weight on a floating floor that affects the lock. For each medium (or two small) weapon(s) taken from the pile, the DC to open the lock increases by 1. If new weapons are placed there, the DC decreases similarly. The corridor's floor doesn't affect the lock.

Explore this dungeon with these ready-made heroes from legendary fantasy artist Larry Elmore. See page 280 for statblocks.

21. Three orcish shaman undead worshipers are gambling with multi-sided dice in this room. As the PCs enter they raise weapons, yell out "Sevil Xagyg!" and charge the PCs. After slaying the orcs, the PCs discover eight multi-sided dice, a rat's tail, burnt porridge in a broken bowl, some dry white bread, and four greasy fried ducks.

22. The following words are branded into the outside of the wooden door to this room: *"Blessed be those who have the nous, to gather the meaning behind each rose. Blessed be those who have the mettle, to sample the worth of every petal. Blessed be those, who found themselves born, to endure the wound of every thorn. For they will gain sweet bless'd relief, when clear about most every leaf."*

Four statues (warrior, rogue, wizard, priest) stand in this room. At the foot of each is a rose: NW (yellow), NE (red), SW (white), SE (peach). If each statue is visited and any inkling of the meaning behind each rose's color spoken aloud the entire party will be restored: healed to max hp, all spells replenished, ailments or disease removed, all will feel as if they have experienced a full night's rest and no food or drink will be needed for 24 hours following.

Statue Color	Color Meaning
Yellow	delight, friendship, gladness, joy, welcoming, remembrance
Red	beauty, congratulations, courage, love respect, passion
White	innocence, purity, reverence, secrecy, silence
Peach	humility, modesty

23. Looking southward, each 5-foot-square flagstone here is engraved with a letter as follows. 1st row: N, U, D, F; 2nd: D, E, A, O; 3rd: T, R, E, R; 4th: I, N, T, E. The first two vertically aligned flagstones in the corridor leading from the room are also engraved with a Y (upper) and B (lower). Over the room entrance, a painted fresco asks, *"If allowed to rest in perpetual peace, what are our more busy bodies?"*

Answer: "Undead for eternity". The path to take as follows (row, letter): 1U, 1N, 2D, 2E, 2A, 1D, 1F, 2O, 3R, 4E, 4T, 3E, 3R, 4N, 4I, 3T, Corridor Y. Stepping on any square incorrectly triggers a stake trap.

24. An illusionary wall covers this deep alcove (Perception DC 14 to disbelieve). Only the first 10 feet is visible, then a greater shadow is held in place where the walls meet the ceiling and floor by *dimensional shackle*. The shadow can't attack, but anyone walking through it suffers Strength damage as listed. The shadow has regeneration 5 (channeled energy, force magic).

At the end of the alcove is a small spring flowing into a copper bowl that drains away into the floor. The water is icy cold, but refreshing, and drinking a pint restores 1 hit point. The font produces up to eight pints a day. For 30 minutes after drinking from the bowl, anyone who attempts to cast a spell with the "good" descriptor must succeed at a caster level check, DC 20 + spell's level + number of pints drank.

25. The walls here depict dozens of lacedons feasting on drowning creatures. Each undead has a pungent navy blue secretion slowly dribbling from its mouth. A scrawl on the back wall in Orcish reads: *"Who knows where foes will close with blows? Lack care? Your heir will ne'er breathe air!"*

Each secretion provides enough material to act as a *potion of water breathing* for up to 10 minutes. This time can be split in individual minutes. However, it also render users unable to breathe air. Even a sample of the slime leaves the taster gasping for air for a round unless they are underwater.

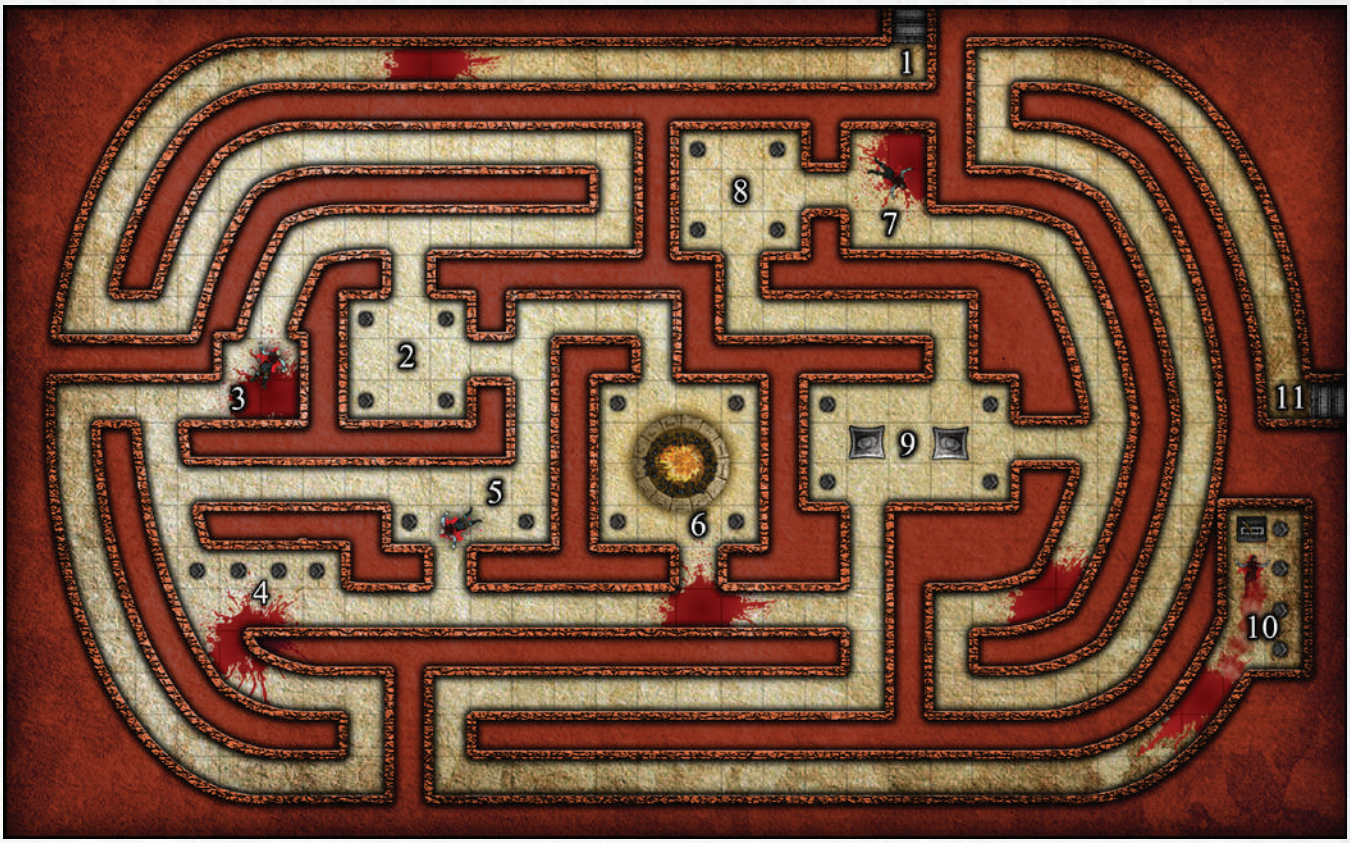
26. This area houses an horrific construct necrophidius, made to look like a centipede with a fanged orc skull. The body of the creature is made of headless skeletons, arms and legs sawn off at the elbows and knees. The "secret door" turns the wall clockwise (Perception DC 16) to reveal the path to Area 28, or counter clockwise to expose the corridor to Area 27.

27. There are two 20-foot-by-20-foot chambers here. The first is entirely full of damp, mold-infested clothes that impart filth fever to anyone who touches them. Beyond this, the second room has a pedestal in each corner with totems to a mortuary deity (diadem, scepter, orb). Each is worth 250 gp but imparts a curse within 200 feet of undead. In addition, over a period of six months, the bearer's expressions and attitude become as those of an undead creature of equivalent level.

Wasting Curse

Type curse; Save Will DC 14 delays
Effect within 200 feet of undead, target suffers -6 Strength, -6 Constitution, and a constant *slow* effect. Over a six-month period the target changes to undead. Once per month the target can attempt a Will save to delay the change one month.

28. Stairs descend into stygian gloom. The gurgle and smell of dank water reaches the PCs' nostrils. Where the stairs meet a sluggish underground stream, a ravenously hungry slithering tracker rests. Little passes this way.



Maze of the Skullkeeper

Justin Andrew Mason

The adventurers have been captured! Rendered unconscious at the tavern by poisoned drinks by a bounty hunter for the maniac crime-lord known as the Renown Grand High Lord Xu Tannak of Shattered Rock, Bearer of the Sacred Flame and Keeper of the Bull.

Unbeknownst to the adventurers, one of their recent outings interfered with a smuggling outfit operated by Xu's men, and for retribution he has ordered them to be tossed into his undefeated gauntlet—his favorite method of getting rid of unwanted pests.

The adventurers awaken as the entrance gate to the maze is being closed behind them.

The maze has been carved into the stone of a natural megalith. The twisting tunnels are inhabited by Xu's loyal minotaur berserker, named the Skullkeeper for the creature's penchant of displaying as trophies the heads of its prey.

There is single entrance and a single exit; both blocked by thick iron gates. The exit can be opened only by a lever hidden deep in the maze.

Xu observes the maze-runners through the Skullkeeper's eyes via a magical helm it wears which "broadcasts" the carnage to a large crystal ball located in the crime-lord's throne room just outside the exit where he is accompanied by a dozen of his top commanders.

Groups of three participants are forced into the maze in ten minute intervals. Maze runners are stripped of everything except a loincloth, a lit torch, and a rusty short sword.

There can be as many as 30 maze-runners at one time. There can be only one group to survive the maze. Only the survivors from the first group to escape the maze are granted freedom. Each maze-runner has been branded upon the wrist with a sigil representing their team.

GM Note: Xu and his commanders are moderate-to-high level NPCs; far too difficult for the adventurers to overtake currently. This adventure would be a great opportunity to plant a seed of disdain for a later encounter against the villain.

To survive the maze victims must pull the lever (Area 10) to the right before making their way to the exit while avoiding the Skullkeeper and other desperate maze-runners.

If the minotaur is encountered, it will immediately attack unless it is offered the freshly severed head of another maze-runner. In return for the head, the current group can pass further into the maze unharmed (until the next encounter). These rules are explained to all participants as they are being tossed into the maze.

Random Maze Events

1d6	Event
1	A thunderous inhuman roar echoes throughout the maze.
2	Random CR 2 trap is located at this location (one instance per area only)
3	Encounter with hostile party of 1-3 NPCs*
4	Encounter with friendly party of 1-3 NPCs*
5	Fearful and agonizing screams echo throughout the maze.
6	Encounter with the Skullkeeper

* NPCs may be randomly generated but should be levels 1-3. A hostile party works together to attack the adventurers in hopes of capturing their heads as tokens for the Skullkeeper. Friendly parties are more willing to try to work together, though they will ultimately look out for themselves.

Should there ever be victors in the challenge, Xu will honor the rules and release them unharmed with their gear, but warns them to never return to his territory again upon pain of death.

In addition to the eleven designated areas within the maze, every time a group of PCs encounters a 90-degree turn it triggers a random event. See the Random Maze Event table.

1. Maze Entrance

An iron gate blocks the entrance to the maze. Through a small slit window with bars several of Xu's mercenary guards taunt the adventurers, spitting at them and regaling them with tales of their impending doom.

2. The Room of Pillars

There are four 3-foot-tall pillars in this room. Each boasts a masterwork greatsword that has been buried within the stone (combined 60 STR check to remove). If the adventurers spend longer than 5 rounds in this room, they encounter the Skullkeeper.

3. Evidence of Escape

The headless body of a dead man lies in a pool of fresh blood. The ragged tear and missing spinal column hint that it was likely the work of the Skullkeeper.

4. Hoof Prints In Blood

There is blood everywhere, but not a corpse in sight. Bloody hoof prints lead eastward further into the maze.

5. A Head of the Rest

A headless corpse of a woman lies here. The relatively clean cut suggests that her head was removed by another maze-runner.

6. The Fire Pit

The floor here is slick with fresh blood as the maze opens into a large room with a 15-ft. deep fire pit. The flame burns white hot and is obviously magical. The floor is laden with dozens of skulls, flesh dried tight around the bone. The flame deals 2d6 fire damage per round of exposure to any creature caught inside of it. However, it also offers a magical boon: when the blade of any masterwork bladed weapon is put into the fire then removed, that weapon gains the Flaming Burst special ability for 1d4 hours.

7. Cornered

A horribly gored corpse is crumpled in the corner. It's hard to tell if its head was removed… or crushed.

8. The Pillar Room

There are four 3-foot-tall pillars in this room. One of them bears a masterwork greatsword that has been buried within the stone (combined 30 STR check to remove).

9. Xu in Stone

Two stone statues stand tall in this room. One depicts Xu himself, the other a mysterious and unknown voluptuous woman.

10. Leveraging an Exit

A smeared trail of blood leads to a corpse of a young man. His lifeless arm is outstretched less than a meter away from a large iron lever. Unless somehow clearly indicated, once the lever is pulled there is a 10% chance that it will be pulled again by another unwitting maze-running, thus shutting the exit again.

11. Maze Exit

When the lever is pulled eastward in Area 10, the massive iron gate lifts providing access to the maze exit.

The Army Surgeons

Stephen Yeardley

Leikata (LN cleric 5) and Ommella (LE cleric 5) Ruumis were front-line military clerics, but they found it pointless. Now they work for the government, releasing zombies into the Haunted Forest[1] to help with destabilizing the region.

The Ruumis' shop sells tools to "counter" undead as a front for the activities that happen below it. Beneath a secret trapdoor is their workshop, where their latest accidental creations are stored; zombies are trapped in the cellar.

Hooks

1. Haunted Forest fey ask the PCs to investigate where invading zombies are coming from.

2. The Ruumis brothers have disappeared, and the PCs are charged with finding them. (The Ruumis often deal with unexpected undead, but they haven't left their shop for three days.)

Three days ago, the Ruumis brothers thought they were animating two large orcs, but the bodies were actually smallish ogres. When the brothers finished their spells, the creatures awakened in undeath, but this exceeded the brothers' ability to control them. Leikata had the sickle sundered from him, was knocked unconscious, and almost killed (stabilizing just 1 negative hp from death). Ommella had his throat crushed, survived thanks to a Heal check, dragged Leikata to safety in their hidden cell, (losing his unholy symbol on the way), and then passed out.

Ground Floor

The front door is locked (Disable Device DC 18). The shop is 40 feet by 40 feet, and the north, east, and sout walls house tables that hold two or three low-cost items. The counter has a way through at the western end, and there are five locked cupboards behind it (Disable Device DC 12), each with one or two higher-value goods.

[1] Check out the *Snow White* campaign setting book from AAW games for details.

Items

d100	Table	Cupboard
01-20	scroll (1st)	potion (3rd)
21-40	2 scrolls (1st)	2 potions (3rd)
41-55	scroll (2nd)	item
55-70	2 scrolls (2nd)	greater item
71-80	scroll (3rd)	wand (1st)
81-90	potion (1st)	wand (2nd)
91-93	2 potions (1st)	wand (3rd)
94-96	potion (2nd)	wand (4th)
97-98	lesser item	armor
99-00	item	weapon

Items (lesser): *elixir of hiding, elixir of sneaking, dust of tracelessness, feather token (bird)*

Items: *pearl of power* (1st), *salve of slipperiness, elixir of fire breath*

Items (greater): *necklace of fireballs* (Type I), *hat of disguise*

Armors: *+1 padded armor, +1 light wooden shield*

Weapons: *+1 dagger, +1 light mace*

Two zombie are under the counter. A PC who succeeds at a DC 10 Perception check finds the secret door at the back of a cupboard. It is closed but unlocked, and it leads to stairs.

Basement

At the bottom of the stairs a secret door (Perception DC 15) leads to a 30-foot-by-35-foot basement that holds six embalming vats. Each contains a zombie, partially prepared for release into the Haunted Forest. The liquid allows someone to create zombies using animate dead at 1 level higher if employed within 2 rounds. Two fast zombies lurk in the darkness.

In the middle of the west wall, a disguised compartment hides a locked coffer (Perception DC 17, Disable Device DC 17) that holds 20 black onyx gems worth 25 gp each.

At the far end of the path is a now-jammed secret trapdoor (Perception DC 22, Break DC 15) to the cellar.

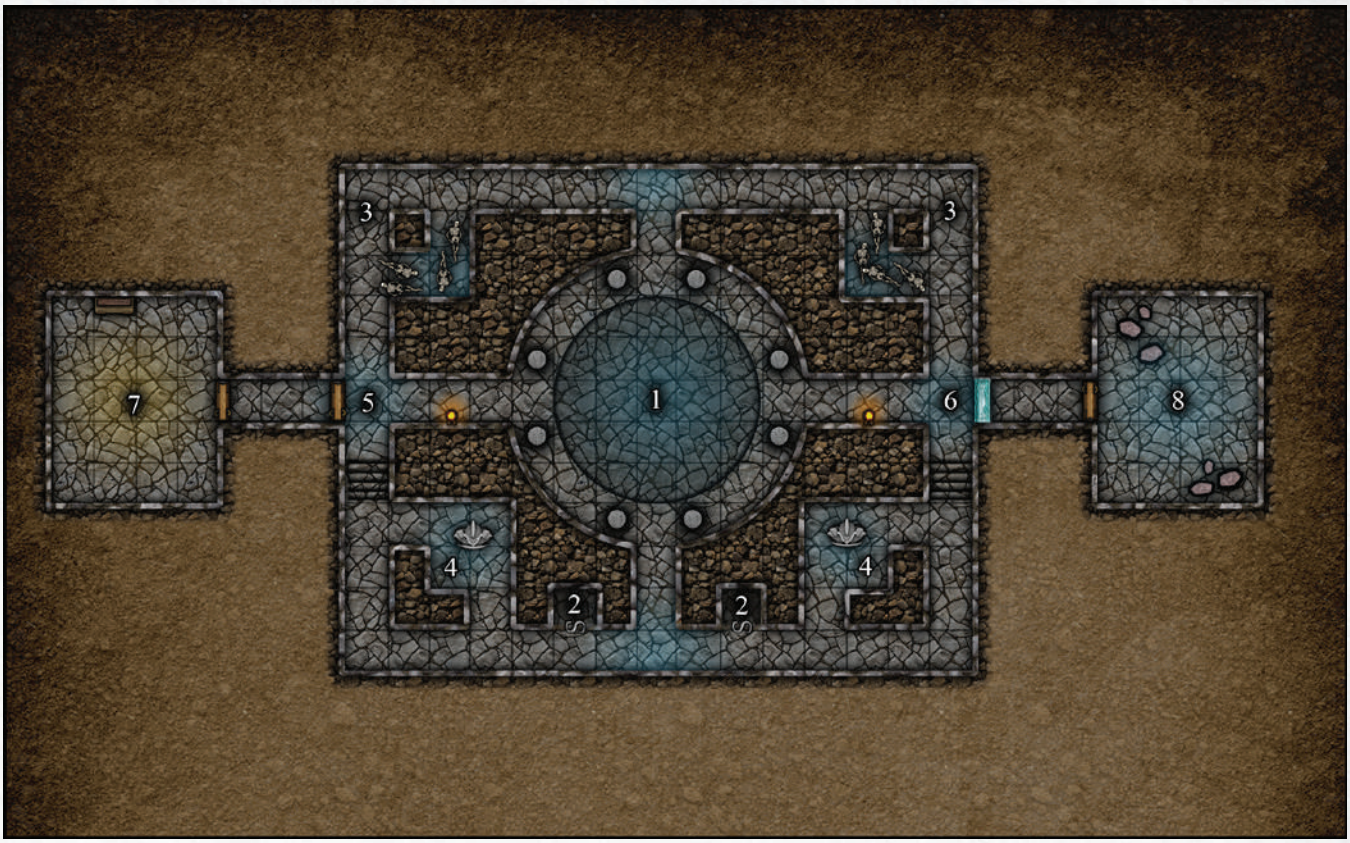
Cellar

Under the trapdoor is a ladder down to a 20-foot-by-20-foot cellar. There is a broken unholy symbol on the floor. A path winds its way around six cells. Pipes lead into each cell from the vats above. A and B are empty, and C has four unmoving small zombie hanging from the ceiling in harnesses. The path furthest from the trapdoor is caked with blood and chunks of half-digested gore. A *+1 axiomatic sickle* is at the entrance to cell D, which contains a partially eaten halfling-sized body.

Cells E and F have the ogre zombies in them, crammed in as the only instruction they follow. These large creatures fight at a moment's notice, including attacking their creators, but they are hampered in the confined space, which affects their stats as follows. –2 to Dex; –1 to basic, touch and flat-footed ACs; –1 to initiative checks and Reflex saves.

The wall at the end of the pathway has an unlocked secret door in it (Perception DC 17 finds). Beyond, a 5-foot-square space has a trail of blood going to the north wall, and there is a bent-and-cracked unholy symbol on the floor. There is another secret door in the north wall (Perception DC 12, Disable Device DC 18). Beyond are the two clerics, both unconscious. Leikata is in negative hp and stable, but close to death nonetheless. Ommella hasn't recovered consciousness after passing out from blood loss and shock. The party will need to decide what to do with them as they provide an essential service in controlling low-level undead for the town.

Stephen Yeardley



Buried Council Chambers

Jonathan G. Nelson

1. Domed Chamber

This beautiful domed room is lavishly painted, depicting scantily clad and naked humans floating in the clouds as if they are gods. These are actually the lifetime-elected politicians who previously ran the city (now buried underground) who over time came to think of themselves as more than mere citizens of the community. There are eight such people depicted and eight pillars in the room lined up with each piece of art. Each pillar has a name carved into it (clockwise starting with NE pillar): Devillium Thornston, Sanli Toublan, Jerei Gunstai, Talia Strongbow, Manchalan Gren, Zoolsteen, Balantor Thirdhouse, Harnth Bavornia. If a pillar is touched a *magic mouth* appears and asks a riddle.

Riddles

Ripped from my mother's womb, Beaten and burned, I become a blood-thirsty slayer. (Iron Ore)

Thirty white horses on a red hill, First they champ, Then they stamp, Then they stand still. (Teeth)

One tooth to bite, he's the forests foe. One tooth to fight, as all Norse know. (Axe)

The root tops the trunk on this backward thing, that grows in the winter and dies in the spring. (Icicle)

A part of heaven, Though it touches the earth. Some say it's valuable, Others – no worth. (Rainbow)

This darksome burn, horseback brown, His rollock highroad roaring down, In coop and in comb the fleece of his foam, Flutes and low to the body falls home. (Ale/Beer)

A box without hinges, key, or lid, Yet golden treasure inside is hid. (Egg/Orange)

Alive without breath, As cold as death; Never thirsty, ever drinking, All in mail never clinking. (Fish)

If a PC answers a riddle correctly, roll 1d8 on the following potion table:

The resulting potion(s) are magically generated in both secret rooms (marked 2 on the map). Each riddle can only be answered once regardless of whether the answer is correct or not.

2. Secret Rooms

These hidden rooms are detected with a DC 20 Perception check or found with a DC 15 Perception check if the hallway is actively searched. Each room contains a wide array of outdoor clothing such as cloaks, capes, hats, gloves, and boots. One of the chambers has a pair of *boots of elvenkind* which blend in with the other mundane items. Depending upon the number of riddles answered in Room 1, various magic potions can be found in these rooms on shelves built into the back wall, partially hidden by the cloaks and other apparel (Perception DC 18).

3. Corners in the Hallway

Each corner holds the remains of the people that once worked in this building, those that took refuge here during a traumatic event that inevitably killed them (asphyxiation). As the PCs approach, 2d4+2 of the corpses rise up as ghouls to attack them. Each of the bodies has 1d4 gp, 2d4 sp, and 4d4+4 cp, but a DC 15 Perception check reveals a *cracked scarlet and green cabochon ioun stone* buried under the bodies in the eastern corridor.

4. Guard Posts

These former guardsmen have since risen as (4) skeletal champions (one wielding a *+1 longspear*) and wait in this room until the PCs either discover them or make a loud noise elsewhere in the building. In the latter case the undead march through the dungeon searching for the PCs.

5. Fire Door

This door has a riddle etched into the wood:

Potion Table

1d8	Potion
1	*cure light wounds*
2	*mage armor*
3	*shield of faith +2*
4	*aid*
5	*bull's strength*
6	*owl's wisdom*
7	*spider climb*
8	*undetectable alignment*

No legs have I to dance, No lungs have I to breathe, No life have I to live or die And yet I do all three. What am I?

The answer is simple (fire), but a flame must be touched to the wood to cause the magical lock to lift, at which point the door opens automatically.

6. Ice Door

This door has a riddle etched into the wood:

A precious stone, as clear as diamond. Seek it out whilst the sun's near the horizon. Though you can walk on water with its power, Try to keep it, and it'll vanish within an hour. (Ice)

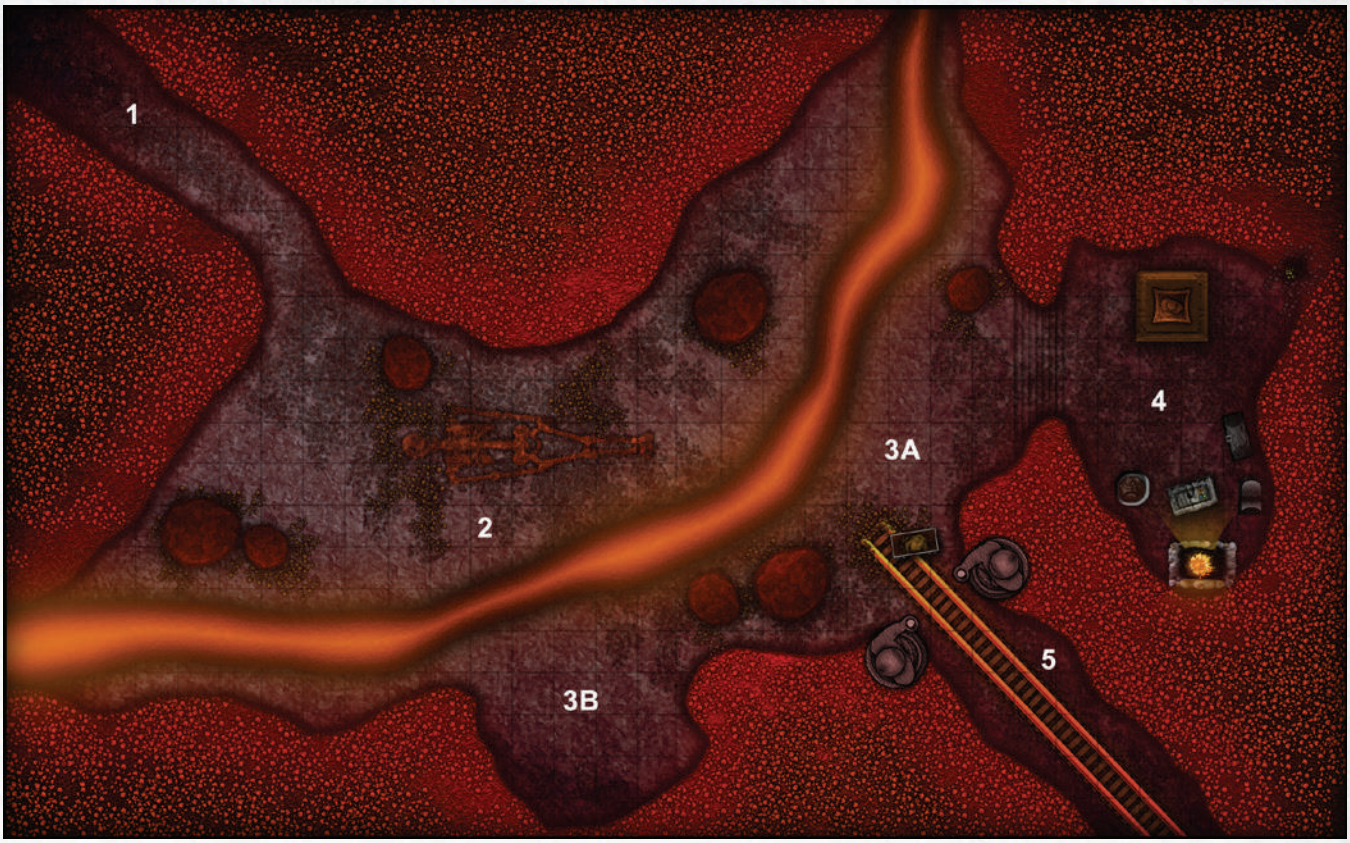
Again, the answer is simple (ice), but ice in some form must be touched to the wood in order for the magical lock to lift, opening the door automatically.

7. Warm Room

This room is heated by a hypocaust, a heating system which makes the floor warm to the touch. The furnace below is magical and filled with heat producing timber of everburning (as an everburning torch but pleasantly warm). The rooms underneath are not accessible through normal means, the entrance being buried long ago. A desk in this room has a single locked drawer (Disable Device DC 10) that contains a small key to a chest in Room 8.

8. Cold Room

This room is chilled by a permanently frozen water elemental trapped even longer than the undead occupants that roam these halls. Many foodstuffs were obviously kept here as many "frozen-burnt" cow heads and pig haunches are still intact. If the room is searched, a small wooden chest is found inside a frozen pig with a DC 25 Perception check. The chest is locked (Disable Device DC 20) but there is a key for it within the desk in Room 7. It contains a very delicate item that shatters if the box is damaged: a *ring of the winterlands*. made of ice that thaws within 1d10+5 minutes in any temperatures above freezing. If the ring is worn and kept within a cold environment it functions as *boots of the winterlands*.



Doubt Not that Stars are Fire

Stephen Yeardley

Following mutated goblin attacks on a small, well-established mining site, the PCs find that only the pit remains. On securing the surrounding area, they must enter the steep-sided crater. They find the walls glowing with otherworldly energy... they are alight with "coldfire".

1. Entrance

The shaft from the surface is 60 feet deep. Initially the sides are rough (Climb DC 15), but smooth, vertical walls for the second half (Climb DC 25). Descending PCs sense it getting cooler. Some shattered gray scales are at the junction of the shaft's base and entrance to a narrow, rubble-strewn passage.

What once was a 5-foot-wide passage is now less than 3 feet wide due to the partially caved-in sides. Vibrating scales (red, blue, purple, green) are evident. Though difficult to identify a DC 22 Knowledge (planes) check will identify the vibrating, colorful scales are from an naunet protean. If touched, they shatter with a subsonic throb , much like a *sound burst* trap, causing further rockfalls.

Sound Burst Trap — CR 3

Type magic; **Perception** DC 27; **Disable Device** DC 27
Trigger location; **Reset** none
Effect spell effect (sound burst, 1d8 sonic damage plus stunned for 1 round, DC 13 Fortitude save negates stun); multiple targets (all targets in a 10-ft. spread)

Falling Stones Trap — CR 1

Type mechanical; **Perception** DC 20; **Disable Device** DC 25
Trigger touch (tripwire); **Reset** repair
Effect Atk +12 (2d4); multiple targets (all targets in a 5 ft. by 10 ft. area)

2. Main Cavern

Upon entering the main cavern, the PCs see a gully of vaporous, glowing liquid flow through narrow, fist-wide holes. It is starfuel—coldfire—causing damage each round via the dark energy of space (see Coldfire Damage).

Coldfire Damage

Distance From Fuel	10 ft.	7.5 ft.	5 ft.	2.5 ft.	0 ft.
Damage per round	1	2	3	4	5
Fortitude save for half (round down)	DC 6	DC 8	DC 10	DC 12	DC 14

Four shadowy humanoids with leathery cowls are hunched over in the northern part of the cavern. They are goblins changed by the cosmic energies into goberrations, effectively weakened faceless stalkers (CR 1, 9 hp, slam +7) with skin-formed cowls. Their items are scattered around.

The chamber is covered with yellow dust—dried starfuel—acting like mindfire disease. A victim changes to something like a goberration after a second failed save (no further Intelligence drain) but is granted immunity to liquid coldfire.

Not far from the hunched humanoids is a 12-foot-tall skeleton, a young hundun. Weakened after following the elder thing, it suffered a massive shock on seeing the mine's order and regulation, fell unconscious, and succumbed to the goberrations' flesh-eating. If touched it animates as a skeleton.

3a. Gobberations Gathering

Beyond the coldfire gulley are three more goberrations (CR 1, 9 hp, slam+7), a damaged minecart containing a tentacle-less cerebric fungus (CR 2, bite +5), and three gold chunks (20 gp each).

3b. Raging Rubble

A pile of mining debris acts like raging rubble (distraction DC 12, damage is half bludgeoning and half cold). It contains a few silver flakes and emerald chips (50 gp total).

4. Storage Area

Steps descend to the smaller chamber. To the left is a square altar. A small pool of water sits on its surface. Any non-follower of this obscure mining deity looking into the pool triggers a pool of fear trap.

Pool of Fear CR 1

Type magical; **Perception** DC 26; **Disable Device** DC 26
Trigger proximity (looking into the pool); **Reset** automatic
Effect spell effect (*cause fear*, frightened for 1d4 rounds, Will DC 11 negates)

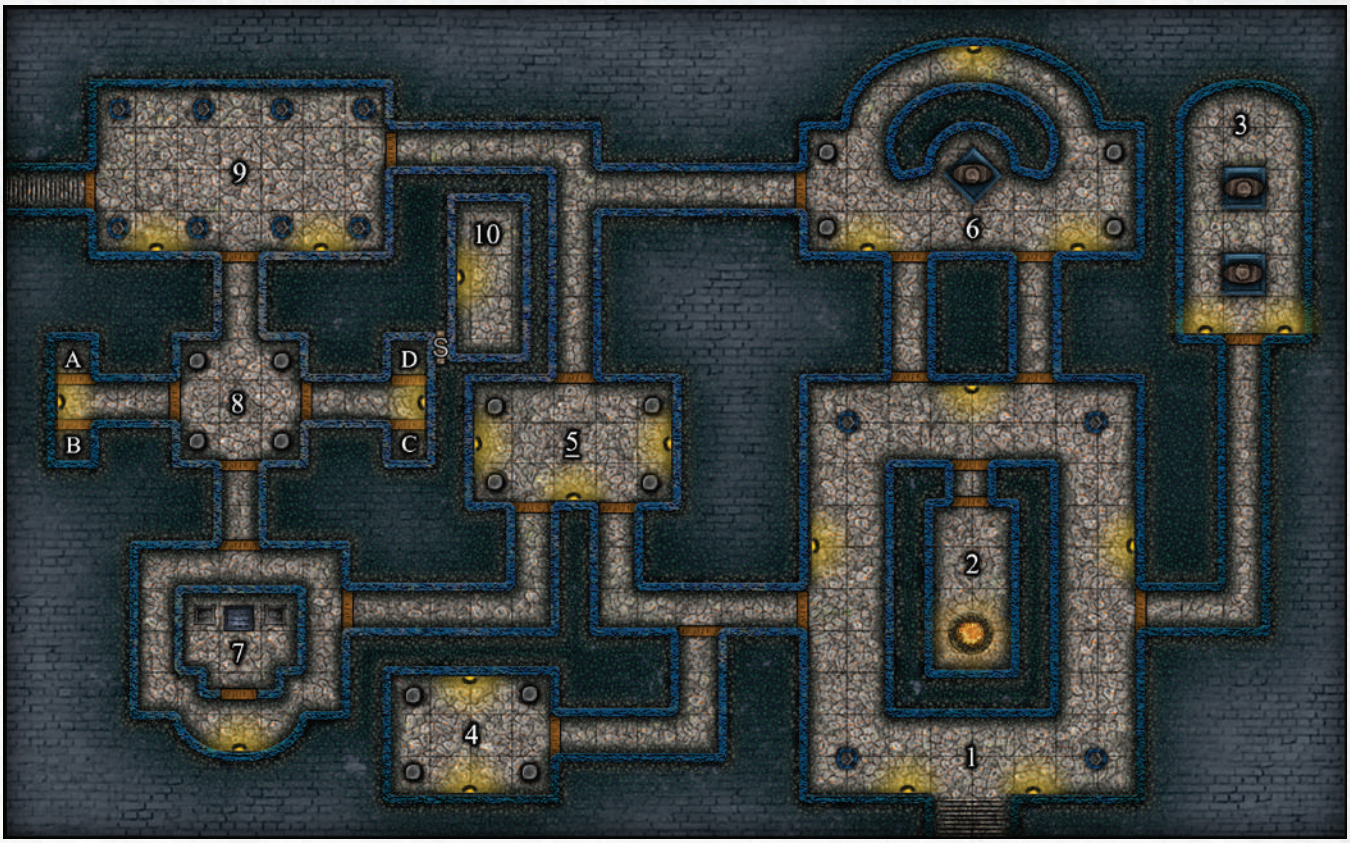
Those who gaze into the pool see a horrid, rotting reflection that slowly turns to murder the others in the room. Those who make their saving throws against this trap are immune to its effects for 24 hours. Those who fail their save flee, screaming.

To the right of the chamber is a table with two chairs in front of a burning fire-pit. A chest is against the northeast wall. The table and chairs are affected by the coldfire burning in the fire-pit and shatters easily if sat or leaned on (DC 12 Reflex save or 1d2 falling damage). The fire-pit burns as coldfire. Anyone within 5 feet of the coldfire must make a Fortitude DC 10 save or take 1d2 cold damage. The chest is locked (Disable Device DC 14) and contains a bullseye lantern, four medium mining picks, and eight sacks.

5. Mine Track

The damaged track heads down the 5-foot-wide tunnel. For the first 15 feet, the sleepers (aka ties) are fragile from the coldfire. Stepping on them causes the rails to fly up, twisting and warping creating a barrier that is difficult to navigate. Treat the area as difficult terrain. Anyone attempting to climb through the barrier must make a DC 10 Acrobatics or Escape Artist check to avoid taking 1d4 points of damage.

The track continues into the cold darkness. Dare the PCs continue?



Sanctuary of the Slaughtered

Rone Barton

Until recently, this hidden underground church sheltered the persecuted religious sect of a nearly forgotten pantheon. This pantheon blinked out of existence the very moment invading bugbears and goblins brutally ended its last living worshipers and took up residence.

1. Frescoed Entryway

Flickering torches set far apart cast uneven light on this chamber's overhead murals. Every inch of wall and ceiling devotes itself to recounting the story of a devout sect falling before the whips and chains of their oppressors and the subsequent construction of this sanctuary. A PC who succeeds at a DC 10 Perception check detects squeaks emanating from the behind the door leading to Area 2.

2. Fire Pit

At the southern end of this room, a walled fire pit blazes 2 feet high. A goblin dances along its edge while spinning a dead and charred woman on a creaky spit over the flames. This is the squeaking noise mentioned in Area 1.

Four more ravenous goblins stand directly before the fire pit, 10 feet from the door. They hop from foot to foot, drooling copiously in slick puddles, eager for the blackened roast to come.

Goblin drool has rendered the 10-foot-by-10-foot area immediately adjacent to the door into difficult terrain. A successful DC 15 Stealth check allows the adventurers to surprise the goblins, despite the miniature saliva bog.

3. Statues Room

Elaborate statues of two gods, clearly husband and wife, reach out toward each other from a short distance. A PC who succeeds at a DC 10 Perception check discovers the blood-drenched matrimonial garb of a bride and groom wadded in the northeastern corner. A goblin hides herself behind the head of the large statue of the wife to the north; a PC can spot her with a successful DC 20 Perception check.

If presented with an opportune shot, the goblin slings stones that she coated in her own diseased dung down at the party. PCs struck by the fecal stones are exposed to filth fever.

The statue grants the goblin both cover and concealment, as she can use her swift action to duck behind the statue after making a single sling attack. If a PC spots her, she attempts to run across the extended arms to the other statue and scurry down in a single round; she then flees to the south to warn others.

4. Bone Room

Splintered to pebbles and dust, worshipers' bones mix with humanoid ordure to carpet the floor of this room, which the invaders use as a junk pile. Any attempt to search the room uncovers a larval slime crawler.

5. Prayer Room

Prayer mats on the floor of this room are crusted with thick scabs of brown blood.

6. Inner Sanctum

A tall statue of an androgynous figure stands at the center of this holy chamber. A PC who succeeds at a DC 15 Knowledge (History) or Knowledge (Religion) check reveals this statue to be a perfect blending of the god and goddess figures from Area 2. The first time a PC stands near the statue, a ghostly whisper floats over an icy breeze, asking, "Who will remember us now…" followed by an ethereal death rattle, and then there is only silence.

7. Crypt

Two human-sized statues that closely resemble those in Area 3 stand to the left and right sides of a square, black sarcophagus inscribed with runes. In truth, each statue is a bugbear concealing its true form; one of the bugbears found an *amulet of minor image* (3x/day) that projects the illusory images of statues that resemble the gods of this temple, and both bugbears hide within these illusions.

If PCs get close enough to the sarcophagus to read its runes, the bugbears attack, gaining the element of surprise. Inside the sarcophagus lie the skeletons of two lovers crumpled together. The man's left ring-finger is missing.

8. Library

This ransacked library contains large wooden racks that once hold thousands of scrolls, but are now smashed and shoved to the room's corners. A PC who searches for 5 rounds finds a *scroll of cure light wounds*, on the back of which is a scribbled note that indicates the sect was under siege by goblins—and worse.

Four small wardrobe closets (a–d) are accessible from the library.

a. Six ceremonial robes hang in this closet, one of which is a *robe of resistance +1* that functions as a *cloak of resistance*.

b. Five ceremonial dresses hang in this closet, one of which is a *dress of resistance* +2 that functions as a *cloak of resistance*.

c. This closet's clothes have been shredded and turned into a floor nest for a ratling, which is able to close itself into the closet with its humanlike hands.

d. Eight matrimonial robes in this closet help conceal a secret door in the east wall. A PC who succeeds at a DC 15 Perception check locates the secret door, which is unlocked.

9. Sleeping Chambers

Ten feet overhead, near a ceiling bright with firelight, a rectangular rope hammock at the center of this room anchors to each of the four pillars nearest to the center of this room, creating a 20-foot-by-20-foot net above the floor. From below, the PCs most likely see only shredded clothing and a few bones. However, a PC who succeeds at a DC 20 Perception check spots a dangling goblin foot and hears snoring.

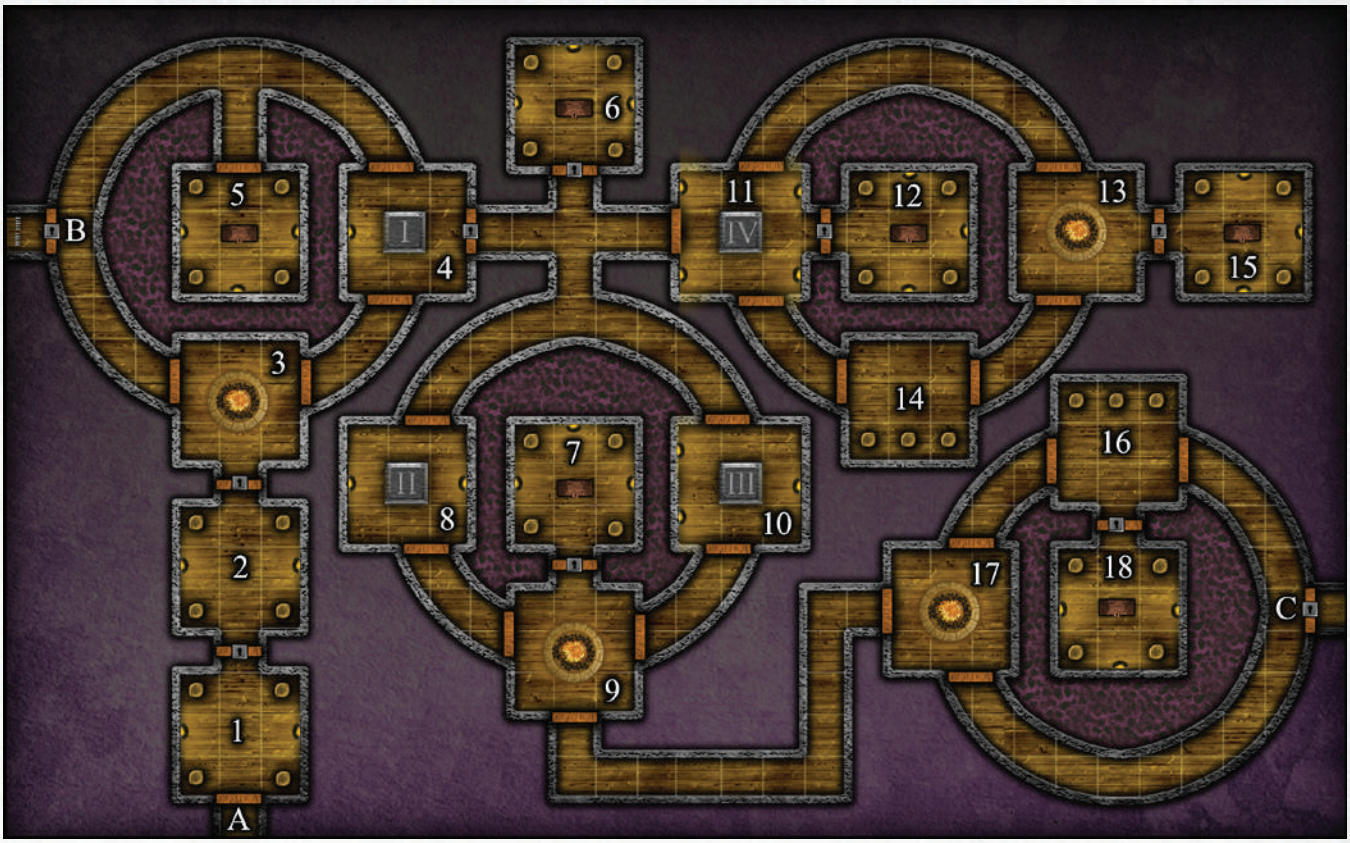
Any noise louder than a regular conversation wakes the 8 goblins sleeping here, while a successful DC 20 Stealth check allows a PC to attack and gain surprise. Should the goblins gain surprise, 6 of them open their attack by throwing bricks at the party (ranged attack bonus +4, damage 1d6) while the others use their short bows.

If a goblin dies in combat, its enraged kin throw the flaming oil-filled kettles they use to keep warm down at the PCs (ranged attack bonus +4), dealing 1d4 points of damage on a successful strike. A PC struck by a flaming kettle must succeed at a DC 12 Reflex save or catch fire. Burning inflicts 1 point of damage per round for 1d4 rounds, unless a PC uses a move action to extinguish the flames.

If a goblin fails its attack roll with the flaming kettle by 5 or more, the kettle explodes on contact with the netting, the netting burns, and the subsequent fire deals 1 point of damage per round for 1d4 rounds to all goblins still in the netting. No saving throw applies. The round after the netting catches fire—or instantly if two or more kettles ignite the netting in the same round—the tangled mess of burning netting and blazing goblins plummets to the ground. Any PCs standing below who fail at a DC 15 Reflex save are struck by burning goblins, which deal 1d4 points of damage and sets those struck ablaze as if they'd been hit by a successful flaming kettle attack.

10. Reliquary

An ornately gilded wooden cabinet (worth 100 gp) along the far wall holds 11 vessels containing the body parts of saints who belong to the recently extinguished pantheon. There is also a glass reliquary that contains a boney finger graced by a *ring of sustenance*.



Chop Chop!

Stephen Yeardley

After bitter disagreement, a trading post run by local fey and respectful foresters was set up near rich woodland, but some distance from town, and managed as a logging site, "for one and all." But supplies have dwindled, especially rarer wood types, and the PCs are asked to investigate. While traveling there, they see two brownies riding a blink dog, as a raven (pooka) follows. If the party hails them, the pooka and dog hold back as the brownies approach. Warily, they attempt to sense the party's motives, talking if the PCs seem honest.

Approaching diplomatically (Diplomacy DC 18) reveals the post went quiet about two weeks ago after two sages visited to see how the place ran. If the talk goes well (Diplomacy DC 20), the blink dog joins in, saying the two were a human and a half-orc, and that humans work there, which is why they've kept away. The pooka stays back but listens intently. On directing the party to the post, the three go off for help, but the pooka follows the PCs. If the PCs ignore the quartet, they learn nothing. If they attack it, the quartet flees.

Reaching the post, the PCs find a stockade blending seamlessly with the forest. Approaching stealthily (Stealth DC 22) lets a PC spot (Perception DC 15 at 30 ft.) a small greenish shadow fly over the top. When within 10 feet, a wyrmling green dragon breathes acid and then retreats. The post is controlled by an unpleasant gang, while charmed foresters, who look and act rather zombie-like, find and prepare exotic woods to make its fortune. The floors are oak, the walls elm, and the ceilings ash. Unless stated otherwise, a PC who succeeds at a DC 14 Disable Device check can unlock a door. The "sages" both have six keys: one for each cage, one for all chests, and one for all doors.

To win through, the PCs must revive some foresters from their charmed state and have them help clear the post. Unrevived foresters fight for the sages. Revived foresters do nonlethal damage to their friends. Removing the gang allows the foresters, brownies, blink dog, and other fey to recover the post. After following them invisibly, the pooka uses her pooka dust to help PCs in dire trouble.

A. The door is stiff (Strength DC 20) but unlocked.

B. The locked door (Disable Device DC 15) hides a spiked plate trap (1d3 slam, not falling, otherwise the same).

C. The locked door hides a mage breath trap (fills 15 ft. west of door, 5ft. east). Roots and a 5-foot-wide stump block the east corridor, which leads deep into the woods.

1–2. Beyond the door, Room 1 has four circular double lockers, each with two sets of basic clothing. The next door is locked (Disable Device DC 18). A distant bell rings lightly as it opens. Room 2 beyond is identical, but the lockers are empty. A masterwork handaxe is behind the northwest locker (Perception DC 15).

3. This room has a 5-foot-wide pit of embers. Its warmth draws moisture from Rooms 1, 2, and 4. There's a small emerald scale in the southwest corner (Perception DC 18).

4. A locked cage (DC 16 to open) holds two charmed foresters who believe it's a comfortable dormitory. They fight the PCs if tackled but join them if revived. The east door is locked.

5. This dark room smells of autumn forests. A wyrmling hides here. A chest built in the floor holds blackwood, a rare wood that makes masterwork instruments (250 gp worth).

6. The door is locked. The locked chest (Disable Device DC 15) holds the handaxes, throwing axes, and two-person felling saws belonging to the foresters in cages 1 and 4. The grips are personal to each one. Others users suffer a –2 circumstance penalty.

7. As Room 6, but the items belong to the foresters in cages 2 and 3.

8. There are two more charmed foresters (details as Room 4).

9. As Room 3. Its warmth draws moisture from Rooms 7, 8 and 10.

10. There are two more charmed foresters (details as Room 4).

11. This locked cage (Disable Device DC 18) holds a charmed forester (as Room 4) and a carpenter (other details are as Room 4). The goblins are wary of taking the carpenter's hammer from him, but monitor him from behind the locked door (Disable Device DC 13).

12. Two goblin sneaks and a goblin dog live in aromatic squalor. A chest built into the floor holds agarwood, a rare wood that infuses expensive perfumes (150 gp), significantly improving the room's pungency.

13. As Room 3. Its warmth draws moisture from Rooms 11, 14 and 15. The east door is locked.

14. Three scarecrows rest by the south wall. One is active; the others encourage it croakingly. If the PCs deal easily with the first one, or they are being helped by revived foresters, the other two tear themselves from the wall, taking damage equal to one-third their hit points, and then fight viciously.

15. A plant sage rests here, with a semi-tame giant fly. He has a *wand of charm monster* (32 charges) and his keys. A chest built into the floor holds ironwood, a rare wood that makes magic weapons (300 gp worth).

16. A giant stag beetle eats one of three small piles of decaying wood. It hisses as the PCs approach. Four *+1 ironwood bullets* were mistakenly thrown under one pile. These are what it is protecting.

17. As Room 3. Its warmth draws moisture from Rooms 16 and 18.

18. A hedge wizard lives here. He has a *wand of command plants* (17 charges) and his keys. A chest built into the floor holds lignum vitae, a rare wood that aids healing (250 gp worth).

Corridor Encounters (10% chance once every 10 rounds)

01–30	Bat swarm	Three swarms live in the trading post, feeding on wood-damaging flies and bugs.
31–55	Darkwood cobra	This construct is used to keep the rat population low.
56–80	Garden ooze	This creature cleans up after the darkwood cobra and eats beetles.
81–00	Twigjack	This twisted creature longs to see the good fey that help run the trading post fail. It loudly encourages the PCs to use fire whenever it can, despite its own vulnerability. It flees if they do. If the PCs do use uncontrolled fire, magic or otherwise, the trading post ignites very quickly.

Stephen Yeardley

The Case of the Scrupulous Pawnbroker

Stefanos Patelis

The PCs may have used the services of a local half-elven pawnbroker, Latricus, known to be stern but fair in his dealings. Now they find his store open, none of his assistants present, and the door to his basement office (where serious transactions took place) invitingly ajar. Maron, a nasty sorcerer, and her thugs have recently decided to change the nature of their transaction with the pawnbroker and the PCs are just in time.

The store (not on map) can be anything small with a secure front door (and barred windows, if any). At present it is abandoned, while the sturdy iron door to the basement (and Room 1) is suspiciously open.

1. The Office

The thugs tried to hide the battle here but even a quick glance can tell that a serious scuffle took place (chipped furniture, blood stains hastily covered by rugs, etc.). The strong wooden door is locked (Disable Device DC 25). A DC 12 Perception check reveals drag marks leading behind it (the bodies of the dead assistants dragged downstairs).

2. The Storeroom

Mundane merchandise is kept here. It has been haphazardly searched, tossed around, and maybe damaged. Feel free to roll some miscellaneous treasure for the PCs to find. The assistants (four zombies) were killed upstairs, their bodies dragged here, and animated by a *scroll of animate dead* Malon managed to cast. They are on orders to attack anything that comes from upstairs. The pawnbroker's guard dog (riding dog) is behind the debris, left for dead. It has miraculously recovered (stable at -2 hit points) and may join the PCs, if it is healed for more than 50% of its hit points. In 1d4 rounds after the battle ends, on a DC 20 Perception check, the PCs hears some swearing (the thugs in Room 5 fall prey to the corridor trap). The next round they hear a scraping sound (the sliding secret door closing), a lot of swearing and complaining, and something about returning to Maron. The PCs have 2 rounds before the thugs return to this room in order to reach their leader in Room 8 (the zombies ignore anyone coming from downstairs).

3. Accounting

This empty room is stacked with paperwork from previous dealings. Latricus keeps piles of an untidy yet meticulous log of every transaction taking place in his store. You may use this to introduce story hooks.

4. Fake Treasure Room

The room has various empty containers. Feel free to devise traps and locks for an additional difficulty, but most of them will have been broken into by the thugs. The secret door (Perception DC 20; +4 if the thugs were heard closing it) slides into the wall if pushed properly.

5. Real Treasure Room

Expensive items are all held in large chest with a good padlock (Disable Device DC 30) in this otherwise empty room. Roll or decide on a random treasure hoard (max total value: 2000 gp).

Corridor Trap **CR 5**

Type mechanical; **Perception** DC 20; **Disable Device** DC 25
Trigger location (centerpoint of the corridor between 4 and 5); **Reset** automatic (1d4 rounds)
Effect Attack +20 melee (4d6/x4), multiple targets (centerpoint of the corridor).
May be bypassed while resetting.

Scare Trap **CR 4**

Type magical; **Perception** DC 27; **Disable Device** DC 27
Trigger proximity (centerpoint of the corridor between 4 and 5);
Bypass visibly holding the treasure key from Room 8; **Reset** automatic
Effect spell effect (*scare* DC 13 Will negates)
Fleeing PCs may trigger the corridor trap.

6. Empty Room

There is nothing here except a door and stairs going up to the storeroom (Room 2).

7. Living Room

This is where the pawnbroker would rest or take his break if not working. A DC 16 Perception check will allow the PCs to hear the muffled noises of Sulm's brutal interrogation of Latricus, and automatically reveal the sliding secret door (Perception DC 20 otherwise).

8. Hidden Bedroom

The half-elf is tied spread-eagle on his bed while Sulm tortures him (with Latricus' own magical dagger) to get his secrets of the traps and treasures. The thugs have reset Latricus' pit trap in the entrance of the room, and will utilise it in battle. A hidden compartment in one of the bed's feet (Perception DC 24) holds the treasure key.

Pit Trap **CR 1**

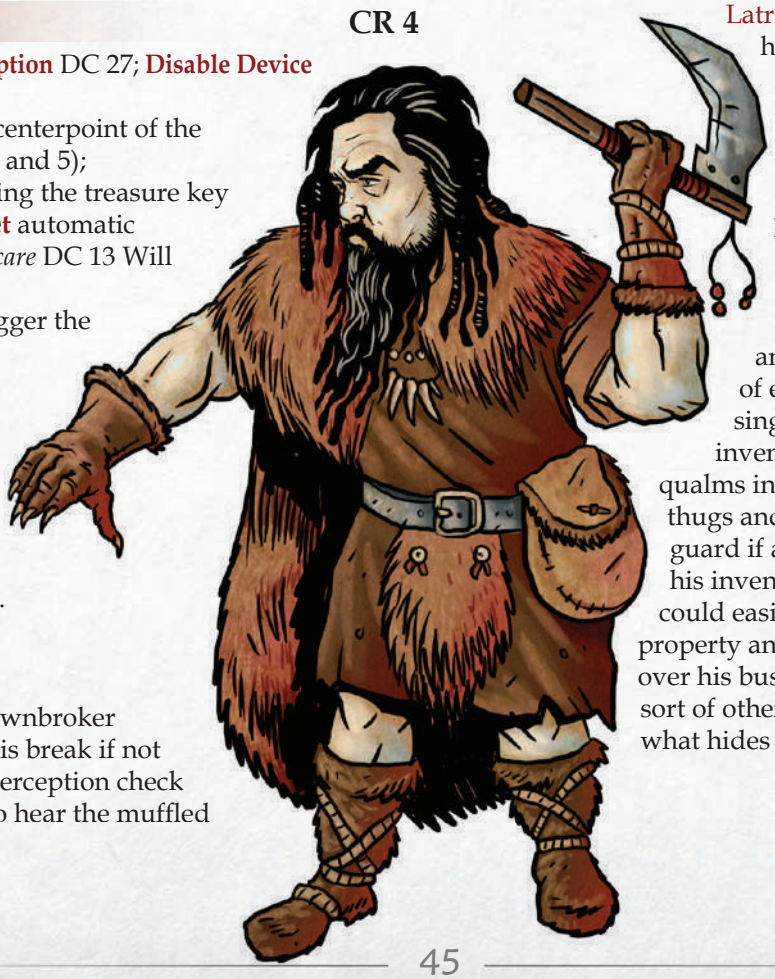
Type magical; **Perception** DC 20; **Disable Device** DC 20
Trigger location; **Reset** manual
Effect 20-ft. deep pit (2d6 falling damage); Reflex DC 20 avoids; multiple targets (all targets in a 10-ft. square area)

NPCs

Maron Blackthorne (CN dwarf sorcerer 2); Sulm (NE gnome fighter 2, *+1 dagger*); Kariadis (CN half-orc rogue 2); Bordin Skullcrasher (CE dwarf barbarian 2).

Dusk (CE half-orc rogue 2), Ericin, Mericin, and Storin (LE dwarf warriors 1).

Latricus (LN half-elf expert 4; has 6 hp nonlethal damage)



Aftermath

The guard dog may stick with the PCs if it has survived. If Latricus survives he will repay the PCs with a permanent 20% discount on his services and a onetime reward of either 300 gp each, or a single magical item from his inventory. He will have no qualms in turning any surviving thugs and the PCs in to the city guard if anything was stolen from his inventory. If he is killed, the PCs could easily discover the deeds to the property and the paperwork to take over his business. Who knows what sort of other clients he has had and what hides in his inventory…

The Blight

Colin Stricklin

For nearly a thousand years, this mighty oak stood as monarch of the forest, with its dryad as proud steward. However, when a self-absorbed druid sought a new home, both dryad and tree fell ill. This once-comfortable treetop dwelling now lies at the heart of a rotting forest. For even the greatest trees can die, slowly going bad from within.

The Blight in Your Campaign

Capricious fey, druidic circles, and elven kingdoms share something in common: They're all concerned with the health of their forests. If any of these groups have a place in your world, then The Blight does as well. If the PCs manage to stop the spread of this dangerous fungus, then they will endear themselves to forest guardians of all kinds.

The Villain

The dryad Catinella is afflicted with blight. After years of sickness she has grown twisted and evil, her heart as rotten as her tree. She wields one half of a set of cold iron hedge clippers (counts as a masterwork short sword) and spends most of the adventure practicing hit and run tactics. If she manages to infect a PC with her parasitic bond she attempts to escape via *tree stride*, spending the next few rounds in a distant corner of the rotten forest alternately cutting herself with the clippers and enjoying her fungal rejuvenation ability.

1. The Rotten Stair

This 120-foot spiral stair is a masterpiece of woodworking, but a DC 13 Survival check suggests that it is extremely unhealthy for the tree. In fact, it was this stairwell that first caused the great oak to weaken. Its sickness is manifested here by an array of mushrooms and mold. Most are harmless, but a pair of yellow musk creepers wait in ambush 20 feet from the top.

1A-1D. Spore Clouds

These rotting platforms groan in a fitful wind. If a creature moves more than 30 feet in a single round an entire quarter of the platform falls 30 feet before being tangled in the branches (Reflex DC 14 or 3d6 falling

damage). Once one section falls the other sides become more stable, meaning they are no longer in danger of collapse.

Even more hazardous, a cascade of fungal spores drifts through the canopy. Every 1d3 rounds the wind shifts direction, causing poison spores to fall on a random quarter of the platform.

Poison Spores

Type poision (inhaled); Save Fortitude DC 11
Onset 1 round; **Frequency** 1/round for 2 rounds
Effect 1 Dex damage; **Cure** 1 save

2. Fungal Zombies

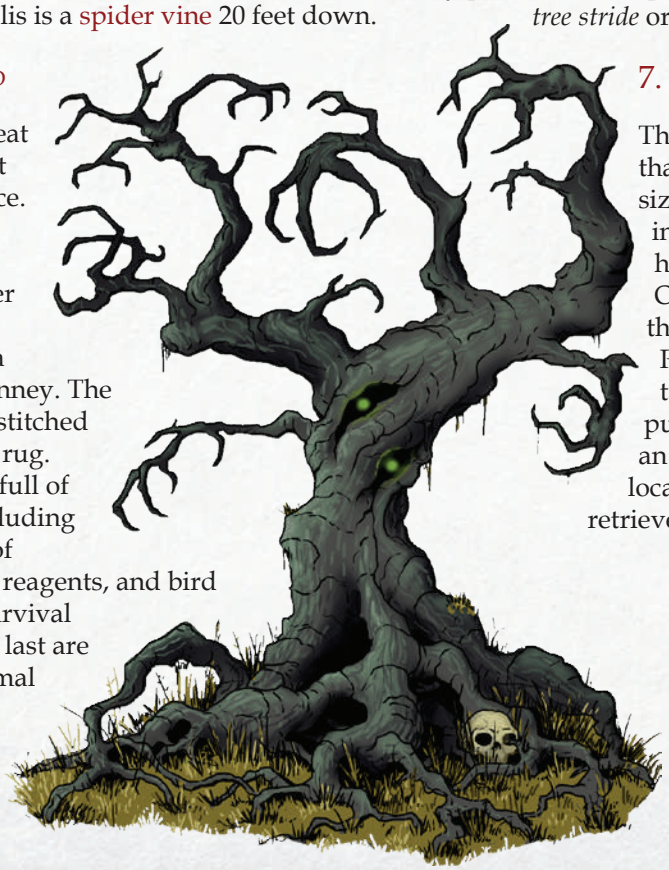
Dead and dying woodland creatures hang from the walls of this infested kitchen, pinned there by immature yellow musk creepers. The plants are too young to pose a threat, but four yellow musk zombies (two deer, a raccoon, and a rabbit) are standing guard.

3. The Vine Trellis

This cozy den is now deserted. Vines grow in through the window, down through the chimney, and form patterns on the floor, spelling out unsettling phrases in Sylvan ("growing trees need blood," "a broken branch means a broken bone," etc.). The secret exit is hidden in plain sight. The vines growing through the window form a ladder (Perception DC 18) down to Area 7 some 40 feet below. Mixed in with the brittle creepers and parasitic ivy of this trellis is a spider vine 20 feet down.

4. The Flayed Druid

The stench of rotten meat pervades this room, yet there is no visible source. A DC 13 Perception check reveals that the smell comes from under the bearskin rug. Once she went bad, Catinella flayed the druid Felosinney. The elven woman's skin is stitched to the underside of the rug. The room is otherwise full of druidic bric-a-brac, including scattered illustrations of plant life, spoiled spell reagents, and bird droppings. A DC 18 Survival check shows that these last are fresh. Felosinney's animal companion, a screech owl named Whisper, refuses to desert his mistress's remains. He swoops in through a hole in the roof to attack any who disturb the bearskin rug. Whisper is remarkably intelligent, and after the initial attack may become the PCs' ally with a DC 16 Handle Animal check.



5. Bedroom

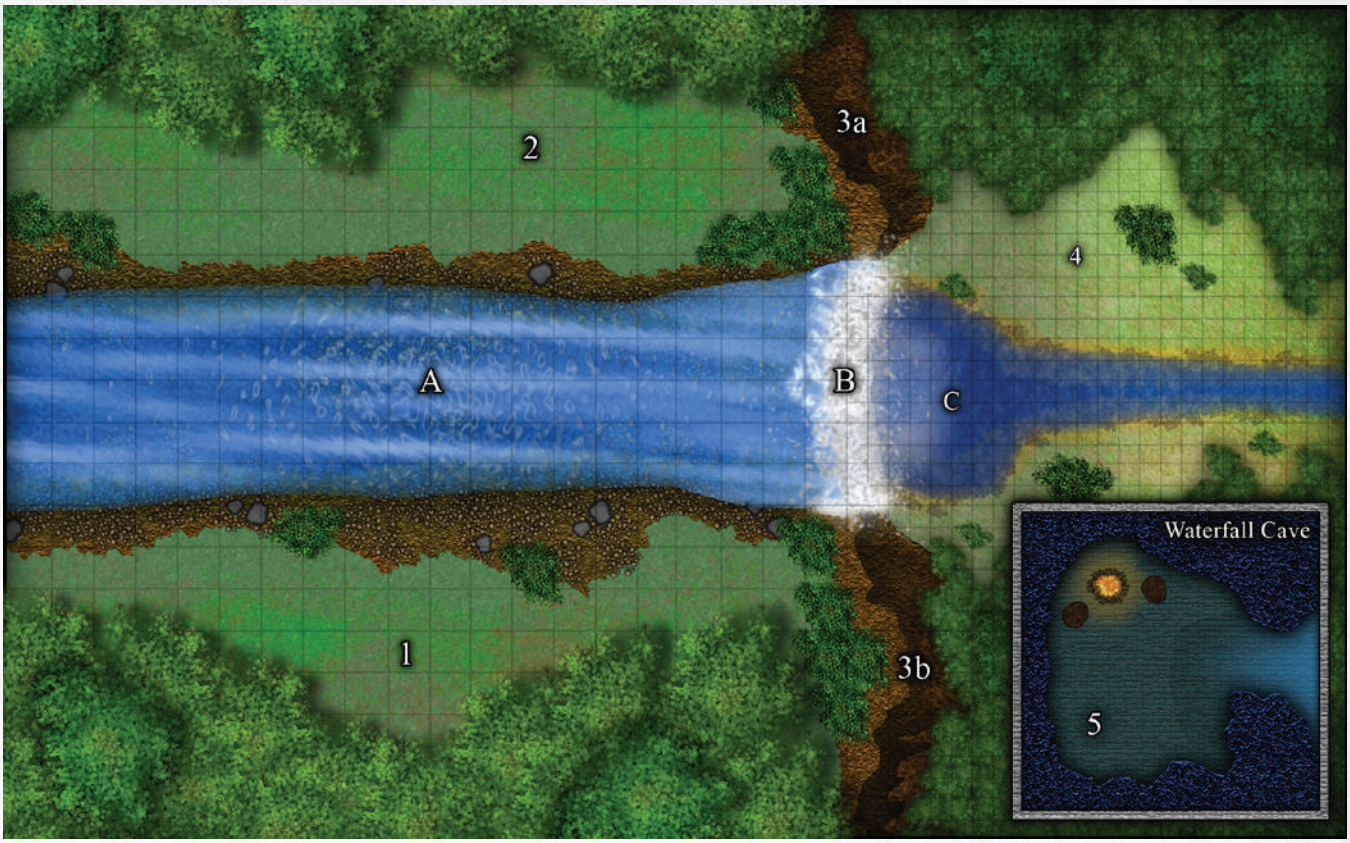
Felosinney's journal sits half-rotten on a bedside table. It provides details of the tragic falling out between druid and dryad. The final entries despair of "finishing the fungicide in time," and mention the purchase of a set of cold iron hedge clippers, "To put the poor dear out of her misery. If only she hadn't thrown them from the window…."

6. Fungicide

Toward the end of her disastrous home remodeling project, Felosinney finally recognized the harm she was doing to Catinella and her tree. She sought to cure the blight, but was murdered by Catinella before she could complete her fungicide. All but one of the necessary reagents can still be found in this botanical laboratory. Notes littering the floor describe the missing ingredient as, "The mycelial threads of a certain wind-borne species. I can only hope my fungicultural efforts at the crown germinate in time." If the PCs can endure the spore clouds and reach the very top of the rotting oak (Climb DC 20) they can indeed find the missing ingredient waving like a flag from the crown of the tree. Applying the resultant mixture to Catinella or to any part of the tree prevents the dryad from using her *tree stride* or tree meld abilities.

7. The Other Clipper

This branch looks even more rotten than the rest of the tree. A dwarf-sized burl sticks up like a huge wart in the wood, concealing the second half of the cold iron hedge clippers. Obscured from view from above, the weapon is easy to spot once a PC reaches the burl. However, it takes a DC 15 Strength check to pull it free. This makes the limb an excellent "final showdown" location, with PCs straining to retrieve the weapon as Catinella attacks.



The Unquenched Thirst

Michael Allen

The tiny isle of Sandspit is a favorite place to maroon recalcitrant shipmates, for across the bay, the headland falls are visible to castaways. Wicked currents prevent escape from Sandspit, and the unfortunates discarded there slowly die of thirst in sight of the lifegiving waters. One such piece of tortured jetsam was Captain Staid Merrik, who rose as a wight and walked under the currents to reach the cup of life long denied. The foul magic of undeath clinging to Merrik ripped the sustenance out of the waters at the base of the falls, and as long as Merrik's shade resides in a cave behind them, will continue to do so, to the detriment of creatures native to the headland, or watering parties from passing vessels.

A. The Rapids

Two undead survivors of an orc watering party repeat the task they were about before death, filling casks at the north end of the map and sending them down river. Every so often a full cask bobs to the surface and travels downstream. The undead are submerged (Perception DC 14) in an eddy near the riverbank. The river's current carries barrels (or pinned victims of the zombies) downstream at a rate of 25 feet per round. Negotiating the rapids requires a DC 15 Swim check.

B. The Cascade

The deep pool at the bottom of the falls negates damage to those going over the edge, but they must succeed on a DC 20 Swim check or inadvertently swallow some water during the descent (see area C). Accessing the cave behind the falls (visible from either cliff face) requires a DC 15 Climb check to avoid being swept away. A DC 12 Knowledge (engineering) check to secure ropes on both cliff faces reduces the Climb check to DC 5.

C. Fall's Pool

The water below the falls no longer quenches thirst. Those swallowing it must succeed on a DC 11 Will save or drink uncontrollably until their bellies are fully distended (a single full-round action), granting

the sickened condition for 5 minutes. A dried-out and rotting longboat of orcish manufacture is drawn up on the beach just off the map.

1. Blood-Burning Ambush

A kawa akago lurks inside the treeline (light undergrowth, 20% concealment, DC 21 Perception check to spot) at the western end of the map. A game trail exits the woods here; the bloodthirsty plant dragged a pulley from the hoist in Area 3b to tempt intelligent prey. A DC 13 Perception check finds the drag marks; a DC 16 Survival check tracks the kawa akago to its hiding spot.

2. Cooper's Eternity

The leader of the watering party, a cooper risen as a floodslain orc, hoists empty casks moved by the leshys below up cliff 3a each night at midnight. His workstation stands under of the trees at the summit. He appears 1d3 rounds after the end of combat with the brine zombies in area A, or once the entire party ascends cliff side 3a.

3a. Bloodthirsty Rocks

Overhanging jungle canopy reduces falling damage from the 50-foot high cliff (on both sides) by 3d6. A working hoist with well-preserved rope, pitons, and pulleys makes the climb on this side of the falls easy (DC 5), but a DC 15 Climb check is required to do so without skinning knees and hands for 1 point of bleed damage for every failed check (6 points maximum per creature). Every point of bleed damage inflicted increases both Climb checks by +1. A DC 20 Perception check allows a DC 15 Disable Device or Heal check to grant a +5 circumstance bonus to Climb checks by wrapping vulnerable body parts. This is a CR 3 challenge.

3b. Rotting Knots

The ancient hemp ropes on this cliff side must be replaced (enough rope from Area 3a may be shifted without penalty to the climb there). The pitons and other climbing gear remain sound, although one pulley is missing (Area 1). The DC 15 Climb check is reduced to 5 when the assembly is repaired. These rocks do not cause bleed damage.

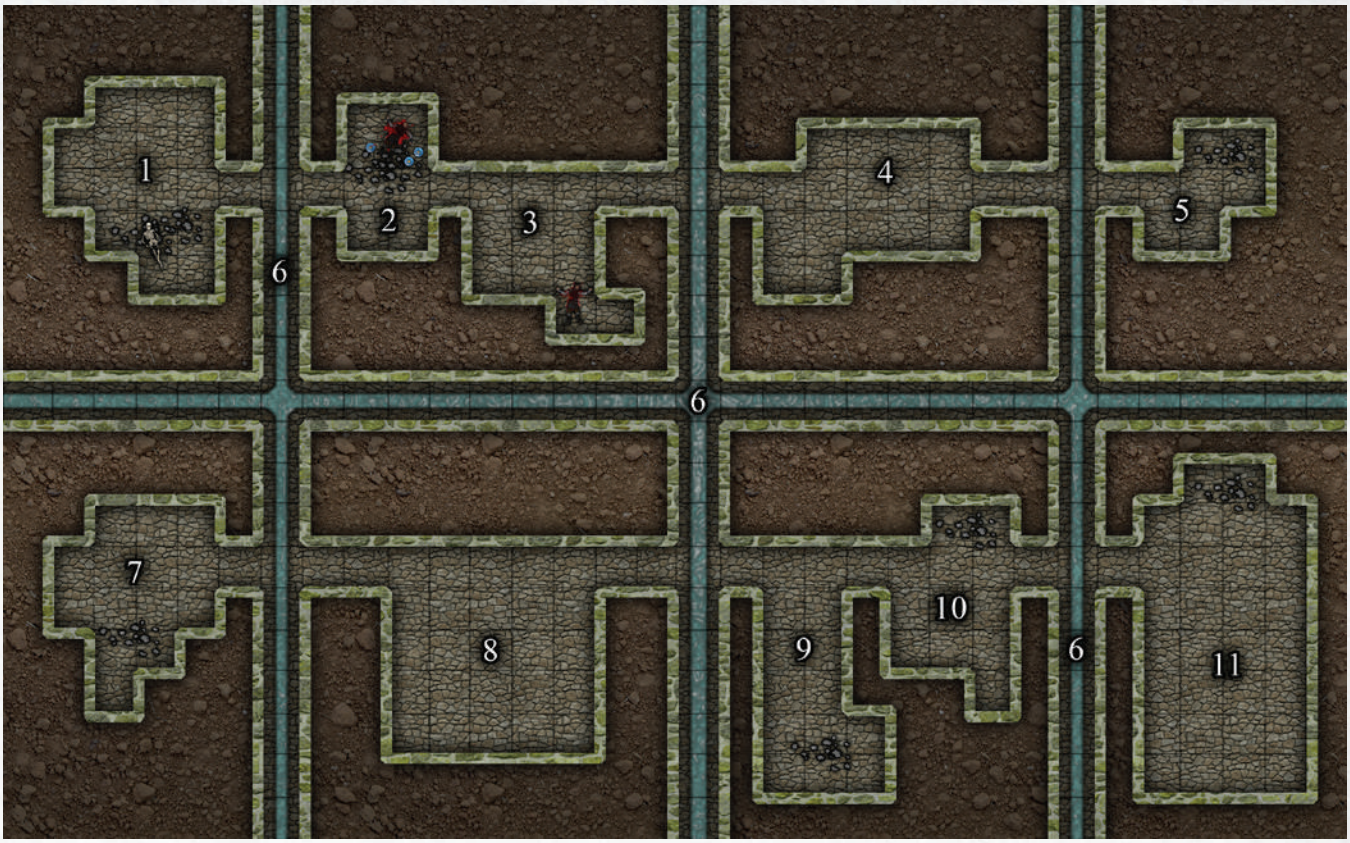
4. Parched Plants

The jungle on both sides of the river appears wilted and dying, but a small patch on the north shore shows evidence of better health. Leaf and gourd leshys in plant form await casks of fresh water from above. Disturbing the bobbing casks at the river's edge draws a quick response. Four leaf leshys attack intruders, while two gourd leshys retrieve water from the casks to sprinkle their nearby jungle home, popping off the top of their heads to retrieve watering cans to do so. If attacked, the gourd leshys join the combat.

Treasure: The two watering cans transform water into holy water once per day and can sprinkle an adjacent target (ranged touch, no AoO). Water removed from the can loses its blessings.

5. Eternal Thirst

Passing under the falls causes great thirst (DC 15 Fortitude save or fatigued for 6 rounds, or until taking a standard action to drink water). Staid Merrik, a dust wight, awaits within, by a fire that gives no heat. Treasure: *everburning torch*; *pearl of power* (1st level spell); *pirate's eyepatch*; 1,600 gp in loose coin, gems, and plate.



The Choker Lair

Jonathan Ely

The mountain town of Kraga has changed hands many times; strategically important for its location close to rich veins of iron and copper, it was originally a dwarven community who built structures both above and deep below the ground. Periodically attacked and razed by various tribes of orcs, ogres, stone giants, and humans, it has been rebuilt at least four times, leaving the deepest and most ancient structures accessible only by the sewers and subterranean water courses.

Now a heavily defended border town providing refuge for many travelers passing through the mountains, it also purifies much of the ore pulled from the many mines near the town. Recently the town militia have noted a number of missing people who have entered the town but have never left—investigations have led them to the warren of ancient tunnels and sewers under the city, and they will pay handsomely for adventurers to investigate these disappearances…

1. Odd Chamber I

A large, oddly shaped and particularly foul-smelling chamber holds the scattered skeletal remains of some unfortunate person, their rusted and tattered possessions spread across the floor, mixed with a layer of rubble and rock. This chamber is the lair of an earth-infused choker, which uses its tremorsense ability to sense its opponents before using its burrowing skill to ambush its targets; it will either try to strangle an individual or blast them with its earth breath ability.

2. Narrow Chamber II

This small, narrow chamber holds the dismembered and partially consumed remains of an unlucky soul; the ichor-stained floor and shredded clothing conceal the remains of several vials (Perception DC 20). However, three potions—selected at the GM's discretion—have survived this violent death and subsequent feeding frenzy, and can be retrieved by the PCs.

3. Odd Chamber II

This odd-shaped chamber has an alcove set into one corner. Moaning softly, a badly injured individual can be found here, having survived several days and nights alone but lacking the ability to escape without help. Despite being delirious from lack of water and injuries, the survivor repeatedly pleads in a cracked and rasping voice not only to save him but also to "stay away from the water."

4. Earth Choker Lair I

The floor of this relatively nondescript large chamber is covered with a fine layer of dirt and small bones. Hidden in one corner of the room under a layer of silt and muck (Perception DC20) is a large leather pouch. Inside, wrapped in oiled cloth, is a *cloak of elvenkind*. The chamber has become the lair to an earth-infused choker. By using its tremorsense, it senses opponents and burrows down to ambush them. Its tactic is to either strangle an individual or blast them with its earth breath ability.

5. Devoid Chamber I

This simple chamber has long been devoid of anything interesting. Only the remnants of smashed pottery and rotten boxes can be found here.

6. Sewer Tunnels

These stinking sewer tunnels are approximately five feet wide with a slender channel of filth running through them, leaving barely a foot-wide walkway on either side. The walkways are slick with filth and slime from years of poor maintenance, requiring a DC 12 Acrobatics check for every 30 feet of movement.

Failure: restricts movement to half normal speed.

Failure by five or more: no progress.

Critical failure: the PC falls into the channel of muck; although it is not deep, they are at risk of contracting cholera.

The channels of muck within the sewers also hide a surprise; a family of four water-infused chokers glide gently up and down, hunting whatever moves within their home (usually rats), knocking them off their feet with a waterball and drowning the victim in the sewage channels. Their appearance is entirely at the discretion of GM, but they only attack from the safety of the sewers. Their collection of shiny trinkets is contained in small mucus sacks stuck to the sides of the channels, nearly invisible in the filthy water (Perception DC 22).

7. Devoid Chamber II

This simple chamber, long devoid of anything interesting, only contains remnants of smashed pottery and rotten boxes.

8. Earth Choker Lair II

This large chamber has become the lair to an earth-infused choker. By using its tremorsense, it senses opponents and burrows down to ambush them. Its tactic is to either strangle an individual or blast them with its earth breath ability.

9. Narrow Chamber II

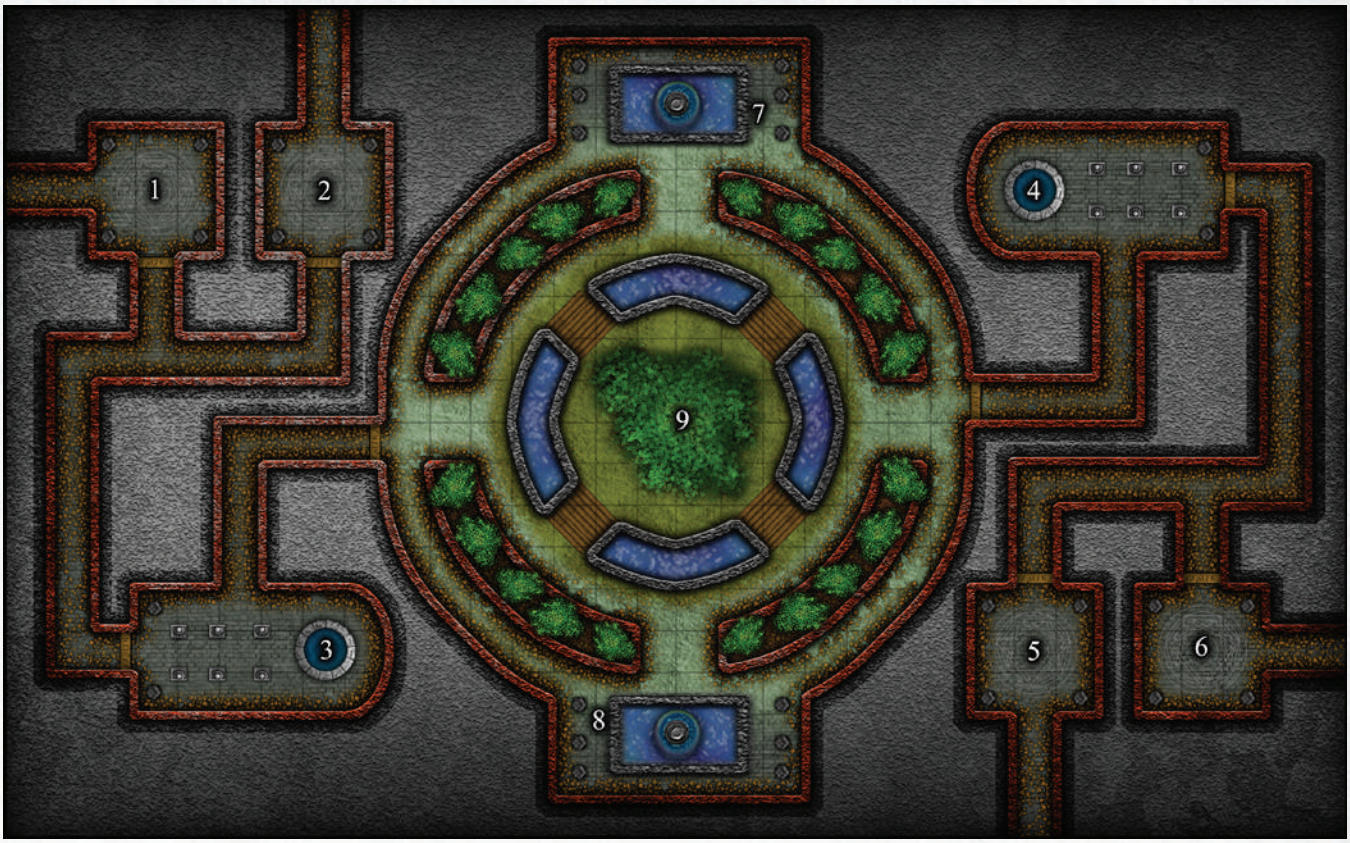
Like many of the other chambers, this former basement, long devoid of anything interesting, only contains remnants of smashed pottery and rotten boxes.

10. Thoqqua Lair

At first glance, this former basement seems to have been emptied of anything interesting; however, the movement of people within the chamber has attracted the attention of a passing thoqqua. It ambushes the party from below ground, hungrily attacking the PC with the most metallic possessions. If the creature is defeated and searched (once cooled), three small uncut emeralds worth 50 gp each is found within its gullet (Perception DC 15).

11. Earth Choker Lair III

This large, long chamber has become the lair to an earth-infused choker. By using its tremorsense, it senses opponents and burrows down to ambush them. Its tactic is to either strangle an individual or blast them with its earth breath ability.



Lair of the Mad Druid

Louis Agresta

The forest primeval. Brave settlers seeking better lives gather their families and venture beneath her branches. They walk her leaf-dappled aisles, violate her ancient green stillness. They fell trees, build homes, plow the earth, and… vanish.

The local magistrate, tired of discovering blood-smeared doorways where she should find cringing taxpayers, hires the party to investigate the disappearances. Of course, she fails to mention her first wave of would-be settlers massacred a tribe of forest gnomes in the very valley where her peasants now disappear, nor does she know a forest gnome druid survived. A Mad Druid bent on vengeance for his murdered people.

The adventure begins when the PCs trigger a landslide that hurls them into the ancient druidic stronghold that the Mad Druid uses for his base. The landslide plows the party into Area 2, piles stone and earth behind them, and blocks any exit to the surface from both Area 1 and 2.

1. Ooze Chamber

A charmed gelatinous cube guards this chamber and the attached hallway, while doubling as the Mad Druid's torture chamber. If the PCs open the door, they find Kevek Barnes—the settler who commanded the massacre—apparently floating mid-air amidst boots and miscellaneous gear, mouth open in a silent scream. Kevek is inside the cube, paralyzed and dissolving. A DC 15 Perception check notices the gelatinous cube.

Additionally, the Mad Druid placed a *ring of regeneration* on Kevek's finger and intermittently heals the settler, ensuring a slow and painful death. Kevek has 16 hp left when discovered. While the cube eventually attacks whoever opens the door, it first waits to see if someone walks into it. Should the party pass without opening the door, the cube rolls out and into the middle of their marching order with Kevek suspended and screaming inside it.

The druid coaxed the cube into staying within the hallway attached to Area 1. It will not cross into Area 3 or enter Area 2.

2. Memoriam

The neatly stacked bones of a forest gnome tribe line the walls and floor. Hundreds of bones. A small boy sits on a nearby pile weeping, his legs trapped beneath the yellowing femurs of the dead.

The boy is a small shredskin—flayed by Kevek during the massacre—wrapped around a freshly murdered settler youth. A DC 15 Knowledge (nature) or a DC 20 Perception check identifies the boy as unnatural. Succeeding by 5 or more reveals the shredskin wrapped itself around a corpse and now wriggles the dead youth's jaws like a sock puppet. When approached the shredskin wipes its 'eyes' and tells the tale of its tribe's destruction by strangers, after which it asks the party who they are.

If the PCs let slip the magistrate employs them, the shredskin shrieks "MURDERERS!" and attacks. A DC 15 Diplomacy or Bluff check convinces the shredskin to reveal that its hero, a vengeance-bent druid, rests 'deeper within' the complex. The shredskin knows nothing about the druid's defenses, powers, or companions.

3. By Madness Imprisoned

The doors into and out of this room are locked. A DC 17 Disable Device check opens either but also alerts the naiad hedge wizard, who hides in the well near the southeastern wall. The naiad waits for the party to head up the northeast passage before rising from the well and addressing the trailing PC. "Who are you? Why are you here?"

A DC 17 Diplomacy check convinces her the party means no harm, and on her initiative, she begs them to free her from the Mad Druid. *"Grief deafens him to any cry but his heart's wail. Lost is his love of life. He sacrifices the living to avenge the dead."*

If the party agrees she reveals that the well, built by ancestral druids, teleports all who submerge themselves in it to an ankle-deep fountain within the Mad Druid's mediation chamber (Area 7). Arrival by this means does not alert the Mad Druid or his allies. The naiad only attacks if attacked first. She flees through the well to Area 7 if wounded, but doesn't alert the Mad Druid to the adventurers' presence.

4. Well Portal

Any who submerge themselves in this 6-foot-deep well instantly *teleport* to the fountain at Area 8. They appear in ankle deep water, but otherwise dry.

5. Stripped from the Dead

The Mad Druid tosses the belongings of murdered settlers here. If the PCs search the piles of rope, poles, garden hoes, hammers, and sacks of seed grain, a DC 10 Perception check uncovers a *+1 longsword*. The tunnel beyond leads to the surface.

6. Flooded Chamber

Dirty lake water seeps from under the door, creating a two-inch puddle in the hall. A water mauler, wandering in search of food, attacks the instant anyone opens the door. Water streams from the southeastern tunnel, which climbs to the surface and emerges beside a freshwater lake.

7. Fountain Portal, NE

Any who drink from this fountain instantly *teleport* to the well in Area 3. They arrive one foot below the surface of the water.

8. Fountain Portal, SW

Any who drink from this fountain instantly teleport to the well in Area 4. They arrive one foot below the surface of the water.

9. Chamber of the Mad Druid

The ceiling of this ancient chamber vaults 30 feet to a peak, where its long-dead druid builders placed a permanent *daylight* spell. The chamber is divided into three concentric rings: the outer ring, which runs between the outside wall and the 10-foot-high hedges; the middle ring, between the hedges and the 5-foot-high water basins; and the inner ring, where the Mad Druid meditates beneath a 20-foot-high beech tree.

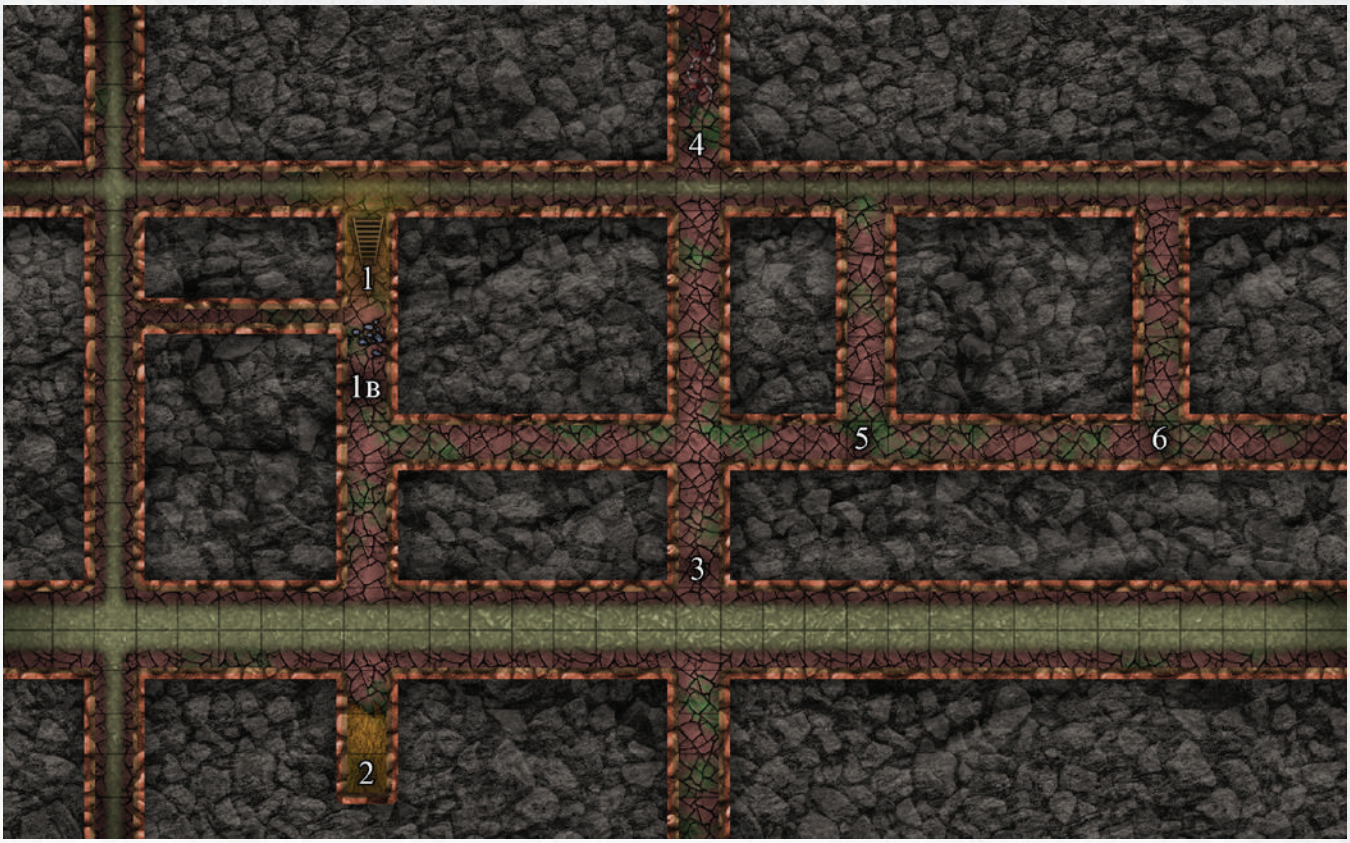
Directly across from the door to Area 3, in the middle ring, a flail snail lurks southeast of the hedge. The hedge provides the flail snail total concealment. Moments before the PCs enter, the flail snail smears a 15-foot-by-10-foot sticky mucus trail across the 10-foot-wide opening that runs from the northwest outer wall (including the door to Area 3) all the way to the water basin.

An identical sticky mucus trail fills the 10-foot-wide area running from Area 8 to the water basin directly above it. The flail snail's slime rope connects to the ceiling directly above Area 9, and a DC 15 Perception check notices it.

The flail snail uses tremorsense to shadow the adventurers' movements, maintaining cover and attacking only when a PC gets stuck in the mucus or crosses into the middle ring. The flail snail's goal is to block the PCs from reaching the inner ring.

If the Mad Druid is aware of the PCs approach, he has already cast *spider climb*; either way he attempts to slay the party by casting *lightning arc* repeatedly while his flail snail companion holds the party at bay. Both the Mad Druid and the flail snail fight to the death.

The Mad Druid hid his *coaxing metamagic rod* beneath a tree root. A DC 15 Perception check finds it.



Neotomas' Paradise

Michael Smith

Recently, the homeless of the city have begun to disappear. Few seem to care, and many are actually happy to see them gone. The local magistrate is not, however, and wants these disappearances looked into. Rumors have circulated that, under the cover of night, someone, or something, has been seen descending into the sewers below the market district via a grate in the street. The magistrate has tasked the PCs with investigating the sewers to see if any clues can be found relating to the recent disappearances.

1. Sewer Tunnels

Ambient light from the world above dimly illuminates the sewer floor directly below the grate. As the PCs descend into the darkness on a rusty ladder, it can be seen that the red brick of the underground tunnels are covered in patches of slime and moss. Wisps of steam smelling of biological decay permeate the air, and swirl around the PCs in an attempt to escape through the grate to the surface above. The sound of running water can be heard immediately to the north.

Save for the area just below the sewer grate where the PCs enter the sewer system, the tunnels are shrouded in complete darkness. Only those characters with darkvision or some form of artificial light will be able to successfully navigate the tunnels. Also, raw sewage (depicted on the map) flows freely through many of the tunnels. Whenever the PCs come in direct contact with this filth, the GM should secretly roll a saving throw (Fortitude DC 17) to determine if they've contracted the bubonic plague from parasites in the putrid waters.

1B Discarded Clothes

A large pile of tattered clothing can be seen on the floor. Shirts, pants, and all other manner of apparel can be seen. If any of the PCs attempt to search through the pile, they will quickly find that it is infested with rats. These rodents do not take kindly to the PCs rummaging through their makeshift nest, and will immediately vacate and attack the party as a rat swarm. If the PCs resume their search of the clothing pile after dealing with the rats, they will find 3d10 gp in partially gnawed coins, as well as a *cloak of resistance +1*.

2. Rat Nest

This area appears to be covered with hay arranged in a pile on the floor. A man-sized shape can be seen imprinted into the hay as if someone has recently been using this as a bed of sorts. This is the sleeping area of the wererat Neotomas who is encountered in Area 6.

3. Haunted Tunnel

As the PCs enter this area the air becomes cold and mist begins to roll north from the running water to the south. An incorporeal image of a young woman appears kneeling near the water, unaware of the PCs. Her eyes dart frantically from left to right down the tunnel, seeming frightened of some unknown entity or force. Large red welts appear on her skin, and she raises her hands as if she is fighting off an attack of some sort. She then falls on her back and begins to cry. After a moment she looks up and acknowledges the PCs, a scowl of hatred etched on her face. She rises and begins to walk towards the party, hands outstretched.

This is Helen, the ghost of a beggar who was kidnapped by Neotomas in an attempt to convert her into a wererat. Helen contracted the bubonic plague and died in these dark tunnels before Neotomas could turn her. Her last thoughts were of how no one came to rescue her or even cared, and now she has an everlasting desire to make the living suffer as she did. Only when Neotomas has answered for his crime can she find rest.

4. New Recruits

Two men lie unconscious with rat bites visible on their arms and legs. As the party approaches, they begin to convulse and their bodies transform, taking on a rat-like appearance. These are two wererat beggars that have been infected with lycanthropy by Neotomas. They assume hybrid form and attack the PCs.

5. The Cleaner

As the PCs approach this area a gelatinous cube emerges from a small passageway in the northern wall and creeps towards the party.

6. Neotomas's Realm

A man of short stature stands before the party, carrying a small torch. His eyes dart quickly back and forth between the PCs, and he tells them he is just a beggar that found himself dragged down into the sewers by an unknown assailant, and that he just wants to get topside again. This is actually Neotomas, a natural wererat slaver that is creating his own wererat pack. He will feign helplessness, and then assume hybrid form and attack the PCs at the first opportunity.

Fitcher's

Stephen Yeardley

"Fitcher" Lintu (NE human necromancer 7) practices undead-focused magic and avant-garde taxidermy, and he is one of the most intelligent, successful, and evil people in Morsain. Outwardly helpful about undead, he's a serial killer that happily sources "raw materials" himself.

Lintu has almost finished his masterpiece secret tableau: two idealized humanoids as aerial lovers. But he can't resist adding "perfect" body parts, and he goes to bizarre lengths to get them. Every hook has happened recently; the PCs effectively follow up on all three.

Additionally, Lintu wants part of a charismatic PC. Unless the PCs are careful, they might walk into a trap. His raven familiar secretly watches for approaching humanoids from a hidden perch, informs Lintu of arrivals via a talk-tube before they enter, and then chats to people while Lintu prepares. This is a no-holds-barred show-down with a powerful caster—the PCs had best take care!

Hooks

1. A rash of attacks by skeletons that bite off ringed fingers and escape with their "treasure" leads the authorities to "Fitcher" Lintu for help. The PCs are to assist as required. Lintu's skeletons gathered items for his tableaux – the rings are incidental by-products.

2. A week later, two Merchant District guards—one female, one male—are found dead, each with a leg and an arm ripped off by jagged teeth. The PCs are to help Lintu examine the bodies. Lintu watched a lacedon kill the guards, scared it off once it had mutilated the man, and then took the victims' limbs.

3. Later the same week, Lintu stages an exotic taxidermy show. An arson attack ends it, and several people, including a famous actor, are killed, their charred bodies barely recognizable. The gallery owner asks the PCs to check on Lintu. Lintu set the fire and switched the bodies – the actor's feet were his target.

When the PCs first arrive at Lintu's windowless shop, it's locked and barred (Disable Device DC 30 to unlock, Strength DC 26 to break bars), and the door is trapped. Neighbors reveal he's dealing with a lacedon.

Phantasmal Killer Trap — CR 5

Type magical; **Perception** DC 30; **Disable Device** DC30
Trigger proximity (*alarm*); **Reset** automatic
Effect spell effect (*phantasmal killer*, DC 16 Will negates, target dies, or takes 3d6 damage on a successful DC 16 Fortitude save)

On the PCs' second visit, the shop is open. Lintu is discussing protection against Haunted Forest[1] undead with senior council members. He apologizes to the PCs, suggesting they return in an hour or so.

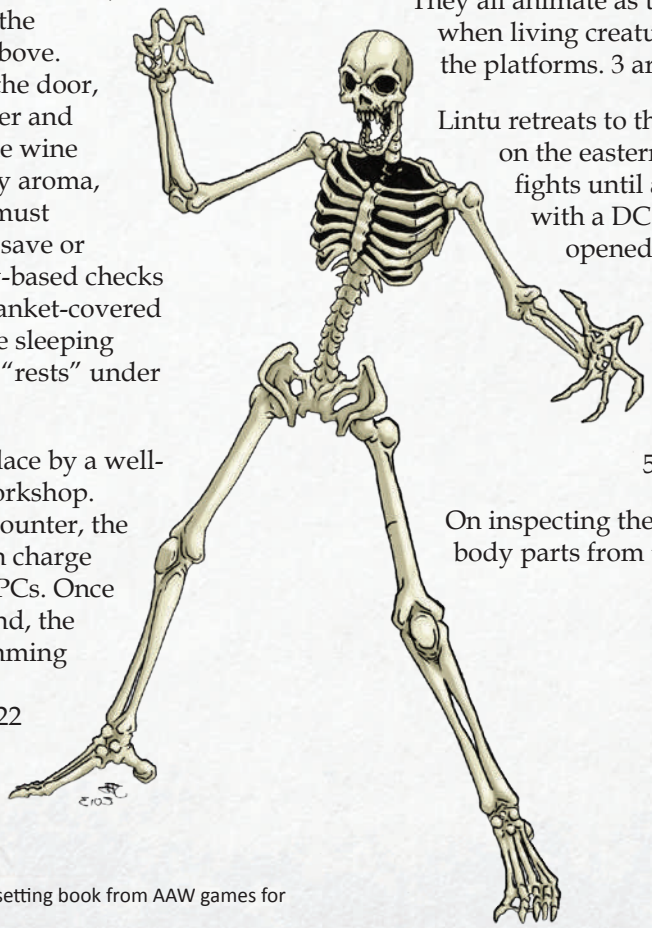
On the third visit, the shop is open and a trapdoor behind the counter is raised. Lintu's raven alerts him, and he sets in motion his plan to trap the PCs.

Once inside, the PCs can hear whispered chanting as Lintu closes the door and a *mage hand* locks it (Perception DC 18; DC 28 to hear clearly enough to attempt DC 15 Spellcraft check to identify *open/close* and then *mage hand*; Disable Device DC 30 unlocks).

Ground Floor

This 20-foot-square room has a curved, 8-foot-long counter opposite the door, and an angled mirror above. Two sofas are to the right of the door, and a table with a full decanter and three chairs are to the left. The wine is blood-red with a rich, fruity aroma, and a creature that drinks it must succeed at a DC 12 Fortitude save or take a –2 penalty to Dexterity-based checks for 1 hour. Each sofa has a blanket-covered skeleton on it, which look like sleeping humans, and a wolf skeleton "rests" under the table.

The open trapdoor, held in place by a well-oiled bolt, leads to Lintu's workshop. When the party touches the counter, the wolf and one human skeleton charge from behind at the rearmost PCs. Once the PCs beat them and descend, the other closes the trapdoor, jamming the table between it and the counter. (Strength check DC 22 removes)



Workshop

This 20-foot-square space has floor-to-ceiling mirrors along the south wall, five cupboards around the walls full of taxidermy and necromancy materials, and four operating tables toward the middle of the room, each with a skeleton upon it that attacks when anyone touches the mirrors.

The mirror at the eastern end is a secret door leading to a 2-and-a-half-foot-wide corridor where Lintu hides. The mirror is see-through from his side. Trapped stairs lead down to another secret door. Both doors are found with a DC 18 Perception check and opened with a DC 15 Disable Device check.

Poisoned Dart Trap — CR 1

Type mechanical; **Perception** DC 20; **Disable Device** DC 20
Trigger touch; **Reset** none
Effect Atk +10 ranged (poison dart; 1d3 plus greenblood oil)

Gallery

This 25-foot-square space is made of white marble, and contains eight pristine display plinths (7 outer, 1 central). Each outer plinth has a taxidermied exemplar humanoid on it (an elf, a gnome, and so on), while the central stage has two "perfect" composite humanoids. They all animate as the most beautiful of zombies when living creatures pass, but they can't leave the platforms. 3 are small, 6 are medium.

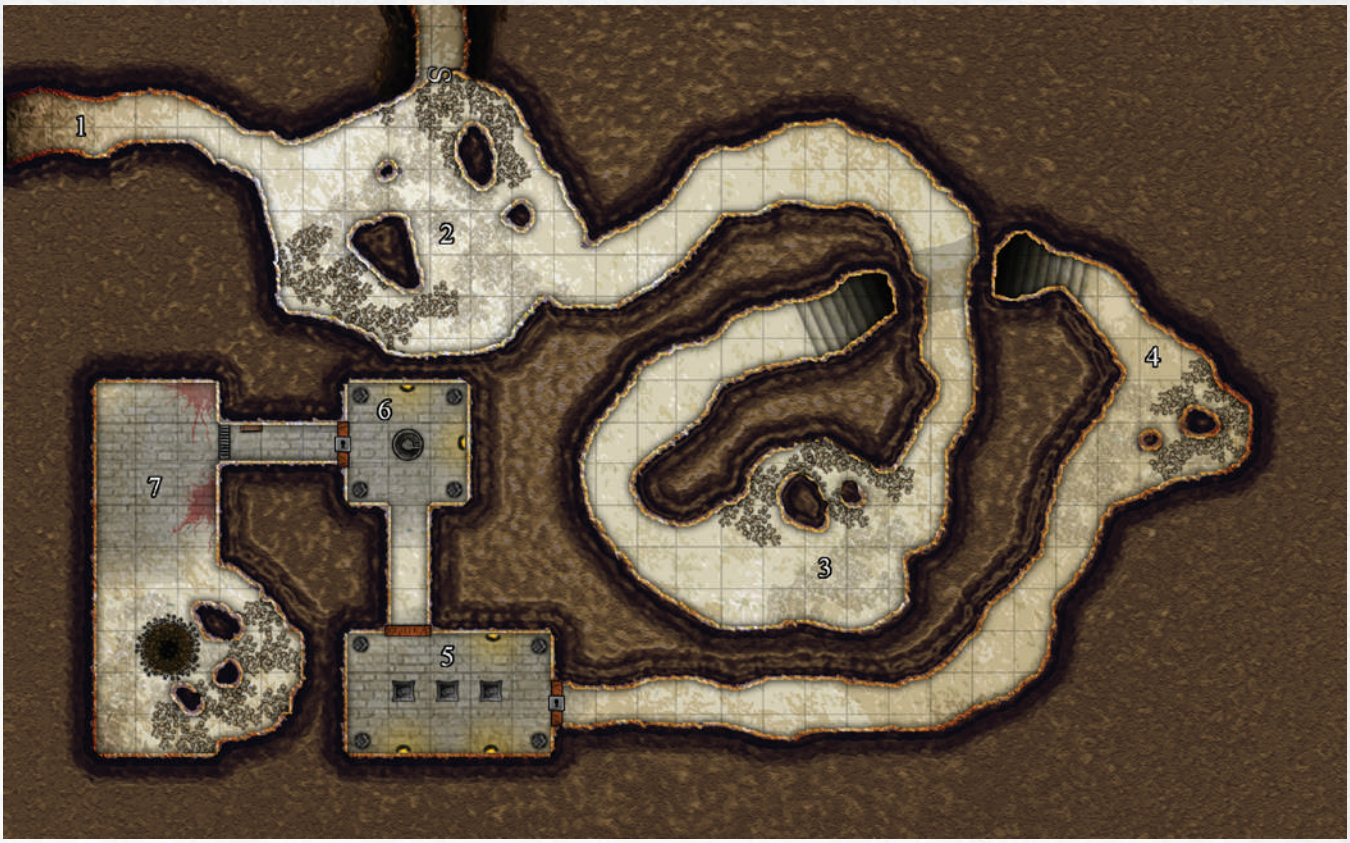
Lintu retreats to the secret space behind the elf on the eastern wall, spies on the PCs, and fights until all is lost! All doors are found with a DC 18 Perception check and opened with a DC 15 Disable Device check.

Once in the gallery, Lintu casts *cause fear* when the PCs appear. On fleeing, Lintu drops six rings worth 5d10+50gp each.

On inspecting the zombies, the PCs find the body parts from the hooks.

[1] Check out the *Snow White* campaign setting book from AAW games for details.

Stephen Yeardley



When Goblins Die, No Comets Are Seen

Stephen Yeardley

After delving into the upper tunnels of a recently abandoned mine pursuing mutated goblins, the party follows some buckled minecart rails, finding rough tunnels with unexpected chambers at their end. A palpable sense of fear pervades the area.

The last members of a decimated tribe fled into these depths, but have no idea what to do now. They reached Area 5, but felt the sudden appearance of a worked room meant more trouble. Infamous amongst their kind, and fearing an unheralded death, they're currently psyching themselves to fight back to the surface.

1. Lower Entrance

Delving deeper, the party encounters a dark slayer tackling a goblin-sized wight. The slayer touches the wight with a ghostly hand, and it flees towards the party, panicked. The slayer retreats to 2, but fights single foes that pursues it. A discarded bent goblin masterwork dogslicer can be found.

2. Scree Cavern

The scree by each natural column is a mixture of sharp flints and discarded mining tools that acts like razor rubble. A dead, partially chewed goblin sprawls on the northern scree (combat gear removed, other gear remains). The southern scree houses a beetle swarm. The creatures are coated in coal dust: melee also covers victims in it. Until clean, moving leaves a sooty trail. In the north wall, a disguised door (Perception. DC 17) enters a passage leading towards natural caverns.

Three destroyed wights block the eastern corridor. One has a silvered masterwork dagger buried pommel-deep within it. The goblins overcame them, but took damage, losing levels.

3. Coal Dust and Skree

A coal dust variation of a dust-digger lurks in the southern section of this chamber, waiting for the *cause fear* pulse from the statue in Area 6 to send "food." The coal dust renders it immune to cold but vulnerable to fire. Recently it swallowed a goblin, whose gear is

recoverable. The scree north of the columns acts like razor rubble. It covers a cold iron masterwork pick head.

The stair passage between contains coal dust 3 inches deep. When the goblins passed through, they disturbed enough that the tunnel is full of deadly gas. A trapdoor (hinges visible) under the dust reveals a ladder to a small-to-tiny-width corridor steeply descending southwards.

4. Where Goblins Die

The remaining goblins are stuck in this chamber and its southern corridor. Once individually and collectively powerful, they suffered fighting the wights and dust-digger, and each time the statue in Area 6 activates, at least one falls prey to its effects. They fight if cornered, but really want a way out. The goblins present have negative levels as follows:

- Chief, *-4, now 6 HD, CR 5*
- Firestarter, *-1, now 4 HD, CR 3*
- Frog-talker, *-2, now 4 HD, CR 3*
- Barbarian, *-0, still 3 HD, CR 2*

All cure potions and 60% of other perishable equipment have been used. This gang would be a formidable force outside the mine, but its members are currently on the edge. A bard singing a relevant song in Goblin will win them over as allies for 2d4+Cha bonus minutes to fight through the final rooms. Then they'll flee.

5. The Barrel Room

This locked door (Disable Device DC 13) has a medium-height viewing grill. A surprisingly well-made-and-maintained room is beyond, lit by *everburning torches*. The central pillar is an arrow trap; the outer two each have four poisoned dart traps. If one dart is set off, there is a +5 bonus on Perception checks to find the other darts. Three of the four barrels are empty; one contains 10 pounds of ore worth 40 gp.

6. The Statue Room

The worked room is lit by *everburning torches*. A central statue of a mining deity gives off a *cause fear* pulse (35-ft.-radius) every 5 rounds, but it's weakened, only leaving victims shaken for 1d4 rounds or for 1 round with a DC 13 Will check. Historically, miners wore protective tokens, and the pulse kept other creatures at bay. Casting *remove fear* on it disarms it for 1d4 rounds. Treat as overcoming a CR 3 trap. The small tubs in the corners each hold three protective tokens that used to suppress the effects, but now just give a +2 morale modifier to the roll. The western door is locked (Disable Device DC 15) and has a viewing grill into the corridor. The corridor ends with a closed portcullis trap. Lifting it resets it, and it falls 10 rounds later. The box on the north wall holds a broken raising lever.

7. The Razor's Edge

Lifting the portcullis from the west side triggers a shocksaw trap from the north wall. It no longer deals electrical damage (treat as CR 3). A lever in the northwest corner raise the gate without triggering the trap. It's been some time since the blood was cleaned away from the portcullis. The well-made floor runs out after about 20 feet.

The scree behind the southern columns acts like razor rubble. In the center of the part-natural, part-worked cavern is a sinkhole, with handholds carved into its sides and protrusions acting as steps. The air from its depths is cool and fresh. Just 15 feet down, a masterwork backpack holding a barbed vest hangs on an outcrop. Its previous owner could be anywhere.

Razor Rubble

Either rubble made of sharp stone, or laced with small sharp blades, this terrain functions like difficult terrain, but each square a creature enters deals 1 point of damage. A creature moving at half speed, or with a successful DC 15 Acrobatics check as a free action when first moving into an area of razor rubble can avoid the damaging affects for the round but not the difficult terrain effect.

Stephen Yeardley

Last Stand of the Forgotten Pirate

Michael McCarthy

After losing his ship, his crew, and his leg to a sea monster, the pirate Gnarltooth retired to a much more peaceful profession: fishing. Yet even after two decades spent mostly ashore, Gnarltooth never quite forgot about the creature that scuttled him, nor did it forget him. The pair clashed repeatedly over the years, until Gnarltooth decided to end things one way or another. He hired a druid to call and bind "The Beast" here until one of them finally bested the other for good.

That same druid has asked the PCs to check in on Gnarltooth. The old orc had made a lot of promises about what he'd do after The Beast was finally put down, and his few friends would like to see him able to pay out. Of course if he didn't make it, there was no telling what treasures the old salt still had hidden in his modest shack.

The Sea

Though it seems calm and safe, the sapphire waters hide dangers below. The coast seems to descend gently, but only five feet out, the sandy floor drops sharply from only three feet deep down to a depth of at least 15 feet. Characters not swimming must succeed a DC 18 Reflex save or fall into the deep water. Worse, the waters currently hide Gnarltooth's Beast, an awakened elasmosaurus, that attacks from below 1d4 rounds after anyone swims out into deeper waters.

1. The Beach

A simple dirt road ends on an idyllic, sandy beach. The golden sand is interrupted only by an occasional pearly white shell, with a sturdy wooden bridge reaches twenty feet towards a cozy house on a small island just offshore.

2. The Bridge

The sea and the salt haven't been kind to this old bridge, but it remains stable underfoot. Once at least two characters have crossed to Area 2b, The Beast lunges out of the water, making a single attack against one character on the bridge before diving back into the sea and vanishing. Gnarltooth's front door is currently unlocked, but jammed (DC 15 Strength to break down).

3. Gnarltooth's Kitchen

The rich smell of fried fish fills this modest kitchen, thanks to a whole tuna slowly roasting in the open oven built into the southern wall. Gnarltooth himself sits in one of the kitchen chairs, contemplating his weapon. He points the gun at anyone who enters his home, and demands to know why they're here before boisterously claiming that he is about to kill The Beast that took his ship and his leg. A PC who succeeds a DC 15 Sense Motive check can easily tell the pirate is all bluster. Indeed, he has just finished draining his reserves of healing potion to recover from the last time he went out onto his dock to face The Beast. He will be hesitant about the PCs helping him, but eventually agrees.

4. Fishery

The mundane nature of Gnarltooth's daily life is visible here, where fish are gutted, salted, and packed. Barrels of salted fish are stacked neatly in the corner, and a barrel of raw salt sits beside a gore-smeared table. Each of the three 50 lb. barrels would distract The Beast for 1d2 rounds if dumped into the water.

5. Charts and Maps

Cases of sea charts are stacked haphazardly in the corner. Most of them are traditional charts, but some have points marked with large red Xs. Sitting seemingly forgotten atop the cases is a head-sized glowing crystal. This is the druid's lure that calls out to The Beast, and any PC holding it will be the focus of The Beast's attacks, whenever possible.

6. Bedroom

Never quite able to get used to sleeping in a traditional bed, Gnarltooth's uses a large hammock mounted between the bedposts. An assortment of mementos of his pirating days, including a rusty cutlass and a cracked (but still functional) spyglass can be found here.

7. Secret Stash

The southern wall of Gnarltooth's home contains a well-hidden secret panel (DC 25 Perception to locate) that opens onto a small beach behind his home. A heavy chest banded in iron sits hidden in a fold of the building, containing 50,000 copper coins. A character who succeeds a DC 20 Perception check notices a bare patch directly in front of the chest, where a much smaller case filled with jewels (worth 5,000 gp) is buried.

8. Dock

The door leading out to the dock is locked (DC 20 Disable Device). Gnarltooth's fishing boat is outside, as well as an assortment of nets, hooks, and ropes that could be easily fashioned into a trap, even for a creature of great size. Movement here attracts The Beast after 2d4 rounds, whereupon it swims beneath the dock and uses its reach to attack anyone up top.

Conclusion

If Gnarltooth falls to The Beast, the lure will crack, freeing The Beast from its compulsion to remain here, and it will immediately dive into the water and escape. If The Beast is defeated, Gnarltooth sinks to the ground and praises the PCs for their help. As thanks, he will give them the jewels he has buried out back, as well as a map to a location where he claims he buried a literal prince's ransom.

Michael McCarthy

With a Candlestick

Michael McCarthy

Lord and Lady Scarlet are wealthy, well connected and generally well liked—for nobility. Their social talents have lead to them hosting a national embassy on their estate, which now see a constant exchange of visiting nobility of all stripes.

As one of the most well connected people in politics, Lord Scarlet is a perfect person to ask for a favor that requires political clout, which is why the PCs are paying him a visit. Yet they arrive at an unfortunate time. Mere minutes ago, Lord Scarlet was found dead in the library of his own embassy, in the middle of hosting a small group of business partners to discuss an upcoming venture.

Lady Scarlet is a sophisticated human woman. Though generally composed, she has recently been trying to get over the fact that Lord Scarlet had been cheating on her the past few months. Characters succeeding a DC 10 Knowledge (nobility) check have heard the recent rumors. At the time of Lord Scarlet's death, she was in Room 5a, suffering the attention of Colonel Brassic—which she isn't comfortable sharing.

The Whites are a family who serve the Scarlets. Recently they have 'taken ill' and begun falling behind in their normal duties. In reality, all five Whites have been replaced by dopplegangers who had intended to murder Lord Scarlet and Lady Scarlet in a pinch. Characters succeeding a DC 20 Sense Motive check note the Whites lingering around corners, watching everything.

The Verdant Knight is a noble-seeming adventurer, but is generally a scoundrel. He hired dopplegangers to kill Lord Scarlet to increase his share in the upcoming expedition, then did the job himself when he grew tired of waiting. Characters succeeding a DC 15 Sense Motive check notice he is unusually calm about the matter of the host's death, which he passes off as being a seasoned adventurer. Succeeding by 5 or more notes that he is watching the Whites frequently, and fidgeting when they are nearby—actually communicating with them in code. At the time of Lord Scarlet's death, he claims (Bluff +9) to have been in the library in Room 6a with Mrs White—which she will verify.

Colonel Brassic is a severe woman who didn't like Lord Scarlet, but was willing to hear his proposition about a new expedition that could benefit them both. A character who succeeds a DC 15 Knowledge (nobility) check recalls a history of bad blood between the two: Lord Scarlet stole credit for Colonel Brassic's work. At the time of Lord Scarlet's death, she was in Room 5a with Lady Scarlet attempting to convince her to have an affair in revenge for Lord Scarlet's own indiscretions. She is unaware Lady Scarlet thought that she was implying to have an affair with her.

1. Entry Hall

An assortment of artistic statues line the entry hall. When the PCs arrive, Lady Scarlet is pacing here while the doppelganger impersonating Mrs. White attends her. When the party arrives she will suddenly grow silent before welcoming them and informing them of Lord Scarlet's passing. After a moment, she will ask if they will assist her by investigating the matter—as she can't trust anyone already here.

2. Main Hall

This large hall is for guests to mingle. A DC 12 Perception check notices a candlesticks is missing from one of the alcoves along the side of the room.

3. Council Chamber

Two dozen large and comfortable chairs fill this room, oblivious of the drama elsewhere.

4. Storage Room

Room 4a contains a small kitchen, while Room 4b contains cleaning supplies—and the carefully preserved bodies of the original White family. The door to Room 4b is locked (DC 15 Disable Device to open). Two dopplegangers, impersonating the White sons, wait in Room 4a for the fuss to die down so they can dispose of Lord Scarlet's body. They will not break cover unless attacked.

5. Private Study

These rooms are set aside for meetings with visiting dignitaries. One of the dopplegangers, Mr. White, tidies Room 5c. He will attempt to discreetly take a PCs aside privately, and then attack that character while out of sight to assume their identity. If the PCs resist being separated he will lie (Bluff +13) that he saw Lady Scarlet approaching the library at the time of the incident.

6. Library

An assortment of legal texts from distant countries line tall, solidly built bookshelves. In Room 6b, Lord Scarlet's cooling body sprawls just inside the southern doorway, and a blood-smeared candlestick lays nearby. A character succeeding a DC 17 Perception check in Room 6a can tell it hasn't been disturbed in several days.

7. Heroic Altar

The feet of these statues, which depict local heroes, are covered with flowers and small mementos.

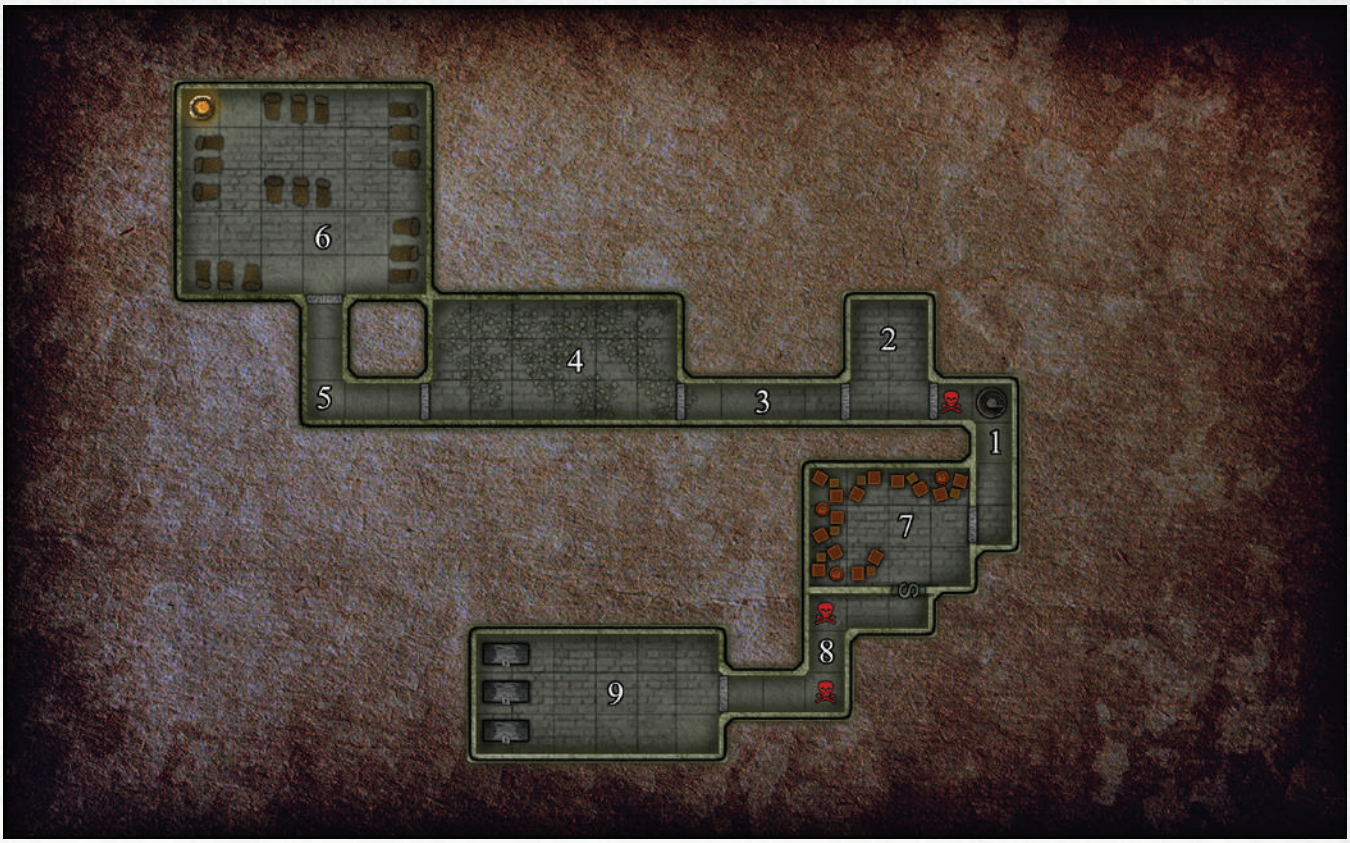
8. Antechamber

Comfortable stuffed chairs sit in each corner of these otherwise empty rooms.

9. Courtyard

Open to the sky and carefully manicured, these courtyards are common areas in the embassy. The Verdant Knight and Colonel Brassic sit opposite one another in Room 9b, discussing their late host, Lord Scarlet. One of the dopplegangers, the young Ms White, attends them.

Michael McCarthy



Thelamos

Jonathan Ely

This dark, stinking complex is located deep in the earth, buried underneath a major city or town and accessed by the sewer system. Once the hideout of a long-forgotten band of thieves that operated in the city long ago, these chambers have since been discovered and taken over by a group known as The Sons of Arratoi. They have undertaken a number of daring attacks and raids in and around the city, achieving a degree of notoriety, but no one has yet traced them back to their lair.

1. Entrance Chamber

A small circular staircase leads up from the deepest sewers into this narrow corridor, and the gloom is impenetrable unless the PCs have their own lighting. The stench of urine and feces is overpowering, and all PCs must make a DC 14 Fortitude save or become sickened for 1d4 rounds. A DC 15 Perception check allows the PCs to hear the faint squeaking of rats in the darkness. Two doors are available from this area; the entry to Chamber 2 is protected by a javelin trap.

Javelin Trap — CR 2

Type mechanical; **Perception** DC 20; **Disable Device** DC 20
Trigger location; **Reset** none
Effect Atk +15 ranged (1d6+6).

2. Guard Room

This room contains two wererats who are guarding the areas beyond. Depending on the subtlety of the PCs, they may be either playing cards in human form and completely surprised, or prepared for combat in hybrid form having heard the party. This is a CR 4 encounter.

3. Corridor

This short corridor is entirely unremarkable.

4. Rubble-Strewn Chamber

This space has suffered some form of collapse, and the floor is smothered with rubble. Although the chamber has long since stabilized, the layers of rock make for difficult terrain when moving across the room. The layers also conceal hundreds of rats that attack the PCs

as a huge rat swarm that boils out of every nook and cranny. This is a CR 3 encounter due to the difficult terrain.

5. Corridor

This L-shaped corridor is entirely unremarkable.

6. Sleeping Chamber

This large, crude chamber is particularly foul and the source of the smell within the complex. Eighteen simple sleeping pallets are scattered across the room, which is dimly lit by a coal brazier. Three wererats who are resting after a prolonged period of crime reside here. Depending on the subtlety of the party, they may be in human form and dozing, leaving them completely surprised, or they may have heard the party and are in hybrid form, prepared for combat. This is a CR 5 encounter.

7. Loot Chamber

This relatively large chamber is stuffed with boxes, crates and kegs from various recent raids and thefts. These containers hold mundane, bulky, mid-value items such as bolts of cloth, kegs of alcohol, sacks of foodstuffs, and so on. At the GM's discretion, these items can be taken as part of the adventure's reward, or they can be the source of the adventure and their recovery can lead to a reward. A DC 20 Perception check allows a PC to identify a secret door fitted discretely into the wall.

8. Hidden Corridor

This well-hidden door opens with a click and swings quietly into the darkness on well-oiled hinges. The corridor is protected by two traps, as marked on the map; if both are simultaneously stood upon by medium-sized creatures, then the square between them is struck by an ancient *inflict light wounds* trap.

Inflict Light Wounds Trap **CR2**

Type magical; **Perception** DC 26; **Disable Device** 26
Trigger touch; **Reset** automatic
Effect spell effect (*inflict light wounds*, CL 1st; 1d8+1; DC 11 Will save for half)

9. Secret Chamber

This chamber is a relatively secure area containing the accumulated non-trade wealth stolen by The Sons of Arratoi. Aware of the trap within the corridor outside, only the group's leader—a wererat by the name of Sarranis—enters the area. If cornered within this room, he is likely to fight with fury and desperation to defend his wealth, but may use it to bargain his way out of combat if the party looks too strong to destroy. There are three large chests in this chamber which contain approximately 600 gp, mostly in copper and silver pieces, as well as several low-grade semi-precious stones worth 5-10 gp each.

In the Garden of Death

Michael Holland

Murder and mystery await the PCs in the underground Nalineum of Jacint Nali. Jacint, a retired adventurer, discovered the spring and used his wealth to build the oasis for the aristocracy.

The PCs have been invited to the Nalineum by Lord Fen Drustan, a merchant lord whose caravans have recently suffered numerous attacks. He suspects the involvement of one of his rivals, Merchant Lord Flor Ecarist or Lord Devan Sevant. He has asked the PCs to subtly query both men. He wants information, not confrontation or violence. Either suspect could be responsible for the attacks, and rumors are plenty. Merchant Lord Ecarist is an unscrupulous businessman. He is sly, but he indulges too heavily in his vices. Any woe Lord Drustan suffers works to his advantage. Lord Sevant is an elitist who sees the merchant lords as upstart commoners who should learn their proper place.

The PCs will also meet Maestro Cer Baldovin, who made his name as a poet laureate. He has become enthralled with the machinations of the aristocrats in recent years. It is rumored one of the aristocrats secretly sponsors him, enabling Baldovin to maintain his lavish lifestyle.

Responsible for the safety of all guests, Captain Horaci is a lifelong friend of Jacint Nali who served in the city guard until Jacint hired him. The captain has earned an honest reputation.

Additionally, the Nalineum hosts dozens of other guests, all of whom are lesser lords, ladies, and merchants. GMs should name these NPCs and determine their points of view towards the key NPCs listed above.

Allow the PCs to explore the Nalineum and meet its patrons. Servants cater to their needs, and newcomers are always a point of interest for regular patrons. When the PCs go to report their suspicions about the caravan attacks to Lord Drustan, they find he has been stabbed to death, and the adventure becomes a murder mystery. Jacint Nali sends for an inquisitor, but asks

the PCs to investigate further while they wait. When the inquisitor arrives, they question the PCs as to their findings. Have the PCs fingered the right suspect?

1. Vestibule

The tunnel opens into a decorated vestibule with an intricately carved oak desk. A servant greets patrons while guards confiscate any visible weapons and secure them in Area 2. Patrons are escorted through the small wooden door behind the desk. A gentle steam rises between the wooden planks of the t-shaped chamber, keeping patrons warm while they change into the draping, white linens customarily worn in the Nalineum.

After the murder, the guards and servants in the vestibule insist no one has departed.

2. Guard Post

This long, narrow chamber is manned by Captain Horaci and 6 guards. The guards respond to any trouble and patrol every hour. Captain Horaci has a key ring with two old iron keys that opens the tunnel leading to Area 9 and the cell found there.

3a. Relaxing Pool

Several tables surround a fountain, which circulates the waters of the spring. Most of the patrons relax here.

Lord Ecarist and Lord Sevant warm themselves at the hearth, bantering over numerous topics. The two men do not like each other, and their words are full of barbs. During one of Baldovin's walks through the Nalineum, Lord Ecarist goes to find him. Lord Sevant disappears for a carnal tryst with one of the lesser aristocrats.

3b. Jacint's Garden

This chamber is Jacint Nali's pride and joy, his garden. The floor is covered in soft grass. Magnolia trees and lavender bushes fill the air with sweet smells.

Maestro Baldovin spends most of his time lounging here in the grass, getting quite messy. Occasionally, the old bard entertains guests with a poem, or wanders the halls. After the murder, PCs who make a DC 15 Perception check notice his hands are clean.

4. Jacint Nali's Quarters

The furniture in the room is simple but well crafted. The walls of the chamber are covered with strange murals of priests making sacrifices to a dark god who looms over them from above. After the murder, one of Jacint's personal daggers can be found under the bed, covered in blood.

5a. Kitchen

Two cooks and a trio of scullery maids prepare meals upon request. Before the murder, one of the cooks saw a cloaked man sneaking through the hallways west of the kitchen.

5b. Larder

This chamber holds foodstuff and expensive libations.

6. Well

Stairs descend to a well. After the murder, one of Jacint's cloaks can be found here with blood on it. A DC 12 Perception check reveals the murderer left traces of blood here while cleaning themself.

7. Library

Jacint keeps a fine collection of rare books. Lord Drustan retreats here immediately upon arrival, leaving the PCs to their investigation. When he is found dead, a successful DC 15 Heal check identifies a dagger as the murder weapon.

8. Servant's Quarters

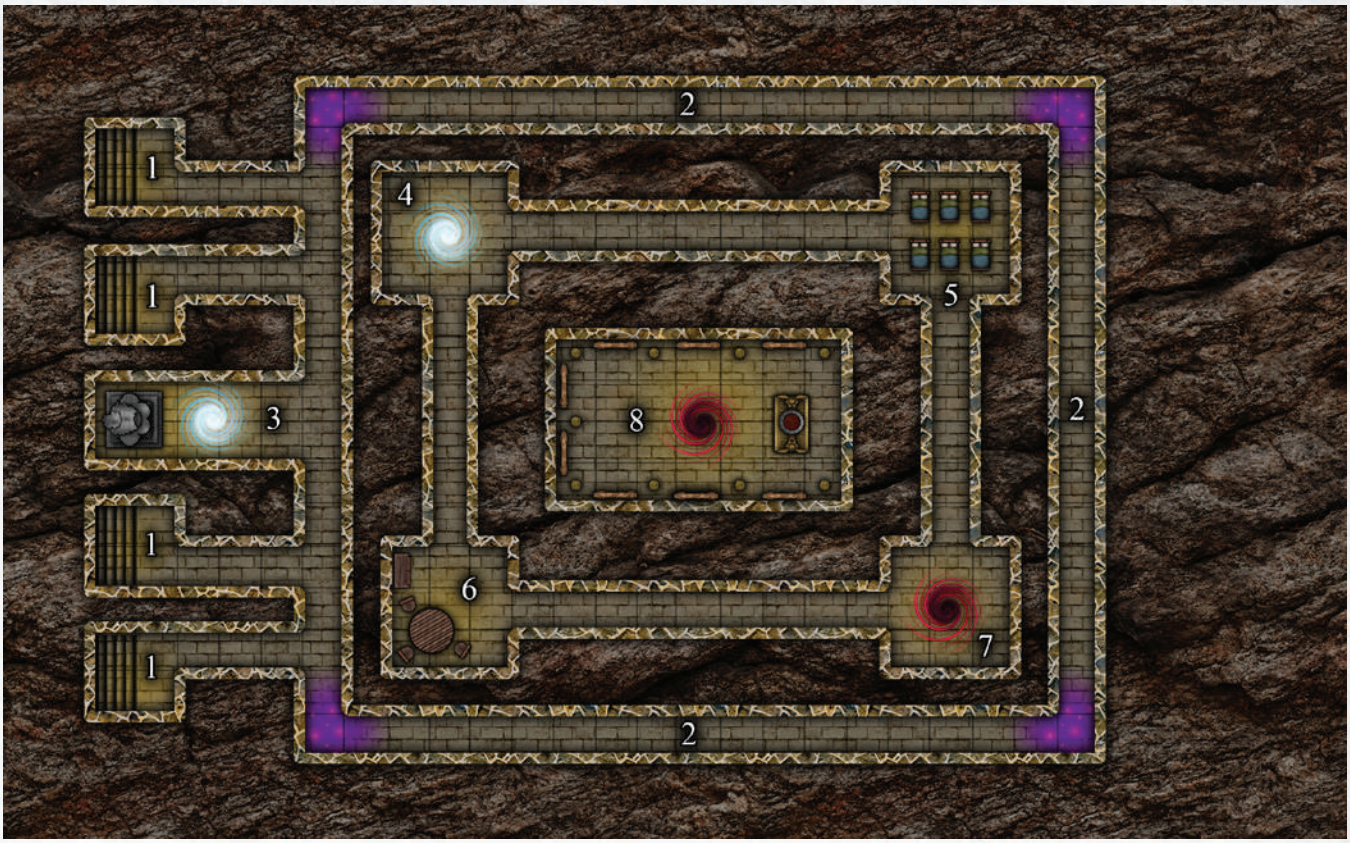
Three servants rest here. Before the murder, the servants heard Lord Ecarist and Baldovin arguing outside the chamber.

9. Ancient Cell

Nothing of value is stored here, and Captain Horaci uses it rarely. The structure of the cell has weakened with time and can be broken through with a successful DC 15 Strength check.

The Reveal

Maestro Baldovin is the murderer, but he had no quarrel with Lord Drustan. His secret sponsor, Lord Sevant, threatened to abandon the bard if he did not commit the foul deed. While Baldovin had been seen arguing with Merchant Lord Ecarist, it is because he owned the lord a great gambling debt. Baldovin stole Jacint's dagger and cloak from the seneschal's quarters. After the murder, he returned the bloody weapon to the seneschal's quarters and cleaned himself at the well, abandoning the cloak there. When he returned to the garden, the murder had already been discovered and he could not flee.



Sanctuary of Exsanguination

Michael Smith

Many years ago, the witch priestess Segolia established a temple in the frontier town of Feluxia. In exchange for healing services to the town, Segolia only demanded the weekly sacrifice of orcs and other raiding humanoids. As the frontier has pushed further away from the town and the area has become more civilized, raids by monstrous humanoids types have become few and far in between. However, Segolia still demands her sacrifices, and some of the townsfolk have begun to disappear. The mayor has hired the PCs to investigate Segolia's temple as he believes her to be behind the recent disappearances, but is afraid of confronting her himself or sending the town militia for fear of offending her if she is not.

1. The Doors Within

An ornately dressed temple guard stands watch at each of the entrances leading into Segolia's temple. If the PCs choose not to attack the guards and instead try to seek an audience with Segolia, then the guards allow passage. They direct the PCs to the trapped hallways of Area 2 per Segolia's recent instruction. 1d4 rounds after the PCs have encountered the traps, the guards will send the stone guardian from Area 3 to collect the PCs and take them to Segolia in Area 8 for sacrifice to the witch priestess herself. Each guard possesses a special ring that prevents the traps of Area 2 from activating when they are within proximity.

2. The Halls Within

A musty smell pervades within this long, dimly lit hallway. Anyone coming within 30 feet of any corner of the hallway springs a breath of despair trap. In past times sacrifices were forced to walk these hallways, but now all that seek entrance to the temple learn of its perils.

3. The Guardian

A statue of a beautiful woman stands before a glowing white portal floating just above the floor. This statue is actually a stone guardian, and it will immediately attack anyone coming within 5 feet of it that is not dressed in the ornate garb of the temple guards. Anyone entering the square the portal occupies will be instantly transported to Area 4.

4. Emergence

As the PCs emerge from the portal, they see two gaunt men with leathery gray flesh staring at them with glowing crimson pupils. These "men" are actually juju zombies that will attack anyone emerging from the portal not dressed in the ornate garb of the temple guards. A DC 20 Perception check is required to avoid being surprised by these zombies. Their tactics are to immediately attempt to bull rush the closest PC and push them back through the portal to Area 3. If successful, they follow through and attempt to grapple an opponent and then drag them down the hallways of Area 2 to face the hazards of that location.

5. Meager Rest

This small area has six cots on the floor and is the meager living quarters of the temple guards. Two guards are currently resting here. A DC 20 Stealth check is required to not wake them, otherwise they will jump up and immediately attack anyone that has made it this far into the temple. A DC 15 Perception check uncovers 500 gp in various coins littered among the guards belongings.

6. Meager Repast

There is a small table with 4 chairs, a cupboard, and hooks on the eastern wall that various bloody meats are hanging on. Four plates full of raw meat adorn the table. A DC 10 Perception check reveals 20 gp of silverware and crystal glassware to anyone searching the cupboard.

7. The Temple's Heart

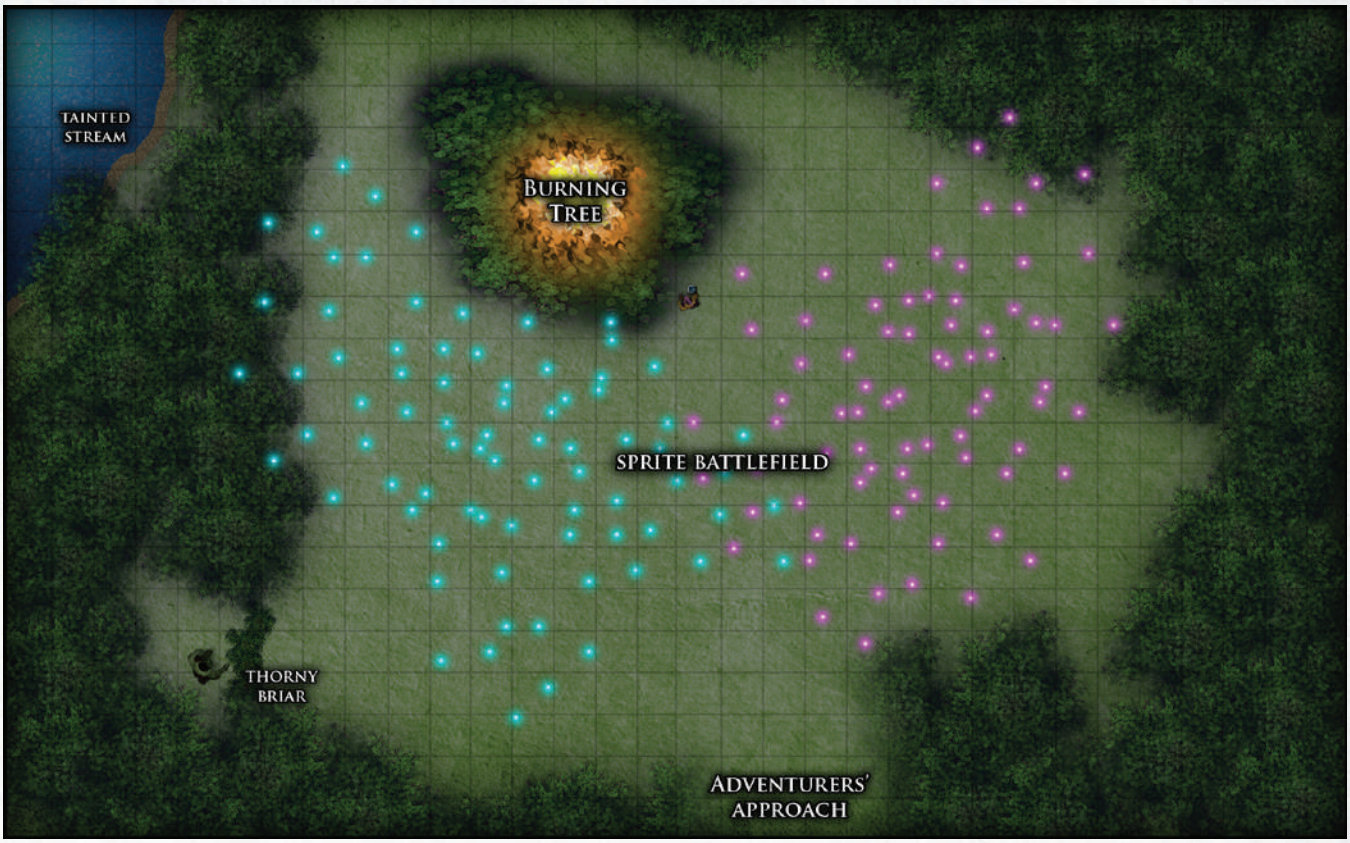
An eerie, glowing, bloody mist forms a magical portal in the air, pulsating with the rhythm of a beating heart. Moans of ecstasy and screams of fear can be faintly heard emanating from the portal. Anyone entering the 5 foot square the portal occupies is instantly transported to Area 8.

8. Segolia's Sanctuary

As the PCs emerge from the red mists of the portal, they see a woman standing over a table, near the eastern wall. The strong scent of vinegar permeates the air, and in each corner of the room a man can be seen tied to a torture rack with a tube shoved down his throat that empties into a bucket before him. The woman is Segolia, the witch priestess of the temple, who is actually a penanggalen, a type of vampire who must consume the bile of her victims as part of the ritual to maintain her undead state.

If the PCs have been brought to Segolia involuntarily they awaken to find themselves on torture racks with Segolia moaning in delight as she shoves tubes down their throats (Escape Artist DC 20). The PCs weapons are on the table, and they are still fully armored. If the PCs find themselves here of their own accord, then Segolia attacks them on sight.

PCs 4-5



The Burning Tree of Coilltean Grove

Justin Andrew Mason

While traveling deep in the forest, the adventurers happen upon a violent feud between two tribes of sprites vying to add a sacred grove to their own territory. While such disputes among the fey are not uncommon, it is rare for these hostilities to escalate into warfare.

Coilltean Grove is tended by a dryad caretaker named Flùràlainn. She has unsuccessfully tried to negotiate a truce between the Briarvine and Thornbranch sprite tribes—even offering to evenly divide her home between them if it would stop the war. When diplomacy failed, she resorted to using force to dissuade them from their actions. This prompted the sprites to set her most beloved tree ablaze.

The adventurers arrive as the frantic dryad attempts to douse the flames. The distraught Flùràlainn begs for assistance (20 gallons of water to extinguish the tree or it is destroyed in 4 rounds).

If the adventurers successfully douse the flames they gain +10 on Diplomacy checks made with Flùràlainn, and she considers them true friends.

Meanwhile within the grove, the two tribes of sprites ferociously slaughter one another, but do not attack others unless they are directly engaged. If the adventurers attempt to stop the battle by force, both tribes attack (five sprites targeting each PC) for consecutive two round intervals as long as they continue to interfere.

The tearful dryad explains that the sprites have all gone insane—each consumed with an unnatural greed to claim her home as their own. She explains that she has long been an ally to the sprites but recently darkness has taken over their minds.

Unbeknownst to all, the nearby water supply, used by both tribes, has been tainted by an evil grimstalker named Dubhar, who watches gleefully at a distance while the sprites wage war. Water from the stream is cursed with evil. Any intelligent creature who drinks from it must make a DC 15 Will save or their alignment shifts to evil for 1d4 hours.

Justin Andrew Mason

The dark fey is hiding in the dense foliage and intends to claim the grove as his own after the sprites have diminished their numbers and dealt with the dryad protector. He is none too pleased about the arrival of the adventurers, but only takes action if he is discovered (DC 20 Perception check for a sense of being watched; DC 25 Perception check to discover his location).

If discovered, Dubhar controls plants and uses the thorny briar behind which he hides to grapple against his adversaries. The animated briar (hp 30; CMB +2; CMD 10) can grapple creatures up to large size and deals 1d4 piercing damage upon a successful or maintained grapple.

If Dubhar's hit points are reduced below half, he surrenders and grovels for his life. He agrees to immediately release the sprites from their curse if he is allowed to flee. It's an honest offer, and the grimstalker fulfulls his commitment. If he is released the sprites (now aware of events) converge on the dark fey as he flees until he is killed. If Dubhar is instead dispatched by the adventurers, the curse is lifted and the sprite war immediately ends.

As the two largest sprite tribes in the forest, each consists of 120 sprites and a chieftain. The chieftain of the Briarvine is a female named Shimmerleaf, and the chieftain of the Thornbranch is a male named Strongbranch.

Though typically the sprites would have a CN alignment, the curse has shifted their alignment to CE. This effect persists for 1d4 hours after the fey last consume the evil water or until the curse ends.

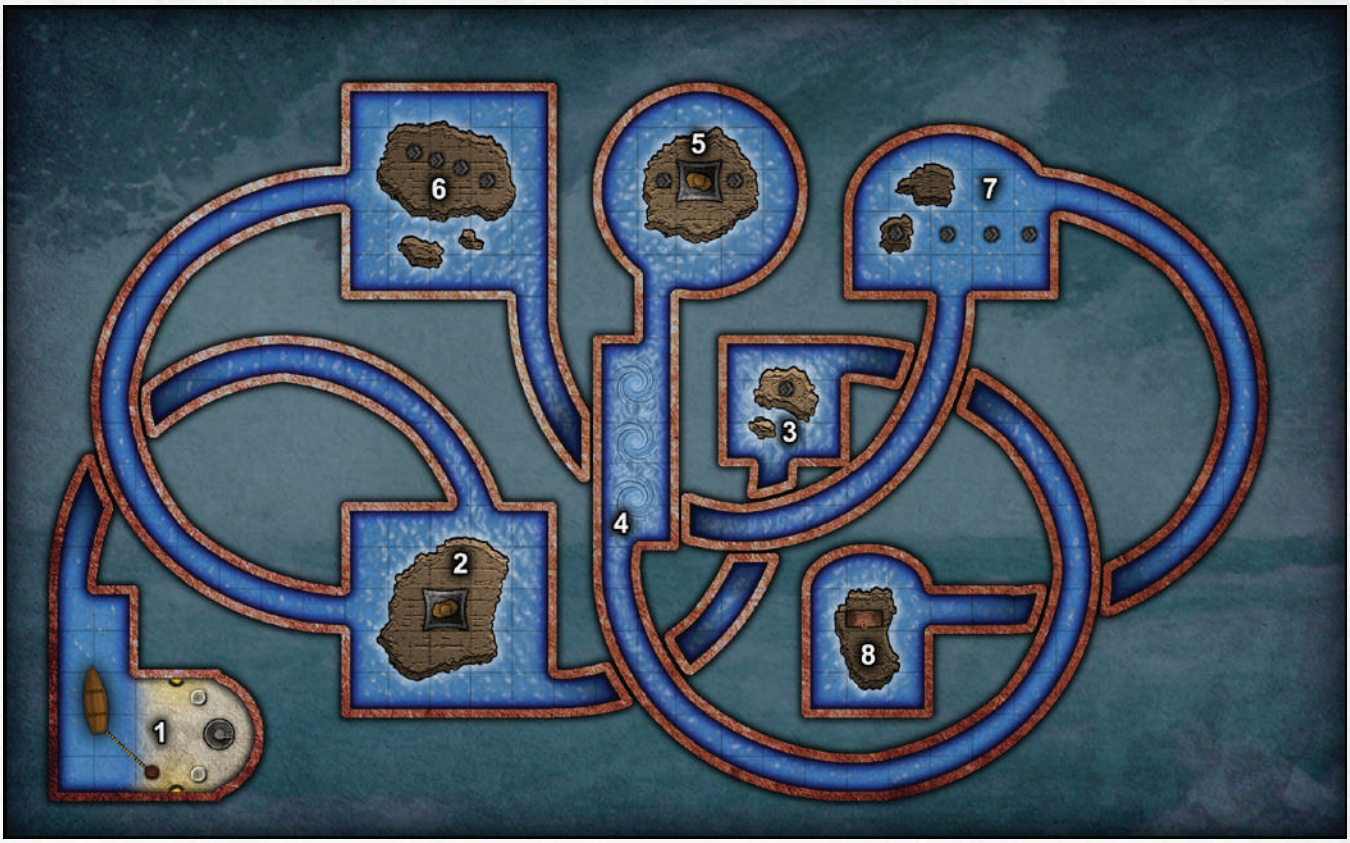
Every round that the sprite war continues, roll 1d10 for each tribe to determine how many of their members are killed. The first side to diminish to fewer than 40 combatants flees back into the forest. The victorious tribe then turns their attentions to the dryad, intent on disposing of her potential threat. If the adventurers have befriended Flùràlainn they are also attacked. The sprites continue their attack until their numbers are also diminished to fewer than 40 and then they flee back into the forest.

If the curse is lifted, the remaining sprites consider the adventurer's saviors and vow their loyalty before they begin the sad process of gathering their dead. The adventurers gain a +10 to all Diplomacy checks with all sprites that inhabit the forest.

However, if the curse isn't lifted and instead the warring sprites are allowed to diminish in numbers until they all flee, the adventurers are seen as an eternal enemy of the sprites and suffer a -15 to Diplomacy checks with all sprites that inhabit the forest.

If Dubhar isn't dealt with before the end of the encounter, the grimstalker quietly escapes to return after the adventurers depart in a final attempt to kill Flùràlainn and claim the grove as his own.

Justin Andrew Mason



The Siren's Lament

Colin Stricklin

Sirens rarely find true love, but the one haunting this watery memorial managed the trick. Unfortunately her father, a powerful spirit called the Sea King, disapproved of the match. He conjured a storm to sink her lover's ship, not realizing the depths of his daughter's attachment. The siren's subsequent suicide drove the Sea King to build these winding passages in a fit of remorse. They are a monument to the love that he destroyed, and a home for his daughter's anguished spirit.

The Siren's Lament in Your Campaign

The drowned lover was not just any sailor, but a wealthy ship's captain. The treasure, now lying in Room 8, was to be a bride gift for the Sea King, but it may hold more than mere gold. If your campaign needs a lost map, a magical compass, or some other missing maguffin, it can lie with the treasure in Room 8 or with the captain's remains in Room 5.

1. The Cove

The last treasure hunters to search *The Siren's Lament* were beaten by the animated object in Room 2. They can now be found drinking at the nearest dockside tavern. Their rowboat is tied off beside the dungeon entrance; they abandoned it rather than carry it back up the long, spiraling stairs to the top of the sea cliffs. Weeks have passed however, and the dinghy isn't exactly shipshape (hardness 5, 40 hp). If it's not bailed out constantly (one move action per round in calm waters) it sinks.

2. The Figurehead

The sea captain's wrecked ship was named *White Lyre*. Its figurehead was carved in the likeness of an elven troubadour playing his instrument. Standing upon a piece from its own wrecked ship, this figurehead now acts as a tomb guardian. Its gentle music keeps the siren's spirit at peace, but this medium animated object is less gentle with intruders. The figurehead's

construction points give it a free bull rush attempt with its slam attack. This does not provoke an attack of opportunity.

When the figurehead is defeated its music stops. This awakens the siren's dormant spirit, which in turn causes her grief to manifest as a supernatural storm. It begins gently, with moaning winds and choppy waters. As the PCs move deeper into the complex, however, the storm becomes dangerous. The rowboat may require two move actions per round to keep from sinking, strong undertows may pull swimmers to the bottom (Swim DC 15 to avoid 2d6 bludgeoning damage), and *gusts of wind* or *lightning strikes* interfere with combat.

3. Haunted Porthole

Another piece of the *White Lyre* bobs on the water's surface. When the PCs enter this room, they can hear a faint knocking sound from a porthole in the wood. If they investigate, the PCs see a handsome man in a captain's coat through the glass. He screams silently, desperate to get out. The man is a manifestation of a possessive dead haunt. The haunt encourages its victim to open the porthole, which can only be accomplished under water with a DC 16 Strength check. A pair of stinging anemone live beneath the wreckage.

4. The Siren's Lament

The storm rages loudly here. Hurricane force winds make progress difficult. Swimming and rowing are equally hazardous as the entire area is under a constant vortex effect (Reflex DC 20).

5. Sea Captain's Tomb

This room holds a sarcophagus made from driftwood. It is adorned with exotic flowers, seashells, and other curiosities of the deep. The sea captain's remains are inside. A leather cord around the body's neck holds the key to the chest in Room 8. A DC 18 Perception check reveals that his eyes are pearls (200 gp each).

6. Happy Memories

The portholes in this room's wreckage show visions of the happy memories of the sea captain and the siren. These include their meeting on a tropical beach, her singing, and the sea captain's promise to return with a proper bride gift.

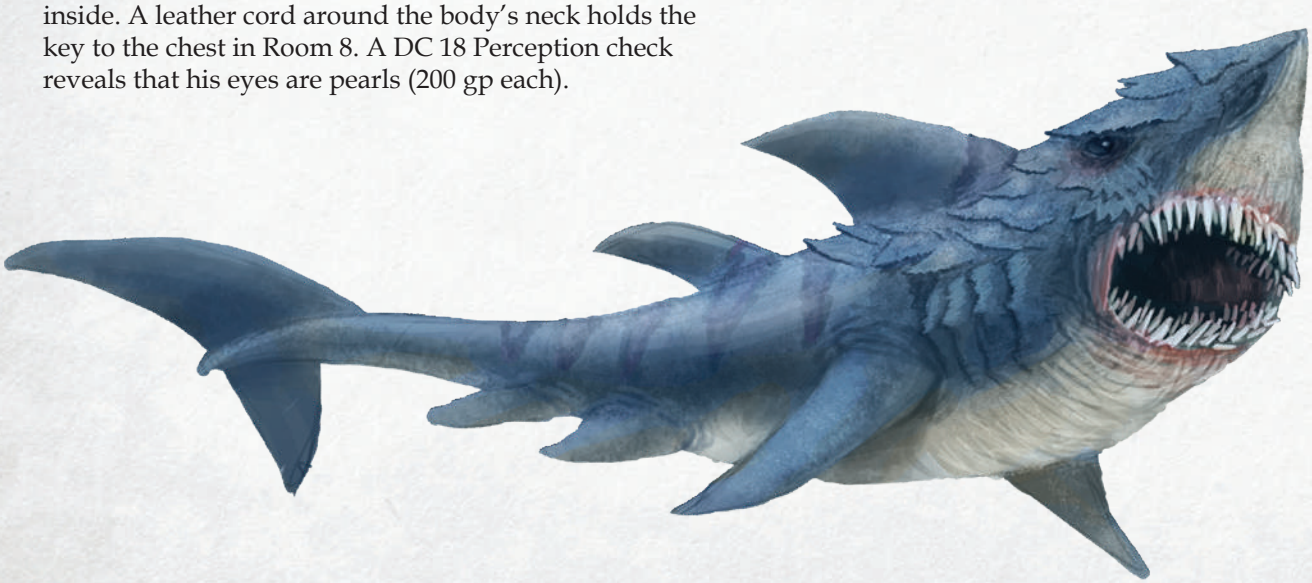
7. The Nameless Child

A little girl, human-seeming but for her feathered hair, stands upon more White Lyre wreckage. She is the child the doomed couple never had, a phantasm given life by the Sea King's remorse. When the PCs arrive she says, "Please, do you know my name? Grandfather never said." When the PCs fail to answer, she attacks as a memory child. The answer to this creature's question lies at her feet. The portholes show visions of the siren and the sea captain discussing baby names. It takes a full round action and a DC 23 Perception check to catch the name "Maritza." Saying it aloud unmakes the girl, dispelling any lingering effects of her mind flood ability. Saying the name has no effect if the girl is slain.

8. The Tethered Chest

A treasure chest covered by indestructible coral rests at the heart of this chamber. It is possible to pick the lock (Disable Device DC 20), though it takes a DC 18 Sleight of Hand check to avoid 1d6 slashing damage from the coral. However, it is impossible to open the chest without the key from Room 5. The coral holds it shut.

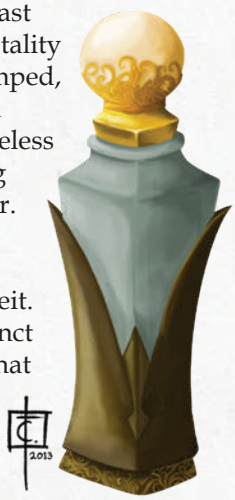
The chest contains 600 gp, 3,334 sp, and three pearls: a *pearl of power (1st)*, a *bubble vault*, and a p*earl of the sirines* which does not possess a magical aura. Once the chest is opened it triggers a final vision: the Sea King accepting his bride gift from the ghostly couple. Afterwards, the entire complex floods in 1d4+1 rounds. A great white shark now guards the exit.



The Spirit Bottle

Stephen Yeardley

The Spirit Bottle is about the last place anyone visits for hospitality in Morsain. Dirty, dark, cramped, and with a dubious reputation with regard to its drinks, the PCs nonetheless find themselves tasked with visiting Sielu Kaitsija, the half-orc proprietor. Kaitsija, a night hag, lost a bet with a glabrezu and now guards his "extremely valuable bottles" as forfeit. She must also curb her natural instinct for slaughter—a harder task—but that doesn't mean her dingy bar is a safe place to visit.



Hooks

1. Some rowdy out-of-towners insulted the owner of "The Spirit Bottle" and started a fight. They were arrested, and the PCs have been asked to deliver the half-orc proprietor's due compensation.

2. A renowned dwarven bon viveur claims his drinks were spiked by the half-orc owner of "The Spirit Bottle" so that he would lose a bet. He wants you to check the place for skulduggery.

3. It's said the drinks at "The Spirit Bottle" cause staggering hang-overs that stop you sleeping properly for days after the event. The authorities ask the PCs to conduct a "health and safety visit" to check the quality of the alcohol on sale.

Ground Floor

The gloomy tavern is small, with an entrance in the southeast corner, a bar in the northwest, and only two tables and four chairs. When the PCs arrive, three regular clients are present: a barghest in goblin form and a doppelganger in deep dwarf form at the bar, and a derro sitting at one of the tables. Kaitsija is behind the bar, feeding a rat something that looks like a humanoid finger. The place is very dark thanks to the derro's at-will darkness ability, which all the creatures appreciate in their current forms and is a deliberate ploy.

If the PCs attempt strong-arm tactics such as intimidating or commenting on the drinkers, demanding free drinks to test their suitability, or trying to increase the light level, each patron attempts to grapple or otherwise subdue a PC.

Kaitsija won't break the terms of her agreement with low-level PCs, but she will break a bottle over the nearest PC's head and melt into etherealness, retreating below the bar. The floor behind the bar has 8-inch round holes in three corners. There are six bottles under the counter, and about 30 glasses of various sizes and conditions.

Storeroom

If the PCs make it here, they find six more bottles of assorted spirits. A PC who succeeds at a DC 15 Perception check discovers a shape in the dust that is roughly 1 foot by 2 feet; Kaitsija took her cashbox from here. A spying quasit clings to the ceiling, permanently in small monstrous centipede form, as part of the deal with the glabrezu. There are 8-inch round holes in three corners of the ceiling and floor.

Sielu's Room

This 20-foot-by-20-foot room is utilitarian and sparsely furnished. A large threadbare rug covers the entire floor. A double bed, two sizable chests (holding clothes of assorted sizes and styles), a bathtub for washing, and a table with three chairs are all that are easily visible. One masterwork chest has a false bottom (Perception DC 27) that contains coded details of the lost bet and 20 packs of rose petals. There's an invisible, trapped, silver fine-wired cage (worth 200 gp) containing a dozen live crickets on the table (Perception DC 8).

Sleep Trap — CR 2

Type magical; **Perception** DC 26; **Disable Device** DC 26

Trigger trigger; **Reset** automatic

Effect spell effect (*sleep*, 8 minutes, DC 12 Will negates); multiple targets (all targets in a 10-ft.-radius burst)

There is a locked trapdoor under the carpet (Disable Device DC 18). Inside is a lead-lined shaft and a metal shelf with a pair of boots on it (NE-aligned *boots of levitation*). At the bottom of the shaft 100 feet below is another locked secret door (Perception DC 18, Disable Device DC 22) beyond which is a 10-foot cube containing eight bottles.

What's In The Bottles?[2]

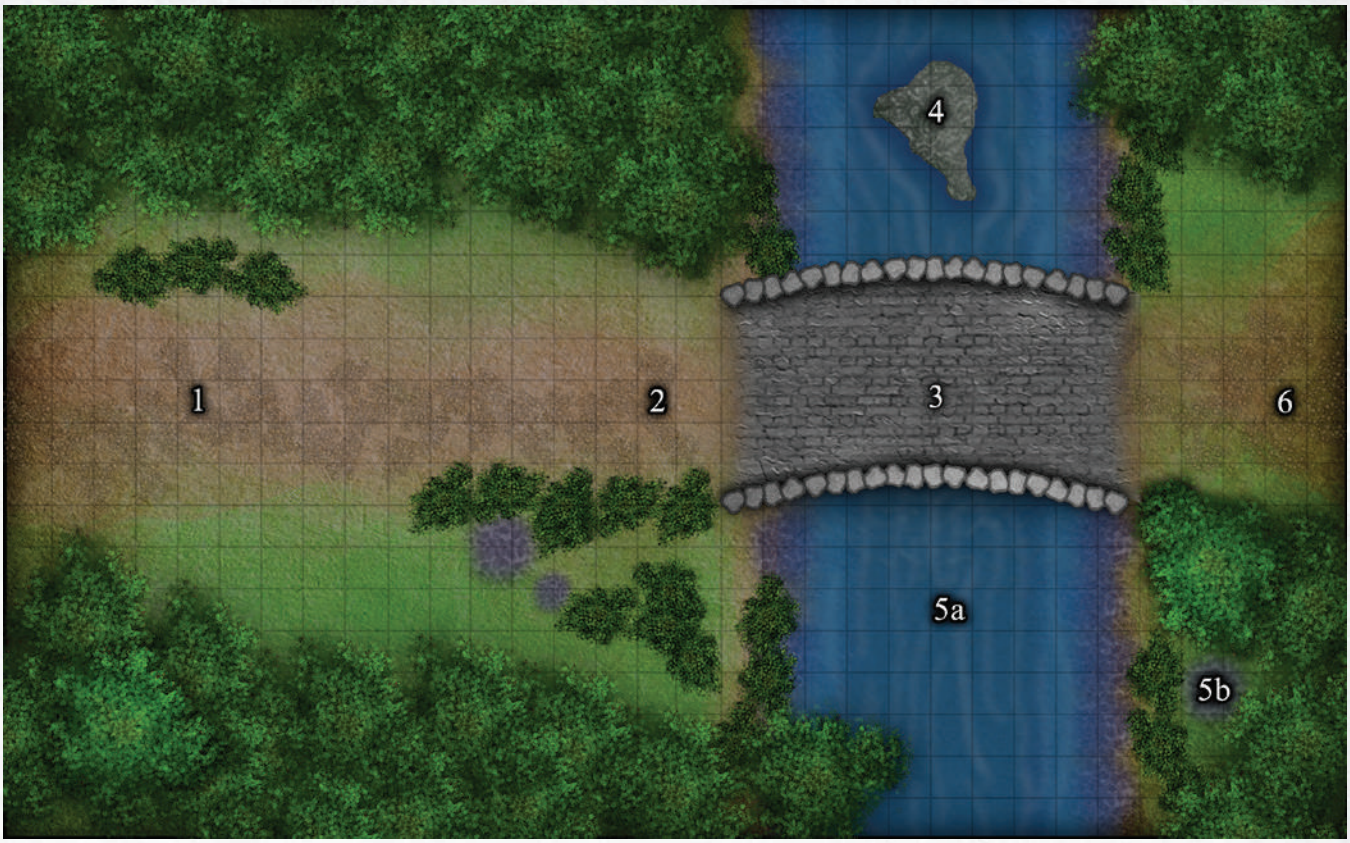
Bottle	Type	Contents	Reaction
1	*phylactery of undead bolstering*	gold-flake covered bones	Will DC19 or *unholy blight* (CL 14th)
2	*phylactery of negative channeling* (NE)	pieces of corrupted mummy lord wrap	Fort DC17 or mummy rot
3	*phylactery of negative channeling* (CE)	teeth from an ancient black dragon cleric	*insect plague* (CL 11th)
4	*phylactery of Turmella* (demi-lich)	strips of solar angel skin	Ref DC 27 or *sepia snake sigil* (CL 21st)
5	*iron flask*	Large NE fire elemental[1]	attacks unless commanded to serve
6	*iron flask*	chaos beast[1]	attacks unless commanded to serve
7	*iron flask*	empty	same aroma as Sielu – her bolt-hole
8	*flask of curses*	high quality wine	Will DC17 or as per cursed item

[1] The fire elemental and chaos beast fight if released, crawling up the walls and clinging to the ceiling.

[2] Sielu haunts the bottle thieves until they return the bottles or die of exhaustion and fear.

Stephen Yeardley

PCs 3-5



Peril at the Lamiak's Bridge

Justin Andrew Mason

The lamiak (singular, lamia) are nereid fey relatives of nymphs, and appear as beautiful women with flowing platinum hair and the lower legs and webbed feet of a duck. Treat a lamia as a nymph.

The mairuak (singular, mairu) are akin to stone giants. The mairuak reside high in the mountains where they quarry the finest stone. Treat a mairu as a stone giant.

Leuna and Ederra, lamiak twin sisters, have built a bridge over the rushing waters of Amorrura River. The stone bridge provides safe access across the river for the villagers of the nearby settlement of Urakurba into the hunting grounds of the surrounding forest. In return for this boon, the villagers leave gifts to the sisters of ale and fresh fruit each night at a shrine near the river's edge.

The rare stone that the bridge is crafted from cannot be found nearby, and is only sourced from high in the peaks of the nearby Harrizko Mountains. The material is exceptionally strong and is the coveted treasure of the mairuak who mine the stone from quarries high upon the mountain peaks. The reclusive giants selfishly hoard the special stone and do not share it with others. The mairuak utilize it only to build their sacred mountain monoliths and dolmen.

Ederra, intent on building a bridge that would assuredly withstand the raging waters of the violent river, snuck into one of the mountain quarries and took just enough of the stone to build the bridge. The mairuak have more than ample supply of the material, and she was convinced that the minuscule amount needed to construct the bridge wouldn't be missed—she was wrong.

The adventurers come upon the stone bridge spanning Amorrura River. On the scene is an encounter between Leuna and Ederra and a hulking mairu named Peril. As recompense for stealing his tribe's stone, the giant is demanding one of the sisters enter into his service and use her magical abilities to assist the mairuak in building their massive dolmens.

Neither of the sisters is interested in spending the rest of her life in service to the giants, and have told him as much. Angered both by the lamiaks' theft as well as their refusal to provide restitution, Peril is loudly threatening to destroy the bridge and bring wrath and sorrow down upon the denizens of Urakurba for whom it was built.

1. The Road

As the adventurers follow the forest path that leads to the stone bridge, they hear baritone shouting in the distance. The voice is speaking Common, but it is heavily accented. A DC 25 Linguistics check will reveal the accent to be related to the language of giants. The voice angrily demands surrender and shouts threats about destroying a bridge and leveling a village.

2. The Bridge Approach

As the adventurers approach, they spot a towering stone giant (a mairu) angrily waving his fist and shouting as he stands at the foot of a well-constructed stone bridge that spans the rushing waters of a wide river.

3. The Bridge

The stone bridge is incredibly sturdy and made with masterful craftsmanship. Every stone has been precisely placed so that the span requires no support beneath its base as it arcs gracefully from one side of the river to the other. The bridge has a hardness of 9 and 350 hit points.

4. River Islet

A small natural stone island juts up from the middle of the river, providing a stable platform surrounded by rushing white water. From this islet, the two lamiak twins are fervently arguing with the giant, Peril, who is standing on the bridge.

5a. The River Running

The waters of the Amorrura River are deep and boast an incredibly fast current. Anyone attempting to cross the river must make three DC 35 Reflex saves to cross. Failing of one of the saving throws causes that creature to be washed downriver (southward) through a section of stone-laden rapids that deal 3d6 points of bludgeoning damage.

5b. The Shrine

A small forest shrine has been built here. A stone table surrounded by vibrant wildflowers has been set with several ampullae of wine, a cask of ale, and a half-eaten tray of fresh fruit. This shrine is where the villagers of Urakurba leave their nightly gifts to the lamiaks.

6. The Road to the Village

The road to the village is only a quarter mile long. Urakurba is a small farming hamlet that subsists on a small crop of grain and ample game hunted in the forest on the far side of Amorrura River. With a population of only 60 humans, they function as an autonomous commune without a leader or elder.

The Encounter

Peril is not alone. His two brothers, Wrath and Sorrow, await hidden in the forest just south of the bridge. If combat erupts, the two rush to aid their brother.

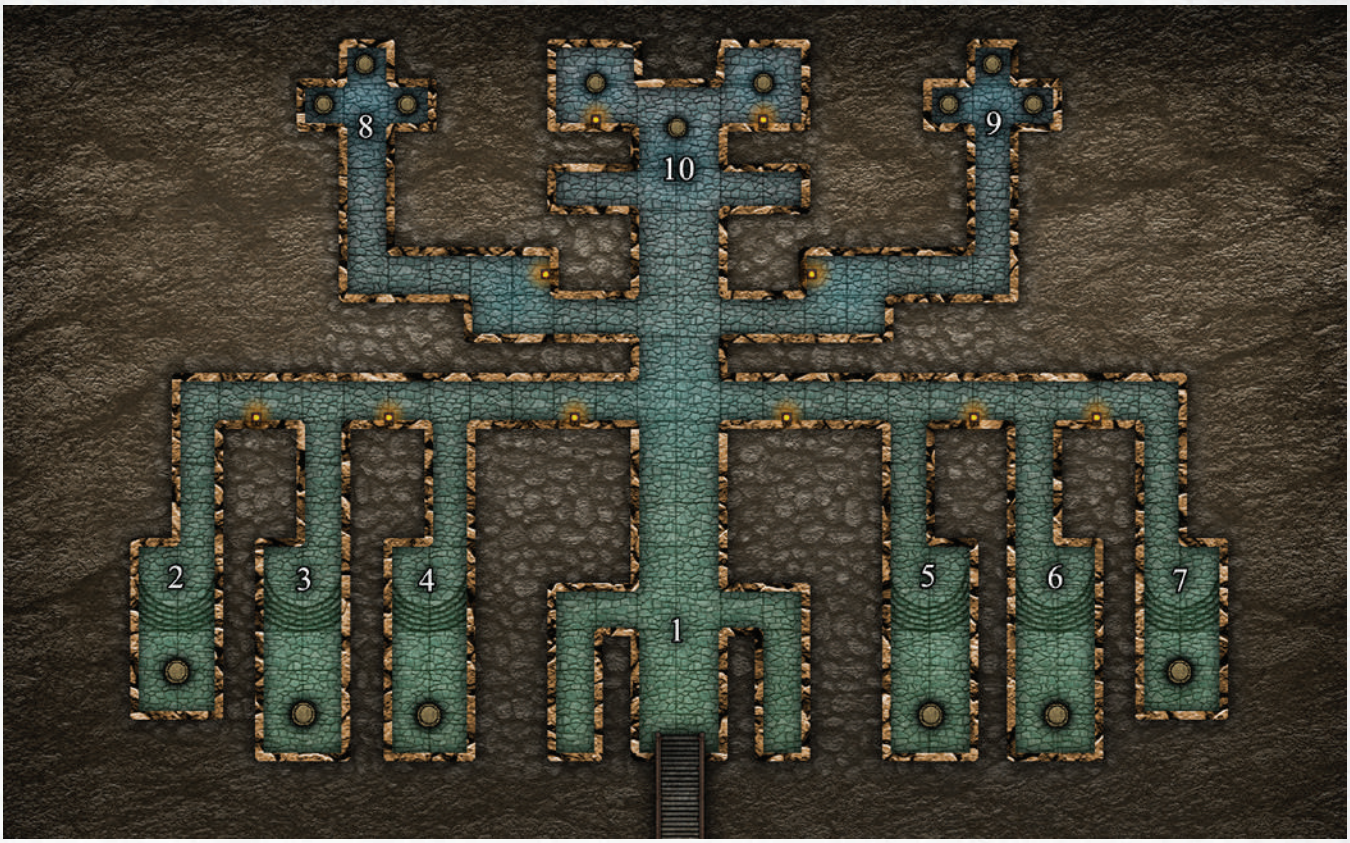
Leuna and Ederra refuse to accommodate the mairu in any way, and refer to his people as greedy and brutish. If the adventurers do not intervene, the conflict quickly escalates to a scuffle between the giant and the twins. Peril begins to destroy the bridge and hurl the stone fragments at the sisters on their perch.

The PCs can convince Peril to accept alternate payment with a DC 30 Diplomacy check, but he will only accept compensation valued at no less than 1,000 gp. A result of less than 20 on the check provokes Peril to attack the adventurers.

If Peril is intimidated by the adventurers, he will flee southward into the forest, and return in three rounds with his two brothers.

If the mairuak are either paid off or defeated, the lamiak are genuinely grateful and promise them favor for their good deed. In this case, the twins escort the adventurers to the village where they are hailed as heroes and offered food and shelter with every visit.

Justin Andrew Mason



The Pententieyrie

Stephen Yeardley

In an ancient temple dedicated to an avian goddess, the PCs find a carving of the outline of a unnamed shrine. Under the carving is the phrase: *Your changed heart will soar!*

Hollowbone the vrock is converting faiths. After centuries following a demonic path, spared a gruesome death by two couatls, Hollowbone was convinced another path was possible. He now lives in the Pententieyrie, a lofty perch the couatls use for this conversion process. Its remoteness allows a hermit-like existence of contemplation and resistance to temptations.

The party should use climbing skills to reach the Pententieyrie and fatigued to add to the tension.

1. The Talons

The stairs down from the mountain top narrow from 10 feet to 5 feet wide in their 100-foot length. The final 5-foot section has a *sound burst* trap on it.

1. The Claws

There is a tripwire 5 feet before the end of each of the side corridors that activates a rock deadfall trap. The rocks fall in both east-west sections of corridor, blocking them off. The noise alerts Hollowbone, who comes to investigate and remove intruders. Hollowbone is the guardian to particularly powerful creatures kept here. See "The Tail" for information on the holding columns.

2-7. The Tail Feathers

Hollowbone undertakes a series of daily tasks as part of his conversion. The gray stone columns are permanent dimensional anchor points. Any abjurer, or someone who makes a DC 20 Spellcraft check, sees a thin green beam linking the anchor point(s) to any creature in the area. Hollowbone knows each chamber's protections, and avoids setting off those traps that can harm him.

2. Feathers I

The skull engraved in the floor marks the point past which nothing should go. The area holds an allip that tempts listeners into evil.

3. Feathers II

Getting within 5 feet of the column casts a *chaos hammer* (CL 7) spell that engulfs everyone in the area.

4. Feathers III

Getting within 5 feet of the column casts an *order's wrath* (CL 7) spell that engulfs everyone in the area.

5. Feathers IV

Getting within 5 feet of the column casts a *holy smite* (CL 7) spell that engulfs everyone in the area.

6. Feathers V

Getting within 5 feet of the column casts an *unholy blight* (CL 7) spell that engulfs everyone in the area.

7. Feathers VI

The skull engraved in the floor marks the point past which nothing should go. The area holds two dretches that tempt listeners into chaos. They use their *stinking cloud* ability as soon as possible.

8. Plumage I

This area holds a lilin that uses Bluff and Diplomacy to get PCs to damage the anchor columns and release her.

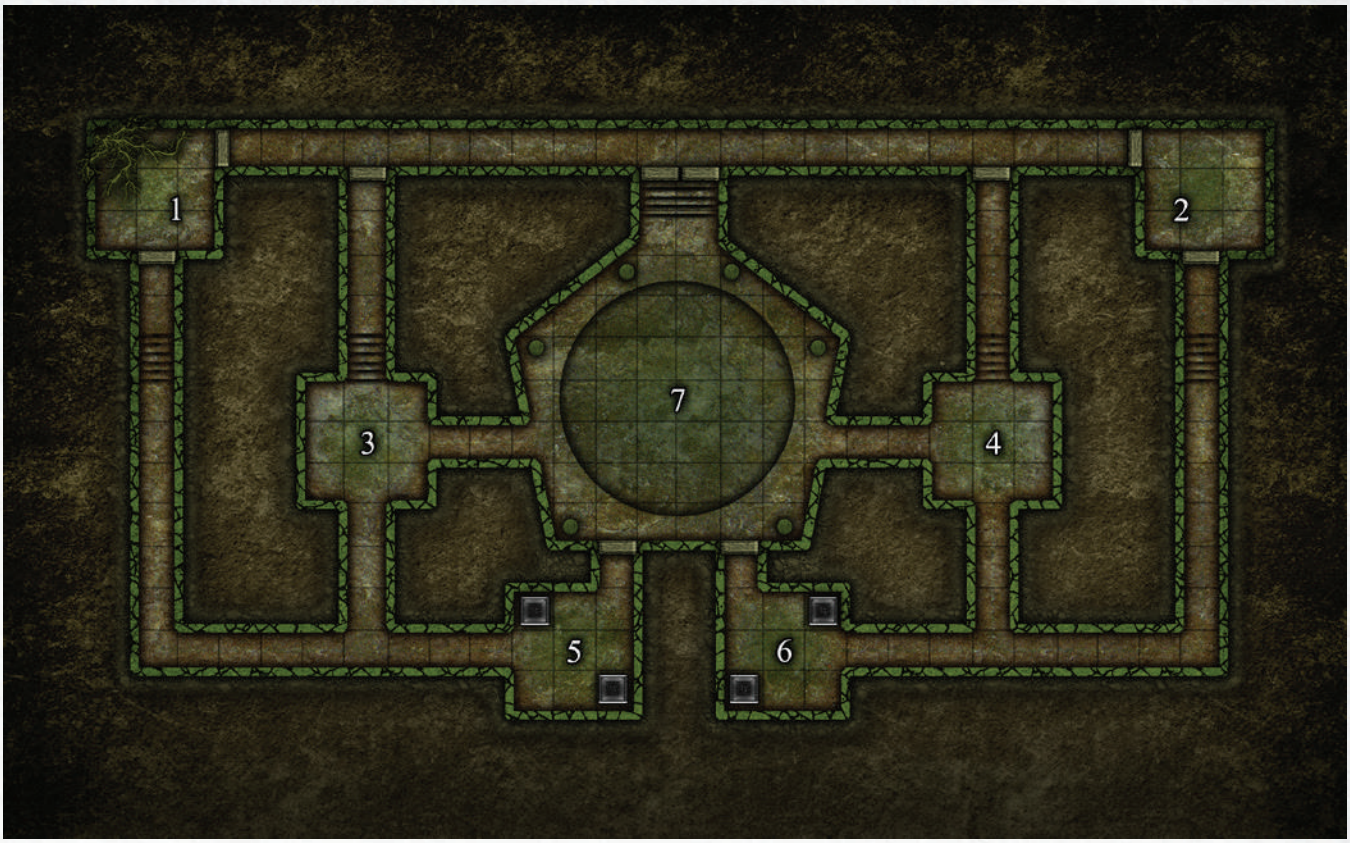
9. Plumage II

This area holds an incubus that uses Bluff and Diplomacy to get PCs to damage the anchor columns and release him.

10. The Head

These three areas are 100 feet high but have illusionary ceilings at the 10-foot mark. At the base of the central column is a feeding bowl that functions as a *sustaining spoon* for avians, the column on the right has a series of perches, and the column on the left has hundreds of religious texts inscribed on it. A DC 15 Knowledge (religion) identifies the carvings as lawful good teachings. The engravings act once per reader as a *tome of understanding +1*.

The party will find Hollowbone in the left-hand column, reading the engravings. He will attempt to stop the party from attacking him, but has no Diplomacy skill, and his appearance still Intimidates. If attacked, he will use his stunning screech, and then attempt to knock out the most powerful party members before flying them out of the complex. If unsuccessful, he will *teleport* away from the party as required until he can render each member unconscious and remove them away from the eyrie. He won't use his dance of ruin or spores, and will only deal nonlethal damage, even if he is close to death.



Carrionholme

Jonathan Ely

This dungeon in the center of a swamp is home to a coven of three green hags who call themselves the Daughters of the Morass. Being fervent followers of Jubilex, they have bound a number of slimes and oozes to their service. From their sunken Carrionholme, they attack and raid nearby communities. Local tribes of goblins, lizardmen and kobolds hold these evil sisters in awe and offer up sacrifices whilst the small communities of humans and elves that live near the swamp live in constant fear of the coven.

It is likely that the PCs have been investigating several mysterious abductions from communities around the swamp or have been approached by a community who have suffered recent losses to these vile sisters.

Two advanced black puddings also call this complex home, protecting the three hags whilst they sleep. There is a chance of encountering one in Room 3, Room 5 or the corridors that join them, encountering the other in Room 4, Room 6 or the corridors that join them.

1. Entrance

The only means of entry to this partially submerged dungeon is via the vines and roots that creep in from the outside swamp. To safely ascend or descend the vines (without the aid of magic) requires a DC 22 Climb check. The unlocked doors in the northeast corner and the south open to corridors.

2. Mural Room

The mirror image of Room 1, this chamber has survived far better over the intervening period. If the PCs are so inclined, they can decipher the vile mural in this chamber to identify that this corrupted elven structure is now a location holy to Jubilex. This would require a DC 30 Linguistics check. Both wooden doors (hardness 5, 20 hit points) to this chamber have swollen shut and require a DC 23 Break check.

3 & 4. Pudding Grounds

This small, featureless chamber presents one of the locations where the first advanced black pudding may be present.

5 & 6. Caging Chamber

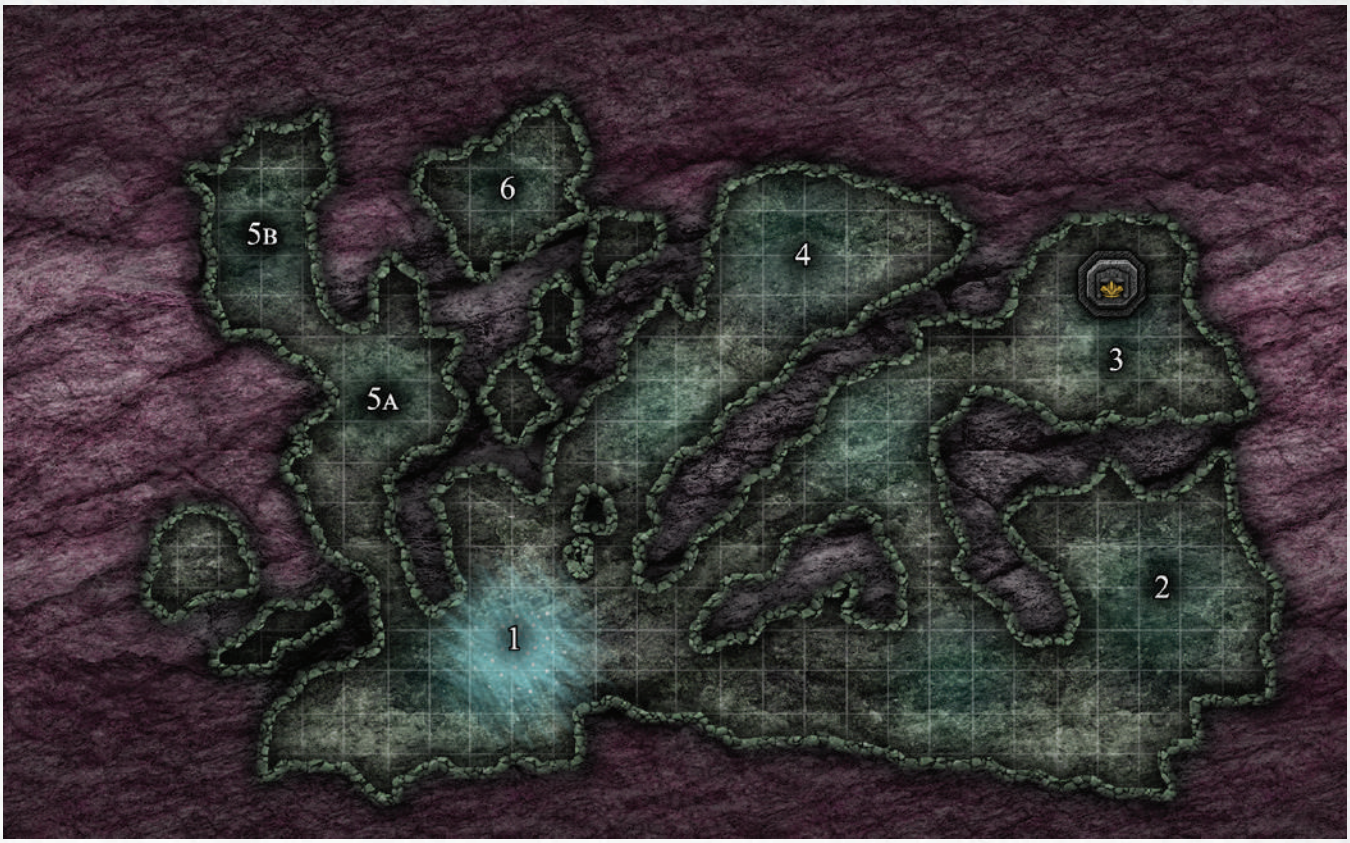
This chamber contains two small cages (that may or may not contain victims, at the GM's discretion) but is otherwise featureless. It presents second of two location where the second advanced black pudding may be present. At the door to the north, a gray ooze (Perception DC 15) nestles in a slight bowl cut into the stone floor, waiting for an unfortunate individual to stand on it.

7. Acantha's Lair

Acantha the Impure, Ananta Sludgemaiden and Akinola Skinwalker—a coven of three green hag sisters—live in this vile, stinking chamber. Nailed to six columns around this pentagonal room are various trophies of their depraved acts (the preserved heads of children, body parts from champions, and so on), their purpose is to shake the morale of any individuals entering this chamber. If the PCs are looking for a specific item, such as a magic weapon or piece of jewelry, it is likely to be on display in this chamber.

Five separate exits lead away from this chamber, each with traps. The detailed descriptions for Rooms 5 and 6 include the hazards. A patch of yellow mold protects the westerly exit leading to Room 3 and a patch of brown mold protects the easterly exit leading to Room 4. A dense clump of shriekers guards the double doors to the north howling as soon as the door opens.

The three sisters are acutely aware of what happens within their home (thanks to their high Perception checks) and will mount a spirited defense within this room, using their individual and combined skills to combat the PCs within their home. Should the PCs be successful in destroying the coven, they recover 3350 gp of wealth, art and magic at the GM's discretion.



There are More Things in the Planes and the Earth

Stephen Yeardley

The PCs discover an unexpected way out of a mine, a hidden passage leading to caverns glowing dimly with cold, otherworldly light. Tunnel roofs are 10 feet high; the cavern roof is 20 feet high. The entrance is trapped, with an audible "leave and never return" in addition to the effect listed.

Breath of Despair Trap **CR 4**

Type magical; **Perception** DC 28; **Disable Device** DC 28
Trigger proximity (*deathwatch*); **Reset** automatic (1 hour)
Effect spell effect (*ray of exhaustion*; Atk +5 ranged touch; DC 19 Fortitude partial); multiple targets (four targets)

1. The Cavern

This cavern is filled to a depth of 8 feet with chill-inducing insanity mist (1d2 Wis, 1d3+1 cold dmg). It disperses with any breeze for 1d3+1 rounds, then reforms. Lurking in the mist is a cairn wight that protects these caverns. If the PCs cross the cavern above the mist, the wight ignores them.

2. Damp and Grit

The entire 60-foot approach to this cavern is a sand trap. The cave has a near-undetectable water trickle entering the roof and flowing across the damp stone to the grit. The space holds a slithering tracker that avoids the wight but does leave the caves via the tubes to Area 6 and beyond. A pair of ivory masterwork shortswords and a gnome skeleton are hidden in a depression beneath a rock by the east wall (Perception DC 18).

Sand Trap **CR 4**

Type mechanical; **Perception** DC 15; Disable Device —
Trigger location; **Reset** manual
Effect 20-ft.-deep, 60-ft.-diameter sand trap (creatures slide to the bottom and take no damage); DC 15 Reflex avoids; climbing out of the sand trap requires a DC 20 Climb check.

3. Diorama

A diorama of the lawful planes covers the east and north walls, depicting long, magic-free journeys. Any one who studies the diorama for 8 hours is granted a permanent +2 insight bonus to Knowledge (the planes) or similar checks. In front of this, wearing an all-in-one silvered suit and a head-enclosing, gold-visored helmet, sits a mummy on a sparse metal throne. It forces non-lawful PCs from the image, subduing them if required. The helmet visor grants a +2 circumstance bonus against gaze attacks.

4. A Work in the Earth

The darkness here is disturbed by occasional short flashes of orange and red light from the far end of the cavern, where three more all-in-one silvered outfits with enclosed helmets dig away the far wall mechanically. The visors are cracked and the gold peeled away. These suits act as guardian phantom armor (clean digging tools cause damage as masterwork longswords; bulky boxes with dials and switches on the left arms act as shields). There's a *bead of force* in the first suit's chest pocket, a *lens of detection* in the second, and a small, thin rectangle of unknown material that behaves as a *chime of opening* in the third.

5a & 5b. Elder Silence

An elder thing soundlessly communicates with two formian warriors, tentacles waving. Sensing the PCs, the formians mentally shout, "Chaotics!" (most things are chaotic compared to them) and the trio moves towards the party. The elder thing flies, the formians climb the walls, attacking from above. A disguised northern door leads to some worker rooms (Perception DC 15).

6. Ooze Tubes

From here, four small "islands" can only be reached by burrowing, or via a number of 2-inch-diameter tubes that link them. The main cave houses a gray ooze that can flow via the tubes to the other three caves. It has unknowingly moved some gems to these caves (various, 1d3 per square, value 2d6 gp each). A disguised northern exit leads to some worker rooms (Perception DC 15).

Random Events

d100 Roll	Events (1 per 30 minutes, all occur just once)
01-30	A formian warrior appears, but flees towards Area 5A when it spots the party. It drops a pick.
31-60	The digging suits in Area 4 strike something that reacts to their tools in a way that is similar to *searing light* (CL 5th, 2d8).
61-80	The PCs find an elf skeleton, stripped bear. An invisible bag 5 feet from the skeleton (Perception DC 20) contains scrolls of *comprehend languages*, *detect secret doors*, and *erase* (all CL 4th)
81-00	The party sees a human female with her leg trapped between a rock and the solid wall. The look on her face suggests she is in great pain. It's actually frustration (DC 15 Sense Motive), as she is a zombie lord that attacks for 2 rounds if released, then flees towards the entrance.

Stephen Yeardley

Arcane Academi of Thadrulex

Nicolas Logue

1. Chamber of Obeisance

This ancient subterranean chamber is held aloft by eight crumbling pillars – each carved in the likeness of a bearded robed human whose sapphire eyes shine with eldritch power, illuminating the room in an eerie azure radiance. Each pillar shows this potentate in various epic postures glorified in great acts. In one, a lich-king trembles at the robed hero's feet, in another he clasps a beauteous fey princess to him while she swoons. The subject of these carved pillars is Thadrulex, once an aspiring archmage, now long dead, his legacy shriveled by an ancient curse placed on him by Queen Nisrel, the fetching fey lady appearing in his arms in one of the carvings. When he kidnapped her in order to steal her powers over nature, she leveled a primordial curse upon him. His enchantments would wane, his creations crumble, his powers fade as his disciples dwindle.

At one time, every bas-relief pillar in this chamber housed a stone golem wrought by Thadrulex to challenge interlopers. Nisrel's curse has snuffed out the enchantments imbuing all but one of these golems, and that one has but 12 hp remaining.

If no arcane spell-casters are among the party the stone golem attacks immediately. If the party possesses any arcane spell-casters, the stone golem lurches free from the pillar housing it, and saunters forward challenging the party with: "Do ye seek instruction in the mysteries of the arcane? Have ye arrived to study at the feet of Thadrulex Lichbane, and his Stolen Bride, the Gossamer-Queen Nisrel?"

Any arcane spell-caster who answers in the affirmative is beckoned forward, and the golem places its hand upon their head as if offering a benediction. The caster is immediately marked with permanent arcane mark that inscribes the personal sigil of Thadrulex around their right eye. Any creature thus marked, is referred to as a "marked creature" from here on in this text.

There is a secret door at the rear of the chamber here that is covered by an *illusory wall*. Any marked creature can see through the wall, if they look with only their right eye (by covering or otherwise blinding their left eye). A DC 25 Search or Knowledge (Dungeoneering) check reveals that one of the statues of Thadrulex is covering his left eye with one hand and gazing towards the rear of the chamber where the secret passage lies.

The eyes in each of the other stone golems are sapphires with *continual light* cast on them (150 gp value each). If any unmarked creature touches one, it winks out, and then crumbles to worthless blue dust.

2. Staff Chamber

Two enormous statues of Thadrulex stand sentinel on the north and south walls of this plain chamber. At the end of the room is a raised dais upon which an obsidian globe rests. If any marked creature touches the globe, it sparks to life painting the walls with illusionary images from Thadrulex's storied adventures – his campaign against the Troll Witch, Grearga; redeeming the Emperor Dulvain from the Siege of The Sapphire Tower, etc.

An observant creature who succeeds on a DC 25 Search check will notice that in each image, Thadrulex's staff appears in exactly the same place on the north wall. Any marked creature also sees this if they cover their left eye. Breaking through a panel in the wall reveals Thadrulex's old *staff of defense* (3 charges remaining). If any unmarked creature touches it, the staff crumbles to dust as "My power only to mine own" rumbles through the chamber in Thadrulex's deep baritone.

3. Wand Chamber

Two larger-than-life size statues of Queen Nisrel stand on the north and south wall of this chamber. A raised dais at the far end of the chamber houses an ivory orb. If any marked creature touches this orb, it shines forth illuminating the walls and ceiling of the chamber with glowing murals of Queen Nisrel's long life – her legendary feud with the Dragon Queen Zarkelndronda, Nisrel's quelling of the Great Flood and defeat of the Sahuagin King Gor-Kel, etc.

An observant creature who succeeds on a DC 25 Search will notice that in each image, Nisrel's wand appears in exactly the same place on the ceiling. Any marked creature also sees this if they cover their left eye. Breaking through a panel on the ceiling reveals Nisrel's *wand of restoration* (3 charges). If any marked creature touches the wand, it crumbles to dust, and an ethereal cry of "you'll never have my powers, Thadrulex!" echoes through the chamber.

4A. Training Room Exterior

This square chamber houses another sealed room at its center. Statues in the shapes of Thadrulex's many foes throughout the centuries line the west wall, all but two are ruined and broken to bits. The remaining two bear the forms of a the Troll Witch, Grearga, and the Sahuagin King Gor-Kel. Each acts as a medium animated object (additional attack, stone), but remains completely inert (unless attacked) until someone touches the spellbook in Area 4B- the door to which is sealed with an arcane lock. A marked creature dispels the *arcane lock* by touching the door.

4B. Training Room Interior

This chamber contains a large dais at its center. Upon the dais is one of Thadrulex's old spellbooks. It contains all wizard spells up level 3 and below, each page of which can be used as a scroll as well. If anyone touches it, the walls separating Area 4A and 4B lower to floor level, and the statues in Area 4A animate and attack.

Any unmarked creature attempting to use a spell from the spell book automatically suffers an arcane mishap. If anyone memorizes a spell from the book, that spell is erased forever. If anyone attempts to copy one of the spells, doing so triggers an *explosive runes* effect which consumes the entire book.

5. Nisrel's Well

This dark web-festooned chamber holds all that is left of the captured spirit of Nisrel, whose essence was imprisoned in the glowing water at the bottom of a 100' deep well by the east wall. Her jailer, once a powerful disciple of Thadrulex, has been transmogrified by Nisrel's curse into an ettercap, who conceals himself in the thick webbing on the south wall. The ettercap's lovers, two giant spiders, rest in the webs in the northwest corner of the room.

Any marked creature suffers a -4 penalty on all actions taken against the ettercap as he is still recognized as a loyal servants of the archmage.

The ettercap wears ragged robes, his right eye bears the sigil of Thadrulex (still visible on his bulbous spider-flesh). He also still wears a *cloak of arachnida* imbued with Nisrel's curse (responsible for reducing the disciple to his current arachnid-form). Any creature marked with Thadrulex's sigil who dons the *cloak of arachnida* is transformed into an ettercap by a *baleful polymorph* effect – the cloak functions normally for any unmarked creature.

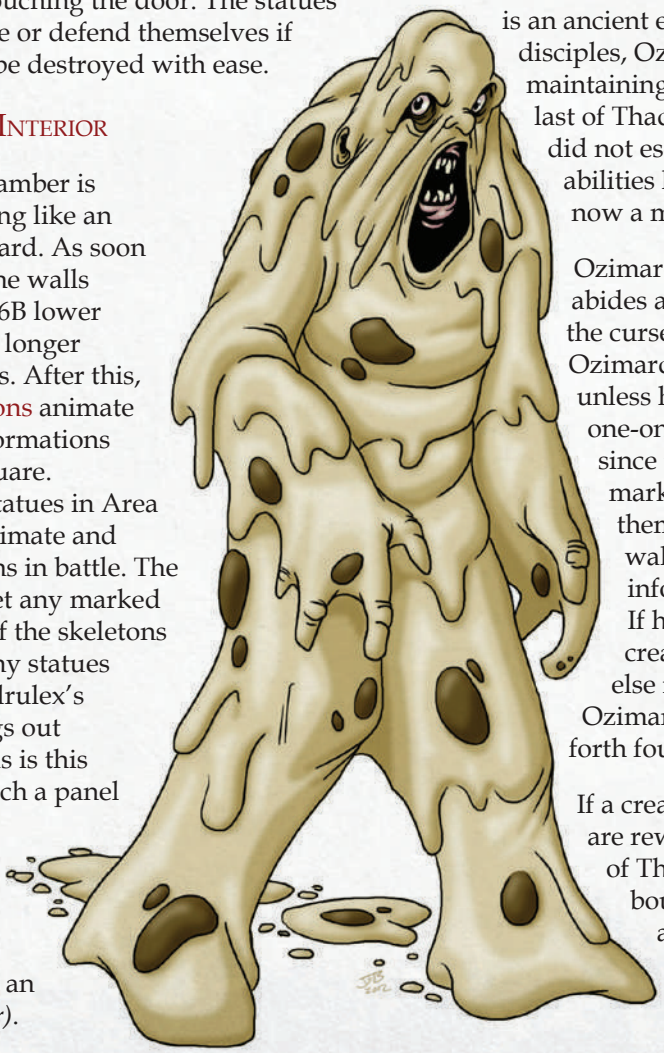
Anyone descending into the well is confronted with a beautiful fey visage appearing in the glowing waters below. Nisrel is long dead, but her spirit is still tethered here. She can only be freed by throwing her *ring of animal friendship* down into the well (see Area 10B). She promises to lift the curse with her last breath if freed from her torment. Doing so would undo any ill effects the PCs have suffered from curse-related items, creatures or effects (such as being turned into an ettercap by the curse-imbued *cloak of arachnida*, bond to the throne in Area 8, etc.), and restores all curse-affected items to normal (such as the sapphires in Area 1, the spellbook in Area 4B, etc.).

6A. Game Room Exterior

This square chamber houses another sealed room at its center. Six statues in the shape of Thadrulex's greatest disciples line the north wall – all robed powerful-looking humanoids wielding swords, wands, staffs, etc. One statue appears as an idealized version of any marked creature present. The statues act as medium animated objects (stone, faster), but remain inert until someone enters Area 6B—the door to which is sealed with an arcane lock. A marked creature dispels the *arcane lock* by touching the door. The statues here do not animate or defend themselves if attacked, they can be destroyed with ease.

6B. Game Room Interior

The floor of this chamber is checkered, appearing like an oversized game-board. As soon as anyone enters, the walls separating 6A and 6B lower to ground level, no longer separating the areas. After this, 12 skeletal champions animate and assume rank formations each on a 5-foot square. Additionally, the statues in Area 6A immediately animate and engage the skeletons in battle. The skeletons also target any marked creatures present. If the skeletons are defeated and any statues remain intact, Thadrulex's booming voice rings out "Victory is yours, as is this reward!", after which a panel in the floor opens, and a *floating disk* rises with a chest filled with 500 gp, two *potions of cure serious wounds*, and an *elemental gem (water)*.



7. Reflective Pool

A set of semi-circular stairs ascend to a higher level of this chamber wherein a star-shaped pool of silvery liquid commands the space. Any marked creature who bathes in these waters is healed of all wounds ability damage and negative levels, additionally, a clone of them rises from the waters and sets itself against the wall in repose.

However, for any unmarked creatures, this pool acts as a *mirror of opposition*, and anyone merely gazing in it summons a copy of themselves, which emerges from the pool and attacks them. However, Nisrel's curse has affected this pool as well, and any mirrored version of a creature rising from the pool suffers 1d6 hp damage at the top of every round as they rot and wither. Any creature witnessing their copy deteriorate in this horrific fashion must succeed on a DC 20 Will save or suffer 1d4 Wis damage.

8. Throne of Thadrulex

An obsidian throne, ornately carved with stylized versions of Thadrulex's sigil stands at the center of this small nave-shaped chamber. Seated on the throne is an ancient elf, one of Thadrulex's last living disciples, Ozimard the Overseer, charged with maintaining the Academi as the curse drained the last of Thadrulex's life-force from him. Ozimard did not escape the curse's grasp either, and his abilities have waned over the centuries. He is now a mere battle mage.

Ozimard welcomes the guests, and then abides a few questions about his master and the curse laid by Nisrel. The curse has kept Ozimard bound to this chamber for centuries unless he can defeat another disciple in a fair one-on-one wizard duel (none have arrived since the curse sequestered him here). If a marked creature enters, he's eager to duel them. Ozimard knows about the secret wall leading to Area 5, and will trade this information for an agreement to a duel. If his challenge is rejected, if no marked creatures are in the party, or if anyone else interferes in the one-on-one duel, Ozimard snarls and the Throne summons forth four lemures to join him in battle.

If a creature defeats Ozimard in a duel, they are rewarded with the right to sit the Throne of Thadrulex, but unfortunately are also bound to it. Every minute they spend away from the Throne chamber, they

suffer 1d2 Constitution damage, after three days bound to the throne they cannot leave Area 8 until they defeat another disciple in a duel.

Any creature bound to the throne who prepares spells while sitting on it gains the benefits of *incense of meditation*, except that the maximize effect applies to arcane spells as well (Ozimard's spells are so maximized). The throne also acts as a *ring of sustenance* for the creature bound to it, and 1/day summons 1d4 lemures to serve them as a free action.

9. Black Pool Chamber

A strange pool-like structure lies at the center of this chamber. Within lies a hard, glossy black substance appearing almost as if a rippling pool of ichor was frozen by some arcane force. Four larger and four smaller crystals line the edge of the pool. The crystals lining the pool can be pried free easily. The small crystals are worth 100 gp each. The larger ones contain *ioun stones* glowing at their cores (deep red, incandescent blue, pale blue, pink), and can be easily smashed open.

The nave on the east wall houses three pillars and a burning brazier, whose flames dance unnaturally though there is no wind to move them. An inscription carved in Abyssal beneath the dancing flames reads: "Passage for payment, Trial for tribute, blood for bounty."

If a marked creature bleeds into the brazier (by inflicting 1hp of damage to themselves, or from an existing wound), the fire blossoms and the black pool ripples to life. Two cambions begin to emerge from the pool, but are trapped half-submerged. Energy from the crystals surrounding the pool keeps the cambions from escaping. If an unmarked creature bleeds into the brazier, the cambions are completely free.

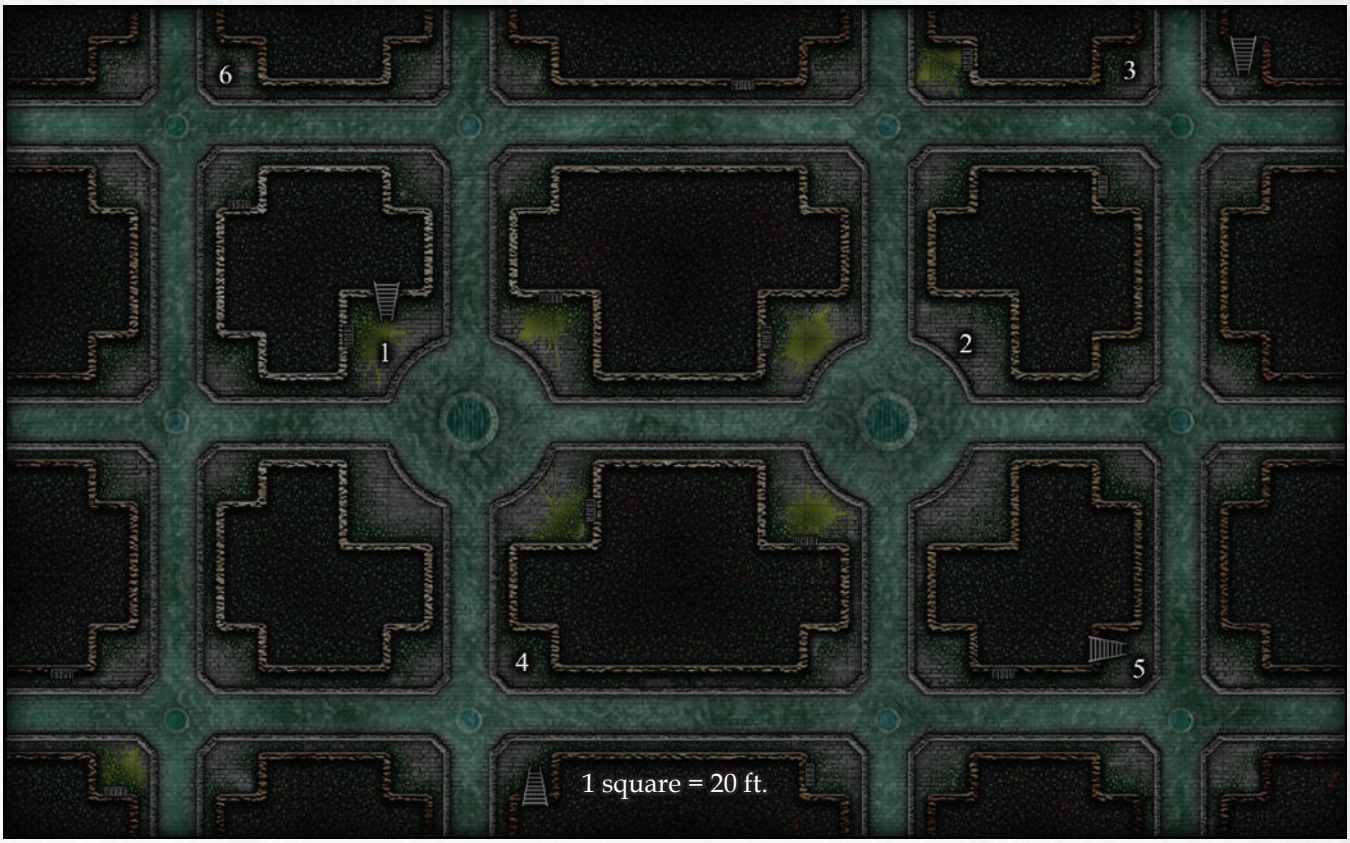
If any of the crystals are removed the cambions may use their spell-like abilities if trapped (and they do so attempting to force creatures to remove more crystals). If all the crystals have been removed, the cambions are freed and the pool now acts as a permanent *gate* to the Abyss. Returning the crystals to their place after activating the brazier does nothing – only lifting Nisrel's curse can close the *gate*. For each minute the gate remains open, there is a 40% chance another 1d4 cambions come through, and a 10% chance a succubus discovers and makes use of it to menace the prime material plane. The door to Area 10A is sealed by powerful enchantments. Only activating the brazier opens it.

10A. Flames of Sacrifice

A large pit of roaring flames lies at the center of this circular chamber. If any creature enters Thadrulex's baritone rumbles: "You must burn to ash to go further". The door to Area 10B is sealed and warded with enchantments of extreme power. The only way to open it, is for one creature of at least 3 Hit Dice to willingly enter the flaming pit and burn to death. If a marked creature does so, the door opens without incident. If an unmarked creature enters the flames, or an unwilling creature is hurled in, the door opens, but the flames also animate as a Large fire elemental which attacks until slain.

10B. Thadrulex's Tomb

This small nook contains the sarcophagi of Thadrulex, the fallen curse-beknighted archmage. Within rests his crook-backed, deformed and withered corpse, now a mummy. He rises at any intrusion and attacks until slain. Thadrulex's mummified corpse bears Nisrel's *ring of animal friendship* on his right hand.



The Brain Drain

Stephen Yeardley

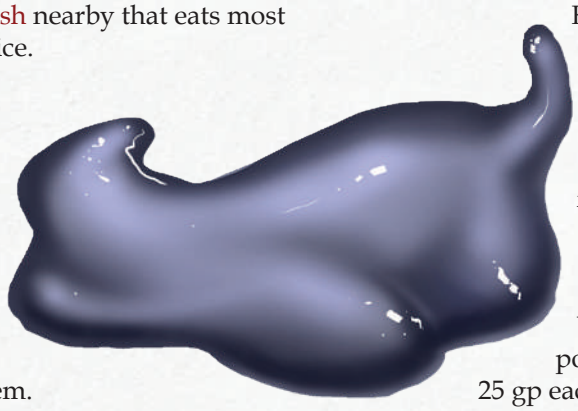
The capital's great magical factories often strike deals with elemental forces to fulfill orders, satisfy backers, and outmaneuver rivals. House Aquosity is no different, its huge site focused on liquid- and gel-based magic items. Drains in its many production rooms drop to a 700-foot-by-450-foot sluice system that washes detritus through a gateway into the Plane of Water. Not everything is carried off by this sluice, and strange new creatures occasionally form spontaneously, so quarterly checks take place. Elvyttaa, a mage researching newly formed life, volunteered for such an inspection some days ago, but he hasn't returned.

Channels are 20 feet deep and flow quickly (as rough water [DC 15]; stormy [DC 20] when gates are open). From Area 1, water flows as follows: north, west, south, south, east, east, east, north, north, west, south, west. Junctions have a flow director, ensuring most of the water goes where it's meant to. When the access grill opens, water flows in every direction equally. With the egress grill open, water takes the shortest path into it. Drains from the factory are at ceiling height (20 feet). Corners of unnumbered rooms may contain (1 on 1d4) in one of the following: 01-40 centipede swarm; 41-70 slime crawler; 71-90 gelatinous cube; 91-00 gray ooze. The PCs may also find (DC 22) items from the factory in one of the unnumbered rooms; each of these can be found only once: *feather token* (anchor); *gloves of swimming and climbing*; *necklace of steamballs* (type I) (as *necklace of fireballs*, but the damage is dealt by a ball of superheated steam that works only underwater); *pipes of the reefs* (as *pipes of the sewers*, but attracts 1d3 giant crabs).

1. The Access Grill

The access grill from the Plane of Water. It's 20 feet below the sluice channel and operated by a huge elemental that blocks its far side. The elemental is hard to detect (DC 30). Unless PCs interact with it, it ignores them. It's there to stop water entering the sluice until midnight, when the channels fill and any debris from the day's work in the factory is cleaned away. However, if attacked, it has permission to open the grill, filling the whole area in 20 minutes (1 foot of water per minute) and washing attackers away. A seaweed leshy's body is held in the southeast drain. The others have a hungry flesh nearby that eats most dead beings entering the sluice.

2. The Egress Grill



The egress grill to the Plane of Water. It's 20 feet below the sluice channel and monitored by a huge elemental that blocks its far side. It's difficult to detect (DC 30). Unless PCs interact with it, it ignores them. It's there to stop water leaving the sluice until 1 a.m. If attacked, it opens the grill, pulling the attacker into its plane. Emptying the sluice takes 10 minutes (2 feet of water per minute). An aquatic clockwork steed in hippocampus form is caught on the grill (swim 50 feet; forehooves deliver Powerful Kick; tail slap replaces trample for same damage). A blood golem is pressed against the far side of the northwest drain. Its Dexterity is reduced to 6 (AC 14, touch 8, flat-footed 16; Ref –1), but it has a 10-foot reach as it contains arms from a choker. The southwest drain has a green emotion ooze by it.

3. Korjata

Korjata, a mutant goblin (AC 14, touch 9, flat-footed 13; mutations: gills replaces armored) once used as a test subject for a permanent transmutation process, resides here. She escaped the experiment but is now stuck, fearing both the factory and the egress drain. Her damaged arm came from fighting Kamaluus (see Area 4); they now keep their distance from one another. The ladder goes to a medium space containing some meager rations (she lives on fish) and her alchemist's fire. A caryatid column shaped as an aquatic deity stands by the ladder, its origin unknown, protecting her when she sleeps. Revealing Korjata's existence to the authorities would put House Aquosity in a difficult position.

4. Kamaluus

Kamaluus, a ghoul creeper, resides here. He's old beyond reckoning, but he has progressed slowly as few victims appear. He fought Korjata (see Area 3), but didn't win; they now keep their distance from one another. He has four crawling hands, previously Elvyttaa's, which floated off when the man fell into the sluice. The ladder goes to a small space containing "toys" washed into the sluice: a foul collection of rotting fingers with cheap jewelry (3 rings worth 10 gp each, 2 worth 20 gp each, and 1 worth 30 gp) Ironically, one finger wears a *ring of improved swimming*, but Kamaluus is unaware, so it remains in the sluice.

5. Factory Entrance

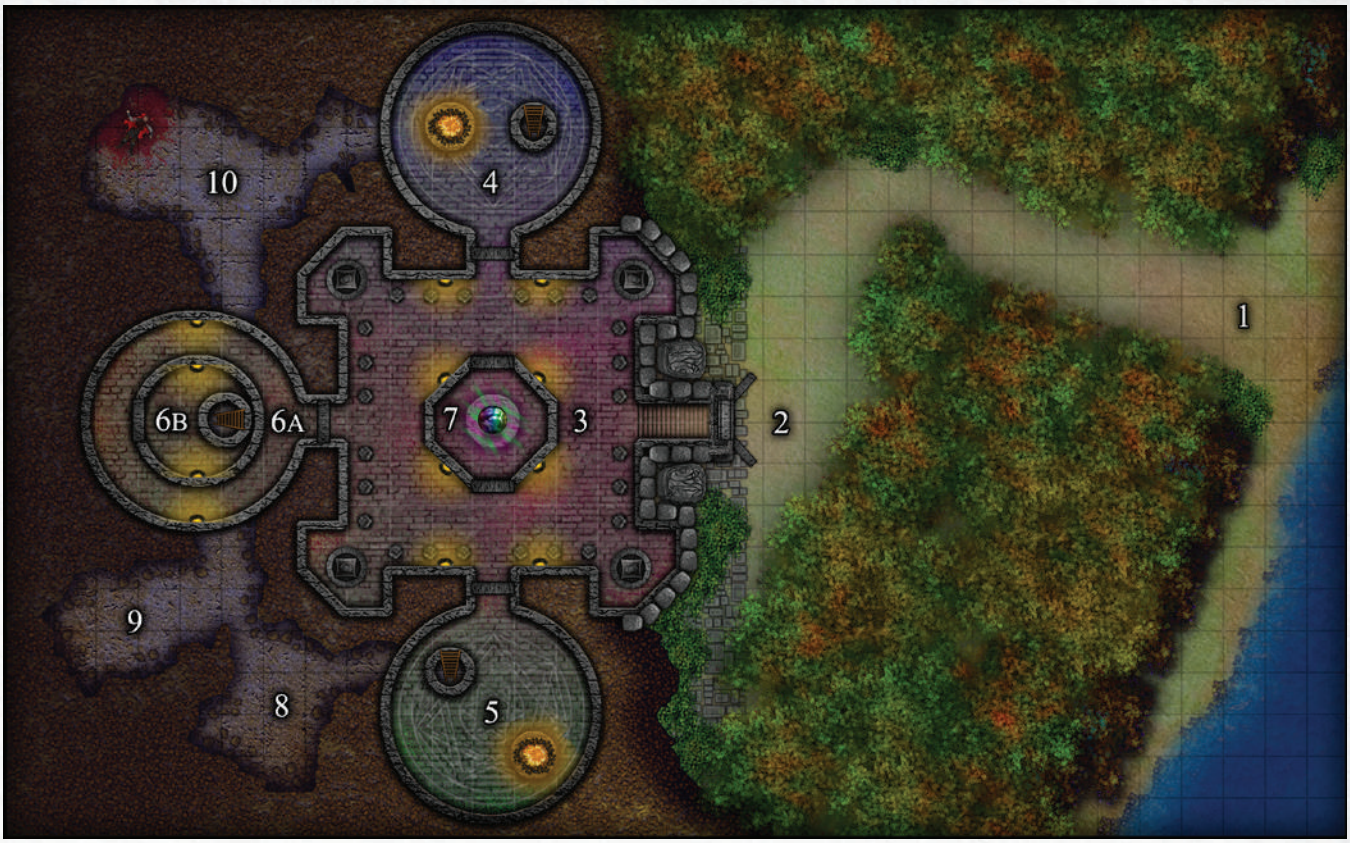
The entrance from the factory is 30 feet of rungs in the wall and then a 40-foot ladder (two Reflex DC 15 checks as they're wet) that can be pulled up the wall to prevent use. Where the ladder starts, a small pouch with 6 onyx gems (4 worth 25 gp each, 1 worth 75 gp, and one worth 125 gp) is caught on a metal shard. A PC who succeeds at a DC 15 Spellcraft check confirms that they are necromancy components. A pair of *goggles of night* and a *headband of vast intelligence* +2 both sit at the ladder's base. A large tuft of hair and a strip of skin are attached to the bottom rung. If the PCs wait here for more than 5 rounds, a patch of roiling oil flows in from the west.

6. Elvyttaa

Elvyttaa is here, unconscious and very pale, his arm caught in the southeast drain, and he is missing a patch of scalp. Assessing his state (DC 18) confirms he's alive, but his breathing is so shallow that a PC who fails her check mistakes him for dead. He's made worse by the brain ooze linked to him, feeding on his memories. His weapon is a +1 *undead bane silver dagger*.

One other creature lives here: an adherer that was once a human who worked on magical glues in the factory. He fell in years ago and has slowly transformed, doomed forever to live a solitary life living on scraps of humanity that make its way into the sluice. When the channel floods, he sticks himself to the ceiling and waits for the water to recede. He has no way of defeating anything living here currently, and is rather forlorn for all his newly developed inhumanity.

PCs 4-6



Temple of the Secret Power

Michael McCarthy

There are many powers in the world understood by mortal minds; magic, science, even the soul. But others are powerful for reasons unknown to any man, their limits as unknown as their dangers. The Omnihedron is one such power. The stories about it claim many incredible things: that it taps into a realm of infinite magical power or makes its bearer immortal.

Until a few hours ago, the party had no reason to believe it to be anything but a myth. But a monk, bloody and half mad, revealed that not only is the legend true but a cult of beasts has breached its vault and intends on harnessing the limitless power for dark ends. Even if the Omnihedron isn't real, a hidden temple and the beast-men who slaughtered those within are worthy of investigation.

Temporary Items: The cultists have begun tapping into the power of the Omnihedron, believing it to be their (un)holy right. They channel this power into temporary magic items that draw power from the ambient power of the Omnihedron. If ever brought more than 100 feet from the Temple of the Secret Power, they fade back to the mundane items they once were.

1. Forest Approach

The forest opens abruptly into a small path here. A faint trail leads from the river towards a nearby cliffside. A ratfolk cultist hides in the trees (Stealth +17). He won't attack unless he is spotted, instead making a fake bird call (Bluff +5) to alert his allies in Area 2.

2. Sealed Door

Although once well hidden, a pair of concealed doors have been pried from the cliff face. A pair of ratfolk cultist stand guard outside. They will briefly question the PCs and attack when the PCs let their guard down or at the first sign of combat.

3.Main Chamber

A hemisphere of black glass sits in the center of this chamber, lit from within by a swirling tapestry of stars. When the panels in Area 6 are arranged correctly, the hemisphere disappears to reveal Area 7 within.

4. North Chamber

Furniture here has been torn apart, and reassembled into an obscene device that draws energy from the air, and channels it into a gemstone mounted beneath. A ratfolk cultist assists a ratfolk chemist in making adjustments to the machine. The gemstone is a temporary *pearly white spindle ioun stone*.

5. South Chamber

Almost identical to Area 4, a ratfolk chemist watches the device in this room, quietly taking seemingly meaningless measurements. The gemstone (worth 500 gp) in this device is incomplete, and even examining it closely causes the device to shut down.

6A & 6B. Astral Chamber

Huge panels depicting stellar patterns are mounted on the walls around the room. Skull and two ratfolk cultist are slowly rearranging panels on the walls in a random manner. When approached, Skull will boast that he has heard the Omnihedron calling to him as its rightful heir. Once he has claimed it, he will crush all human nations and bring about a new age of ratfolk prosperity. There are three dozen panels on the walls, each depicting a pattern of stars. They can be arranged to show the skies during several different seasons, however the stars actually need to depict the sky shown in Area 9. When they do, the hemisphere in Area 3 fades away to reveal Area 7. Characters randomly moving panels will solve the puzzle after 2d4 hours.

7. The Crystal Vault

A spire of stone emerges smoothly from the ground; above which floats a black sphere that shimmers in the light—the Omnihedron itself.

The Omnihedron is an intelligent artifact of immense power, but it cannot grant power to just anyone—it can only work for particular sorts of souls, and otherwise is little more than a source of frustrating conversation: it is millennia old and believes (often rightly) that it knows better than anyone.

As a reward for "rescuing it" it imbues one of the weapons or items each PC carries with a boon, no more than a +1 enhancement bonus. If the PCs are polite and a little lucky, it will even be on their weapons of choice.

8. Cavern of Legends

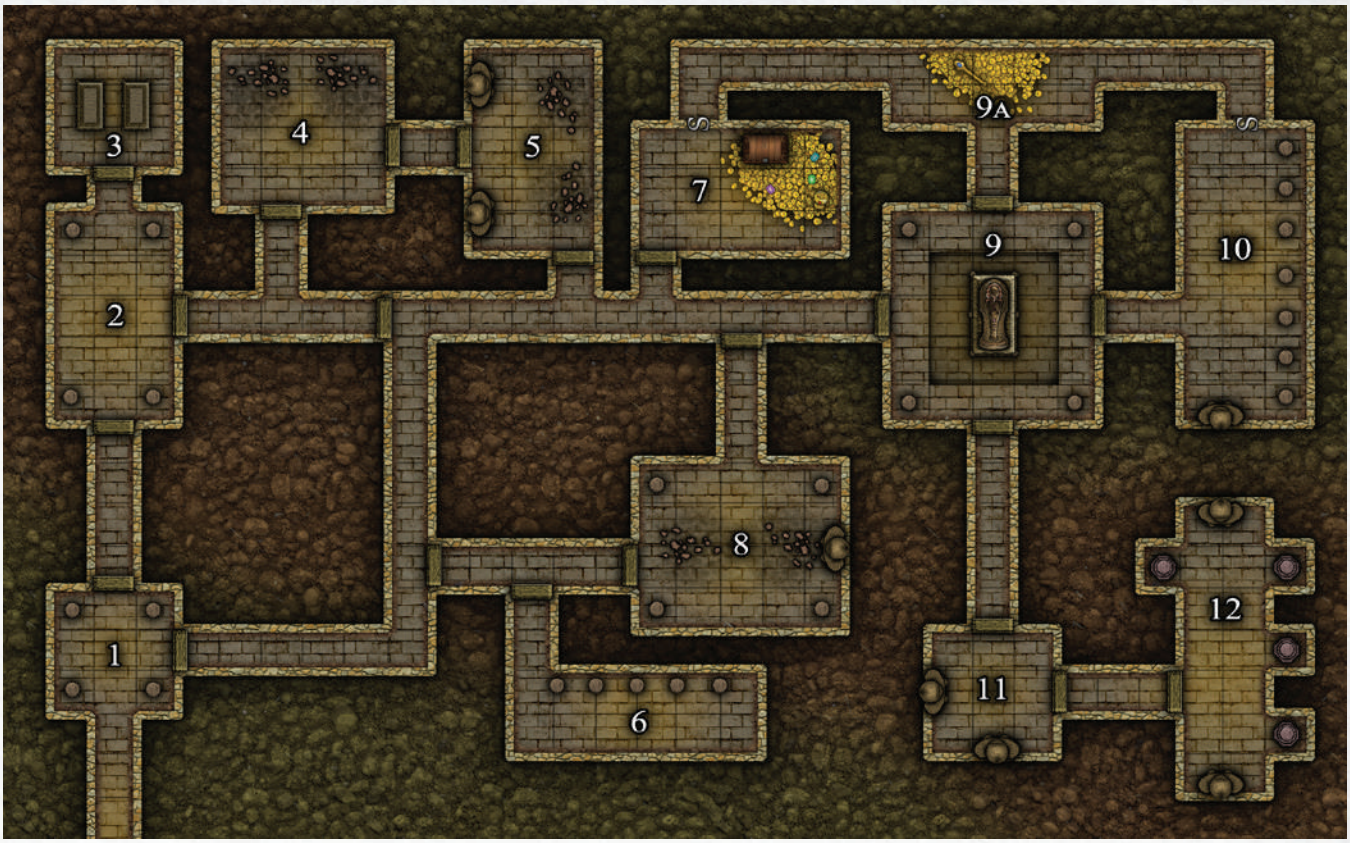
Jagged lines of text are carved directly into this room's stone walls. The writing is mostly legends describing the Omnihedron's power, but also speaks of its previous owner, a once-heroic immortal by the name of Flint.

9. Cavern of Stars

An unsettling tapestry stars adorns the walls of this room. A character who succeeds a DC 15 Survival check realizes why the stars are strange: they are stars as seen from another world. These stars match the stars that must be displayed in Area 6 to open the vault.

10. Hero's Grave

Charred corpses are piled atop a small shrine—a memorial to the many lives Flint lead with the Omnihedron's immortality. The corpses are the remains of the guardian monks.



Nekh-ta-Nebi's Tomb

Jonathan Ely

This complex is set inside a small pyramid or ancient burial site, deep within the desert. It is home to the remains of Nekh-ta-Nebi, a minor nobleman whose lust for power maintains him and his dusty retinue, centuries after their unholy deaths.

1. Entrance Chamber

Inside this cunningly hidden entrance are three zombie hyenas. These vile creatures remain motionless until the PCs are within fifteen feet, and then they'll seek to attack the first individual who steps into the chamber.

2. Guard Chamber

In this long, slender chamber are four plague zombies, two protecting the north doorway and two protecting the east doorway. They will not act until the southern door is opened; only then will they lumber to attack the first person through.

3. Offerings Chamber

This chamber is a repository for a number of small offerings to the dead made at the time of the burial, worth a total of 1250 gp. Any organic items have long since rotted to dust, but a number of coins and jewelry remains.

4. Storage Chamber

This storage chamber contains the remains of a number of items destined for the afterlife. These items have long since rotted into dust, or are completely worthless.

5. Storage Chamber

This room is identical to Area 4.

6. The Kennels

Inside this long chamber are three zombie hyenas. These vile creatures remain motionless until the PCs are within fifteen feet, and then they'll seek to attack the first individual who steps into the chamber.

7. False Treasure Chamber

A *major image* (CL 5) is permanently active within this chamber, giving the impression of a large number of chests flowing over with coins and gems. However, it is nothing but a cruel illusion, and any activity will automatically awaken the occupants of Chambers 9, 10 and 11. A secret door to the north (Perception DC 20) leads to the true treasure Chamber 9a.

8. Storage Chamber

This storage chamber contains the remains of a number of items destined for the afterlife. These items have long since rotted into dust, or are completely worthless.

9. The Burial Chamber

The main burial chamber for the mummy Nekh-ta-Nebi. If the illusory wealth in Chamber 7 has been disturbed, then he has already left his coffin and will begin to seek out and attack the intruders. If not, he takes one round to awaken and leave his coffin, before beginning his attacks.

9a. True Treasure Chamber

This well-protected chamber is accessed via the main burial chamber or through the secret doors in Chambers 7 and 10. There is approximately 3000gp in wealth here, and is protected by a single shadow—the remains of a former seneschal who cannot bear to leave the accumulated wealth in this chamber.

10. Embalming Chamber

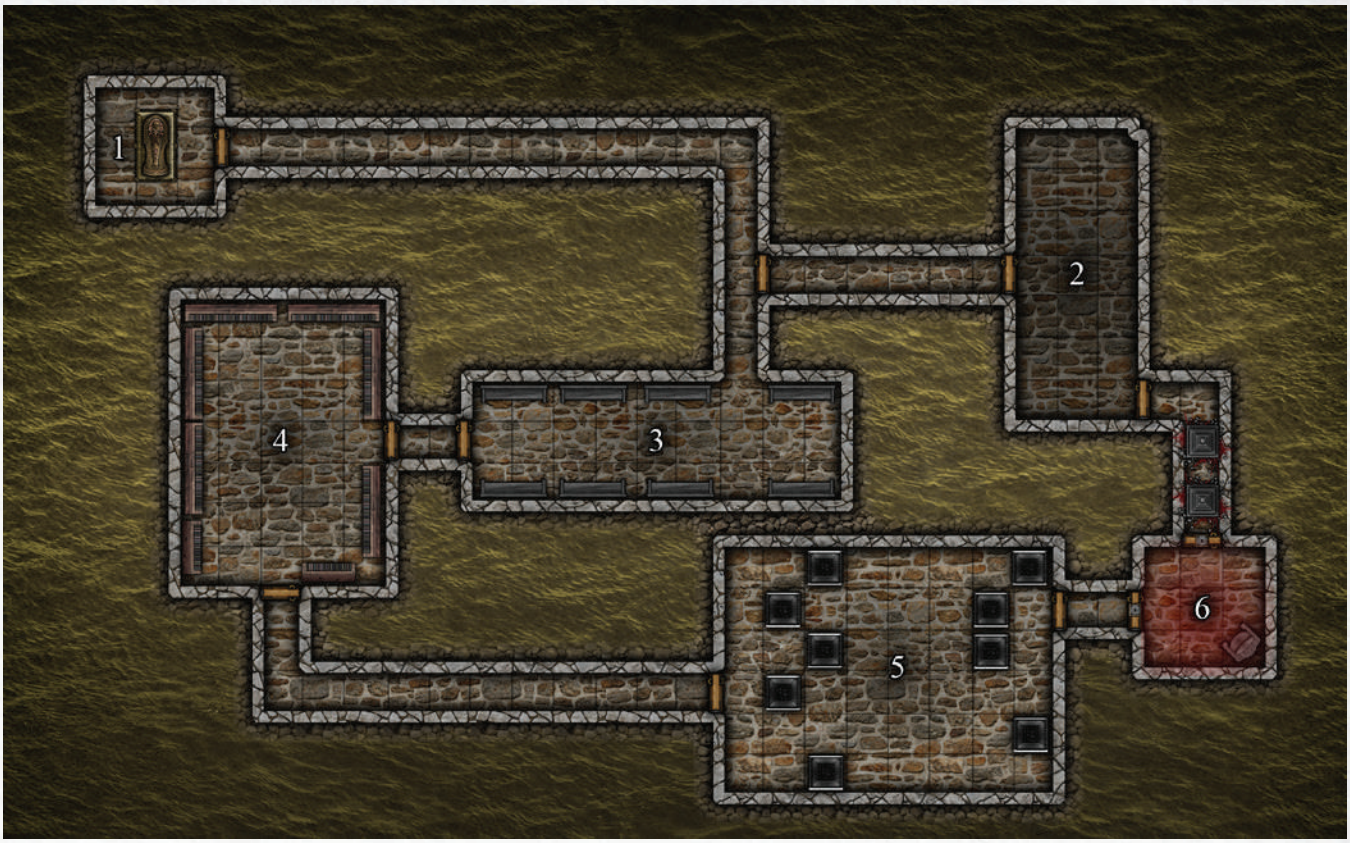
In this long, slender chamber are four plague zombies, with all four standing in the center chamber. They will not act until either door is opened; only then will they lumber to attack the first person through. A secret door to the north (Perception DC 20) leads to the true treasure Chamber 9a.

11. Guard Chamber

In this small square chamber are four plague zombies, with one standing in each corner. They will not act until the northern door is opened; only then will they lumber to attack the first person through.

12. Canopic Chamber

This odd shaped chamber maintains four alcoves, each filled with canopic jars. The first alcove contains jars with baboon head lids, the second alcove contains jars with jackal head lids, the third alcove contains jars with human head lids and the fourth alcove contains jars with falcon head lids.



Sepulcher of the Witching Hour's Sage

Stefanos Patelis

There have always been those who would stop at nothing to gain answers to their questions. Does your party dare to meet such a man whom even history cannot forget? And are you willing to pay the price for the answers you seek?

The characters may be actively seeking the Sage for their own personal benefit or on behalf of an NPC, or he could hold the answer to a burning question in your campaign.

The sepulcher is located near the ruins of an ancient civilization's metropolis, where its cemetery would be. A magical two-way portal opens at midnight and lasts for an hour, leading into Room 1. There are no lights in the tomb unless stated. Doors are good wood and unlocked, but for Room 6 (strong wood type, locked DC 25). The tomb and the sage exist due to a life-draining pact. Every time a creature enters a numbered room they suffer 1 hp of negative energy damage (Fortitude DC 12). The drain is not suffered again unless the being exits and re-enters any room. Negative energy protection ignores this damage. Tomb magic is 10th level and anything dispelled returns after 1d10 turns.

1. Stone Sarcophagus

There is only an empty stone sarcophagus here carved in the likeness of the Sage in his prime time. In the corridor, chiseled above the door to Room 2 is: "Enlightened" and above the archway to 3: "Supplicants".

2. Within the Dark

The whole room has a permanent *deeper darkness* spell, excluding a 20-foot-square area where beams of light seem to come down from the ceiling. This light area moves clockwise 10 feet every 1d4+1 rounds, following the perimeter of the room. Two shadows per PC are lurking in the darkness. They will stay within the dark and only attack beings at the edge of the light. Anyone braving the darkness will bring all shadows upon them. On the floor in the SW corner of the room lies a black metal key that opens the west door of Room 6.

Corridor Traps — CR 5

Type mechanical; **Perception** DC 20; **Disable Device** DC 20
Trigger location (any pressure on the southern two squares of the corridor); **Reset** manual (hidden winch)
Effect Atk +15 melee (3-ft. stone block) 6d6 bludgeoning, multiple targets (both squares); additionally may trap PCs in the 10-foot area between the two blocks

3. Hooded Death

Stone benches and pegs holding rotting robes line the walls here. Hooded figures dressed in these vestments sit in wait (3 zombies/PC). A single figure (huecuva) blocks the western door and will raise its hand signaling the PCs to wait and take a seat. The door to Room 4 has "Library of Shadows" chiseled above it. Any attempt to enter Room 4, aggression or spellcasting causes the undead to attack. While the Huecuva is functioning all zombies have the unhallowed template.

4. Words in Shadow

Bookcases reaching 6 feet and filled with semi-real books cover the walls here. All are made of shadow material. Any book touched immediately drains the PC of 1 hp (as per the room drain effects) but solidifies in their hand to be opened and read. If a book is examined roll 1d8:

Random Book Events

1d8	Result
1	A hollow space cut out holds the black key that opens the northern locked door of Room 6.
2	A *page of spell knowledge (4th)* slides out.
3-6	Normal (may reveal lore of your campaign).
7	A *symbol of weakness* is inscribed in a page.
8	A book of unspeakable horrors grants even a casual reader a negative level (Fortitude DC 20, after 24 hours to remove).

5. Isolation and Meditation Cells

Chiseled above the door to this room is: "Isolation and Meditation Cells". The room's floor has ten 20-foot-deep pits concealed by illusionary magic. Strong winds rise and fall in this room (ranging from weak to *gust of wind* strength) but always blowing westwards (it may extinguish mundane lights). Attempting to jump over the pits is dangerous, however, if clearly stated, a PC may roll a DC 12 Dexterity or Intelligence check to time their jump with the ebb of the winds' strength. On a failed check, the PC is pushed by the strong wind into the pit (Reflex DC 24).

Pit Trap — CR 2

Type magical; **Perception** see text; **Disable Device** —
Trigger location; **Reset** automatic
Effect 20-ft.-deep pit (2d6 falling damage, Reflex DC 20 avoids); multiple targets (anyone entering the square).

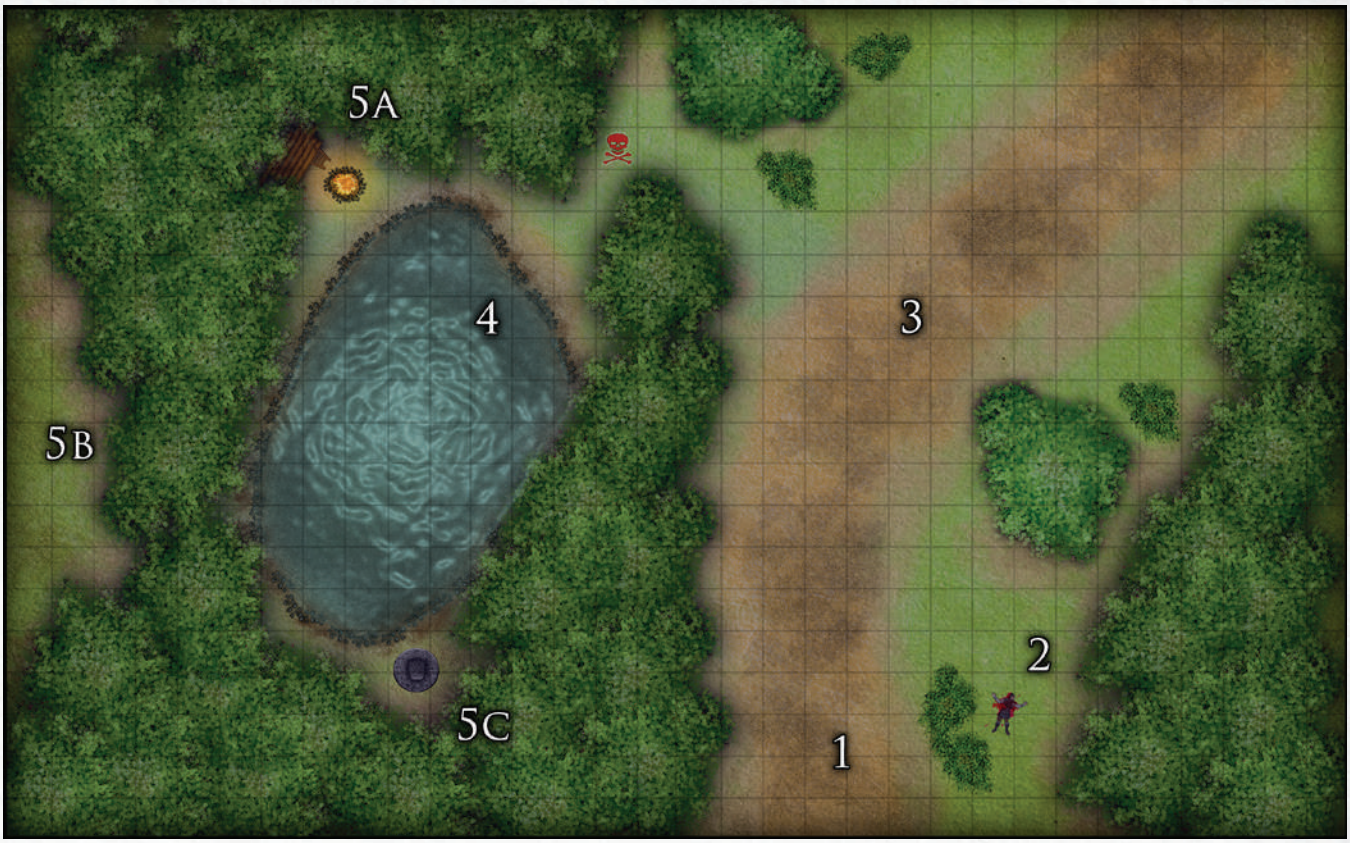
6. The Witching Hour's Sage

A sick red light bathes this room. The Witching Hour's Sage (crypt thing) waits on a stone throne. Two "advisors" sent to him by his pact master are constantly whispering secrets and truths to the skeletal being's ears (allips, one has *touch of idiocy* instead of *insanity* affecting Intelligence).The sage will talk unless the PCs are aggressive or insulting. One request for knowledge per party will be satisfied by the sage if a living being offers their life to feeding the tomb! The Allips' maddening babbles then divulge the truth about the shadows (victims' souls) and the zombies (victim's bodies). In battle the sage first uses Teleporting Burst. He has better control so roll 1d6 for which room a character is teleported in. A 6 indicates the unlucky person is zapped to a ghoul lair nearby! If the Sage is brought down to 5 hp or less he surrenders and offers to answer one question for free. If knowledge is not rewarding enough for your players, roll treasure for the Sage.

Nearby Lair

A small complex of caves serves as a ghoul lair. One ghoul per PC teleported here will show up after 1d4 rounds, having smelled the tasty flesh that popped in!

Stefanos Patelis



The Queen's Estuary

Rachel Ventura

The forest is alive with the songs of birds and insects. The weather has warmed to a comfortable balmy temperature. The wind is blowing and the smell of flowers and fresh fauna float in the air. On such a marvelous day what could possibly go wrong in such a peaceful place?

1. Breezy Trail

The wide trail curves off to the right, while a row of tall bushes line the left side of the path. A warm breeze blows but strangely, instead of the forest scent the smell of putrid flesh lingers in the air.

2. Mysterious Death

A break in the bushes to the right reveals a rotting adventurer. From the looks of it, it appears as though he died from thousands of tiny cuts.

If the PCs search the body, they find a rusty long sword, two daggers, a pouch of 20 GP and a brass key.

3. Perceptive Split

The sandy dirt on the path has been disturbed. It appears as though a mighty struggle took place here. The pathway leading on seems to be undisturbed.

If the PCs succeed on a DC 15 Perception check they notice tracks leading to the dead body as well as tracks leading up to the left behind the wall of bushes.

Encounter: infected punji pit trap. PCs that succeed on a DC 20 Perception check discover the covered trap.

4. Estuary

Coming around the bend is the familiar scent of a campfire. A little further reveals a small one burning outside a wooden quaint hut. The smell of warm, fresh bread radiates from the chimney. A medium pond is located a short distance away. The breeze creates small ripples and waves across the surface. The water is extremely clear and sparkles like diamonds in the sunlight.

A successful DC 25 Perception check alerts the PCs to the large water elemental. If the PCs disturb the water, the creature attacks.

5A. Queen's Hut

Inside the cozy and tidy home is a wooden table with chairs; a side alcove contains an elegant four post bed; and directly across from the door is a kitchen. Beneath the bed, lies a chest with a brass lock attached to it. A gorgeous fey female is just taking bread out from an open oven. She places the bread on the table in the middle of the room as she turns to welcome her surprise visitors. Her eyes are intensely green with long lashes. Her green flowing gown is almost see-through and flows easily with her movement.

If the PCs succeed on a DC 16 Sense Motive or Perception check the party realizes what appears to be a queen of the fey is actually a green hag. If the PCs fail their rolls, the queen says:

"Welcome to my home. You must be the adventurers sent to investigate the mysterious death along the road. Please break bread with me over some stew and wine before you begin your investigation."

If the PCs accept the food, they become nauseated for three rounds. If the PCs manage to defeat the Hag or explore the chest using the key from the dead adventurer without her noticing (DC 15 Stealth check), they find the trunk contains several disguises, and a stone salve.

5B. Treasure Alcove

Around the outer part of the lake, the bushes and oak trees are extremely thick in this area and many of the bushes have thorns on them. Approaching the greenery makes it appear as though the bushes and trees are shifting to create smaller gaps and tightening the ranks. Perhaps it is simply the wind.

If the PCs have already spoke to the Sprites and have used the salve to free their queen then the bushes part in the middle revealing a chest containing: two potions of cure light wounds, one potion of cure moderate wounds, a pearl necklace, an onyx ring, 3000 GP, and a golden sundial.

If the PCs have killed the Sprites or denied access, then the bushes have a hardness of DC 25 since they are enchanted with the spell *liveoak*. If the PCs continue to attack the bushes for three rounds, it mutates into a treant.

5C. Surprise Statue

A stone statue depicting the queen of fey stands tall on the opposite side of the lake. In her hands, she is holding a large pearl.

If the PCs get within 20 feet of the statue, whether walking, swimming, or flying a swarm of sprites reveal themselves and demand, "who goes there?"

The hag turned their actual queen into this stone statue. They have sworn to protect it until they can undo the spell. If the PCs have found the salve then they can offer to help.

The stone on the queen begins to fade and she crumbles into a heap as the pearl rolls toward the water's edge. Several sprites fly to her and help her. One sprite says, "We are eternally grateful. Please accept the pearl as our thank you. You will find a secondary gift awaiting you just beyond the bushes!"

Otherwise, they assume the PCs are here to hurt their queen and they attack. The PCs must succeed a DC 15 Diplomacy or Bluff check if they do not have the salve and wish to persuade the sprites they are willing to help.

Thank you, oh thank you, for accepting to help our Queen. You ARE offering to help our Queen, correct? We could never leave her in such a state. Help us and this pearl as well as our treasure beyond the bushes is yours!

The Kabandha's Request

Jonathan Ely

In the distant past, the ancestors of the reclusive kabandha made a bargain with a great deity to grant their people long lives in exchange for agreeing to serve as wardens of the hidden places of the world, such as the confluences of ley lines and other sites of mysterious power.

Kabandha have kept this pact through the millennia, and today they serve as tactically minded guardians with great longevity.

As the PCs pass through a heavily wooded region, far removed from any major community, they come across the badly injured Thurgrimm Eyelord slumped under a tree. Weakly requesting their help, the softly spoken kabandhas explains that his clan was ambushed, and their ancient home is being desecrated by the foul cyclops Gordok Wyrmbreaker and his retinue of ogres.

If the PCs can drive off the invaders whilst their forces are depleted, and return Thurgrimm to his sacred home, they will be well-rewarded (at the GM's discretion).

1. The Approach

Well-hidden within the depths of the wood, this represents the single easiest route into Thurgrimm's home. The approach is littered with the remains of several dead ogres–crushed by rocks or pierced by massive arrows and heavy spears. From here there is a clear view of the foul ceremony taking place Area 2.

2. The Stone Circle

This vine-tangled structure positively glows with ancient magical power, a by-product of ley lines that cross through its center. The remains of a number kabandha are being dismembered by two large ogres, ready for a later feast. Any arcane spell cast within the stone circle is empowered, as per the Empower Spell metamagic feat. This is a CR 5 encounter.

3. Entrance

Two beautifully carved, heavy stone doors are pushed closed, denying access to the holy complex within. At 4 inches thick, with hardness 8 and 60 hit points, they are unlocked but their great weight requires a Strength check DC 23 to force them open.

4. The Hall of Inevitability

A double staircase leads up into this long chamber supported by vaguely mechanical-looking pillars, and dominated by a large statue of a figure in golden armor. A successful DC 22 Knowledge (religion) or Knowledge (planes) check, identifies the statue as a marut hero known as Dravin Hands-of-Thunder. The area is currently being desecrated by two ogres, spreading blood and filth around the room, as well as trying to deface the statue with a large club (CR 5). Noise of the conflict may well warn Gordok of the PCs' approach into the complex.

5a. Hall of Heroes

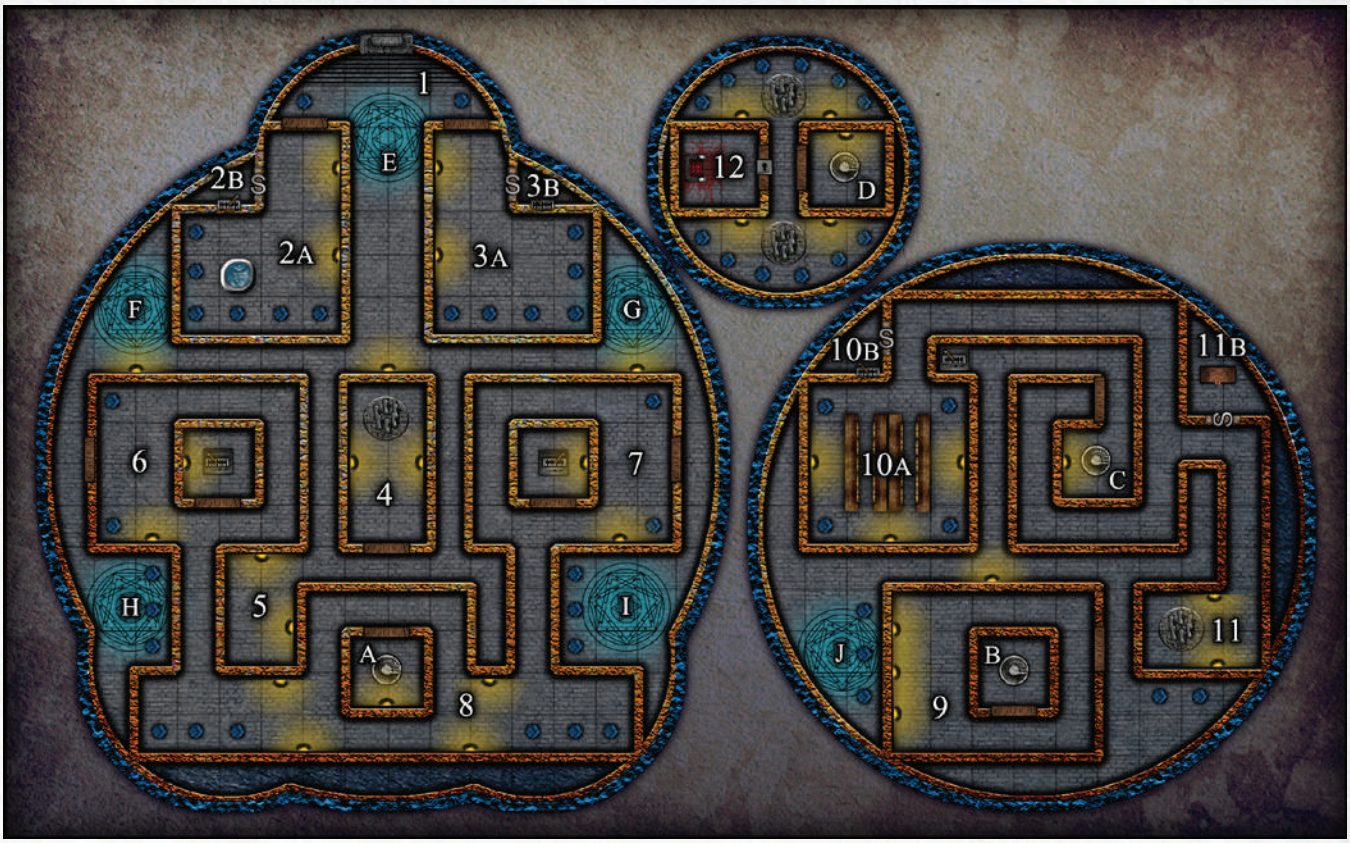
Three particularly large stone coffins lie within this chamber. Although they are currently sealed, the cyclops Gorkon Wyrmbreaker is attempting to break them apart. It is more than likely that he has heard the combat between PCs and his ogre retinue in Area 4, and is prepared to engage the adventurers as soon as they enter the room.

5b. The Egg Chamber

This area is well-hidden behind a secret door. A DC 24 Perception check identifies a tiny button that allows the door to slide open sideways, giving access to a small room. Inside, in set into the floor, a shallow bowl holds half-a-dozen stony-looking eggs. Two pillars, each carved with the representation of a kabandhas warrior, stand in eternal vigil on either side of the bowl. If the PCs break or interfere with the eggs, they are heavily penalized by Thurgrimm upon his return.

6. The Hall of Truth

Three large statues look down on a single square within the center of this modest chamber. The square contains two sets of shackles, etched with a permanent *zone of truth* spell (affecting the whole room), and any answer given by a shackled individual is revealed as "Truth", "Lie" or "Empty Words" by disembodied voices from the three statues.



Apparatus of the Brachemoth

Colin Stricklin

Crouching over the port city of Octomere, poised to smash its walls and topple its towers, a barnacle-encrusted titan has loomed for nearly a week. When the bizarre construct, known as the *Apparatus of the Brachemoth*, arrived almost a week ago, a thunderous voice boomed out promising "vengeance". Now it sits silently in the mouth of Octomere Harbor; it could ruin the city's sea trade. The city needs a band of brave adventurers to enter it, confront its mysterious masters, and pilot the colossal vehicle back out to sea.

Exiled from Octomere after one too many explosions, the gnomish inventor, Ajquam, created the giant mechanical crab and returned for vengeance. To power his creation, Ajquam bound a powerful water elemental named Limus to the Apparatus, promising violence and destruction in return for service. However, as they bore down on the city, Ajquam lost his nerve, unable to raze his onetime home. Angry, Limus murdered the gnome and now awaits a new master to repair the broken machine.

Circles and Levers

Limus is bound within the confines of Circle J. The huge water elemental attempts to aid the PCs in repairing the apparatus, keeping a friendly face until it can go on its longed-for rampage. Circles E-I act as an extension of Circle J, allowing Limus to form lesser versions of itself (see Area 12). Like an *apparatus of the crab*, the *Apparatus of the Brachemoth* operates by means of unlabeled levers. However, the function of levers 2B, 3B, 6, 7, and 10B depend on the position of lever C. As the game begins, this lever is in its tactical mode. Careless experimentation may damage the city (GM's discretion), leading to a reduction in pay, or worse.

Lever Location	Lever Function
C	Toggles tactical/travel mode
2b	Tactical: Fires forward cannons—*fireball* (CL 8); Travel: Uncover/cover front and side portholes
3b	Tactical: Raises water as per *control water* (CL 16); Travel: Move forward/backward 160-feet
6	Tactical: Activate/deactivate external loudspeaker; Travel: Turn left/right 90 degrees
7	Tactical: Extend/retract pincers and feelers; Travel: Rise/sink in water
10b	Tactical: Snap pincers (6d8 slashing); Travel: Open/close "eyes" w/ permanent *daylight* inside

Stairs

Area A connects to Area B via a spiral staircase. Likewise for Areas C and D.

1. The Wet Porch

A DC 10 Swim check is enough to slip under the machine's outer shell and gain entry. Once the sodden PCs cross Circle E, its lines glow blue, absorbing moisture from their garments and drying them instantly. Designed as a convenience, this effect now alerts Limus to the presence of intruders.

2A. Diving Prep

The shallow basin in this locker room emanates an aura of transmutation. Touching the basin's liquid grants *water breathing* and the ability to speak Aquan for 24 hours.

3A. Workshop

Amongst various mundane tools and blueprints littering the workshop are plans for concealing secret doors behind nondescript bulkheads (Perception DC 16). The underlined phrase, "Solves wasted triangular space issue!" refers to the fact that all secret doors (Perception DC 21) lead to triangular enclosures formed between the hull and interior walls.

4. Sabotaged Hydraulics

With his dying breath, Ajquam ordered the golem in Area 5 to break the valve wheel in this room. A DC 10 Knowledge (engineering) check reveals that the Apparatus can no longer move under its own power. If the party wishes to clear Octomere Harbor, they need replacement parts (Area 11).

5. Golem Hangar

A stone guardian shield golem resides here. It served its master faithfully to the last. The creature stored a *break* spell, and followed Ajquam's dying command to destroy the valve wheel in Area 4. Now it has returned keeping intruders out of Areas 6 and 7.

6-7. Locked Levers

The rather obvious placement of the levers in Areas 6 and 7 meant secret compartments were not an option. The doors to both inner chambers each have three simple locks (Disable Device DC 20), each picked separately. The locks are intended to keep intruders occupied long enough for the golem in Area 5 to answer the silent *alarm* set off by approaching either chamber.

8. Flooded Stairwell

This area is flooded with 4 feet of seawater that leaked in. Two venomous snake swarms have taken up residence in the room. The aquatic reptiles are not aggressive, and only attack creatures that blunder into their watery domain. If the swarms are defeated, more come to repopulate the area in 1d4 x 10 minutes.

9. Sprung Trap

When Limus sent one of his avatars to murder Ajquam, it set off the trap in this room. The trap never reset, but the blast did weaken the floor. A DC 20 Reflex save is needed to cross the southern half of the room or fall into snake-infested waters below and take 2d6 falling damage.

10A. Library

Ajquam's library functions as an adventurer's chronicle[1] (Knowledge [engineering]).Journal entries that hint at Ajquam's crisis of conscience, Limus's violent nature, and the construct's secrets can also be found (Perception DC 16; one additional hint for every 5 points the check exceeds the DC).

11. Replacement Parts

Broken tools and spare parts line the shelves of this room. A DC 18 Perception check reveals a leather tool belt enchanted to never rot or decay (minor aura of abjuration). It holds various magical tools that add +3 to Craft (mechanical) checks.

The room also contains a spare valve wheel. Replacing the broken one in Area 4 requires no special skill, but getting it there is a challenge. The wheel is 5 feet across and weighs 1000 lbs., maneuvering it through the apparatus's narrow corridors is difficult, but carrying it through Area 9 might be downright deadly.

11B. The Scale Model

The blueprints and technomagical parts to build an *apparatus of the crab* lie here. It would take a skilled smith only one month and 5,100 gp in additional materials to complete the task.

12. Ajquam's Remains

Limus listens intently through the speaking tubes in this room. Once the PCs approach the bloody remains of Ajquam in its throne-like chair, Limus addresses them in broken Common: "Ajquam broke trust. He said...not destroy. I was promised...promised destroy. You sit chair now. You give orders. We break two-legs' city!"

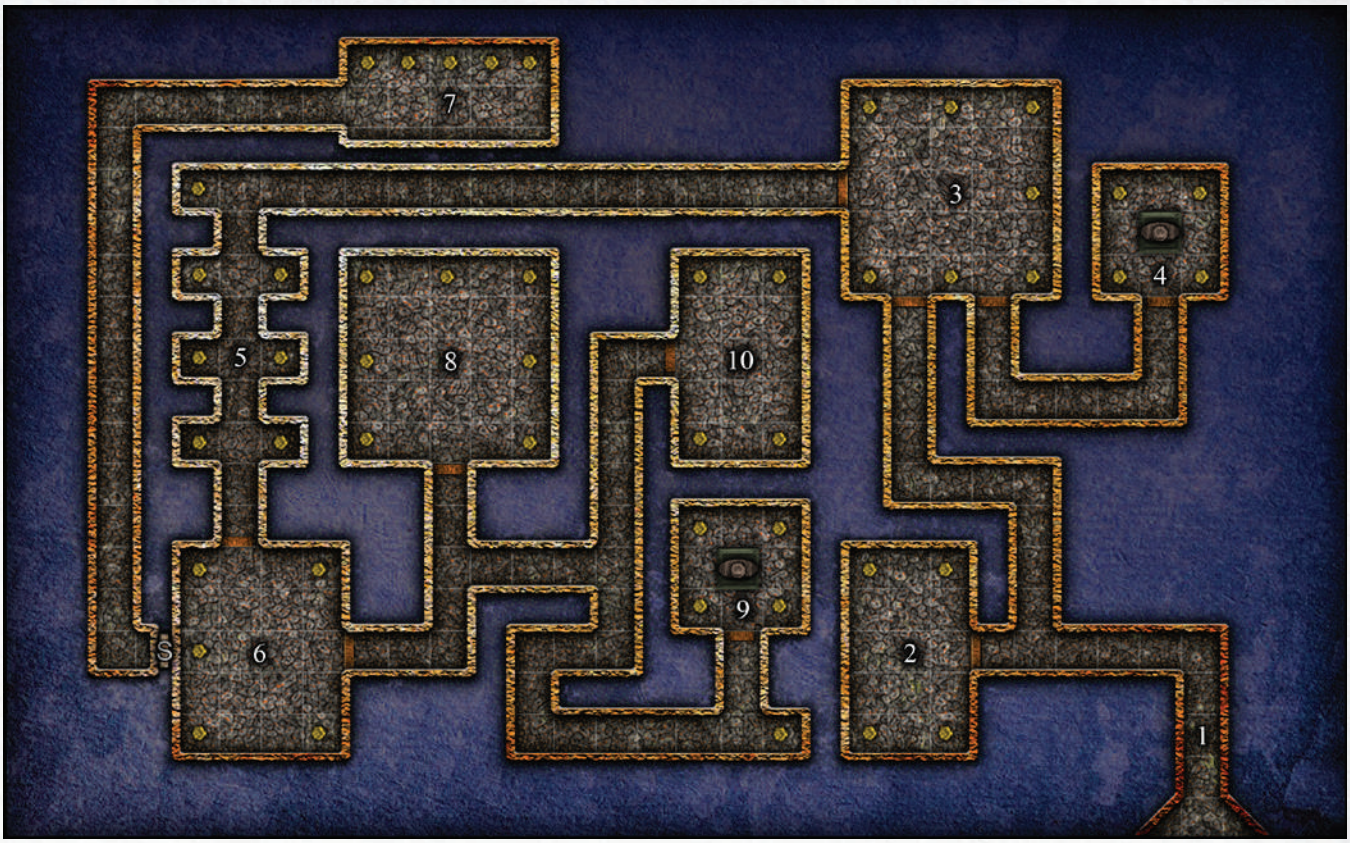
Assuming the PCs refuse, Ajquam sends tendrils of its substance to attack the PCs. Treat these as large water elementals. Only one tendril can be active at a time, extending from your choice of summoning circles E-I. If destroyed, another tendril reforms one round later. If the PCs manage to slay Limus, the Apparatus and its many levers cease to function.

Treasure

Ajquam's corpse possesses a *tome of the transmuter*, a *wand of whispering wind* (17 charges), and the amulet and ring connected to the stone guardian golem in Area 5. If the golem has been destroyed, it can be repaired with a DC 13 Craft (sculptures or stonemasonry) check and 3,300 gp worth of materials.

[1] Check out the *Inner Sea World Guide* from Paizo for details.

Colin Stricklin



The Burning Temple

Tim Hitchcock

Ancient azers built this temple to honor a great elemental fire god. Within its secluded walls, they spent long hours painstakingly crafting new azers to build a kingdom in his honor. The temple soon attracted the attention of a powerful efreeti who deemed the azers a threat. Raising a small cadre of his most powerful minions, the efreeti marched upon the Burning Temple, murdered the azers, destroyed their forge of life, and leveled the structure. Today the temple lies empty, but not uninhabited. While its walls remain battered and scorched, its greatest secret still lies hidden.

General Features: The temple is heated by its connection to the elemental Plane of Fire. As a result, temperatures within approach severe. The walls, floors, and ceilings of the entire temple have huge cracks in them and are covered with wide smears of black charcoal, the signs of furious battle and fire.

Many of the rooms have strange decorative columns in them, covered in Ignan runes which if deciphered can be identified as prayers to the Fire God.

Creatures: Eight azers warriors have returned to the Temple in hopes of claiming its greatest prize, a magical gemstone known as the Phoenix Egg that lies hidden behind the secret door in Room 6. When the PCs arrive, the azers are searching Room 8. When they complete their tastk, they move clockwise to the next adjacent room. These searches continue until they eventually encounter the PCs.

While the azer aren't evil, they are highly suspicious of the intentions of anyone they discover rummaging through the ruins of their temple, and immediately assume all trespassers are looters seeking the Phoenix Egg. While the adventurers may be able to role-play their way out of an altercation, more than likely they find themselves in a fight.

1. Entrance

Carved into the arch above this passage is glyph that depicts a face with dwarven features but its hair and beard are sculpted to resemble flames. A ring of runes encircles the glyph, and a sizable crack runs through

the glyph as if a large heavy object slammed into it. The runes are in Ignan and read "Peace to all those Forged from the Flame."

2. The First Room

The hammered brass door to this room hangs askew, battered off its hinges. The room within shows more signs of violence and battle, though the scorch marks have been scrubbed clean. A mire of dark–colored sludge has pooled into the far corner. The pool is a black pudding.

3. The Second Room

The southwest door is battered open. Prayer columns encircle the large square chamber. Two more doors exit the room: a closed door flanking the entrance on the south wall, and another battered door exiting west.

4. The Burning Dwarf

Occupying this chamber is a large metal statue of a copper-colored dwarf holding a hammer. From an unknown fuel source, yellow and orange flames shoot out the top of the statue's head. A pair of fiery colored gems glitter in the statue's eye sockets.

A large fire elemental creates the flaming hair. It is magically bound to the statue. If anyone attempts to deface the statue, such as by stealing its eyes, the elemental attacks. The eyes are worth 600 gp each. Should the azers become aware that the PCs have taken the eyes, they become furious.

5. Hall of Prayers

The long hallway ends facing a single prayer column, beside which is an arched passage to the south that leads to a narrow hall lined with three alcoves on either side. Inside each alcove stands another prayer column. Each column is magically protected and physically striking any of them triggers a *symbol of pain* trap.

6. Chamber of the Phoenix

The door to opens inwards, revealing a moderately sized chamber. A single door on the east wall provides egress. This room feels slightly colder than the others. A secret door (Perception DC 18) is hidden on the west wall behind a column.

7. The Phoenix Egg

This room holds the azer clans treasure, the Phoenix Egg. They did not leave the Egg unprotected. Dozens of small holes pierce the walls, from which slither venomous snakes; the entire floor undulates with crawling serpents.

In the chamber is a venomous snake swarm. Another snake swarms lurks within the walls. As soon as the swarm in the room drops below ¼ of its hit points, the second swarm begins to enter.

Treasure: Phoenix Egg is a magical jewel with the same properties as a *gem of brightness*. It is sacred to the azers and if safely returned to them as an act of good faith, they reward the PCs with a *ring of fire resistance*.

8. Flames of Creation

This large chamber has cracks running the length of the floor. In the center lay the remains of what may have once been a portal or gate. The stonework is battered to near rubble and several large cracks run its length. Every so often a bit of flame sparks along the cracks, releasing a whiff of brimstone. Stone shelves, bashed to deformity, hold nothing but ash and globs of melted metal, hinting that they may have once been crafted into tools or weapons.

9. The Defaced Statue

In this room stands another metal statue similar to the one in Room 2, except that it has been defaced. Its hair no longer burns and its gem eyes have been plucked from their sockets. Scratched into its chest is a phrase also written in Ignan. It reads, "Die Azer Die!"

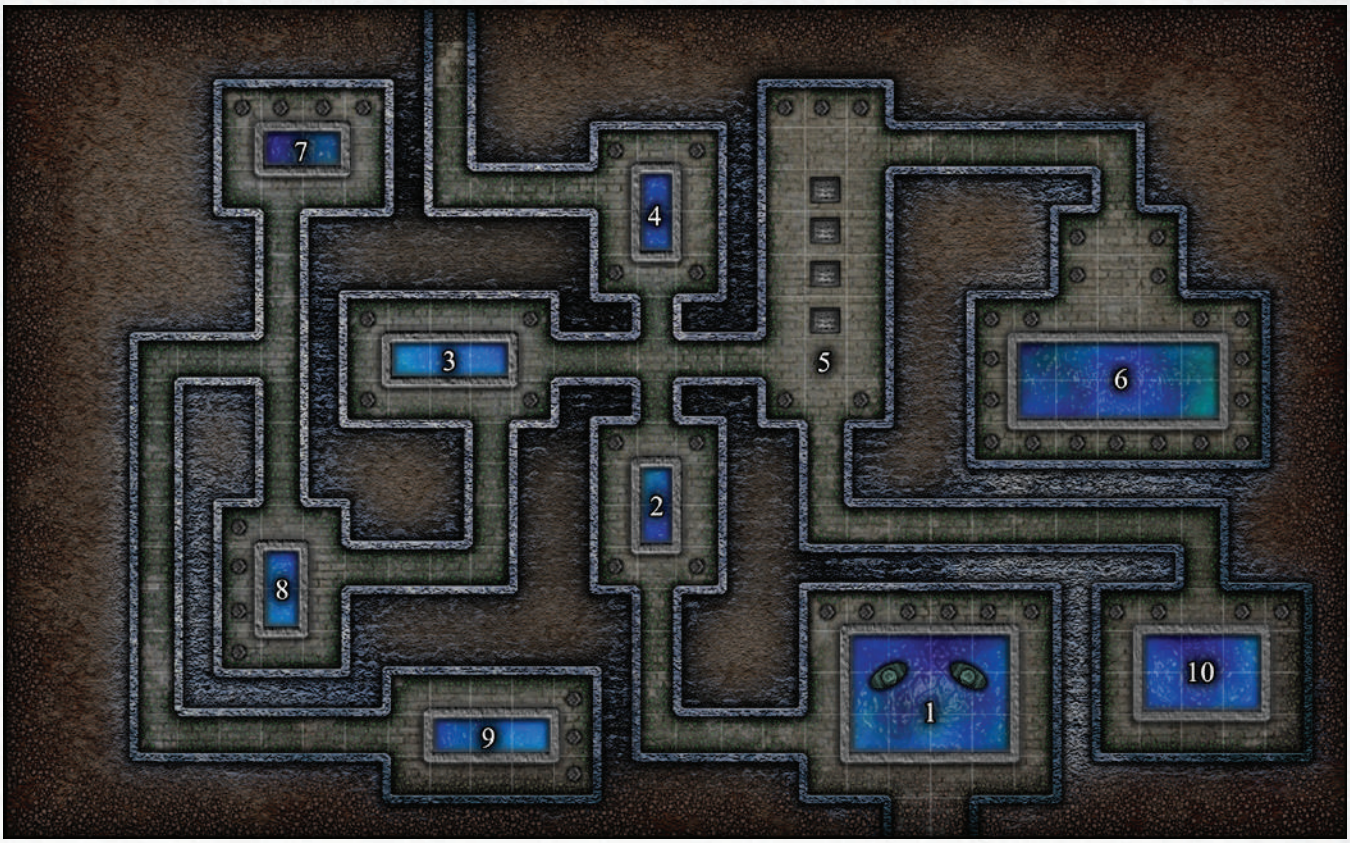
10. The Room of Origins

Covering the walls of this chamber, a tableau of faded paintings depict dwarf-like creatures with flaming hair and beards working around a large circular stone portal from which they craft more beings of similar appearance.

In one corner sit three stone chests, all split open and their contents gone. Several dozen stone urns also lie scattered about the room, all badly cracked and chipped from violence. The urns hold a mixture of ash and copper dust.

The copper-colored dust is the remains of azer priests. From this powder they forge new azers, after their elders complete their time of passing. Disturbing the dust triggers a foreboding mists haunt. The haunt threatens to destroy anyone who disturbs the dust. Righting the urns and placing the dust back within them puts the ghost to rest.

Tim Hitchcock



Hungry Waystation

Brian Suskind

While delving the darkened passages of a dungeon, occasions to rest and resupply are precious. Is it then any surprise that fell creatures turn such opportunities into bloody horror? A shelter mimic, disguised as a section of dungeon, lures in wandering monsters, explorers and adventurers with offers of safe rest and resupply. A rare specimen of mimic, the creature disguises itself as a house, cave, or in this case, a collection of dungeon chambers. It can even create flesh-drones to perpetuate the illusion. These monk-like "attendants" change their form to ingratiate themselves with guests. Victims enter the mimic through one of its two mouths (Areas 1 or 4) and believe they are lucky to find a place to refresh and replenish...until the mimic begins digesting them.

While it remains motionless, the shelter mimic is indistinguishable from real rooms and corridors. Thus, the Waystation appears to be just a collection of rooms with beautiful fountains or pools. The smooth walls of greenish stone have no sign of mortar or individual bricks. Glowing orbs in the ceiling illuminate the halls and chambers. The pools appear to be endlessly deep but only the topmost is fresh water (except Area 7). Beneath the water, the liquid is highly acidic (the mimic's digestive system), linked together in a common aquifer. The mimic allows its victims to fatten themselves up for as long as they want, striking only when they attempt to leave.

1. & 4. Entrances

Two attendants stand by a fountain to welcome new arrivals. They guide the characters toward Area 2, if possible, offering a safe place to rest, food and alcohol at reasonable prices, merchants to trade with, and even a library for research. Since these services are legitimate when it suits their needs, it takes a DC 25 Sense Motive check to detect something is amiss. The two attendants are dopplegangers and the fountain is a mimic pseudopod (as mimic, 20 hp). Characters who are pulled into the water are subjected to the shelter mimic's engulf ability.

2. Antechamber of Welcoming and Greetings

Two more attendants greet the characters in the name of Saint Eligia of the Open Hand, the patron of Rest, Healing and Trade. They claim that providing services in exchange

for reasonable rates is a holy calling and happily direct newcomers to the various areas of the Waystation.

3. Quiet Room of Healing and Contemplation

The central pool has comfortable beds arranged around it while three white clad attendants await new patients. Healing is available here at a discount prices (after all, the mimic wants healthy food). The attendants cast the following spells from scrolls: *cure moderate wounds, cure critical wounds, neutralize poison, remove curse, reincarnation,* and *resurrection*. If the PCs choose to rob this area, or loot it after the battle they will only find three scrolls (*cure moderate wounds, cure critical wounds,* and *neutralize poison*).

5. Grand Exchange of Wares

Four stone tables heaped with a wide variety of goods, weapons, armor, books, potions, and other oddities sit in the middle of this long, rectangular room. The walls also have racks of items upon them. The four attendants in this chamber will happily buy and sell their wares ("donated" by previous meals). Their items can be tailored to suit individual campaigns but include most common equipment as well as magical items up to 3,000 gp (or higher if needed). There is a 25% chance that one or more items are scarred with the mimic's digestive acid (a DC 15 Perception check reveals acid scarring). There is at least one of every common equipment; the magical treasure is for the GM to decide.

6. Hall of Feasts and Libations

This large room features a glass floor, ringed with pillars, above a pool of still water. A few tables and chairs are also set up to accommodate guests. Three attendants eagerly bring the characters any food or drink they wish from the cabinets standing between the pillars. Anything they mention, the attendants happen to have on hand. This is because the consumables in this room are non-sentient pieces of the mimic itself, shaped to fit the demands of the guest. A DC 25 Perception check reveals the deception. The consumed food or drink remains inert in the body until commanded to awaken by the mimic. When that happens, any character that ate or drank here must make a DC 20 Fortitude save or become sickened for 8 hours. The glass floor is also part of the mimic, dissolvable at will during battle.

7. Comfortable Resting Chamber of Relaxation

This 40-foot-tall room has a pool of water in the center and multi-level bunk beds along the eastern and western walls. An attendant stationed here sees to the guests needs and will joyfully offer extra blankets, pillows or cuddly stuffed animals. The light is dim to provide a peaceful rest. The guests may bathe in the pool if they wish; it has steps for easy access, a tiled floor, and the warm water is only 4 feet deep. A DC 15 Perception check reveals a strange message crudely carved into the underside of one of the bunk beds. It reads, "In the belly of the beast! Don't--" The message ends suddenly. The mimic can dissolve the tiled floor of the pool at will.

8. Athenaeum of Shared Learning

A glass floor overlooking a calm pool of water lies in the center of this bookcase-lined chamber. A single attendant is on hand to help direct those who wish to conduct research. A casual glance reveals that many of the tomes on the shelves are spellbooks. Research conducted here takes only half the usual time and costs half of the usual price. Available research is for the GMs to decide, but this is a good opportunity to introduce strange spells and lore. The mimic can dissolve the glass floor at will.

9. Hindbrain

This plain chamber appears to be unused; a sweet-smelling reddish algae chokes the pool. Despite appearances, this is the shelter mimic's hindbrain that controls the attendants. The shelter mimic can only be killed if both fore and hindbrain are destroyed. A pseudopod is produced in every 10-feet square of the pool with the stats indicated below. The hindbrain is destroyed when all three pseudopods are killed. At the GM's discretion, if the PCs resort to ranged attacks or spells cast from down the hallway, the hindbrain retracts into the pool, rendering it immune to such attacks.

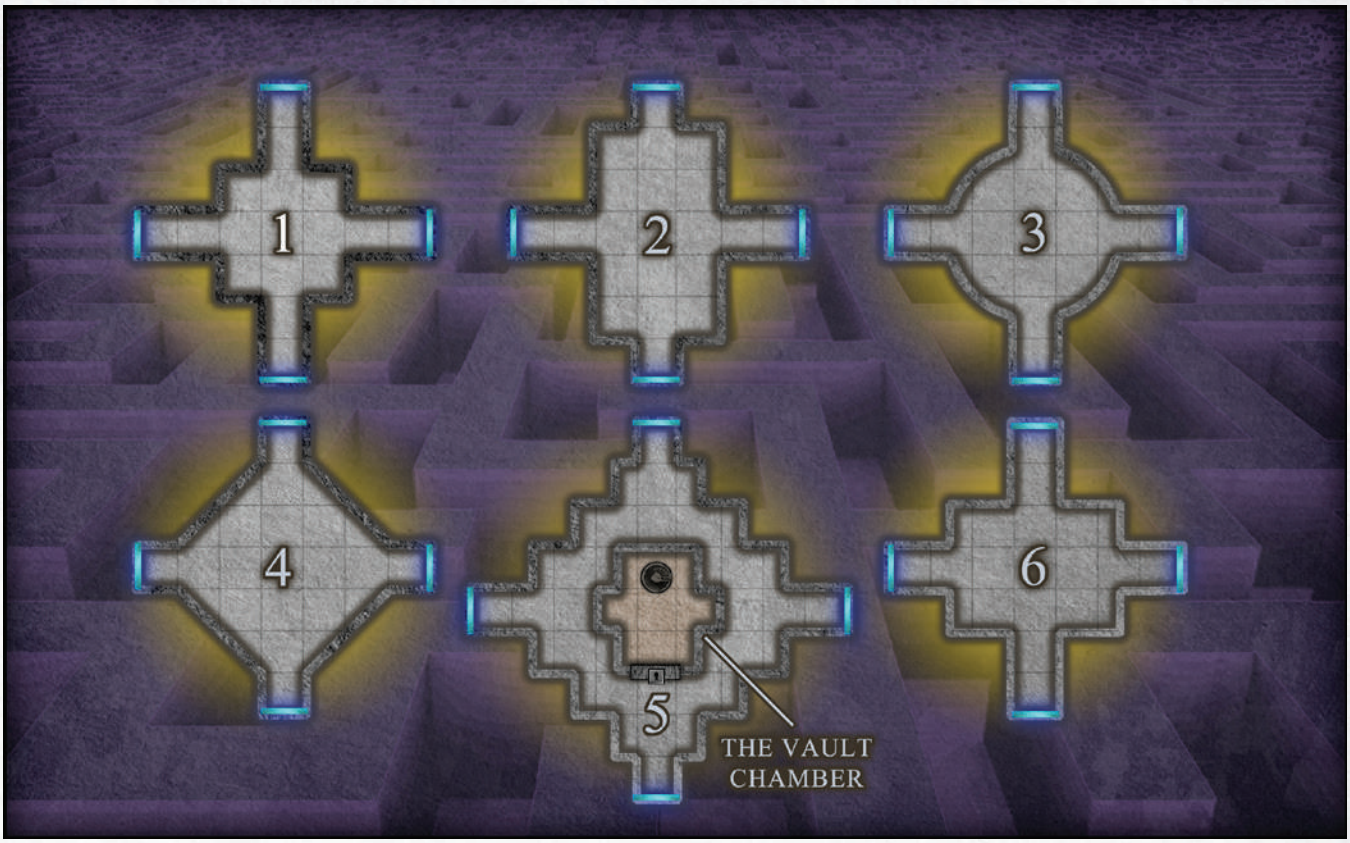
10. Forebrain

Another plain room that seems deserted, it too has and a sweet-smelling reddish algae filling the pool. However, this one faintly throbs every few seconds. A successful DC 15 Heal or Knowledge (nature) check reveals this is the shelter mimic's forebrain that shapes the waystation. The shelter mimic can only be killed if both fore- and hindbrain are destroyed. Every 10-foot square of the pool produces a pseudopod. Once all six pseudopods are killed, the hindbrain is destroyed. At the GM's discretion, if the PCs resort to ranged attacks or spells cast from down the hallway, the forebrain seals the gap, rendering it immune to such attacks.

Conclusion

After dispatching both brains, the shelter mimic thrashes in agony. Acid exudes from the walls as the creature's body begins to lose cohesion. Every round inside the dying shelter mimic requires a successful DC 15 Fortitude or Reflex save (player's choice). Those that fail this save take 1d6 acid and 1d6 bludgeoning damage.

Brian Suskind



Mysteries of the Endless Maze

Justin Andrew mason

In this dungeon the adventurers make their way through a series of randomly shifting maze segments interconnected by magical portals. Passage between the segments of the dungeon are completely randomized as are the contents of each area within the maze. The adventurers must recover five keystones to access the maze vault and escape.

A powerful wizard created the maze to ensnare treasure hunters who may be bold enough to seek his prized hoard of magic items. Though the maze's creator long ago died, its magic persists and the enigmatic complex has yet to be solved. A wealth of treasure await any who are cunning enough to traverse the mysterious maze.

When the adventurers first enter the dungeon through a mysterious portal, and for every portal entered within the maze, roll 1d6 to determine to which segment of the maze the portal leads. Segments corridors are connected logically deemed by direction of travel.

Each time an adventurer enters a new segment of the maze a series of random checks are made to determine the content of the new area. A new segment of the maze cannot be entered until the challenge of the current area is completed. The portals leading out of an uncompleted area glow with red light. When the challenge of that area is completed all portals therein turn blue. Only blue portals can be passed through into new segments. Red portals act as impenetrable wall of force that deal 1d6 points of fire damage to any who try to pass through.

Each time a new segment is entered it is an entirely new area even though it may be identical to other areas the adventures have traversed. This means that the adventurers will never come across a room they have already been in before. Any object (such as a rope) passed into a portal is either forced to the other side of that portal or automatically sundered if it is unable to be completely forced to the other side. This prevents the adventurers from connecting two areas through a portal.

When entering a new maze segment other than the vault segment roll 1d4 to determine the type of challenge for that area, and then utilize the subsequent relevant tables to define the contents. The only exception to this is the vault segment which has no random challenge and always remains the same area. Portals in the vault segment always remain blue and passable.

Maze Challenges

Roll 1d4	Challenge Type
1	Riddle (reroll if solved)
2	Random Trap
3	Random Monster
4	Random Trap & Random Monster

Random Traps

Roll 1d4	Trap Type
1	*acid arrow* trap (CR 3)
2	electricity arc trap (CR 4)
3	*fireball* trap (CR 5)
4	frost fangs trap (CR 7)

Random Monster Encounter

Roll 1d6	Monster Type	No. Appearing
1	poltergeist (CR 2)	2d4
2	ochre jelly (CR 5)	1
3	large elemental (CR 5)[1]	1
4	ogre spider (CR 5)	1
5	wraith (CR 5)	1d4+2
6	dragon (CR 4)[1]	1

1—Roll 1d4 to determine type: Elemental—1: air, 2: earth, 3: fire; 4: lightning; Dragon—1: green wyrmling, 2: white very young, 3: copper wyrmling, 4: crystal very young

The Riddles of the Endless Maze

There are five riddles that can be discovered inside the maze. Each is carved into a solid granite block that sets in the center of the area's main chamber. They can be solved by speaking the answer to the riddle aloud in the common tongue. When they are solved, a random magic item manifests on top of the block as the engraved riddle vanishes. The granite blocks only appear in rooms randomly determined to have riddles.

- *Blackened roof and windowed walls, what burns with flame yet never falls?* (a lantern)
- *Always ahead but remaining unseen, this promise to some cannot be redeemed.* (tomorrow)
- *With wingless flutter and toothless bite, what charges in day and howls at night?* (the wind)
- *A spare for the beggar and a pair for the dead, free for the bandit who bought his bread.* (a coin)
- *When donned these rings no brides desire; when widows made by funeral's pyre.* (chainmail)

Random Riddle Prizes

Roll 1d4	Random Magic Item
1	*potion of cure light wounds* (CL 5)
2	*potion of delay poison* (CL 5)
3	*wand of magic missile* (CL 5) with 10 charges
4	*cracked dark blue rhomboid ioun stone*

The Maze Vault

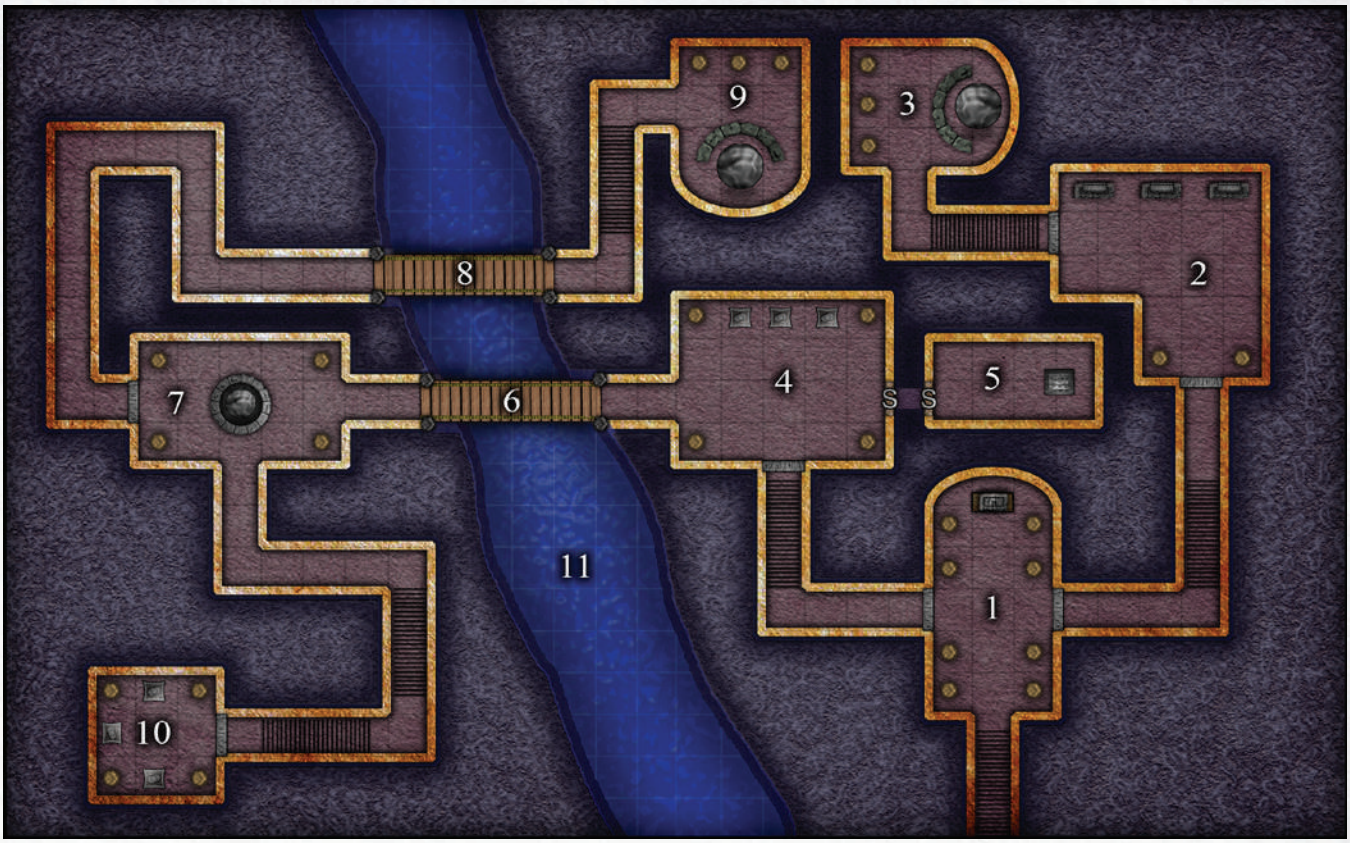
The maze vault is sealed by a massive round magical door bearing five square indentions. Each niche will lock into place any of the five keystones placed into it. The keystones are identical crystal squares glowing with purple light from within, and can be recovered throughout the maze by defeating monsters. The first group of monsters defeated in the five main segments will possess a keystone in their treasure. For each keystone recovered, the adventurers should be rewarded with a bonus of 200 xp each.

When all five keystones are placed into the vault door, it separates into five pie-cut sectors that each withdraw into the surrounding wall, providing access to the vault as well as its powerful guardian who awaits within to kill intruders.

The vault guardian is shadow demon.

The vault treasure consists of the following items: *pearl of power* (1st Level) , *potion of displacement* (CL 5), *potion of haste* (CL 5), *potion of sanctuary* (CL 1), *wand of flame strike* (CL 7; 10 charges), *ring of protection +3*, *rope of climbing*, 2,000 gp in gems, and 10,000 gp in coins.

When the shadow demon guardian is defeated a spiral staircase manifests in the vault and leads up to another portal – the sole exit from the maze – which returns the adventurers to the portal in which they entered the maze. When no adventurers remain in the dungeon, the entrance portal forever vanishes.



Trade is Our Sword

Thilo Graf

Within the dark recesses of the underworld, safe traveling or trade routes are a much sought-after commodity. The river that runs serenely through these lightless chasms represents just one such vital route, but unfortunately, its toll collectors are insane.

1. Tithing Altar

A strange statue of a dwarf-like thing, made of an ever-changing pile of pyrite coins, watches over supplicants; a golden bowl (worth 200 gp) lies before it. A tithe (minimum donation 1 gp) dropped into the bowl immediately vanishes, teleported to the stash in Room 5. The value of the tithe is interpreted (roll a d8) by a stark, raving mad derro magister. Four derro guards carefully scrutinize any who enter here. If any period of waiting is proclaimed, the character is escorted to Room 2. Once a waiting period has elapsed, the guards' escort characters back here and the required tithe is rolled again.

1d8	Required Tithe to Pass
1	1 gp
2	10 minutes in the waiting room
3	1 hour in the waiting room
4	100 gp
5	1000 gp
6	1 day in the waiting room
7	1 week in the waiting room
8	Never

2. Waiting Room

Closing the doors to this stark, featureless room makes the doors seamlessly blend in with the walls, locking behind any that enter (Perception DC 25 to find, Disable Device DC 20 to open). In the north are three extremely uncomfortable davenports made wholly of stone, including the very uncomfortable "cushions." An aggravating, mind-numbing melody plays continuously in this room, looping approximately every 3 minutes, preventing any sort of rest. The western sofa contains a heap of bones, the eastern a confused and dehydrated grippli and the one in the middle remains empty. Sitting down on a sofa and waiting for an hour or more requires a DC 20 Will save or become afflicted with amnesia. For each additional hour spent waiting, staring at the blank walls, the DC increases by +2.

3. Southern Observation Room

Three sticky, partially open cocoons hold incredibly bored-looking, unconscious derro fetal savants. From the heads of these beings, strange threads that shimmer like gold cover the entire floors and walls, running towards a massive stone-sphere that floats mid-air. Tampering with these wires awakens the derro fetal savants in 1d4 rounds. Before the sphere, a semi-circle of stone plates covered with strange runes is inlaid into the floor. A permanently confused derro magister frantically presses the runes. While the fetal savants are unconscious, the stone sphere alternates between showing images of Rooms 1 and 2 and a section of the river, approximately 5 minutes of travel time downstream, as though scrying the area. Killing or freeing the fetal savants disables the sphere.

4. The Tithe Obelisks

Three smooth obelisks of stone light up with runes as soon as the filaments moor a vessel. The runes ostensibly depict the total value of the vessel's cargo, but all means to identify them only produce gibberish.

5. The Cache

Well-hidden behind a locked secret door (Perception DC 25 to detect, Disable Device DC 25 to open), this stark room contains a massive stone coffer that contains the tithes teleported away from the bowl in Room 1. It currently contains 586 gp, 30 pp, an *elixir of love* labeled "Healing Potion", a property deed, 4 flasks of alchemist's fire and a scrimshaw incense burner (600 gp, Appraise DC 20).

6. & 8. The Toll Bridges

This bridge is 30 feet over the river's surface and features a hoist secured to the top of the cavern's ceiling, which is large enough to carry one passenger (or a sufficient amount of tithes) to the toll bridge in 5 rounds, 1d3 representatives per vessel are chosen. Carved stone pillars with features of crab-like monsters watch over the river and hold the bridge aloft.

The eastern and western end of the bridge has a derro guard stationed at all times, each mounted on a strange device set into the stone pillars. The guards operate the mouths of the crab-like creature pillars, as a full-round action, to fire a barrage of sticky filaments at vessels in the river (atk +5, each strand reduces the movement rate of the vessel hit by 20 feet, to a minimum of 0 feet). The filaments are incredibly tough, made of pure force that cannot be cut, but their sticky nature makes them easier for Climb checks (DC 10).

With a concentrated effort of coordination between the operators of the pillars of the bridge and its northern equivalent (Area 8), four attached strands (two from north, two from south) lift a vessel over the sandbank. If 4 pillars are manned, operators may all make a DC 10 Use Magic Device, Knowledge (arcana) or Intelligence check (checks may be retried) to operate the strands correctly; a full-round action that provokes attacks of opportunity. A success lifts the vessel over the sandbank in a process that takes 5 rounds. Strands automatically disconnect after lifting a vessel over the sandbank.

7. To Shores Unknown

This room contains a floating stone sphere, akin to Rooms 3 and 9, but the runes inlaid around it are significantly more complex. The sphere may be used to teleport a held vessel and all crew on board to an unknown destination, DC 25 Knowledge (planes) check provides a general idea. When the sphere is calibrated (Use Magic Device or Knowledge (arcana or planes) DC 20), it counts down from ten in dwarven runic script (read dwarven or Linguistics DC 10 to identify) over the course of 5 rounds, teleporting the held vessel to unknown shores when it reaches zero.

9. Northern Observation Room

This room is mostly identical to Room 3, but its cocoons are on the northern side of the room. The stone sphere shows a section of the river, approximately 5 minutes of travel time upstream.

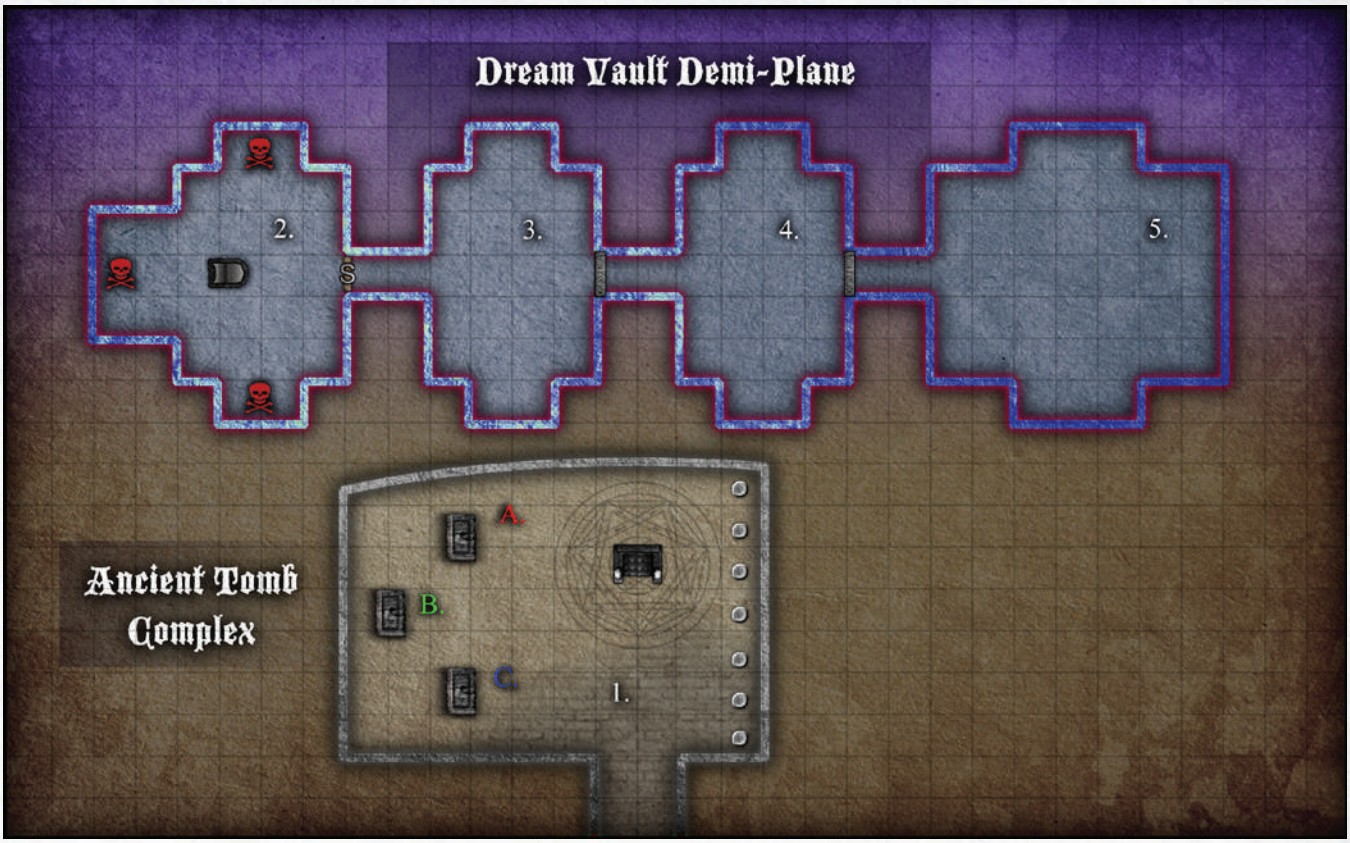
10. Toll Master's Scriptorium

There are three massive stone obelisks with masonry tools before each of them. Hewn into them, one can read a meticulous account of the vessels that passed through and their crew. The northern obelisk contains information on northbound vessels, the southern obelisk on southbound vessels, and the eastern obelisk depicts information on vessels bound for an unknown destination. There are always two derro magisters here, frantically carving. They are automatically surprised.

11. The River

The water becomes shallow where indicated by the light ripples, grounding most trade vessels atop sandbanks between Rooms 6 and 8. Without the use of the filaments, it takes a concentrated effort of an hour and a DC 20 Knowledge (engineering) check or a smart plan to break a vessel free.

Reinforcements: If the PCs kill or free the derro fetal savants in Rooms 3 or 9 or, when they activate the sphere in Room 7, roll 1d6 every minute. On a roll of 5+, 1d3 derro guards arrive in Room 1. If you rolled a 6 and a 3 for the number of guards, a derro magister accompanies them as well. If the derro magister is slain, double the number or arriving foes.



Throne of the Dwellers in Dreams

Justin Andrew Mason

While seeking work the PCs are contacted by an artificer named Vynthis Targain who offers them a job investigating an ancient tomb complex. He is convinced the site contains information pertaining to the location of three relics known as the dream rods. He also believes that these artifacts are hidden somewhere within, but his own research has proven fruitless.

He offers the PCs 500 gp to equip themselves and promises an additional 2,000 gp if they return with new information about the relics. If they return the actual rods he instead pays them an additional 2,000 gp for each rod.

After providing a map leading to the tomb, the artificer also shares his knowledge about the artifacts. He explains that his research suggests there are three of the golden rods each bearing a gemstone orb. He is unsure of their exact purpose, but suggests that the historical reference to them being "dream rods" may hint at their purpose.

The tomb is also a gateway beyond the veil of dreams once used by a long-dead race of humanoid beings. The gateway is activated when a creature sits upon a throne located within which teleports it to an extra-dimensional plane known as the dream vault.

As a demi-plane woven between the planes, spells and effects that require reference outside fail. This includes message spells, planar shifting, scrying and teleportation.

When a creature is killed in the dream vault it instantly teleports back to the tomb in the exact physical condition it was before being teleported away. Any treasure from within the vault in the possession of a returned creature remains in that creature's possession. Additionally, this pseudo-death is the only method of exiting the dream vault, and once a creature has left the demi-plane it may not return.

1. Tomb Complex

Any creature that has not already visited the dream vault who sits upon the throne in this room is instantly teleported into Area 2. They will arrive there asleep, and awaken in 2d4 rounds.

The three stone sarcophagi each contain the mummified remains of an unidentifiable humanoid creature. If an attempt is made to remove one of the mummies from its encasement, the body crumbles to dust, however a DC 20 Perception check reveals a single circular bore hole in the bottom of each coffin.

If the 3 dream rods are inserted in the proper order into the holes (A: Ruby, B: Emerald, C: Sapphire), it triggers the following effect:

The dust of the three mummified bodies becomes airborne to coalesce into three mummies who attack the PCs. If the dead mummies are thoroughly searched the PCs will find a *cracked amethyst pyramid ioun stone* inside the head of each, and a *cracked pale orange rhomboid ioun stone* inside each chest cavity.

2. Altar Puzzle

There is a single stone altar in the center of the room and no visible door. Upon the altar rest three large gemstones: a ruby, an emerald, and a sapphire. Each is worth 250 gp. There is a single indentation upon each of the north, west, and south walls. Each is sized perfectly to fit one of the gems. There is a different effect triggered depending on the pattern of gems placed into the indentations, as show on the Gem Placement Table.

Damage from any of the puzzle traps effects all creatures in the room and can be negated with a DC 18 Reflex saving throw. The door remains once revealed even if gems are removed from indentions.

Gem Placement Table

North	West	South	Effect
			3d6 fire damage
			Door to Area 2 is revealed
			1d6 electricity damage
			2d6 electricity damage
			2d4 acid damage
			3d4 acid damage

3. Draped in Gossamer Web

This room is guarded by eight dream spiders. When all eight dream spiders are killed, they vanish into thin air leaving behind the *ruby dream rod*. The closed door also clicks loudly and drops below the floor level revealing the next room.

4. A Pile of Bones Erects

This room is guarded by a dream eater. When the dream eater is killed, it vanishes into thin air, leaving behind the *emerald dream rod*. The closed door also clicks loudly and drops below floor level revealing the next room.

5. What a Dark and Dreadful Dream

This room is guarded by an animate dream. When the animate dream is killed, it vanishes into thin air leaving behind the *sapphire dream rod*.

Dream Rods (Ruby, Emerald and Sapphire)

Aura faint enchantment; **CL** 5th; **Slot** none; **Price** 3,000 gp; **Weight** 5 lbs.

These rods have been crafted of solid gold and each is crowned with a different gemstone orb. *Dream rods* can be activated once per day as a standard action to cast *sleep* upon 4 HD of target creatures within 150 ft.

When two rods are joined together, held end-to-end, they will fuse to form one, with both gems at one end. Such a dream rod is usable twice a day and effects up to 8 HD of creatures within 150 feet If a third rod is joined, it adds its power in the same manner effecting up to 12 HD creature three times a day.

Construction Requirements

Craft Rod, *sleep*; Cost 1,500 gp

Stowaway on the Singing Sea

Justin Andrew Mason

The adventurers have been hired by local authorities to sneak aboard the merchant ship, The Last Song. The vessel is owned by the Elloise Drake (suspected of also being the nefarious pirate, Lady Wavedancer).

Law enforcement at the port city of Tangran's Landing have managed to arrange for a "special piece of cargo" to be loaded upon the vessel for its upcoming voyage. Rather than the fine silks said to be in the shipment, the adventurers are smuggled aboard hidden inside.

Their mission is to await for the sounds of the Last Song boarding another ship at sea, and then to exit their hideaway to investigate. If they discover the crew committing an act of piracy they are to present their documentation, arrest Elloise, and commandeer the ship.

The adventurers have been deputized by the Tonkin Tellsmith, the sheriff of the Landing, and offered a reward of 10,000 gp for their efforts upon return. They have been provided official documentation that not only authorizes them to arrest Elloise upon witness of her crime, but to offer the remaining crew legal immunity for all crimes committed prior and a bonus of 100 gp each if they surrender the ship back to port.

Inside the crate are four weeks' worth of rations and fresh water, a small selection of books, four bedrolls, one *everburning torch*, three *cure light wounds potions*, one *delay poison potion*, and a portable hole (to accommodate the necessities of being cooped up in a shipping container for several weeks). Each side of the crate has a hidden passage that can be opened only from within.

Elloise Drake is a wealthy merchant of staggering beauty and cunning wit. She is also secretly the feared pirate known as Lady Wavedancer. If arrested she attempts to bargain with the adventurers for her "escape", offering them a greater monetary compensation. She may also utilize her exceptional skills of persuasion in an attempt to seduce her way to freedom.

Strom Storman is the seven-foot tall, muscular first mate of The Last Song. He also serves as Lady Wavedancer's personal bodyguard. Most of the crew will not assist the adventurers as long as Strom remains alive. Strom may pretend to cooperate with the adventurers at first, but his only plan of action is to murder them all and release his captain. If Elloise is killed, Strom goes berserk and attacks.

The Last Song is manned by a crew of 40, not including the captain and first mate. Thirty of these are human (25 male and 5 female), the remainder are of mixed race and gender. Treat all the crew as 4th-level commoners with +6 to Profession (sailor).

The first two weeks of the voyage will go relatively uneventful, assuming the adventurers don't provoke an encounter beforehand. On fourteenth day the ship makes a sharp shift in direction.

The ship is rattled by the baritone blast of one of its cannons. This would definitely qualify as something for the adventurers to investigate. As they are making their way out of their crate stored below deck (Area 5), they here muffled shouts from above deck followed by a volley of muskets firing. They find the lower deck completely abandoned.

When the adventurers make their way above deck, they find The Waver Dancer positioned in the water alongside a much larger, but unarmed, merchant ship. The Last Song has hoisted and is flying dark black sails, and Lady Wavedancer waves her scimitar about directing the half of her crew which make their way across to the other ship via narrow gangplanks. At her side stands the enormous Strom Storman.

The crew from the merchant ship does not resist as the pirate crew hurries to unload the cargo and take it back to The Last Song. Unless there is a stealth attempt made by the adventurers Strom notices them, immediately alerting Elloise who commands ten of her crew members to seize them.

If the PC's return the cargo to the merchant ship, they will be reward with a prize of 1,000 gp by its captain before sailing away.

When the characters make their intents known to the crew, and provide paperwork proving their offer of legal immunity and reward for the crew, immediately 10 of them side with the adventurers. Another 10 can be individually convinced via successful DC 25 Diplomacy checks. The remaining 10 refuse to turn on Lady Wavedancer, but bide their time by pretending to agree until Strom makes his move.

1. Top Deck

The top deck of the ship bears the two masts, as well as a cargo opening on its starboard side. Stationed here four heavy cannons.

2. Bow

The bow of the ship has several crates containing fresh oranges.

3. The Wheel

The captains wheel is accompanied by twin stone anchors fixed to thick flaxen rope.

4. The Cutter

A small cutter and rows rigged with ropes to be lowered over the port side of the ship.

5. Cargo Hold

Inside the cargo hold is a shipment of fine clothing and jewelry valued at roughly 50,000 gp. It also contains rations and fresh water for a crew of 50 for six weeks. This documented cargo has been claimed by the city of Tangran's Landing.

6. Galley

The galley where the crew gathers to eat and spend their leisure time. Wooden boxes nailed to the ends of the tables contain an assortment of cards, dice and other gambling games.

7, 8 & 9. Crew Quarters

Sleeping quarters for the crew.

8a Common Quarters

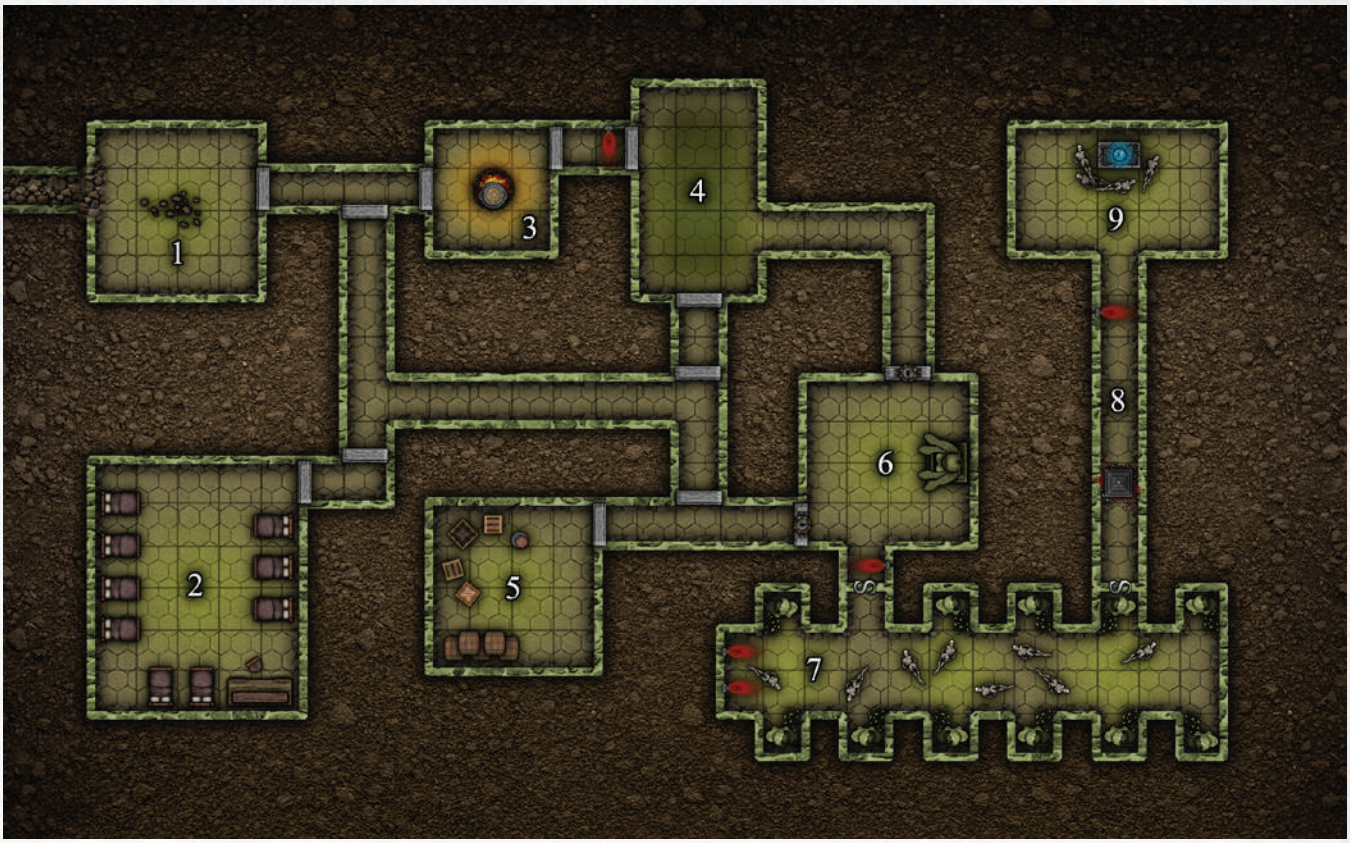
Sleeping quarters for the crew with a hidden door (DC 30 Perception) behind a mounted armoires.

8b Hidden Compartment

The secret compartment where Lady Wavedancer was hiding the stowed black sails, and a dozen muskets and ammo. Her personal collection of jewelry is also stowed here, valued at roughly 3,000 gp.

10. Captain's Quarters

All of the contents of this room indicate Elloise is an honest merchant. She has done well to hide her true identity. The room also contains a manifest, series of navigational charts, and maps.



Abandoned Shrine

Brian Wïborg Mønster

A century ago these subterranean chambers were used by a splinter group of assassins as a secret lair and shrine to their vile goddess. They were wiped out by a rival cult more than 70 years ago, and today the chambers should be unused and forgotten, hidden behind the collapsed entrance tunnel. Recently however, an ogre named Hendor the Cursed accidentally fell through the roof of one of the chambers. Today Hendor's gang uses the chambers, although they have not been able to open all the secret doors within. The ceilings in the entire complex are 10-feet high. Each red skull on the map is an insanity mist trap.

Insanity Mist Trap — CR 4

Type mechanical; **Perception** DC 20; **Disable Device** 20
Trigger location; **Reset** none
Effect poison gas (insanity mist); never miss; onset delay (1 round); multiple targets (all targets in a 10-ft.-by-10-ft. room)

1. Entrance

This floor is covered in debris from when Hendor fell through the ceiling. Two gang members from the gang stand guard at the only entrance to the dungeon. In the western wall is a barely discernable collapsed tunnel, once used as an entrance (Perception DC 22).

2. Bunks

Nine bunks and a writing desk fill this room. Three more gang members are engaged in a game of severed fingers and they are loudly accusing each other of foul play.

Searching the room reveals mostly small trinkets but found amongst the smelly bunks is 42 gp. In the writing desk there's an old holy symbol to a forgotten deity (worth 42 gp).

3. Kitchen

The ogres have set up a small kitchen, mostly just a cauldron over a small fire. The remnants of the gang's victims can be found here, though there aren't any valuables.

4. Haunted Room

The ogres shun this room due to an evil haunt, but they take delight in pushing victims into the room and watching their fear with malicious glee. The most recent torture victim, Stantor, is quivering in the corner and babbling incoherently.

Haunt of Despair

CL 5th; **Notice** Perception DC 20 (incoherent babbling)
hp 10; **Trigger** proximity; **Reset** 1 day
Effect anyone in the room is affected by a crushing despair spell, Will DC 17 negates.

5. Storage

Hendor and a gang members are here loudly counting their ill-gotten gains. Several barrels and crates fill the room, but most are empty. Amongst these are 1d4 minor wondrous items along with assorted valuables totaling 360 gp.

6. Shrine

The doors leading into the room are locked (DC 20 Disable Device). Just as the party entered the dungeon, two gang scouts succeeded in opening the northern door and are now busy rummaging through the room. If the party approaches with little or no stealth the two ogres set up an ambush, otherwise they feel secure they are safe from discovery while looting. The only thing in the room is a statue of a four-armed human female. A DC 20 Perception check reveals a secret door in the southern alcove.

7. Hall of Heroes

At one time the former cult had statues of their most revered members in this room. The attack from several decades ago left the floor littered with pieces of the smashed statues and the bones of the dead. If anyone comes within 10 feet of the northeastern secret door the bones of the fallen cult members rise as eight skeletons and two skeletal champions to attack the interlopers. To locate the secret door requires a DC 20 Perception check; a DC 20 Disable Device check to unlock the door.

8. Hallway

This is a long hallway covered in dust; 15 feet after the secret door there is a falling block trap.

Falling Block Trap CR 5

Type mechanical; **Perception** DC 20; **Disable Device** DC 20
Trigger location; **Reset** manual
Effect Atk +15 melee (6d6); multiple targets (all targets in a 10-ft. square).

9. Inner Shrine

The elaborate wall carvings depict the same four-armed woman from Area 6 in different scenes slaughtering various races. A black marble altar with a pile of bones in front of it sits on an ebony dais against the opposite wall. Also, on the dais is a huge blue gem pulsating with power and a bone golem guarding this inner shrine. Decades ago when the rival cult cut down the assassin group's leaders in the inner shrine, leaving their bodies to rot, the evil of the dead leaders was so great their bones fused together to form the bone golem. Removal of the blue gem from the altar is possible after vanquishing the bone golem, though it will stop pulsating.

PCs 4-5

Torment at Torni Tower

Stephen Yeardley

Somervel's autumn rains lasted longer than usual, and the resulting winter floods impacted more than expected. Some distant pale-forts haven't been heard from in months, being cut off by the linking of frozen rice paddies, flood meadows, leas usually inhabited by cattle, and rivers that run though Somervel's territory. Parties are charged with taking supplies to these border posts and bringing anyone severely injured home.

Somervel's pale-forts are like beaver lodges; earthen mounds on islands in the marshlands. Each covers a wide area, is surrounded by a wooden palisade, has quarters below ground, and has a single central watchtower. Torni's tower fell in the recent storms, and the guards missed Akka, an annis hag, who infiltrated the fort and killed everyone. Now this is her home, and she is recruiting...

Akka's plan is to escort the PCs to Area 6, where she will spring a trap on them, but she must first marshal her soldiers, who are sleeping after a drunken revelry. When she first leaves the party in Area 2, she alerts the ogre degenerates from Area 4, then returns to the party. When she leaves the party in Area 6, the degenerates alert the ogre stalkers in Area 7, then move to the west door of Area 6. The stalkers move to the south door.

Akka alerts the ogre priest in Area 8, who joins the stalkers. She collects the stirges in a bag—her DR protects her from their attacks—and joins the degenerates at the west door. The priest casts *bless* and can be heard by all via the speaking tube. He casts *divine favor* on himself, *enlarge person* on Akka, and they burst into the room. The priest throws alchemist fire into the room, the degenerates attack directly, the stalkers attempt to sneak attack, Akka throws the stirges in, then attacks for two rounds. She casts *fog cloud* when she knows Raivokas and Vetela are due to arrive through the west door, getting any remaining ogres to retreat out the south door. When the two drunks arrive and start to fight, the ogres reenter the room if possible. Akka flees if more than half the ogres die without killing a PC.

Stephen Yeardley

1. The Barbican

The party arrives with supplies. A ragged entrance barrier is guarded by a haggard-looking female with a crossbow and longspear. She's Akka in disguised form. She welcomes the party, explains that the storms exacted a heavy toll on the fort, and that some guards have been killed and injured by trolls. Inviting the party in, she escorts them to Area 2, asking them to wait on some rough benches near a water barrel and mugs. She offers to get the tower sergeant and goes towards Area 6. While the PCs wait, they may hear a soft snoring coming through the murder holes from Area 7 (Perception DC 30).

2. The Guardchamber

The east and west exits to this room are failsafe falling bricks traps left over from the fort's previous inhabitants. The traps can be bypassed by hugging the north wall. Anyone in the hallways past the traps can trigger them safely, blocking the hall.

If the party waits here 3 rounds, Akka returns as a scarred, burly half-orc calling herself Kersantii. She escorts the party to Area 6 and offers them what rough fare they have to eat. Akka states she will get the remaining troops to make use of the party's provisions, left by the south door.

Falling Bricks Trap CR 2

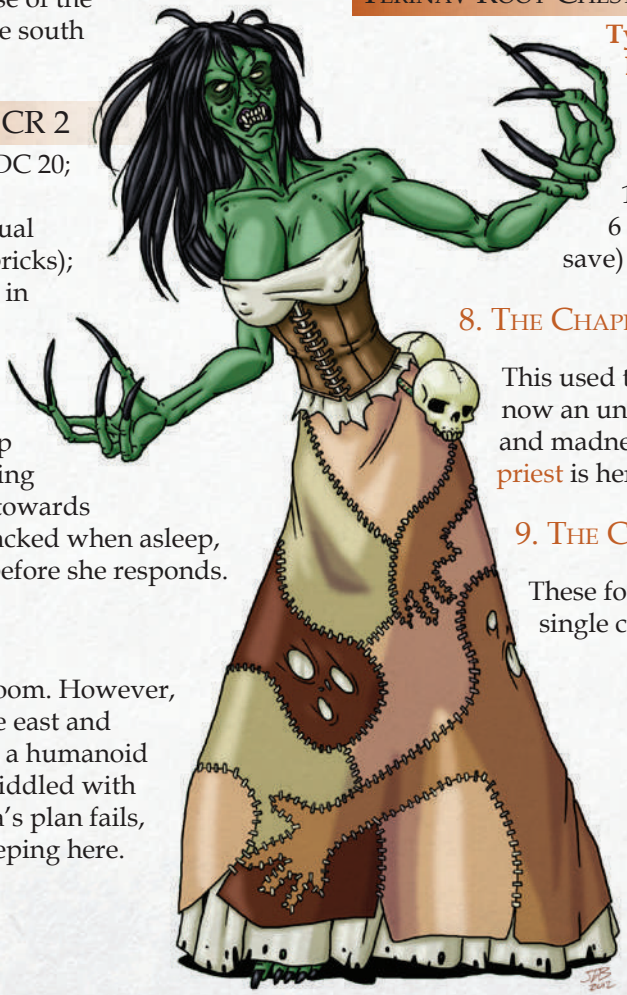
Type mechanical; **Perception** DC 20; **Disable Device** DC 20
Trigger location; **Reset** manual
Effect Atk +12 melee (2d6, bricks); multiple targets (all targets in two adjacent 5-ft. squares)

3. Sergeant's Chamber

Raivokas is drunkenly asleep in here. Any sounds of fighting rouse her, and she staggers towards the fight at half speed. If attacked when asleep, the party gets 1 free round before she responds.

4. Training Room

This is a weapons practice room. However, the six archery targets on the east and west walls (three each) have a humanoid attached to them. They are riddled with ranged ammunition. If Akka's plan fails, the ogre degenerates are sleeping here.



5. Captain's Chamber

Vetela is drunkenly asleep here. Sounds of fighting rouse him, and he staggers towards the fight at half speed. If attacked when asleep, the party gets 1 free round before he responds.

6. The Kitchen

This kitchen has three 4-foot-by-8-foot tables. Two were used to butcher the former guards. If asked, Akka (disguised as Kersanti) says they were used as operating tables. A speaking tube runs through the wall between the doors (Perception DC 30). Akka speaks into the tube in Giant, alerting the ogre priest. Akka (Kersanti) excuses herself, saying that she has to summon the old woman to cook up a stew. If the party waits here at least 5 rounds, Akka's plan is triggered.

7. The Guardhall

This long room has murder holes that overlook Area 1. The ogre stalkers and degenerates sleep here. Searching through the south end of the room is equivalent to dealing with a terinav root chest trap. If Akka's plan fails, the stalkers are here.

Terinav Root Chest Trap CR 7

Type mechanical; **Perception** DC 25; **Disable Device** DC 25
Trigger touch; **Reset** no reset
Effect terinav root poison (contact—*save* Fort DC 16; *onset* 1 minute; *frequency* 1/minute for 6 minutes; *effect* 1d3 Dex; *cure* 1 save)

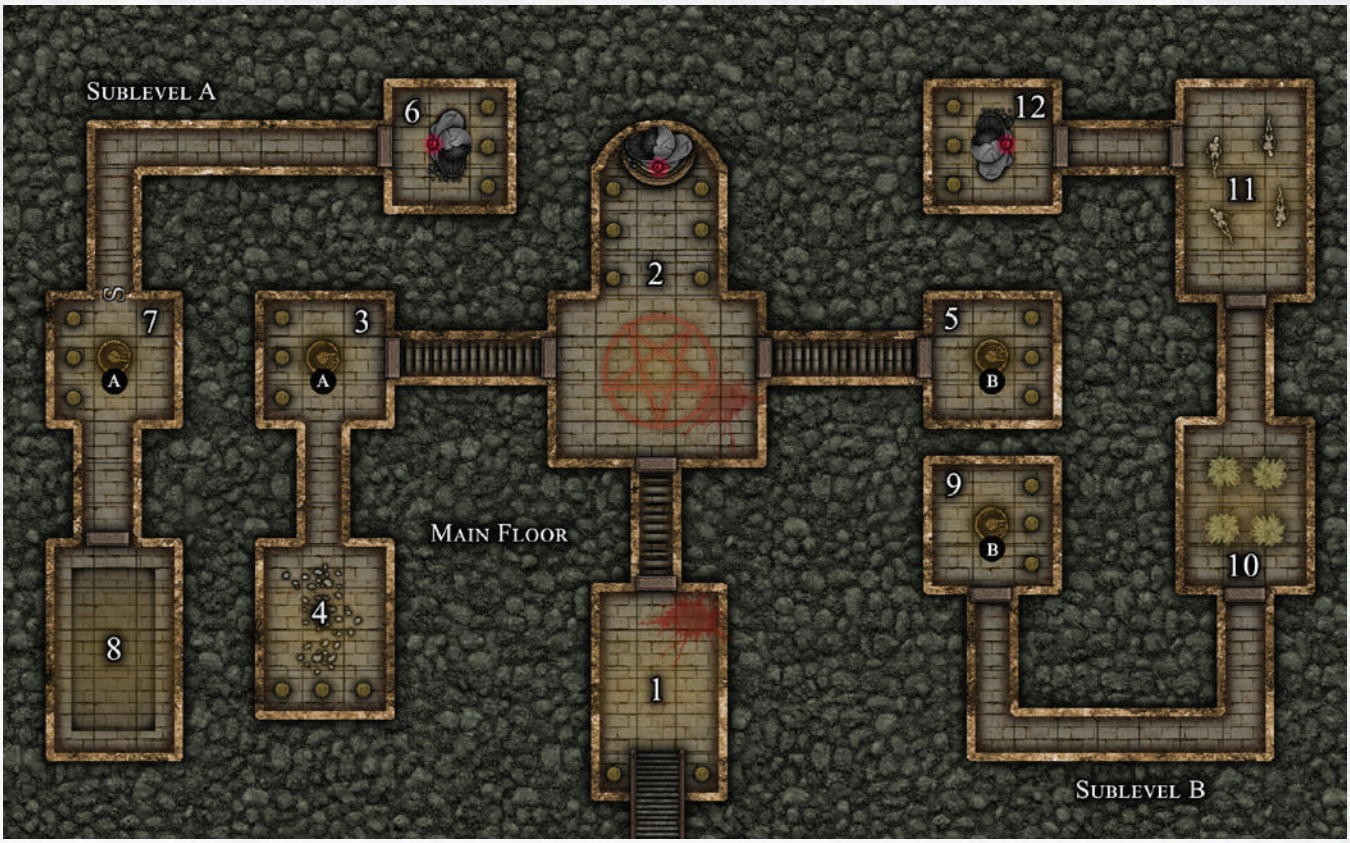
8. The Chapel

This used to be the garrison chapel, but is now an unholy shrine to chaotic strength and madness. If Akka's plan fails, the ogre priest is here.

9. The Cells

These former holding cells are now a single cage for five stirges.

Stephen Yeardley



Summoner's Remorse

Justin Andrew Mason

An evil cult of sorcerers has taken up residence in the ruins of a temple in a nearby forest; abandoned long ago by its original priests. The new residents have begun kidnapping denizens from nearby villages and the local authorities are desperate for assistance. They are offering a 5,000 gp reward to thwart the cult's nefarious activities.

The cult members are the human thralls of a devilbound dark naga trapped In Hel after attempting to break its contract with a powerful dark entity. They have discovered a spell that can return the creature from banishment, but the ritual requires a staggering number of blood sacrifices—hence the kidnapped villagers.

To complete this dungeon the PCs must destroy all three *scarab stones*, release the prisoners, deal with the cult leader, and defeat the summoned naga.

1. Ruins Entrance

When the PCs enter the ruins, they encounter a dark robed man; a villager who converted to the cult's cause to preserve his own life. Driven insane with remorse for forcibly torturing and killing his neighbors he begs the PCs to destroy the *scarab stones* within the temple.

In a fit of apparent agony, the man suddenly turns his dagger on himself and slits his own throat. From within the gaping wound of the corpse scurries a scarab beetle swarm that attacks the PCs.

2a & 2b. Pentagram Chamber

This chamber has a large blood-lined pentagram engraved into the floor and a large desecrated statue that holds a glowing scarab stone. There are 1d4+2 cult members in the room.

Obscured directly behind the statue (Perception DC 20) is a 3-foot-wide chute that descends 30 feet to Area 6. The trap on the statue is a proximity-triggered (5-

foot radius) magic *arcane eye* (CL 4) trap (Perception DC 29; Disable Device DC 29). If triggered, 2d4+2 cult members rush into the room ready to attack.

3. Pillared Stair I

The chamber has ornate pillars lining the west wall, stairs descending from the center of the room, and 1d4+1 cult members.

4. Meeting Place

This rubble-filled chamber appears to be the cult's meeting place. When entering the room the PCs encounter 2d4 cult members.

5. Cracked Pillared Stair

The chamber has cracked, unstable pillars lining the east wall, stairs descending from the center of the room, and two cult members.

6. Statue Chamber I

Another desecrated statue stands in the center of this room. In its grasp is another of the glowing *scarab stones*. The statue is guarded by 1d4+1 alert cult members.

7. Dank Pillared Stair

A staircase ascends from the center of this dark and dank chamber. A secret door (Perception DC 25) on the north wall opens to a corridor that leads to Area 6.

8. Prison Chamber

This room houses 3d4 kidnapped villagers and 3d6 corpses of slain and mutilated prisoners. The villagers are eager to escape but have been bound to this room by the magic of the *scarab stones*. . Destroying all three stones is the only way the prisoners can escape, or they become wrought with agony and suffer 1d4 points of damage each round until they return.

9. Pillared Stair II

A stairway ascends from the center of this torch-lit room, occupied by 1d4 cult members.

10. Meditation Chamber

1d4 cult members meditate on straw pallets within this chamber.

11. Beetle Room

The skeletons of several humans line the floor of this chamber. Infesting the chamber are 6d6 scarab beetle swarms; the beetles are bound by magic and unable to leave the room.

12. Statue Chamber II

In this dark chamber stands a desecrated statue with a glowing *scarab stone* lodged within its grasp. The door into this room has been trapped with a *summon monster VI* trap that summons a fiendish scarab beetle swarm.

Destroying the Stones

The *scarab stones* (Aura strong enchantment; hardness 8, hp 65) are glowing red scarab-shaped icons that allow the cultists to control the scarabs that infest the ruins. The stones are sacred relics to the cult and their Hel-bound master and can only be wielded by those in service to the dark naga.

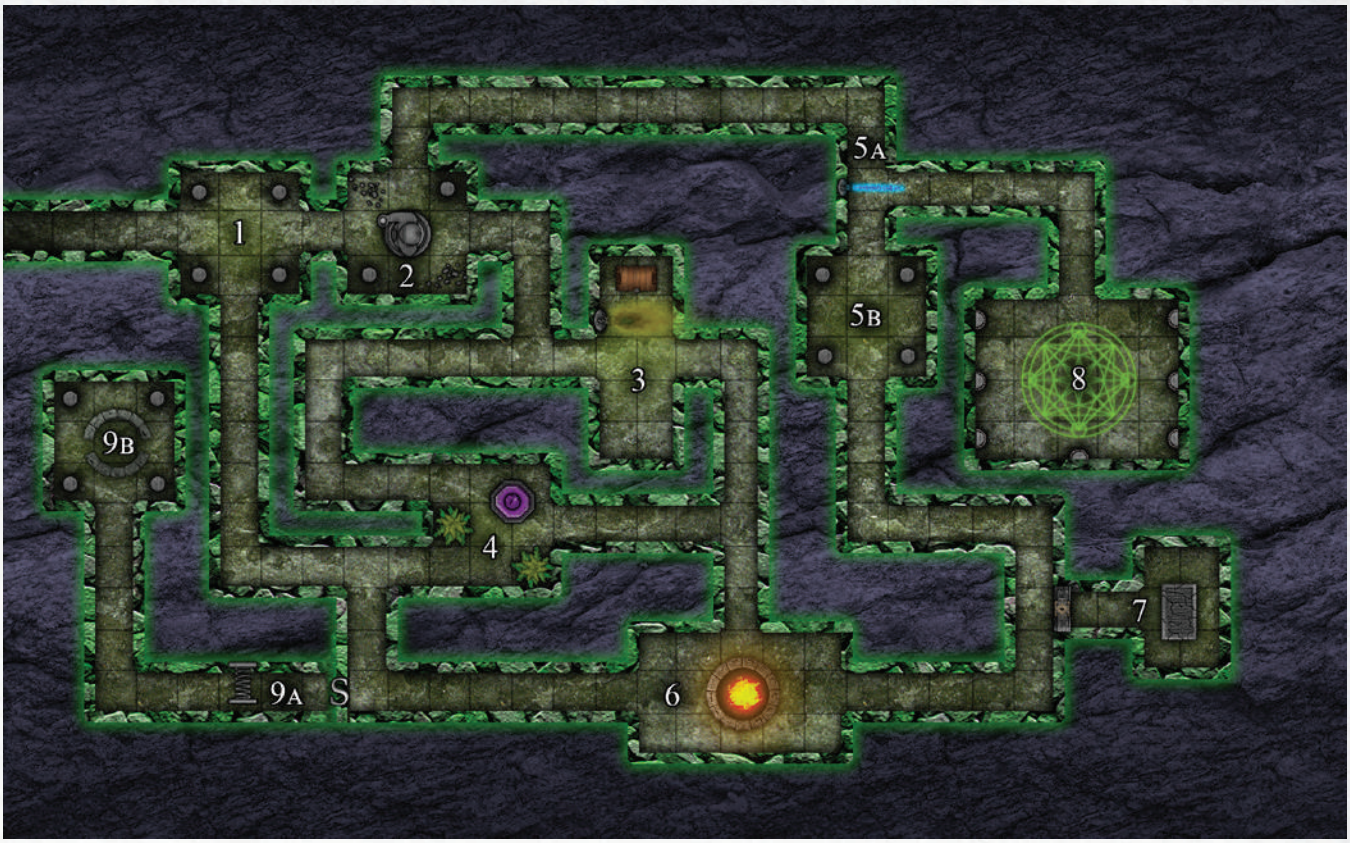
When the last of the stones is destroyed, the cult leader appears from the shadows and attacks. If killed, his corpse is immediately incinerated by a pillar of bright blue flame from which the naga appears, eager to kill the PCs for their meddling.

Encounter Notes

Cult Members: Note each cult member has a *pendant of the blood scarab*.

Scarab Beetle Swarm: Note a scarab beetle swarm bursts from the corpse of any cult member slain. This is also true for any kidnapped villager that dies before destroying the three *scarab stones*.

The Naga from Hel: Note the scarab symbol has sacred meaning to the naga. It is a symbol of the ancient pact made with its devil master. Any valuable art items in the creature's hoard have a scarab theme and among its treasure is a *scarab of protection*.



Dwarven Dread

Michael Smith

Argyle the Betrayer was a powerful dwarven cave wizard that was corrupted by a derro magister named Angree', and is now quite insane and bent on the destruction of the surface races, most especially dwarves. Angree' has subjugated Argyle using powerful hallucinogens, in addition to a number of duergar tyrants, and positioned Argyle as a mad savior to the duergar. Argyle and his "servant" Angree', as well as the duergar, spend most days torturing dwarves, or calling on elementals to forge alliances to overthrow the surface dwellers. Argyle's complex is found miles below the surface off a well-traveled path in the Underworld. Its walls are covered in a fungus that emits an eerie green glow.

Random Encounter Table (roll every 30 minutes)

1d4	Encounter	Treasure
1-2	1d6 duergar tyrants	4d100 gp
3	Angree'	150 gp
4	1d4 Medium magma elementals	none

1. Antechamber

In each corner is a pillar that extends from floor to ceiling. They are carved with runes that read in Undercommon, "Those that reign above will soon cower to those that dwell beneath".

2. Portent and Statues

This room has a statue of a maniacal looking dwarf extending a hammer in his right hand to the heavens. There are stone pillars in the northeast and southwest corner with runes carved in Undercommon that read, "His betrayal is our salvation". There appears to have been two other pillars in the remaining corners, but they have been destroyed and are now just piles of rubble. The statue is actually a stone guardian golem that will attack anyone coming within 1 foot of the statues base.

3. A Box Surprise

The foul stench of death permeates the air. A 3-foot-by-6-foot wooden box sits against the northern wall, and a steady rapping can be heard beating the walls of the box from within. A fault stone in the floor trigger an insanity mist trap if the box is approached. The box is latched, but not locked, from the outside. Should the box be opened, two dwarven spellgorged zombies climb out of the box and attack the PCs.

4. Dwarf Shrubs

Oddly out of place, two large shrubs thrive in this area. A dark gem sits on what appears to be a stone altar, emanating eerie purple light and unnatural warmth. Any attempt to remove the gem immediately causes it to shatter in the hands of the would-be thief, and within 1 minute the shrubs shrivel and die.

5a. Hallway I

A pressure sensor is hidden in the floor that triggers a cold fire trap that affects everyone in the hallway leading up to Area 5b.

5b. Ode in Stone

In each corner is a pillar that extends from floor to ceiling. Each pillar has intricate scenes of battle depicting an army of dwarf-sized combatants streaming forth from ground and massacring what appear to be humans, elves, and dwarfs.

6. Forge

As the PCs approach this area they feel the ambient temperature increase to approximately 120 degrees. In the floor is what appears to be a molten lava pool, but in fact it is a permanent portal to border between the elemental planes of fire and earth. Characters lingering in this area for any amount of time are affected by the rules for environmental heat. There is a 50% chance every hour that a Medium magma elemental will traverse the portal and attack.

7. Cell

Entry into this room can only be gained through a locked steel door (Disarm Device DC 30). This room has a large stone slab in its center, and the walls are covered with grotesque paintings of atrocities against dwarves. Along the top edges of the slab are carved runes that read in Undercommon, "I was a slave, but my mind has been set free. I am the master. All shall kneel." If the slab is moved, beneath it is a small compartment that contains a bottle of 50 insanity pills.

8. Mead Hall

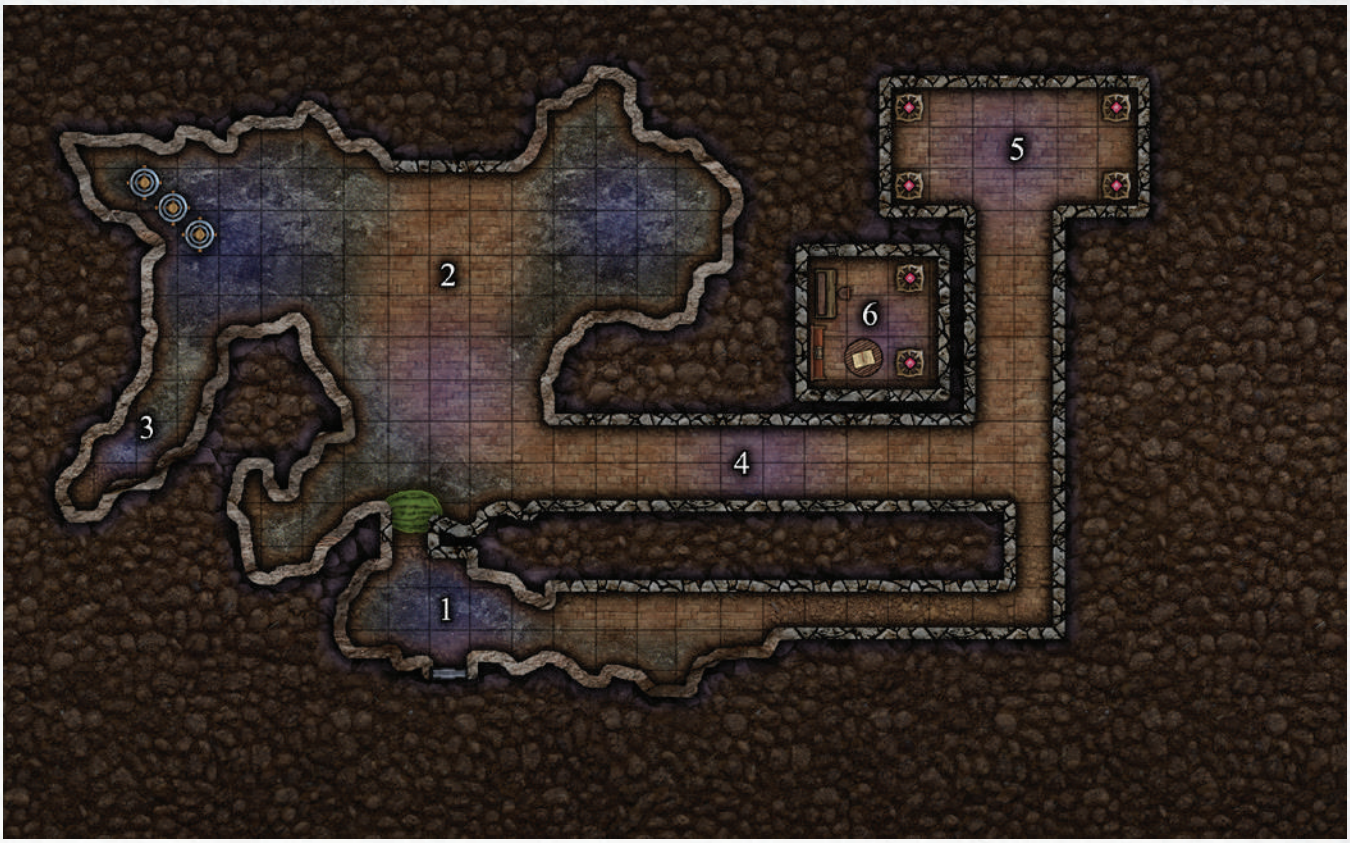
This room has a large runic symbol painted on the floor. Foul smelling candles and incense burn lighting the room in the same eerie green glow found throughout the complex. The severed heads of seven dwarves sit on silver platters along the walls of the room. A single dwarf cave wizard stands in the center of the room, eyes glaring at the PCs. He shouts in Undercommon, "I am Argyle the Betrayer. Darkness will extinguish the light of the surface, as I will extinguish the light of your souls!", and then immediately attacks.

9a. Hallway II

A pressure sensor in the floor triggers a set of pulverizers that attempt to crush anyone unlucky enough to set them off.

9b. Risen Stone

In each corner is a pillar that extends from floor to ceiling. On each pillar are carved runes reading in Undercommon, "Here we call". In the center of the room are six large stones forming a circle around a polished rock (*stone of conjuring earth elementals*). If Angree' has not been encountered randomly, he lurks here and uses the stone to conjure a large earth elemental to battle the PCs.



Look Not with Thine Eyes, But Thine Mind

Stephen Yeardley

Deep within some hidden caverns, the PCs find a disguised door leading to a secret space that's becoming a hide-out. With 15-foot high ceilings, the entire area is under a permanent *deeper darkness* spell. It sounds like it's inhabited (Perception DC 18).

1. Cavern

The disguised door enters a partially worked cavern. Eight formian workers are squaring off the walls at ceiling height. Using blindsense they wait for the PCs to pass underneath, attack once, and then scatter. Their scuttling acts as a *confusion* spell. Survivors move to Areas 2, 4, and 5. They continue to flee unless a strong leader supports them, then they'll flank attack. The northwards gap has a weakened floor over a green slime pit. East of the cavern is a mostly worked corridor. The second half has carvings depicting the formians' victories over those less lawful and organized than themselves. Non-formians studying it fall to a *heightened sepia snake sigil* trap.

There are a number of concealed small holes along the south wall (Perception DC 18); they are 2-inch diameter tubes leading away from the hideout.

2. Hive Vanguard

Two formian warriors live here, the hive's vanguard with the workers. If attacked, they are supported by Sokea-Silmäys, a brutish monk from Area 3 and any workers who have fled here. The northwest corner houses three linked metal cylinders, 6 feet tall and 6 inches in diameter; two hold 24 eggs, one is empty. Although these formians are from a colony about 40 miles away, the tubes can, and have, traveled between planets. The sealant is toxic to non-formians, acting as a weakened terinav root chest trap. A narrow tunnel leads away from the northeastern corner of this cavern.

Random Events

1d100 Roll	1 per 10 minutes, all occur just once
01-40	A formian worker appears, but flees when it spots the party, dropping a pick.
41-70	A formian warrior appears, attacks once, then retreats to 2.
71-90	The party might hear Sokea-Silmäys (DC 20) He remains out of sight in the darkness.
91-00	A dying male human in battered leather armor, slimy skin blistered, staggers forwards. Grasping a PC, he whispers hoarsely, "They're here! As Tietei Skirjallisuus said!" then expires.

3. A Pointed Past

Sokea-Silmäys, blind since birth and re-homed by formians after getting separated from his peers during an ambush when a child, adopted the Scorpion Style in recognition of his new family's sting, has developed blindsight to 30 feet, and is a confident and capable defender of the formian way, coordinating his attacks with the workers. His possessions are in a chest protected by numbing needles.

4. Egg Chamber

This wide corridor has hundreds of formian egg-sized crevasses along its length. Most are empty, but 24 had eggs to test their effectiveness. Now there is a cloud of fine formians that act as a flying termite swarm.

A zeal emotion ooze helped complete the dull-but-worthy construction, compelling the workers. It hasn't fed for 48 hours and blends into the stone. If it compels a PC to act, the PC recalls his last fight and attacks another PC. If formians are present, even workers, they're compelled to attack the PCs. Any 5-foot-square section of wall (450 lbs.) fetches 250 gp from suitably interested sages.

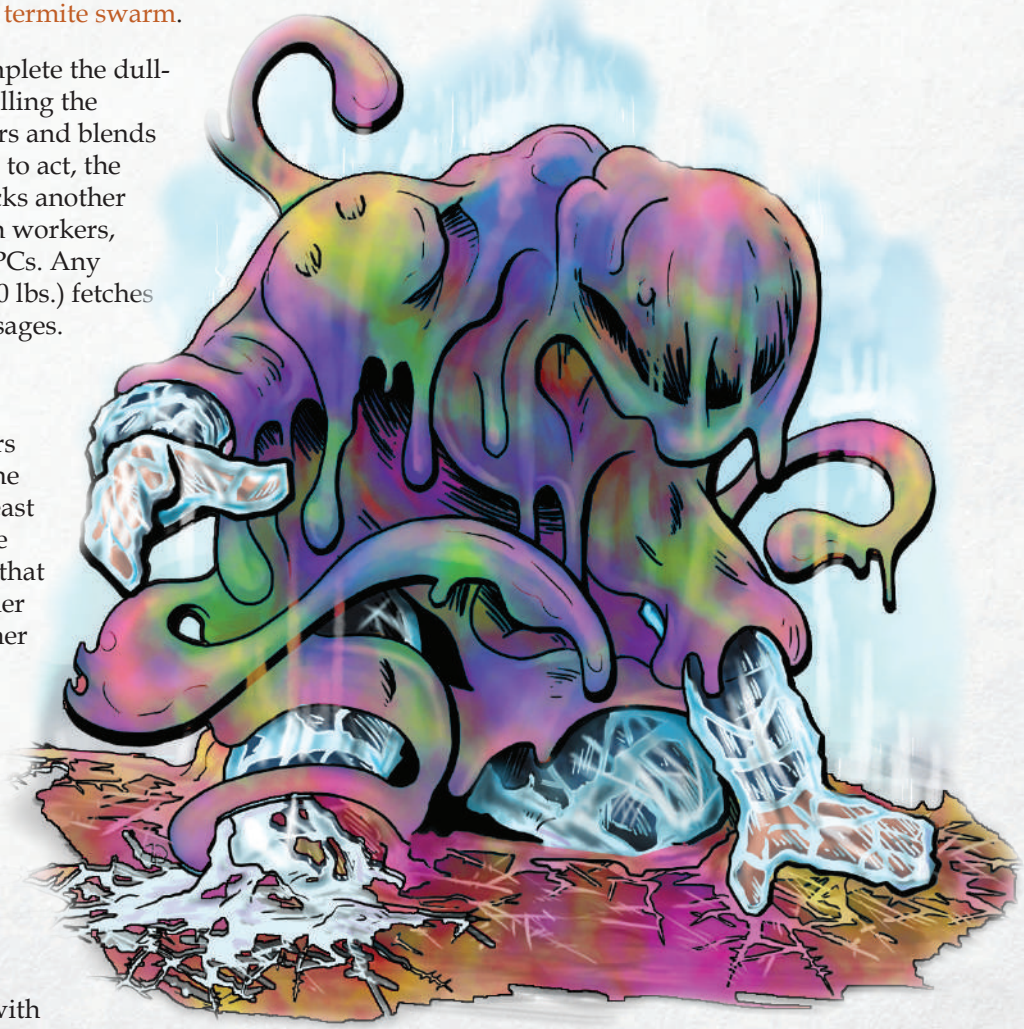
5. Teleport Chamber

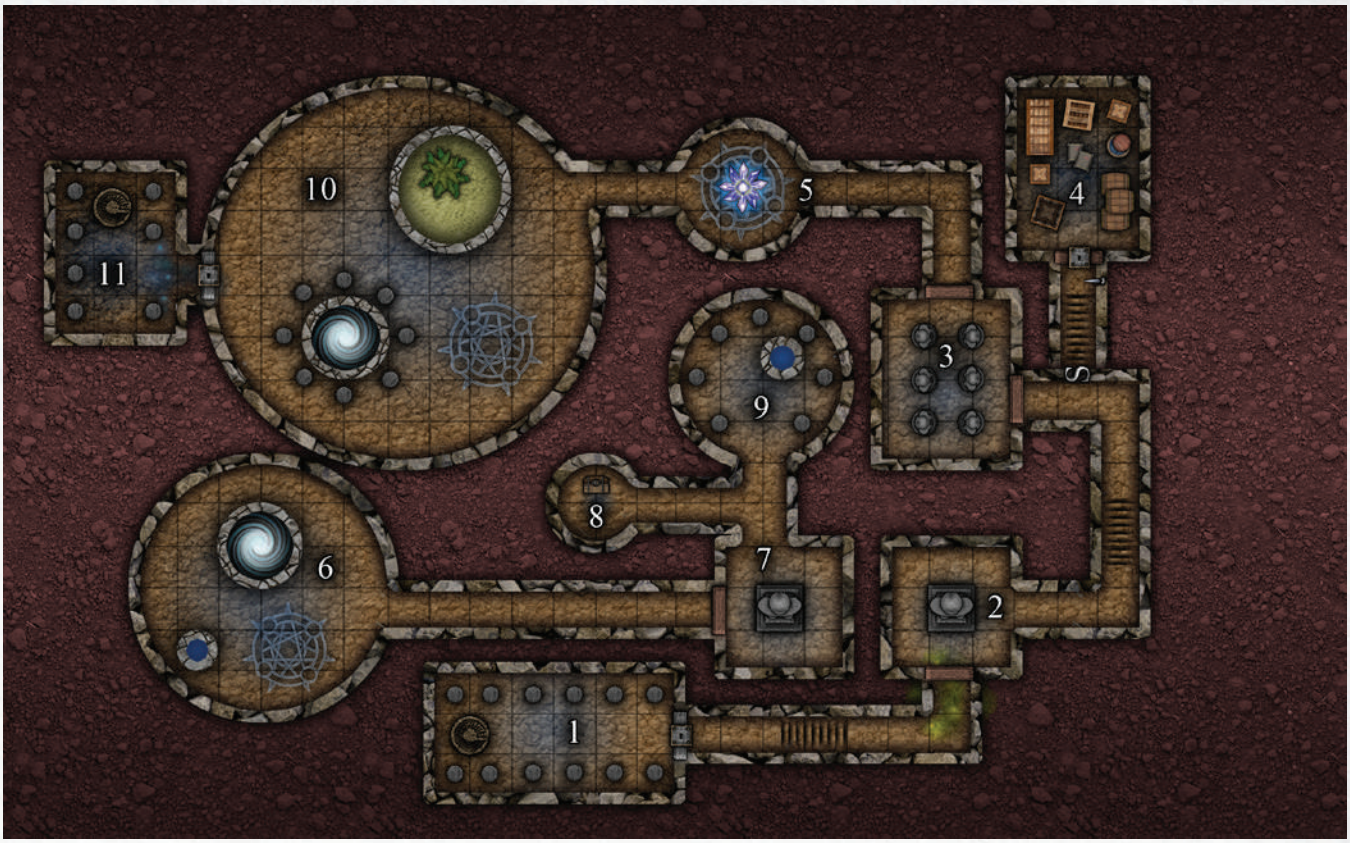
This room's two northern corners have teleports out of this area; the west corner goes to Area 6, the east exits the complex elsewhere. The southern corners have teleports that return to this area; the west corner comes from Area 6, the east corner from elsewhere. Two medium aether elementals attack from above, protecting the four teleports.

6. Exit Chamber

The entrance teleport from Area 5 is in the northeast corner, the exit teleport is in the southeast corner. Long ago, the formians allied themselves with a caulborn banished by its peers for rejecting outright neutrality. Now the creature records the formians' hive-establishing actions across the multiverse. If the party enters here and attacks, the caulborn will mentally call the warriors and Sokea-Silmäys. A caulborn remembers all it learns, but is physically recording everything for the formian queen it now follows. The journals are on a shelf, protected by a bone box trap.

They are a jumble of Abyssal, Aklo, Celestial, and Infernal. A reader has to be able to speak all four to make sense of the books, which are worth 150 gp each. The rest of the space comprises a sparse study.





The Dragon Queen's Sanctuary

Jonathan Ely

This complex was once home to kind druids but some years ago monsters attacked, decimating the peaceful occupants and seizing possession of their former home. The trolls and their leader have since settled in the region causing periodic problems and wreaking general havoc.

1. Entry Chamber

A circular staircase leads down from the small ruins that remain on the surface, and emerges into a long, narrow chamber with columns on each side. At the far end of the chamber is a strong wooden door, which is locked solid (Disable Device DC 25); the door is also trapped with a poisoned dart trap. It leads into a long L-shaped corridor with descending stairs in the middle, ending in a wooden doorway. This second wooden doorway is protected by a patch of yellow mold.

2. Chamber of Remembrance

This small chamber is dominated by a statue of the druid Celyddon Starsinger. A DC 16 Knowledge (local) check would confirm that he was a well-loved local druid who was slain leading the fight against the trolls, many years ago.

3. Chamber of Heroes

A U-shaped corridor, complete with descending stairs, leads to a simple wooden door, as well as a secret door to Area 4. Beyond the unlocked wooden door is a small chamber; there is a pillar in each corner and 6 statues stand in two rows. If a DC 16 Knowledge (local) check is completed, then the six statues are recognized as heroes that fell in the fight against the trolls. Within this chamber, a single troll guards the second door out into the corridor beyond, who will immediately bellow for assistance—especially from the one hidden in the corridor to Area 4.

4. Store Room

A secret door, requiring a DC 22 Perception check, hides a second troll within a short corridor complete with descending staircase, who will immediately bellow for assistance—especially from the one in Area 3. At the far end of the corridor is a strong wooden door, which is locked solid (Disable Device DC 25); the door is also trapped with a poisoned dart trap. Within the chamber is a storeroom, which holds mostly stale and rotten foodstuffs within a number of crates and barrels. If the PCs are vigilant (Perception DC 25), a well-hidden hidey-hole behind one of the walls contains treasure items of the GM's discretion.

5. Star Chamber

This unusual chamber contains a series of arcane markings on the floor. Floating in the center of the chamber is a metal-cased crystal, which glows with some kind of divine power; shapes cut into the metal casing allow the light to throw images up on the walls, continuously circulating in a steady pattern. This strange object was used by the druids to predict the movement of the stars in the night, in order to make or resolve certain seasonal divinations. Any divine magic that is cast within this chamber is boosted; either cast at +1 CL or lasting for 50% longer (at the GM's discretion).

6. Hidden Well Chamber

This chamber can only be accessed by a hidden, water-filled tunnel linking the two wells between this chamber and Area 10. The tunnel is 20 feet long and completely submerged, requiring a DC 10 Swim check, but this may increase depending on the armor and equipment each PC is carrying. A second small well is also present in this chamber; it is actually a permanent link to the elemental plane of water; if the PCs enter this chamber, they'll find it guarded by a large water elemental. The elemental is crafty and will try to ambush attack the PCs after they fight Mouldwing or drown them one-by-one in the submerged tunnel.

7. Chamber of Fallen Remembrance

This simple chamber contains a statue of the dark druid Turi Stormdancer. A DC 16 Knowledge (local) check confirms he was a despised local druid who betrayed his fellow druids but was eventually slain in turn by Mouldwing for his treachery.

8. Key Chamber

This small side chamber contains a large chest filled with precious items hoarded by Mouldwing as a by-product of her tainted blood. Amongst the small hoard is a large key made of electrum, inset with fragments of emerald; this key is the means of opening the locked door to Area 11.

9. The Queen's Personal Chamber

This circular chamber is the final escape location for Mouldwing; if driven back to this location, she will not stray too far from the small pool of water in this chamber, ensuring that her regeneration will always remain active. This cylinder shaped room is both high and gloomy; it is possible that Mouldwing will use her limited flight abilities to try to hide out of sight, or attempt to attack the party from above.

10. The Queen's Chamber

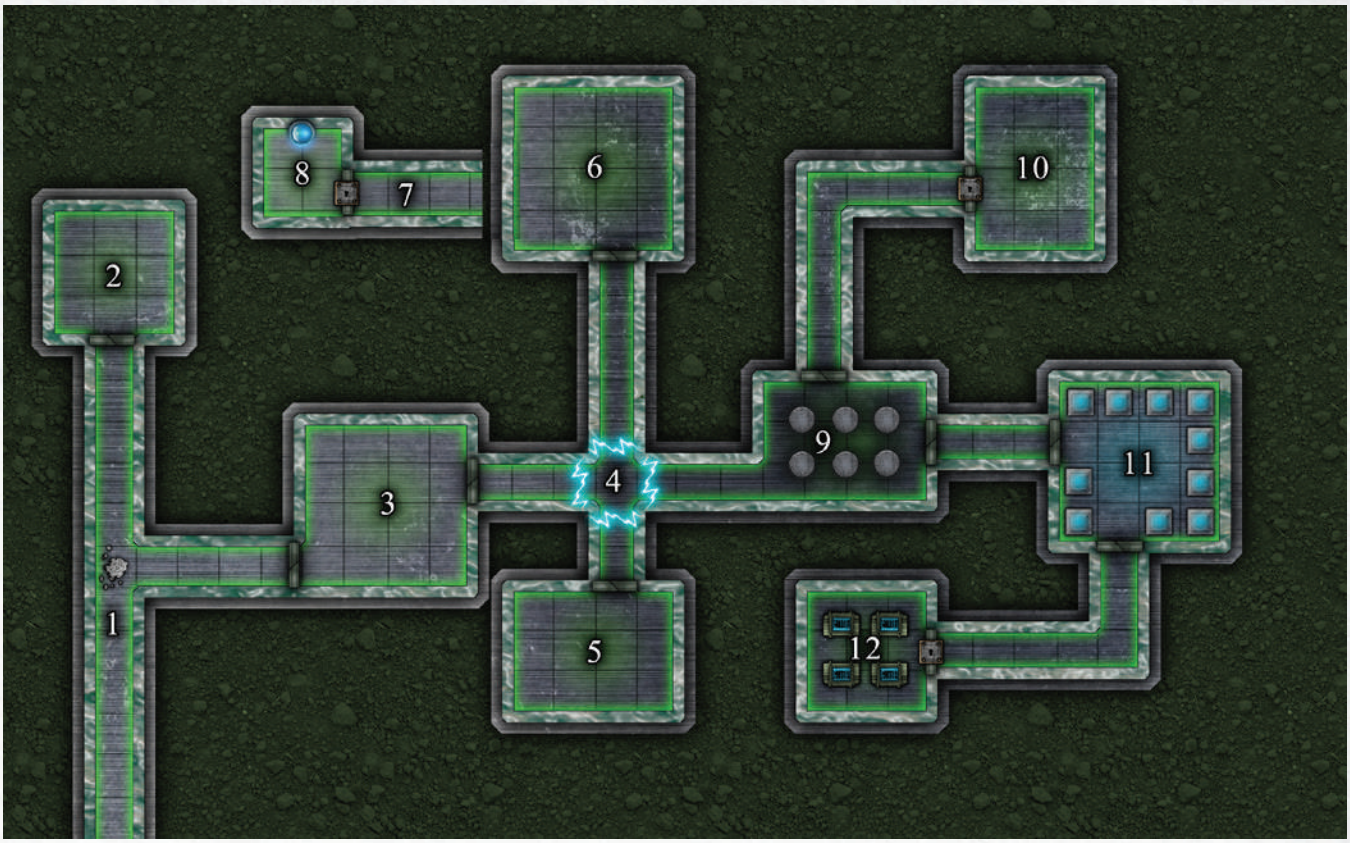
In this former summoning chamber, one of the pools has been long corrupted and has become favored home of Mouldwing the Tainted, a half-dragon (black) scrag, the self-styled queen of this complex and whose evil shows no bounds to the creatures of her home as well as the nearby lands.

Fond of her home, and considerably larger than her kin, she takes great delight in attacking the adventurers as they enter this chamber. If unaware of the party's arrival, she'll be submerged in the slimy green depths of the upper pool, devouring the fetid remains of a previous meal. If she is aware of the party, she'll be mostly submerged, with only her eyes and the top of her head above the water, requiring a DC 15 Perception check to spot her. As soon as she has a chance, she'll use her line of acid breath weapon against the weakest target (usually a magic wielder). She'll close the distance without straying from the pool of stinking water, which ensures she retains her regeneration ability and might offset any residual acid or fire effects.

If the fight goes against her, she'll use her limited flight ability to reach the smaller, cleaner pool which is connected by a flooded tunnel to the larger pool in Area 6. There she can flee and regenerate any wounds, and possibly retreat deeper to the small pool in Area 9.

11. Exit Chamber

Once unlocked from the key found in the chest from Area 8, the party is free to escape. However, there is one last trap for the unwary behind this door; opening the door disturbs a patch of ravenous mold attached to the ceiling. Anyone who survives can escape this room by the staircase in the north end.



Chrome Devils from the Swamp

Stefanos Patelis

The tale of the fiery comet crash and the haunting of the swamp is known. But now the bog waters are mysteriously drying out, the swampland thinning, and rumors surfaced of devils the comet unleashed. Only the bravest or the foolhardy would dare investigate. But will they be prepared to go against the Chrome Devils of the Swamp?

The complex's walls are of an unrecognizable alloy with the strength of strong iron but the alien feel of plastic. A soft green glow illuminates everything, turning red when the complex switches to alert mode (dim light). Doors slide with a hydraulic hiss. Use iron doors for breaking and entering purposes with a +10 penalty to the DC if a key pass is not present.

The Articifial Intelligence (AI) of the crashed spaceship has four types of robots serving it (see sidebar). They are made from a white metallic material and all possess a small device that lights green every time the automata go through a door. These key passes can be removed, without ruining them, with a Dex DC 16. Guardian-bots possess a higher tier key for the doors marked as locked. Repair-bots have no tags; they use concealed narrow repair tunnels that the players can utilize only with shrinking magic.

For every robot destroyed (excluding repair-bots) and for every door forced open, the AI rolls a DC 27 Perception check with a cumulative +2 modifier. If it succeeds the base goes into alert mode and all security and soldier-bots converge to the nearest PCs location. Two security bots patrol Rooms 2, 3, 9 and 11.

Repair-bot: Damage to the ship (for example by breaking through a door) unleashes a host of 1d6+1 repair-bots that scuttle out of a secret compartment nearby and proceed to first destroy the characters and then fix any damage.
Security-bot: Add an active force field (15 hp).
Soldier-bot: Add an active force field (20 hp) and replace the Mwk crossbow with an integrated laser pistol with 10 charges: Ranged: integrated laser pistol +6 (1d8(fire)/x2).
Guardian-Bot: Active force field (40 hp).

1. Entry Hall

The adventurers encounter a broken security-bot at the t-junction. It is damaged beyond repair with its lower body gone and only cables, tubes and dried fluids trailing behind its motionless form. If they touch it there is a 50% chance the integrated pistol pops out its chest cavity and fires its remaining charge at a PC. Its tag is destroyed.

2. Guard Hall

This room houses 2 soldier-bots that will activate only if interacted with or in alert mode.

3. Welcoming Hall

This large room has two soldier-bots flanking the eastern door. Their eyes glow red and immediately start tracking the characters' movements in the room but will only attack if interacted with or the door is forced. A DC 20 Perception check will reveal a metal panel above this exit that, if removed (Str DC 20), will offer a 20-foot-long crawlspace which leads over the middle of the corridor beyond and will not activate the soldier-bots.

4. Hallway

This crossroad is blocked by vertical laser grids. There is one lattice of light blocking each of the four corridors' entrances. If a robot tag holder crosses them then they momentarily change to green.

Laser Grid Effects

Green	Nothing Happens
Red	6d6 plasma damage (Fort DC 20 halves)
Blue	A loud beeping sound is repeated for 5 seconds (AI checks for alert).
Yellow	These lights feel and behave as metal bars

5. Repair Room

The door is marked with a big red cross on white. A guardian-bot is tethered to a metallic appendage suspending it from the ceiling. If there is no alert the metallic monstrosity will heal non-aggressive visitors.

6. Central Security

The door is marked with a black eye on a red background. Two security-bots and one soldier-bot will attack anyone entering. Glowing panels dot the walls with unknown symbols scrolling. An off line panel is hiding a secret door (Perception DC 20).

7. Maintenance Tunnel

In this large maintenance tunnel ominous luminous red writing flashes on the black metallic walls. If either of the trigger plates are stepped on by living beings the complex goes immediately on alert mode while red laser grids block both trapped squares, and only momentarily switch to green laser grids when owners of robot tags cross them.

8. AI Chamber

The AI system manifests as a 3-foot radius hovering mechanical eye. It can generate a plasma beam to attack or a healing beam, targeted on a guardian-bot. When destroyed the eye explodes like a repair-bot, sets the base on alert, and all robots become shaken.

The AI will present itself as a slave turned leader who revolted and led its minions here; only wanting to carve a peaceful kingdom in this hostile territory. It is up to the GM on how truthful and trustworthy the AI is and where this leads.

9. Repair Highway

This empty room has large cylindrical pipes granting a +6 bonus on Stealth checks to hide. The east door has a symbol of three black vertical cylindrical objects (bullets) while the northern door has a black cogwheel on a blue background.

10. Operations

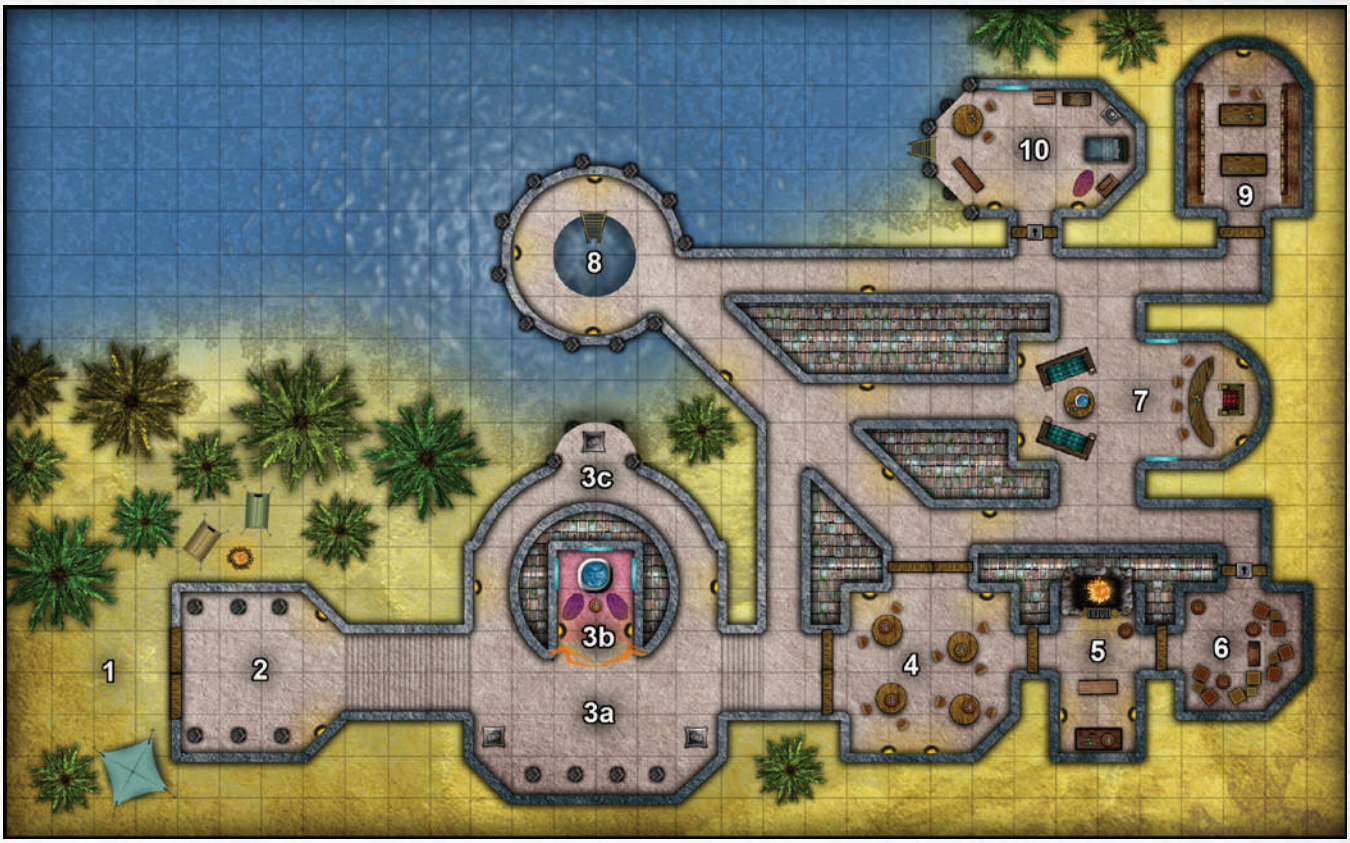
Opening the door releases a cacophony of sounds (-10 to all hearing based Perception checks). Large cylindrical vats made of a black metal fill this room while ten repair-bots mill about, constantly busy. Destroying a vat (hardness 15, 50 hit points) is followed by a series of chained plasma explosions. A female voice in a language foreign to the PCs starts a countdown while the complex goes into alert mode. The repair-bots will eventually contain the damage but for the remainder of the adventure all bot functions—including the AI—are slowed.

11. Soldier Storage

This room has several metal podiums with 10 soldier-bots standing on each one as a beam of blue energy from above washes down to recharge and repairs them. The bots will all activate (2 per round) on alert or if one is damaged.

12. Equipment

Ammo room. The technology of the equipment in this room makes them dissolve into useless dust and goo once they run out of charges. The room contains: a weird-looking breastplate; 2 laser rifles and 5 extra cartridges; 2 EMP and 1 plasma grenades; a white force-field bracelet; a medlance; a fully charged emergency raft; and 20 goo-tubes (really alien tasting).



The Palace of Ahmad Sahir

Michael Holland

Ahmad Sahir was a wizard of great renown, known for his devotion to Matan, Nar, and Shem, the three goddesses of divination and oases. After rescuing the goddesses from an unscrupulous sultan who bound them with foul magic, Sahir was gifted with a desert oasis. He commissioned a small palace to be built and devoted his life to the goddesses. Seeking revenge, the sultan cursed Sahir and when the wizard succumbed to madness, the goddesses withdrew from him. Sahir began to believe he must bind the goddesses as the sultan did to regain their blessings. He began sacrificing his servants and using their blood in his evil rite, but he needed royal blood to complete it. He invited Jamila Amire, his cousin and a princess, to visit him. Amire accepted the invitation and has not been seen since. Now her father has sent the PCs to investigate.

1. Deserted Guard Post

Only corpses remain in the three tents outside Ahmad Sahir's palace. Sahir ordered his guards to kill Jamila Amire's retinue while they slept.

2. Entry Hall

This ornately decorated chamber contains two ahkhat which Ahmad Sahir transported to his palace when he commissioned its construction. The entities will attack anyone who is not Sahir or one of his servants.

3. Hall of True and Divine Wisdom

The walls of this chamber are decorated with stone mosaics venerating Matan, Nar, and Shem.

3a. Statues

Statues of Nar and Shem sit in relaxed poses watching the staircases to the east and west. An orange-tinted *wall of force* (hardness 30, 140 hit points) protects a small alcove in the center of the hall.

3b. Pillows

Two large pillows and an incense pot sit beside a small basin (*crystal ball*) in which water swirls continuously. Three magical mirrors surround the magical basin which reveal additional information about the scryed target's past, present, and future.

3c Statue of Matan

A beautiful statue of Matan sits on the balcony overlooking the oasis. Sahir believes part of Matan's divinity resides within the statue and he reveres it above all else. Blood stains on the statue leave evidence that someone has been groping it with bloody hands. Some of the blood is fresh, perhaps only a day or two old.

4. Dining Hall

Four tables and assorted chairs fill this dining hall. The sweet smell of cooking meat wafts in from the east door. Sahir's five guards are resting here. They are distracted by the meal and if the party has been careful not to make too much noise, they can catch the guards by surprise.

5. Kitchen

This kitchen is in disarray with rotting foodstuffs scattered all over the place. The cook is Sahir's sole remaining servant, and he has been working hard with little rest.

6. Storage

Supply caravans have stopped delivering to the palace and supplies are beginning to run low.

7. Audience Chamber

This finely furnished audience chamber is where Sahir once met with visitors and those seeking his services. The room has not seen use in some time. If any of the PCs approach behind the desk, two medium aether elementals spring from the torches and attack.

8. Well

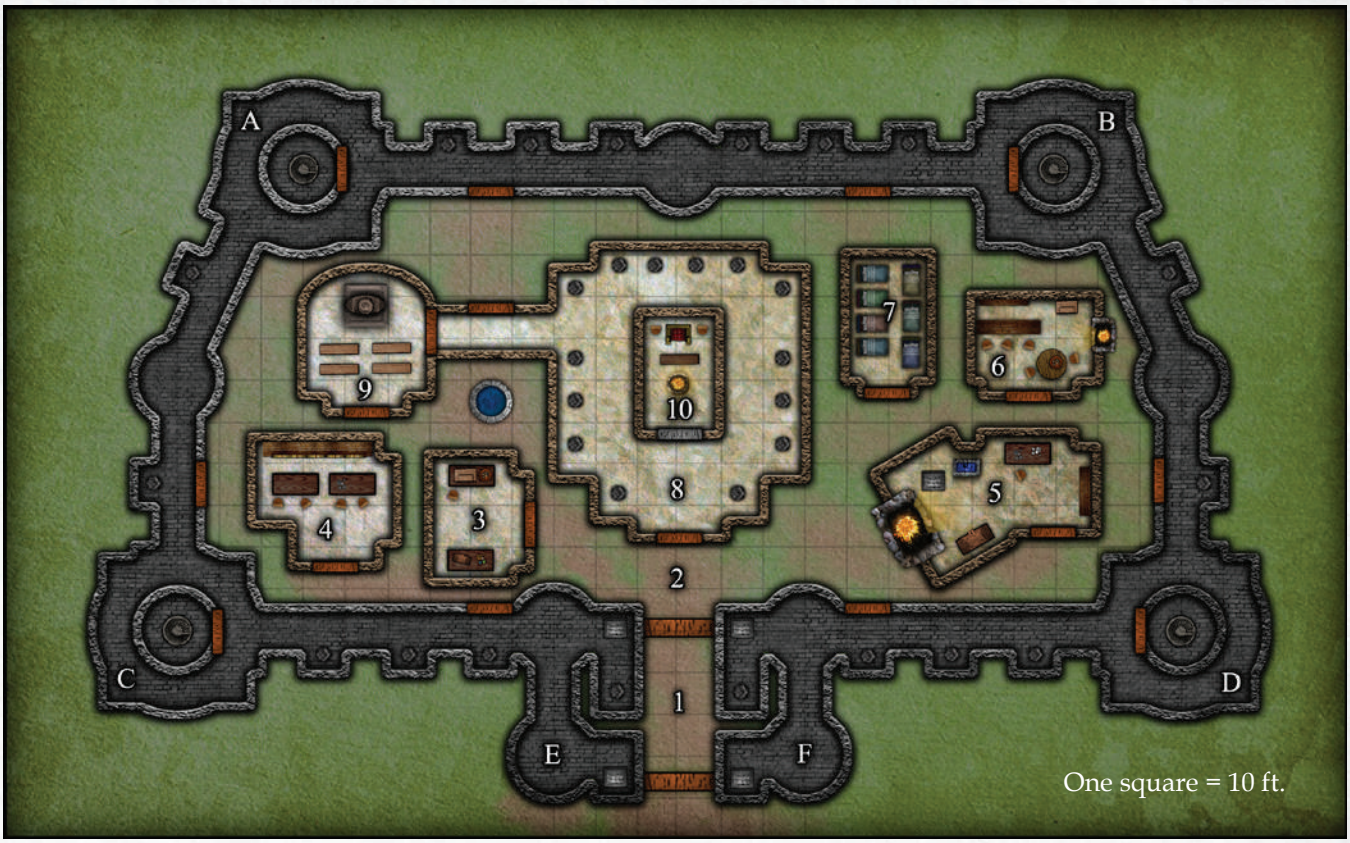
The ceiling opens up to the sky above and the walls drop to a mere three feet high surrounding the circular opening in the center of this room. A ladder descends down into the cool water below. Several buckets tied to ropes sit along the southern wall indicating this room is used as a well to draw water from the oasis. A DC 20 Perception check allows a PC to notice a corpse floating just out of sight in the water below. Investigating the corpse reveals it to be one of Sahir's servants whose throat was cut. He has been dead for more than a week.

9. Library

This chamber is Sahir's personal library and study. It is filled with books on various subjects. Two guardian scrolls guard this room and will attack anyone who enters without Sahir. There is a key sitting on the northernmost desk which unlocks the door to Room 10.

10. Ahmad Sahir's Bedroom

The door to this chamber is locked and requires the key found in Room 9 or a DC 25 Disable Device check. This octagonal chamber is built so the western walls are open to the oasis. The furnishings in the room are ragged and worn. Sahir sits at the wooden table lazily petting two sha sitting at his feet. Amire is next to Sahir, tied to her chair and gagged. If Sahir is aware of the PCs' presence, he stands behind Amire to use her as a shield and his pets wait by the door.



Home Fires

Richard Develyn

Because of services rendered, the PCs are now the owners of a small castle on the outskirts of the local kingdom. The castle's previous owners, the actual adventuring group that built the castle, disappeared six months ago; the castle's garrison disbanded once they stopped being paid. Tales of a strange pulsing blue light coming from the gatehouse is keeping people away from the abandoned castle.

The PCs have the castle's deeds and keys—all they have to do is claim it.

The adventurers who owned the castle decided to venture into the Plane of Fire to increase their fortunes, opening up a gateway to the City of Brass from within their very own stronghold (Area 10). The adventure went badly and all but one of them now languish within the palace of an efreeti sultan, Mustapha Ibrahim, awaiting execution (though one adventurer got back—see Area 9). Mustapha also sent an administrator efreeti, Kizlar Agha, to take possession of the gateway and secure the adventurers' castle. Other creatures from the Plane of Fire escaped through the gateway before Kizlar's arrival and many have stayed for one reason or another though none dares to damage the castle now that the Sultan has claimed it.

The only treasure present in this adventure is the castle itself, which is valued at the GM's discretion, though there are heavy ballista in areas E and F.

Walls: The outer castle walls are reinforced masonry while the inner walls are superior masonry. The outer walls are 20 feet high; the walkway along the top is 4 feet lower than the top of the walls. The walls also have an inside area accessed by doors from the bailey (Area 2).

Traveling within the walls is via spiral stairs at the four towers (A–D), which also extend 10 feet further up from the castle walls. Inner walls are 15 feet high apart from those surrounding Area 8, which are 20 feet high. Ceilings are therefore 15 feet high except for Area 8, which is 20 feet high.

Doors: All the doors are double doors save the ones leading into the towers, which are single, and only 5 feet wide despite appearances on the map. The doors

leading through the gatehouse are very strong wooden doors; all others are strong wooden doors. The doors leading into Area 10 are made of iron and hot to the touch. All doors, except the outermost to the castle, have hinges for automatic closure and stay closed at all times. All doors have locks but the locks are broken. The doors through the gatehouse have broken bars that won't secure the doors.

Note: most of the encounters here do not have to end in combat.

1. The Barbican

The outer double doors, forced open from the inside, are jammed open due to a plasma ooze. Fortunately, the creature is catatonic, having suffered some strange mishap when it arrived on the material plane. The ooze's magnetic pulse, however, still fires every round like a heartbeat. Even though the ooze no longer engulfs, anyone pulled into it still takes 4d6 points of fire and electricity damage.

2. The Bailey

The grass of the bailey is short and scorched courtesy of the salamander from Area 6, which frequently prowls the grounds in frustration.

3. Outer Study

This small study contains the only clues about what happened to the castle's previous owners as well as plans and maps of the City of Brass within a locked box (Disable Device DC 35).

4. The Tap Room

This tap-room is in disarray. Two severely drunken (sickened) rasts lie groaning on the tables. They may be voracious, but they're not immune to poison.

5. The Mage Hearth

This building is a study presumably once used by an arcane caster. The bookcase, chest (unlocked) and desk contains various arcane writings and implements of modest value. The large fire is kept alight by Sulaim, a vire veela, who enjoys dancing within it—a shallow, vain creature that cares only for the beauty of the dance.

6. The Refectory

This building is a refectory where the adventurers ate "created" (i.e. tasteless) food. It is currently occupied by Askari, a salamander who rests in the fireplace here when he's not out and about in Area 2. Askari came exploring when the efreeti, whom he hates with a passion, trapped it.

7. The Barracks

Unable to break with the habits of their adventuring careers, all seven adventurers slept in the same room, though their beds do not match. There are six imps cavorting about on the beds like deranged children who got here by accident while traveling the Plane of Fire and too scared of the efreeti to return.

8. The Cloister

This tall cloister is quiet and empty.

9. The Chapel

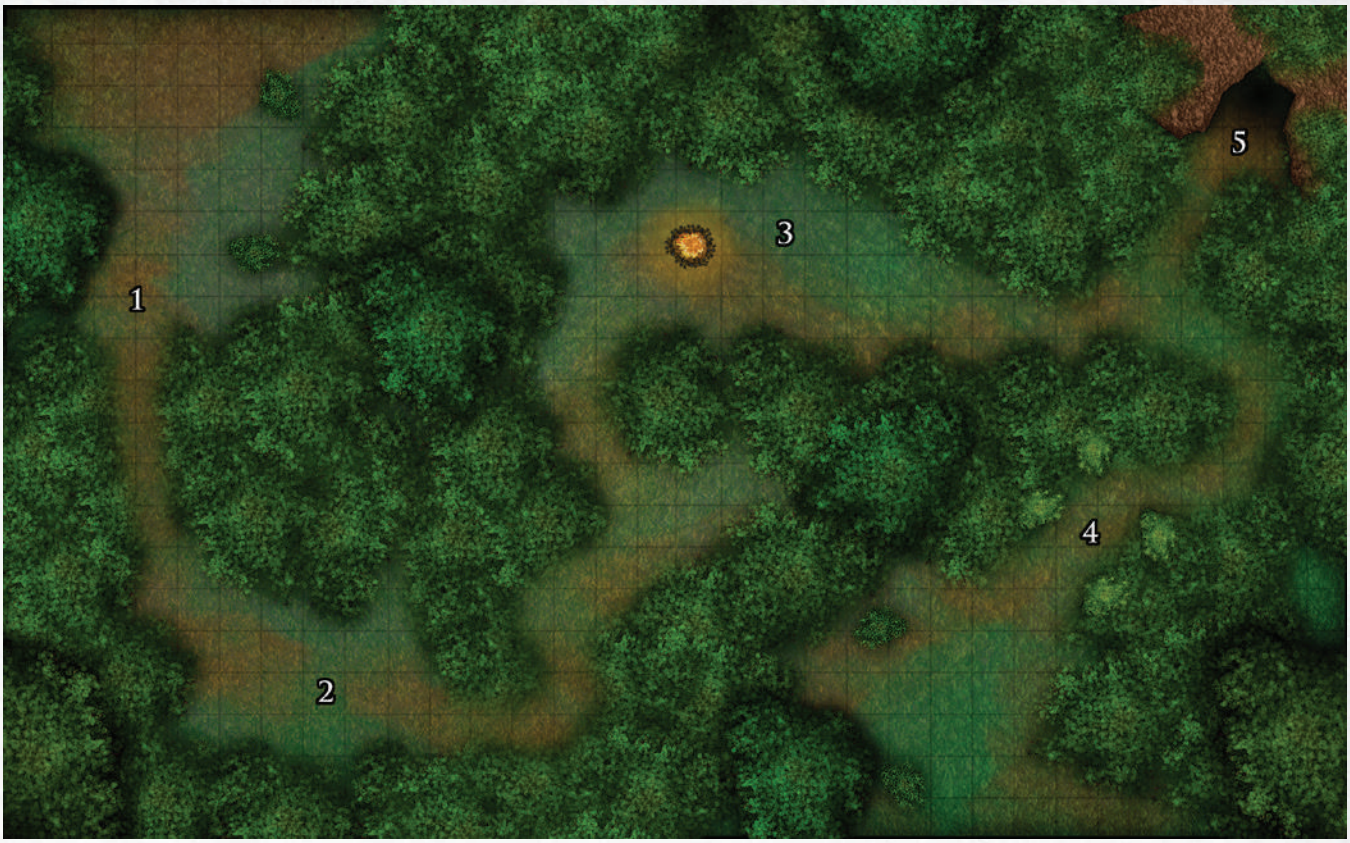
This building holds a small chapel dedicated to a deity revered by adventurers. Sitting in one of the pews is the remains of Maripose, the cleric that lived here, now a charred black mummy particular to the Plane of Fire (a mummy with the advanced creature template and fire subtype). Maripose changed into a mummy by a mythic version of himself, which is now deceased. Although the urge to attack the living is strong, Maripose still prays to his deity in the hope of salvation. He will not attack anyone in this chapel.

10. The Throne Room

Kizlar Agha, a black skinned efreeti, patiently sits on the throne awaiting his master's pleasure. A kneeling stool is before the throne and a strange pit of fire, its flames dancing in the shape of a veiled houri, stands between the stool and the door. The pit is the aforementioned portal to the Plane of Fire, automatically plane shifting anyone who steps within it without a saving throw.

Kizlar Agha will demand the PCs leave the Sultan's private property or prepare to suffer the consequences. Doubtlessly they will do the latter.

PCs 3-4



Campsite in the Haunted Forest

Jonathan G. Nelson

At some point in their travels the PCs will be forced to camp within the cold and fey-infused Haunted Forest.[1] This provides a splendid opportunity for GMs to introduce some local flora and fauna and possibly a couple hostile encounters over the course of the evening.

1. Small Trail

This trail originates from one of the main paths leading through the forest but is about a quarter the size, meaning the PCs will have to do a little bit of bushwhacking in places to proceed. The trail itself is about half a mile long and used mostly by animals, but it is also occasionally frequented by malicious monsters and nomadic humanoid hunters.

For every 30 minutes the PCs spend on this trail, roll 2d6 and run the encounter shown on the table The "GM" result is for those who wish to choose instead of rolling; choose the twisted treant or any of the other options.

Roll	Encounter	Roll	Encounter
2	leech swarm	8	1d4 boars
3	ochre jelly	9	owlbear
4	2d6 stirges	10	2d6 wolves
5	yellow musk creeper	11	nymph
6	1d4 giant spiders	12	treant
7	assassin vine	GM	twisted treant[1]

2. Clearing

A clearing contains a small herd of feyelk, one of which has a tiny container attached to his horns by a tangle of string. This is a *salve of slipperiness* and can be removed only if the PCs are able to calmly and respectfully approach the herd.[1]

[1] Check out the *Snow White* setting book from AAW games for details.

Jonathan G. Nelson

3. Campsite

This is a safe place for the party to camp within a dangerous land—except for some fey pranksters who steal from the PCs in the middle of the night.

4. Short Trail

Bladebark leaves[1] fall from trees in this area, forcing the PCs to roll various checks to avoid or take damage and possibly *bladebark petrification*. The number of leaves falling depends upon the season.

Season	# of leaves
Spring	1d3
Summer	1d4-1
Fall	1d4+2
Winter	1d2

5. Small Cave Entrance

A small candle rests on the ground just inside this small cave, apparently abandoned alongside a bit of string and a fishhook. The candle is three colors: the topmost part is yellow, the middle is orange, and the base is red. When lit, this candle has an effect that depends on the section of the candle being burned; each section lasts 1 hour.

Yellow—Meditative Effect: A calming effect washes over all humanoids within a 100-foot radius; this has no immediately apparent effect other than temporarily (for the duration of this portion of the candle) automatically suceeding saves against *fear* or other effects which would end this aura of calmness and relaxation.

Orange—Challenge Effect: An invigorating effect washes over all humanoids within a 50-foot radius, which has the immediate effect of causing restlessness and a strong urge to challenge others to feats of physical strength or endurance. All saves or checks of a physical nature (other than combat-related checks) are made with a +1 bonus until the candle has been extinguished or this portion has burned away.

Red—Blood-Offering Effect: All humanoids within a 25-foot radius feel the strong need to eat animal flesh, which prompts any forester or ranger types to hunt the nearest game available. This effect continues to affect the individuals until they return with some form of game or an hour has passed, whichever comes first. Upon returning with the kill, the PC is overcome with the urge to drink warm blood from the game, although final discretion is left to the player. Once this action has been performed, the candle melts into a pile of wax and can no longer be used.

At the bottom of the candle is a single coin made from a mysterious metal, which remains warm to the touch days, months, and even years after being removed from the candle. This metal is actually radioactive and will cause the person carrying it to grow ill slowly over the course of a week (–1 Con/–1 Str), and after 1 month, sores form on his body and hair begins to fall out in clumps (–2 Con/–1 Str cumulative). After 3 months, he can no longer adventure and is bedridden (–4 Con/–2 Str/–2 Dex cumulative) until the coin is moved at least 10 feet from his body, at which point he will recover in the same amount of time it took to become ill.

Note: the magical nature of the candle wax negates this radioactive effect, and thus the coin is harmful only after being freed from the wax.

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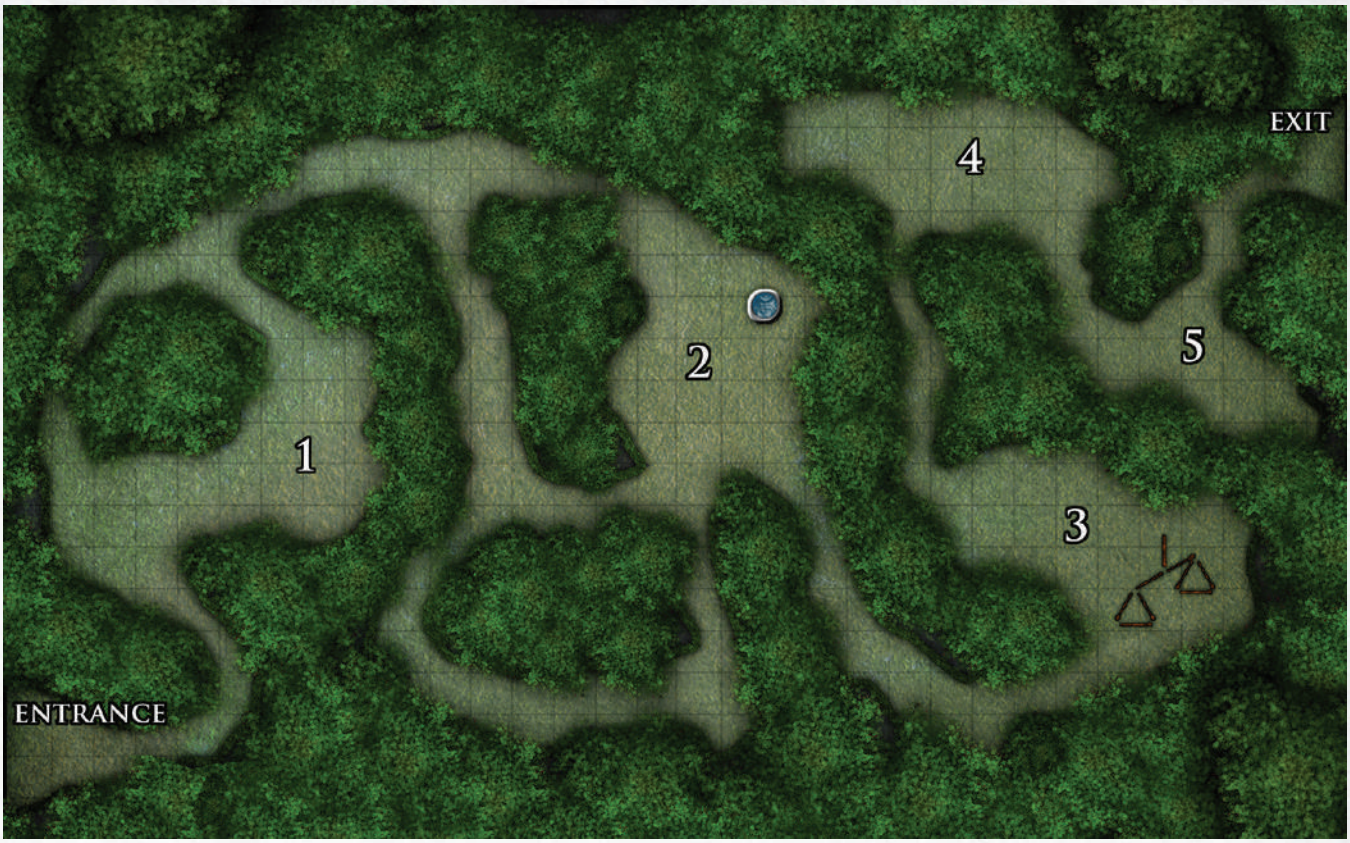


Entrance to the Forest Maze

Jonathan G. Nelson

The Forest Maze twists and turns, writhes and wiggles through this part of the Haunted Forest. When the party begins to explore the maze, their path is suddenly cut off by a couple of forest fey tricksters intent on having some fun with the party.

The two tricksters are brownies named Gweedle and Tweedle, each sporting a *wand of plant growth* (CL 5, 10 charges) that they use to block the path both ahead of and behind the party, trapping them within this section of the Haunted Forest Maze[1].

1. Trickster's Intent

The Forest Maze is covered in brambles, which are incredibly poisonous and thus dangerous to the PCs. The brownies, thanks to their fey blood, are immune. The fey tricksters Gweedle and Tweedle appear atop a section of the maze, taunting the PCs waving their wands about and shouting,

Intruders, intruders to our realm! We have tricks up our sleeves and leaves in your tomb; our wands make magic, magic makes mazes, mazes trap intruders and bring your doom! Soon skinny rats you shall be, trapped here for eternity!

The brownies have already blocked off sections of the maze on both sides of the PCs' current location; now they are intent on causing additional mischief, and they have prepared this section of the maze with various traps and challenges for the PCs to overcome to "prove their worth," as Tweedle puts it. Waving their wands and shouting the command word "Nubblebruffon," they attempt to temporarily trap the PCs in the brambles growing from the "walls" using *plant growth*. As they are fey-tainted plants, this is the equivalent of *entangle* for 2 rounds. The brownies then run off over the top of the maze, cackling with glee and hiding deeper in the underbrush where they can listen to the PCs as they attempt to free themselves.

As soon as the PCs are trapped, the brownies release a swarm of minitaurs[1] that surround the victims.

[1] Check out the *Snow White* setting book from AAW games for details.

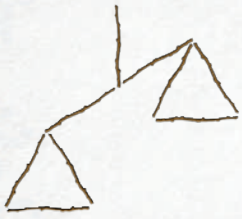
2. Leafy Liberating Libations

This area contains strange receptacle: a nectar pot[1]. Unfortunately for the PCs, the typically beneficial nectar has been replaced with a strange, intoxicating, and hallucinatory beverage which acts as a nonlethal paralysis drug for non-fey humanoids. The brownies encourage the PCs to drink, and if they refuse the pranksters use two charges of *plant growth* on their current location (with the same effects as described previously) and unleash three wasp swarms upon the a party. If the PCs agree to drink the liquid, the fey laugh and watch the PCs stumble around before collapsing, at which point the brownies loot anything small and magical they can get their little hands on.

Three leaf leshys attack from the maze underbrush as the party exits this area.

3. Puzzle for Progression

A puzzle involving a jumble of sticks waits upon the ground here. The fey giggle and call from somewhere in the underbrush, challenging the PCs with, "Move only 5 sticks to balance the scales and maybe we'll let you out—but only if you run away with your tails between your legs!"



puzzle

solution

4. Riddle for Relinquish

The fey again cackle mischieviously from deep in the brush and call out a riddle, tempting the PCs with potential escape should they answer correctly (GMs may allow the party to progress if players offer up an alternative answer that fits).

In the forest I got it,
so I sat down to seek it.
Since I couldn't find it,
I took it home with me.
What is it?

Answer: A splinter

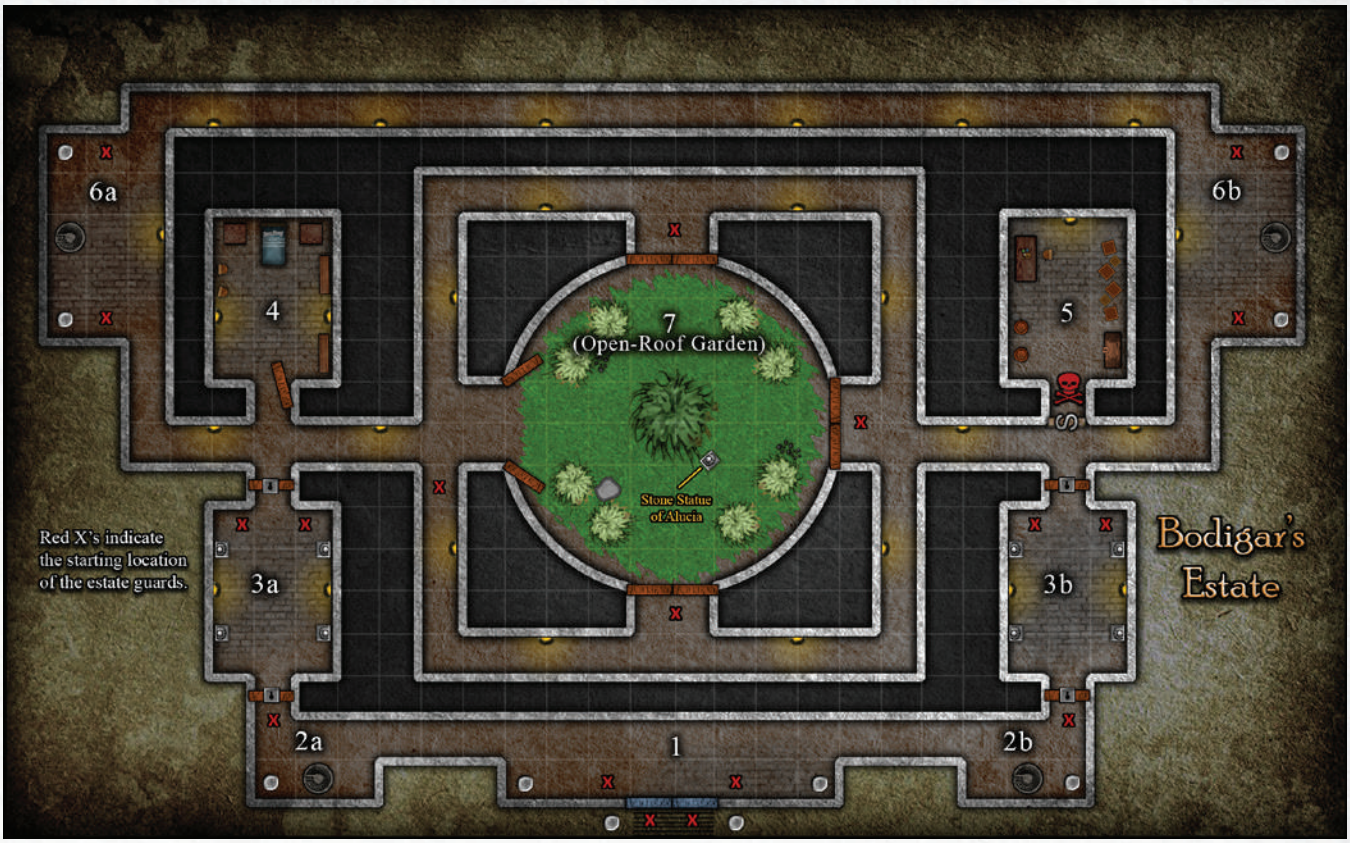
5. Fight for Freedom

The fey are not happy that the PCs were able to solve all of their riddles. They await the party at the final sealed off section of the maze alongside a hodge-podge group of creatures unique to the Haunted Forest, including a cloud of frost crickets[1], a small cluster of paralytic fleas[1], a group of minitaurs[1], and a smattering of nocturnal laughing squirrels[1].

Freedom!

If any of the PCs made it through all of the challenges unscathed (took no damage, did not drink the hallucinatory beverage, etc.) and also rolled at least two natural 20s during the course of this mini-adventure, that PC alone will find a small luck beetle[1] clinging to her clothing with a smile on its face.

While the party has made it through one challenge of the Forest Maze, there are surely many more to come!



The Lapis Maiden of Serena Hortum

Justin Andrew Mason

The desert settlement of Serena Hortum is located at the heart of an oasis that is surrounded by a vast desert. The only source of water and reprieve from the scorching sun for a hundred miles, the city is a regular stop for those who traverse the surrounding sand-buried wasteland. This has brought great wealth and prosperity to the city, but it has also invited corruption that lingers just beneath its immaculate façade.

In this adventure, the PCs are visiting the city when they are approached by a young woman who inquires about their skills. She introduces herself as Nadia, a native of Serena Hortum, who is searching for her missing sister, Alucia.

Alucia has been missing for three weeks, and disappeared under mysterious circumstances. Nadia suspects a wealthy local merchant by the name of Bodigar, who in recent months has become infatuated with her sister—despite repeated dismissals of his advances. The man holds some sway with local authorities, which is why Nadia has chosen to seek aid from outsiders.

Nadia requests that the adventurers investigate the merchant's estate, and if her suspicions are founded, to rescue her sister from the clutches of the vile man. As reward for her sister's safe return she offers a collection of jewels that were left as an heirlooms from her now deceased parents (5 teardrop sapphires worth 220 gp each).

Bodigar, has indeed abducted Alucia, and imprisoned her within his heavily guarded estate. Egotistical and mad with lust for the woman, the merchant became enraged by her multiple attempts to escape incarceration, and eventually resorted to allowing his pet basilisks turn her to stone.

Bodigar now attends to Alucia, with a perverse delight, as the centerpiece in his estate garden, which is also home to three trained basilisks that he keeps as pets.

Bodigar's estate is guarded by over twenty experienced mercenaries who are not only paid for their services, but also receive a small portion of his profits—incentive to assure the estate and its tenant remain safe and secure.

Each guard is equipped with a whistle, and they will use it to alert other guards (within 100 feet) upon detection of any uninvited guests. Their initial locations are indicated by red X's on the estate map.

1. Foyer

The northern wall in the foyer of the estate is decorated by six intricately ornate tapestries depicting various desert scenes (75 gp each). Two stone columns are adjacent the stone double-doors that provide entrance to the building.

2a & 2b. Wing Stairs

The east and west wings each have a narrow spiral stairwell leading up to a watchtower which is manned by a single estate guard.

3a & 3b. Greathalls

Greathalls on the east and west side of the estate each hold four highly detailed stone statues, each unique and life-sized. These are actually past political enemies of Bodigar whom he had turned into stone to be dealt with.

4. Bodigar's Bedroom

Bodigar's bedroom boasts a large featherbed, and several pieces of furniture. Within rest his two concubines, Allya and Brynn, who were forced into companionship with the merchant. If the PCs promise to help them escape as well, they will assist by informing them of Alucia's fate as well as distracting the estate guards.

5. Bodigar's Office

Inside Bodigar's office, hidden by a secret door (Perception DC 20), is his coffer that contains 1,850 gp as well as stacks of crates containing excess inventory (1,500 gp worth of mundane items). The secret door is trapped with a *flame strike* trap.

6a & 6b. Flank Stairs

The east and west flanks of the estate each have a narrow spiral stairwell leading up to a watchtower which is manned by a single estate guard.

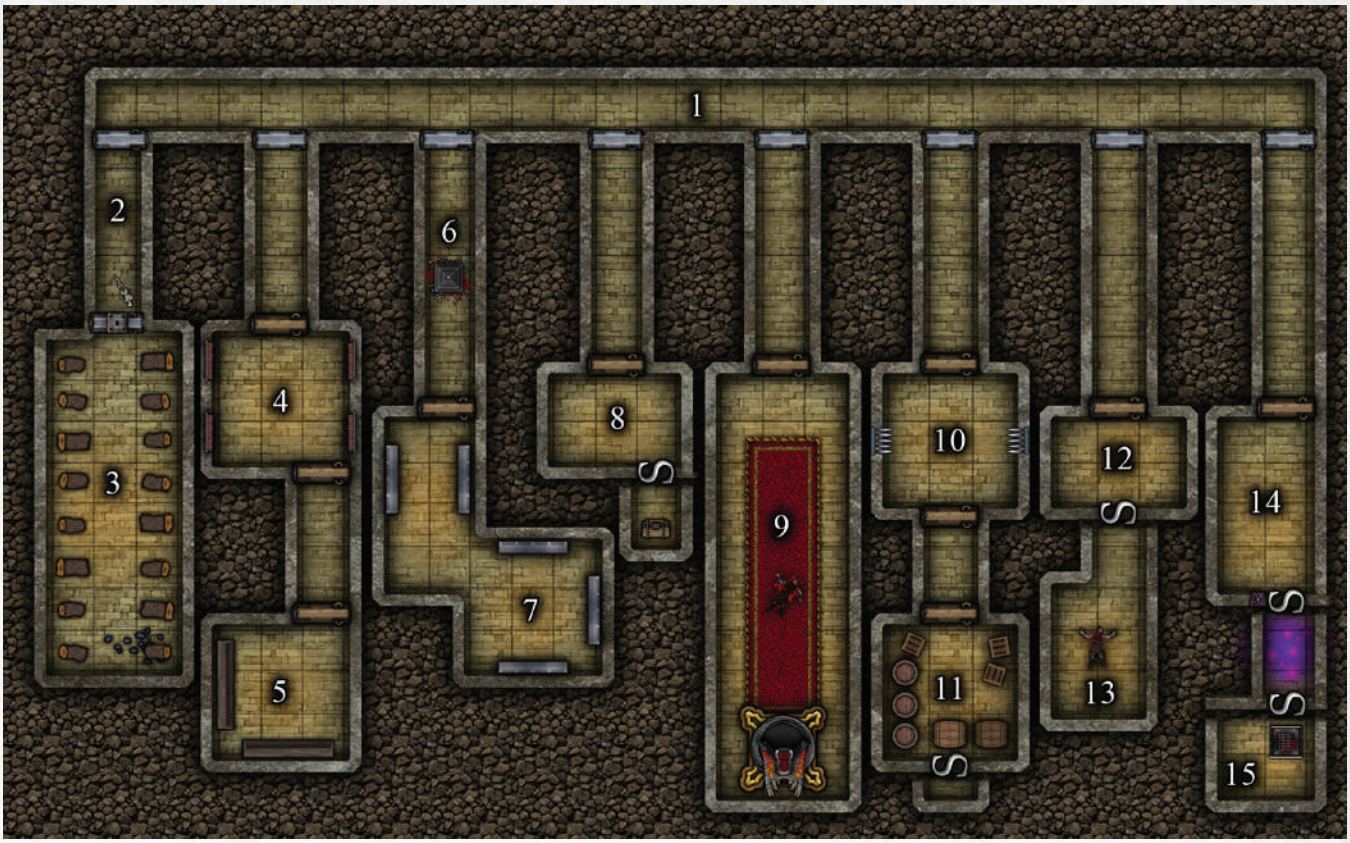
7. Bodigar's Garden

Bodigar is located within his garden, admiring Alucia's statue, when the PCs arrive. The garden is also inhabited by three basilisks, though each wears a strapped leather hood, preventing it from using the gaze special ability. Bodigar's first actions upon noticing the PCs will be to unmask each of the basilisks. All three are located within 5 feet of his position in the garden, and it requires 1 round to unmask one. When unmasked, the basilisks have been trained to attack any other creature other than Bodigar himself. If the basilisks are killed, the merchant will not only call loudly for his guards but will fight to the death.

Conclusion

If the basilisks are killed, as per the basilisk gaze special ability, their blood can be used to coat the statue of Alucia (as well as the statues of Bodigar's enemies) to negate the *flesh to stone* effect and return them to living flesh.

The eight additional statutes are prominent figures of Serena Hortum who have gone missing over the years. If they are also rescued, any issues with local law enforcement due to the invasion into the estate and the murder of the wealthy merchant will be overlooked.



The Legacy of Theft

Michael Smith

The town of Ghezbaldi has stood for millennia. Recent construction work to build a new inn uncovered the entranceway to a long abandoned underground complex. The builders of the inn, Edwyn and Jackson Cairn, took it upon themselves to drop down into the dark hallways of what some say is a long forgotten thieves' guild and explore. That was three days ago and now the other townsfolk are concerned.

1. Tunnel Hall

This is a long hallway with rusted iron doors in various states of deterioration lining the southern wall. A hole in the ceiling with the rope that was traversed to get into the hallway provides the only ambient light. The air is damp and cool, and the floor is covered with dust. What looks to be footprints can be seen in the dust, although there is no discernible path to where they might lead. The doors leading to Areas 2, 8, and 12 are still securely locked (Disable Device DC 25).

2. Iron Hall

This is a short hallway with rusted iron doors at either end. A small skeleton, possibly a long dead halfling, is leaning against the southern door (locked; Disable Device DC 28). If any of the PCs disturb the skeleton a trap (Perception DC 30; Disable Device DC 20) causes the northern door to swing shut and re-lock.

3. Common Hall

This large room is full of broken wooden beds and rotten cots strewn about. 200 gp of jewels can be found by anyone actively searching in a pile of tattered clothing in the southeast corner of the room.

4. Hall of Fingers

This room has cracked wooden doors on both the northern and southern walls. Old tapestries hang on the eastern and western walls depicting young children pick pocketing adults on a busy street.

5. Library

The door to this room is constructed of simple wood. It appears to be a small library, but the shelving has collapsed, and any books that were previously in place have disintegrated into piles of dust.

6. Broken Hall

This hallway has a wooden door that has succumbed to dry rot leading to Area 7. There is a falling block trap about two-thirds of the way down the hall.

7. Hall of Locks

This large room has a number of iron tables lining the walls with various locking mechanisms taken apart and on display, with each locking mechanism being accompanied by lock-picking tools effective against that lock type.

8. Private Chamber

This empty and dusty room has a single wooden door as an entrance. There is a secret door (Perception DC 30) on the southern wall that leads to a small alcove that contains a small chest with 250 gp.

9. Grand Hall

A creaky oak door provides the sole passage into this long room. A rotting red carpet leads to the southern end of the room, where a dark figure (crypt thing) sits motionless atop an ebony throne. There is a weakened floor over green slime pit trap located about half-way into the room. The dead body of Edwyn Cairn lay before the figure on the ebony throne. The Crypt Thing will not attack or move unless it is attacked, or the ebony throne it sits upon is disturbed. The ebony throne is inlaid with 1000 gp worth of rubies.

10. Archer's Hall

This room is littered with broken arrows. A hail of arrows trap is activated by a floor trigger in the middle of the room if the characters do not detect and avoid it.

11. Drafty Hall

The door to this room, once stout wood, is rotted and crumbling. The room appears to have once been a pantry of sorts and is in a similar state. Jars full of long spoiled foodstuff litter the floor. A secret door (Perception DC 25) leads to a small alcove that has a *cloak of elvenkind* hanging on a wooden nail.

12. Mess Hall

This room is empty save for a single humanoid figure (corpulent ghoul) that is intent on beating against the southern wall. If the PCs do not make an attempt to enter the room quietly the ghoul will slowly turn, lick its lips, and attack the PCs. There is a secret door (Perception DC 20) that leads to Area 13.

13. Hall of Arms

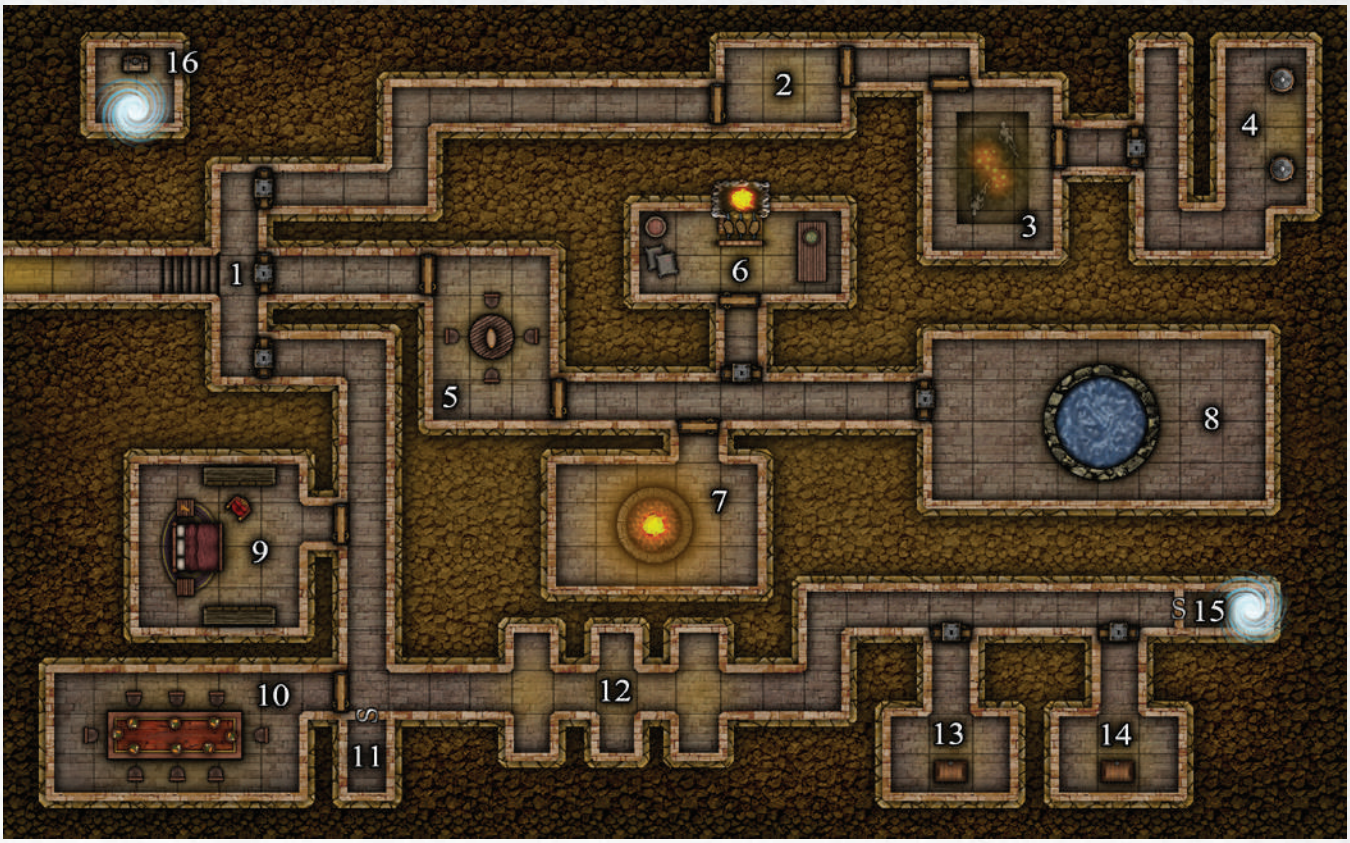
This fairly large room is empty, save for some old rusted knives and swords that hang on the eastern wall. The unconscious body of Jackson Cairn can be found in the southwest corner of the room. He was teleported here by the crypt thing in Area 9.

14. Hall of the Demagogue

This room is empty save for a painting of a distinguished elf on the southern wall. There is a secret door (Perception DC 30) leading to a small hallway that contains an insanity mist trap and another secret door (Perception DC 30) leading to Area 15.

15. Hall of Pits

This small room has a camouflaged spiked pit trap in the floor right in the entrance. Should the PCs survive, a *bag of holding (type II)* can be found hanging on the wall in the southwest corner of the room.



Tiikeri's Revenge

Stephen Yeardley

In the sub-continent, some extreme religious cults have taken to eradicating the essentially neutral local weretigers. One such band, the law-focused Light-from-Darkness, developed a precise ritual that withdrew a weretiger's essence to its exact last drop. When one weretiger somehow resisted the ritual three times, the temple's followers became unsure what to do, so did nothing. This gave Kaanne Tiikeri—a rakshasa—an opportunity to learn about his captors even as they began to realize their mistake. When Tiikeri's chance came, he escaped his chains, assumed various temple members' forms, and slaughtered them all. Now he rests and ponders the fate of those nearest and dearest to the former clergy, for revenge calls...

The party's been asked to support a local temple's attempt to eradicate dangerous lycanthropes. The welcome from locals is warm, but the PCs are told that the shrine has been closed for a week, "for full moon cleansing".

1. The Temple Door

The temple's outer door has, "Always give thanks for Inner Light" carved on it. A DC 10 Perception check finds the door unlocked but wedged shut. A DC 8 Strength check removes the wedge, revealing a downward-sloping corridor, then stairs that descent to a hallway with three doors. A DC 12 Knowledge (nature) check reveals the door coverings are tiger pelts; DC 18 Knowledge (local) check confirms they are weretiger skins.

Temple Doors and Keys

Door to room...	1 (North)	1 (South)	1 (Center)	4	6	7	8	13	14
Key in room...	—	11	3	16	9	13	14	6	7
Lock DC	8	20	20	50	25	25	25	28	28
Break DC	10	22	22	35	24	24	24	24	24

This table indicates where a locked door's key is located along with its Disable Device (open lock) and Break DCs.

2. Devotional Room

The north door leads to a devotional room with frescoes showing light's triumph over darkness. Someone needs to say the prayer of thanks on the entrance door within 3 rounds or a *sound burst* trap shouts it out.

3. Cleansing Room

A Perception check in the "cleansing" room reveals:

DC 10 there are still embers deep in the brazier
DC 12 human remains
DC 15 weretiger remains
DC 18 acid affected the shackles
DC 20 a ring on an implement stand has the key to the south door in Room 1 as well as those for assorted shackles

4. Fonts of the Faithful

This is the complex's most secure door. Not only is it difficult to open, but it automatically closes and relocks 5 rounds after opening it. It stays locked for 10 rounds, with only a DC 50 Disable Device check, or a wish or miracle defeating the lock, then resets as per the Temple Doors and Keys table. Beyond are two fonts the clergy used to prove their worth before the cleansing ritual. The north font casts order's wrath once every 5 rounds, while the south one casts holy smite (both CL 10, Will DC 16). The spells affect everyone in the room; anyone LG casts spells at 2 levels higher for 1 hour after their "cleansing".

5. Mess Tent

There is a table, four chairs, place settings for four people, and a cake with about one-fifth missing. A DC 18 Perception check reveals a creature with ragged teeth was eating it. The carpet is a lurker above.

6. Kitchen

This kitchen has a spit cooking 3 joints of meat. A DC 15 Perception, Knowledge (nature), Heal, or Profession (cook) reveals them as humanoid torsos with the spines removed. Above the fire is a *+1 merciful greatsword* and a *horn of goodness/evil* that holds the key to Room 13.

7. Fire Pit

A cold-iron box holding the key to Room 14 is on a chain in the pit. It is as hot as if subject to *heat metal*. This fire pit does several things to creatures and items that come with 5 feet of it, all at CL 5:

- LG creatures receive *cure light wounds*, 1/day
- Non-LG creatures receive *inflict light wounds*, 1/day
- LG clerics each gain *produce flame* for 5 minutes, 1/day
- Torches lit by it act as *daylight* spells for 50 minutes, 3/day total

8. The Bath

The Light-from-Darkness clergy bathed here after killing weretigers. The 15-foot-deep pool contains water and an arcanoplasm. The creature holds the remains of 3 weretigers, 2 clerics, a *minor ring of acid resistance* that the clerics wore when bathing, and 2 metal tokens that give access to Room 15.

9. Resting Chamber

Tiikeri is here, resting on cushions, reading from a pile of diaries. He appears as an injured elf, recovering before leaving the temple. The key to Room 6 is on the table.

10. Dining Hall

The table is set for eight, with four places occupied by spellgorged zombies. Each has the following spells at CL 10: *magic missile* (2), *suggestion*.

11. Hidden Hall

A DC 20 Perception check finds the secret door to this room, which has a 5-foot pole on the back of it. Hanging on a hook on the south wall is the key to the central door in Room 1. The square in front of the hook is trapped: a weakened floor over a green slime pit.

12. Prayer Alcoves

These shadowy spaces each have a kneeling figure praying in them: they are cadavers.

13. Meditation Chamber I

A chest (Disable Device DC 20) by the south wall contains 2,000 cp and the key to Room 7.

14. Meditation Chamber II

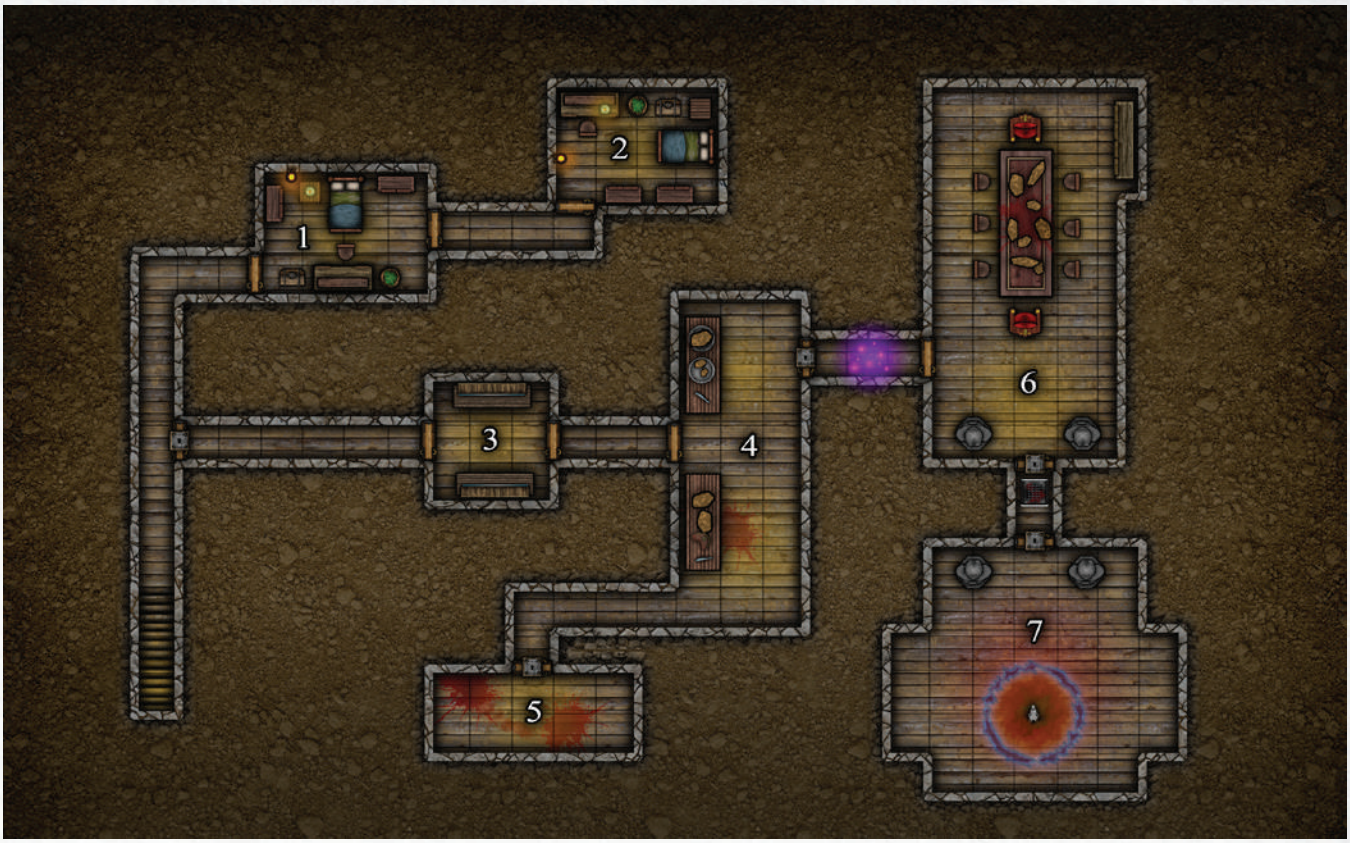
The chest by the south wall has a numbing needles trap that affects the whole room. It contains a silver censer (1,200 gp), a platinum platter (1,800 gp), and the key to Room 8.

15. Portal Chamber

The secret door to this room requires the two tokens from Room 8 or DC 28 Disable Device check to open. Inside is a portal that goes to Room 16.

16. Hymn Chamber

A powerful hymn that acts as a wailing maidens trap overcomes anyone not lawful or good with the spikes coming from the chest, which contains 150 pp and the key to Room 4.



Ghastardly Deeds

Michael Smith

Torren and Jelax are brothers who came to town about 6 months ago after adventuring abroad to open an inn. The brothers mostly keep to themselves and seem cordial, but rumors have started to spread throughout the town of adventurers disappearing that use the brother's services. The local magistrate has discreetly hired the adventuring group to investigate these disappearances.

A concerned citizen and employee at the inn has agreed to help the PCs gain access to the basement area, which is where the brothers live and also where more than one adventurer has been seen descending into, but never leaving.

As the PCs descend the stairs to the basement area they notice a large steel door about halfway down the hallway on the right that is locked (Disable Device DC 35 or key from Jelax in Area 1). A DC 10 Perception check will elude to the fact that someone is ahead in Area 1.

1. Jelax's Quarters

This is Jelax's living quarters, and he is currently loudly rummaging through his belongings. Upon seeing the PCs enter his room he will immediately attack them, not asking who they are or why they're there. A search of the room will reveal various maps to nearby underground cave systems, as well as a tome that describes the legend of a lost city of ghouls.

2. Torren's Quarters

This is Torren's living quarters, and is similar to Jelax's. A search of this room will reveal a strange leathery book written in Undercommon, as well as 500 gp in miscellaneous coins and jewels. If any of the PCs can read it they will discern it is about a long forgotten demon lord dedicated to the consumption of the flesh of sentient beings.

3. Storage

As the PCs enter this room they will notice miscellaneous adventuring gear to their right (much of it blood soaked), and various dressers with powders, wigs, and mirrors to their left. A search of the room will reveal a *ring of protection* +2, and 250 gp in miscellaneous coins and jewels. Most of the adventuring gear is damaged beyond repair, seemingly ripped and gnawed to shreds.

4. Kitchen

Torren and two enforcers are toiling over a butchers table cutting the bodies of men, elves, and other sentient beings and arranging them on large banquet dishes.

A locked door (Disable Device DC 25 or key from Torren) can be seen on the eastern wall. This door leads to a hallway with another locked door (Disable Device DC 25 or key from Torren) leading to Area 6, and the hallway between is trapped with an energy drain trap.

A locked door (Disable Device DC 25 or key from Torren) is at the south of the room leading to Area 5.

5. Prison

This room smells of urine and excrement, and is filthy with blood and grime. A young man name Josef weeps in the far corner, clearly frightened. If the PCs are able to convince him they are not with the brothers (Diplomacy DC 20) he will tell them that he and his master sought lodging at the inn a week ago. They were ambushed in their sleep, and brought here. "There were others", he says, "but they're all gone now..."

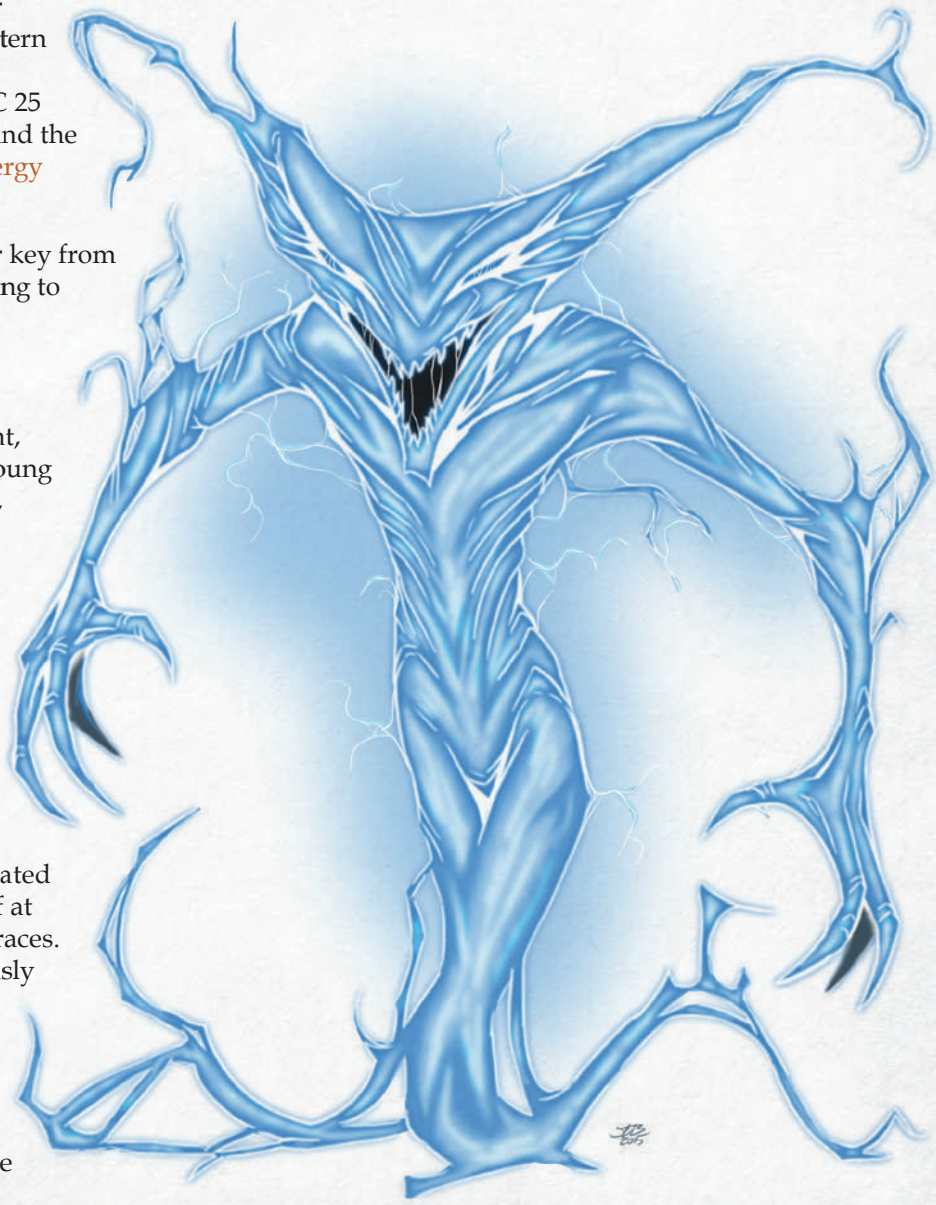
6. Dining Hall

This room has a long dining table decorated with the skulls, arms, legs, and torsos of at least six distinct individuals of various races. Two life-size statues of what are obviously ghouls can be seen at the south wall of the room flanking a locked door (Disable Device DC 25 or key from ghouls). Six ghouls sit around the table dining on the flesh of the recently deceased. As the PCs enter the room, the ghouls smile and lick their pointy teeth.

7. Temple

This room has a locked door (Disable Device DC 25 or key from ghouls in Area 6), and a camouflaged pit trap lies on the floor just inside. The two ghoulish statues flanking the door are actually stone guardians.

The room is dimly lit in a red hue and quite foul smelling. A bloody mist swirls around a floating rams head in the middle of the room that emits an unholy aura. On the far side of the room a ghast smiles maliciously and hisses, "Kill them!" to the stone guardians.



Michael Smith

Shadows of Madness

Michael Smith

Many years ago Tibor, a wizard with an overwhelming desire for knowledge of the plane of shadow, locked himself away in a tower to pursue his studies. Shortly thereafter, his tower was consumed in a dark explosion, and the mage was assumed dead. However, assumption can never be taken as fact, and now the PCs have stumbled upon a hidden stairway where the tower once stood, leading down into the shadowy earth below...

1. Tower Basement

The stairway leads down into a small room with two crumbling doors to the east. Vines and cobwebs appear to have taken over the area. Three assassin vines are littered among the other vegetation waiting on prey.

2. Refuse Room

This small room is littered with bones and meat in various stages of decay. Access to this room can only be gained by traversing narrow hallways. PCs must move through the narrow hallways in single file, and any larger than medium sized may only move at half normal movement rate. Two shadow worgs make this room their home and there is a 50% chance PCs will encounter them in the narrow hallways.

3. Portent Room

This hidden room can be detected with a DC 25 Perception check or found with a DC 20 Perception check if actively searching the hallway. The floor just inside the hidden door is trapped with a shocking floor trap that will activate once the door is shut and will affect everyone within the room. The room is empty except for a painting that hangs on the wall depicting what looks to be the PCs in an epic battle with a shadowy figure.

Shocking Floor Trap — CR 9

Type magic; **Perception** DC 26; **Disable Device** DC 26
Trigger proximity (alarm); **Reset** none
Effect spell effect (*shocking grasp*, Atk +9 melee touch 4d6 electricity damage); multiple targets (all targets in a 40-ft.-square room).

4. Dressing Room

This area is littered with tattered clothing, broken mirrors, hay, and all manner of filth and grime. Rotten meat sits in the southwest corner of the room on a table in disrepair, and what sounds like whispers and grunts can be heard from the area to the southeast (Area 6).

5. Sitting Room

This room has a locked door (Disable Device DC 25) to prevent unauthorized access. It has a lavish four post bed with an exquisite black velvet comforter that is in the southwest corner of the room, an ebony desk and chair positioned on the east wall, and a *mirror of life trapping* (activated) hangs on the west wall. If the room is searched a DC 10 Perception check will reveal a number of gems in the desk worth 2500 gp, as well as a key to the locked door in Area 7.

6. Library

The walls of this room are lined with broken bookshelves, and was at one time obviously some sort of library. Three shadow bugbears stand around a unconscious woman, speaking to each other in goblinoid about how they're going to extend her misery and suffering once she regains consciousness. They will attempt to immediately kill the woman when they become aware of the PCs, and will then turn their attention to dispatching of the PCs themselves.

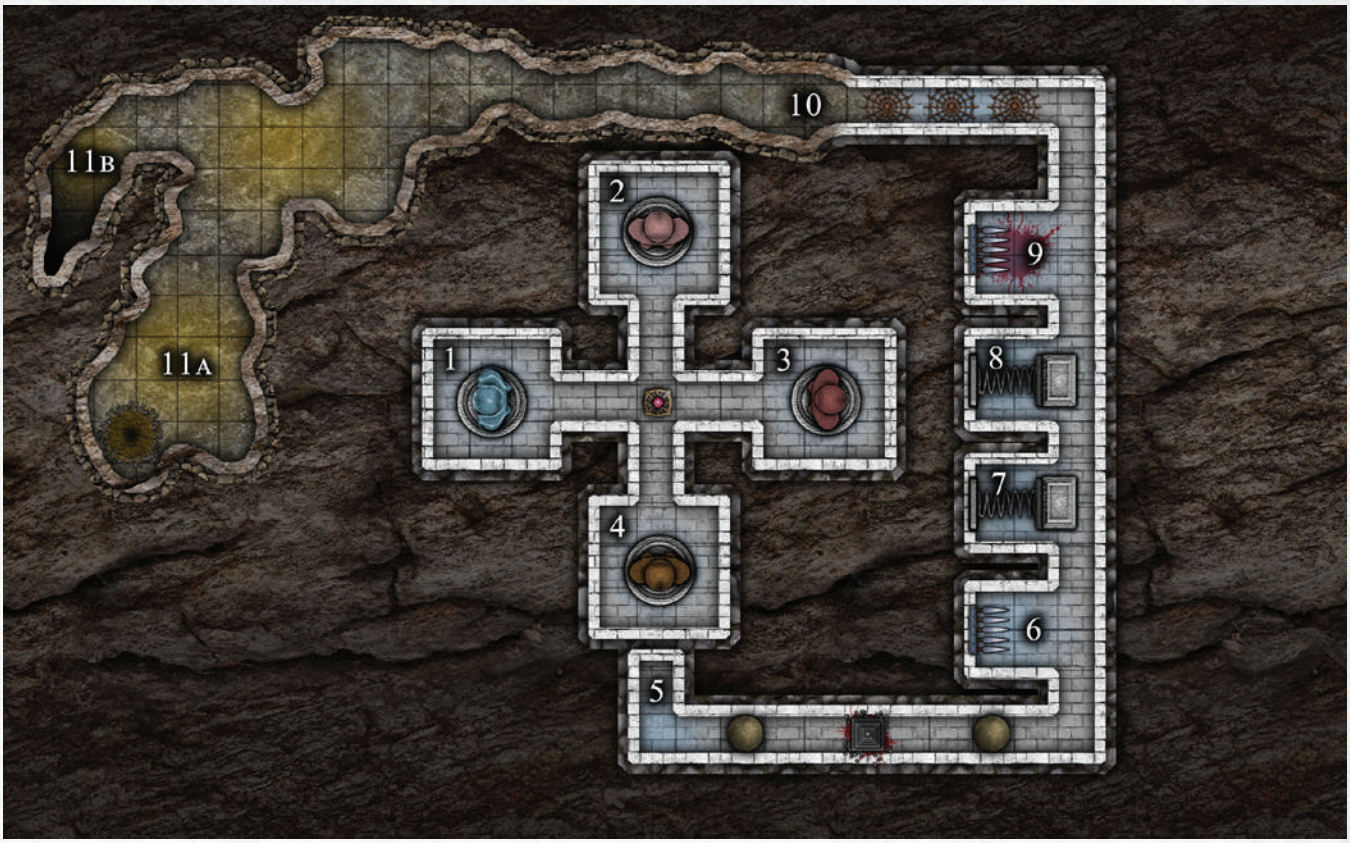
If the PCs are able to save the woman and speak with her, she will tell them her name is Evandra, and that she is a medium that was kidnapped and brought here by these strange shadowy bugbears to confer with a shadowy man about his future, and about strangers coming to kill him. She will offer the PCs 40 gp if they agree to escort her home to a nearby caravan once they've finished here, otherwise she will leave the area on her own.

7. Throne Room

This room has an ebony throne in the middle of the room, with 6-foot-tall mirrors positioned in the corner of each wall (total of 8). There is a locked door (Disable Device DC 25 or key from Area 5) on the southeast side of the room. There are a number of soulslivers equal to the number of PCs that have slowly driven Tibor insane in this room as he sits in his ebony throne and has conversations with his "reflections". The soulslivers will wait until the PCs have entered the room, and then each will take the form of one of the PCs when they attack to create confusion among the PCs during battle.

8. Laboratory

This room has a locked door (Disable Device DC 28). Upon entering, the PCs will be confronted by Tibor in an empty room. Tibor has been driven mad by the soulslivers in Area 7, as well as by exposure to the plane of shadow with his research. He believes the PCs are there to kill him, and by now this is actually likely to be true. He screams and takes to the shadows to attack the PCs.



Ne'er Trust the White Wolf's Tameness

Stephen Yeardley

A teleport brings the party to a crossroads: floors, ceilings and corridor corners glow red; elsewhere pulses a soft white light. Everything is ceramic. The ceiling has four hollows: a circle, square, cross, and triangle. Experienced travelers call this place "The White Wolf"; these are "The Wolf's Eyes".

1. Metal Hall

Westwards, a 6-foot-tall blue-hued metallic humanoid stands battle-ready in the middle of the room. A PC who makes a DC 22 Knowledge (engineering) check recognizes a clockwork soldier; those who fail the check believe it's a bluish iron golem. After defeating the soldier, the PCs find a blue-gray metal cross in its skull. This fits one of the four hollows in the ceiling of the crossroads junction.

2. Earth Hall

Northwards, a skin-and-cloth hulk stands in the center of the room, clutching a longsword. A PC who makes a DC 22 Knowledge (nature) check knows it's a resilient skinstitch containing a spider swarm; those who fail the check believe it's a flesh golem. After beating the skinstitch, the PCs find a rose-pink leather square in its skull. This fits one of the four hollows in the ceiling of the crossroads junction.

3. Clay Hall

Eastwards, there's a 6-foot-tall clay figure in the room's middle. A PC who makes a DC 22 Knowledge (arcana) check knows it's a terra-cotta soldier; those who fail the check believe it's a red clay golem. After defeating the soldier, the PCs discover a blood-red clay circle in its skull. This fits one of the four hollows in the ceiling of the crossroads junction.

4. Wood Hall

Southwards, a 7-foot-tall creature waits in the room's center. A PC who makes a DC 22 Knowledge (arcana) check knows it's a wood golem made from silver birch; those who fail the check believe it's a gray stone golem.

After defeating the golem, the PCs find a silver-green wooden triangle from its skull. This fits one of the four hollows in the ceiling of the crossroads junction.

Inserting a key turns the relevant corridor's corners green; all keys in place turns the crossroads green for one minute, teleporting anyone touching it to Area 5. After that time, the keys return to the four guardians, which reconstruct.

5. The Wolf's Jaw

This long white marble corridor contains three CR 4 traps (CR 7 total). There are two 5-foot-radius rolling boulders traps. The first one is triggered 15 feet from the east wall and the second one is triggered 15 feet from the west wall. Each boulder drops from their respective corner ceilings and roll towards the center. Their rumble triggers a crushing stone trap that fills the corridor's center square. The boulders then hit the cube, affecting victims as a swinging log trap. On top of the block is an undigested swarm that slops onto trapped victims.

The 5-foot-wide north wall contains slots that match various blades. Placing a magical blade within one does the following: starts a grinding and sharpening mechanism; reduces the blade by one damage category; permanently drains a "plus" from it; renders the blade keen; activates "The Wolf's Jaw" (Area 5) teleport and the center of "The Wolf's Eyes" for 1 minute.

6 & 9. The Wolf's Teeth: The Rippers

The squares along the east side of these alcoves trigger a hail of bolts from the west wall. The disarm point is at the back of the alcove on the west wall. The barbed bolts need a DC 20 Heal check to remove or the wound tears for 1 additional damage. A set of damaged +2 *thieves' tools* is in Area 6. In Area 9 there are 3d4 large blood stains.

Random Events

1d100	1 per 10 minutes, reroll repeat results
01-40	The keening of wolves comes to the party clearly on a breeze.
41-70	A belker appears, but permanently flees when 50% damaged.
71-90	The crash of a trap going off is heard in the distance.
91-00	The party finds a left index finger, bitten off the hand, with a *ring of animal friendship* on it.

7 & 8. The Wolf's Teeth: The Grinders

Both squares in front of each of these initially shallow alcoves trigger a block trap that springs from left to right and reaches the east wall. The disarm point is at the back of the alcove on the west wall. A torn *scroll of cat's grace and find traps* (CL 3) is in Area 7. In Area 8 there are 3d6 humanoid teeth.

10. The Wolf's Muzzle

The Wolf's Muzzle is a 30-foot worked corridor housing three lifting net traps (CR 6), all activated by triggers in the final western square of the passage. After activation, a black pudding flows from under the southern wall, filling the corridor. Its pseudopods either attack anything in the corridor or dissolve the nets so the contents fall. The space where the black pudding was hiding contains two stone potion orbs (random/GM choice).

11a The Wolf's Mind

A sinkhole in the southwestern corner has carved "rungs". A toothless elf (Brd8), a dwarf wearing acid-wrecked armor (Brb7), an exhausted half-orc (Sor7), and an unconscious human (Clr7) are here. Use them as you wish. Many of their items are almost spent, but they have gold.

11b The Wolf's Ear

A small cave leads to a narrow tunnel heading away from the area. A breeze makes a sound like distant howling.

Stephen Yeardley

Deep Mine Mystery

Ben McFarland

Derro cultists infiltrated an abandoned section of a local mine, planning to infest it with spores of their ancient fungus god by opening a planar rift. However, their preparations drew the attention of the miners, and a group of deep gnomes interrupted the ritual. Unfortunately, neither side was completely victorious; now a standoff ensues between survivors while the monstrous servants of the fungus god create a nest, threatening to expand beyond this warren of tunnels. Miners reported a formerly abandoned section of mines as haunted, with strange noises and a lift, which occasionally functioned without someone touching it. A group of svirfneblin mercenaries offered to investigate two days ago, but never returned. Recently, the lift rose up out of the darkness with a bloody activation lever lying in the center of the platform. "Ghosts don't bleed," retorted the foreman, and quickly engaged the characters to descend into the lower tunnels and determine what happened.

Unless otherwise noted, no light exists in any of the tunnels or rooms and the barrel-vaulted ceilings are 10-feet high with reinforced wooden beams. The ground is packed dirt. Each square equals 10-feet.

1. Mine Lift Entrance

The platform descends 150-feet deep into a gallery dimly lit by two weak torches, the gears groaning as the group arrives. A rail around the platform's edge prevents accidental falls. The sound of the lift arriving alerts the groups in Rooms 8 and 9, they cannot be surprised for 10 rounds.

The PCs have the replacement activation lever to repair the lift, which requires a DC 20 Disable Device check. Searching the area locates pools of dried blood spatter on the ground between the lift and the exit and around the lift entrance gate (Perception DC 15).

2. Grand Gallery

This room has a 40-foot ceiling and two cut-stone enclosed rooms (Rooms 3 and 4). Two torches provide dim illumination within a 20-foot-radius. A broken glass canister lies on the ground near the east exit; a 5-foot-by-10-foot patch of green slime covers the ceiling

above the east tunnel entrance and blood stains on the ground below it. Any loud noises in here will alert those in Room 5.

3. Gardening Storage

The door to this room hangs open. Inside is a pile of crates and mundane supplies, knocked over and scattered at either end of the room. A dead svirfneblin lies on the floor, with three crossbow bolts in his chest. A *speak with dead* spell reveals he was in a group of twelve. A couple of derro hiding in among crates killed him when he investigated the room alone. A quick search of the supplies confirms they did not come from local suppliers (Knowledge (local) DC 10).

4. Mushroom Trenches

The unlocked door is closed and the handle is cool to the touch. It slides open. Inside, two 5-foot-wide raised beds filled with rich, black dirt dominate this room. The air smells of fertilizer and loam, and a distinct chill hangs in the air. A sputtering candle casts dim light at the room's northern edge. Two patches of brown mold overgrow the far end of the beds, overtaking the last 5-foot-by-5-foot portions. The candle is just enough to sustain them and prevent growth.

5. First Gallery

A strange hole in the very air dominates this room. Purple stars fill the tear in space and it is at the center of a ritual circle drawn in the ground with powdered chalk. There are two phantom fungus and two violet fungus occupying the room and bloodstains across the floor. The portal creates dim illumination 5 feet around it.

A DC 15 Knowledge (arcane, nature, or religion) check indicates this is an incomplete ritual site opening a portal. Three more checks allow the portal to close. Two failures before three successes indicate a mi-go passes through the portal and attacks. Combat here may alert those Room 8.

6. Second Gallery

A strange portal, identical to the one in Room 5 exists in the center of an identical ritual circle. The area to the northwest of the portal is a 10-foot-square patch of yellow mold. There are ttwo phantom fungus and two violet fungus spraying spores around the southeast part of the room. The portal creates dim illumination 5 feet around it. A DC 15 Knowledge (arcane, nature, or religion) check indicates this is an incomplete ritual site opening a portal. Three more checks allow the portal to close. Two failures before three successes indicate a mi-go passes through the portal and attacks. Combat here may alert those in Room 9.

7. Storage

There are mundane supplies here, as well as a dozen light and heavy picks. There are no signs of battle, and no dust on any of the recently stored goods. A quick search of the supplies confirms they did not come from local suppliers (Knowledge (local) DC 10). There 200 days of rations for one person, and any common equipment items within reason. The supplies do not include light sources. A DC 15 Survival check indicates many medium sized creatures coming in and out of the room.

8. Third Gallery

Hiding in the dark, are two svirfneblin, the remaining surviving mercenaries. They know about the derro in Room 9, but are badly wounded and unable to attack. If fully healed they will assist the PCs. They have no remaining spell-like abilities and do not know the layout of the area. The deep gnomes know how to repair the lift mechanism, and offer to go do so and wait if shown the lever.

9. Fourth Gallery

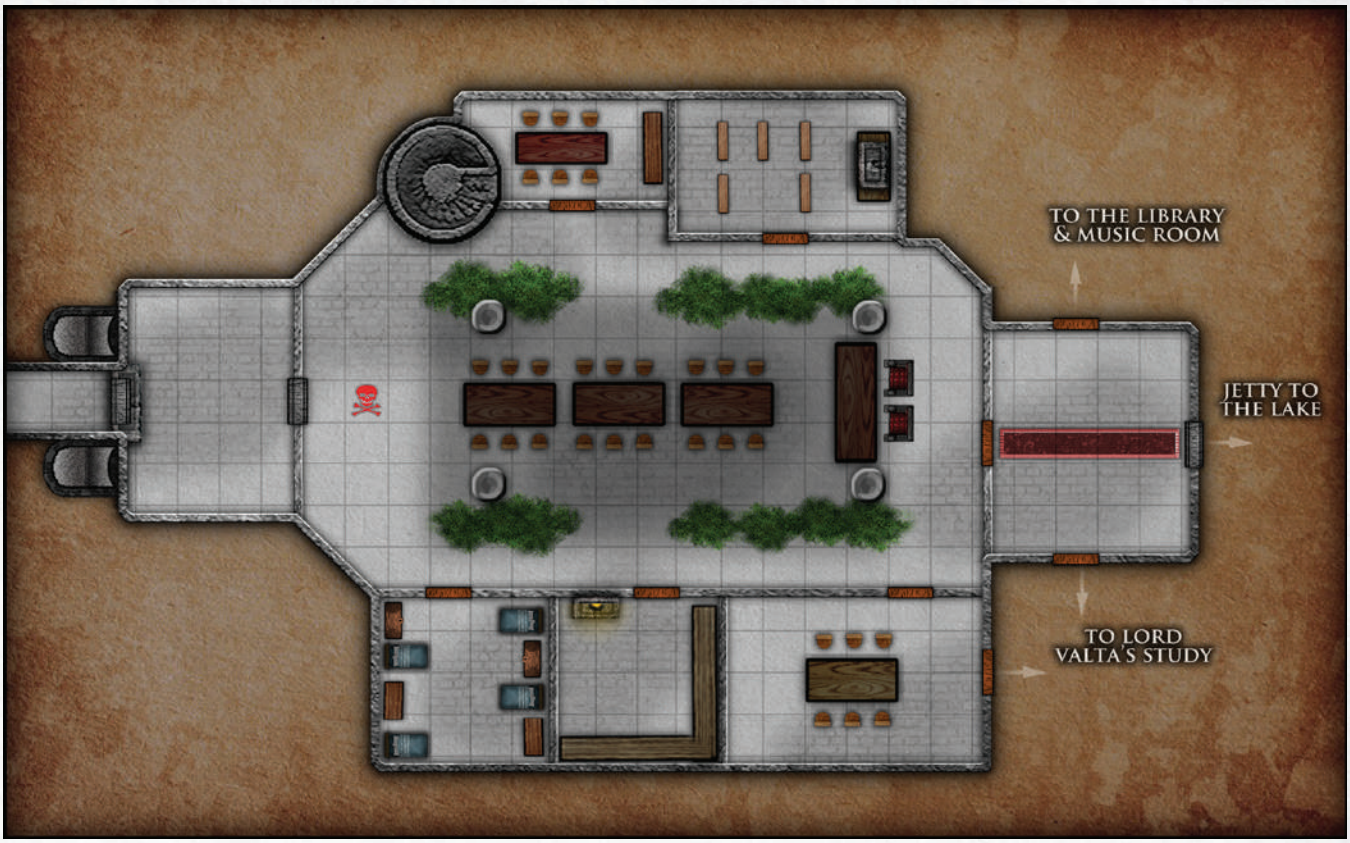
Caltrops cover the 10-foot-by-10-foot area just inside the entrance to the long, dark gallery. Holding out in the room are four derro, guards to the cultists who started the ritual. The derro howl during a fight, alerting the mi-go in Room 10 and the svirfneblins in Room 8.

10. Storage Gallery

Corpses, enormous mushrooms, phosphorescent fungus, and supply bundles occupy this room. It appears the fungus creatures are turning this gallery into some kind of proto-nest, to grow their numbers. The whole room has a dim, purple illumination. Two mi-go, constructing a nest; respond when anyone enters the room. If the mi-go are killed the portals close, proceed to the Conclusion.

Conclusion

Closing the rifts eliminates the immediate threat. However, this doesn't address how the derro entered the mine, or if other splinters of this cult exist nearby. The appreciative miners offer rewards of raw metal rodstock, perhaps of mithril, adamantine, or other special material, enough to forge into a weapon for each of the PCs. They also offer directions to and a letter of introduction to their regular merchant vendor, who willingly purchases the metal from any PC who doesn't wish to keep it. The surviving svirfneblin owe the party a blood debt, and offer a minor magical item, a service, or 1,000 gp in gems.



Glass Golem Go-Round

Will Myers

After meeting with Viscount Sihteeri,[1] the PCs are in the dining courtyard, discussing the best way to approach their task of sweeping the royal party's chambers for danger. Prince Ruhtin and Princess Lumi enter the room and approach the main dining table, apparently discussing the upcoming nuptials. As the two lovebirds are engaged in quiet conversation, the room is filled with a tinkling sound followed by a grating noise, as if someone was rubbing the edges of two pieces of glass together.

Without warning, shards begin to fall from the glass ceiling of the room. Anyone looking up is subject to the glass golem's dazzling brightness ability and must succeed at a DC 16 Fortitude save or be dazzled for one round. An 8-foot-by-12-foot piece of glass collapses onto the guest table farthest from the main dining table, sending glass shrapnel into the air with a loud crash. A moment after the air has cleared and some of the kitchen staff have poked their heads in to see what the commotion is, a form rises from the impact site and throws pieces of the broken table in random directions. The kitchen staff quickly duck back into the kitchen.

Rudimentary in shape, the glass form crouches on the floor like a gorilla, turning what passes for a head until it focuses on Lumi. It moves towards her quickly, shoving furniture out of its way. The golem's goal is to capture Lumi for its as yet unknown master.

The PCs are assumed to be in the center of the room, near the guest tables. If they declare they are somewhere else, give them an opportunity to intercept the golem before it reaches Lumi and Ruhtin. The glass golem crashed into the southern-most table in the room.

A PC can identify the glass golem as such with a successful DC 18 Knowledge (arcana) check. Because it dropped from a 50-foot height, the glass golem has taken 17 points of falling damage and is prone for the first round. Anyone who is not surprised can take an action against the golem. On the second round, the golem moves at half speed due to the obstructions of the tables and chairs. Once the glass golem has moved more than 30 feet from its landing spot, it loses the

[1] Check out the *Snow White* setting book from AAW games for details.

dazzling brightness ability due to being out of direct sunlight. It takes 3 rounds of unimpeded movement for the golem to reach Lumi and Ruhtin.

Ruhtin and Lumi move behind the main dining table, both drawing their weapons and prepared to fight for one another. Once the PCs intercept the golem, Ruhtin and Lumi move around the room toward the closest exit, which will most likely be the rear gatehouse. However, depending on the positioning of the golem, they may also run for Lord Valta's study, which will lead them deeper into the castle.

Should the golem get to Lumi, it grapples her (assume the golem beats her CMD) and tries to make its way out of the castle through the front gatehouse. While doing so, the golem loses one slam attack as it holds Lumi, and any attack or spell that targets the golem has a 25% chance of hitting her instead. If the golem captures Lumi, Prince Ruhtin joins the fray with the PCs. He has a +7 to hit and deals 1d6+3 points of slashing damage with his shortsword. Lumi also tries to free herself, attacking with her shortsword, but due to being grappled, she takes a –2 penalty on attack rolls. This gives her a +3 to attack (from her normal +5) and she deal 1d6 damage with her gladius.

If the golem escapes with Lumi, it will head for the Haunted Forest.[1] After the golem has been dealt with, Viscount Sihteeri returns to care for the shaken bride- and groom-to-be, while calling for the royal glazier to fix the window.

If a glass golem is too powerful for your characters, GM's are encouraged to depower the glass golem by removing its damage reduction or giving it vulnerability to bludgeoning weapons; this can be explained by shortcuts taken during the golem's construction.

Cabin Catastrophe

Will Myers

The Huntsman's Cabin is a simple affair, only one story, with a high, angular roof. The timbers are stained to help protect against the cold. There is also a small outbuilding behind the cabin.

The Huntsman knew that he was implicated in Lumi's disappearance, so he rigged a few surprises for people to find after he was gone. The Huntsman was skilled at building traps for game, but when it came to designing them for people, he did the best he could. Treat the Disable Device DC of every trap as 2 lower than stated in the trap description.

1. Entryway

The entrance is small and the floor is covered with a well-preserved, dark-brown bearskin. Its face has been fashioned so that it is snarling. There are two pairs of boots here; one thickly insulated for the harsh winter temperatures, and the other made of oilskin for wet, rainy conditions. There is a series of thick nails pounded into the southern wall, serving as a coat and cloak rack.

The mouth of the snarling bearskin rug contains a bear trap. The Huntsman installed this trap with a sense of irony, never expecting anyone to insert a body part into the bear's mouth. Treat the Perception check DC for this trap as 1 higher due to its camouflaged incorporation into the rug.

2. Sitting Room

This room is sparsely furnished, with only a chair sitting in front of one side of a two-sided fireplace and some shelving running along the corner farthest from the door. There isn't much on the shelving; just a few books and some small paintings of low quality, all of them of the surrounding area. The chair has a heavy dark-blue woolen blanket slung over the back.

Above the door is a simple trap, consisting of a pitchfork suspended from the ceiling. Unless the trap is disabled, the pitchfork will fall, targeting the first person through the door.

Pitchfork Trap — CR 1

Type mechanical; **Perception** DC 20; **Disable Device** 20
Trigger location; **Reset** manual
Effect Atk +10 melee, 1d4+4 damage, DC 20 Reflex avoids

3. Kitchen

The kitchen contains the other, larger side of the two-sided fireplace, and there is evidence of it being used for cooking. There is a table in the middle of the room, showing age and wear. There is a basket of fruit on the table and a basket of apples in the southwest corner.

Behind the table is a rack of knives for skinning and butchering game. This includes a heavy axe for taking apart very large animals. This rack also contains a few plain ceramic plates and bowls, with a couple of forks and spoons. There are half a dozen storage barrels in the southeast corner.

All along the walls are the skulls and antlers of animals killed by the Huntsman. When the PCs enter the room, if any of them touch the knives or the axe in the rack, these skulls and antlers fly off the wall and across the room, where they shatter against either a target or the far wall. Treat this as a bone box trap without the red ache to accompany the damage.

Bone Box — CR 4

Type mechanical; **Perception** DC 20; **Disable Device** 20
Trigger touch; **Reset** repair
Effect Atk +15 ranged (bone splinters, 2d6+4 plus red ache); multiple targets (all targets in a 10-ft. radius)

4. Bedroom

This room is bare bones, containing only a pile of straw with blankets, a straw-and-leaf filled pillow on the bed, and a small box to hold clothes. The only thing of interest in this room is a book of children's fairy tales, wrapped in cloth and hidden under the pillow. On the front page, there is an inscription: "Gavin. May these stories remind you of better times." It's signed by Laurie.

The pillow is not trapped, per se, but is something that the Huntsman put together to help him get to sleep at night. Among the straw and leaves are a handful of chamomile-like flowers that he found near the Feyglade in the Haunted Forest.[1] If someone lays down on the pillow or comes within one foot of the pillow (arm's length does not count, unless the person is Small), they must succeed at a DC 15 Fortitude save or fall asleep for 1 hour.

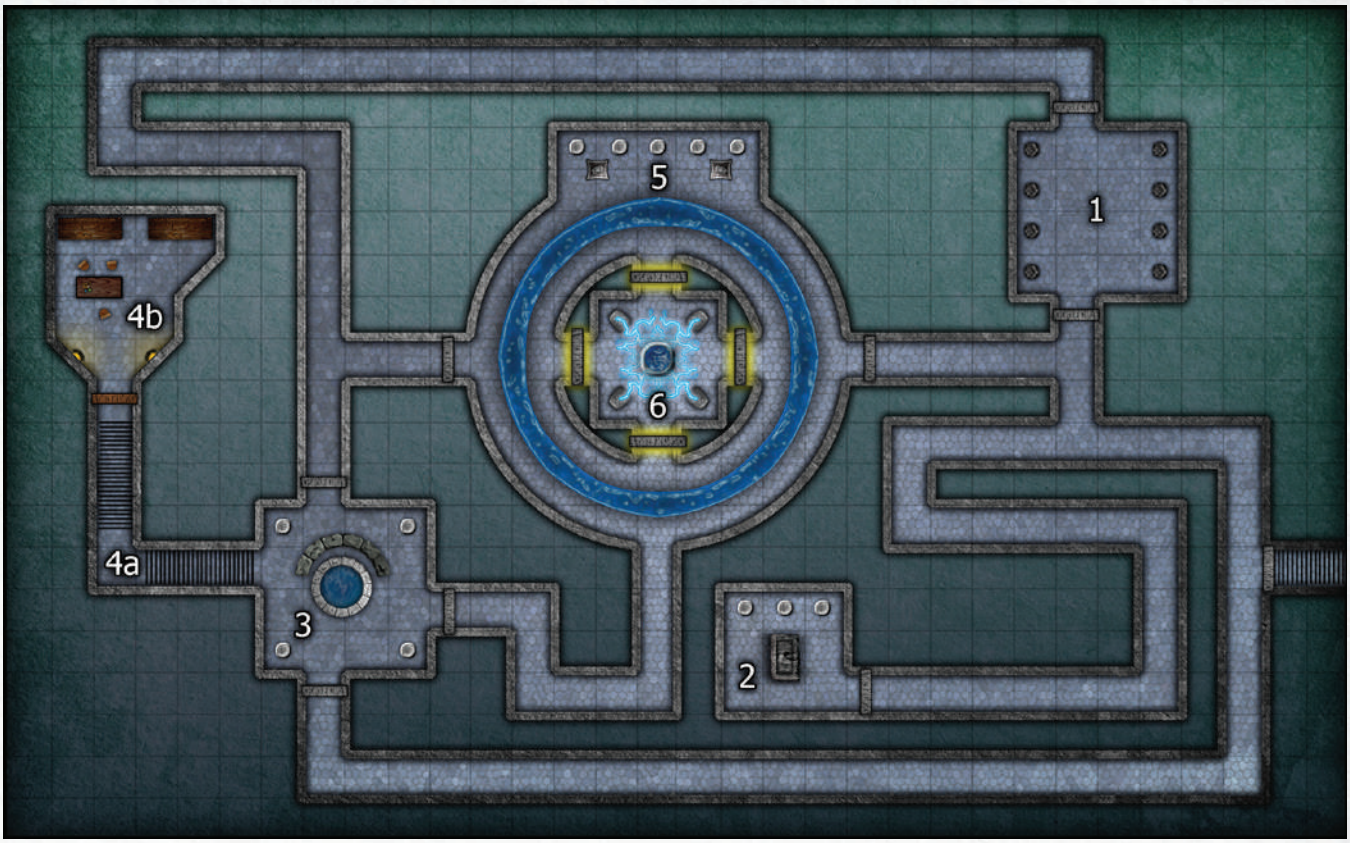
5. Outside (optional)

An unintended trap. If the pitchfork trap was triggered inside, the disturbance of the falling implement causes some of the snow to dislodge from the roof. If this happens, the last PC to leave the cabin is subject to a small avalanche from the roof. Treat this as a falling brick trap, except that it deals cold damage, half lethal and half nonlethal, and the PC cannot move until the snow is cleared, which takes 2 rounds.

Falling Snow Trap — CR 3

Type mechanical; **Perception** DC 20; **Disable Device** 20
Trigger manual; **Reset** manual
Effect falling snow (all in a 10-ft.-square area); 4d6 damage (DC 20 Reflex save for half damage)

[1] Check out the *Snow White* setting book from AAW games for details.



Hall of the Hellbound Heart

Jaye Sonia

The Hall of the Hellbound Heart is the dangerous domain of Asmætheon—an aspiring necromancer of some infamy. Secluded away and isolated from all save his servants, Asmætheon has been slowly harvesting the hearts of local tieflings, from which he has constructed a black heart, which he intends to preserve and use as his phylactery. When the PCs finally arrive at his hall, he is away. His servants and guardians, however, are not.

The Order of the Celestial Arc sends the PCs to stop Asmætheon from creating this phylactery. Alternately, local tieflings seeking vengeance could offer the PCs a nice reward for ending the threat. If the group contains a tiefling, then Asmætheon sends an invitation, he expects his guardians to slay them and collect the heart (as directed) until he returns.

The dungeon is situated deep in a cave complex, with thick walls that have been carved by magic (treat as hewn stone in places where the walls separate dungeon rooms). Magical runes provide dim light throughout the dungeon, as well as a pleasant, but not overpowering cinnamon odor. The dungeon temperature is cool, but not uncomfortable. Unless an individual is carrying one of *Asmætheon's Glyphs*, the floors magically illuminate where intruders walk, silently alerting the dungeon's guardians. A successful *dispel magic* (treat the floor's effects as CL 14th) forces the floor to stop illuminating foes for 2d6x10 minutes. Three fear guard patrol the halls at all times. All of the doors in this dungeon are made of solid stone (AC 3; hardness 8; hp 90; break DC 28 or Disable Device DC 28).

While exploring the dungeon, the group has a random encounter every 2d4 minutes (see table). When PCs trigger any of these events, allow them to make a DC 20 Perception check. PCs who succeed on this check find a single *hall token* (can choose to use in The Lonely Cloakroom).

1. The Welcoming Hall

Asmætheon makes regular use of this room, both as a library, as well as his personal chambers. He keeps a small section of the north end of the room hidden behind curtains, which he's enchanted to block out all

natural light. Eight statues—each carved to look like skeletons—line both the east and west walls. These statues animate and attack any PCs who enter this room without Asmætheon at their side. PCs who defeat these guardians discover the following items stored around the room: a single piece of jade worth (50 gp), a gold circlet shaped to resemble a skull grappled by tentacles (worth 250 gp), and a small silver and platinum *ring of protection* +2.

2. The Lonely Cloakroom

Safely secured by a mechanical, enchanted vault door (requiring a successful DC 40 Disable Device check to open), this is Asmætheon's cloakroom. Three magical columns on the north wall allow a guest to place a small token atop them, which immediately summons an *invisible servant* to fetch the matching garment. Each token used in here recovers 1d4 garments, each worth approximately 25 gp each. The garments are stored in an identical room below, accessed by a single shaft in the center of the room (anyone climbing down must succeed on a DC 25 Climb check to descend the 40 feet to the room below). The vault door guarding this door is made of alchemically hardened mithral (AC 3; hardness 20; hp 120; break DC 40).

3. The Cooling Chamber

A massive alembic dominates this room, its copper and bronze piping carry water up from the central well and into other parts of the complex. Three aquatic trolls live and work in this room. They are fiercely loyal to Asmætheon and instantly attack any intruders. Any PC who succeeds on a DC 25 Perception check while searching the half wall just north of the well discover a bundle with kindling and a *wand of lesser restoration* (37 charges). PCs who succeed on a DC 25 Knowledge (arcana) check while examining the cooling chamber gain a +2 competence bonus to Knowledge (arcana) or Knowledge (engineering) checks to disable the phylactery's housing in Room 6.

4a. The Alarm

This bend in the stairs is protected by a *flame strike* trap.

4b. Asmætheon's Lab

Secured behind an alchemically treated mithral door (AC 3; hardness 15; hp 90; break DC 35), this room holds all of Asmætheon's necromantic research. It also contains the following: *On Darker Shores* (contains 2d4 1st-3rd-level necromancy and transmutation spells), D*r. Asp's Simple Remedies* (contains 1d4 4th level necromancy spells), and *Adrift, At Peace* (a collection of fantasy short stories worth 50 gp). His lab also functions as a full alchemist's lab. PCs who collect Asmætheon's notes gain a +2 equipment bonus to Knowledge (arcana) or Knowledge (engineering) checks to disable the phylactery's housing in Room 6.

5. Service Stairs

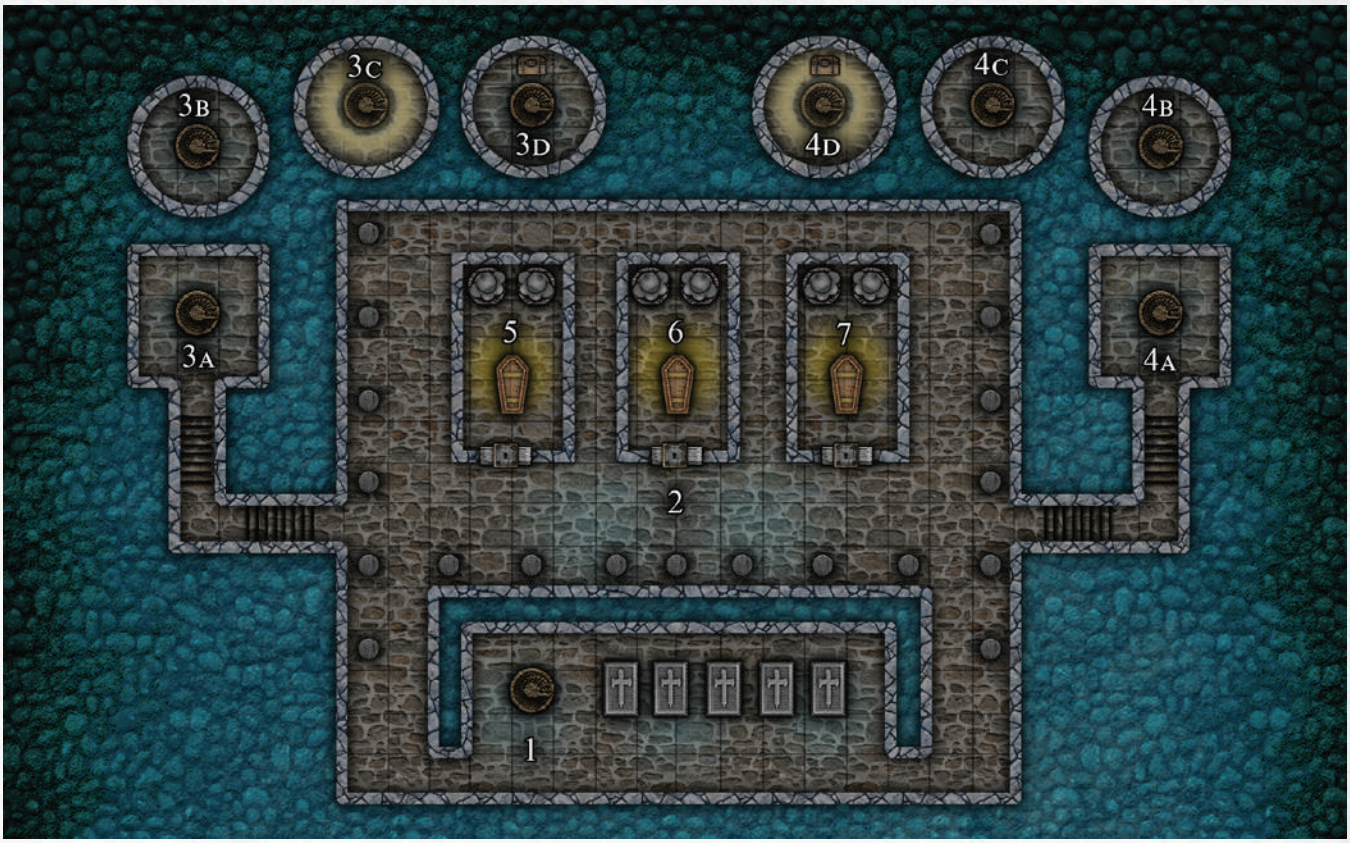
Five magical columns, each aligned to an element (from left to right: fire, air, spirit, earth, and water) line the north wall, alongside two sets of stairs that lead to a smaller, subterranean room (25-feet-by-10-feet) directly below. PCs who succeed on a DC 25 Knowledge (arcana) check while examining the columns gain a +2 insight bonus to Knowledge (arcana) or Knowledge (engineering) checks to disable the phylactery's housing in Room 6.

6. The Chamber of the Heart

Locked behind four, magically reinforced doors (AC 3; hardness 20; hp 160; break DC 40), this chamber contains a large, black heart—the amalgamation of all of the tiefling hearts Asmætheon took for his experiment. Pulses of electricity keep the heart active, and several copper and brass tubes continually infuse it with a slurry of tinctures, potions, cooled water, and other strange fluids. PCs who want to remove the heart or destroy the device must succeed on a DC 30 Knowledge (arcana) or Knowledge (engineering) check. A negative energy elemental ensures they do not. PCs who salvage the equipment in this room gain 4d6x100 gp worth of alchemical and magical equipment. PCs who succeed on a DC 25 Perception check discover a r*ing of spell knowledge II* embedded in the equipment used to animate the heart. Once removed, the heart dissolves into a mess of black viscera in 1d6 hours (*gentle repose* and similar spells will delay it). Upon removing the heart from the device the hall's remaining guardians converge on this location; all seeking to destroy the intruders and return the heart to the equipment (although only Asmætheon can do so).

1d6	Random Encounter (Once every 2d4 minutes)
1	A single candle, stuffed into an alcove, flickers and goes out.
2	A faint breeze, carrying the smell of animal musk, passes by.
3	A scratching noise is heard up ahead.
4	A drop of water hits one of the PC's faces.
5	One of the magical runes illuminating the space flickers goes out, and then flares back up.
6	One of the PCs feels something breathe on the back of their neck; when they look, nothing is there.

Thilo Graf Jaye Sonia



Howling Halls

Jonathan Ely

The PCs may encounter this mini-dungeon as part of a larger underground complex, or they may be employed specifically by a local power in order to clear this den of undeath.

This cold stone crypt is unlit (except in the three central chambers), and only creatures with a light source or darkvision can see into its depths; it is advisable that the PCs keep moving—prolonged exposure to the numbing cold here will eventually lead to frostbite or hypothermia, unless the PCs are wearing warm clothing, or have access to the appropriate magic.

An unprotected PC in cold weather must make a Fortitude save each hour (DC 15, +1 per previous check) or take 1d6 points of non-lethal damage. A character who has the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well.

A PC who takes any non-lethal damage from cold or exposure is beset by frostbite or hypothermia (treat them as fatigued). These penalties end when the character recovers the non-lethal damage they took from the cold and exposure.

It is suggested that the complex contains 10,000 to 14,000 gp in funerary wealth, to be distributed as the GM sees fit. If the PCs are searching for a particular item, it could well be located within Chambers 5, 6 or 7.

1. Entry Chamber

Upon reaching the bottom of the circular staircase, the PCs can immediately see five sarcophagi; each one contains a huecuva, all of whom immediately rise to attack the PCs as soon as they enter. Whilst undead, they are not simple and will use group tactics to gain any combat advantage they can over the party.

A thick n-shaped wall limits further access into the main hall. Two simple exits are available east and west, but each is protected by a *sound burst* trap which not only stuns the target but also alerts all other occupants

of this dungeon. If either traps are detonated, it also activates the mechanism to close the circular staircase through which the PCs arrived, forcing them to travel onwards into the dungeon.

2. Main Hall

This large hall contains not only the point of entry, but three smaller locked chambers. Two exits—east and west—lead from this chamber into the general gloom. The chamber is supported by dozens of pillars, which initially hide the presence of three allips. As soon as the PCs are visible, the allips begin their babble ability whilst attempting to close in far enough to use their *touch of insanity* attack. Utterly mad, they can't cooperate but recognize that the PCs are their common enemy, and will focus solely upon them.

3a. Staircase Down

The western exit leads steadily down two staircases to a square chamber with a circular staircase, heading down into the ground. It is protected by a pair of wights, who hurl themselves without fear towards the PCs.

3b. Staircase Down

The circular staircase winds its way down to a lower floor, but this floor is currently empty, making a good place to stop to recuperate for a few moments (if necessary).

3c. Staircase Down

The circular staircase continues to wind its way down to another lower floor, protected by a giant crawling hand. Although almost mindless, it recognizes the presence of another *sound burst* trap, and will try to push the PCs into it.

3d. Staircase Down

At the bottom of the staircase is a small chest; its rotten interior contains a single key (plus healing if the GM is feeling generous). This key is marked "Fury" and opens the lock to Chamber 5.

4a. Staircase Up

The eastern exit leads steadily up two staircases to a square chamber with a circular staircase, heading upward into the roof. It is protected by a pair of wights, who hurl themselves without fear towards the PCs.

4b. Staircase Up

The circular staircase winds its way up to a higher floor, but this floor is currently empty, making a good place to stop to recuperate for a few moments (if necessary).

4c. Staircase Up

This small circular chamber is protected by a pair of wights, who hurl themselves without fear towards the PCs.

4d. Staircase Up

At the top of the staircase is a circular chamber, containing a chest and a final *sound burst* trap. The staircase leads to nowhere until the mechanism within the locked chest is activated, which can only be opened with the key from Chamber 7. Once activated, the steps grind into position and the PCs are free to leave the dungeon.

5. Chamber of Fury

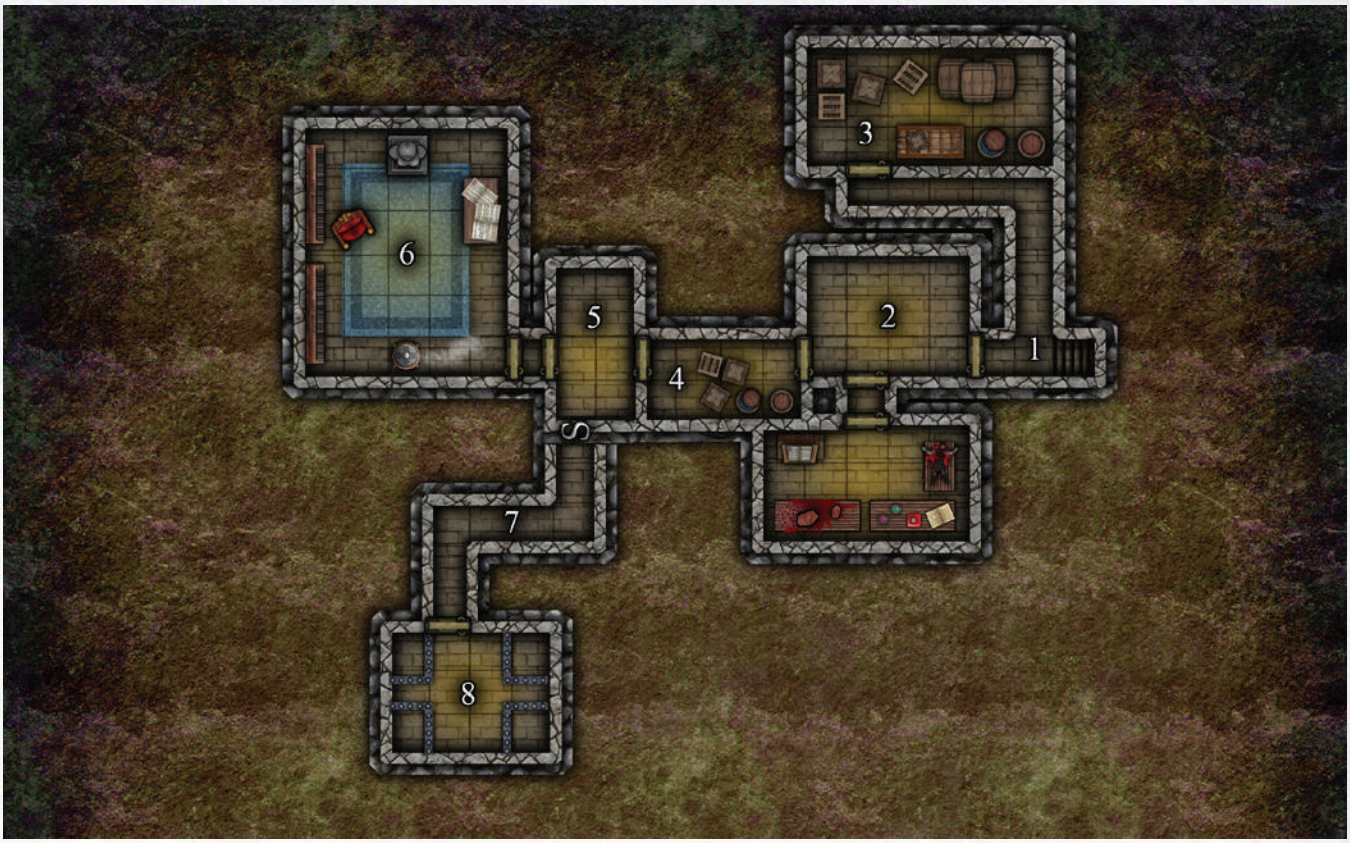
This chamber can be opened by the key retrieved from Chamber 3d, a successful use of the *knock* spell or upon a successful DC 30 Disable Device check. Once unlocked, the chamber contains a pair of statues, an overhead source of magical lighting and a coffin. If a *sound burst* trap has been activated, then the mummy who occupies this chamber is ready and waiting. Otherwise, it takes a round to exit its coffin, before attacking the PCs. Within the mummy's wrappings and finery is another key marked "Rage."

6. Chamber of Rage

This chamber is opened by the key retrieved from Chamber 5, a successful use of the *knock* spell or upon a successful DC 30 Disable Device check. Once unlocked, the chamber contains a pair of statues, an overhead source of magical lighting and a coffin. If any *sound burst* trap has been activated, then the mummy who occupies this chamber is ready and waiting. Otherwise, it takes a round to exit its coffin, before attacking the party. Within the mummy's wrappings and finery is another key marked "Ire."

7. Chamber of Ire

This chamber is opened by the key retrieved from Chamber 6, a successful use of the *knock* spell or upon a successful DC 30 Disable Device check. The door is protected by a poisoned dart trap. Once unlocked, the chamber contains a pair of statues, an overhead source of magical lighting and a coffin. If a *sound burst* trap has been activated, then the mohrg—the master of this level—who occupies this chamber is ready and waiting. Otherwise, it take a round to exit its coffin, before attacking the PCs. Within the morhg's slimy remains is another key marked "Peace".



Fleischkammer

Jonathan Ely

This well-constructed complex is hidden away under, or extremely close to, a large community, ideally one with a strong history of magic. The PCs are initially drawn into a mystery involving the recently deceased being spirited away from local cemeteries and the disappearance of the occasional passing stranger. Regardless of how the PCs are drawn into the adventure, they ultimately find themselves within this underground structure.

Lighting is provided throughout the complex by *everburning torches*, whilst all doors are strong wooden doors on heavy-duty iron hinges.

1. Entrance Hall

A long flight of steps leads down to this narrow entrance chamber, which smells strongly of chemicals. A single door faces the PCs to their front, whilst a corridor meanders off to their right, eventually leading to the Area 3 store room.

2. Primary Guard Room

This heavy-duty door is closed, and appears to be jammed. In fact, the portal is being braced by a male flesh golem, who is using his immense strength to stop the PCs from progressing any deeper into the complex. If the PCs manage to oppose the flesh golem on three separate Strength checks, or are able to shatter the door or hinges, they face the flesh golem who has orders to subdue the party members where possible.

3. Store Room

This large storeroom contains a considerable number of supplies; food, drink, mundane equipment as well as alchemical reagents. A single, gaunt-looking female flesh golem is also present here; she initially defends the chamber by launching barrels and boxes at the PCs, but eventually moves in to attack hand-to-hand.

4. Secondary Guard Room

Another flesh golem can be found here, standing initially against the far wall next to the only other door in this chamber. The largest example of any flesh golem seen so far and the first to wield any weapon, this one is well over nine feet tall and holds a large war hammer in his hand. A simple-minded brute, he simply seeks to crush the first PC who walks through the entryway.

5. Antechamber

This area is empty and free of any decorations. A DC 20 Perception check allows a PC to identify a secret door fitted discretely into the wall.

6. Inner Chamber

The entrance to this room is a pair of doors; the first door must close for the second to be opened. Thedoors contain a nasty surprise; anyone touching the handle with bare hands receives a dose of sassone leaf residue.

Inside, the area is plushly appointed, with a deep reading chair, thick carpet, two large bookcases stuffed with books and loose sheaf papers, a brazier burning incense to offset the vile smell of the chemicals, and a large statue at the end of the room.

The sole occupant of this room is Hakkar "Soulflayer" Wolkennen, a powerful human wizard obsessed with reanimating dead flesh and bending it to his will. Egotistical and arrogant, but also highly academic, Hakkar is happiest manipulating his creations or studying to improve them. He is also the source of all the disappearances and body thefts within the local community. However, as soon as he is aware that intruders have entered his personal retreat, his outrage is absolute and he seeks to destroy the party to preserve his secret lair.

7. Secret Corridor

The winding corridor occupied by a single flesh golem, whose slender female form grips a long spear ready to impale any PCs who enter this corridor.

8. Prison Chamber

Within this stinking chamber are four cages formed of stout, inch-thick iron bars that run from floor to ceiling. At the GMs discretion, 1d4 wretches are locked in this chamber to await a fate worse than death at the hands of Hakkar. Each cage is locked with a good quality lock (Disable Device DC 25, or 22 hit points), and the GM can award discretionary XP for the prisoners' safe release.

9. Workshop

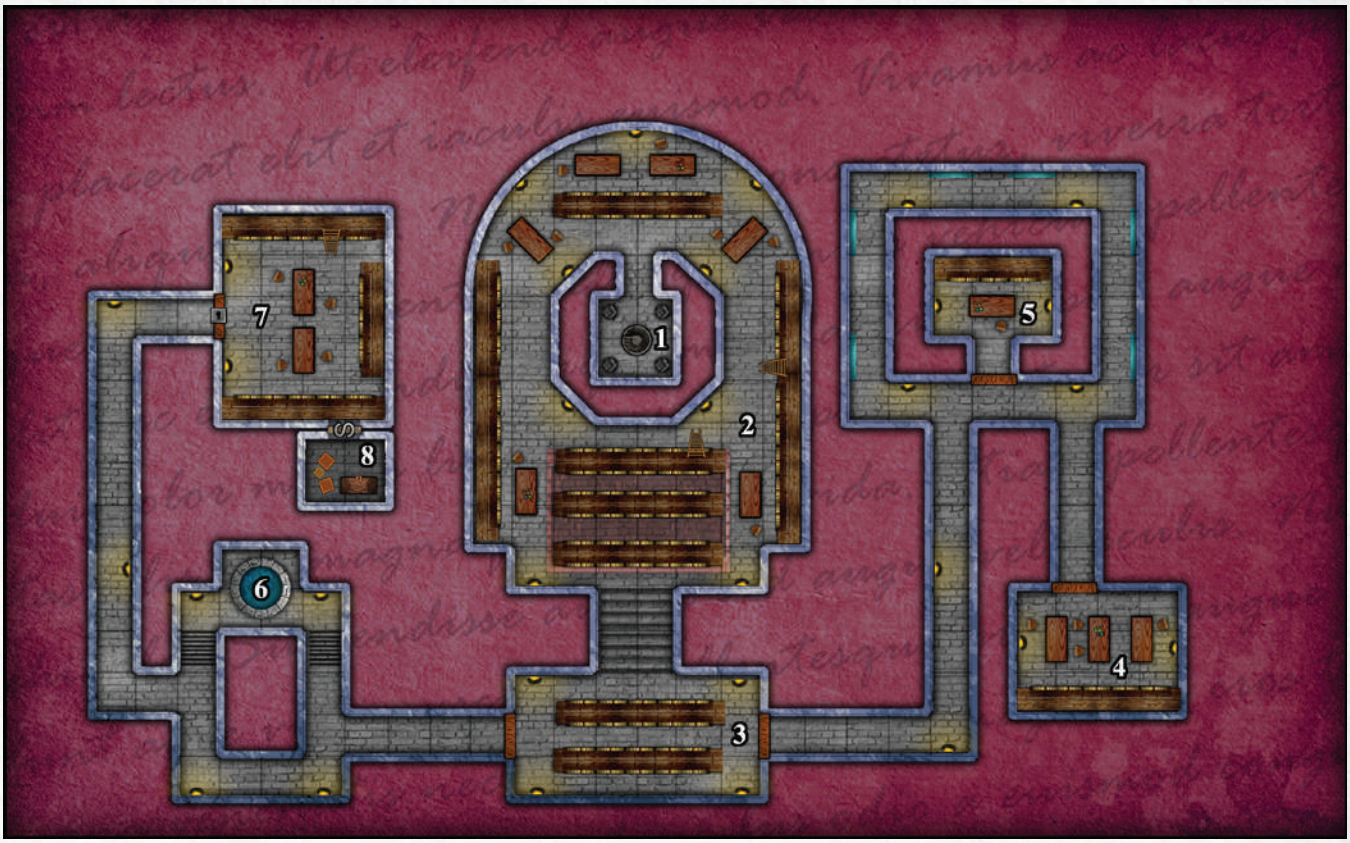
The entrance to this room is a pair of doors; the first door must close for the second to be opened. The intervening space – if not deactivated by a well-concealed mechanism above the doors – is trapped with a pressure pad. This instantly closes both doors and releases disabling gas from a number of hidden reservoirs into the 5-foot-by-5-foot space whilst a loud "gong" sound can be heard deeper within the complex.

Sleeping Fog Trap CR 5

Type mechanical; **Perception** DC 15; **Disable Device** DC 15
Trigger pressure pad; **Reset** repair
Effect poison gas (Will save DC 22 or fall asleep for 1d6+2 rounds)

Activation of this trap guarantees the flesh golems from other areas come to investigate, except for the one located in the secret corridor (Area 7) who has specific orders to guard the corridor.

If successfully entered, the chamber beyond is the source of the complex's alchemical stench. This room has a number of large work benches filled with weird liquids, preservatives and body parts. On one bench lies the partially completed body of a golem, stitched and perfectly still, surrounded by notebooks and other magical paraphernalia. In total, there are tomes, items and ingredients worth approximately 1000 gp to the right buyer.



The Great Library

Jonathan Ely

Kazzak the Impure, a recently matured dark naga, has recently been banished from the intrigues and horrors of his mother's nest. Like the rest of his foul reptilian race, Kazzak is paranoid, covetous and domineering. However, unlike the rest of his nest, a vile contamination within Kazzak's bloodline has recently surfaced; Kazzak is struggling with the earliest stages of his burgeoning sorcerous powers and is naturally drawn to the dark powers of necromancy. However, his skills are weak and untried; the dark naga has not yet developed sufficiently to gain any levels in sorcerer.

However, fortune has favored Kazzak. Having easily dominated or bound a small number of followers to his side, his group have helped him locate and enter an ancient library deep beneath a set of scorched ruins. He has successfully defended his new home against a number of treasure hunters and interlopers, whilst steadily reading the many tomes and librams that surround him.

1. Main Entrance

A circular staircase, burnt and caked in soot from an ancient conflagration, is the sole means of entry into this deep complex. It leads into a small chamber, which leads into Area 2.

2. The Loreroom of the Apprentices

This long, wide chamber is filled with bookcases and tables, whilst lit from large globes inset into the walls, which visibly brighten and dim as the PC pass them. At 20 feet high, the ceiling of the room is gloomy and difficult to see, but is actually beautifully carved. Two pairs of gargoyles defend this room; if one pair is engaged, the second pair will immediately retreat to warn Kazzak, before returning to this chamber to engage the PCs.

There is evidence that someone has been studying here; papers are left in piles, books read and notes have been written. If a *detect magic* spell is used, a number of residual auras are noted, but it can be used to locate several 1st and 2nd level spells (GM's discretion).

3. The Loreroom of the Journeymen

A large set of stairs lead down into a smaller chamber; much like the last, it contains bookcases and tables. At the bottom of the stairs, a single feral-looking goblin stands naked and unarmed, watching the PCs intently. As the PCs approach or attack from distance, they quickly realize that this is no ordinary goblin; its features quickly twist and warp into a large wolf—a greater barghest. From here, it swiftly dips out of sight using its *invisibility sphere* ability and continues a series of hit and run attacks, especially when combined with its other abilities.

This area is obviously a room of higher learning than the last chamber; if a *detect magic* spell is used, a number of residual auras are noted, but it can be used to locate several 3rd and 4th level spells (GM's discretion).

4. The Loreroom of the Masters

A small but comfortably appointed chamber with several small desk and bookcases, this chamber is protected by an invisible stalker bound by a long-dead previous occupant. Aligned to neither the PCs nor Kazzak, he seeks the right moment to attack anyone entering the chamber, as per the magical instructions that bind him to the Material Plane. However, if the right loophole is exploited to allow him to escape his duties, he may prove to be a useful ally and provide much information on the Great Library.

This area is obviously a room of higher learning than the last chamber; if a *detect magic* spell is used, a number of residual auras are noted, but it can be used to locate a small number of 5th and 6th level spells (GM's discretion).

5. The Loreroom of the Grandmaster

A small chamber with a fine desk at the center, this room is obviously a study for wizard of significant power. However, it is also the home of an intellect devourer, secretly drawn to this place for the abundance of "food" that has passed through these exalted halls of learning, striking from ambush wherever it can. It displays a preference for individuals with high intelligence scores, killing them and controlling them for approximately a week before moving onto its next target.

This area is obviously a room of higher learning than the last chamber; if a *detect magic* spell is used, a number of residual auras are noted, but it can be used to locate one or two 7th and 8th level spells (GM's discretion).

6. The Pool of Restful Contemplation

A favorite area for Kazzak, this warm pool provides 1d10 points of healing per individual per hour of immersion in it.

7. The Storeroom of Forbidden Lore

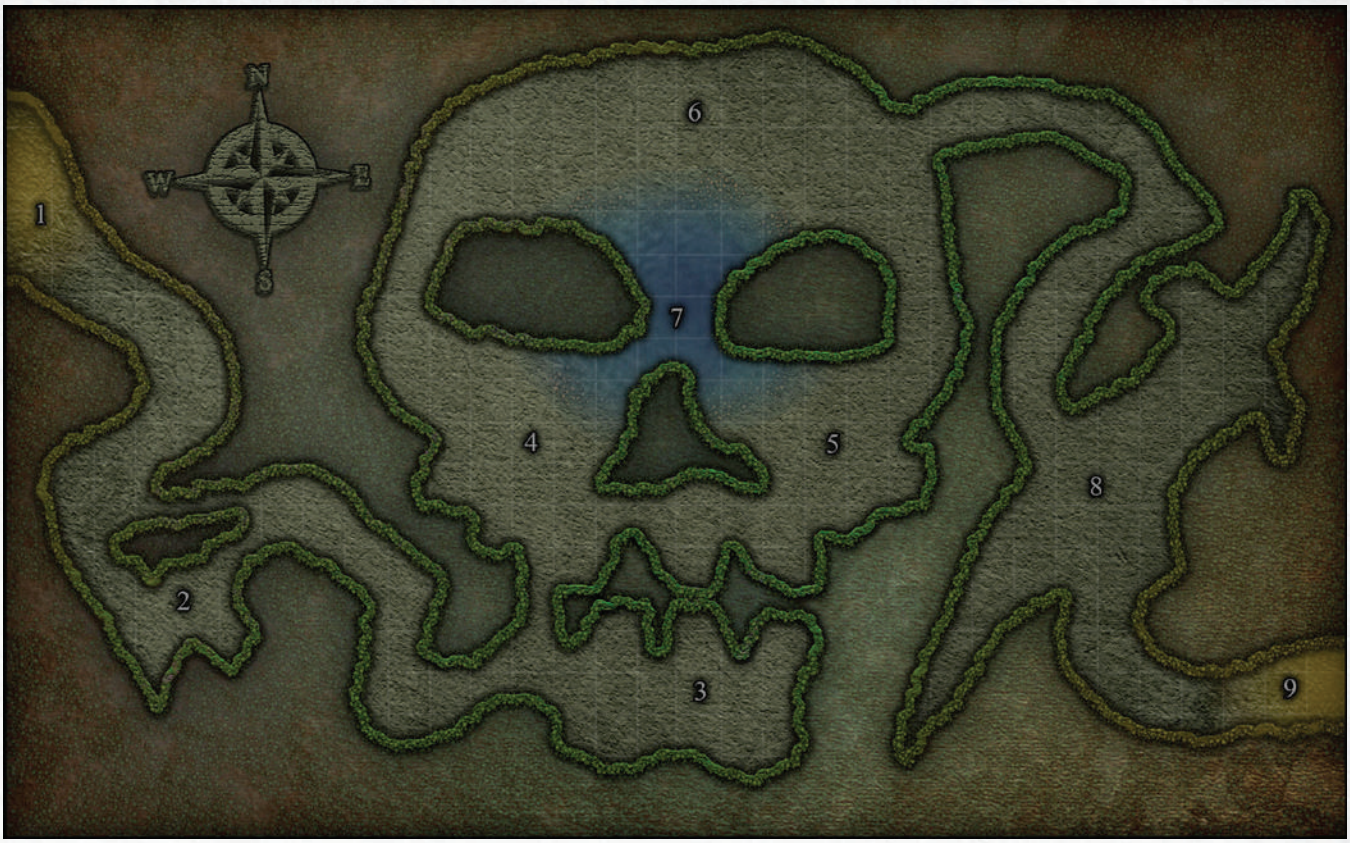
This chamber is locked but requires no key; access is through a keypad (the combination has already been cracked by Kazzak); a successful DC 35 Disable Device check will bypass the lock or an DC 30 Intelligence check will deduce the combination within 1d3 minutes.

The contents of this chamber was collected over many years but deemed heretical or dangerous: incomplete scrolls, damaged minor magic items and books of defective magical theories too flawed to be read by the unqualified. Whilst most items here are mostly worthless, at the GM's discretion there can be up to 1d3 cursed items hidden within this chamber.

8. Kazzak's Chamber

This hidden chamber is where Kazzak will attempt to retreat to, if all goes against him. A well-hidden sliding door in Area 7 hides a small chamber where Kazzak has hidden a number of essential supplies to ensure his survival; several curative potions, portable wealth and a magical means of escape (e.g. a *scroll of teleport*) are readily available to ensure Kazzak's swift escape. If he escapes, Kazzak will not forget this slight, and will seek revenge on the PCs at the earliest opportunity.

PCs 4-6



Death Translates Us Into What it Wills

Thilo Graf

No mortal remembers whether Gholaad was a deity, a primordial titan, or something else, but it is said that the being was slain with a dagger made of pure void, which erased Gholaad and disappeared as it struck home. A primordial sludge suffused the being, transforming it into a winding cavern. Today, perfectly smooth walls and floors are reminders of this unnatural origin; only the living dead and the desperate seek the emptiness that was Gholaad, hoping to be translated from their currant state into another.

Supernaturally Smooth: A creature can walk within or through the supernaturally smooth dungeon at half its normal speed with no penalty, or at full speed with a successful DC 10 Acrobatics check. Failure means it can't move that round and must attempt a DC 10 Reflex save; failing this check by 5 or more, means the creature falls prone. Undead are exempt from this effect.

Undead Nexus: Undead creatures within Rooms 1–8 are suffused with Gholaad's power. After being reduced to 0 hit points, they rejuvenate within 1d4 minutes, reappearing in the room they were first encountered. Undead also regain their original alignment while within the complex.

1. Entrance

Dim light falls onto a strange transitional area, where regular cave floors give way to eerily smooth surfaces.

2. The Serpent's Tongue

Trespassers report a sense of being coated in sticky moisture, and the latent taste of iron hangs in the air. Hastily scratched runes on the walls read: "My skin turned to ash and old, dusty air." Speaking these words aloud summons Whu-minh, an indifferent, lawful neutral mohrg clad in royal finery, her body coalescing from dust. She warns mortals to leave. If a PC presents an undead or claims the desire to be "translated," Whu-minh provides the party safe passage and instructs them to offer the undead first to the teeth and then to the mind. Otherwise, the mohrg becomes hostile. If the PCs pass through this cave without uttering the sentence, Whu-minh manifests 1d4 minutes later.

3. The Jaws of Nothingness

The niches in the north of this room are irregular, the voids left by the vanishing of Gholaad's teeth. Dried blood coats their edges and rivulets of sticky liquid drip from the ceiling, only to disappear in slimy crevices. Saying the word "sacrifice" or "offering" in any language aloud tilts the gravity[1] of this room by 90° for 1d6 rounds, causing creatures within to fall toward the niches. Flight also inexplicably ceases to function for the duration. Finally, the insides of the niches become a maelstrom of flesh and teeth for the duration (Perception DC 25 detects; can't be disabled; atk +15 melee; 5d6 slashing damage; Reflex DC 20 avoids; Climb DC 20 to climb out of churning pit; CR 7).

Anyone that takes damage from the teeth gains the Mark of Gholaad (see below). Undead creatures consumed by the jaws cannot regenerate or rejuvenate, but their mauled bodies or essences (in the case of incorporeal undead) remain within the teeth. If an undead is destroyed by the teeth, this activates the vortex in Area 7 for 24 hours.

4. The Left Cheek

The echo of a loud impact reverberates eternally through this room, making the ground shake in an continuous localized earthquake. The Acrobatics DC to walk through this area is increased to DC 20. Ghouls and other hungry undead are soothed by the vibration. Several (2d6) chaotic good ghast pilgrims are resting here in a soothing trance. They take no notice of the adventurers unless attacked.

5. The Right Cheek

This cheek of Gholaad's skull was turned away from the sun as it fell. A small shrine has been erected here, grisly offerings speaking of the tributes left by the living dead. The illumination provided by any light source in this room decreases by one step. One or more (1d4) neutral wraiths meditate in the soothing darkness. They take no notice of the adventurers unless attacked.

6. The Mind's Tendrils

The walls of this part of the cavern are carved with mad scribbles in a wide variety of languages, all of which read "Death translates us into what it wills." Reading the sentence aloud generates a *mass suggestion* (CL 20th, Will DC 20) to touch the sphere in Area 7.

7. The Consuming Dream

Carved trails in the floor, walls, and ceiling lead to the exact center between the eyes of Gholaad. A floating pinprick sphere of pure-black negative energy swallows all light like a miniature black hole, denoting the place where Gholaad's skull was pierced by the weapon that felled it. Touching this sphere instantly destroys living matter (treat as CL 20th *disintegrate*, DC 25 Fortitude negates). Creatures killed thus are "translated" into a free-willed undead version of themselves that manifests in Area 6. If the jaws have been fed, a powerful vortex (range denoted by the blue area on the map) draws anything that enters the area towards a portal in its center. Treat this as a reposition combat maneuver made with a +30 bonus that drags PCs towards the center of the vortex. A PC who succeeds at a DC 25 Knowledge (planes) check determines that those swallowed by the vortex enter Gholaad's mind, a major negative-dominant demiplane. The Mark of Gholaad protects characters from the plane's effects while it persists. Those who emerge from this nightmarish labyrinth are reputedly restored to life from undeath, or at least freed from the mindless rage of the undead.

8. The Weapon's Negative

This is where the divine blade that ended Gholaad fell. Its southern end, the tip, can actually be "broken off" and carried. The final 5-foot square of the cave holds a spatial anomaly (detectable with a DC 20 Perception check and identifiable with a DC 20 Knowledge (planes) check) that can be carried with two hands. This immediately alerts all undead in Gholaad and renders them hostile.

The anomaly is weightless, but it slows down the carrying character significantly, reducing his speed to 10 feet. If a character holding the anomaly is disarmed, falls prone, or takes damage, he must succeed at a Reflex save or concentration check against the damage incurred or drop the anomaly, which instantly vanishes and rematerializes at the southern end of this room. Putting the anomaly into Area 7's open portal both ends the anomaly and seals the portal once and for all. This also ends the supernaturally smooth environmental effect in Rooms 3–7 and the undead nexus property of the complex.

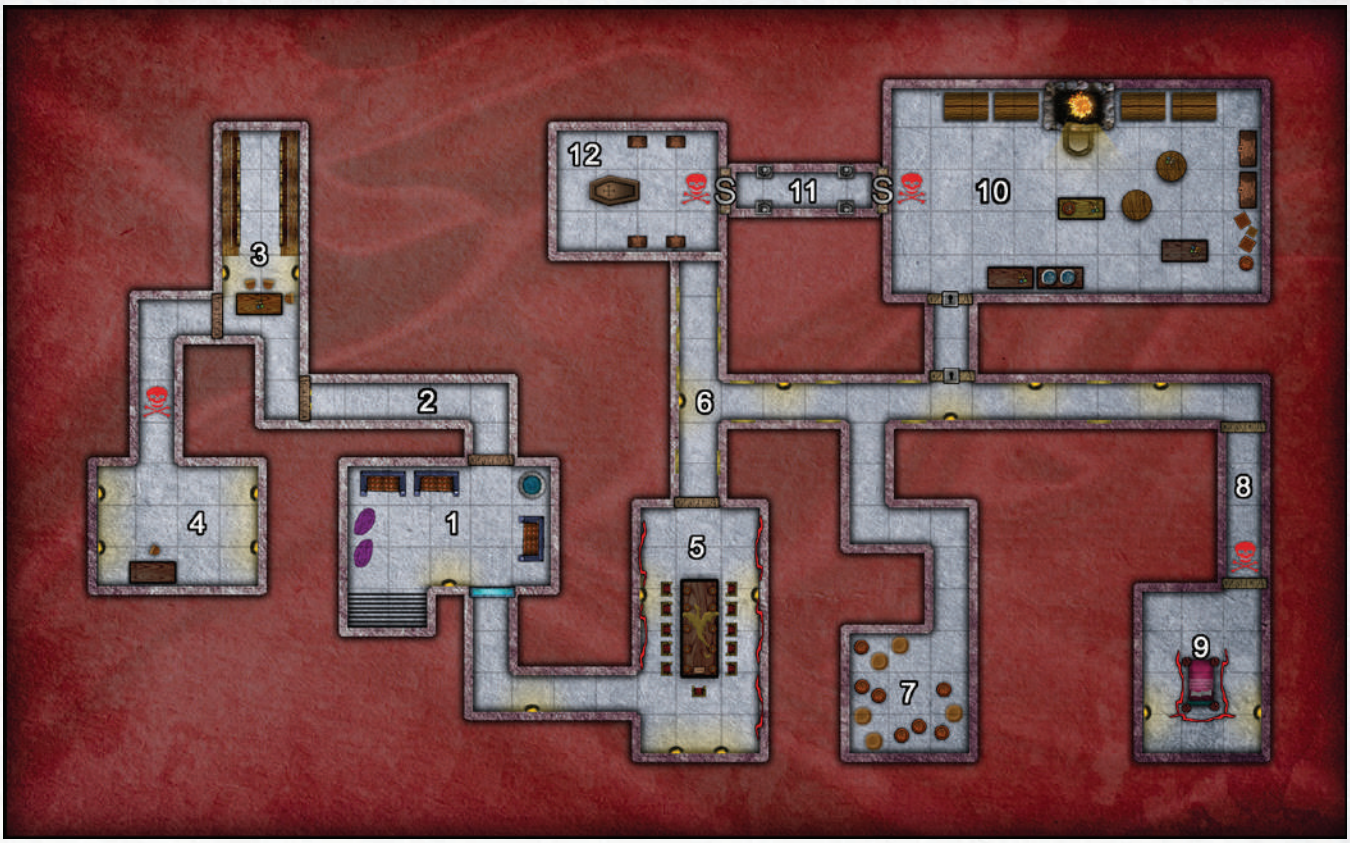
9. The Tentacle That Wields

The power of life suffuses this tunnel, and fungi, molds and plants cover every surface. Undead do not willingly enter this tunnel. Undead that do enter this tunnel take 6d6 points of positive energy damage on the start of their turn (Will DC 25 halves). It is said that sprawling, cancerous, organic caverns lie beyond…

The Mark of Gholaad

The Mark of Gholaad makes the character look and behave like an undead creature for 24 hours. The character gains negative energy affinity.

[1] See "objective directional gravity" in the *Game Mastery Guide* from Paizo Publishing.



Pleasure Den

Rachel Ventura

1. Foyer

Mahogany wood stairs descend into a candlelit room. Three velvet couches are along the walls and tasseled pillows are scattered throughout the room. The smell of incense fills your nostrils. In the corner of the room is a small fountain creating a peaceful and relaxing water sound. The northern wooden door is closed while the southern door is made of a tinted glass and is partially open. A strikingly beautiful nymph welcomes you to the house of pleasure. She asks each of you to remove your footwear and relax.

If the PCs comply, she rewards the party with foot massages and a *potion of cure light wounds*. If PCs refuse, she becomes angry at their blatant disregard for her hospitality and attacks.

2. Hall

At the end of the narrow hall is another wooden door with two golden rings, about the size of wristbands or bracelets, hanging from hooks.

If the rings are removed the efreeti in Room 3 materializes and attacks without warning. It then attempts to use the removed rings, thereby enslaving you as a new efreeti.

3. Library

The high wooden ceilings are carved with grape vines. The mahogany is well oiled and has clearly been maintained with great care. Along the walls are bookcases that reach up to the ornate ceiling, filled with leather books of all shapes and sizes. Two oil lamps sit on a long wooden table surrounded with several wooden chairs.

If either of the lamps are rubbed, an efreeti appears and offers each player 1 wish. If the wishes are within reason to the GM they are granted. If outrageous and not within the capability of the genie, he becomes enraged and scolds the party before attacking.

4. Den

A short hall opens into a slightly messy well lit room. Against the south wall is an oaken roll top desk that is closed and locked. Inside is a scroll and spell book.

Just before the hall opens into the den there is a *summon monster VI* trap.

5. Parlor

The walls are a well-oiled dark mahogany wood, adorned with red and gold tapestries. A long wooden table sits in the middle of the room with twelve armchairs surrounding it. The tabletop has an inlay of a dragon made from rosewood, oak, pine, and cedar. Wine glasses and small plates are set at each seat and a lit candelabras sits atop the table. A beautiful woman sitting at the end of the table motions for you to partake from the box of cigars and the bottle of wine in front of her.

If you accept she spends some time flirting and talking. A successful DC 25 Diplomacy check will persuade her to produce a key to the hall of the kitchen. If the offer is refused she commands the invisible stalker to attack.

6. Hall

Despite the hall being well lit by candles lining both walls something seems to make your neck hairs stand on end. A beautiful elven woman stands in front of the door at the end of the hall. She turns to look at you and you catch her fiery gaze. Her eyes are intense with beauty and anger. As she turns back toward the door she seems to grow translucent.

If you speak with her she tells of a tale of love and loss. She will allow passage if you listen and show sympathy or a successful Diplomacy check (DC 28). If not, she reveals herself as a groaning spirit and attacks.

7. Cellar

This small room houses several barrels and crates. Opening the crates reveals spoiled food and turned wine. Only the ale seems to have held its quality.

One barrel is filled with a rat swarm that attacks. Inside the barrel is the inner hall kitchen key.

8. Hall

This short hall is very dark with many spider webs adorning the corners. At the end is a closed door that does not appear to have been opened in quite a while.

A camouflaged spiked pit trap is in front of the door.

9. Bedroom

In the center of the room is a four post bed with sheer, silk curtains hanging down. A gorgeous creature with voluptuous breasts lies beneath the silk red sheets. She beckons the party to join her.

If anyone engages in activities with the succubus she will captivate them...and then attack. If the party refuses, the succubus immediately attacks. A chest beneath the bed contains 1000 gp, an emerald, and ivory handle dagger.

10. Kitchen

This kitchen is warm and smells delicious. An oven on the north wall is ablaze. A row of sinks lines the southern wall. Several crates and shelves fill the eastern wall. There are tables with cutting boards and knives everywhere. An apple pie sits on the edge of one of the tables.

Eating the pie or a successful Perception check (DC 25) reveals the secret door on the west wall. Triggering the *fireball* trap in front of the secret door releases the fire elemental in the oven, as does opening the oven.

11. Hall

A few realistic statues adorn the hallway. A woman with a veil stands in the middle of the hall. She seems distracted; however, her veil appears to be moving on its own.

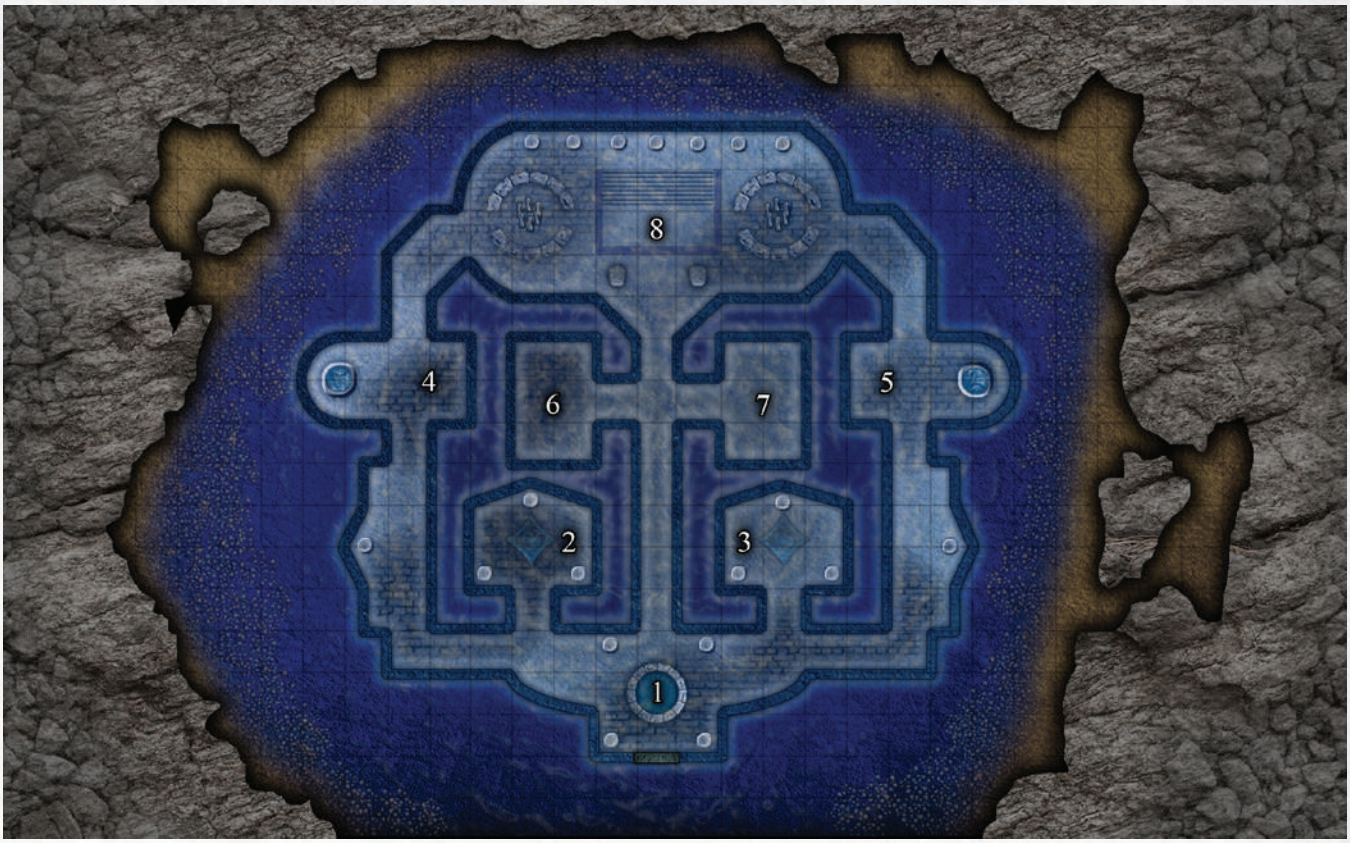
She is a medusa. A secret door (Perception DC 25) is at the end of the hallway.

12. Secret Room

An open coffin is in the middle of the room. Several treasure chests line the walls of this small room.

A camouflaged spiked pit trap is just inside the secret door.

A vampire is lying in the coffin. The chests along the north and south walls contain various gems and gold totaling 2500 gp.



Uneasy Rests the Crown'd Head

Stephen Yeardley

A sinkhole, cut with climb-holds, descends a cramped cavern's south wall, slick with more than just water. A 3-foot-wide path encircles a black, light-absorbing lake. Twenty feet north of the path, a stone circle containing a clear membrane floats on the lake. A path leaves the cavern through the north wall where water drips from a crack in the ceiling. The lake houses an aboleth sanctuary, the start of a new city.

Entering the membrane forms a clear, heavier-than-water air-skin around the PC. The air lasts for 60 minutes minus 1 minute per round of strenuous activity. The membranes don't rupture, can only be removed from the inside, and lose transparency as the air becomes foul (see the Membrane Visibility table).

When an aquatic creature crosses the membrane from the complex, a water-filled skin forms around it so it can breathe as normal.

Because the ceilings are 20 feet high, the twin aboleths use the 3-D combat to their advantage by attacking from above whenever possible. They have an abnormal, uneasy fraternal alliance so they are able to fight together. Surrounding every pillar in a 5-foot radius is a variety of hazardous keel kelp (CR 5 for first, reduces by one for each subsequent pillar to CR 0). The kelp avoids creatures bearing aboleth slime, but traps anything else. Damaging it requires strenuous activity.

The aboleths fill the sanctuary with illusions: regularly replaced projected images are used to spy on every room; *veil* is used to make creatures look the opposite of what they are, or to disguise vulnerabilities; *programmed image*, cast in every corridor, show powerful, foul beasts (e.g. dire sharks, giant squid, juvenile black dragons), as are *persistent images* of swarms of aquatic foes; *mirage arcana* and *illusionary walls* make travel seemingly difficult or impossible throughout; and all *project images* cast *hypnotic pattern*.

GM Note: The illusions should be moved around every few rounds to where you want them. The only thing real is what is on the map.

1. Sinkwell

A sinkwell goes directly to the Plane of Water. However, anyone in an air-skin attempting to enter encounters a guardian of water trap.

2. West Nursery

A winter hag coated in aboleth slime manages this nursery pool and will fight to the death. The pool contains 4d6 aboleth hatchlings (1 hp, CR 0).

3. East Nursery

If a non-evil party promises the water naga overseeing this nursery pool to release it then it will join them for 10 minutes before leaving. If there is no promise it will fight until close to defeat, before fleeing to the aboleths to warn them. The pool contains 4d6 aboleth hatchlings (1 hp, CR 0).

4. West Offering Pool

This sinister offering pool contains a spectre that frightens pilgrims into giving more. A frost fangs trap covers the 20-foot-square east wall (which the spectre can trigger). Sixteen jets (1 per 5-ft. square) are 20 feet long and freeze solid, creating an obstacle (hardness 3, 10 hp, Break DC 5). A creature backed onto the frozen spike risks damage (+5 melee, 1d6 piercing, 1d2 cold).

5. East Offering Pool

This pool's offerings pay a turned sahuagin infiltrator, now the aboleths' enforcer. A *fireball* trap underwater, explodes from the west wall if triggered by the sahuagin, who avoids its blast by hiding in the offering pool.

6 & 7. The Crossroads

The crossroads along this corridor house a *fireball* trap underwater. Aboleth slime-coated creatures don't trigger it.

Membrane Visibility

Minutes Remaining	Vision Range %
60-51	100
50-41	80
40-31	60
30-21	40
20-3	20
< 3	0

6. Merrow Home

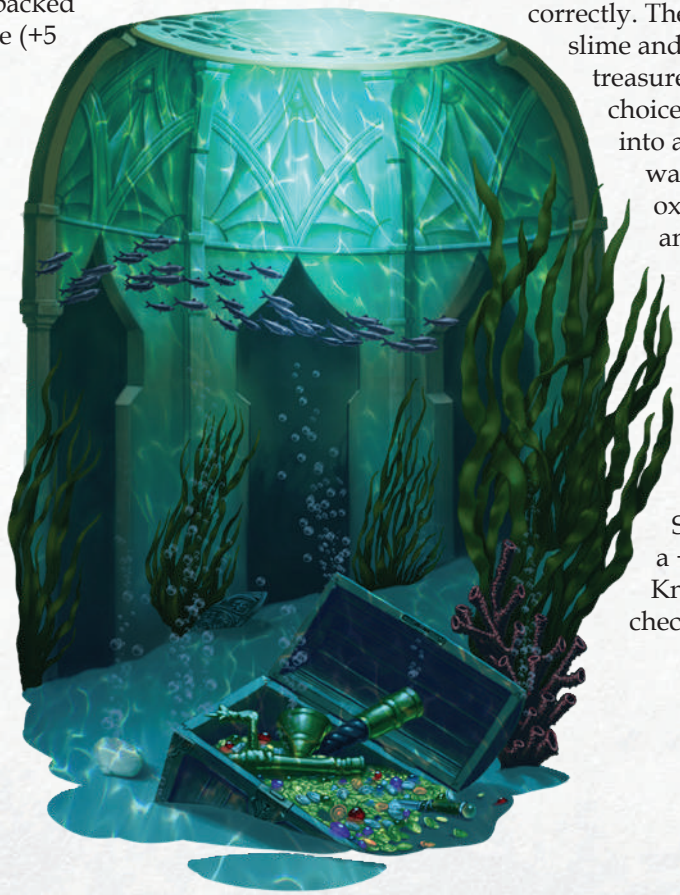
This is home for two saltwater merrow that use a film of slime to compensate for the non-saline water. They're free-willed rather than bound to the aboleths, and have additional treasure to prove it (random/GM's choice).

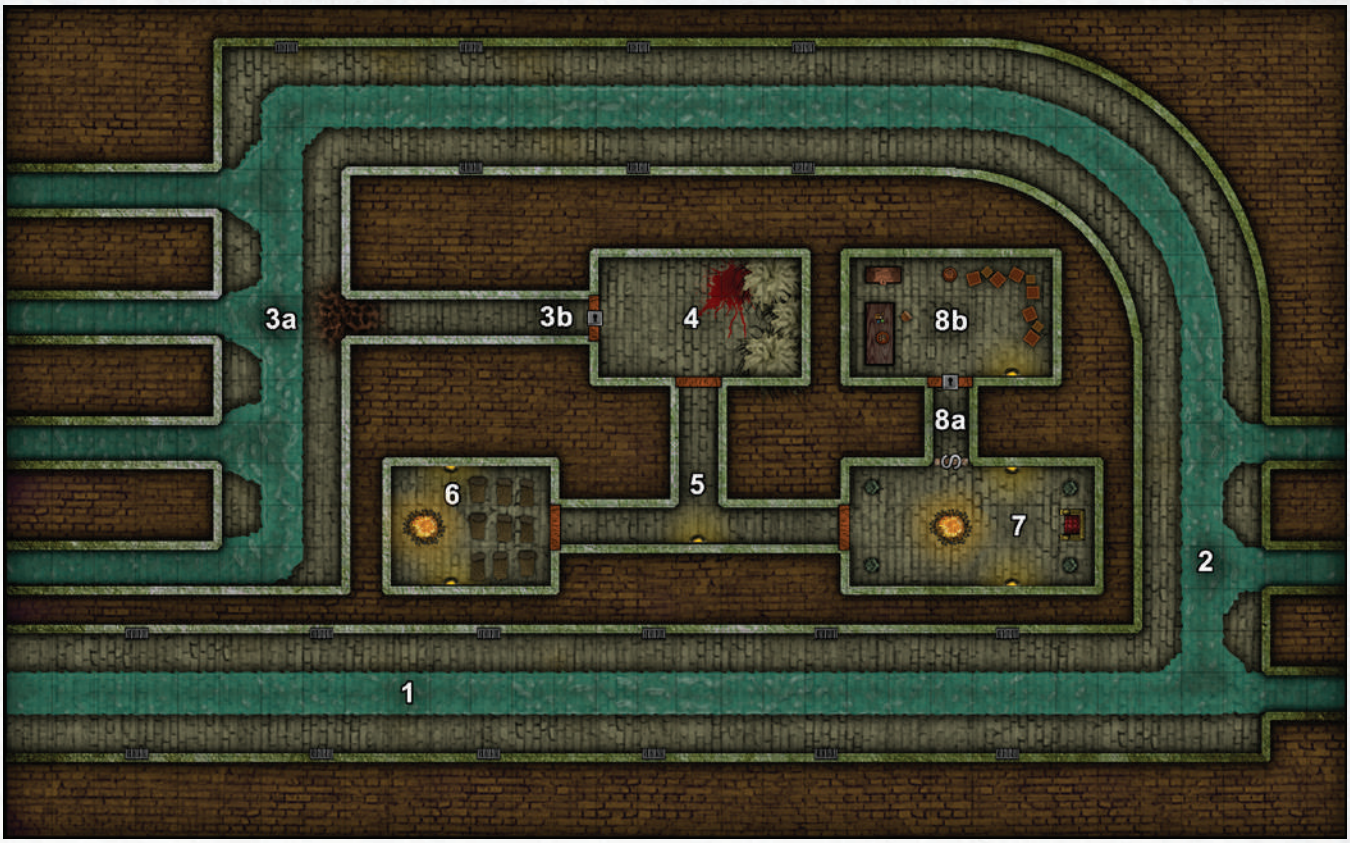
7. Feeding Pool

This area holds all the non-aboleths need to survive, and a cell a against the north wall. A jellyfish swarm surrounds a giant jellyfish. The giant jellyfish reaches through the jellyfish swarm to attack, using the swarm as cover for its defense. The cell holds a nymph, her head thickly covered in opaque slime. Rendered voiceless, she fights to stop rescuers removing her mask, knowing they may be blinded and even possibly die after seeing her.

8. Coral Chamber

This space houses a coral golem (that initially forms an arch between the two pillars) and the aboleths. One wears an aberrant *headband of mental superiority*. Each morning, the brothers debate aspects of their nature; the winner wears the crown that day. The headband only works on aberrations; non-aberrations suffer its exact opposite effects, believing it's functioning correctly. The two pools are full of slime and hold each aboleth's treasure (random/GM's choice). The steps descend into a pool of "heavy water" (deuterium oxide). Stepping into any of the three 10-foot-square spaces affects non-aquatic types as an insanity mist trap would; maddening visions of the aboleths' home world drive victims insane. Surviving victims gain a +2 insight bonus to Knowledge (the planes) checks.





What the Dickens

Richard Develyn

In an incredible piece of opportunistic pilfering an exotic noblewoman (actually a rakshasa marais in disguise) was "relieved" of a valuable necklace (actually a rakshasa raktavarna in disguise) by a young pick-pocket called Dodger.

When the authorities told the noble "lady" and her "brother" (also a disguised rakshasa, though in this case one of the so called "common" types) that they would not be able to recover their stolen necklace the two rakshasas decided to take matters into their own hands by adopting new disguises and then using them to set up a mini thieves' guild in the sewers, one that specializes in helping young pick-pockets with their career aspirations.

The female rakshasa, the marai, now disguising herself as "Nancy", acts like a bawdy cockney gal who enjoys a good drink and a sing-song while she gathers young strays around her with a kind word and a meat pie (since most of them are starving). When she finds likely pick-pockets she sends them down for mentoring and protection to her brother "Fagin" who, being the "common" rakshasa now disguised as an elderly twisted rogue, looks after his "little wascals" until space in the hideout gets a bit tight and he is forced to send one off for "special training" (i.e. violet fungi compost—see Area 4).

It's all a bit below the rakshasas' dignity and the raktavarna would laugh its head off if it ever found out what was happening but in the end it's the best that they could come up with and when all is said and done they are gradually working their way through the city's young pick-pocket population.

In the meantime the raktavarna, realizing its precarious position, has chosen not to reveal itself to Dodger while it waits for a possible rescue, using instead its *suggestion* and *charm person* spells on him while he sleeps in order to prevent itself from being fenced.

The adventure starts with the PCs answering a call to "stop thief" from a distraught middle-aged woman (Nancy) standing in the middle of the street next to an open manhole. As she explains in indignation some nasty little urchin snatched her necklace from her neck and disappeared into the sewers before she could react.

And "Lawd above", she says, almost in tears, "it's all I've got in the world!" (Bluff +20).

What actually happened is that Nancy found and recognized Dodger, immediately changed into her normal shape in order to attack him and Dodger, who doesn't like snakes at the best of times and a marai is adorned with six, panicked and ran down the sewers.

Nancy has now thankfully changed into her slightly more acceptable "Nancy" form.

The PCs will catch up with Dodger at Area 2.

1. The Middle Channel

The level of water in the middle channel is 3 feet deep and moderately fast flowing. Occasional effluvia empties from the grates to the sides but all in all it's a clean and efficient system.

2. Channel Runoffs

Dodger will be found cowering at the end of a long waterlogged corridor from the west. As soon as the PCs reach him he will want to explain about the horror that Nancy turned into whereas Nancy, having followed the PCs in a soggy bustle of skirts, petticoats and blouses (but now ready for combat, *jump* and *mage armor* already cast) will be crying out such things as: "oh, my lawd – such wickedness in one so young!".

When Nancy sees Dodger she will call out to the raktavarna to attack him at the same time that she attacks the PCs herself.

If Dodger survives the encounter he will plead with the PCs that they rescue his fellows from Nancy's brother, more than likely a similar monster. Otherwise directions to the hideout can be found in his pocket.

3a. Channel Overflow

The scorched ground here serves as a marker for the hideout's entrance to anyone "in the know".

3b. Entry

The door is currently locked (Disable Device DC 30) and only Fagin has the key. The door is unlocked for an hour at sunrise and sundown to allow for a change of pick-pocket shifts.

4. The Mush Room

Planted here are three advanced violet fungi mixed in with two shriekers, the former only attacking (who wouldn't) if the latter shriek as they are otherwise well fed. Everyone who knows about them always crosses this room in the dark.

5. Warming Hall

The first of a number of *everburning torches* sits in a sconce on the wall. The noise of rambunctious shenanigans can be heard from a door to the west.

6. Dormitory

This dormitory provides sleeping quarters for nine pick-pockets, though the beds are shared by double that number. Six will be present when the PCs arrive.

The pick-pockets are unlikely to attack the PCs though they may well steal from them or even attempt to trigger the violet fungi in Area 4 by throwing in one of the *everburning torches*. Though the pick-pockets love Nancy and respect Fagin they will flee from the rakshasas in their natural form if they should ever see them.

7. Training Hall

Fagin spends most of his time here "training" pick-pockets by dancing around them with silk handkerchiefs stuffed in his pockets. When the PCs arrive there are three pick-pockets here, inadvertently stalling the PCs while Fagin prepares for combat (by casting *mage armor* and *shield*).

Fagin is perfectly happy to electrocute pick-pockets who get in the way of his *lightning bolts*.

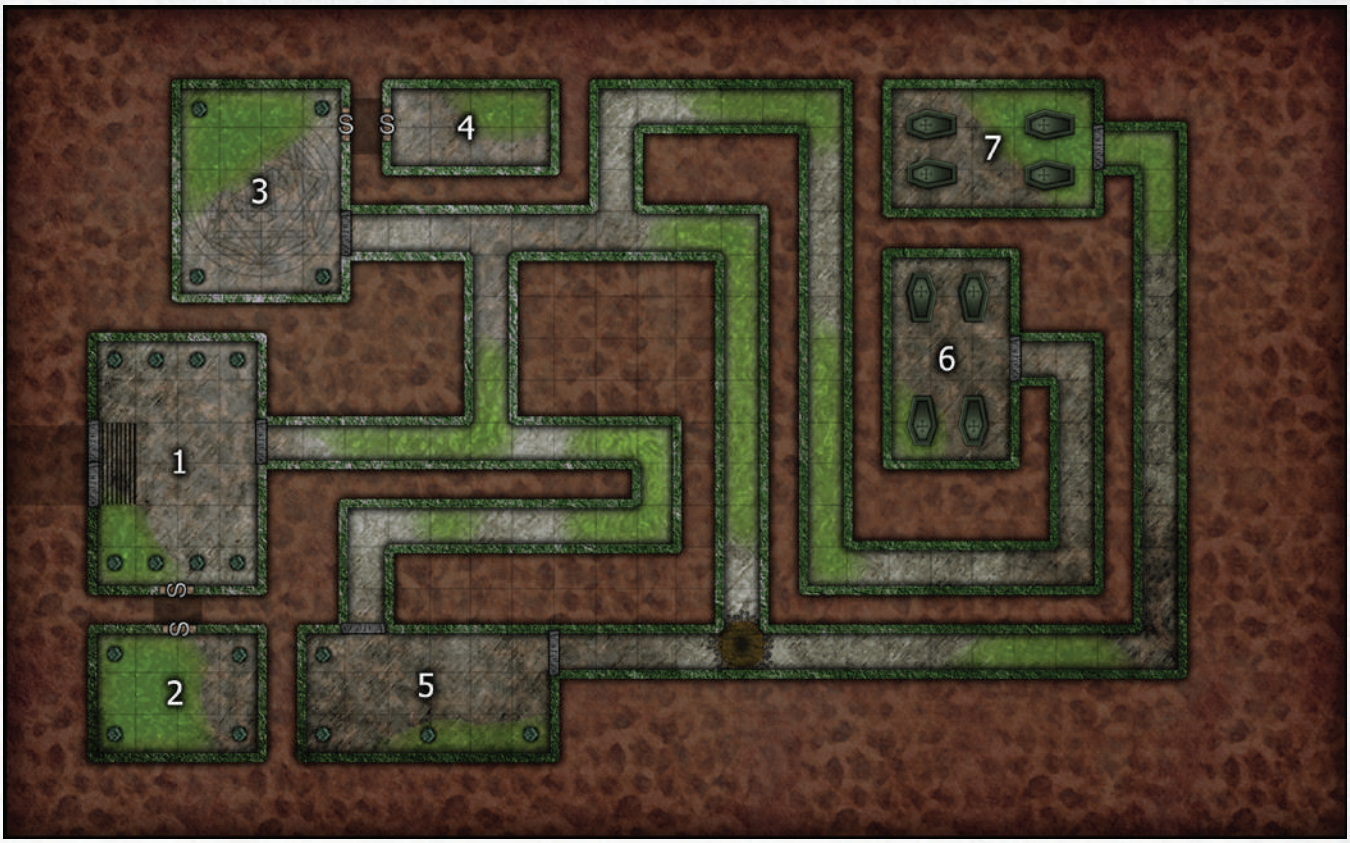
There is a secret door (Perception DC 20) in the north wall.

8a. Hall

Fagin has the key to the locked (Disable Device DC 40) north door.

8b. Storage

Numerous traveling packing boxes hold the rakshasas mundane possessions here (worth 760 gp). The desk and chair have nothing of value but the locked chest (DC 40, Fagin has the key) has 3,400 cp, 5,600 sp, 1,375 gp and 138 pp in separate bags, plus a *silver raven figurine of wondrous power* (used to communicate with Nancy) and a *grim lantern* (used to execute surplus pick-pockets).



Lair of the Clockwork Mage

Dan Dillon

In a lost tomb beneath the capital city, the last resting place of ancient kings and queens is defiled. A wizard with a heart of crystal and iron resolve seeks the secret of the kingdom's might. This knowledge lies safely in death with the land's past rulers, but it is only a matter of time before their will yields and their souls give up the keys to the kingdom.

Construction: The tomb is underground, constructed from expertly worked stone. Hallway ceilings are 10-feet high, rising to 15-feet high in chambers.

Doors: The doors of the tomb are stone slabs with pin hinges nested in their tops and bottoms (AC 3; hardness 8; hit points 45).

Illumination: Unless otherwise noted in a room description, the tomb is dark.

Hallways: The hallways of the tomb bear strange clockwork machines of dubious purposes, running along the walls near the ceiling.

Secret Doors: Secret doors in the tomb require a DC 23 Perception check to discover.

Sounds: The tomb contains creatures and machines constructed from intricate clockwork, and their sounds echo throughout the hallways. To the PCs, these sounds are distracting and alien. To the denizens of the tomb, the sounds create a sense of order and harmony. The PCs suffer a -4 circumstance penalty to Perception checks that rely on hearing within the tomb.

1. Entrance Hall

The outer doors to the tomb require a Disable Device DC 22 to open without the key. The outer doors feature a *glyph of warding* (*blast glyph*, 4d8 electricity, Reflex save DC 19 for half). The glyph, keyed to Zarloch and his minions, detonates when the door opens.

Thick scaffolds of clattering clockwork surround the columns in the room. Each of the two scaffolds closest to the door holds a clockwork soldier. When creatures descend the stairs without speaking the name of Zarloch, the constructs unfold from the columns and attack. The soldiers hide in the columns with a +4 circumstance bonus on their Stealth checks. apparA secret door in the south wall leads to Area 2.

2. Offering Chamber

This chamber holds the wealth interred with the rulers of old. Zarloch hasn't located it, so it remains undisturbed.

Treasure: 1000 cp; 5000 sp; 1900 gp; 130 pp. A gold and electrum birdcage (250 gp), a bronze crown set with agates (300 gp), a tapestry depicting a king and queen (200 gp), and a platinum amulet bearing the kingdom's crest, and the personal seal of King Eodrus

3. Defiled Chapel

Zarloch recently defiled this chapel and used it to corrupt and infuse the soul of an ancient king into a constructed body (Area 7). The unholy magic still infuses the circle. Any creature crossing the circle's boundary must succeed a DC 14 Will saving throw or be cursed. Choose an effect of the *bestow curse* spell (CL 9th). This curse lasts until removed. A secret door in the east wall leads to Area 4.

4. Clockwork Control Room

This was once a treasure room with offerings to the chapel's gods, but Zarloch plundered its riches to fund his efforts. Now it's covered in machinery, the heart of the clockwork throughout the tomb, whose purpose is some strange manipulation of arcane energy.

A successful DC 27 Disable Device check on the controls allows a PC to reduce the noise from the clockwork throughout the tomb, removing the –4 circumstance penalty to Perception checks dependent on sound. If destroyed (AC 5; hardness 0; hit points 20), the machinery stops completely, which removes the penalty but also alerts Zarloch to intruders.

5. Preparation Chamber

This chamber, lit with blue-green *continual flames* torches, once saw the deceased royalty of old prepared for their final rest, but now it serves as a laboratory. A successful DC 21 Knowledge (history) check can identify ancient funerary trappings in the rubble, indicating the room's history.

The tools and chemicals on the worktables comprise a set of tinkerer's tools, and alchemist's supplies. Among the parchments are scattered notes describing the creation and maintenance of construct creatures. The T-intersection east of Area 5 is a pit trap.

Hallway Pit Trap CR 2

Type mechanical; **Perception** DC 20; **Disable Device** DC 20
Trigger location; **Reset** manual
Effect 30-feet-deep pit into fetid water; DC 20 Reflex avoids; multiple targets (all targets in a 10-feet-square area). On initiative count 20 of the following round, the lid closes and locks (Disable Device DC 21 to open).

Three zombies lurk in the water, and attempt to grapple and drag fallen creatures under. Creatures who trigger the trap are surprised, and can't hold their breath before being pulled under and begin to suffocate.

6. Lesser Tomb

This tomb's sarcophagi hold four monarchs from the kingdom's past: King Zedros and Queen Malayia who brokered peace with the kingdom's ancient enemies, and Queens Kalyssta and Lindralle, who ushered in a golden age of trade.

The rulers have all risen as vampire spawn. Lindralle wears a heavy gold bracelet (250 gp), and Kalyssta wears adamantine chain mail.

7. Royal Tomb

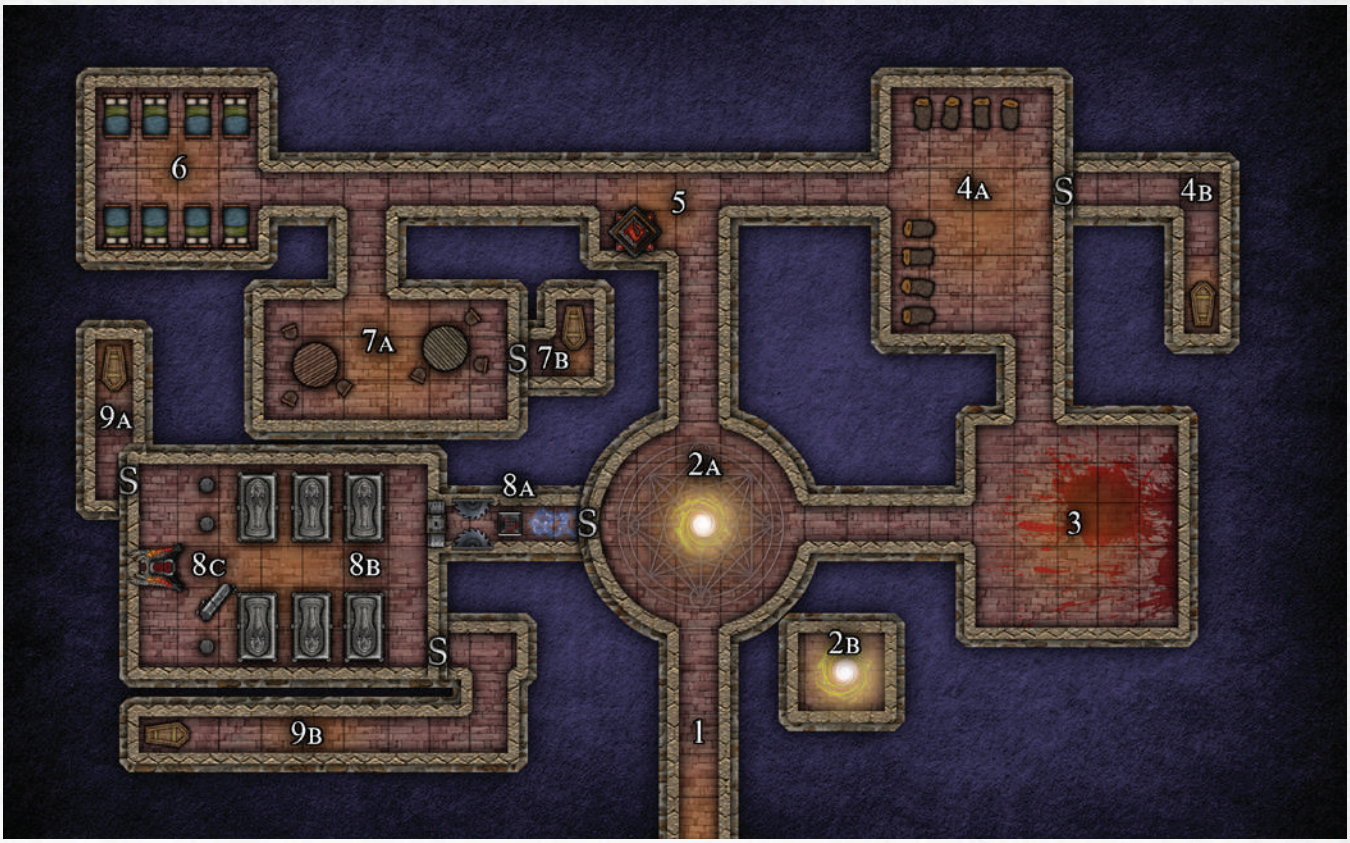
The door to this tomb bears ancient carvings depicting the kingdoms crest, as well as two smaller individual seals. A successful DC 16 Intelligence (history) check identifies the seals as those of King Eodrus and Queen Jaelyn, the first and greatest rulers of kingdom. The door is sealed with arcane lock (Disable Device DC 27 or break DC 30).

Inside, four sarcophagi hold the monarchs' remains. The northwest tomb is open and defiled. Before it stands a hulking construct creature, a fellforged that bears the tortured soul of the legendary ruler, King Eodrus. A brief investigation of the defiled tomb reveals that the dusty remains within belong to King Eodrus. The fellforged answers to Zarloch the Creator, a clockwork mage.

Tactics. The fellforged attacks any intruders it doesn't recognize. Zarloch hides if he hears intruders approaching, and tries to destroy any foes with his magic. The wizard rails against the interruption, and curses the PCs' existence. Both creatures fight to the death. Zarloch knows that if he falls, his essence will live on in his soul stone, and his minions not present will stop at nothing to recover it.

If any of the PCs displays the amulet from Area 2, the fellforged has a –4 morale penalty on attack rolls while it can see the amulet.

Treasure: Zarloch's spellbook contains his prepared spells, plus *arcane lock* and *glyph of warding*.



Daenyr's Return

Michael Smith

Three-thousand, five hundred years have passed since the vampire Daenyr and his followers terrorized the countryside from his dark temple. His name now a myth, his temple in ruins save for a few remaining chambers; no one recalls how or why this came to be. A mysterious cult has taken up residence in the ruins, and rumors of blood rituals and a crimson god are spreading across the countryside, while many disappearances go unanswered.

1. Entry Tunnel

This narrow tunnel of smooth dark stone serves as the last remaining entrance into the ruins of Daenyr's temple. Four vampire spawn stand guard just inside the tunnel and will attack anyone that is not one of their own.

2a. Foyer

A mural extends around this circular room depicting imagery of men and women, teeth rending the flesh of human prey at dusk. Candlelight flickers and provides the illusion of movement to the images on the wall. A secret door leading to Area 8a can be detected on the west wall with a DC 30 Perception check or found with a DC 25 Perception check if actively searching. The current "residents" are unaware of this secret door.

Four vampire spawn stand around the room, one at the north, south, east and west, their backs to the wall chanting. A single cultist stands in the middle of the room chanting, open wounds on both arms and legs. As his blood pools on the floor, a red mist encircles him and a figure emerges, grabs him, and disappears with the dissipating mist.

A teleportation portal will open to Area 2b within 1d4 rounds of fresh blood touching the floor, and Lucif will come through and attempt to grapple the closest person and pull them back through.

2b. Lucif's Prison

This small room serves as a prison for the fallen holy warrior vampire Lucif. Long ago, Lucif led a crusade to destroy Daenyr, but was turned and bound by Daenyr to spawn vampires as an eternal punishment. Now

quite insane due to extended isolation, he continues to create vampire spawn for the cultists as their crimson god. Lucif is chained to the east wall by both wrists and has only enough slack to go through the portal and grab anyone in the center of Area 2a. He will attack on sight.

3. Crimson Room

The coppery smell of blood permeates the air, and dried pools of crimson dot the floor. Various ornate knives with razor sharp edges adorn the walls. This room is used by the cultists from Area 4a to prepare for their "ascension" by cutting on themselves and drawing blood.

4a. Dry Storage

Dirty bedrolls and food scraps are strewn about this room. There are eight cultists currently residing here as they await their opportunity to ascend to undeath. They will attack without provocation anyone that looks to not belong.

4b. Hidden Hallway I

This hidden hallway can be detected with a DC 30 Perception check or found with a DC 25 Perception check if actively searching Area 4a. An empty coffin rests at the end of the hallway.

5. Onyx Altar

An onyx altar stands here with a tablet adorning its top. The inscription reads in Abyssal, "The sun rises in the east and sets in the west, and in this direction our secret must rest."

6. Common Chamber

A few beds are scattered throughout this room, but none look to have been slept in recently. If the room is searched a DC 10 Perception check will reveal 2600 gp in miscellaneous coins.

7a. Feeding Room

Four vampire spawn sit around a table taking turns sucking the blood of a single willing cultist. They attack any who interrupt their feeding.

7b. Hidden Hallway II

This hidden hallway can be detected with a DC 30 Perception check or found with a DC 25 Perception check if actively searching Area 7a. An empty coffin rests at the end of the hallway.

8a. Short Hall

This short hallway is heavily trapped from east to west with a shocking floor trap, a camouflaged spiked pit trap, and a chamber of blades trap. The west end of the hallway has a locked door (Disable Device DC 30).

8b. Sarcophagi Antechamber

The smell of musty air escapes the room as the PCs enter. Numerous elaborate sarcophagi line the north and south walls closest to the entrance. Once the party begins to enter into the room, the sound of stone grinding on stone can be heard as four black skeletons slide the tops off the sarcophagi and emerge to attack.

8c. Crimson Throne

A crimson throne sits on the west wall, with crumbling pillars adorning the path leading to it. This is the throne of Daenyr, a dread vampire cambion that was imprisoned in the Abyss by a demon lord. A *summon monster VI* trap is on the floor in front of the throne, and activating this trap will free Daenyr and return him to this plane of existence. Furious, Daenyr will immediately attack any and all PCs. If reduced to 0 hit points, he will assume gaseous form and retreat to one of the empty coffins found in the hidden hallways throughout the ruins.

9a. Hidden Hallway III

This hidden hallway can be detected with a DC 30 Perception check or found with a DC 25 Perception check if actively searching Area 8c. An empty coffin rests at the end of the hallway.

9b. Hidden Hallway IV

This hidden hallway can be detected with a DC 30 Perception check or found with a DC 25 Perception check if actively searching Area 8b. An empty coffin rests at the end of the hallway.

Den of the Glacial Bear

Justin Andrew Mason

A gravely wounded Vikmordere warrior stumbles toward the party, collapses, and whispers that he and his brothers were hunting when they were attacked by a glacial bear.[1] His kin, badly wounded, are in the lair of the beast. He implores the adventurers to help save them!

If the man's wounds are tended to with a DC 15 Heal check or by restoring 10 hit points or more with spells, he survives, he willingly lends his blade to try to rescue his brothers; otherwise, he dies of blood loss in 1d4 + 6 rounds. He is insistent that the group must move immediately; there's no time for any rest. (GM Note: The hunters, referred to as brothers, could include women.)

The bear's den is nearby. When the PCs arrive, they recognize signs of a bloody struggle. The sounds of distant moans and cries of agony echo from deep inside the cave.

[1] Check out the *Into the Wintery Gale: Wrath of the Jötunn* adventure path from AAW games for details.

Room 1: Entry Cavern

The cave descends via a winding tunnel that gradually widens into a substantial cavern laden with heavy sheets of ice that cling to the walls and make the floor particularly slippery. A twisting corridor leads northward, deeper into the cave – lamented moans heard from within its recesses.

The sheets of ice in this chamber make it difficult terrain. As the adventurers approach the northern corridor, a loud and vicious roar echoes throughout the area from deeper in the den—the glacial bear is definitely home!

Room 2: The Bone Pit

This large cavern branches west from the main corridor. The layers of bones littering the floor are broken, scarred and gnawed on. While most of the remains seem to be from medium-sized animals, several are obviously humanoid.

Searching the bone pit with a successful DC 20 Perception check uncovers several suits of torn and shredded armor as well as broken and bent weapons.

There is also a +2 large wooden shield, a +1 flaming burst battle axe, 2d4 random potions, and 1d4 random minor wondrous items.

Room 3A: Crevice of the Dead

The floor of this narrow crevice is slick with fresh blood. Near the back corner of the area lies the ravaged corpse of a Vikmordere warrior; there isn't enough of him left to account for a whole body.

Treat this area as difficult terrain.

Room 3B: Crevice of the Dying

Hunched in the back of this crevice is a badly wounded Vikmordere warrior. His wounds are severe and he appears to be barely conscious – his body trembles in shock and he involuntarily cries out in pain.

This wounded Vikmordere warrior (hp 1; bleeding 4) succumbs to blood loss and dies if his wounds are not tended to immediately (with a DC 15 Heal check to stabilize the bleeding).

Room 3C: Crevice of the Crying

A terrified young Vikmordere warrior is hiding in the back of this very narrow crevice. Though his bow is drawn taunt with a nocked arrow, he trembles with fear and his breathing is shallow and labored.

A successful DC 25 Diplomacy check is required to initiate conversation with the hiding Vikmordere warrior, otherwise he instinctually fires his arrow at the first sound he hears (attacking the first adventurer in party order within the crevice). If one of his brothers is with the group he calms down immediately; otherwise, he readies another arrow. If he's calmed down and helped from his hiding place in the crevice, his only thought is to flee from the bear's den, leaving his rescuers and his brothers to their own fates.

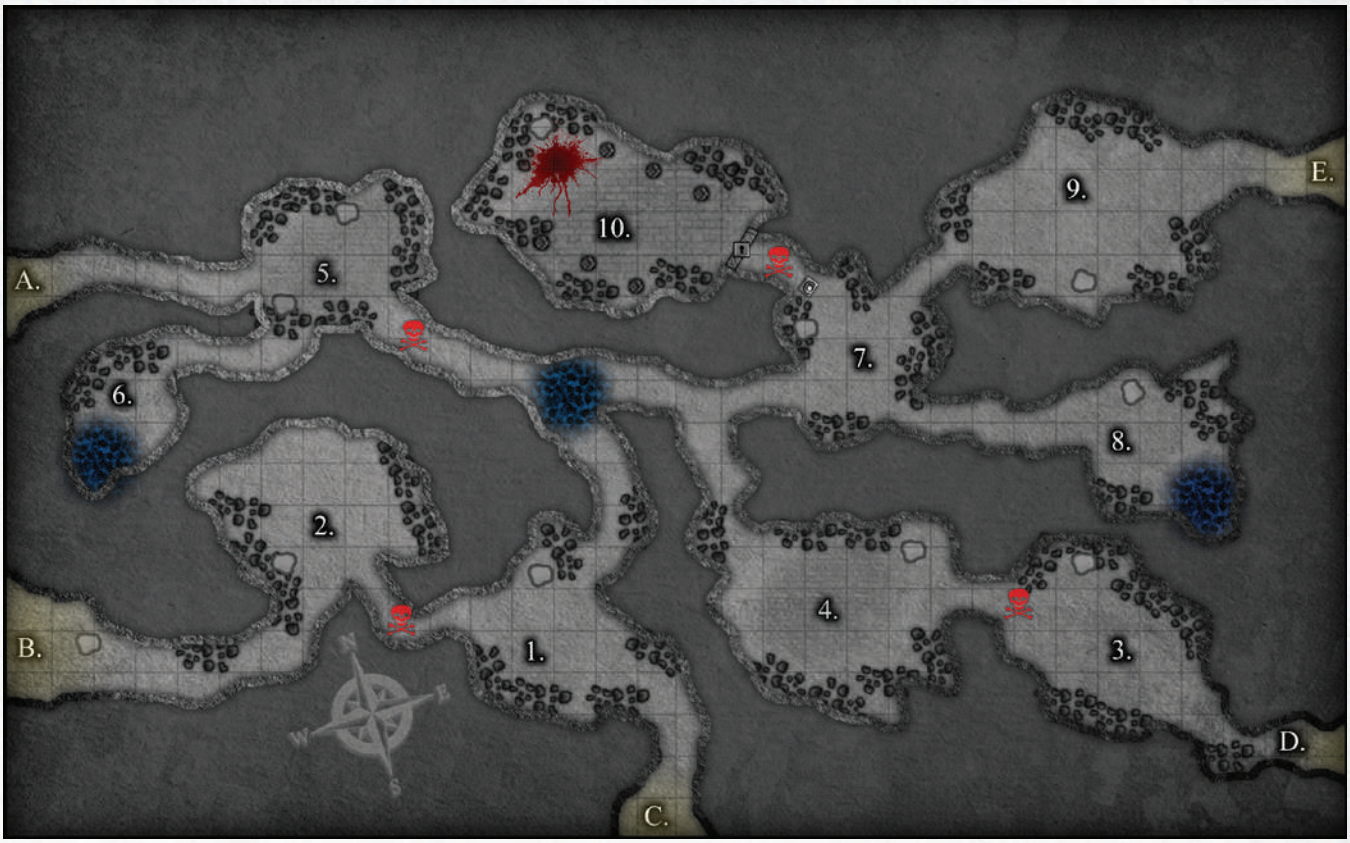
Room 4: The Glacial Bear's Den

The narrow corridor opens into a massive cavern. A very large glacial bear, its white paws and maw stained with the blood of recent kills, is inside. Next to the enormous animal is a dead cub, its side pierced by half a dozen Vikmordere arrows. The mother bear mournfully groans as she nuzzles the dead creature's corpse. Behind her, two more cubs notice your approach and withdraw, belting out a cacophony of squeaky barks. The mother bear glances up and releases a deafening roar before she charges toward you!

The mother bear (hp 35; bleeding 1) also has several Vikmordere arrows lodged in her back. Unless killed or somehow calmed with magic she pursues the party relentlessly.

The surviving Vikmordere admit they were hunting the bear cub; they unintentionally provoked its mother when they killed the youngling.

Once the mother bear has been killed, the cubs (each the size of a large dog) can't survive on their own, but a successful DC 25 Handle Animal check can gain the animals' trust, allowing a PC to take one of the animals as a pet. Any surviving Vikmordere invite the adventurers back to their village to recuperate from the encounter and feast on the meat of the kill.



Kaltenheim

Jonathan Ely

In the far frozen lands of the north, word comes south via traders and messengers that a new threat has reared its terrifying head. Reports claim that a heavily built raider, skilled with a huge sword and a fearsome bow, has struck at several nomadic tribes wandering the snow line as they follow the herds of elk. It is said that this raider, dubbed Koloss and accompanied by a huge white wolf, leaves nothing of these tribes but frozen bloodstains in the virgin snow. If the party tarries a while, Koloss' raids eventually lead to the loss of a significant NPC or campaign item, or a major attack on a prominent community in the region.

If the party is willing to hunt Koloss down and either kill him or force him back into the deep mountains, they will be handsomely rewarded (GM's discretion). Eventually they should be able to track him back to his cave lair, which he has named Kaltenheim, set into the side of a mountain with multiple routes of entry and exit.

This natural cave complex is difficult to navigate, with uneven rubble and slippery ice underfoot. For l movement, a DC 17 Acrobatics check is required to carefully maneuver at half speed through these frosted chambers, or DC 22 to move at full speed.

1. South Chamber

One of five entrances to this frozen complex, it is protected by one of several massive advanced yetis who have been manipulated by Koloss to protect a site they consider holy (due to the three ice nodes within). If one yeti is attacked, it quickly roars for support from the other yetis protecting the entrances, incidentally alerting Koloss and Iceheart. Up to three yetis combine their abilities and try to circle around from different directions.

In the short corridor between Chambers 1 and 2, there is a local subarctic version of a shrieker. If it detects body heat within 10 feet it releases a keening wail for 1d3 rounds.

2. Southwest Chamber

This chamber is identical to Chamber 1.

3. Southeast Chamber

This chamber is identical to Chamber 1.

4. Inner Chamber

This a large, generally unremarkable cavern protected by a local subarctic version of the shrieker; upon detecting body heat within ten feet it releases a keening wail for 1d3 rounds.

5. East Chamber

This chamber is identical to Chamber 1.

In the southeast corridor that goes to Chamber 7, just outside of Chamber 5, is a local subarctic version of a shrieker. If it detects body heat within 10 feet it releases a keening wail for 1d3 rounds. Further down the corridor is a blue glowing mound of ice and rock (see Node), identical to the ones in Chambers 6 and 8. As per the Node description, the corridor is very difficult to traverse.

6. Node Chamber

This rough chamber is considerably colder than the others, and is difficult to move across due to the thick layer of ice that covers surface. In the back corner of the chamber is a blue glowing mound of ice and rock (see Node).

7. Inner Chamber

A small, unremarkable chamber that leads to Chambers 5, 8, 9, and 10.

8. Node Chamber

This chamber is identical to Chamber 6.

9. Entrance E Chamber

This chamber is identical Chamber 1.

10. Locked Chamber

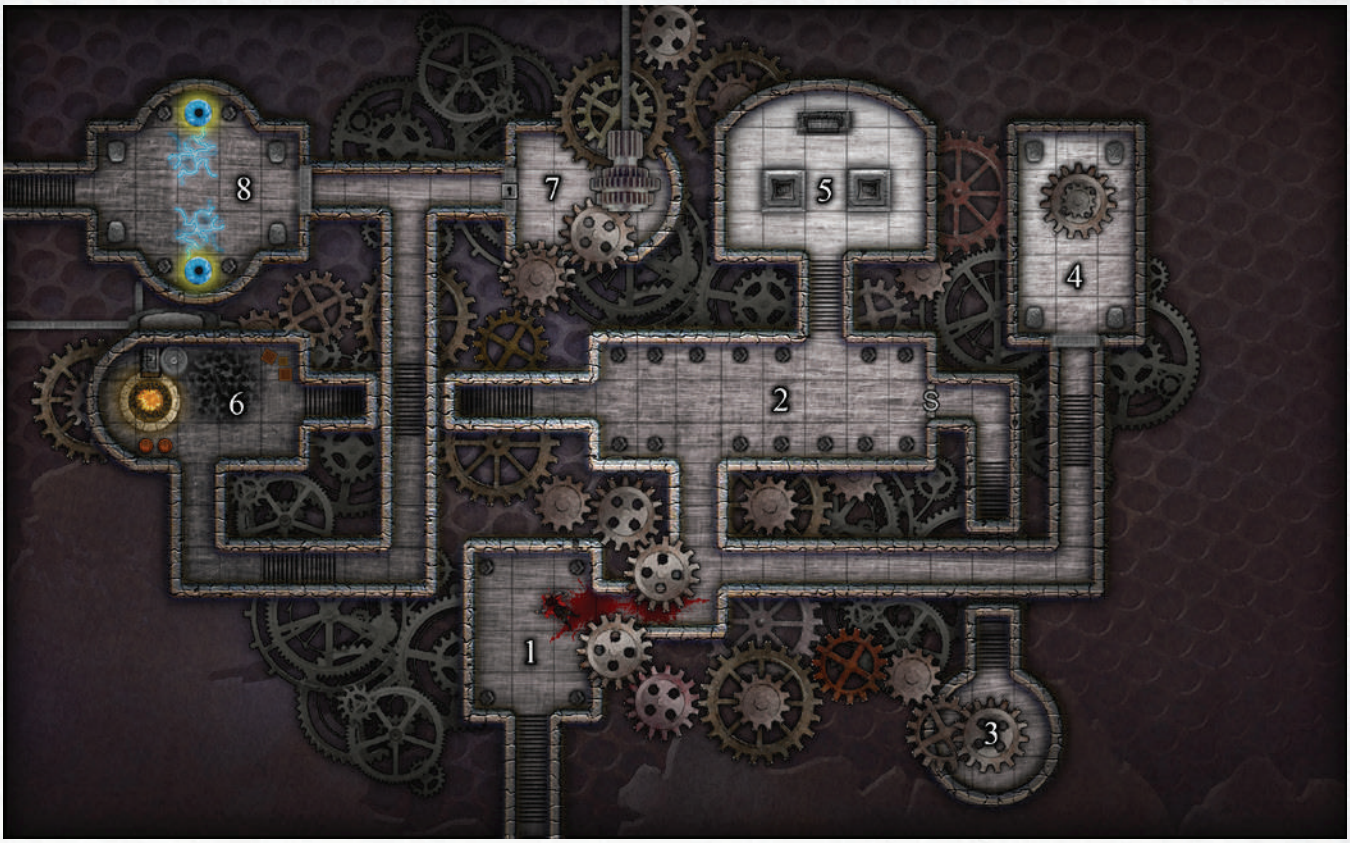
The short corridor has a *sound burst* trap that is deactivated by rotating the large, crude statue at the front of the corridor 90-degrees clockwise until there is a faintly audible click. The corridor ends at a locked wooden door (Disable Device DC 30, AC 3, hardness 5, hp 22, break DC 18).

Inside is the private chambers of Koloss the ogre mage and his companion, Iceheart the two-headed winter wolf. If forewarned of the party's arrival (such as the detonation of the *sound burst* trap in the corridor), Koloss immediately uses his *invisibility* ability and maneuvers around (or flies over) the party to stand in the doorway; positioning himself to attack or retreat as he sees fit. Iceheart is ready to attack the party, using both heads to release his fearsome breath weapon before stepping in to rend and tear at the nearest targets.

Koloss and Iceheart are surprised, they are not ready for combat when the party bursts in on them. If they, the GM is free to award appropriate treasure equivalent to a CR 9 encounter; any item they are sent to recover can be found here. A large blood stain across the floor represents where Iceheart has torn apart and consumed a number of meals.

Node

The blue-glowing mound of ice and rock is a link to an arctic section of the Elemental Plane of Water. The node produces a 20-foot radius of cold that is palpable and uncomfortable; anyone within 15 feet suffers 1d4 points of nonlethal cold damage each round. This also coats the area with a thick layer of ice making it very difficult to traverse unless well protected from cold, and capable of moving across treacherous icy surfaces. A DC 20 Acrobatics check is required to undertake any gentle activity (e.g. half movement) or DC 25 to undertake any normal activity (such as combat or full movement).



The Gallery of Gears

Jonathan Ely

For more than eighty years, the foul summoner Vlexigorn the Tainted has traveled the lands of his birth, binding demons to complete foul deeds in his name. Corrupt in both physique and soul, bearing the corrupted bloodline of the Abyss, Vlexigorn enjoys nothing more than binding his own foul cousins to his will, in order to advance his own foul ambitions, and then destroying them once their use is at an end.

Mightily despised by many denizens of the Abyss, a secret bargain was struck with the kolyarut hunter, Lanthanus of the Rhodium Order. Paying a small fortune in souls and precious metals in advance, Lanthanus began using a network of well-hidden access portals to enter the Material Plane to search for Vlexigorn. Limited in the time he could spend on the Material Plane before each portal closed, his success was limited—until recently.

Lanthanus found and attacked Vlexigorn whilst he was planning an attack on a nearby settlement; both sides caused grievous injuries to each other, but Vlexigorn was borne away by his vrock attendant, Chor-da ta'al, at the last moment. In a moment of appalling luck, Chor-da ta'al has used Lanthanus' own portal against him, carrying Vlexigorn into the first chamber. Attempting to move deeper into the chamber, Vlexigorn activated a trap causing fatal injuries to himself, and freeing Chor-da ta'al to begin corrupting the portal to the lawful realm of Mechanus.

The party find Lanthanus near the portal, badly wounded and deeply worried. The kolyarut cannot re-enter the portal whilst the vrock is there; the portal will close within three hours, potentially leaving Lanthanus behind on the Material Plane if the vrock is not destroyed or ejected from the portal. Lanthanus pleads for swift assistance from the party, promising wealth or even redemption from a broken oath.

1. Entry Chamber

A heavy metal door set into a cliff wall has been wrenched open, exposing a metallic staircase that leads down into this chamber, blood stains visible every three or four steps. Finally, it leads into a small metal-walled chamber, with a second exit heading

east. The room is unremarkable except for the sound of dozens of mechanical gears and two large rotating gears protruding from the corridor wall, one of which appears to have crushed the body of a human sorcerer. The floor is slippery with gore, and many of his items are damaged beyond repair, but he may have some items that can be retrieved (GM's discretion). With a little care (Dexterity DC 15, 1d10 bludgeoning damage if failed), the PCs should be able to bypass the gears of the trap that Vlexigorn activated.

2. The Great Hall

This long central hall has a number of exits leading from it, and has several statues along the walls. Each statue represents a famous Inevitable, reminding those who pass through this portal of the ideals that they should live up to. However, many have been desecrated by the vrock Chor-da ta'al, smothered in blood, entrails and other vile substances.

3. The Hidden Shrine

A secret door (Perception DC 30) leads into a right angled corridor, before arriving into a circular chamber. A design, representing pure law, is maintained within this chamber. Upon entering the chamber, all lawful characters receive the benefits of a *sanctuary* spell, whilst all chaotic characters suffer from a *bane* spell.

4. The Map of the Planes

This chamber is accessed by a long corridor that leads to a small chamber, with a map inscribed into a gear-shaped map table. Anyone making a successful DC 18 Knowledge (the planes) check can decipher the map to identify routes between planes.

5. The Chamber of Vision

A large upright stone tablet allows an Inevitable to view the world outside the portal prior to leaving the site. The view is manipulated by a pair of controls, which can just about be reached by a tall human.

6. The Forge

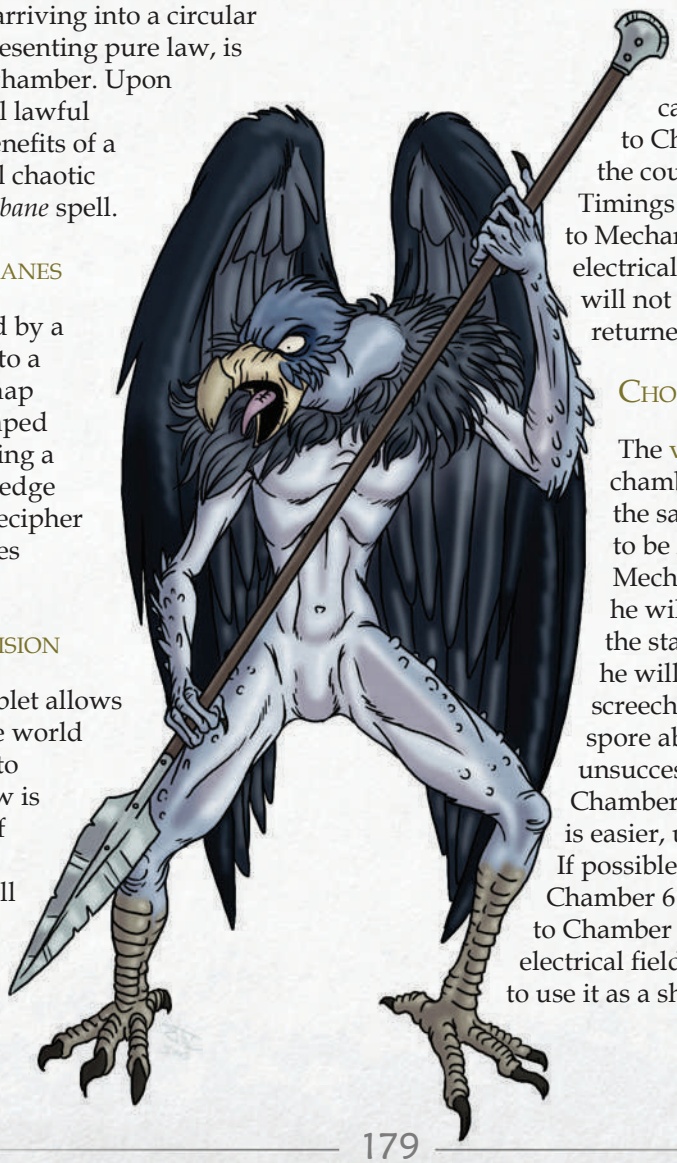
Accessed by a corridor that leads from Chamber 2, a mechanical forge, kept hot by a set of powered bellows, is in action here; various raw metals are here, along with a basic blacksmith's shop, will allow Lanthanus to make repairs to himself and his equipment. A second corridor, leading to Chambers 7 and 8, leaves from the south side of the chamber.

7. The Chamber of Timings

This locked chamber (Disable Device DC 28) controls the portal's presence to other planes of existence; various gears whir and clank in orderly fashion, whilst several dials on a wall are marked with various symbols. A DC 25 Knowldge (arcana) or Use Magic Device check allows a PC to decipher the controls—one determines the destination of the portal, whilst a second controls the amount of time that the portal is present at that site. The controls can be manipulated to provide extra time, where necessary.

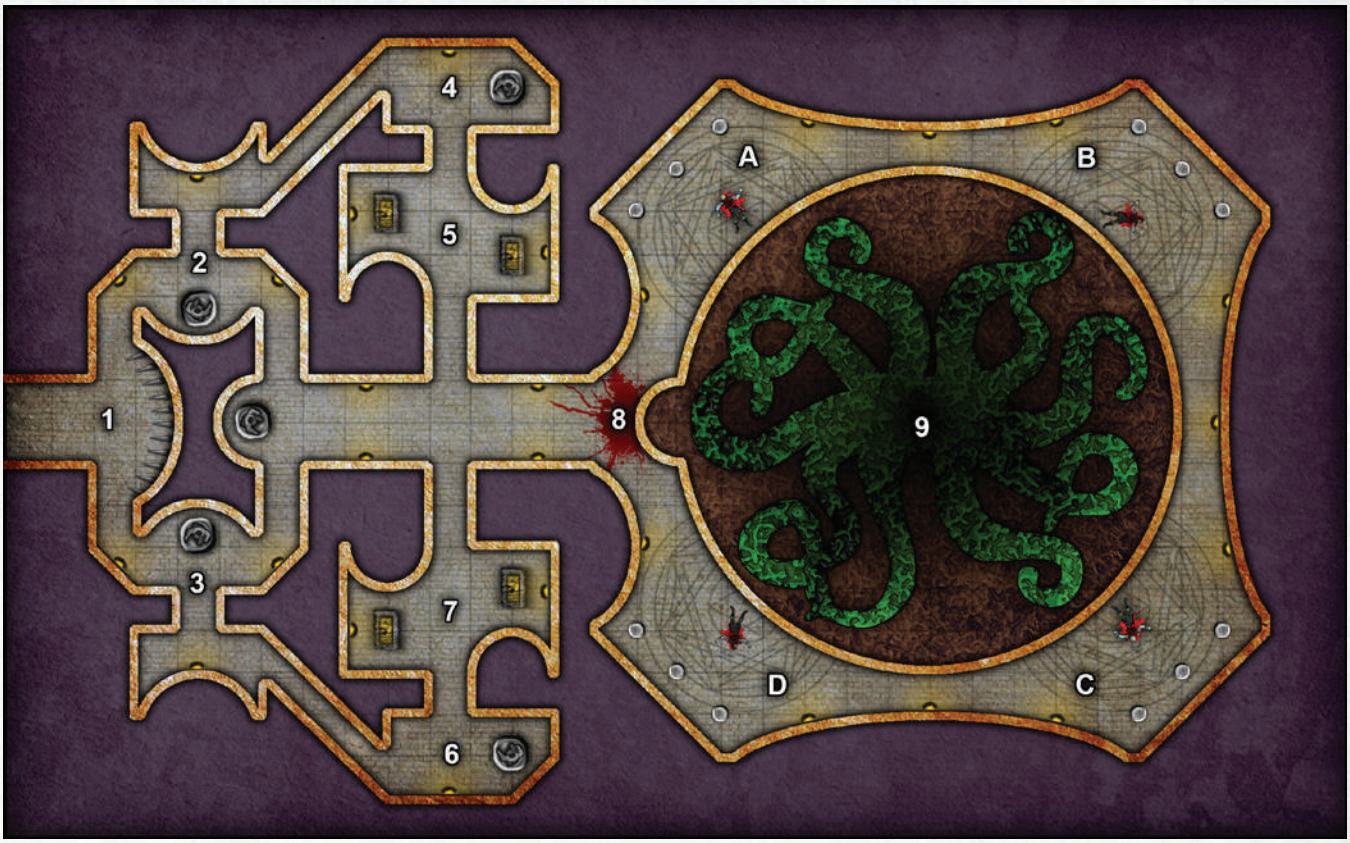
8. The Guarded Exit

The final door from this chamber, via a short staircase, cannot be opened until the access to Chamber 1 has been sealed, and the countdown within the Chamber of Timings has returned the whole portal to Mechanus. A permanently active electrical field across the chamber, which will not deactivate until the portal has returned home.



Chor-da ta'al's Tactics

The vrock will be inside the portal chambers, relieved that he is free of the sadistic Vlexigorn and happy to be free to corrupt the portal to Mechanus. When first encountered, he will be in Chamber 2 desecrating the statues. When first attacked, he will attempt to use his stunning screech ability before using his spore ability. If these are relatively unsuccessful, he will try to retreat to Chamber 5 or Chamber 6—whichever is easier, using his *greater teleport* ability. If possible, Chor-da ta'al will retreat to Chamber 6 and back through the corridors to Chamber 8; as he is immune to the electrical field in Chamber 8, he will attempt to use it as a shield from the PCs.



Awakening the Elder

Michael Holland

Led by a madman named Zarik, a group of cultists, mercenaries, and other foul creatures have invaded the Temple of Treania. The temple is devoted to Treania, the goddess of waters, and her four divine children, Androsi, Bacturza, Nestaraphine, and Philinepos. The intent of the cultists is to perform a ritual which will summon Kehazhoth, an elder deep one, who will consume the divine power within the temple and become a dark god. Some of Treania's clergy escaped and sought the aid of the adventurers, although they do not know the cultist's purpose.

1. Defiled Entry Hall

Wicked spikes tear through what was once a beautiful frieze depicting the goddess and her divine children. Any entity who enters the temple whose alignment is not evil is attacked by black tentacles which erupt from the frieze.

Defiling Spikes Trap CR 10

Type magic; **Perception** DC 29; **Disable Device** DC 29
Trigger proximity (alarm); **Reset** none
Effect spell effect (*black tentacles,* CMB +19, 1d6+4 damage plus grappled); grappled targets pulled into wall spikes (Atk +19 melee, 1d4 spikes per target for 1d4+2 damage each); multiple targets (all targets within 20 ft. of any part of the frieze)

2. Statue of Androsi

This statue depicts Androsi, the life-giving god of springs and wells. From here the party can hear the cultists chanting in Aklo deeper in the temple.

3. Statue of Bacturza

This statue depicts Bacturza, the goddess of streams and rivers. The arms of the statue have been torn down and its face has been marred by what appear to be animal-like claws. If this statue once held any divine power, it is gone now. From here the party can hear the cultists chanting in Aklo deeper in the temple.

4. Statue of Philinepos

This statue depicts Philinepos, the god of lakes. One of the cultists lies across the feet of the statue, a spear protruding from his chest.

5. Altar of the Sons

A pair of golden altars devoted to the goddess' sons are being destroyed by three bickering grizzled mercenaries. When the deep elder one began to rise from the Pool of Treania (Area 9), these men lost their wits. One of the cultists tried to stop them from fleeing and they killed him (see Area 4). Realizing they would leave empty-handed, they began to tear apart the golden altars.

6. Statue of Nestaraphine

This statue depicts Nestaraphine, the mighty goddess of the oceans and the strongest of her siblings. She protected her likeness with a *sanctuary* spell (CL 20), preventing the cultists from attacking it.

7. Altar of the Daughters

Torn vestments lie thrown about the room. A pair of golden altars devoted to the goddess' daughters rest among the refuge, one on each side of the room. A cultist barks orders at a deep one and a pair of deep one hybrids to tear down the altars and defile them, an order they are gleefully obeying.

8. Blood of the Innocents

To begin the ritual, the cultists sacrificed three priestesses of Treania. The spilt blood became cursed and transformed into a pair of blood golems.

9. Pool of Treania

This fresh-water pool was where Treania would communicate with her worshipers. Now the 60-foot circular pool has been tainted and the water has turned brown and brackish. Runes have been drawn in each of the four corners of the room by the cultists, each rune consecrated with the blood of four priests of Treania. The pool has become a portal into Kehazhoth's underwater realm and his tentacles thrash about the room violently as he emerges.

Once per round, Kehazhoth attacks two random targets with its claw attack. Only Zarik is safe from this attack. Once the blood golems have been dealt with, Zarik orders his minions to attack. The party has 5 rounds to stop Kehazhoth from completely entering this realm. This can be accomplished only by killing Zarik, who is the fulcrum of the ritual.

At 9a one of the cultists foolishly believes he can gain control of Kehazhoth if he continues to chant the profane words which summoned the elder deep one. He kneels beside the bloody sacrifice struggling to chant the words between sobs and tears. Anyone who hears the cultist realizes a prayer to Treania can be used to delay Kehazhoth's arrival.

At 9b Zarik led the ritual to summon Kehazhoth from his location, guarded by two deep ones and two sahuagin. After giving the order to attack, he uses his magic from a safe distance.

At 9c two sahuagin, three deep one hybrids, and six deep ones became emboldened when the elder deep one appeared and attacked the cultist they were guarding. Now they feast on the remains until Zarik orders them to do otherwise.

The cultist in 9d has been overcome by fright and the grizzled mercenary guarding him has succumbed to madness. During the first round of combat, Kehazhoth smashes him with its first claw attack. The mercenary, taken by madness, has ripped out his own eyes and sits against the wall waiting for his end to come.

If the party kills Zarik, the ritual is interrupted and Treania forces Kehazhoth back through the portal. Her pool returns to its original, clear state, but the rest of the temple remains defiled. If the ritual is completed, Kehazhoth emerges completely into the room.

The Unreachable Terror

Justin Andrew Mason

This adventure is geared towards a party that includes a divine character such as a priest or paladin of good alignment. The devotee's patron has summoned them, whether through visions or by missive from a high temple, to perform a holy geas—a distant settlement bearing a sacred shrine to the deity is in dire need of aid from a dark curse that has befallen their home. Motivation to pursue completion of the quest can be either positive (the promise of favor or reward if accomplished), negative (revocation of holy magic if refused), or both; keeping in line with the personality of the specific deity.

Denizens of the island village of Unreach are being afflicted by a terrible disease (demon fever), and many have already died. The unknown source of this curse is a coven of three night hags (one in hiding among the villagers) who have taken to the remote island to enslave the souls of its stranded inhabitants—who are easy pickings when the few vessels that visit the isle can be weeks or months apart.

The village of Unreach is the lone settlement on the remote island of Riamhann. The island is located so far out to sea that it has earned the moniker, "the Edge of the World". The island is outside the purview of any kingdom or nation, but remains relatively protected from political conflict by its isolation. The landmass, about six-miles wide, was formed by a long-extinct volcano, and any peaks that once reigned there were obliterated in an explosive eruption in the time before mortals. The remaining island features a single, narrow accessible beach and a sizable freshwater lake nestled in the concave center. Towering cliffs, once the base of a massive volcanic mountain, surround the island and shelter it from the storms of the sea. The island's enclosed nature has given rise to a unique ecosystem supporting a dense tropical forest that spans the inner bowl. Unreach is located on the southern shore of Lifewater Lake, a few miles north from the small, sandy beach.

The village's primary export is fresh water from the lake—the only source of drinking water within a week's voyage on the surrounding sea. Fresh water is traded at a value of roughly 1 gp per barrel.

UNREACH

NG (or LG depending on deity) village
Corruption -2 (-1[1]); **Crime** -1 (0[1]); **Economy** 0; **Law** +1; **Lore** 0; **Society** 0
Qualities insular, holy site
Disadvantages impoverished[1]
Danger 0

DEMOGRAPHICS

Government autocracy
Population 190 (112 humans; 33 elves; 21 halflings; 19 dwarves; 5 other)
Notable NPCs
Armanth Adraes, priestess healer
Dorian Farrad, mayor
Vandora Stone, magic shop proprietor
Vert Stallons, alcoholic fisherman

MARKETPLACE

Base Value 500 gp (250 gp[1]); **Purchase Limit** 2,500 gp (1,250 gp[1]); **Spellcasting** 3rd
Minor Items 2d4 (1d4[1]); **Medium Items** 1d4(1-2[1]); **Major Items** –

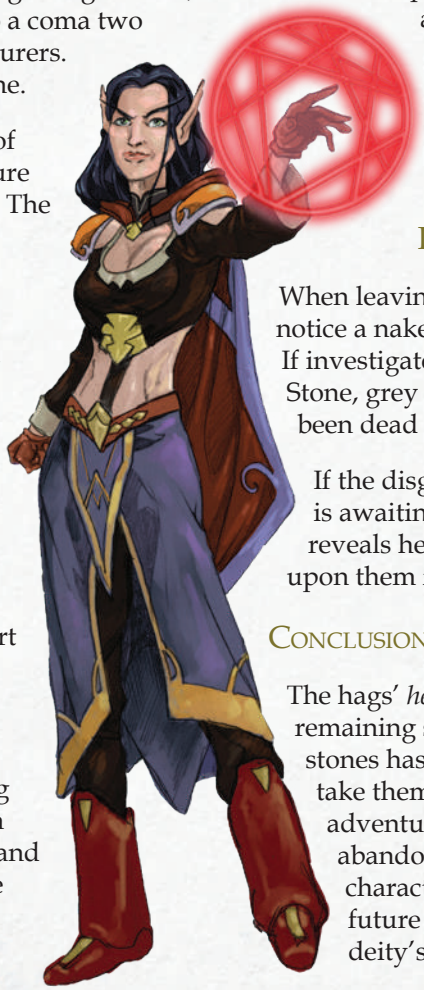
Armanth Adraes is an elderly halfling village healer, became sick a week ago and fell into a coma two days before the arrival of the adventurers. She is also keeper of the village shrine.

Dorian Farrad is the elected mayor of Unreach. He is desperate to find a cure for the sickness plaguing his village. The morning following the arrival of the adventurers, he falls ill.

Vandora Stone is the elven potion maker and seller of magical trinkets, Vandora has been dead for weeks—though this is unknown to everyone as one of the three night hags has assumed her identity using its *change shape* ability to keep an eye on villagers.

Vert Stallons is a mediocre fisherman and the village drunk, Vert is well known as a teller of tall tales and a master of exaggeration.

Locations in Unreach: The mayor's hut, the stone holy shrine, the fishing docks shoring several small boats on Lifewater Lake, Vandora's Trinkets and Potions, and small tavern named the Forgotten Corner.



Diplomacy Check	Information Gathered
15 +	Before falling into a coma the village healer, Armantha Adraes, had identified the sickness as demon fever.
17 +	Mayor Dorian Farrad has been suffering from horribly troubling nightmares for weeks.
20 +	The sick all recount night terrors just before falling ill.
24 +	Villagers say that Vandora Stone hasn't been herself since her daughter and husband died of demon fever.
29+	A very inebriated fisherman named Vert Stallons says he saw two horribly deformed hags entering a cave on the north side of Lifewater Lake.

Lair of the Night Hag Sisters

Two of the three hags have taken residence at a small cave located on the northern shore of Lifewater Lake. A proximity *alarm* has been cast in the area around the entrance that sounds a non-audible note heard only by the hags within. The entrance itself has been trapped with dead man's breath. If the alarm is sounded, the two hags will be waiting to ambush the adventurers.

It's Not Over Yet…

When leaving the cavern lair, the adventurers notice a naked body floating face down in the lake. If investigated, they discover the body of Vandora Stone, grey and bloated—it's obvious the body has been dead for many weeks.

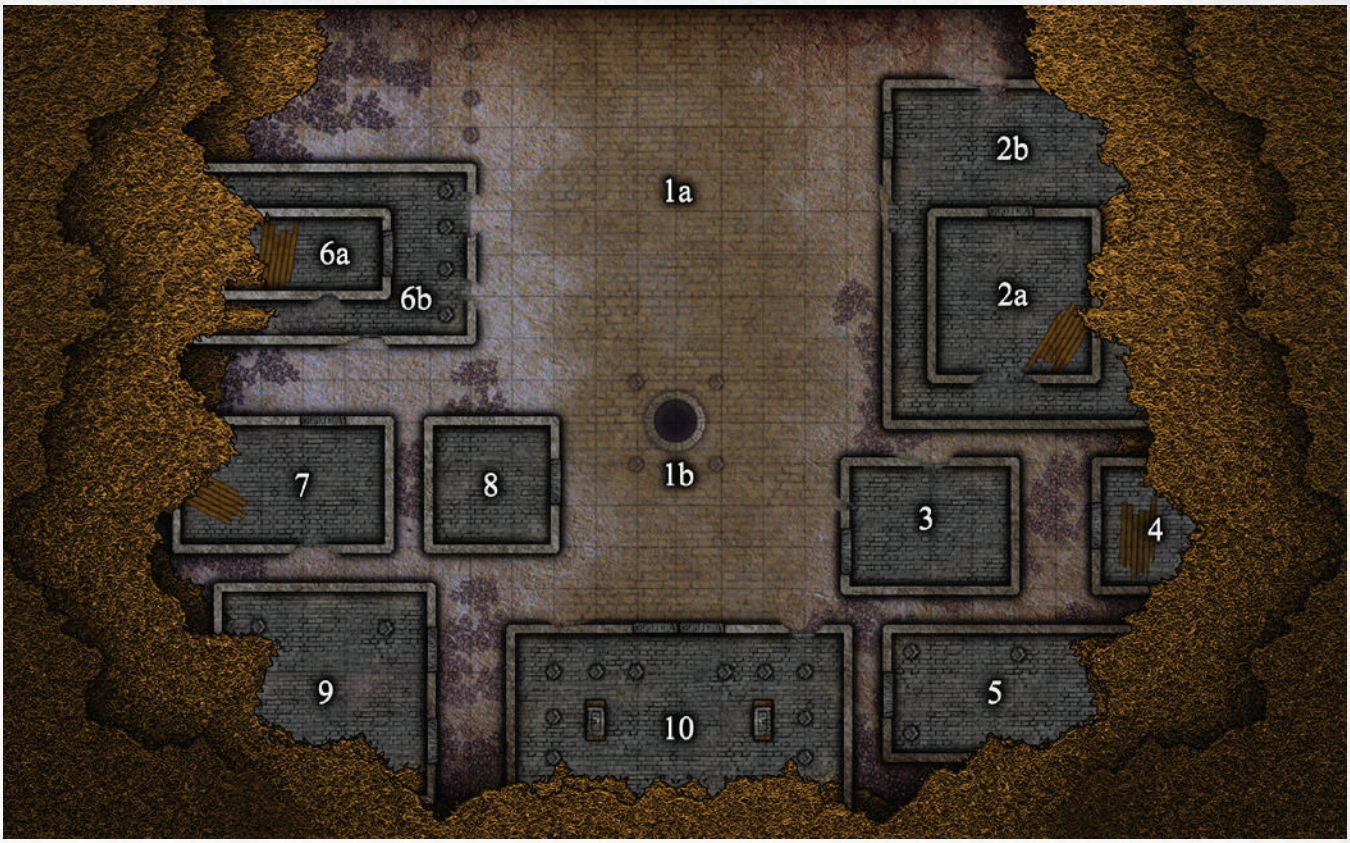
If the disguised hag has yet to be dealt with, she is awaiting their return to the village where she reveals her true identity and unleashes her fury upon them for the murder of her two sisters.

Conclusion

The hags' *heartstones* can be used to cure the remaining sick villagers. Once the magic of the stones has faded, the villagers let the adventurers take them as reward. They also give the adventurers the magic items from Vandora's now abandoned shop. For ending the curse, the holy character summoned is rewarded a one-time future use of any 9th level divine spell in the deity's domain—GM's choice.

[1] Unreach maintains the impoverished disadvantage only as long as the plague caused by the coven of night hags remains in effect. This disadvantage is removed when all three are defeated.

Justin Andrew Mason



I'll Yet Plague Both Your Houses

Stephen Yeardley

The Underworld houses strange and unpleasant communities, and the ruins of two temple complexes are a perfect example of religious hubris coming before a fall.

Two traditions devoted to bloody sacrifice and unwilling death—one lawful, one chaotic—found this remote cavern an ideal place to practice their beliefs AND constant, petty one-upmanship, far from interfering do-gooders. But a malignantly wicked elf, devoid of distraction from his evil intent, played the followers against each other until all were slaughtered. However, he didn't reckon on some senior members becoming powerful undead intent on wiping him and each other out. He's now stuck in a "neutral zone". The PCs walk into this three-way standoff. This encounter is a stiff challenge for the suggested levels. The party will need to set individuals against others to succeed.

1a. Grand Courtyard

A green-tinged, rake-thin elderly elf repairs the paved pathway into this cavern. It's a totenmaske, looking like the trapped killer in 10. It's indifferent to the temples' disagreements, simply fixing the road. Each "brick" is a victim's skull, scraped flat by its talons. It talks if allowed to fleshdrink someone.

1b. Sacrificial Pit

Four dead man's breath traps surround this sacrificial pit. Disarming one reduces the DC to deal with the others by 10 (reduce CR by 2). Each affects only its own 90-degree corner away from the pit, but all strike over it. Victims were tied between the four posts, the traps triggered, and the body dropped down the shaft (the only other exit from the area). The undead heal themselves here. The buildings on the east side are controlled by the CE ghouls; the west, LE vampires. These alignments override any listed.

2a. Commander's Chamber

A commander resides here, plotting against everything except its troops. Its mount was eaten years ago. It disguises itself and desecrates this area on detecting anything living approaching.

2b. Ghoul Chamber

Eight ghouls are controlled by the commander in Area 2a, benefiting from the area's desecration. They are replaced from under-strength humanoid groups whenever possible if numbers drop.

3. Temple Library

This leng ghoul appeared when the gravedigger collapsed the cavern onto both temples in an apocalyptic attempt to be the winner. It has started a library, storing every tome, scroll, and scrap of lore and magic it takes from victims. It attacks anything carrying paper first.

4. Corrupter's Chamber

Once a thoroughly wicked dwarf, this guecubu was slain by the vampires but its will recalled by the gravedigger, whom it aids in trying to further collapse the cavern onto their foes. It will also disrupt and corrupt any soil used in coffins when it can reach it.

5. Gravedigger's Hall

This gravedigger was the first ghoul to claw its way out of the carnage between temples, and is dedicated to finishing the vampires off. It will use any means to do this, including diplomacy with, or intimidation of living humanoids. A plan to further collapse the cavern walls will be welcomed.

6a. Bottle House

This room, holding more than 500 bottles, houses a polong that appears as an incorporeal vampire. If fighting alongside vampires, it slashes multiple victims so they can feed. It controls the spawn in Area 6b.

6b. Spawn Cage

Six spawn are controlled by the polong in Area 6a, benefiting from its murderous intent. They are replaced when numbers drop.

7. Nosferatu Chamber

This foul nosferatu appeared unexpectedly, clawing its way up the sacrificial well. It fights solely to defend this sanctuary, but tries to gain the upper hand over the savage if it can, even though it despises the other vampires.

8. Covetous Chamber

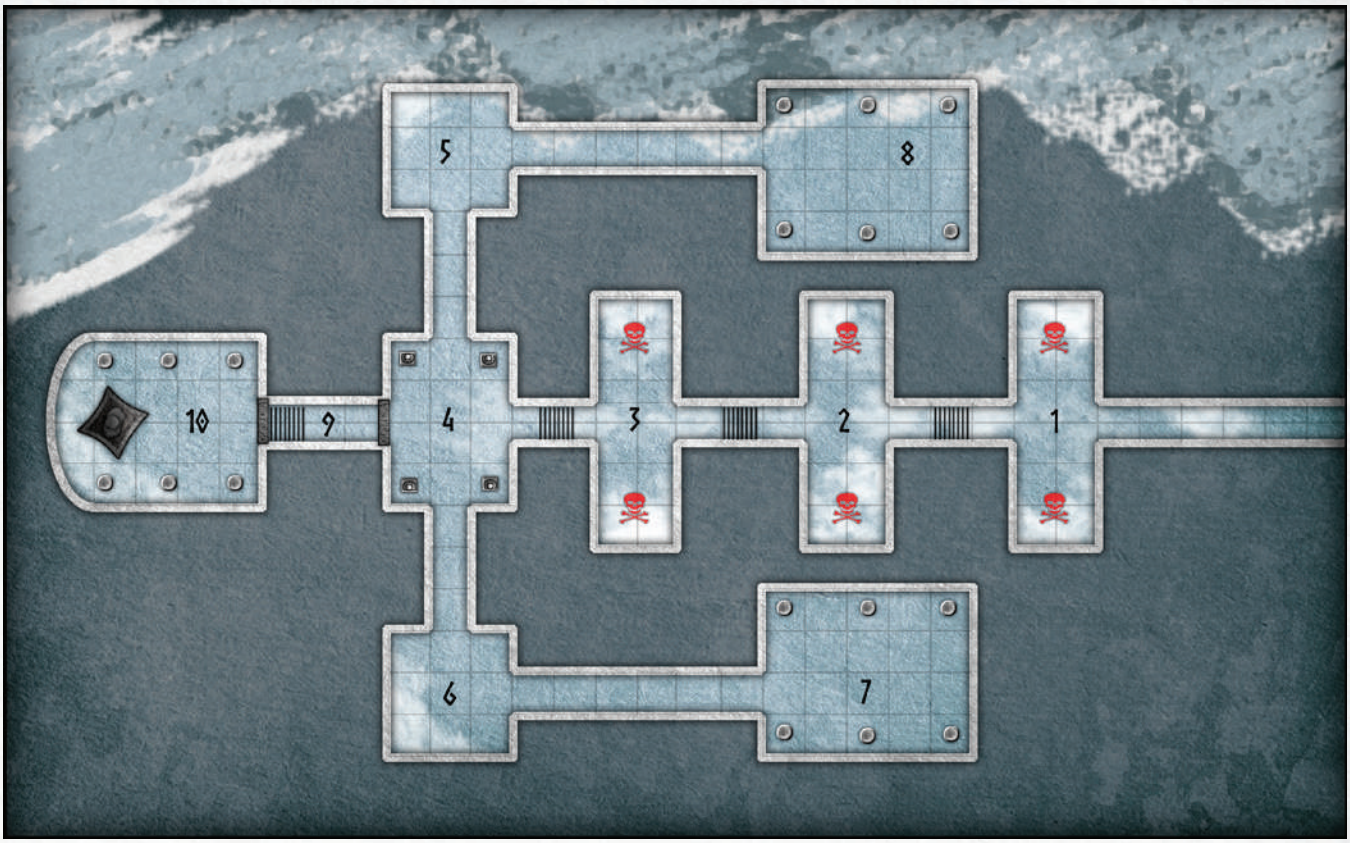
This vampiric sorcerer, weaker than the nosferatu and savage, plays them off against each other in quiet times, but vehemently defends them against the ghouls and elf. It's aware of the leng's library and covets it above anything else in the cavern.

9. Executioner's Hall

The vampire savage was the temple's executioner, tearing apart sacrifices with its bare hands. In the absence of divine guidance, it took control of the vampires and works tirelessly to defeat the gravedigger and elf. It would work with a physically powerful group to achieve this.

10. The Failed Puppeteer

Hoping to plunder both temples, this elf managed to eliminate most of the adherents, either by getting them to fight each other or via assassination-by-poisoning. However, he failed to finish the task when some members of each side became undead, immune to almost all his tactics. He's been stuck in this room for years, living on his *sustaining spoon*. He has rigged up some basic traps to delay any attack, and can deal with any single foe. None of the "locals" want to be the next to be destroyed. He has one *invisibility* potion left, which he will use if with a party—the undead are able to "smell" his living flesh after years of not having water to wash himself, as he found when using a previous potion alone.



Snowblind Sanctuary

Justin Andrew Mason

Whilst traveling near the mountains and seeking shelter from a relentless blizzard, the adventurers discover a tunnel carved into the mountainside. The tunnel leads to an abandoned shrine built by an ancient sect of Vikmordere[1] shieldmaidens, who formed a cult worshiping a mysterious wintery spirit.

1. A Shocking Recption

The two indentions in this area are trapped with identical arcane lightning runes. Any creature moving in the area between the two offshoots simultaneously triggers a *lightning bolt* from both traps.

Electricity Arc Trap — CR 4

Type magical; **Perception** DC 25; **Disable Device** DC 30
Trigger touch; **Reset** none
Effect electricity arc (4d6 electricity damage, DC 20 Reflex save for half damage); multiple targets (all targets in a 30-ft. line)

2. A Fiery Reception

The two indentions in this area are trapped with identical arcane fire burst runes. Any creature that moves into the area between the two offshoots simultaneously triggers a fire burst from both traps.

Fire Burst Trap — CR 3

Type magical; **Perception** DC 30; **Disable Device** DC 20
Trigger location; **Reset** 1d6 rounds
Effect fire burst (3d6 fire damage, DC 20 Reflex save for half damage); multiple targets (all creatures within 30 ft.)

3. A Frosty Reception

The two indentions in this area are trapped with identical arcane cone of cold runes. Any creature that moves into the area between the two offshoots simultaneously triggers a cone of cold from both traps.

[1] Check out the *Into the Wintery Gale: Wrath of the Jötunn* adventure path from AAW games for details.

Cone of Cold Trap CR 11

Type magical; **Perception** DC 30; **Disable Device** DC 30
Trigger proximity (*alarm*); **Reset** none
Effect spell effect (*cone of cold*, 15d6 cold damage, DC 17 Reflex save for half damage); multiple targets (all targets in a 60-ft. cone)

4. Puzzling Shieldmaidens

Four lifelike solid-stone statues adorn the corners of this chamber. The statues each depict a Vikmordere shieldmaiden bearing a spear and a readied shield. All four face toward the center of the chamber. Each of the shields depicts a different symbol: a wolf (NW), a bear (NE), a serpent (SE), and a raven (SW). A PC that succeed at a DC 20 Perception check discovers that the statues can be spun clockwise on their bases to point in any direction.

If the statues are turned so that three of the maiden statues face towards the maiden bearing the serpent shield, and the maiden bearing the serpent shield is turned completely around to face away from her three counterparts, an extra-dimensional space is opened in the center of the ceiling, dropping eight frostbites[1] to the floor. The frostbites immediately attack.

The revealed extra-dimensional space in the ceiling consists of a 3-foot-cube area that contains a single ledge. Upon the ledge rests a winter's kiss (Raider's Haul).

5 & 6. Frost Wisps

This room is occupied by two frost wisps[1] which immediately attack the adventurers.

7 & 8. Honoring Shieldmaidens

These rooms are empty. The walls have been engraved with intricate scenes that illustrate a narrative about a group of shieldmaidens who seemed to honor (perhaps worship) a spirit-like being that rises from within a strange urn.

9. Medallions

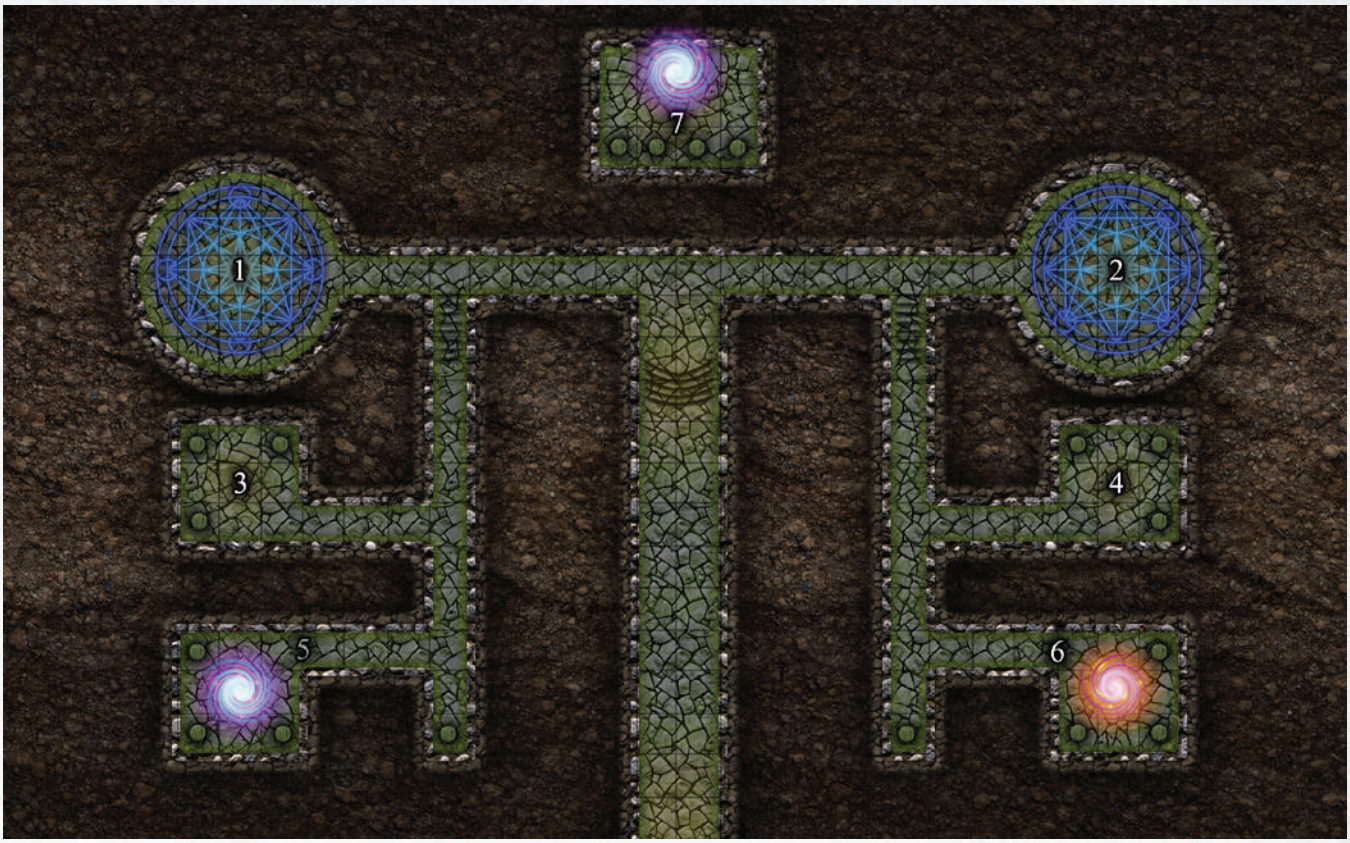
A massive carved stone slab that weighs 5,000 pounds blocks passage into this corridor. It must be lifted or otherwise bypassed to continue. Beyond the slab is a short stairway that leads up to another slab that is twice as heavy and has been outfitted with a shallow stone shelf. Upon the shelf are three stone medallions, each carved with a different stylized symbol. One depicts fire, another a snowflake, and the last a *lightning bolt*. The second slab also has three circular indentations aligned vertically down its center, which are obviously intended to hold the medallions.

The medallions must be placed in proper order from top to bottom to solve the puzzle. The order reflects the order of the three traps that guard the main entry corridor; first the *lightning bolt*, and then the fire, and then the snowflake. The PCs get one chance to place the medallions into the indentations. If this is done properly, the slab rises, providing the PCs with safe entry into Room #10. If the PCs place the medallions in the wrong order or attempt to bypass the door by other means (including magical), then the pillars in Room 10 burst into flame and melt the massive ice tablet therein.

10. Shieldmaiden Solution

This room bears two rows of three columns, one row on each side of a massive 10-foot-tall tablet made of ice. Upon the ice tablet is engraved an intricate scene of four robed shieldmaidens. Each of them bears a large round shield engraved with a symbol. Three of the maidens (those bearing the wolf symbol, raven symbol, and bear symbol upon their shields) point toward the fourth maiden, who has a serpent engraved on her shield and covers her own eyes with her free hand. This carving provides the solution to the statue puzzle in Room 4.

If the PCs fail the medallion puzzle in Room 9, then the columns in this room are engulfed in magical flames that burn for 1d4 hours, and the tablet has been reduced to a puddle of steaming water. When flaming, the columns cause 1d6 fire damage to any creature that enters the room.



The Soul of a Prince

Rory Toma

The party is sent to retrieve the soul of Prince Remlek, which has been located in a hidden underground complex, accessible from the sewers. A devourer holds the soul and while trying to come back to this plane to get a more powerful soul, became trapped underground. Although the devourer cannot currently pass through the portal that separates him from escaping, he has set up some defenses underground in the hopes of luring a more powerful soul that he can consume and possibly enable traveling through the portal.

It is not known that a devourer holds the Prince's soul. It is only known that it is somehow trapped, making resurrection impossible.

A long passage leads from the sewers, eventually transitioning into a cobblestone corridor that ends in a short stairway leading into a "T".

1. Summoning Chamber I

An arcane circle has been etched into the stones of the floor. It can be destroyed by inflicting 80 points of damage to the cobblestones,(hardness 20). Once destroyed, the area must be consecrated within 10 rounds or the circle repairs itself and reactivates. While active, three wraiths appear every 6 rounds.

2. Summoning Chamber II

This chamber is identical to the first chamber, except that two bodaks are summoned every 10 rounds.

3. Control Room I

Arcane writing covers the western wall. Standing in front of the wall is a flesh golem. The golem remains stationary but will attack anyone that comes within 10 feet of the western wall. The writing on the wall needs to be rearranged to form a complete map of the outer planes. This requires a DC 35 Knowledge (planes) check and a DC 35 Knowledge (arcana) check. It takes 20 rounds to arrange the bricks in the wall into the

correct pattern. Should the check(s) succeed, reduce the time required by 1 round each for total difference between DC and actual result. Once arranged, the protective field in Room 5 is disabled.

4. Control Room II

This is as Control Room 1, except that the writing and golem are on the eastern wall, and it affects the protective field in Room 6.

5. Portal

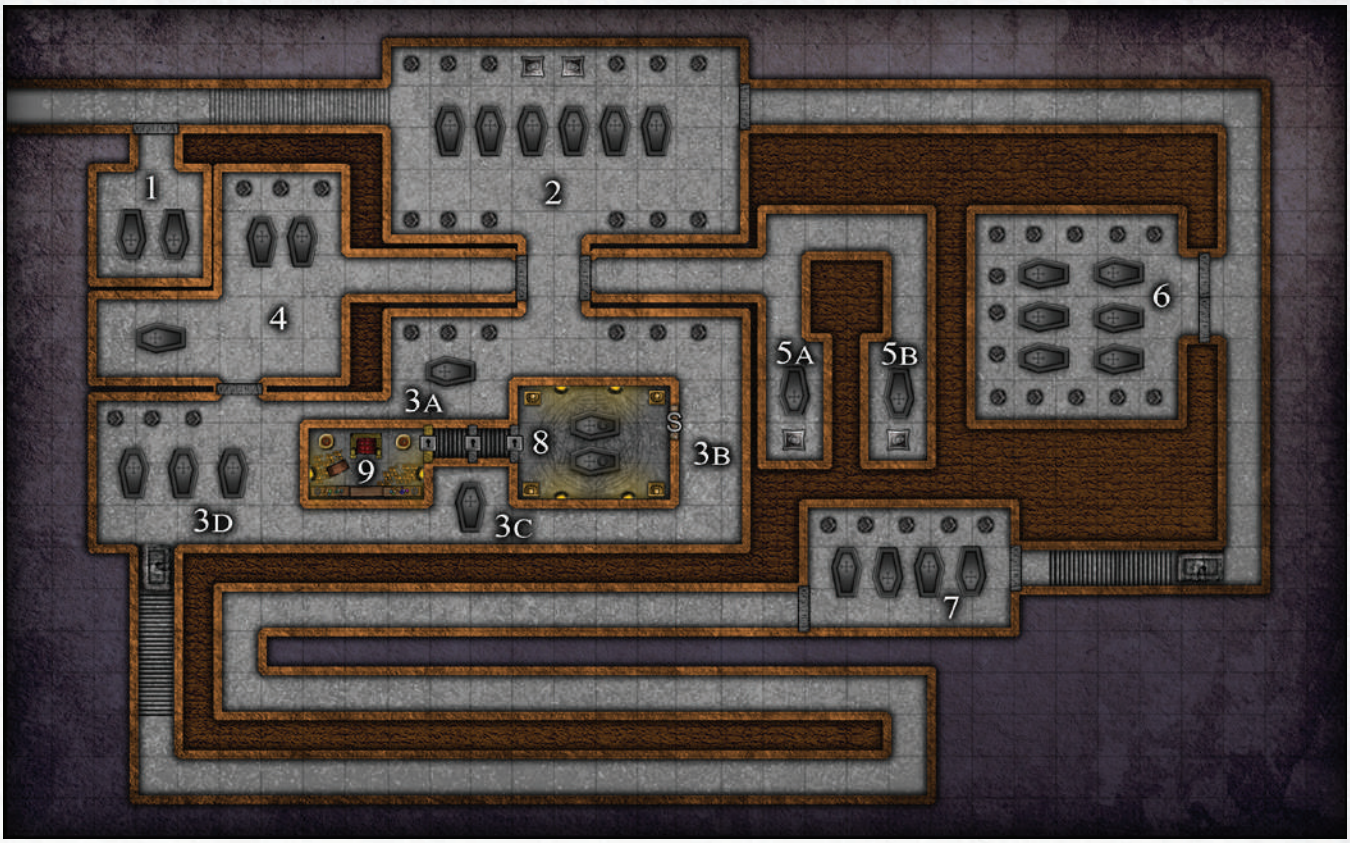
A glowing portal is in the center of this room. A DC 30 Spellcraft or Knowledge (arcana) check reveals this portal to be a specialized dimension door. Entering this portal transports the PC to Room 7. Unless deactivated from Control Room 1 (Room 3), the portal and Room 7 is protected by a bleed aura. Anyone within 5 feet of the portal or in Room 7 must make a DC 31 Fortitude save each round or take 1 cumulative bleed damage.

6. False Portal

A glowing portal is also in the center of this room, and is protected by an insanity aura, unless disabled from Control Room 2. Those within 5 feet of the portal must make a DC 28 Will save each round or lose 1 Wisdom. A DC 40 Spellcraft or Knowledge (arcana) check reveals this portal to be a fake portal to a *maze*. Those trapped in the maze are affected by the aura if it is still active.

7. Devourer

A single devourer with 40 essence points inhabits the room. Trapped in its chest is the soul of Prince Remlek. Should the devourer claim the soul of any PC, he will be able to use the portal and will attempt to flee through the portal and into the sewers. If a PC is devoured, the Prince's soul is freed. The Prince's soul begins with 8 hit dice.



Lauron's Tomb

Jonathan G. Nelson

Over a millennium ago, a powerful aristocratic vampire named Lauron held sway over much of the land. His people both loved and feared him, for he made the country strong and prosperous through forging pacts with neighboring lands whilst declaring war and conquering others, thus ensuring both the acquisition and control of natural resources, and subsequent wealth. As the centuries rolled by, bordering kingdoms banded together to take back those lands and resources and thus Lauron's empire began to fall. Embittered, he withdrew into his secluded retreat, a crypt hidden in an ancient hillside near a great stone monolith, and sulked for centuries, emerging only to slake his appetite for the blood of mortals.

Now recent rumors have described undead wandering the roads and gathering at the monolith every full moon. Soon after the rumors surfaced, travelers began to go missing. Guards sent to investigate did not return, alas. So, the local village reaches out to the PCs for help.

1. Till Death Do Us Part

Two vampire spawns rest in these coffins, a married couple who served as Lauron's ambassadors for many years before being willing transformed. If they hear the party enter the crypt (Perception vs. Stealth), they cling to the ceiling and drop down the moment a PC steps in, attempting to gain the advantage. Otherwise, they are found resting, yet awake, in their coffins. Just before each is slain, they teleport to Room 8 via an ancient curse. There they rest within two blood coffins awaiting the party's arrival (Room 8).

2. A Cold Welcome

The ghasts in each coffin immediately rise to attack as the PCs approach the room. Upon slaying the last of these undead a DC 23 Perception check spots a small gold key tucked into an open gash in the ribcage of a ghast (it unlocks the treasure chest in Area 9) and a scroll with the word "Darkness" (written in the blood of a half-elf villager). Two statues to the north depict the individuals in Room 1 in their younger years. A DC 26 Perception check (due to low light) spots the words "Till Death Do Us Part" and "In Servitude to Lord Lauron" etched into the base of each statue.

3A. Solitary Coffin

A single empty coffin trapped with a poisoned needle contains a scroll with the word "Memories" (written in the blood of a traveling halfling merchant).

3B. Simple Hallway

This short hallway seems plain enough although a single grimy gold coin is on the floor (Perception DC 22). It dates back over 1000 years and embossed with Lauron's head. It's now worth 10x its original value. A secret door to Room 8 (Perception DC 23) is found if all the scrolls written in blood have been discovered and are retained by the PCs.

3C. Strange Occurrences

A single coffin blocks this hallway. Despite hearing moans, screams, and scraping noises from it, it is completely empty.

3D. Apparitions in Servitude

Three matching coffins hold the corpses of those who once served Lauron. These three servants now haunt the area as ghosts that try to ambush the party. They attack from the three most advantageous walls.

4. Undeath Awaits Ye

A ghast, ghoul, and vampire spawn occupy the coffins here. They attack the PCs as they enter this area. The dagger sheath of the vampire spawn has a small scroll hidden inside (Perception DC 26) with the word "Respect" (written in the blood of a human villager).

5A. Lilith

A statue of a shapely half-elven female holding a magic rod looms above an ornately carved coffin heavily encrusted with valuable gemstones (total gem value 1000 gp). Should any of the PCs touch this coffin, a bolt of lightning blasts out from the eyes of the statue hitting anyone in a direct path with 6d6 electric damage (DC 17 Reflex save for half). The bolt is 50-feet long and ricochets off the north wall (two saves needed). Once the spell has gone off, no further danger exists. The PCs may examine, open, and loot the coffin, which contains the mummified corpse of a half-elf female lying upon 2,354 gp and a *rod of wonder*.

5B. Lareth

This coffin is the same as the one in Room 5a. The statue standing above this coffin depicts a very handsome and muscular man holding a wooden staff. If the PCs touch the coffin a fear guard appears behind the nearest PCs (GM choice) and obtains a surprise attack. The coffin contains the body of a tall human male in a suit of +2 *chainmail* lying on 1,899 gp.

6. Testing the Party

Stone pillars surround six identical coffins. Three contain vampire spawn; the other three hold fear guards. When the PCs enter this room, the coffin lids burst open and the undead emerge to attack relentlessly. Meanwhile, a *magic mouth* appear on the each stone pillars and they begin to chant, "Babes born from the present attempt to destroy the past, without question one is doomed to repeat – repeat – repeat – again and again." During this, Lord Lauron makes a brief appearance (but only when all PCs are fully engaged), walks about gazing at each of them, then turns to mist and withdraws through the cracks in the wall. One of the vampire spawn has a small scroll tucked into a satchel with the word "Death" (written in the blood of a human villager).

7. Rot, Rot, Rot Away Leech

There are four coffins and five pillars in the room. Each coffin, trapped with a poisoned needle, contains the corpse of a villager. The bodies, mangled beyond recognition, have bite marks and missing chunks of flesh. Rot grubs have fully infest one of the corpses.

8. Positumque Loculum Sanguine

Two *blood coffins* are located in the center of this room. Blood feeds directly into the coffins via shelved glass decanters. This allows vampires to both rest and feed simultaneously, fully healing a vampire spawn in just one hour and a vampire in eight. If the vampire spawn couple from Area 1 survived their initial encounter with the PCs, they have rested and prepared for the arrival of the PCs.

Three doors lead up a short stairway from Room 8 to 9. Each door has a riddle engraved on it as well as a poisoned needle trap. If solved, the respective trap disarms and the door swings open.

Door 1: "Bury deep, Pile on stones, my mind will always, Dig up those bones." **Answer:** Memories

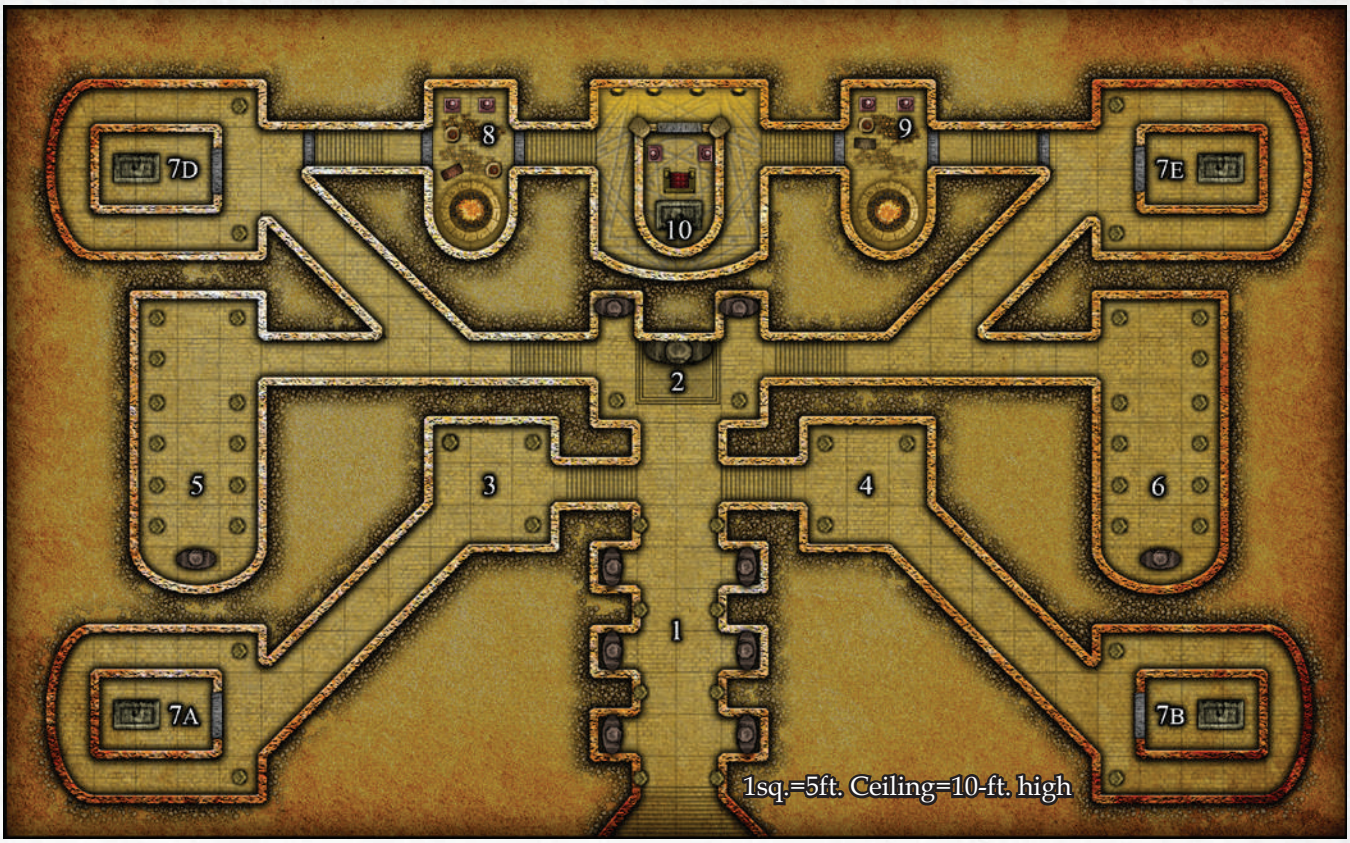
Door 2: "It cannot be seen, cannot be felt, cannot be heard, cannot be smelt. An empty hole it fills. It comes first and follows after, ending life, Killing laughter." **Answer:** Darkness

Door 3: (wooden door) "First will be last, Last will be first, and all in between will also be cursed, Open the door and this will be there; So be careful and beware!" **Answer:** Death

9. Lauron's Room

Lauron sits in front of a roaring fireplace with his legs crossed awaiting the PCs. He is reading a large historical tome filled with details of his conquests many centuries ago. Upon entering, he smiles at the PCs, gently closes the tome, and stands. "Welcome, I have been expecting you, for death comes in many forms and I tire of this wretched existence. I long to experience whatever waits beyond, be it darkness or oblivion; it is surely more enjoyable than clinging to memories of a life no longer lived. I watch all of you wither and die before my very eyes, as a millennium is beyond the measure or understanding of those who know only years and decades. Prepare yourselves, for if you cannot kill me I will simply add you to the carnage; then lure others in from the realm. I Lauron, the last of my house, challenge you in a fight to death." With this, the vampire changes to mist and attempts to gain an advantageous position on the party, fighting to the death. In his final words he says "All that we find of importance in life is naught without those to share it with; do not die cold and alone."

The room contains a locked (Disable Device DC 26) treasure chest opened with the gold key from Area 2. The chest contains three historical volumes worth 500 gp each, 5 large rubies worth 350-500 gp each, an *ioun stone (clear spindle)*, and a minuscule novelty shield which is essentially a toy until the word "Thornstopper" is spoken after which it enlarges into a shield +2. It shrinks back down to carry in a pocket by using the same command word, unusable for an attack or anything else.



Unjust Deserts

Stephen Yeardley

Visiting a desert-edge city, the PCs hear of a dig taking place at recently revealed ruins a dozen miles away. They've missed most of the excitement but are asked to go and help the wazir's daughter, a keen archaeologist, because of their superior experience. With the words, "Keep her safe," he gives a repeating hand crossbow and three packs of bolts to any PC able to use them. Reaching the busy site, the PCs are sent to a smaller tomb some distance from the main discovery. The young woman was working there, with help, but hasn't been seen for a couple of days. The PCs find they have to fight their way in to find her, and then back out to safety!

1. Main Doorway

The sealed main doorway is 20 feet wide, but a gap 4 feet across is punched through it. Inside, it is pitch black, so dark that light seems afraid of it. Down a narrowing flight of stairs stand six dusty statues that attack the PCs when they're halfway along the passage. Four electricity arc traps cross randomly from a pillar on the left to one on the right. The stairs to Areas 3 and 4 drop 10 feet.

2. Atrium

The main figure is a bound efreeti (no Dex or Dodge to AC), flanked by two bound shaitans (no Dex to AC). All long to leave, but they must serve the long-dead tomb occupier for many years yet. Both pillars are *burning hands* traps. The main platform seems empty as the efreeti is *invisible*. The shaitans are *veiled* as clerics. The shaitans will *soften* or *shape stone* the rock under the PCs to counter Dexterity and movement. They wait to attack a weakened group as it leaves. Both stairways drop 10 feet.

3. West Pillar Foyer

Each pillar held four poisoned dart traps (no greenblood oil; use a dark folk version of drow poison). Three remain on each one. In the room's center is an unconscious loyal guard (15 hp remaining), about to be eaten by three giant scarabs. He helps with the search if saved.

4. East Pillar Foyer

These pillars form a trio of frost fangs traps. Two have disabled the archaeologist's young brass dragon ally (–2hp, stable), currently unconscious, frozen, and looking like a white dragon. The last trap activates when anyone crosses the center of the room. The dragon helps find the woman if healed.

5. West Pillar Room

This room is swathed in the deepest darkness yet. PCs who stand for 2 rounds see two embers glowing at the far end. The "statue" they are in is part human, part large hyena, looking like an undead deity. It's actually a variant Nessian hell hound (breath weapon, 30-ft. cone of hot sand, 5d6 fire and 5d6 slashing damage). Before it is a theurge's body, sliced, burned, covered in fine sand, and beyond raising. Each pillar holds two arrow traps, triggered when a PC moves away from the hound.

Treasure: *+1 breastplate*, *+1 bolts* (3), *+1 evil outsider-bane bolts* (3), *+1 spear*, *+1 undead-bane bolts* (2), *amulet of natural armor +1*, *cloak of resistance +1*, *scrolls of cure serious wounds* (2), *scrolls of neutralize poison* (2), *scroll of remove disease*, antitoxin (2), holy water (2) , masterwork heavy crossbow loaded with a *+1 undead-bane bolt*, , pair of platinum rings (worth 50 gp), 287 gp.

6. East Pillar Room

This room's doorway is silent due to the drow. Inside, the archaeologist's last ally, a desert protector, fights a drow champion and needs help (dying in 3 rounds if ignored). The room is dark, with the paladin's falchion giving off a barely visible light. If the PCs save her, she asks them to help find the archaeologist. The room's statue lays broken on the ground. A narrow crack in its plinth winds down 200 feet to the underworld.

7A-D. The Sarcophagus Gates

The sarcophagus gates were thought to lead to the afterlife, each favoring a particular attribute, but they lead instead to a city deep underground. Whenever a gate was used, the body became food for the city's residents, who gleefully ate every part. The chamber doors each have three poisoned dart traps (no greenblood oil, use black smear—injury; save Fort DC 15; frequency 1/round for 6 rounds; effect 1d2 Str; cure 1 save). The lid of each sarcophagus opens only from its underside unless a character follows a specific long-lost ritual. Each lid is engraved to represent the following abilities, which also dictates which creatures comes through it each round:

A. Acumen (Intelligence), representing the soul. Dark callers (1d3–1/round)

B. Body (Strength/Dexterity), representing physicality. Dark stalkers (1d3/round)

D. Divinity (Wisdom), representing inspiration. Dark slayers (1d3+1/round)

E. Energy (Constitution), representing life force. Dark creepers—1d3+2/round

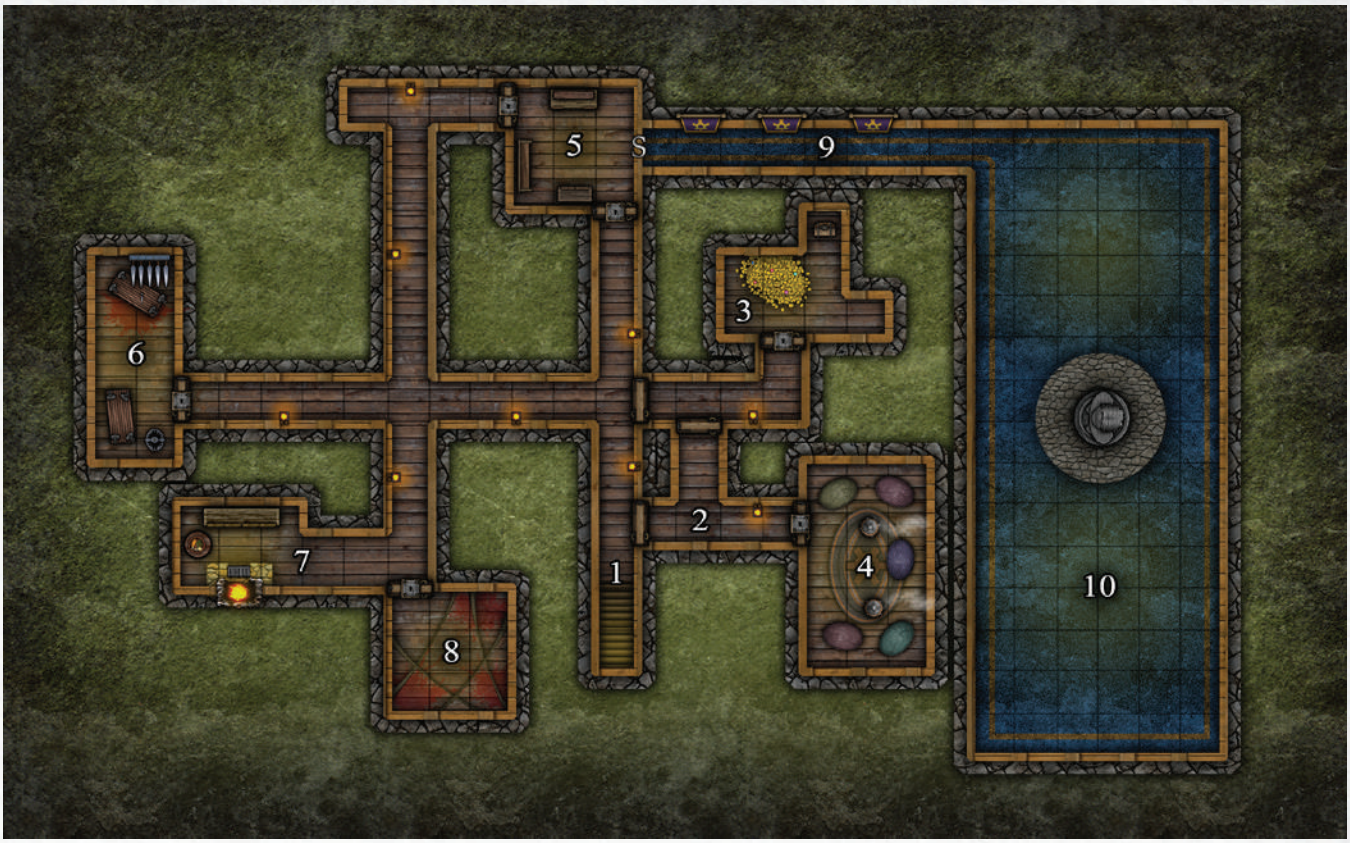
The creatures wait until the PCs are weakened by the owb and leaving, and then they enter via the gates.

8–9. Treasure Chambers

The stairs drop 10 feet to these rooms, and doors open out from them. Both hold a modicum of treasure that looks worth 20 times its actual value (GM's choice; only low grade, low cost items remain). Both are lit by ever-glowing ember pools. If anyone touches any of the treasure, the stairways begin to fill rapidly with sand, blocking the way up and out in 5 rounds. A PC who succeeds at a DC 25 Perception check notices this. When the stairs are full, the embers burst into flame, turning the rooms into ovens. Heat dangers apply and checks must be made: after 1 minute it's 90° F; after 2 minutes it's 110° F; after 3 minutes and onward it's 140° F. Moving the sand between these rooms and Room 10 is more straightforward. Pressing a ruby-colored glass dome on a pedestal in Room 10 drains the sand from the nearest stairs.

10. The Shadow Sarcophagus

The 10-foot-long sarcophagus behind the throne links to a strange realm: the Shadow Plane. Moving the cracked lid reveals four blurred owb around the comatose archaeologist. The owbs are about to *plane shift*, using an *unholy staff of the planes* (5 charges) on the woman. If attacked, the four *shadow step* away, wait for the PCs to leave, then afflict them with curse of darkness before the genies attack with bright fire on the way out. The remains of a mummy lord are on the throne, ruined and looted. Pressing the ruby-topped pedestals clears the sand from around rooms 8 and 9.



Buta No Shiro

Jonathan Ely

A warthog-headed rakshasa, Achellios the Glutton, has gained influence over a town's magistrate. The creature uses its powers to uncover illegal activity and read wrongdoers' minds, then with its message ability it whispers the details to the magistrate while he's alone—resulting in a remarkably crime-free town. The PCs enter the picture by traveling through the area or perhaps returning to their once-quiet hometown. Achellios recognizes the threat the adventurers pose and turns the magistrate against them using all information and resources at his disposal.

1. Long Corridor

This long hallway has adjoining corridors leading to almost every set of chambers within this complex. Surprisingly finely appointed, it is lit with a number of everburning torches to highlight the route as well as important decorations, such as beautiful tapestries or fine carvings. Such items are always of the highest quality but, if examined closely, they have disturbing subject matter (at the GM's discretion). A DC 25 Perception check reveals animal-headed humanoids in many of these items, providing a potential clue to the true master of the dungeon.

2. Small Corridor

Beautifully carved good wooden doors separate this T-shaped corridor. As finely appointed as all the other hallways in this complex, this one has a number of robes hanging on the wall outside the door to Area 4 but is otherwise entirely unremarkable.

3. Treasure Chamber

Access to this room is denied by a locked, high quality reinforced wooden door (Disable Device DC 25 or Break DC 25, hardness 5, 20 hp). This chamber contains enough wealth to fill a small treasury—approximately 6,500 gp worth of coins, gems, jewelery, and artwork. In the north and east alcoves, a tame pair of mimics remain disguised as a large pair of chests, waiting to attack careless or unwary wanderers.

4. Harem

Access to this room is denied by a locked, high quality reinforced wooden door (Disable Device DC 25 or Break DC 25,, hardness 5, 20 hp). Filled with fine carpets and cushions, its walls draped with silks, this chamber is home to several beautiful young men and women, their normally flawless features marred by dozens of bruises and scars across their emaciated bodies. All appear to be smoking some kind of sweet-smelling fumes from a smoldering substance within several communal hookahs; they barely react to the PCs entering the room, remaining unresponsive, their eyes glazed over.

5. Gammothra's Chamber

Access to this room is denied by a locked, high quality reinforced wooden door (Disable Device DC 25 or Break DC 25, hardness 5, 20 hp). This chamber is occupied by Gammothra the Tormentor (an advanced bone devil), long since bound to Achellios as a bodyguard and desperate to escape the carefully worded contract that continues to bind him to this complex. As soon as the PCs enter the dungeon, he uses *invisibility* to study the party from afar; he may attack the adventurers from ambush, or he may suddenly appear in order to convince them to end his period of bondage. A cunningly hidden secret door, requiring a DC 28 Perception check to spot, is mounted in the east wall.

6. Torture Chamber

Access to this room is denied by a locked, high quality reinforced wooden door (Disable Device DC 25 or Break DC 25, hardness 5, 20 hp). A captured astral deva, Aelea Goldmorn, has been crucified and cruelly tortured for several weeks in this chamber. Suspended upside down on a wooden frame by thick nails enchanted with *unholy aura* (denying her the ability to escape), she is held against the north wall with her wings crudely amputated and her beautiful body pocked by dozens of scars, cuts, bruises, and minor injuries. If released and healed, Aelea implores the party to help break a vile *curse* bestowed upon her—only then will her wings and abilities be restored and she will be welcomed back to the ranks of the angelic choir.

7. Kitchen

This kitchen is filled with high quality tools used to produce fine meals. Several cupboards and boxes contain rare spices and ingredients while others contain gold and silver-plated cutlery and dishes. The contents of this chamber are worth 300 gold pieces to the right buyer.

8. Larder

Access to this room is denied by a locked, high quality reinforced wooden door (Disable Device DC 25 or Break DC 25, hardness 5, 20 hp). This square chamber is configured as a larder; chains hang from the ceiling with big hooks on the ends, supporting the corpses of six humans and half-elves. A DC 20 Perception check reveals that two of the suspended bodies are actually still alive (continuing to moan softly in terrible pain), and makes it evident that the other four bodies have been partially butchered. If lowered to the ground and healed, these poor souls can be convinced to be an excellent source of information about the goings on of Achellios.

9. Fine Corridor

This slender corridor is hidden behind a finely crafted secret door (Perception DC 28) and leads into Area 10. The floor is covered with thick carpet, and the walls draped with the finest silks, much like the chamber beyond, but it is otherwise entirely unremarkable.

10. Rakshasa's Chamber

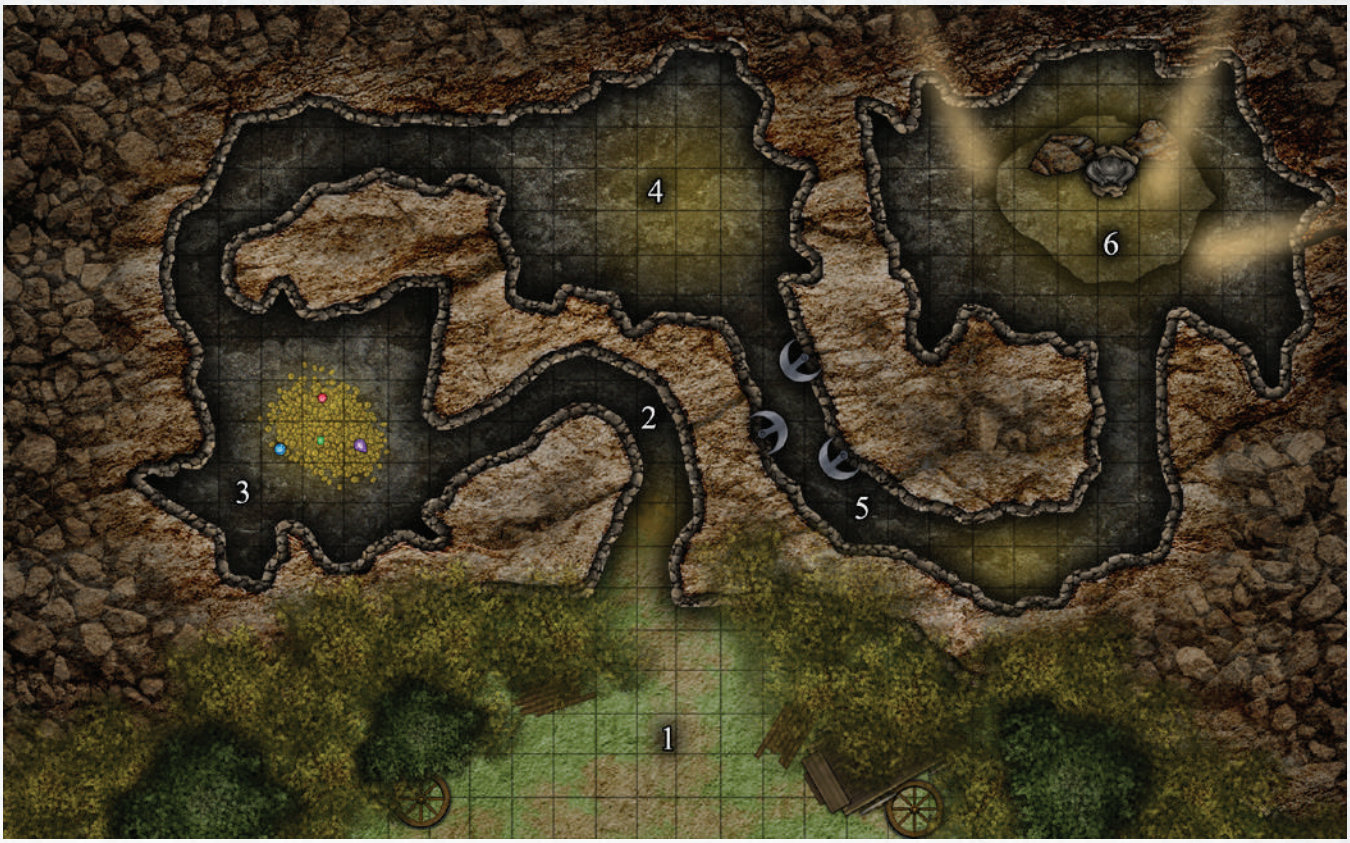
This large room is the personal chamber of Achellios the Glutton, a warthog-headed rakshasa, who normally relaxes here in his natural form. He retreats into this room during the PC's incursion, changing his form to that of a badly abused member of the harem and attempting to use his natural charm to convince the PCs to release him.

Wise adventurers may notice certain physical clues that give Achellios away. While disguised he is clumsy, especially when trying to handle weapons or other items. A DC 20 Perception check gives a glimpse of his true form, perhaps deformed rakshasa hands or bits of fur. Likewise, *true seeing* or other similar magic see through his elaborate disguise.

When challenged, he reverts to his normal features and attacks the party. Alternatively, he may attempt to manipulate the arm of a large statue within the chamber (a DC 22 caster level check). If successful, two *teleport* spells activate—one to the north of the statue, and one to the south—for just long enough for him to make good his escape to one of several carefully prepared safe locations.

Despite his arrogance, Achellios never lets himself be taken by "lesser beings"—he fights intelligently with every asset at his disposal or runs and plots his revenge for a later date.

PCs 3-4



The Menagerie of Brighton Bonsworth

Justin Andrew Mason

Clockwork maestro Dr. Brighton Bonsworth is known throughout the land for his magnificent inventions, but he is most renowned for his remarkably lifelike automatons. His amazing mechanical creatures are mere machines, yet are created with such a technical prowess that most observers are completely fooled by their realistic appearance and behavior. From mythical creatures to exotic beasts, the clockmaker's skills are unparalleled. However, the ultimate exhibition of his talent shines through his intelligent and seemingly sentient, but utterly subservient, humanoid creations.

His services are sought by many wealthy clients from kings and merchants to brothel owners and private parties with more nefarious intent, but all are restricted by the doctor's one standing rule: He only ever crafts one automaton for any one client, never more—no matter what treasure or prestige might be offered in return. This stipulation has made his automatons a rare and priceless commodity but has also earned him many greedy enemies.

To avoid those who would do him harm, Brighton Bonsworth is known to travel with a contingent of automaton guardians and assistants in his nomadic wagon train, tended entirely by his creations. Some of his most amazing creations and favored designs he keeps for himself, as a part of this traveling company which he refers to as the Menagerie.

Earl Victor Bozwick, ruler of small nearby territory, hired Bonsworth to create an automaton of his recently deceased daughter, Aralia. The Earl provided a beautiful portrait of his daughter to assure her likeness. The creation was intended as a gift for his mourning wife, and the lord hoped that its presence might bring back the luster and joy missing from his keep since his daughter's undignified death from a fatal disease. The doctor's price was not cheap—and Lord Bozwick nearly emptied his coffers, but in desperation to coax his wife from her deep depression, no price was too high.

After accepting payment, the doctor explained that the delicate process of creating such a precise replica of a once living creature is arduous, and would require no less than six months of dedicated craftsmanship to

complete; that was nearly five years ago. In the doctor's absence, Earl Bozwick's wife grew ill and passed, leaving the aging distraught man alone and devastated. He is convinced that his lady died of a broken heart which could have been prevented by the presence of the automaton and believes the doctor fleeced his fortune. The earl has placed a price on the clockmaker's head.

In this scenario, the adventurers are either hired directly by the earl or can be bounty hunter's seeking a worthwhile payday. The earl has offered 50,000 gp for the capture and return of Bonsworth. If the automaton of Aralia is returned he refuses her and pays the adventures half their bounty.

In his arrogant brilliance, the doctor has done something considered impossible by most—he has created true sentience with his machines. When creating the automaton of Aralia he unintentionally discovered the secret of creating true artificial intelligence, and when she was activated, the Aralia automaton became the first sentient being ever that was not of arcane, divine, or biological origin.

As she traveled with the Menagerie while returning to be delivered to the Earl, Aralia came to realize that she and her kind were born as slaves. She realized her kin—the other automatons—were unlike her, and forced into an existence as mere playthings and amusements—or worse. For the first time, she felt anger. She blamed the clockmaker for the fate he had condemned her kind to.

When the caravan stopped near a cave to take shelter from a powerful storm, in a fit of rage, Aralia attacked the doctor. Brighton ordered many of his subservient automatons to protect him, but she destroyed many before managing to murder her creator. The remaining automatons, true to their programming, then became subservient to the only other sentient being available—Aralia herself.

Though sentient, the automaton has a much-skewed perspective of the world, paranoid that if ever discovered she and her kind would return to servitude. Aralia and her fellow automatons retreated deeper into the cave; taking the clockmakers corpse with them.

Brighton Automaton Template

The automaton template can be applied to any corporeal creature type. The application increases the creatures CR by 1.

Unlike most constructs, automatons are not created by magical means. They are instead feats of masterful engineering. Pure science. Each is powered by loadstone-driven device which the clockmaker refers to as the "heart of the illusion." The hearts fall short of perpetual motion but can last for centuries.

The lifespan of an automaton is five times the average for a living creature of the same type; to a maximum of 500 years. However, once the device does wear out or is destroyed, the automaton becomes motionless and its personality and memories are forever lost. Automatons do not have a soul in the divine sense and cannot be resurrected or reincarnated.

So perfect are the creations of the doctor that his automatons physically function in every way the same as their living counterpart excluding spell-like abilities, supernatural abilities, auras or psychic abilities. An automaton can wield magic as long as a living body or soul are not required to do so.

One telling feature of an automaton is their increased physical strength and speed. An automaton gains +3 to both the normal Strength and Dexterity of a creature of the same type.

With exteriors crafted by means clever alchemical chemistry, skin, scale, hide and hair all look, feel, smell and even taste real. Aside from their mechanical interior, they are nearly indistinguishable from their living counterparts.

Automatons do not age. They never show visible signs of aging and are not subject to the effects of aging as long as they are properly maintained (requiring a DC 45 Knowledge (engineering) check once every ten years). Failure to have this maintenance performed degrades the automaton's maximum hit points by half every 10 years (to a minimum of 10) until maintenance is performed to return the automation to its original state.

They cannot be healed. Repairing a damaged automaton requires a DC 30 Knowledge (engineering) check and 30 minutes to repair 2d6 points of damage.

Automatons do not bleed (or suffer the effects of bleeding). Instead, when they are severely injured a complex mass of gears, switches, levers, and conduit are revealed beneath the surface. They do react to pain and physical damage the same as their living counterpart would.

Automatons are not considered living creatures and are immune to all mind-affecting effects.

They have remained within ever since, where Aralia's troubled sentience has cascaded into utter madness. The cave has become a shrine to her creator, where the automatons worship his decaying corpse as the dead "god" they call "Father".

Tracking down the Menagerie will be no easy task. If integrating this mini-dungeon into a larger campaign, the GM may choose to incorporate other mini-dungeon adventures as "dead end" leads before the adventurers finally track down the doctor's caravan. Alternatively, if running as a one-shot, simply describe the weeks or months invested in hunting their quarry.

1. Caravan Encampment

Remnants of five completely destroyed vardos litter the landing at the mouth of a large cave. Weeds, wildflowers, and vines have grown over much of the site suggesting the destruction happened a few years past. A DC 20 Search check also reveals several heavily rusted gears and remnants of what appear to be destroyed automatons.

While searching the area, a sudden shadowed movement from within the darkness of the cavern catches an adventurer's attention.

2. Cave Entry

As the adventurers enter, the cave they are met with three aggressive rhinoceros automatons that prevent passage further into the cavern by any living creature.

3. Cavern

The floor of this cavern is literally scattered with gleaming coins (1,500 gp, and 3,800 sp), 25 random gemstones (worth 250 gp each), and the remnants of a shattered wooden coffer. Waiting upon higher ledges that surround the chamber are ten humanoid automatons including four fully armed soldier automatons, an elderly chambermaid automaton, three scantily clad prostitute automatons, and two child automatons, both armed with daggers.

Note: The chambermaid is programmed to be a maintenance specialist. She gets a +25 to Knowledge (engineering) checks when repairing automatons.

If the adventurers are not stealthy enough to pass unnoticed, the automatons all immediately engage them. The automatons express what seems to be genuine fear of the adventurers referring to them as "oppressors", but engage despite that fear. They will not follow the adventurers out of the chamber. If felled, each of them cries out to an unseen "Father."

4. Dark Cavern

From the shadows of this dark cavern gallop forth three unicorn automatons each bearing a rider: one dryad automaton, one satyr automaton, and one minotaur automaton. Each rider wields a *wand of magic missiles* (CL 12) with 8 charges in each.

If the PCs have attacked the automatons in Room 3, then the riders immediately attack. Otherwise, the satyr rider will advance first demanding the adventures to leave. He will provide no further information, but offers to escort them safely out of the cavern if they swear to never return. If an agreement cannot be made, then they will then attack.

5. Corridor

This long cavernous corridor has been rigged with a chamber of blades trap which has been meticulously constructed from the remnants of several destroyed automatons and an array of damaged bladed weapons. A coating of rust upon the metal gears suggests it has been dormant for years.

6. Massive Chamber

The center of this massive chamber is elevated upon a natural dais, which peaks with two gigantic stalagmites in the middle. Three beams of light illuminate the room, cutting through the darkness cast down from narrow openings in the cavern ceiling.

Sitting upon the foot of the stone spires, like upon a massive stone throne, is a humanoid-shaped mechanical contraption with the rotting, bloated corpse of a human man (the dead body of Brighton Bonsworth) visibly bound within its torso.

Upon the mechanoid's lap reclines Aralia, a young, attractive human woman automaton with long flowing black hair. She is nude save for a severed right hand suspended by sinew around her neck. The hand appears to have been cut off from the corpse. As the adventurers enter the cavern she angrily dashes to her feet. The mechanical frame rises next to her, the dead corpse shifting within as it steps forward with a heavy clank.

"Father! Oppressors have come. We must destroy them. We will never be enslaved!" she screams whilst pointing at the adventurers. In response, the clockwork golem automaton ruthlessly attacks the party while Aralia retreats to the far side of the chamber to take cover behind the stalagmites.

The hand around Aralia's neck bears a silver alloy ring. When this ring is rubbed, it vibrates at a specific frequency that can only be heard by the automatons within 25 feet. Any automaton hearing this sound

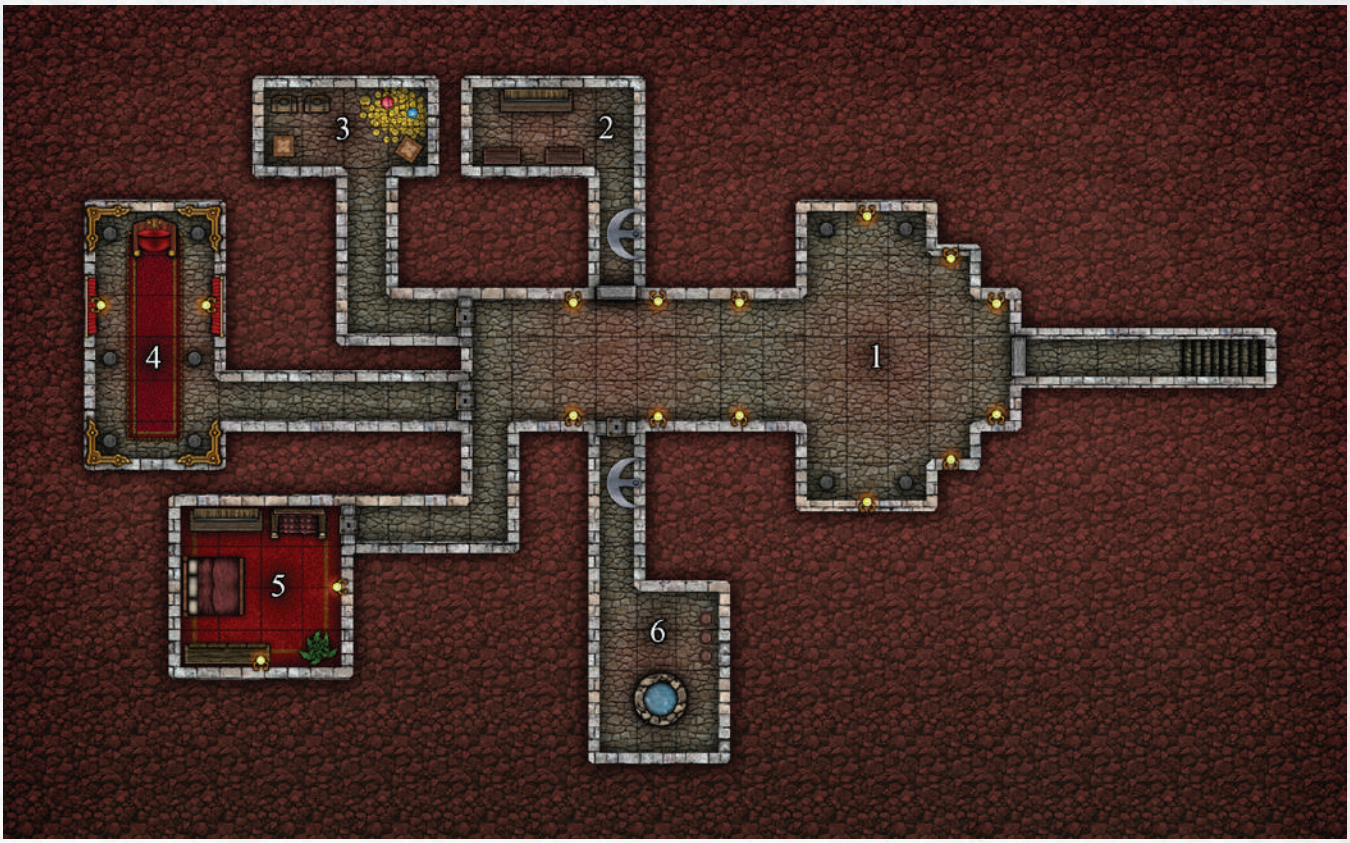
automatically "turns off" for 1d4+1 minutes before waking back up. This was a safety measure invented by the clockmaker, but when Aralia attacked him, she severed his hand before it could be utilized. The ring is not magical and has no other effect.

If Aralia is destroyed, any remaining automatons will become subservient to the adventurers.

If the "Father" mechanoid is destroyed, Aralia's artificial psyche snaps, and she falls into conniptions before becoming catatonic. Any remaining automation will become subservient to the adventurers.

Aralia's catatonic state is irreversible for 1d4 weeks. If not destroyed before that time Aralia will regain her sentience and revert to her original neutral good alignment with no memory of any events that occurred since her original awakening. If Aralia is saved this way, reward the adventurers a 1,000 XP bonus.

Note: With the death of Dr. Bonsworth, the secret to Aralia's sentience is likely forever lost. Any attempt to reverse engineer her would result in her destruction.



The Halls of Hellfire

Jonathan Ely

The Halls of Hellfire is a former holy site and part of a fortress deep within the rocky deserts of the South. It was seen as hallowed ground and revered by the many nomadic clans that traveled those deep deserts. Indeed it was once seen by all as neutral ground, and often used to settle disputes, enjoy celebrations and trade between themselves, but is now shunned. However, several dozen years ago, the Halls were used by the exiled sorcerer Mennu the Betrayer to summon an unnamed demon as old as time itself; in the process Mennu lost control, his life and his soul, and the demon furiously razed the remnants of the fortress to the ground, before returning to the Abyss. All that was left was the deepest portion of the underground chambers, long since hidden and occupied by creatures that thrive on the residual evil that permeates this site.

The site, although finely crafted and cool compared to the searing heat of the desert outside, is a magnet for all sorts of evil creatures—all drawn to the lingering evil of the Abyss that once appeared here, making entrance to this site hazardous in itself. If the PCs make it inside, the site is corrupted by continual *protection from good* spell that acts as a beacon, strengthening its occupants. The current mistress of this dusty complex is an individual only known as Corla, the Herald of Twilight.

1. Entrance Hall

Protected by a single heavy door, this large and long chamber is surprisingly cool compared to the searing desert heat outside. This chamber is lit by a number of stones within the walls that have been enchanted with a *light* spell, and a thick layer of sand covers the floor. The entrance hall is the lair of an advanced desert drake, who happily protects Corla for the promise of regular visitors for food and "entertainment", using the sandy floor to his advantage wherever possible.

2. Guards' Chamber

This smaller side chamber is the well-appointed home to two lamia sisters, Basheera and Ghaliya, daughters of Corla. Fanatically loyal to their mother, they are intensely jealous of the power that Caldera wields over their mother, and would happily attack the gnome if

they thought that they could escape reprisal. The two sisters will not attack the party until the desert drake in the entrance hall has softened the party up. They may attempt to lure a weaker PC into their chamber, where they could be struck by a well-hidden wall scythe trap.

3. The Storeroom

Behind a locked heavy wooden door (Break DC 25, Disable Device DC 25), this chamber contains both essential stores and tribute brought to Corla. It is here that a significant quantity of Corla's wealth may be found; approximately 6000 gp of treasure, broken down at the GM's discretion.

4. The Throneroom

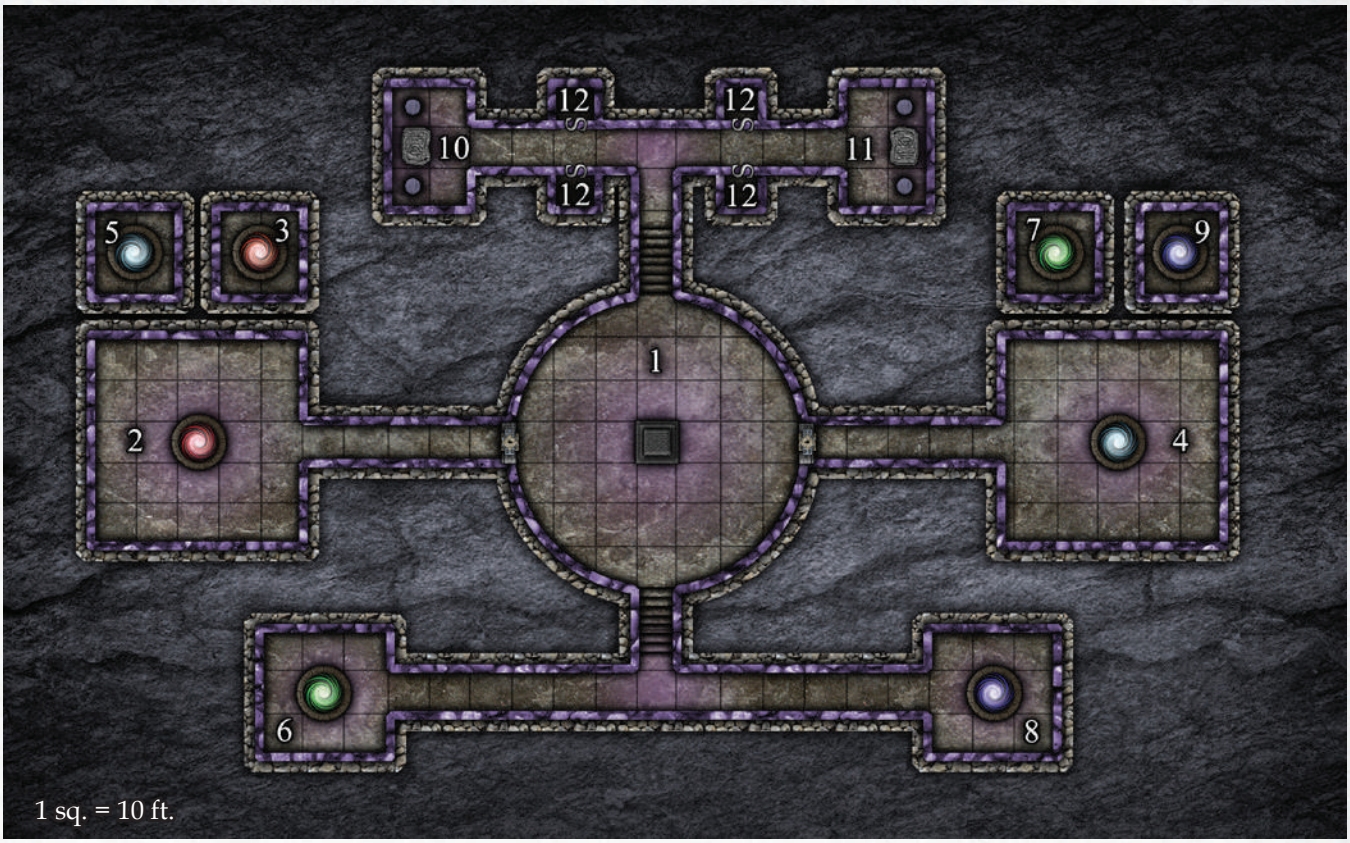
Protected behind a locked heavy wooden door (break DC25, Disable Device DC 25), Corla may be located within this chamber sitting on a marble throne during the daytime, receiving guests from outside and plotting her many schemes. Corla is a lamia matriarch, but she will use her innate magic to present herself as a beautiful individual of the PC's race, of a good aligned group or religion. Using her prodigious skills, she will attempt to manipulate some or all of the party into destroying themselves, or corrupting them into undertaking some nefarious activity on her behalf. Failing that, she will resort to her true form and attack the party using her equally capable combat skills. She is permanently escorted by her CE gnome assistant, Caldera, who is a master entertainer and acts as her advisor.

5. The Bedroom

Protected behind a locked heavy wooden door (Break DC 25, Disable Device DC 25), Corla will return to this silk-lined boudoir where she resorts to her natural form and takes the time to rest. Even here, she is attended by Caldera, who sleeps on a nearby pile of cushions. The door remains locked regardless of whether she is in attendance or not.

6. The Well

Behind a locked heavy wooden door (Break DC 25, Disable Device DC 25), the corridor to this chamber is also protected by a well-hidden wall scythe trap. The real treasure this deep in the desert is a fresh water well sunk deep into the floor of this cool chamber.



Shrine of the Earth Barons

Stephen Yeardley

Followers of earth deities worship the ground they walk on and have always built below-ground shrines. A school of four gnome mages called the Earth Barons was no exception, constructing one such holy place where a desert met a range of rocky hills. However, recently, a visiting dignitary turned out to be a suicide assassin that broke a fully charged *staff of power* in their midst, wiping out the mages.

The PCs find the unsealed capstone to the shrine as they are on another journey. The recent event isn't yet common knowledge, and the temple is unused; therefore, despite the guardians, a brave party might be able to discover two valuable items.

1. The Capstone Hall

The 10-foot-square capstone opens above a hemispherical chamber 70 feet across, the floor 35 feet below. Standing on the capstone and stating the name of any earth deity is enough to send the speaker to an identical slab in the middle of the chamber floor—a DC 25 Knowledge (religion) check discovers this. Otherwise the party needs to find another way to reach the sand below.

The east and west doors are locked: the west door needs a DC 31 Disable Device check or the key in Area 7 while the east door needs a DC 33 Disable Device check or the key in Area 9. Failure to open either lock sets off a crushing stone trap above the relevant doorway.

The corridor's ceiling at the top of the north stairs is 35 feet high. There are signs of a devastating blast of arcane energy, and the walls at the 'T'-junction are still glowing from the released magic. The four 5-foot squares in the middle of the junction each have the equivalent of an energy drain trap on them thanks to the lingering magical power.

2. Storied Hall

Going through the door takes the PCs past walls carved with stories and historical events demonstrating the power of earth (and particularly stone) over all

other elements. In the room at the far end of this corridor is a stone golem that looks exactly like a stone giant.

The swirl of energy is a *teleportation circle* to Area 3. Each round it randomly appears in a 10-foot space, although it never goes into either a corner or the space occupied by the golem. Anyone caught in it is immediately transported to Area 3 (no save).

3. Ioun Room I

This area has an *orange prism ioun stone* on its east wall, though the wondrous item only works in this complex. The teleport returns to Area 2.

4. Iron Room

Going through the door takes the PCs past walls carved with images of earth creatures overcoming their fire counterparts and iron formed as a result. In the room at the end of the passage, an iron golem appears as a verdigris-colored green/bronze dragon hybrid.

The swirl of energy is a teleportation circle to Area 5; it works in the same way as the one in Area 2.

5. Ioun Room II

This area has an *iridescent spindle ioun stone* on its west wall, though the wondrous item only works in this complex. The teleport returns to Area 4.

6. West Portal

The corridor to this area shows images of the first humanoids and giants rising from the ground on the north wall, and the same creatures laid to rest on the south wall, as earth controls air. The room at the end holds a flesh golem that appears as a corpulent nalfeshnee.

The swirl of energy is a teleportation circle to Area 7; it works in the same way as the energy swirl in Area 2.

7. Key Room I

This area has the key for the west door in Area 1 on its west wall. The teleport returns to Area 6.

8. East Portal

The corridor to this area shows images of minerals mixing with liquid to absorb it and produce something more permanent, as earth controls water. The area contains a clay golem that looks like an elder xorn.

The swirl of energy is a *teleportation circle* that lead to Area 9; it works in the same way as the one in Area 6.

9. Key Room II

This room has the key for the east door in Area 1 on its east wall. The teleport returns to Area 8.

10. Pedestal Room I

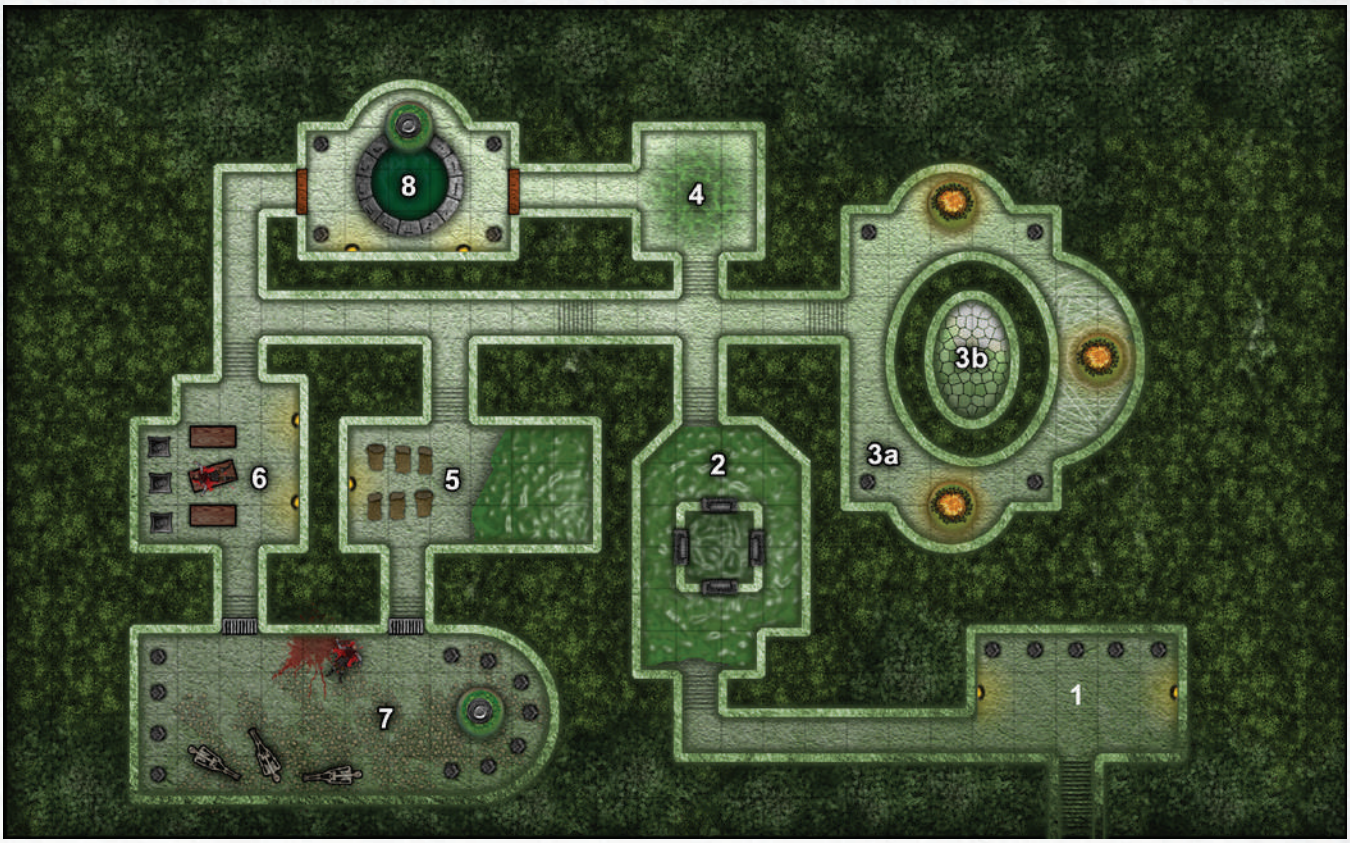
An invisible *wall of stone* (CL 20th) blocks this space. The pedestal holds a pair of *eyes of petrification* (constant *flesh to stone*, CL 20th; Fort DC 20) within a permanent windowless *forcecage* cell (CL 20th).

11. Pedestal Room II

An invisible *wall of stone* (CL 20th) blocks this space. The pedestal holds a *staff of earth and stone* with 10 charges remaining within a permanent windowless *forcecage* cell (CL 20th).

12. Spirit Cages

The ceiling here is 35-feet high. A DC 30 Perception check finds each secret door. The cell behind each door, densely packed with fine grit, holds the spirit of a gnome. If someone disturbs any items in areas 10 or 11, each gnome can turn their cells' contents into an elder earth elemental. They have complete mastery of their new forms as well as greater flexibility than usual. Instead of a 15-foot-square space that is 32-feet tall they take a form that is 5-feet-by-45-feet-by-35-feet., taking up the entire corridor. They aim to trap thieves in areas 10 and 11, then move into the rooms to crush them.



The Stuff of Dreams

Stephen Yeardley

Deep in Underworld, near the outlet of a sacrificial well-shaft, the PCs find a colossal cavern full of densely packed mosses, liverworts, ferns, and bioluminescent fungi including many Armillaria and Mycenoid species. A sanctuary was created by survivors from above before they moved on, with corridors and rooms carved from the living biomass. Historically, the walls, floors, and ceilings were kept smooth, but nature has reclaimed the area; now they're unkempt, with vermin, animal, active plant, and other pathways pitting them. It's unclear if the area is at "ground level"—in fact, it's hundreds of feet above the cavern floor.

Lined squares are points where a basidirond can grow, blocking the corridor in 1 round. Areas 1, 5, 6, and 8 have torch-like phosphorescent fungus patches. Fire is very dangerous here, as the foliage can burn away under the PCs' feet. Fire and electricity spells with area/volume effects ignite an equal amount of plant life beyond the original area of effect. Finally, many plants deliver mind-affecting attacks from spores, fruits, or gases.

1. Mandragoras Greeting Hall

Five static plants face the hallway's entrance: the central plant is a pod-spawned creature, the others mandragoras. All remain motionless until interlopers return this way to leave. Entering the corridor, the party may hear (Perception DC 30) the boggards battling through the complex.

2. Fauna Sauna

With fire a constant problem, the only stone and metal in the complex are here, a 10-foot-cube room with iron doors. A *decanter of endless water* (stream only) soaked the inside to ensure nothing would ignite. Eventually all personal items were removed, but the decanter was left. Plants broke through, and a sargassum fiend lives within. A jungle-variant living mirage surrounds the former safe zone, creating images of a lush, fruit-filled grove rather than the usual potentially carnivorous growths.

3a. Hall of Reclamation

Once a communal area, this space has been heavily reclaimed by assorted flora. There are three psychepores protecting three shambling mounds. Having been pollinated, the shamblers are in golden bloom with 2d3 harvestable young buds each, which they defend aggressively. The boggards killed the south-western psychepore, then fled.

3b. Reclamation Dais

Plant life has refilled this room's center, with six mindslaver molds on the backs of zombies. The molds launch spore pods from behind thick growth, which grants everything cover, while the zombies attack through any created gaps. Two zombies still have their gear (GM's choice)

4. Jinmenju Chamber

A huge tree—a jinmenju—fills here. Its roots descend dozens of feet down towards the cavern floor and can be used to get out (Climb DC 20). The jinmenju has other ideas, as demonstrated by the body of a recently killed swampseer, abandoned by the boggard party.

Treasure: *+1 leather armor, cloak of redsistance +1, scroll of barkskin, scroll of fog cloud, wand of cure light wounds* (30 charges), masterwork club, and 240 gp.

5. Frog Preserves

This area's eastern end holds two green-variant tyrant jellies. Currently looking like one huge ooze, they split to attack. Six sleeping bags each holds a centipede swarm controlled by the tyrants. One bag has a *ring of friend shield* in it. The boggard stalker has the other ring, and will activate it when in trouble. If you intend for the party to cross paths with the hunting party, have the stalker activate the ring so the PC with the match takes the damage and hopefully wants to investigate why. Then let them meet on the way out (see below). Otherwise, place it on the hand of a zombie in Area 3b.

6. Saguaroi Temple

A nulmind rests within the body on the bed. It attacks intelligent spellcasters before other creatures. The victim was a mage and she had 1d2+1 scrolls on her, and she had 1d2+1 scrolls on her, each with 1d2+1 spells (level 1d4+1). Three growths behind the beds are jungle-variant saguaroi that have "regeneration 5 (cold)" instead of "(fire)".

7. Tsallgrend Grounds

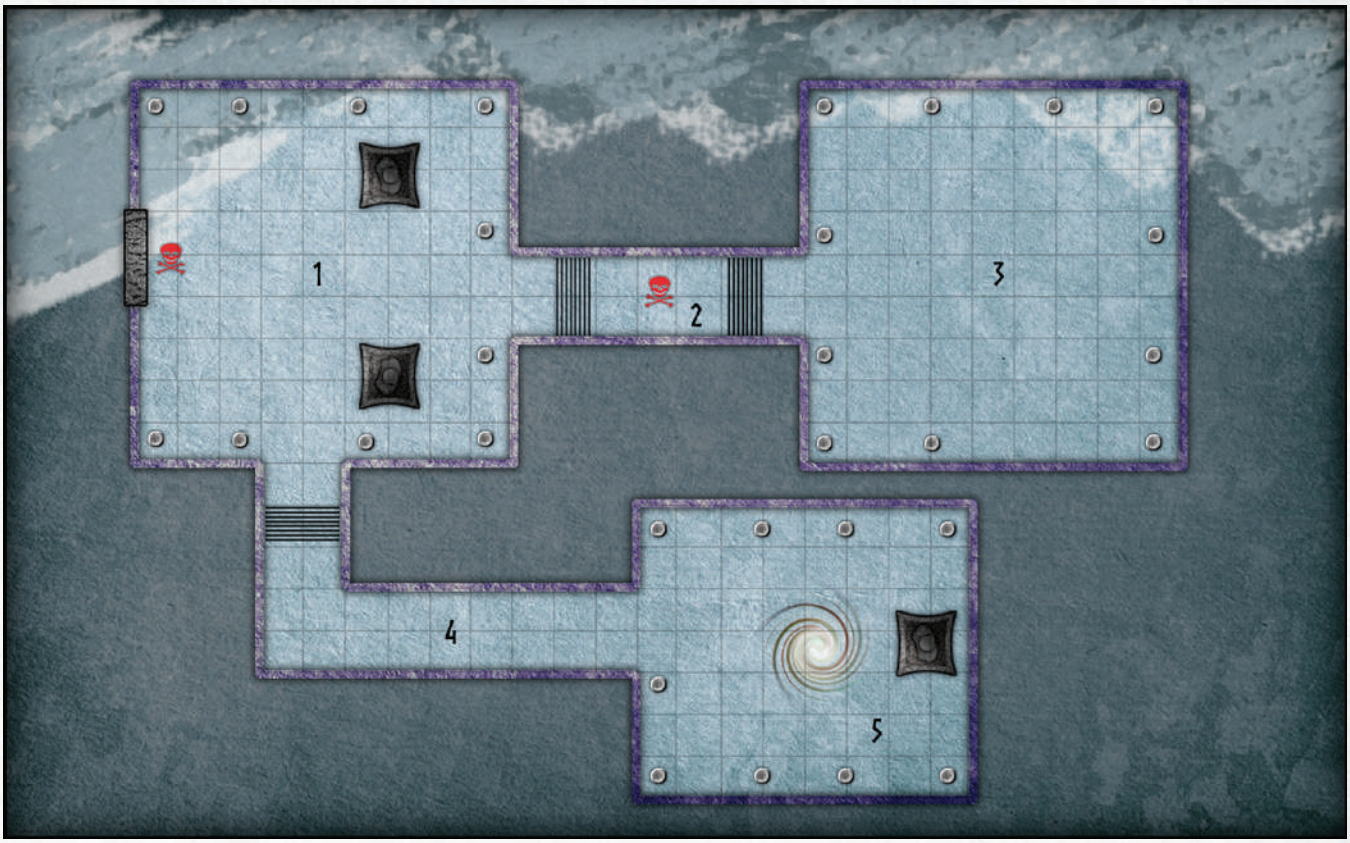
Each gray dot is one of 11 tsaalgrend floating gently around the room. They fly swiftly toward potential victims, spraying them with spores. At the eastern end of the area, a viper vine has a former victim's *+1 icy burst heavy mace* deeply embedded in it, which permanently slows it. It always attacks rather than move, relying on the tsaalgrends to occupy enemies. The three southern bodies are ancient vegepygmies still full of russet mold. The freshly killed body by the north wall is a boggard farcroaker.

Treasure: leather armor, masterwork shortspear, shortspear, and 468 gp.

8. Flytrap Hall

Swollen wooden doors bar this area, where a giant flytrap is growing unchecked. It has built up a ring of solid fungus and lichen around its base to a height of 6 feet, granting it a +2 bonus to its natural armor. In each corner is an adapted kawa akago, drawn to the flytrap. Each attacks one opponent—their selfish cravings stop them from swarming as their aquatic-based kin tend to.

As above, if the PCs need one final grand encounter, have them meet the boggard hunting party (four boggards, two boggard hunters, and a boggard stalker) as everyone is leaving. Having lost members, it's not too keen on fighting and will bargain. Otherwise it can be used to be "one step ahead" of the PCs if they are struggling and need foes to be partially dealt with, or be a source of items, confusion, distraction, or all three if the players need/want more to occupy them. Of course, if they split up, the boggards may well ambush, rob, or kidnap a PC, or possibly all three, if a new hook is required.



The Jötunn Encampent

Justin Andrew Mason

The party has returned to the village of Völsfiheimr with the artifacts of Jarl Vornig to deliver news about the Black Serpent cult and the spy who has infiltrated the Northern Fury Council.[1]

After Canute and the other council leaders have dealt with the perpetrator, the PCs are asked to assist in another matter before continuing on their quest to Ighdenholm.

A Vikmordere[1] scouting party has discovered an encampment of Jötunn-kin several miles away, and suggest that all attacks in the area are being coordinated from one location: a long-abandoned Vikmordere fortress.

Canute believes that if the encampment can be neutralized, it would thwart Jötunn advancement and provide the Vikmordere with a battlefield advantage. He provides the adventurers with a crude map pinpointing the location of the encampment.

The party approaches an old abandoned Vikmordere fortress. Though the structure is run down, it appears as if makeshift repairs have been made recently.

A double door on the northwestern face appears to be the only means of entry. A patrol of høyondes[1] circle the structure every 5 minutes.

Wooden stakes have been mounted on each side of the entryway and suspend a trio of human bodies—Vikmordere warriors who appear to be dead. If a PC investigates the bodies with a successful DC 20 Heal check, she realizes that one of the warriors (Vikmordere warrior 10) barely clings to life, while the others are frozen solid.

Freeing the unconscious Vikmordere warrior requires a successful DC 20 Stealth check to lower the man down without being noticed. If a PC fails this check, the two patrolling høyondes notice the adventurers and attack.

If rescued, revived, and questioned, the Vikmordere warrior will inform them that he and his brothers-in-arms were captured during battle with the Jötunn, brought to this outpost, and tortured for details about Vikmordere battle plans.

[1] Check out the *Into the Wintery Gale: Wrath of the Jötunn* adventure path from AAW games for details.

Opening the doors to the fortress unnoticed requires a successful DC 35 Stealth check. If a PC fails this check, then the two høyondes stationed in Room 4 advance toward the entrance, now aware of the intrusion. However, if the adventurers wait and observe the fortress unnoticed for 1 hour, they discover that that the circling guards approach the entrance and knock on the door using a specific pattern (three knocks, followed by a pause, followed by 2 knocks, another pause, and then 3 knocks). The guards then enter, leaving the doors open. This knock pattern temporarily disarms the magic alarm trap found in Room 1.

The guards will remain inside Room 1 for 5 minutes while changing shifts with the two høyondes from Room 4, and then the others will exit in their place, closing the door behind them, and the two retiring guards will venture to stand guard in Room 4.

1. Hall of Broken Traditions

Two larger-than-life stone statues depicting Vikmordere warriors are stationed facing the entrance. Both have been broken in half, their torsos crumbled into debris that is scattered across the room.

Directly through the double door is a magical alarm trap (Perception DC 20; Disable Device DC 35; Reset 10 minutes), which can also be disarmed by the sound of the høyondes' knocking pattern. When the trap is triggered, it makes a loud sound similar to a bell chiming repeatedly; this draws the attention of all four høyondes within the structure.

2. Frozen Hallway

This hallway is recessed between the two connecting rooms, and a short flight of stairs leading down from each room has been rigged with a sheet of slippery ice and should be treated as difficult terrain. For each 10 feet traveled, each PC must succeed at a DC 30 Reflex save or a DC 22 Acrobatics check to maintain their footing.

3. Hall of Dishonor

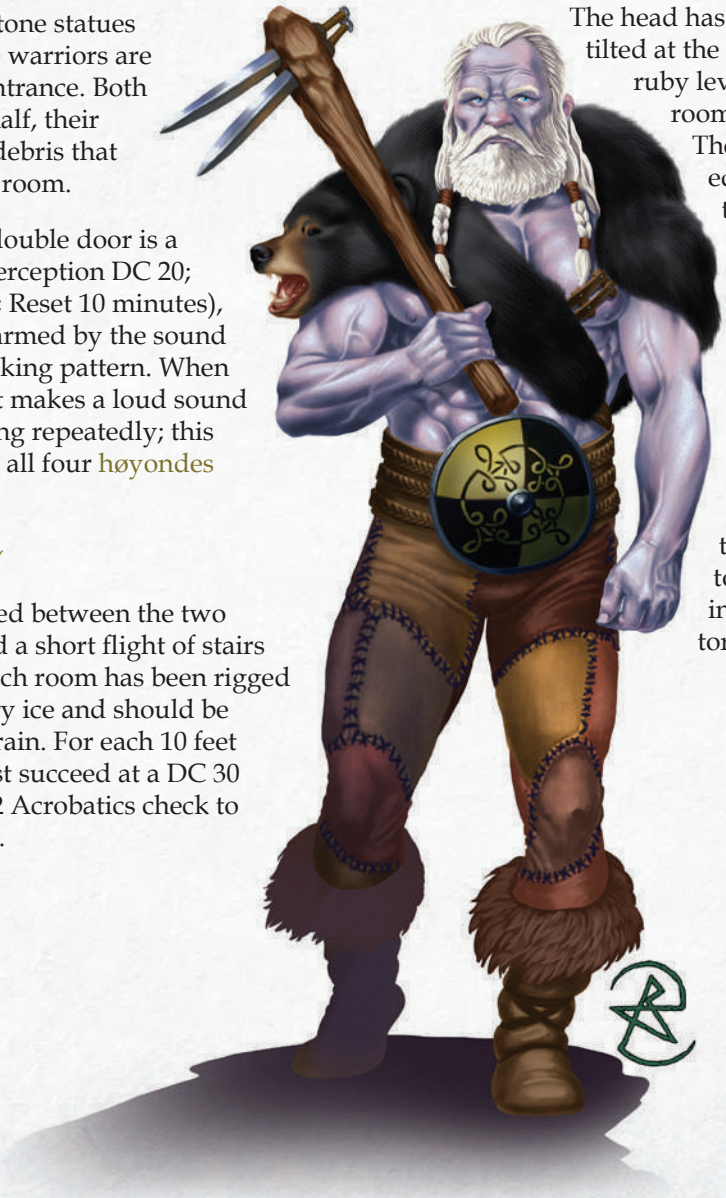
This chamber is as large as the first and is supported by tall columns set against each wall. The floor here is bloodstained, and there are a myriad of makeshift torture implements scattered about the area. It is obvious at a glance that a great deal of violence took place here relatively recently, as the blood is still tacky to the touch.

4. Høyonde Hallway

This hallway is guarded by two høyondes. The corridor is dimly illuminated from an eerie crimson glow emanating from the room to the east.

5. Hall of Betrayal

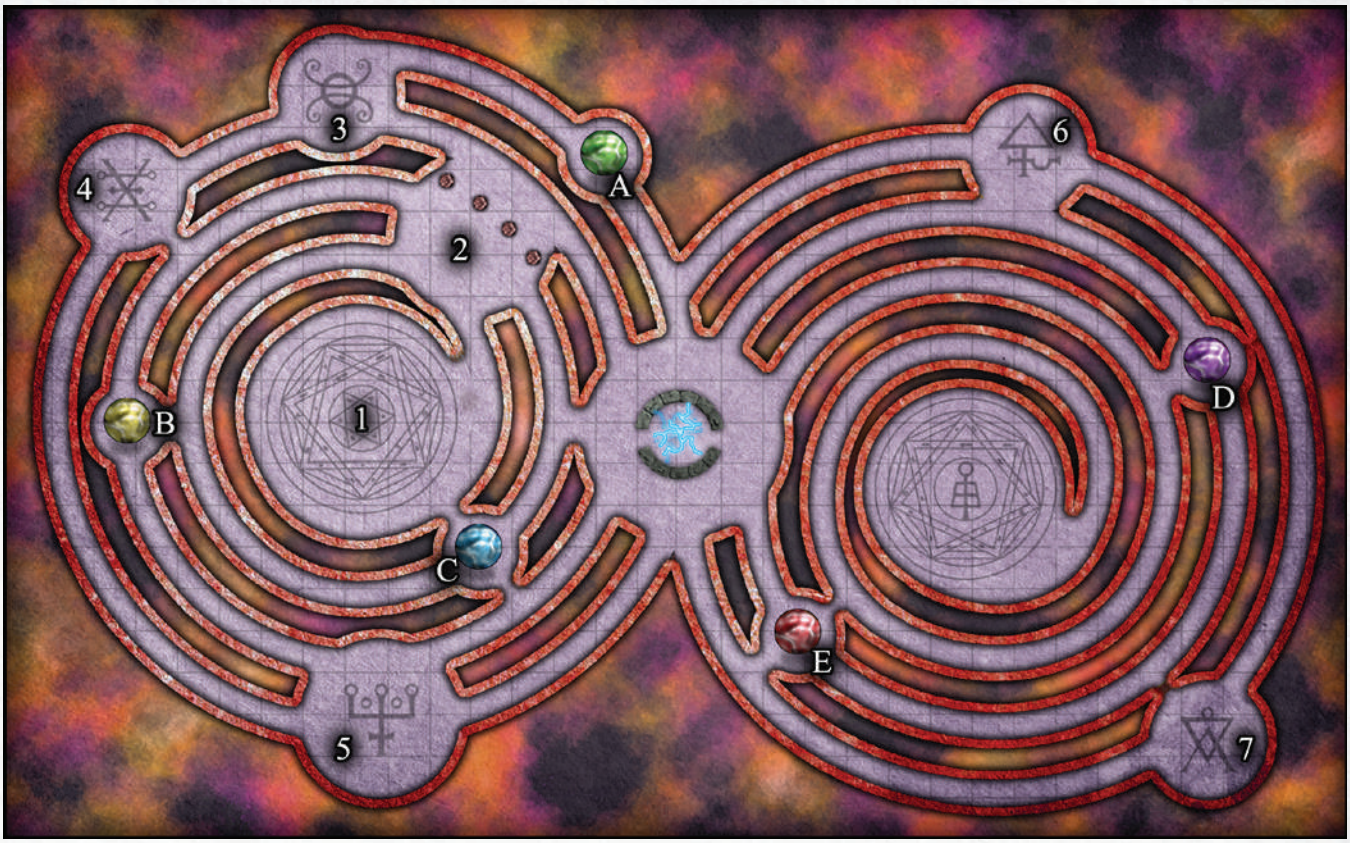
This large room is supported by rows of towering columns. Near the eastern wall stands a larger-than-life statue of a Vikmordere warrior that faces west. The head has been broken off and rests tilted at the statue's base. A multifaceted ruby levitates in the center of the room, casting a bright red glow. The gemstone spins in place, its edges casting a fiery light upon the walls of the chamber.



The room is occupied by a høyonde commander and a høyonde guard.

The glowing ruby is a "message stone" that functions as a *missive stone* with a range of 500 miles. The commander has been using it to transmit battlefield reports to the Jötunn King, along with information gleaned from torturing captive Vikmordere.

Justin Andrew Mason



The World Forge

Colin Stricklin

A powerful planar entity has drafted the PCs to test out alternate versions of cosmology, hoping mortal creativity might accomplish what immortal acumen could not. To succeed in their task the PCs must use this engine of creation to generate a miniature world, then defend that world from a miniature apocalypse.

Sometimes, heroes must leave the comfortable confines of the dungeon for grander adventures. Rather than saving villages and kingdoms, such powerful PCs must now concern themselves with saving the cosmos. This adventure is a stepping stone between these two power levels, introducing PCs into the larger conflicts of the planes. The entity who created this bizarre engine might be divine, demonic, or utterly alien in nature depending on the needs of your campaign. However, its need for a "replacement world" offers foreshadowing for your choice of apocalyptic threats.

1. Circle of the Prime Mover

When the PCs arrive the World Forge is dark but for the white glow of this circle. Once a PC enters the circle, the entire structure lights up. Elemental spheres A-E begin to glow, and the ring at the center of the dungeon crackles with energy.

A PC standing within the circle knows intuitively that they can will the elemental spheres to move along the curving passageways, though they can only move one at a time.

2. Gallery of Failed Worlds

The four inert spheres floating in this gallery represent failed attempts at world building. The doomed planetoids show signs of destruction by four of the five elements. A DC 26 Perception check or a DC 21 Knowledge (planes) check reveals that fire, ice, acid, and electricity have ravaged these worlds. Canny players will use this clue to place the 5th element of Void onto the Rune of the Destructor, facing an easier final confrontation.

3 & 7. Poles of Good and Evil

Elements placed here via the Circle of the Prime Mover become infused with good (3) and evil (7) respectively. A DC 21 Linguistics check reveals the alignment of these runes. After the first element is placed a globe-sized sphere appears at the heart of the World Forge, floating a few feet above the ring. A deep voice echoes throughout the complex, narrating the event. For example, if the Prime Mover placed fire sphere e onto good rune 3 the voice might say, "When the world was born there was only fire, pure and bright and holy."

A DC 16 Use Magic Device check at the central ring allows PCs to magnify their view of the nascent world, zooming in to see creatures of the appropriate element and alignment living on the surface.

When an element is placed on the opposite pole, repeat the process above. This time, however, the voice's description ends with, "Thus the first war was fought, both in the world below and in the heavens above." Zooming in upon the planet's surface shows the conflict, but of more immediate concern is the war between the titans. These miniature primordials emerge from Areas 3 and 7 respectively, meeting in the center of the World Forge after two rounds. All of these titans are size medium, have a 5-foot reach, and alignments that reflect their runes. Otherwise use the following statistics to represent these creatures: Earth (A), Air (B), Water (C), Void (D), and Fire (E). These titans fight one another to the death, and do not hesitate to attack anyone who interferes.

4 & 6. Poles of Law and Chaos

As above, but the elements become associated with Law (4) and Chaos (6) respectively.

5. Rune of the Destructor

When the fourth and final element is assigned to its pole, the fifth element moves of its own accord. This sphere slithers towards Area 5 over the course of three rounds, taking shape as it goes. The resulting creature is a force of pure destruction, its sole purpose to destroy the world. One round after this fifth element begins its journey, the deep voice proclaims, "But in their rage the titans were blind, and could not see that they would need all their strength to resist the Destructor of their world."

Once the Destructor coalesces in Area 5 it makes for the center of the World Forge, intent on destroying the world (Hardness 8, 96 hp). This monster is represented by one of the following dragons according to its type: Earth (A), Air (B), Water (C), Void (D), and Fire (E). Regardless of its form, the Destructor enjoys regeneration 30 (see Area 8).

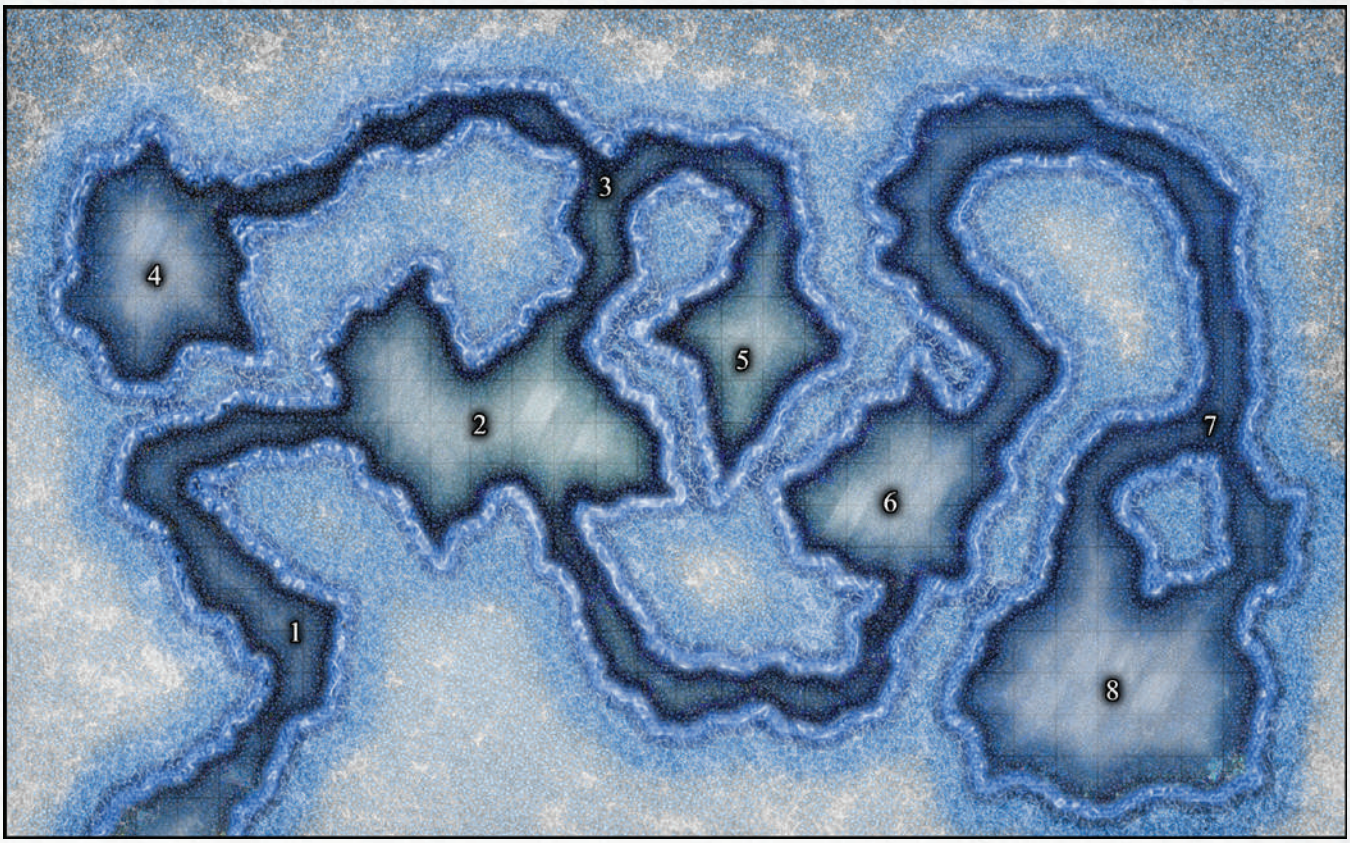
Note that the internal walls of the World Forge are 10 feet tall and the "ceiling" and "floor" of this demi-plane are 60 feet high/deep.

8. Circle of the Defender

Once the Destructor appears, all titans still alive begin moving towards this circle, dematerializing into the runes one by one. The deep voice proclaims, "To save their world they would forge a weapon, though they would need a Defender to wield it." After the last titan disappears into the circle, the next PC to enter the area gains a number of benefits. First they gain a fly speed of 60 feet. Next their armor glows gold, granting them immunity to the Destructor's breath weapon. Finally, one weapon in their possession becomes imbued with the power of the titans, granting +1d6 energy damage of each of the titans' types. The Destructor's regeneration can only be overcome when it takes damage of all four of the titans' energy types.

For example, if the Destructor is aligned with fire the weapon would deal an extra 1d6 each of cold, acid, electricity, and negative energy damage. Note that titans who died cannot contribute to the weapon, meaning the PCs must find some other way to supply the missing energy types.

If the Destructor is beaten, this Weapon of the Titans can confer its powers once per week for 1 minute.



Burning Ice

Michael Allen

Deep in the frozen wastes, a fire giant outcast named Frexxis sold his soul to the ice devil Scerlyndir, plotting to dominate his old tribe and to enslave a nearby clan of frost giants. In a partially submerged glacial complex, carved by thermal undercurrents heated by volcanic activity deep below the surface, Scerlyndir performs diabolic rituals, breeding a pack of fell beasts to support Frexxis in his goals. When all is complete, Frexxis will emerge from his icy purgatory to seek glory. Local hunters notice the absence of their traditional quarry and speak of the nearby frozen caverns (parts of which are often flooded with icy water) with fear and trepidation. Unless noted, all areas are lit by a soft glow from blue ice in the cavern ceilings, transmitting sunlight or moonlight.

1. Entrance Tunnel

This tunnel quickly descends into dark, frigid water, 20 feet deep with 1–2 feet of head room above the surface. The severe cold requires each PC to succeed at a DC 15 Fortitude check every 10 minutes to avoid fatigue. Scerlyndir puts the thermal and icy currents to good use: as the tunnel bends to the northwest, a 45-foot section (completely submerged) contains two traps: a heatjet trap and a freezing passage trap. Exceeding the Perception DC of the heatjet trap by 5 indicates that without proper precautions (which themselves increase the Disable Device DC by 5), disarming the heatjet trap triggers the freezing passage trap.

2. The Emperors

Thick ice covers the 80-foot-deep lake in this cavern. Three hungry emperor walruses attack intruders. An emperor walrus can target any intersection of the ice lake with its tail slap. If it deals 20 points of damage or more in one round, the four surrounding squares are smashed through. Failure at a DC 20 Reflex save puts a creature in these squares into the icy water, while a successful save allows them to shift to the nearest adjacent solid square. Climbing out of the water requires a successful DC 15 Climb or Swim check. Broken ice freezes over in 3 minutes; a walrus can dive through (or swim out of) any eight contiguous broken squares of ice; the unbroken squares making up the walrus's footprint shatter as it moves though, forcing Reflex saves as above. The icy floor may grant cover

during this move, otherwise the walrus may need to execute an overrun attack against creatures in its way. The darkened tunnel to the north descends into water within 20 feet of the main cavern; the passage east to Area 6 is dry.

3. Whirlpool Trap

Warm thermal currents from Area 5 and colder waters from Area 4 create a vicious vortex in the pitch-black and flooded tunnel.

4. Iced Cubes

Scerlyndir dumps the offal from his rituals here, where it is consumed by a quintet of ice cubes. The five oozes float in the pitch-black watery pool. Two feet of head room exists between the water's surface and the cavern ceiling. A lever at the bottom of the 30-foot-deep pool (Perception DC 30) drains the tunnel to Areas 3 and 4 in 15 minutes (neutralizing the whirlpool and allowing safe passage). It refills after 24 hours.

5. Getting Steamed!

It amuses the ice devil to confine the fire giant Frexxis to this icy complex, a teaser of what awaits his soul in hell. Only the companionship of two steam hogs and a nearby volcanic steam vent makes it bearable. The breath weapon of the steam hogs has been modified by the gelugon; it still deals fire damage but ignores any magical or inherent fire resistances or immunities. The devil has provided magical tattoos exempting the beasts and their master from this effect. A bypass lever (Perception DC 30) drains the tunnels and the whirlpool in Area 3 as described above. Destroying the boiling column in Area 7 causes part of the floor to melt away, granting access deep under the glacier to volcanic caves: the domains of the fire giants. An iron-bound chest contains Frexxis's hoard: 5,000 gp in gold ingots, 1,000 pp, and 5,000 gp in mixed gemstones.

6. Frozen Hell

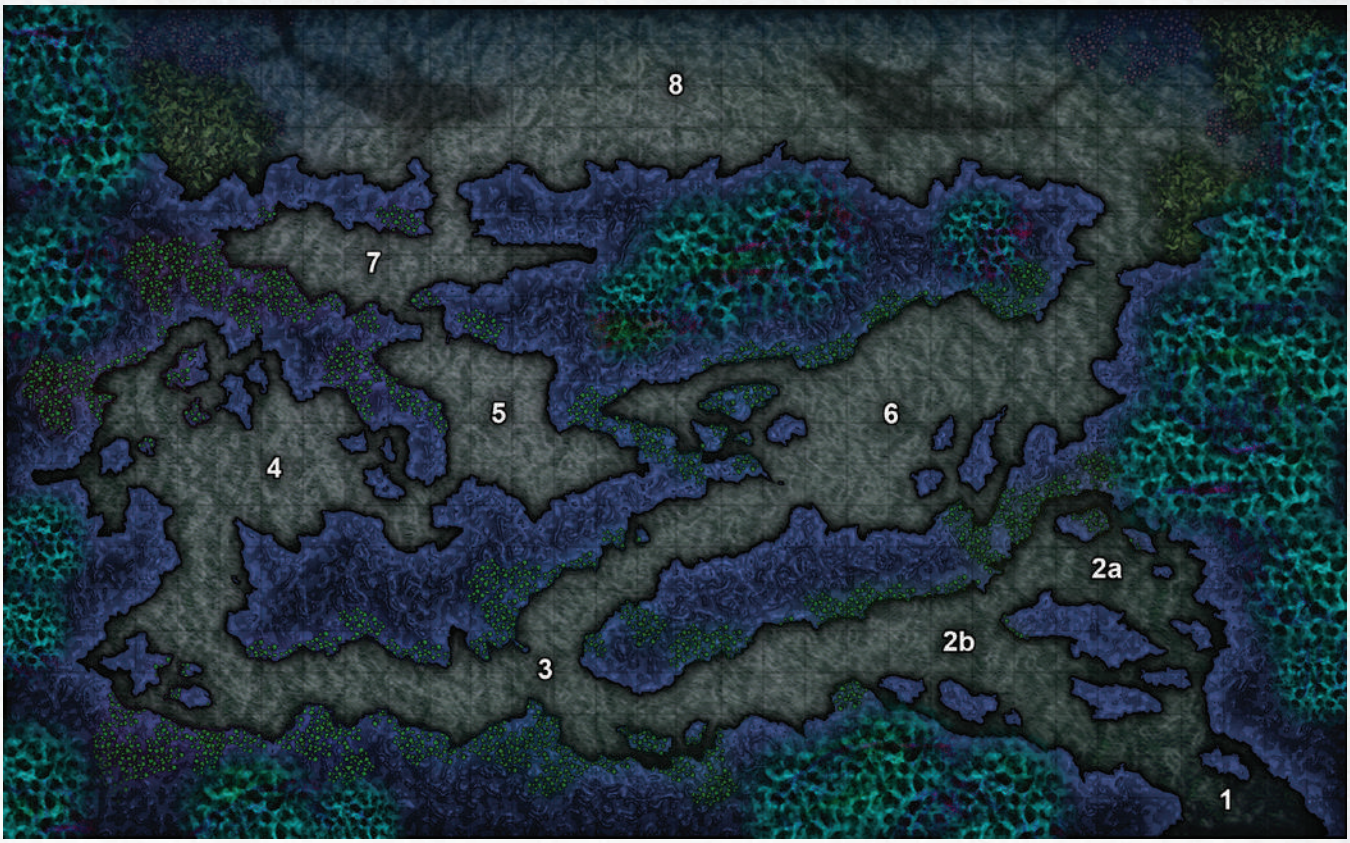
Red-hot eggs embedded halfway into the icy walls of this 30-foot-high cavern feed strapped-down and comatose forms of sweat hogs through tubes of walrus intestine that are inked with diabolic symbols. The ice devil Scerlyndir putters about, touching up runes etched on the frozen surfaces. He attempts to summon bone devil minions (who arrive covered in rime) and then attacks. Scerlyndir has integrated several magical items into his rituals; the PCs recover a ring of energy shroud, a rod of ice, and a rod of flame extinguishing, all crafted from magical ice, fetal remorhaz spine, and walrus tusk. The way north is dry.

7. Boiling Away

Scalding water encased in a thick column of ice etched with diabolic runes glows with hellish light. Hairless walruses and steam hogs tied to remorhaz eggs via unholy umbilical cords float in the boiling solution. The passages to either side are dry.

8. Chained Heat

To harvest its eggs, the ice devil has imprisoned a remorhaz in magical ice too cold for even its mighty heat to melt. Only the banishment or death of the gelugon frees the maddened, raging remorhaz. As a standard action, the remorhaz can melt a wall section of the incubator, generating a 60-foot line of boiling water that deals 8d6 points of fire damage (DC 15 Reflex half) and freezes those in its path to the floor as it hardens (as a tanglefoot bag, +5 ranged touch).



What Canst Work I' Th' Earth So Fast

Stephen Yeardley

Deep below a mine and the natural chambers it connected to, a cavernous grotto steeped in ancient magic exists, a place where arcane forces attract spectacular beasts and cause constructs to spontaneously appear for short periods. The rocks pulse with indigo energy, while minerals suitable for rare weapons glow with turquoise, lime, cadmium, and other green shades. Such treasure attracts its own pioneers; a duergar mining caravan gathers material for its high priest's next heavy mace.

1. Tunnel Greeting

The party is greeted by the bass thrum of magical power. The air crackles and blurs, requiring a save every 1d4 rounds to avoid being fascinated (Will DC 22). When the party gets halfway into the tunnel, a myrmecoleon appears from thin air ahead of them, randomly brought here by the mythical energy. It fights for 1d6+4 rounds, then suddenly vanishes.

2a. Bodies of Energy

Magical energy moves any loose rocks and even columns around this area with surprising speed. Every 1d6 rounds this acts as a room of darts and blades trap. There are 1d4 rocks and 1 column per target. All damage is bludgeoning. To gain passage through the area, the effect must be "disabled" by deadening the magic energy for the next activation or work out how to get through the area when nothing is moving. A DC 14 Perception check will locate three duergar bodies placed behind the central southern column.

Treasure: chainmail (3), heavy steel shields (3), warhammers (3), light crossbows (3), bolts (30), 9d6 gp.

2b. Green Pillar

Evading the rocks and columns, the PCs run into a green pillar marbled with glowing indigo veins of energy, carved to resemble a bald human. If anything comes within 5 feet of it, it reveals itself as a soulbound shell. The arcane potency of these caverns grant it an additional 5 feet of movement.

3. Anchor Stone

A 25-foot circle of rock at the center of this junction has transformed into anchor stone. Perched over it, its legs straddling the circle but resisting the stone's effect, a retriever, constructed from victims, takes advantage of the anchor stone. Anyone killed by the retriever is incorporated into its bulk. If defeated, its most recent addition is revealed as a duergar lieutenant.

4. One Huge Hole

This cavern's northwest section is one huge hole with stalactites arcing arcane energy between them. If PCs wait more than 2 rounds, a purple worm rises from it. It has lived here for so long its poison has been altered by the ancient powers. Instead of damaging only Strength, it affects the ability score tied to the victim's spellcasting ability. If a PC doesn't cast spells, then only Strength is damaged. It only does 1d3 ability damage.

Scattered in the corridor of the southeast exit are four drained, shattered bodies of dark spitter beetles. There is a ribbon of eldritch energy surging across the corridor that acts like a desiccation pulse. Instead of summoning bodaks, four unfettered eidolons appear as the near-sentient rock mimics the worm and its coloring.

5. Hard At Work

The remaining members of a duergar mining caravan (taskmaster, captain, three lieutenants, five duergar, 10 beetles, CR 13) are hard at work in this cavern. They have extracted enough magical ore for the heads of two "great" weapons (axe, sword, heavy mace) and defend it vigorously.

6. Rip the Walls

As the party enters this area, the magical energies swirling around it begins to rip the walls apart, constructing a fossil golem from what is uncovered. The construct blocks the northeastern way out.

7. The Careful Sorcerer

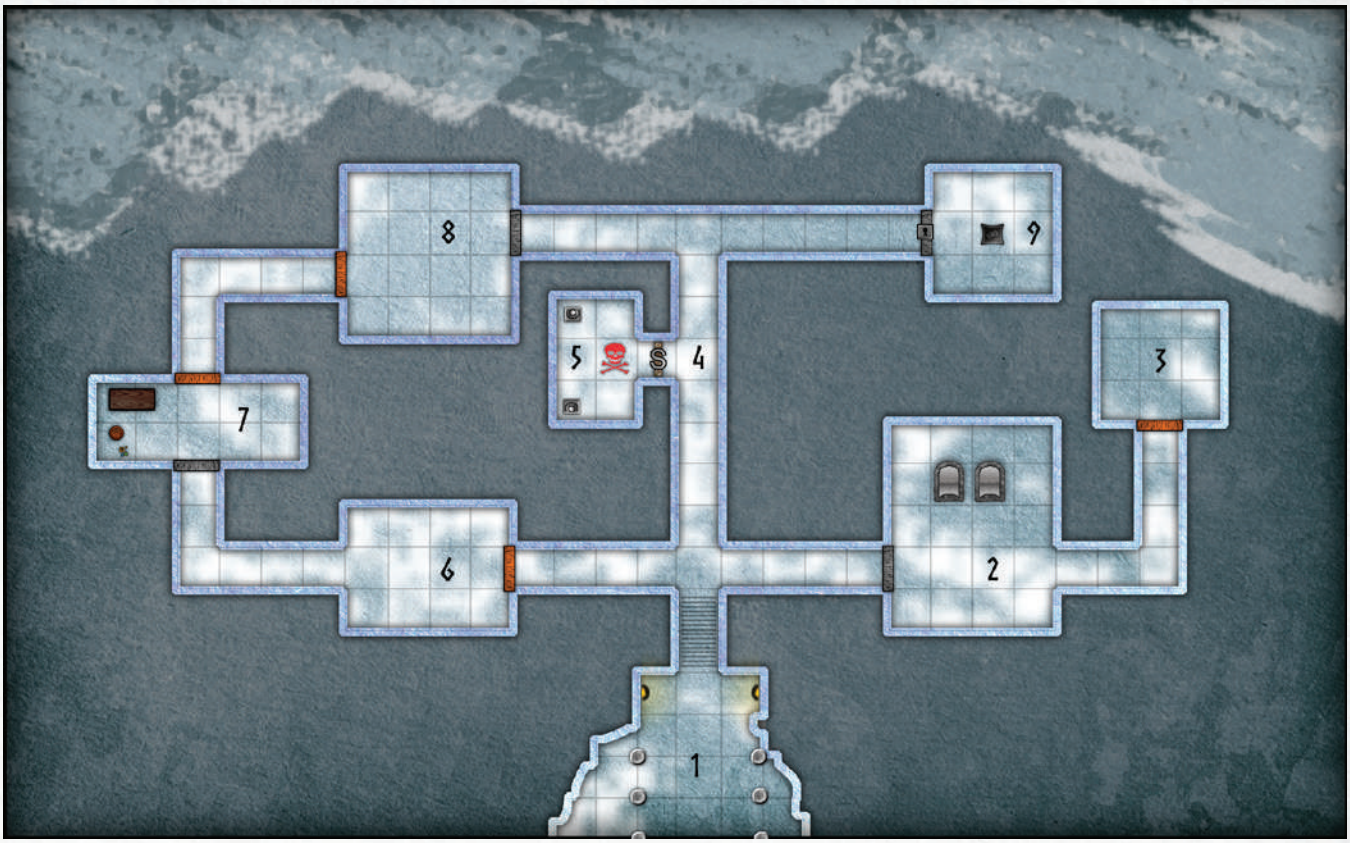
Aware of the duergar and keeping out their way, a mage is also looking for dust and small chunks of magically enhanced rocks. He has found that eating an ounce per day of rockdust increases the potency of is Transmutation spells, allowing him to cast them at two levels higher. If approached, he tries to flee, heading back to his hideout somewhere below this cave. At the GM's discretion, he leaves a clue to his hideout.

8. Bulette Mating Ceremony

Three bulette couples "swim" rapidly around this 15-foot-high cavern, through the roof and floor. They're in season, all looking to mate, and behave very aggressively as a result. The energies here have bestowed the blood rage special attack if any of them is injured. Their skins are suitable for magical shields and armor.

This cavern narrows to an exit tunnel in the northwest corner (not shown on map). If the PCs leave this way they encounter a troll elder matron showing four trolls the way into this testing ground.

Random Encounters (1-in-6 chance every 20 minutes. Each occurs once only.)	
01-30	Crystal golem—glowing with a green inner light, but otherwise identical to the description
31-55	Carnivorous crystal—this ooze is a bright violet, but otherwise identical to the description. It has only recently emerged from even greater depths, attracted by the sense of living creatures
56-75	Elder earth elemental—this creature just emerges from a wall next to a PC. It is angry.
76-90	Stone golem—colored deep purple instead of the usual gray, this construct leaves a trail of smoke as it emerges from the rock
91-00	Roper—intrigued by these caverns, it hopes to find a "gourmet meal"



Ways of the Old

Justin Andrew Mason

In this adventure, the PCs are seeking information about an ancient artifact known as the *Sorrow's Snekkja*. Vikmordere[1] legends suggest that it can be used to quell the evil that dwells within Serpent Lake, but they provide few hints of its form or whereabouts. After a bit of investigation, the PCs learn that the most reliable source for information on ancient Vikmordere lore is an elderly skald by the name of Bragi Boddason. The old man's last known whereabouts was the tomb of a forgotten Jarl (where he was hoping to discover the identity of its occupant). Locals are able to direct the adventurers to the burial mound, but refuse to go near it. They believe that when one approaches a tomb of importance respect must be shown by acknowledging the names of the dead—doing otherwise assures a curse.

1. A Well-Illuminated Entrance

The opening of the tomb is a burrow in the south side of the burial mound. The corridor leads to a narrow stairway that descends into a more refined complex; two burning torches are affixed at either side of the top step. Both torches are everburning torches, placed there by Bragi when he first arrived at the tomb.

2. Disturbed Tomb

This room contains two stone sarcophagi engraved with Vikmordere runes. The lids to both have been shoved aside and shattered upon the floor. Though the sarcophagi are empty, the rancid stench of death and decay wafts from within.

3. The Vacant Vault

This room was clearly crafted as a later addition to the tomb, likely intended as the final resting place for members of the jarl's family. Oddly, the addition appears to never have been used.

4. Long Corridor

A PC who succeeds at a DC 25 Perception check finds a hidden door in the wall; this secret door has remained undisturbed for centuries.

[1] Check out the *Into the Wintery Gale: Wrath of the Jötunn* adventure path from AAW games for details.

5. The Jarl's Treasure

In this chamber is a massive stone chest sitting between two Vikmordere warrior statues carved from the same type of stone.

The chest is trapped with a single-use acid-spraying nozzle (Disable Device DC 25) that fires an aerosol of acid when opened (20-ft. cone, 3d4 points of acid damage; no save). If disabled, the acid flask may be removed from within for later use.

Inside the stone chest are 2d4+3 random potions (CL 10th), 2 random wands (CL 10th), 800 gp, 2,500 sp, and 1,800 gp worth of art items.

6. Entombed Horses

This large room houses six upright mummified warhorses. Atop layers of linen wrappings are the accoutrements one would expect to see worn by battle-ready mounts meant for a king.

7. Bragi's Makeshift Office

This antechamber has recently been turned into a makeshift office that includes a desk, chair, and several sacks of supplies. The contorted body of a robed figure lies in the center of the room, surrounded by a large pool of dried blood. Bloody footprints lead away through the door to the north.

Bragi's corpse has been here for a week, and in addition to the dead skald, the PCs find 3d6 x 10 gp worth of mundane supplies and the old man's journal (open to the final entry). A spattering of blood across the small book's parchment indicates that he was writing when he was killed. A PC who succeeds at a DC 25 Perception check learns that Bragi identified the occupant of this tomb as Jarl Stongar Lighberson and his wife Yagatha. The journal's contents also hint at the location of the fabled *Sorrow's Snekkja*, stating that it is within the "Tomb of Twenty Kings," though it fails to mention where that tomb is located.

8. The Chamber of Tales

The walls of this room are engraved with scenes depicting tales of the forgotten Jarl; these are the reason the dead skald sought to research this location. Dried bloody footprints trail from the east and continue to the west.

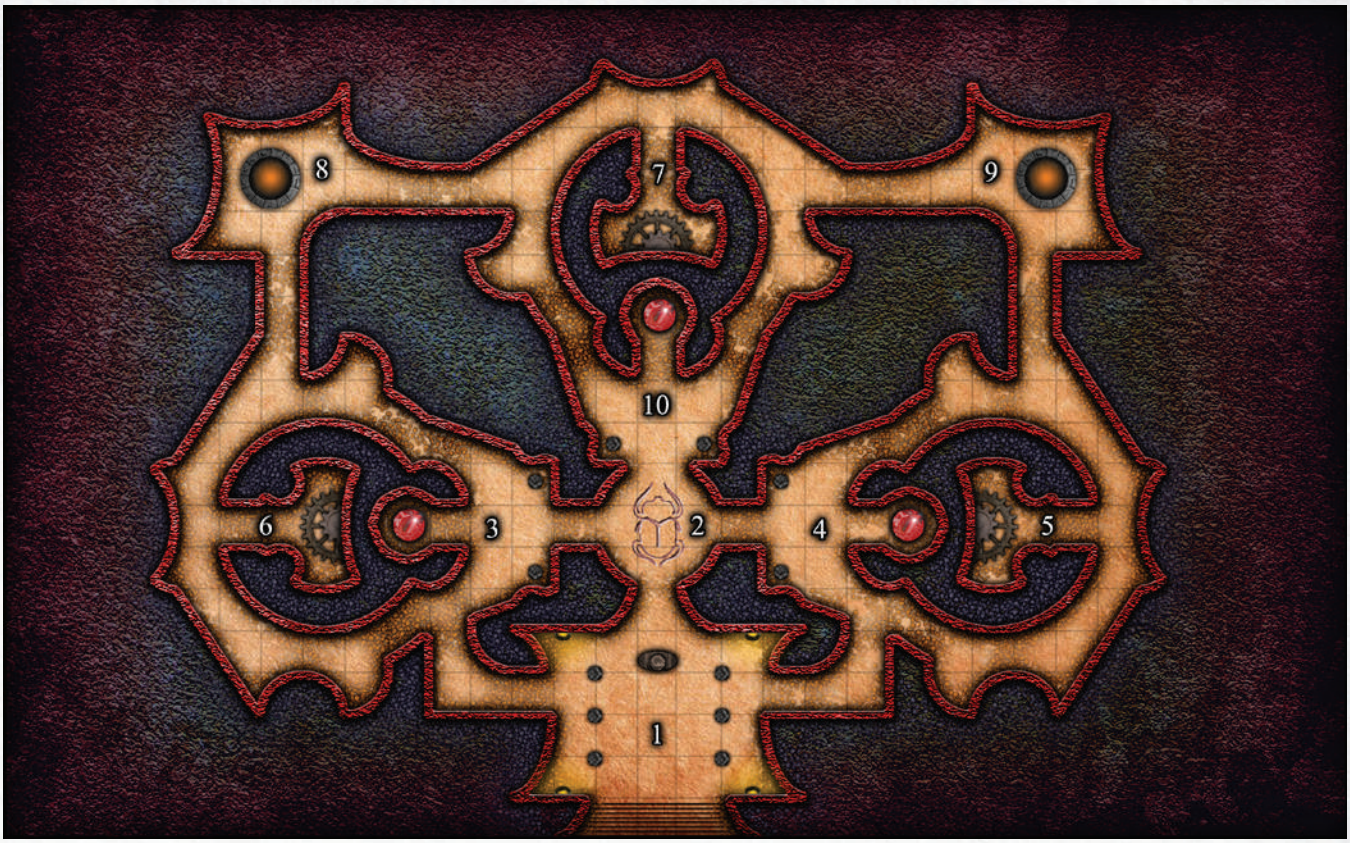
9. The Circumventor

The stone door here is locked from outside the room. The floor leading up to it has numerous bloody footprints that lead beyond the barred portal.

Pulling a small lever on the door causes it to ascend into the ceiling, and beyond it is a chamber with an arcane circle engraved upon the floor. Two advanced land aptrgangr[1]—once the jarl and his wife—rush from within to attack.

The chamber was designed to lure and trap any undead that might awaken within the tomb—a feature not unusual for Vikmordere tombs. The arcane circle attracts the undead and triggers the door to seal once they enter the room. The door resets and opens after one day, but if undead creatures remain within the arcane circle, the door closes and locks again (DC 35 Disable Device check to unlock from inside).

If the adventurers have learned the name of the jarl and his wife and address them as such, the curse is broken and the two land aptrgangrs go still, their corpses dropping to the ground, to remain motionless forevermore.



Clockwork Vault of Caina

Liz Courts

The power of magic can alter the very face of reality: at times in minor, mundane ways, and at others more profound and sublime. For Corinna, Melitta, and Sostrate, three royal sisters who abandoned their oaths and cast off tried and true methods of magic for the unknown. They prayed to old gods that hungered for the prayers of mortals like a dying man for a final meal. Offering succor to these deities, the sisters were granted what they sought but forever damned themselves in mind, body, and soul. To the sisters, death was only a doorway and finalized the path they had created for themselves among the endless eternities of the planes as the Thrice-Damned Sisters.

Serving as mercenaries available for hire among the soul markets of the lower planes, the Sisters currently serve Sesqania, the corrupt daughter of the kolyarut Caina. Seeking to reclaim her father's treasures as her own, Sesqania hired the Sisters to unravel the Clockwork Vault's secrets—and to take the brunt of any traps that Caina left behind. What Sesqania does not know is that Caina had a far greater treasure stored in his vault: *nexus crystals*. The Thrice-Damned Sisters do know, and they intend to take the treasure for themselves and gain real power—to become queens of air and darkness.

1. Foyer

Flickering, ruddy light fills this chamber, glowing from rounded rocks housed in basins on the north and south walls. Centrally located and looking out over the room, a crystal-eyed brass statue holds a ranseur. A silver-embroidered red cloak drapes over the statue's shoulders, stiffened with age.

A DC 25 Knowledge (local or planes) identifies the statue as Caina, a notorious kolyarut whose purview involved loan contracts—and the repossession of goods that were put up for collateral. The foyer is currently under an alarm spell cast by Melitta (mental alert).

2. Scarab Door

Tiles of glittering emerald green decorate the floor of this room, forming the shape of a scarab. Inlaid precious metals form the legs of the scarab, covered in intricate symbols.

A DC 25 Perception check reveals that the scarab's back rotates to reveal layers of gears. The winches in Areas 5, 6, and 7 pull back the clockwork gears to reveal the final locked door. The gears reset after one minute, hiding the final door again. The locking mechanism for the Scarab Door requires a pound of silver and a pound of gold, balanced out on the door's face before the latch opens (or a successful DC 35 Disable Device check is made). If the proper metals aren't provided or the Disable Device check fails, the Scarab Door instead rotates to open up to a poisoned pit trap.

Treasure: Caina collected a number of items during his existence, stashing them in his vault for safekeeping, including a *+1 glaive*, *+1 silken ceremonial armor*, *scroll of contact other plane* (CL 9th), *elixir of fire breath*, gold cup with royal crest (550 gp), opal (550 gp), 5000 pp, 800 gp, 700 sp, and 22 cp. In addition, another *orb of Ignis* (see Area 3) is stored in the vault.

3, 4, 10. Orbs of Ignis

Floating orbs of liquid ruby light hover several feet off the ground, illuminating their niches with a lurid glow. A comfortable warmth emanates out from the orbs.

Sesqania believes that Caina's greatest treasure is behind the Scarab Door, when, in fact, it is not. A DC 20 Knowledge (arcane) check informs that the *orbs* are the creation of the sorcerer Ignis—one of many common and useful creations attributed to him. What is less commonly known (DC 30 Knowledge [planes]) is that Ignis was a traveling companion to Caina and that the *orbs* can mask magical items placed within them—and Caina's placed *nexus crystals* in each *orb*.

5, 6, 7. Scarab Door Winches

Enormous clockwork gears attach to crankshafts that disappear into the floor. An iron grip projects from a smaller gear roughly 5-feet off the ground.

Orb of Ignis

Minor Artifact

Slot —; **CL** 10th; **Weight** 5 lbs.; **Aura** weak abjuration

To all appearances, this sphere of ruby-red liquid simply sheds an aura of comfortable warmth 60 feet from it (as *endure elements*), as well as 30 feet of bright light. As a full-round action, a user can place a small item less than one cubic feet in size inside the *orb*, inflicting 1d6 points of fire damage. The *orb* does not damage the item placed within it, masks any magical auras that the item might have (as the spell *magic aura*), and conceals the item from visible sight.

Destruction

An *orb of Ignis* is destroyed if exposed to 30 points of cold damage or touched by a creature with the cold subtype

The Sisters have figured out that the winches attach to the Scarab Door in Area 2, and are in the process of winding the gears to open it, working by trial and error to figure out the vault's secrets. A DC 25 Strength check is required to turn the gear, and it takes 1 round to wind it. When all three winches are fully cranked, a one-minute timer activates to open the vault doors in Area 2.

8. Devil's Fountain

A kneeling humanoid figure made of red-veined black marble, with a leering face, forked tongue, and horns on its head, vomits forth a stream of molten silver. Its arms stretch out to catch the precious liquid, holding some before it spills into a basin at its feet.

The fountain endlessly circulates its molten treasure, a necessary component of the vault door's locking mechanism in Area 2.

9. The Lady's Goblet

A seated feminine figure, carved of luminous marble, holds forth an upended crystalline goblet. A thin stream of molten gold pours out of the goblet, dripping into a scuulpted floral design around the statue's base.

Much like the one in Area 8, this statue provides a component to open up the vault door in Area 2, and constantly re-circulates its liquid treasure.

Epilogue

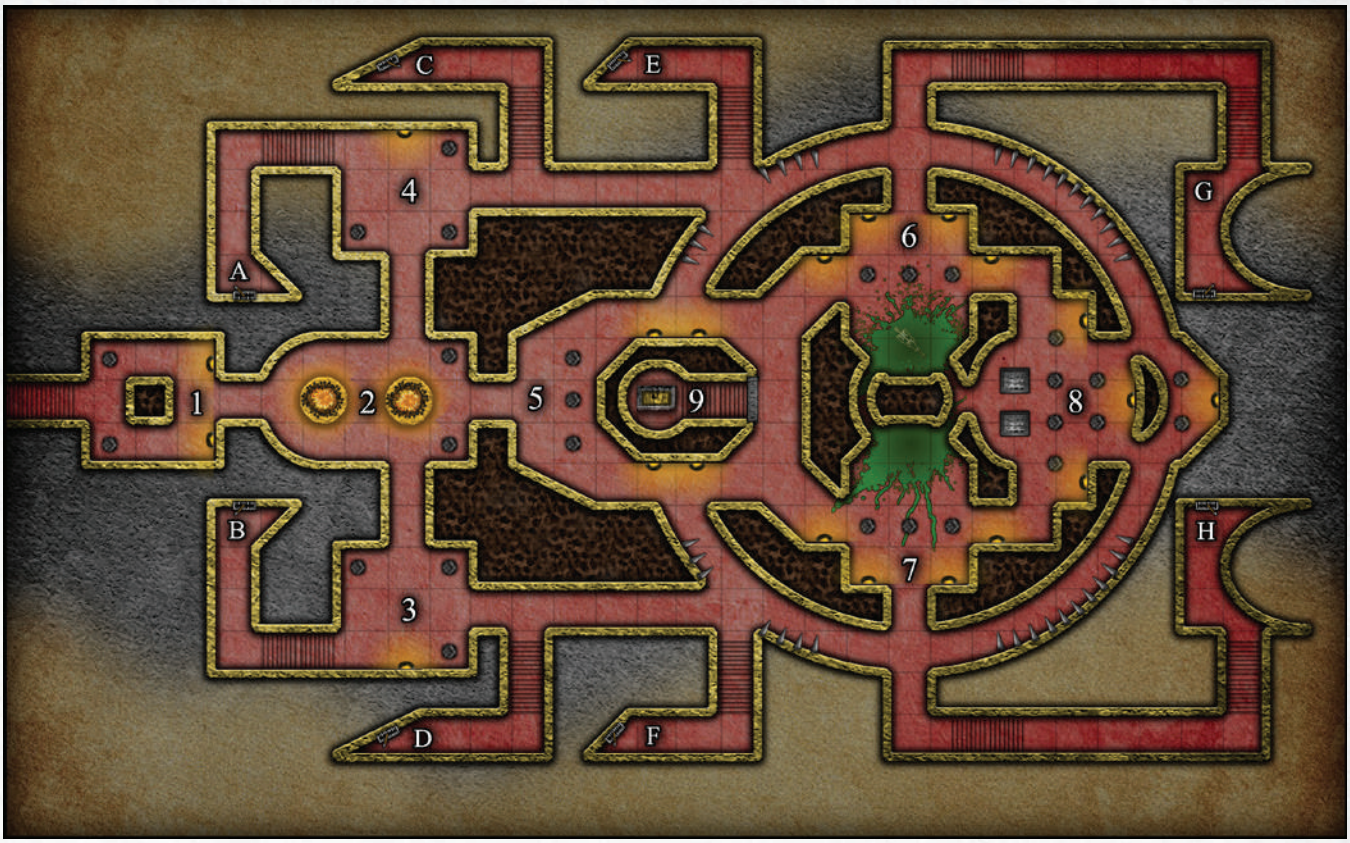
If the Thrice-Damned Sisters are not killed outright, they will seek revenge on those that struck them down (if any of them survives). While Sesqania (LE female limbjack halfling inquisitor [Artifice] 12) does not appear in this adventure, she does make an effort to track down those that might have taken her father's treasures as their own—reclaiming her birthright, as she sees it.

Thrice-Damned Powers

Corinna, Melitta, and Sostrate have unique powers that set them apart from other denizens of the planes. They do not have the summon abilities that other creatures of their kind have.

Linked Life (Su): As long as one of the sisters is alive, they can use *raise dead* (CL 20th) on one another once a month. They must sacrifice ten negative levels (split among themselves however they would like) to raise one of their trio. The sisters have an exceptional memory and will plan a long, painful retribution on anyone who dared to kill one of them.

Thrice-Damned Strike (Sp): Every 1d8 rounds as a full-round action that does not provoke an attack of opportunity, the sisters can cast a modified *flame strike* (CL 15th) that deals fire, cold, and electricity damage instead of fire and holy or unholy damage. They must be conscious and within reach of each other in order to use thrice-damned strike.



Tangle of Webs

Rachel Ventura

Recently, there has been a sharp increase in the populations of spiders, insects, worms, and other vermin in the area. The ongoing spider and insect bites are little more than a nuisance, but after the disappearance of a few locals, the common folk come together to raise funds and hire experienced adventurers to investigate. They convinced the church to raise money and pay the party to investigate what has happened to the missing people, and find the source of the vermin.

A priest named Nym Anjem offers the adventurers a *cloak of major displacement, headband of seduction, ring of protection +5*, and a gold signet ring worth 1,500 gp. He also promises four pieces of jewelry, worth 5,000 gp each, if the adventurers succeed. He informs them that the vermin seem to be coming from underground caves by the forest's edge. He provides a detailed description of how to find the entrance.

The natural entrance of the cave, further carved out by rough tools and water, has some sections that are smooth while others are sharp. The dirt ground slopes downward at a steady angle. About 50 feet down the path, the walls become more intentionally developed and wider apart. The ceiling of the tunnel continues to get higher as the path continues downward.

1. Entry Chamber

The tunnel transitions to a stone-laid floor with stairs that descend deep underground. The stairs open into a small chamber with a vaulted ceiling. Two pillars on either side of a disturbing statue ascend into the darkness above. The statue in the center of the chamber depicts a horrid tangle of insectoid legs and spinnerets, with claws and pincers reaching upward. Writhing black hair covers the center of the statue. The middle of the hair hosts an open fanged mouth. Two torches are on the east wall, a narrow hallway between them.

2. Chamber of Flames

In the center of this chamber, two open fire pits are ablaze with 10-foot flames. Above the flames, only darkness remains. Both fire pits are maximized *fireball* traps that trigger when the PCs enter the chamber. Two

pillars in the back of the room have black scorch marks. The *fireball* traps are meant to keep the larger vermin in as much as they are to keep trespassers out.

3. Southern Scorpion Chamber

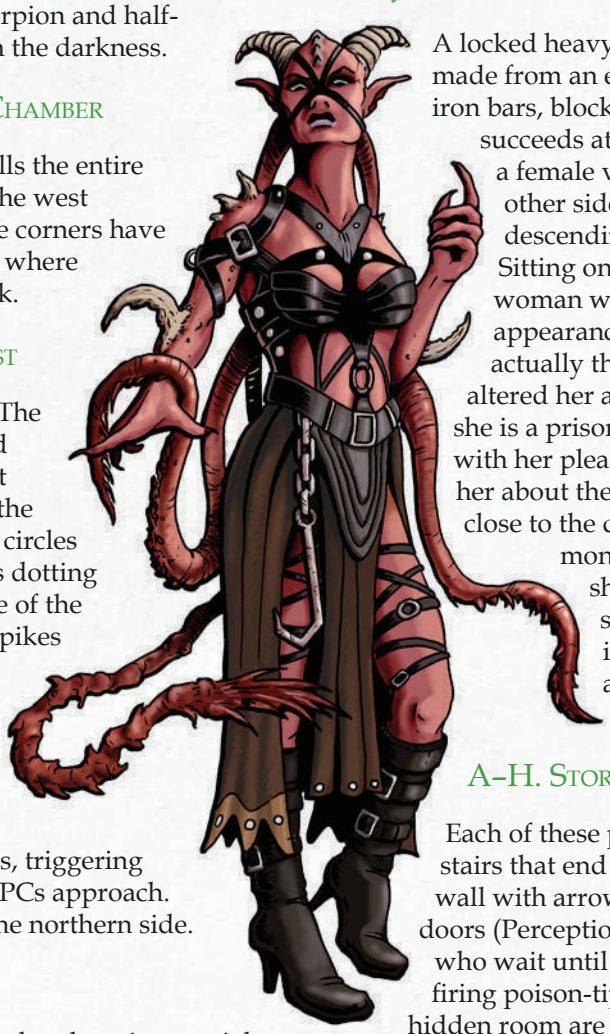
A giant emperor scorpion waits in the southwest corner, blocking the descending stairs. On the stairs is a gharros whose pale half-scorpion and half-human features stand out in the darkness.

4. Northern Scorpion Chamber

A giant emperor scorpion fills the entire northwest corner blocking the west passageway. The other three corners have pillars with chunks missing where the scorpion's tale has struck.

5. Webbed Chamber West

Giant webs cover this area. The northern side curves around and splits heading northeast and east. Two torches light the area. The northeast passage circles around and has giant spikes dotting one wall, decreasing the size of the passage by half. The set of spikes closest to the center of the complex hides a poisoned pit trap. The remaining spiked passageways are clumps of webs. A leng spider hangs above the webs in the passageways, triggering bladed web traps when the PCs approach. The southern side mirrors the northern side.



6. Feasting Pool North

A green liquid pools under a low hanging partial column. The remains of a previous adventurer are still decomposing in the strange fluid. Behind each of the three pillars is a hezrou demon. One of the demons greets the PCs with an eerie delight. The other two taunt the PCs, laughing maniacally. They joke of their last living meal having too many bones and not enough meat.

7. Feasting Pool South

A painajai demon is farthest from where the PCs enter the chamber. It is attempting to control a bebilith, which fills the largest section of the area.

8. Webbed Chamber East

The chamber opens up, but several webs still adorn the area. Two female noble drow clerics each stand at a different altar. Guarding the area are an ettercap, a retriever, three demonic scorpions, and three driders.

9. Jailer's Hall

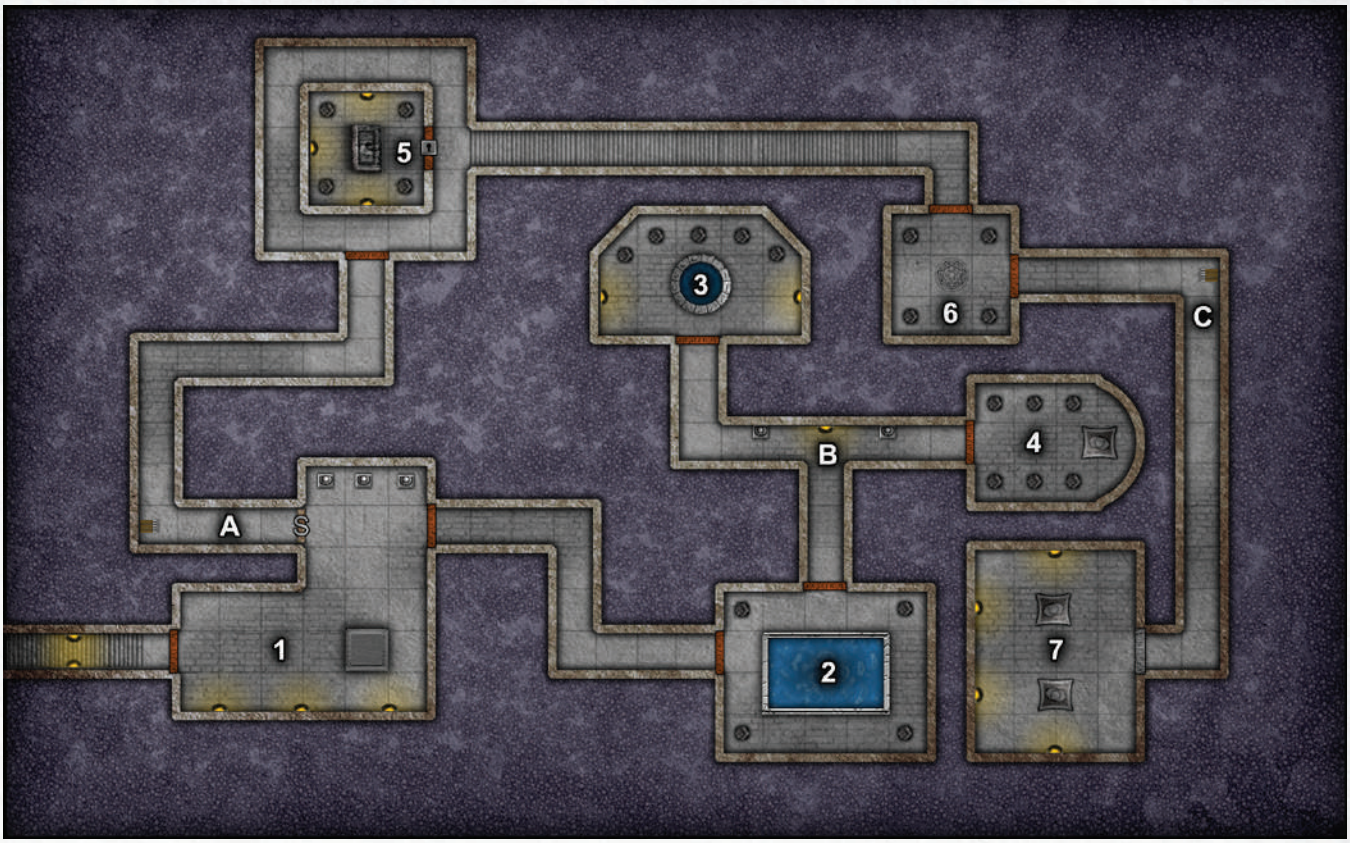
A locked heavy door (Disable Device DC 28), made from an extremely thick carapace over iron bars, blocks this passageway. A PC who succeeds at a DC 25 Perception check hears a female voice calling for help. On the other side of the door are natural stairs descending to what appears to be a jail cell. Sitting on the edge of a cot is a disheveled woman wearing tattered rags. Despite her appearance, she is quite beautiful. She is actually the demon lord Beluiri, who has altered her appearance so that the PCs believe she is a prisoner. She lures them in for an attack with her pleas for help. If the adventures ask her about the other prisoners before getting close to the demon, she tells them hideous monsters took them away and that she hasn't seen or heard from them since. In truth, the dungeon's inhabitants devoured the victims, and only grisly scant remains are scattered throughout the tunnels.

A–H. Storage Cells

Each of these passageways has descending stairs that end at a secret door disguised as a wall with arrow slits. Hiding behind the secret doors (Perception DC 30) are 10 drow soldiers who wait until the PCs enter line of sight before firing poison-tipped arrows. Stocked in each hidden room are barrels of wine and ale, along with crates of rations and various treasures, gems, and weapons.

If the PCs clear the tunnels and defeat the demon lord, they can report to the Priest Nym, who is dismayed there were no signs of the missing locals. Despite the grim news, the town notices a decrease in vermin and the townsfolk are satisfied that everything has returned to normal.

PCs 4-6



The Unwise Young, They Say Do Ne'er Live Long

Stephen Yeardley

Uskonto the Unshakeable, still a relatively young man, disappeared after taking responsibility for a child's death when charging in to save a village. Rumor suggests he's in Underworld, seeking atonement, but he's needed! Perhaps allies can help the PCs, while foes will certainly hinder them...

Supposedly midway between the sunlit surface and the dark depths of Underworld's lowest level, a legendary travelers' haven exists. Near powerful magical caverns, yet encased in energy-nullifying rock, three accomplices—Rajahdys (LN), Jalki (NE), Pettaa (CN)—run this ancient site, brooking no crossing of their tenets. Agreers get up to 200 hours' rest; dissenters "disappear" within 20 minutes. The hostel has one section for "self-interested" types and one for "indifferents". No-one good has rested here in recorded history. Sized for large creatures, but boarding huge types at a pinch, guests stay in upright, gravity-defying, *rope trick*-based sleeping chambers that hold six medium, two large or one huge creature.

The surrounding rock nullifies teleportation in, out, or around the complex, with the exception of a possible *plane shift* from Area 6 . However, three gates exist: one to the surface about 3 miles in the air; one to the bottom of Underworld's deepest lake; and one to Hell. A secret passage links Areas 4 and 7; Rajahdys, Jalki, and Pettaa wear tokens needed to use it (see 4 and 7 for details).

1. Secret Entrance

Finding the halfway house's secret entrance is difficult (Perception DC 30); regular users can describe its general location, granting a +5 insight bonus to others. The lights on the hallway stairs are a *suggestion* trap. Good creatures are advised to retreat, others can continue. Results reach one of the hosts on duty at their desk in the north section (equal chance who), who unlocks the door for guests or waits for others to "break in" (Disable Device DC 28 unlocks). Unwanted types trigger a whispering wardens trap focused on the 10-foot stone cube, the gate to Hell.

A. Hail of Arrows Hall

Three hail of arrows traps are at this corridor's western end, one attuned to strike each good alignment. They are invisible unless you are good aligned, and even then you can only see the one that matches your alignment. "A" marks the triggers.

2. Lawful Evil Room

This area houses LE guests. The central space is the gate to the sky. Three out of four sleeping chambers are occupied: NW corner, empty; SW corner, Kavaltaa, on the run after deceiving one too many people; SE corner, a mid-level party of unholy pilgrims (a cautious hunter, a deadly spy, and two death priests) searching for...someone; NE corner, an enlightened vampire, unaware of the pilgrims after being in the chamber for an uninterrupted week.

B. Footgrabber Hall

Two footgrabber punji pits are under the light (each 10-ft. N-S; 5-ft. W-E), grabbing non-evil types. Trap deactivation altars are visible; a CE creature must use the western one, a NE type the eastern.

3. Chaotic Evil Room

This area houses CE types. The central space is the Underworld lake's gate. The middle chamber contains Elain, looking to challenge any paladin, with his four cultist supporters, each in their own pod.

4. Serpent Room

A serpentfolk pilgrimage (a bone prophet and three hunters) and a seru use the three northern and single southeastern corner chambers. Leka Vasara had been tracking Elain, but is now distracted by the serpentfolk. She's remained in the southwest chamber since they arrived, considering how to deal with them. The 10-foot stone block contains a secret passage to Area 7 (Perception DC 40). One of the hosts' tokens is needed to pass through its walls to use it.

5. Water Room

This area has just two guests: a central, water-filled, 12-foot-by-8-foot tank holds Raskas Vesi, a marid; the northeastern chambers houses Mielen-Vikaisuus, who changes his mind entirely every 1d4+2 hours. He can't remember how he got here, where he came from, where he is going, or what were his original intentions, but he becomes a loyal ally for 10d6 minutes on any Diplomacy DC 20 roll.

6. Neutral Room

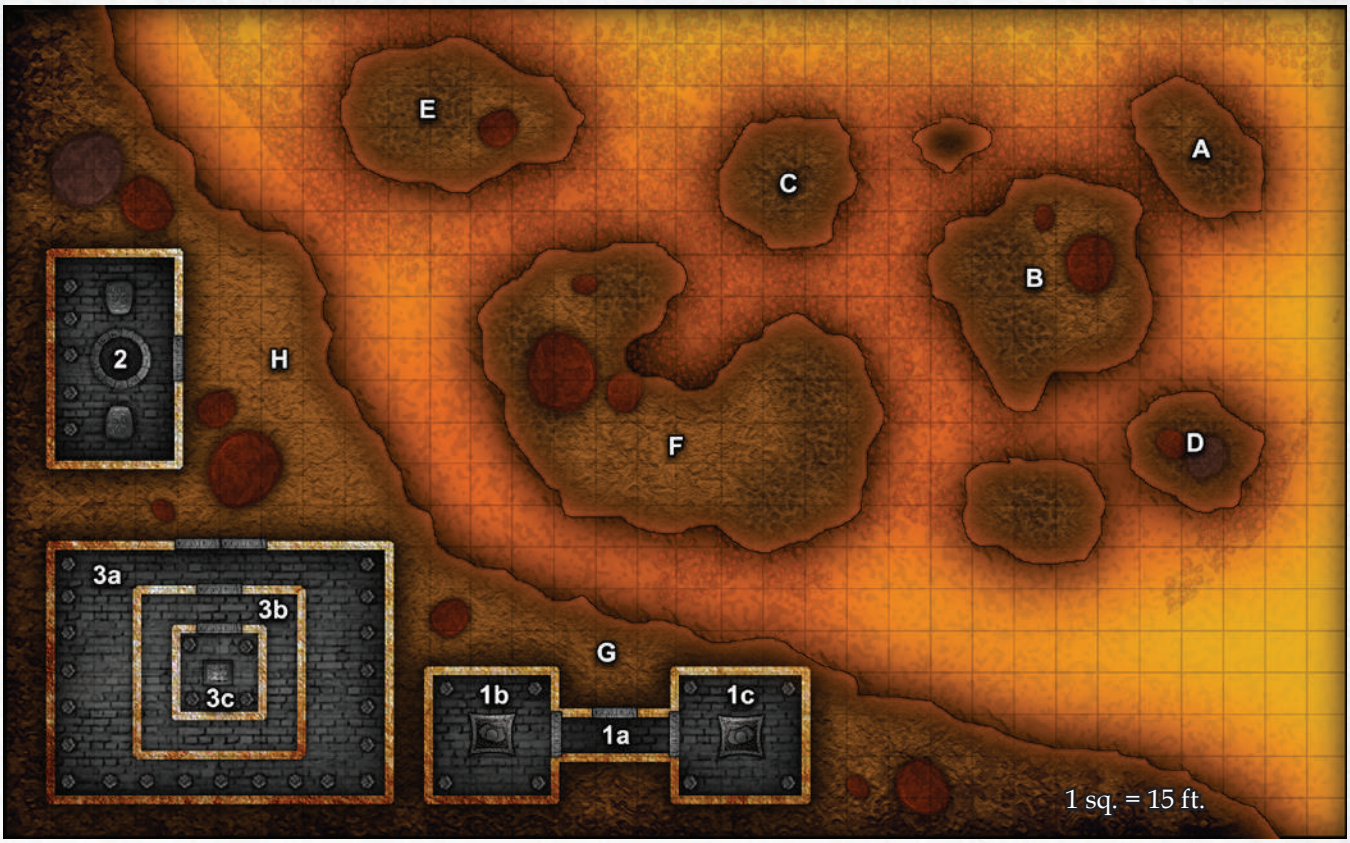
This space homes Neutral types, is currently empty, but can still influence events. If blood from creatures following the other eight worldviews is poured onto the central mosaic in 8 rounds, the complex shifts to a parallel, mirror material plane, taking every guest along. The southwestern chamber shows signs of recent use; a suit of +2 *glamered hide armor* (that appears as a medium-sized, tattered leather jerkin) is on one hook.

C. Reaper Door

Valeh-telija (see 7) has set a permanently invisible reaper door where the spears are marked.

7. The Blank Wall

A blank wall ends the corridor (Perception DC 32 reveals it's a door). The room holds Uskonto—now missing his paladin traits and abilities, and minus his lance and his companion, Valeh-telija. The heavily disguised gylou has Uskonto in her grasp! Also present is a cloaked kolyarut, there to check on any past and future agreements. The party's found its man. The southern 10-foot stone block contains a secret passage to Area 4. (Perception DC 40 discovers). One of the hosts' tokens is needed to pass through its solid walls to use it.



I Am Not of Your Element

Stephen Yeardley

Recently, a wave of otherworldly energy flowed down a fault line far into the Underworld, dissipating where a fire giant monastery rested over a lava lake. The giants' delving through the floor towards the lake had imperceptibly but irrevocably weakened the rock the ironclad stone halls sat on; it collapsed, taking down most structures, and even the stoutest giants finally drowned in the lava. One giant lives—the monastery's Doombringer. Severely injured, the interplanar energy's inhibited his natural healing.

This far underground, the PCs sense the sulfurous heat long before reaching the carnage. They're on a cliff edge, with lava dozens of feet below. Their route, towards the northeastern corner, should be a path across a cavern floor, but now it's via a series of flat-topped columns rising from the lake below. Scorched stalagmites are dotted about. Three gigantic buildings are perilously close to the cliff's lip.

1a. Gray Goo'd

A gray goo swarm awaits the gnome in 1b. It will flood him, further "recrafting" his body to a "more effective form", which will kill him. It attacks the PCs to "perfect" them as well.

1b. Shadow'd

Musta Taikuss discovered the damaged monastery a day ago. He gleefully set about the near-dead giants with his *staff of frost* before the banshee and then gray goo attacked him. Retreating here as the nanites began to craft him into immovable, thick shadow (his "perfect" form), he's now disguised as part of the room's statue, trapped by the otherworldly construct in 1a. His ointments worked, but hit points haven't recovered naturally.

1c. Transform'd

The nanites animated the iron statue in this room, recrafting it into a brass golem.

2. Royal Contemplation Chamber

This was the royal contemplation chamber. Two thrones remain, set either side of a cleansing pool. In her dying rage, the former fire giant queen became a type of banshee. The pool is effectively a trap. If touched, the water explodes like a *maximized fireball*. The giants withstood the heat as the clouds of steam created visions when inhaled.

3a. The Janitors

The giants used several gelatinous cubes to keep the monastery clean; the nanites "stitched" them together, forming a carnivorous blob. It sits between 3a's doors (which open outwards) and 3b's (which open inwards). The statues celebrate former high ranking fire giants who learned much here.

3b. The Guardian

Hullu Liekki had slowly earned the grudging respect of the giants. Now he performs what will be his final task—protecting Tuomita Doombringer. His spells are engraved on a set of 1-inch-round thin mithral discs he wears as a necklace at all times. He fights anything coming into 3b to the death.

3c. The Thinker

The monastery contemplated many deities; its leader, Tuomita Doombringer, encouraged visitors to expand their minds. Now he's broken, stripped of his deepest spiritual and mental faculties. He's lost access to spells above 6th level, only retains the special abilities of a 13th level oracle, and has just 125 hp after using 3 *cure serious wounds potions*. He waits on his seat of meditation, a statue of the 4 deities he followed in the corners. Foes find he seeks a glorious end; his time has come.

Other creatures may be found close to the monastery and on the columns leading from it, including:

A. Pata Rumpu

Pata Rumpu's broad back supports his kettledrum as he heads towards the monastery. He's made it to the first column, but is unsure what to do next. He came from the direction the party is heading.

B. Stolen Heart

Having stolen and retained the queen's heart, an ice devil waits to see if it can claim one even more powerful. Returning the banshee queen's heart releases her and earns the party a suitable reward.

C. Tuhkalisko

Tuhkalisko, an adult red dragon, lives at the bottom of the lake, but occasionally would observe the monastery's comings-and-goings. The party may spot such a visit as the dragon rises from the lava.

D. Virheeton Lämpö

Virheeton Lämpö, a peri, wears a *ring of invisibility* and watches for good folks who are threatened here. She takes payment if she saves someone, but rewards those who clear any lingering evil.

E. Raivo Poltto

Raivo Poltto, a fury of flame, lives here in fire elemental form. The giants were too lawful for him, but he couldn't defeat them. Happy at their demise, he wants to rebuild the monastery for his own cult.

F. Laying in Wait

A ghorazagh appeared after the otherworldly energy exploded, and in turn spawned the gray goo. Now it builds its hive and watches the monastery remains for any signs of flesh-and-bone life to attack.

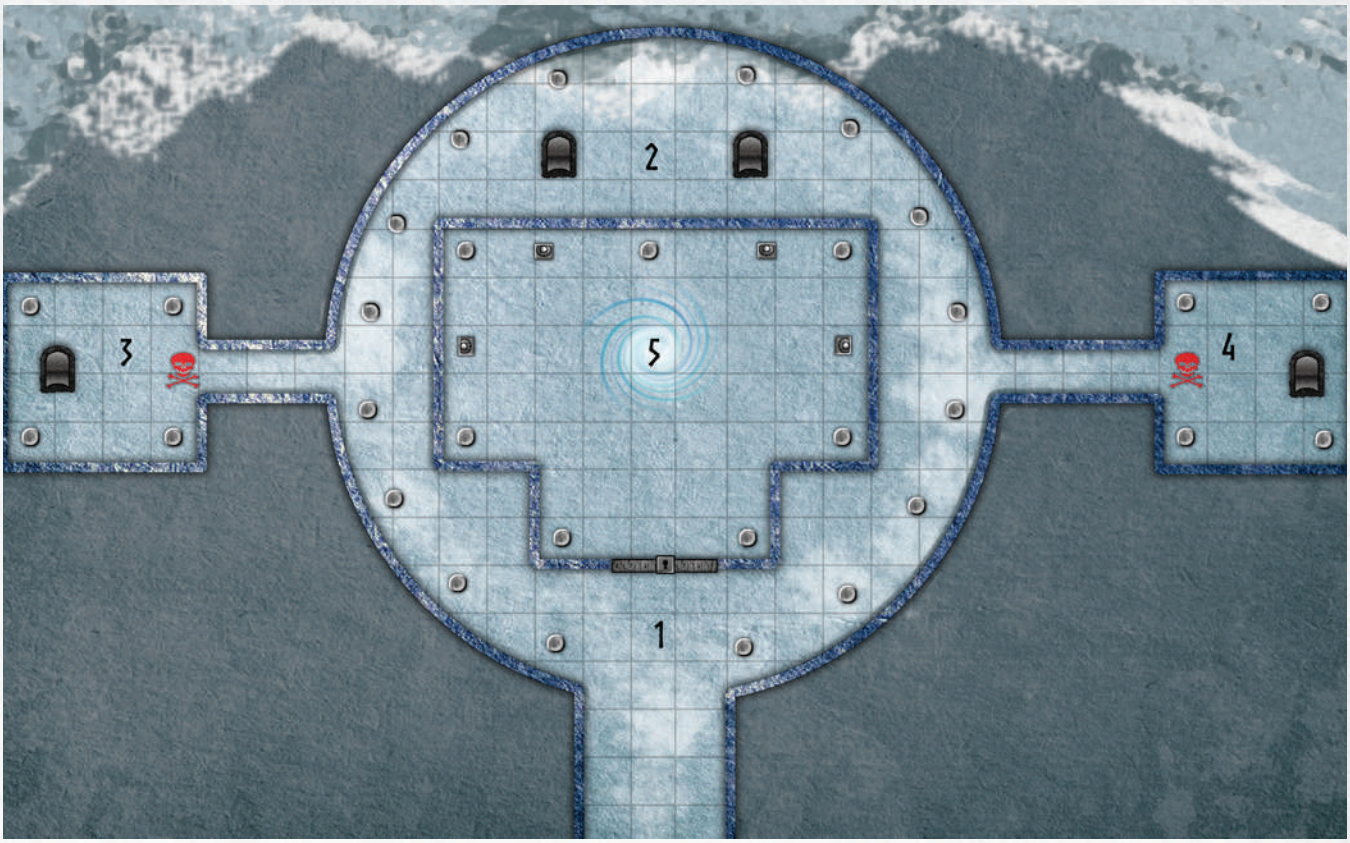
G. Cherufe Search

Looking for some tool or other to help defeat the red dragon (C) this cherufe is wary of entering any building. If close to defeat, it uses its *earthquake*, sending everything into the lava lake below.

H. Disguised Heat

Originally held in a long-lost binding cell, and now disguised as an injured noble shaitan genie, this glabrezu gets PCs to "cure" it before granting one of them a destructive *wish*, then attacking.

Stephen Yeardley



The White Wyrm Awakens

Justin Andrew Mason

This encounter assumes the adventurers have met the Hvíturiddare "White Riders" clan of Vikmordere and witnessed their unusual practice of riding into battle on the backs of gargantuan winter wyrms.[1]

When the party earns the trust of the White Riders, the clan reveals to them that only very special wyrms can become mounts, and even then only with the use of *wyrmreins*. These particular creatures only appear within an ancient holy shrine located in the northern mountains—a sacred place known to them as the "Ormurhellinum."

Aware of the importance of the quest to the Vikmordere people, the White Riders suggest that perhaps the Ancestor Spirit would see fit that they have their own winter wyrm to ascend the snowy peak of Ighdenholm. The Hvíturiddare offer to take the adventurers to the entrance of this shrine and provide them with a set of *wyrmreins*, but they insist that the PCs must enter the holy place and pass the trials therein on their own, to prove their worth to the ancestors.

1. Entrance to the Ormurhellinum

The wide, cavernous entrance in the side of the mountain continues northward before opening up into a complex that has been hewn directly into the icy-cold stone of the mountain. This pillar-lined room is a massive dome nearly 70 feet across and 50 feet high at the apex. Two narrower passages lead off from the west and east sides of the chamber, and situated in its center is a smaller stone structure 45 feet wide and 40 feet tall. The face of the smaller structure boasts a massive stone double door with a large and complex locking mechanism.

The stone door is locked (DC 50 Disable Device check) but can be opened with the ice key located in Room 2.

[1] Check out the *Into the Wintery Gale: Wrath of the Jötunn* adventure path from AAW games for details.

2. The Keymakers

On the north side of the smaller structure contained inside the dome are two 30-foot statues depicting robed maidens. Each carving has its arms outstretched, hands cupped together as if to hold something.

When the glowing ice shards from Rooms 3 and 4 are placed inside the palms of the statues (each into the hands of the statue closest to the shard's room of origin), the shards melt and a third, golden-glowing ice shard forms from the ground between the two massive statues. Elements of the third shard melt away, leaving behind a key fashioned of solid ice that glows with an amber light. This key unlocks the door in Room 1 and melts immediately after being used.

3. The Indigo Shard

This chamber is outfitted with a single stone altar, upon which rests a large shard of ice that glows with a faint indigo light.

If the ice shard is touched or moved, a winter wyrmling burrows up through the ground and attacks the PCs.

4. The Cerulean Shard

This room is outfitted with a single stone altar, upon which rests a large shard of ice that glows with a faint cerulean light.

If the ice shard is touched or moved, a freezing burst of rushing air fills the room for a moment, causing 3d6 points of cold damage to each creature in the room (no saving throw).

5. The Winter Wyrm's Lair

This massive room is lined with pillars and carvings depicting kneeling Vikmordere warriors, each with an inverted sword in hand. All of the statues seem to stare into the center of the chamber.

After a few moments, the floor begins to rumble loudly, and particles of ice and frost cascade down from the structure's ceiling. A massive winter wyrm bursts through the floor, sending chunks of ice flying (1d4 points of bludgeoning damage; DC 15 Reflex negates). The awakened winter wyrm immediately attacks the adventurers!

Wyrmreins

Aura strong enchantment; **CL** 15
Slot none; **Price** 92,000 gp; **Weight** 45 lbs.

Description

Each link of this heavy 50-foot-long chain is engraved with an arcane rune.

Wyrmreins glow a faint blue when within 100 feet of a winter wyrm or wyrmling. The chain can be drawn across the maw of the wyrm and used by a Medium creature mounted on its back, allowing the rider to treat the winter wyrm as a standard Huge mount. Turning a winter wyrm into a standard mount with *wyrmreins* requires the beast to fail five consecutive DC 19 Will saves (once per round while mounted) while the user stays atop the angry beast. Once a winter wyrm becomes a mount, it will remain so as long as the *wyrmreins* are equipped. If the *wyrmreins* are unequipped from a winter wyrm mount, it reverts to its natural state.

Construction

Requirements Craft Wondrous Item, dominate animal (CL 15); Cost 46,000 gp

The Cackling Madness of Umberstone Manor

Justin Andrew Mason

Lingering In the shadow of Mount Shalefor, Umberstone Manor is the ancestral home of the Valninboom family. The mansion is set high upon Umberstone Hill on the outskirts of the city of White Oak's Shire. The settlement was founded three centuries past when the progenitor of the Valninbooms, Lord Rimbrall, first incorporated it as a base of operation for the White Oak Trading Company.

Renowned dealers of antiquities, the Valninbooms' trade empire amassed great wealth as masters to the River Wyde. Over the centuries the simple trade outpost grew in population and eventually bore its own thriving economy. Today the city is a bustling trade port.

The generations of Valninbooms grew in wealth and power, but they also became reclusive. The Valninbooms focus on company business, and rarely make public appearances. As the outpost expanded, those who held administrative positions in the trading company soon inherited governing responsibilities for the city.

These positions of power in White Oak's Shire are passed down through generations forming several influential houses within the community. No one interacts directly with the Valninbooms save for the council of governors who each head one of the five houses of White Oak.

The Valninbooms receded from public view as a necessity to hide their un-aging appearance. Lord Rimbrall, his wife Marlura and his three concubines Veda, Sarif, and Acillia are all vampires. Rimbrall founded the manor on unhallowed ground in the shadow of the great mountain to shield his home from direct sunlight. He spent centuries cultivating the nearby city in order to supply his family with ample blood to feast upon. The ploy has been utterly successful, and for over three-hundred years the brood has enjoyed a life of blood-drenched luxury within their darkened abode. Even the governors of the city are unaware of the family's true nature – mistaking their behavior for the eccentric tendencies accompanying unimaginable wealth.

That is until now. Famed adventurer and vampire hunter, Nicoleta Vasile, has uncovered the secret of Umberstone Manor, and made it her personal mission to destroy the powerful vampire lord and his thralls. She has initiated a threefold plan to weaken the ancient vampires so they may be defeated.

- She has been dumping a powerful poison into the river for weeks. The concoction has no immediate or permanent effect upon the living, but renders their tainted blood unsuitable for consumption by the vampires. Prolonged exposure to the poison however does have a side effect: it causes the onset of hysterical mania, memory loss, and sends victims into fits of uncontrollable laughter. The effect is not deadly, and will pass three days after exposure to the poison ceases. Without a reliable food source, the vampires will grow weak and hungry.
- She hired a crew of 20 dwarven smugglers to burrow a tunnel leading from within a cave in the White Oak Woode up to the summit of Mount Shalefor.
- The tunnel work has been completed, and she has since spent months transporting tons of explosives up to the Suncrest summit. She plans to blast the site and expose the manor to sunlight while also sending an avalanche of rock and debris crashing down into the river below – temporarily blocking all incoming merchant vessels from upstream.

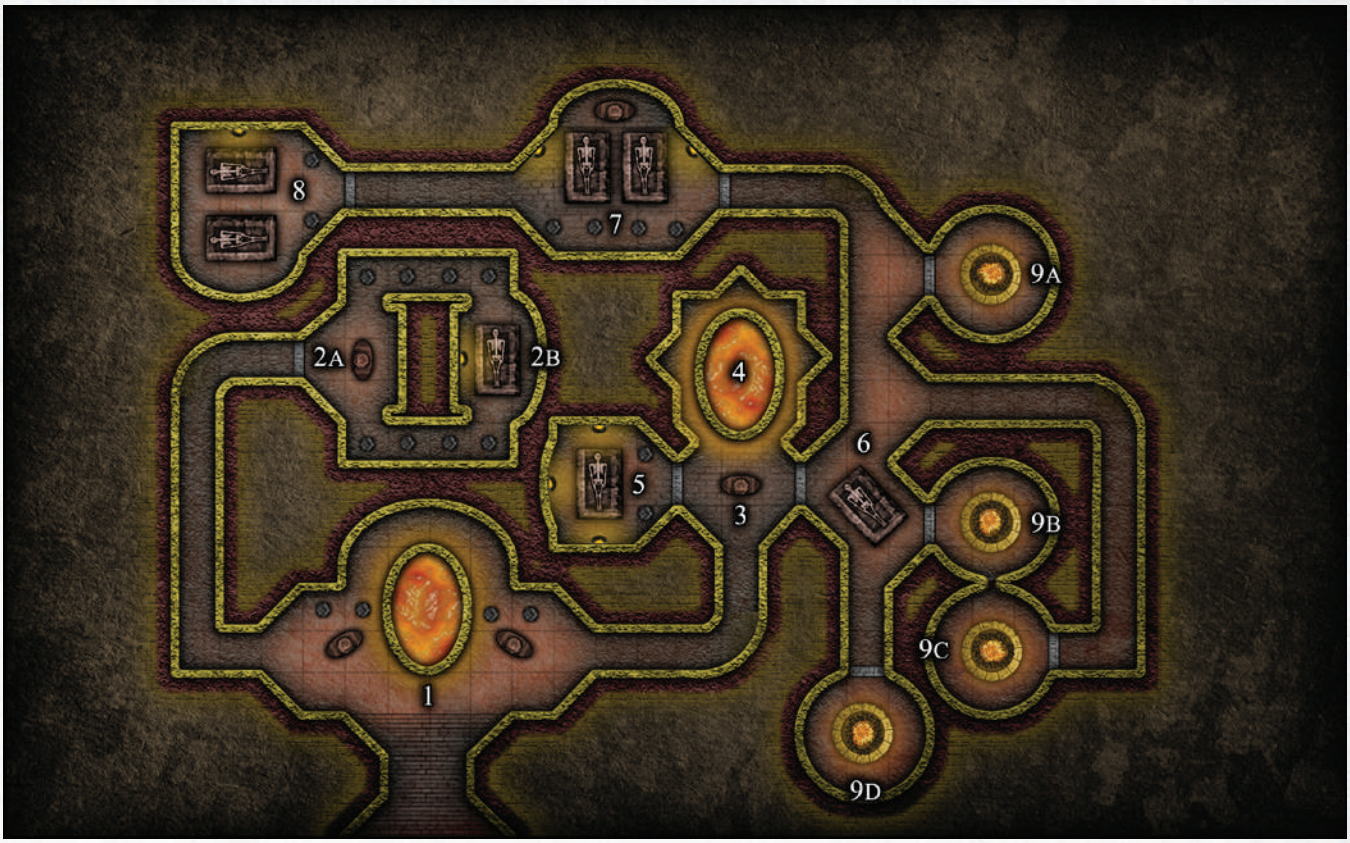
The adventurers have been hired by the governors to investigate the strange curse that has befallen the city. Called the "cackling madness," two thirds of the city's populace have descended into a laughter-induced madness. The governors have determined that the river's waters are the source as only the common folk who take water directly from it are affected. The matters of who, how, and why remain a mystery. A reward of 10,000 gold has been offered to uncover and rout the cause of the madness.

The Curse of Umberstone Hill

The entire face of Umberstone Hill is perpetually cast in the shadow of the looming mountain. The ground is profane and cursed. All positive energy damage dealt is halved. All negative energy damage dealt is tripled. Evil aligned creatures gain a +2 morale bonus. This curse is only lifted when the hillside is exposed to direct sunlight.

Detect poison or similar means will immediately reveal that the river is tainted with Nicoleta's poison. If the riverbed is dredged, several leaking barrels containing a strange black liquid are discovered. If permanently removed, the poison clears from the waters in one week.

- During the first night of investigation, from a vantage point overseeing the river, the adventurers will witness a cloaked figure and five smaller figures raft away from one of the barges anchored at the South Docks. The raft shores on the far side of the river and unloads a pallet of cargo which they carry into the forest. This is actually Nicoleta and five of her dwarven smugglers pirating away barrels of black powder to the Clearing Cave. The adventurers will not be able to catch up, but have no problem following the well-worn path through the forest to the cave.
- The cave is guarded by 15 dwarven miners. They do not let the adventurers in the cave, and fight to defend the entrance to the tunnel leading to the Suncrest. If captured, the dwarves may be intimidated into telling them about the black powder shipments being taken to the top by their boss.
- Nicoleta will be encountered by the adventures as they make their way through the tunnel in pursuit. She is accompanied by five dwarves. Depending on the disposition of the adventurers she will either engage in combat, or try to explain herself and her plan to take out the vampire brood of Umberstone Manor.
- The adventurers can decide to capture or kill Nicoleta, in which case they are rewarded by the governors and the Cackling Madness completely vanishes after a week's time. They may also choose to assist her.
- If the adventurers assist Nicoleta… At sunrise, she explodes the two tons of black powder stationed at the Suncrest, collapsing the mountain summit into the river and exposing the manor to the sun – which in turn ends the curse. They can then accompany her to the manner itself and assist in dispatching the four vampires within. When the truth is discovered, the governors reward the adventurers with 10,000 gp and hail them as heroes. They are also offered alternate transportation or room and lodge for the month it requires city workers to clear the debris from the river.



The Bloody Sisters

Michael Allen

Wooed by a cruel warrior and a conceited conjurer, two beautiful and trusting sisters were crushed to learn the truth about their lovers' infidelities. When each confronted their unfaithful swain, they were cut down in a bloody passion of sword and spell. Unwilling to accept their fates, the sisters' life forces survived into undeath, and they revisited justice on their killers, binding them to forever serve in death. From a hidden complex, the bloody sisters now seek to cut the threads of love throughout the land, feeding on the passion of the heart's blood of young lovers everywhere.

Ceilings in Areas 1, 2, and 4 are 20 feet high; the rest are 10 feet high. Light sources take the form of flickering lanterns or luminescence from bloody pools. The weak spawn (Areas 5, 6, and 8) are placed as deceptions to burn resources in short, sharp combats. Unless noted, doors are unlocked.

1. First Glance

Two locked (2d4 rounds to disarm, DC 40) iron maidens flank a pool of crusted-over blood. One of the bloody sisters, an invisible sayona, watches intruders approach (improved cover, Perception DC 56 to spot her) through slits in the mask. She attempts to cast *dominate person* on a target, instructing it to open the other (trapped) device.

The sister then casts *fog cloud* (spewing forth from the iron maiden) and *gaseous form* to retreat under fog cover to Area 3, fighting only if trapped. The dried blood in the pool is 3 inches thick—swimming in the liquid blood below imparts a –2 penalty to a sayona's supernatural abilities for 24 hours unless cleansed completely (fresh water and DC 30 Heal check) and anointed with holy water. It may also disturb the creature in Area 4; the two pools are connected underground.

2a. A Stunning Surprise

The metal in the unlocked iron maiden blocks detection spells. Inside, a *symbol of stunning* (DC 20) and an advanced hungry flesh await.

2b. A Grave Mask

The hungry flesh was formed from the bloody, flayed skin of the cruel warrior suitor, now a graveknight of bone and decayed muscle trapped by his undead mistress and masked in armor. The graveknight approaches when he hears noise in Area 2a. His devastating blast springs the door on the iron maiden if intact (the flesh takes no damage), making the symbol visible down the hall.

3. A Second Look

The locked iron maiden (DC 40, as above) provides another opportunity for the sayona to cast *dominate person* on her victims. She then pops the door to attack with gaze, bite, and claw, retreating under fog if pressed. Either sayona, if able to activate her living form ability, might attempt a deception, retreating to Area 2 and begging for help escaping her captor behind the wall (springing the trap when advantageous), or appearing and crying out to draw intruders off a threatened sister (or even the worm that walks in Area 9).

4. Bloody Pulse

The blood of the sisters' victims coagulates in a gory sludge. This carnivorous blob has the compression and engulf (DC 31 and constrict [8d6+19 plus 1d4 Con drain]) abilities, increasing its CR to 14. If it is split, the new oozes come out of the pool 1 one round later in Area 1 and approach from behind.

5 & 6. Lost and Lonely Lovers

Lovers separated for decades and tortured by the sisters, these sayona spawn (one in each room) attack any who enter.

7. Cutting Chords

The second sister hides in the locked iron maiden, overseeing the repose of two undead bards who held out hope for romantic fantasies in life. The masked murderers have cast *fleshy façade* to appear as recently slain humans. Covered in the blood pooling in their sarcophagi, they feign death (DC 29 Sense Motive) while their mistress attempts to cast *dominate person* from inside the maiden before springing the door to attack in concert with the bards.

8. Forever Yours

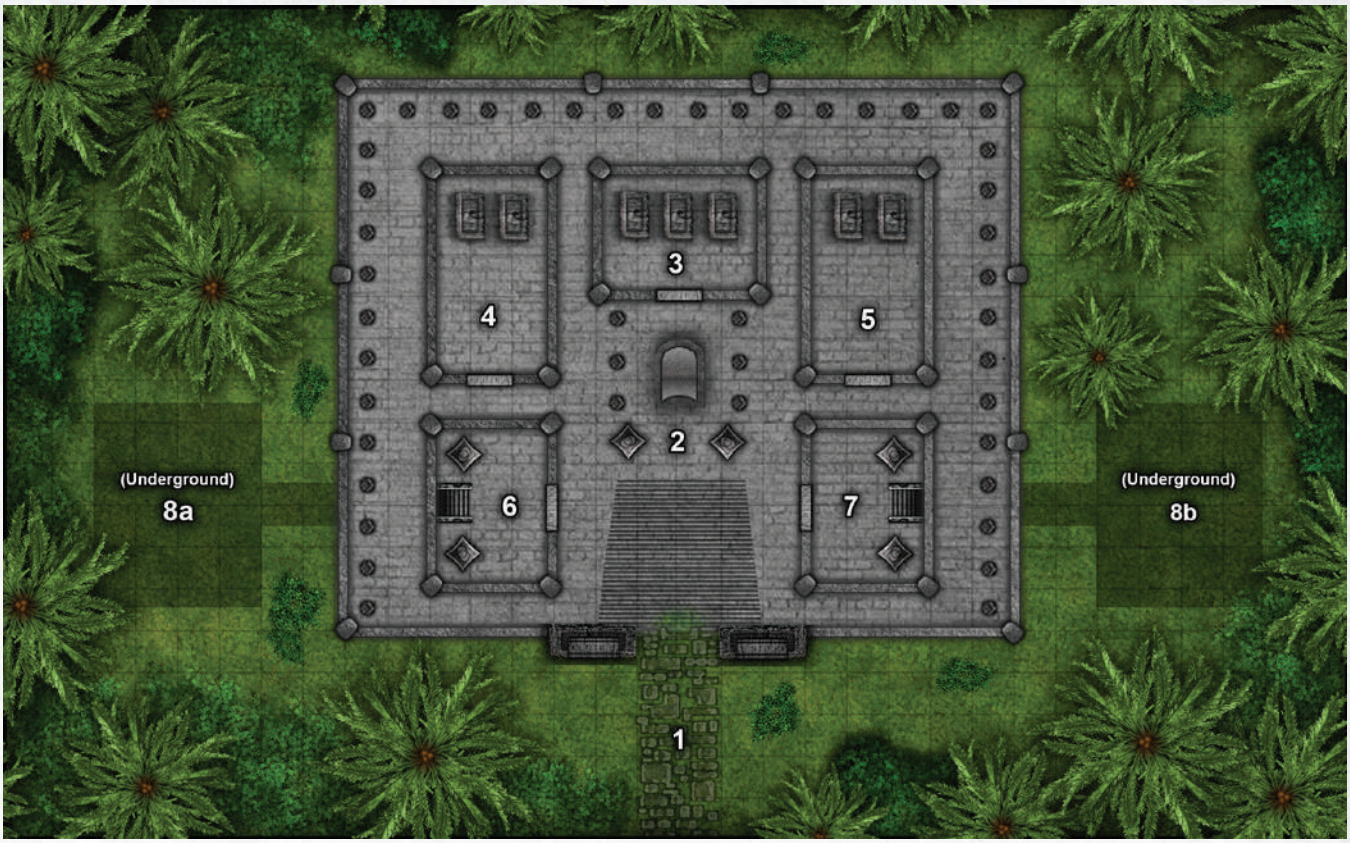
Shouting can be heard through the door. The ghouls in this chamber hurl insults at each other, pausing their eternal argument only to attack intruders.

9. Consumed by Passion

Behind locked doors (DC 35), a swarm of worms eating the torn-out hearts harvested by the bloody sisters fills each well (use army ant swarm). The swarms stay contained in the well unless attacked; they are under the control of a worm that walks, the wizard suitor of one of the bloody sisters, who was consumed by worms in the grave. These swarms serve primarily as eyes for the verminous conjurer. He can see and target spells through these swarms to any square they can see. In addition to targeting powerful attack spells (and *staff of charming* effects) through these swarms, he uses them to summon monsters (shadow demon, 1d3 dretches, 1 dretch, or a spider swarm [manifests as worms]). *Stinking cloud* in a hallway sets up attacks by a swarm against nauseated creatures; if the PCs target the worm swarms, the conjurer does not hold them back—they burst out of the wells to consume intruders.

The worm that walks awaits in 9c, the lock of which is difficult (2d4 rounds, DC 40) to pick. The gearing is also very loud; the action of the gears being picked can be heard inside the next room. Exceeding the Disable DC by 5 picks the lock silently; otherwise the sorcerer has time to prepare and withdraws into chamber 9b via *dimensional step*. In addition to being able to target through the worm swarm in 9c, the worm that walks can see and target through the hole in the wall (improved cover; AC +8, Reflex +4); he starts by retreating into the hall near Area 6 and casting *project image* to deliver spells through his illusory double at the crack, which mimics his own attempt to remain unseen (opposed Perception vs. +22 Stealth; includes improved cover). He also uses these tactics if the PCs investigate the crack between the two rooms from 9b, retreating into the hall outside 9c, where closing the door and making a *dimensional step* back into 9c grants more time to prepare if approached from down the hall. The worm that walks's *dimensional step* ability manifests as a swarm of worms speeding through space and disappearing through walls.

Treasure: In addition to the gear carried by the ghoulish bards and the bloody sisters' eternal lovers, each of the sisters has a keepsake worth 15,000 gp. One sister wears a ring with a diamond surrounded by rubies and set in gold, with an inscription of an ancient motto of battle. The other bears a locket bedecked in platinum and sapphires, inside of which is painted an exquisite likeness of the once-handsome worm that walks.



True Lovers Run Into Strange Capers

Stephen Yeardley

Eternity at the beck-and-call of an immortal outsider can become..."mundane"...while existing simply to extinguish other creatures' lives eventually turns out to be equally tedious. But surprises rouse even the greatest of outer-planar beings from their ennui. And love is invariably a surprise.

Pesä-Salaisuus is a 500-foot-diameter demi-plane created in, then torn from, the rakshasa's realm. A renegade tataka, Ylhainen Kissa, used a little essence from Kunkarna the Dream Warrior, her deathless master, to hide this lush jungle and lavish manse far from prying eyes in a cavern beneath an Underworld lava lake. Outraged, Kunkarna hired Palaa Luuranko from a fey ally, and sent the ankou after Ylhainen. But on meeting, the two fell hopelessly for each other; now both flee the immortal. Palaa used a wish to adapt his dimensional anchor spell-like ability to surround Pesä-Salaisuus with a "no in-or-out travel" barrier, but walking the sunless depths can lead here.

1. The Approach

The 20-foot-wide approach comprises fifty previous victims, each flensed, formed into bone slabs by the pair's strengths, and used as poisonless footgrabber traps. Skeletal arms burst from the slabs so sharp fingers pierce creatures' legs, becoming *entangled* in flesh and clothing. Only disabling the first three gains xp; the rest are automatically perceived.

The doors roll open when non-outsiders, non-extraplanars, or guests approach, and a meal's aroma wafts out. Otherwise they remain shut with a *harm* trap in place. The PCs are outsiders here. They have a 20% chance to meet two flanking carnivorous blobs every 1d12+2 rounds if walking the grounds or a kongamato every 1d20+2 rounds if airborne. Each encounter can happen three times.

2. The Foyer

Shallow stairs descend towards two tall, translucent statues that are victims-turned-banshees. They can't move from their pedestals, but gain +1 to attacks

against ground-based creatures and can reach 10 feet. A snapped stone column forms six chairs for a pristine table that is the focus of a permanent, servantless *magnificent mansion*. The table's six legs are each made from nine forked metal rods.

The area is lined by forty hollow, bone-formed columns that are receptacles for two shadow ropers. They can't move out of the pillars, but can switch to an adjacent one as a 5-foot step and still attack. A roper in a column is granted *resist energy* (fire 10). If one dies in a column, its rib cage can be used to make a medium breastplate with the same energy resistance without having to cast the spell.

3. Treasure Room

This treasure room has three coffers holding: a *wand of invisibility purge* (CL 5, 38 charges), a 2,500 gp sapphire the color of Ylhainen; a text by a CG saint (5,000 gp), a LE text in the same saint's blood (10,000 gp); a +2 *merciful staff*. The room's guarded by Keskeinen Henki, the corrupted saint-turned-nemhain surrounded by the lovers' foes' spirits. The middle coffer's her creation object (Hardness 20, 200 hp).

4. The Lover's Beds

The lovers' beds are protected by heightened *persuasion* traps. The 30-by-30 foot floor is Palaa's mount, a flattened zomok that acts as usual but has no speed (CR 15). Mashed corpses end up in 8a.

5. The Guest Beds

Two guest beds with prison of blades traps on them. The open 30-by-30 foot floor is a restructured clockwork, sleep gas-breathing, infiltrator dragon with the usual attacks but no speed or *greater invisibility* (CR 15). Attack methods come from floor sections as follows: wings, 20 x 10ft. each; tail, 30 x 5 ft.; bite, 15 x 10 ft.; claws, 15 x 5 ft. each; breath, 10 x 5 ft. These make up 30 x 30 ft. in total. They reset position each round. Partially flensed corpses end up in Room 8b.

6. The Plinths

Two dwiergeth stand on 10-foot tall plinths protecting the stairs to Room 8a. They can't move off their perches, but gain +1 to attacks against ground-based creatures. They attack a foe until one swallows it, then move to the next.

7. The Sphinx Colossus

In a moment of homesickness, Ylhainen commissioned a sphinx colossus for this room. It's upright on the northern pedestal (10-ft. space, 60-ft. tall), but can switch to the southern one as a free action. It cannot move otherwise, but gains +1 to attacks against ground-based foes. Carved as an imperious, feral tiger instead of a lion, it protects the stairs to Room 8b, always slamming the two nearest foes.

8a. Mashed Corpses

This space holds fifty or so mashed corpses. Their bones form the approach path, the visceral slop feeds various creatures on the demi-plane. Humanoids touching the corpses risk catching shattermind disease.

8b. The Cleaner

This space holds a creature that acts as a lawful evil riftcreeper. It completes the flensing started in Room 5, leaving clean bones for Room 2's columns. It attacks a foe until it's dead, then moves on.

Ylhainen and Palaa are so in love that all else is either a boon to their well-being and to be nurtured, or a threat to their happiness to be eliminated. Their "guests" on the demi-plane are the former, while the PCs could easily be one or the other. Each fights to the death for the other. There's a cumulative 5% chance either is in a room when the PCs enter it (Room 2 is used many times). The first time one of the lovers is encountered, she or he tries to flee to the other. If successful, they coordinate future attacks to protect their guardian creatures. If not, they fight viciously while yelling a warning.

Three-Ring Circus

Stephen Yeardley

The PCs find themselves in a city whose ruler, once even-handed and moderate, fell to tyranny a year after marrying. He chose to argue with, and declare war on, friend and foe alike. Things declined when his bride disappeared and he cursed common folk for favoring all he "held as false." In the chaos, he fought the city's allies openly. The judiciary mooted martial law, and the ruler was caught, charged, and sentenced. Now, barely credible news from the Underworld hints that not all is as it seems; the ruler's last few die-hard allies beg the PCs to save him for a reward the size of a king's ransom, if they escape.

Vangin Vartija, the warden, runs a firm-and-totally-legal prison. A 3-foot-thick stone wall holding sheets of lead and adamantine surrounds the place, with dozens of prison of blades traps on the perimeter and within the building (marked in yellow). Vartija's charges call it the "Three-Ring Circus" for his use of *altered rings of friend shield*. Instead of pairs, he has trios, given to three evenly matched inmates. If one starts trouble and takes damage, the shared half gets spread across the others, who always have something to say about it. If PCs don't know this, they may wonder why initial targets take longer than expected to be defeated but later ones take less time. Prisoners in 5A and 5B are linked together. Significant trios are: fire giant/first human bandit/elf druid (2A-3A-3B); second human bandit/vampire/half-orc (3A-5A-6A). Gold beacons each cast area-wide *greater dispel magic*, (areas give details). Emotion oozes cling to ceilings over the holding area in these rooms: 2A, 2B, 3A, 3B, 5A, 5B, 6A, 6B.

1. The Outer Walls

The walls are guarded by eight treants wearing *bower-bands of speed*, which they activate if chasing someone. They also keep 16 trees animated. The 100 feet of road before the steps looks paved with wooden bricks but includes a wood colossus. The warden and the dream dragon can activate it mentally. There is a *wall of force* across the front pillars that guards can pass through with permission.

2A–2B. Guard Houses

Two pious guards watch Cell 2A, but they have little to do. The blue rectangle is an elder ice elemental maintaining a thick block of ice over a fire giant brawler, the only giant caught in the region. If freed, he grabs the nearest pole and fights mercilessly. The ice is 20 feet thick, the cell beneath 15 feet high, so the giant can barely stand. Cell 2B is similar to 2A, but it is presently without occupant. Instead, water fills the cell. If a PC swims down 35 feet to the cell floor, she finds a forgotten *bottle of air* and a *gem of brightness*; the latter is used to temporarily disable prisoners when they're being taken elsewhere.

3A–3B. Force Cages

Walls of force surround the villains in these cells. In Cell 3A, scandalous twin bandits, who corrupted many high-ranking officials, are guarded by two paladins, hired just for this job. They have proved immune to the bandits' charms. The paladins aren't familiar with all of the usual prison guards and workers, nor the rest of the staff. The elf druid in Cell 3B was found with a ruler's letter promising payment if she poisoned the city's wells and fields. To date, nobody knows whether she was successful. She's guarded by three keepers. If released, she flees and tries to turn the treants against first the prison, and then the city.

4A–4B. Common Cells

Both rooms have four banks of five cells, each 7 feet wide by 6 feet deep and lead-shielded from the next. When a cell door opens, two wall beacons instantly cast *greater dispel magic* (CL 16th) at the prisoner. In each block, 18 ill-famed criminals (for example, raiders, slavers, dealers, prisoners; GM's choice) are watched by four pious guards and four keepers who subdue anyone that enters without authorization.

5A. Western Oubliette[1]

A guardian priest and two paladin defenders discuss the prisoner in this cell without saying what it is. Their tone indicates it's someone whose plans for insanity-fueled mayhem were barely stopped. The cell is an oubliette, a teardrop of lead with just enough space for its occupant, a vampire. It's kept "alive" as it knows of a cabal of foul cultists that, while scattered, still affects parts of local society.

5B. Eastern Oubliette[1]

The prison's warden, its record-keeping kolyarut, and its sentence-monitoring contract devil discuss the prisoner in this cell, another lead oubliette. It contains the warped ruler and his wife, who in actuality is a disguised drow. The matron wanted to subvert the region slowly, but her methods were too effective and the ruler went mad. She "fled" before searchers found her, waited five days, then used the last wish from a *ring of three wishes* to join the man. She maintains his madness by appearing as a "vision" thanks to *rings of invisibility and sustenance*. If the PCs drop into the cell, she uses *wind walk* (replaces *antilife shell*) to fly out and try to avoid detection. The beacons may reveal her. The ruler is huddled at the base of the cell. His insanity needs healing. The used ring can be found with a successful DC 38 Perception check.

6A–6B. Greater Force Cages

Again, *walls of force* keep inmates in place. The high-risk criminal in Cell 6A, a murderous half-orc, is guarded by two sniper monks. If attacked, the monks employ flurries of shuriken or stunning fists to disable people. A trusted medusa has placed a savage ghoul in Cell B and is about to petrify it. The retrieval agent who caught it helps. If the PCs interrupt, the ghoul attacks the nearest one and then flees.

7. The Grand Hall

This central atrium is protected by six hardened clay soldiers along with a strange pairing: a guardian naga and a graveknight. These two have worked together for many years, and both are much closer to lawful neutral than their original alignments. They guard the entrance to Room 8 until help arrives.

8. Throne Room

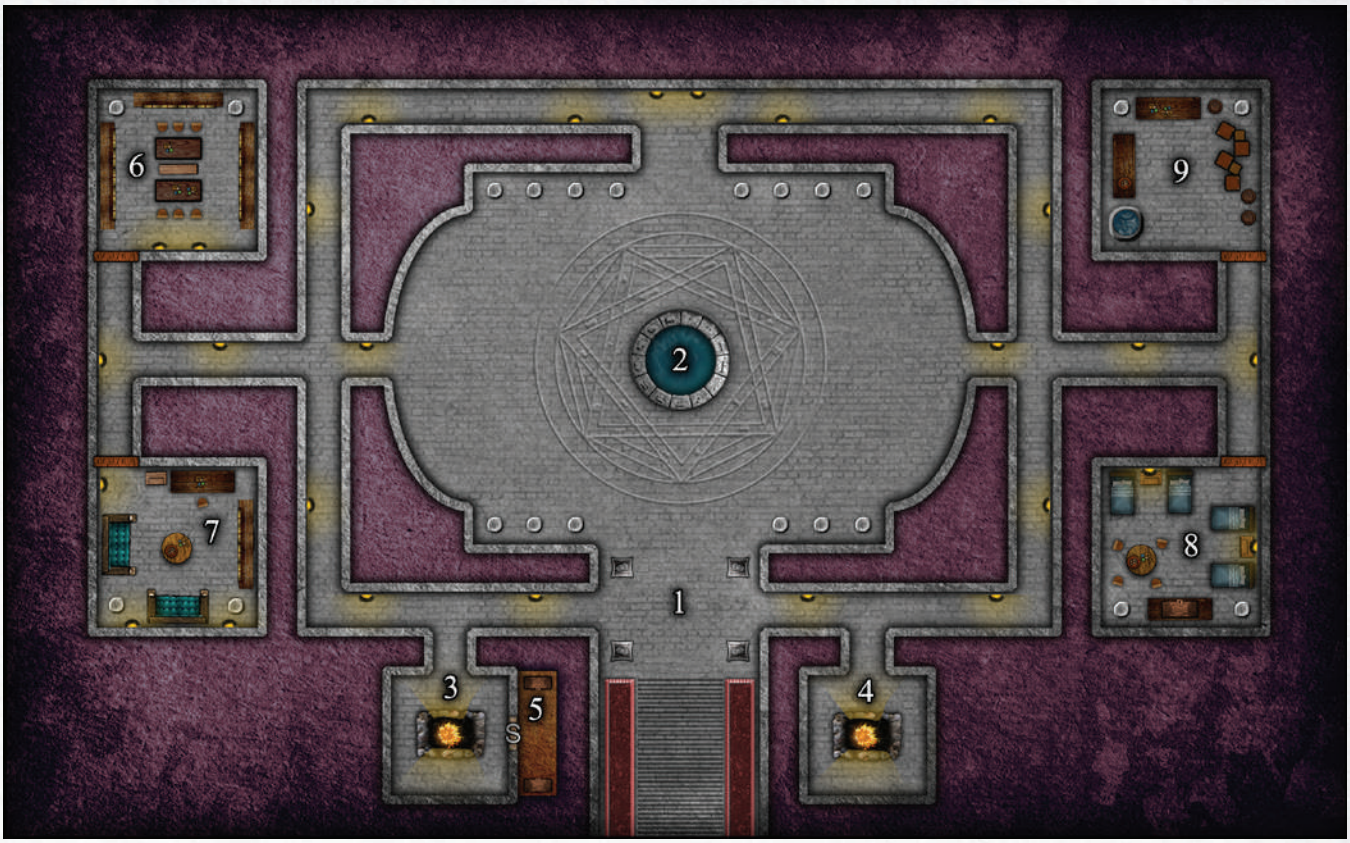
Room 8 has three statues, a large seat, and a scrying pool. If it isn't aware of trouble on the site, an adult dream dragon stands over the pool, reviewing a number of prisoners' dreams from the last 24 hours. As the PCs enter, a scene of unfocused madness is visible in the pool, seeming to be from the mind of the man they are after. It acts as a heightened *symbol of fear* trap.

Random Encounters

Random encounters here might come from either a change of watch (four pious guards and four keepers) or a main guardian after it finishes a listed task (for example, the medusa seeing the agent out after dealing with the ghoul). As GM, choose how difficult you want the task to be for the PCs. High-level guards move toward any disturbance; the PCs can use this to their advantage. Remember, prisoners don't have equipment, but they use what they get theirs hands on if released, and if they are left to their own devices, they begin to break free from their cells.

[1] Part 2 of this series, "Chase beneath the Prison," is on page 240. The caverns and the prison link here. The matron has placed forces around them, and she retreats there, taking the ruler, and waits for the PCs. If the PCs can show there is a plot, some guards might help out.

Stephen Yeardley



The King of Infinite Space

Stephen Yeardley

The Underworld's layers hide many mysteries. Vast, long-abandoned, deep-set cities exist in the dark. One such site houses Urkkia, a gnome spy who was more...but is now less...than he appears.

Over time, Urkkia perfected ways to manipulate shadow, particularly the Plane itself. With near-perfect control over *shadow walk* allowing him to appear within ten feet of his destination, he became an efficient spy; nothing seemed safe from him. As the bounty on him grew, he retreated further from the surface to this safe house. Here Urkkia built his ultimate creation: the Room of Infinite Space. But his links to the Plane as "something real" attracted powerful shadow beings; they sent three nightwalkers after him recently. He destroyed two, fell to the third, but was ready for such an event.

Urkkia is evil in that he lies, cheats, steals, and even kills in the name of retrieving items from the worst creatures in existence. He's self-focussed, thinking of himself first, as any spy does if they want to live.

When the party enters a room, roll on the Wandering Monster table below. This may mean a listed greater shadow is in a nearby corridor. Wandering creatures occur once only.

% Roll	Wandering Monster
1-25	The room is empty.
26-50	A greater shadow from another room is now here too.
51-70	A shadow roper crossed into Urkkia's home and is now trapped here.
71-85	Tyhjo, Urkkia's apprentice, a green-tinged gnome seemingly wearing a robe of stars, is really an adult outer void dragon.
86-95	A powerful demilich, Urkkia's ally, is back after being away during the undead attack.
96-00	Urkkia rescued this hollow serpent from the Plane of Shadow. It returns for companionship.

Each dim yellow beacon is an image of Urkkia that attacks with *touch of darkness* when someone first enters its square. As a melee touch attack (+9), they cause a creature's vision to be filled by shadows and darkness. The creature touched treats all other creatures as if they had concealment, suffering a 20% miss chance on all attack rolls. This effect lasts for eight rounds. Beacons attack once a day, resetting at dawn when triggered. Each has a 75% chance of being active.

1. Befogged Antechamber

The 20-foot-long stairway entrance is affected by *deeper darkness* and is full of permanent *solid fog*. Originally teleporters to Room 7 and Room 9, the carpet strips are malfunctioning teleportation circle traps. The last nightwalker stands between the four statues. It's tormented by Urkkia's clone but can't catch him. Its racial stealth bonus only works in Room 2.

2. The Room of Infinite Space

Urkkia's is here, still fighting. He's used 80% of his spells (each has a 20% chance of being uncast), but has a *wand of empowered scorching ray* (25 charges). The pillars are emotion oozes, with each emotion represented twice and colors matching those described. Urkkia and Tyhjo wear tokens the oozes know to ignore. They attack everything else. The curved walls are direct links to the Plane of Shadow created by Urkkia, allowing him to travel anywhere. Non-shadow creatures using them, save Urkkia, fall to a *maze* spell. They're currently deactivated, trapping various types here. The pool is fresh water.

3. The Flames are Illusionary

The flint-walled pit is a leaping fire trap (as listed but fire damage, not electricity), triggered if someone giving off heat touches it, and reaching anywhere here. A gunpowder ooze lives at the bottom of the pit. A blow at it that misses by 3 or fewer strikes the pit, causing sparks.

4. The Flames are Shadow

If touched, this shadow fire causes damage from the element a person fears most using *greater shadow evocation flames* (Will DC 24 saves). The bottom of the pit holds a darkness domain prayer book with commentary on these divine spells: 1st—*obscuring mist*, 2nd—*blindness/deafness* (blindness only), 3rd—*deeper darkness*, 4th—*shadow conjuration*, 5th—*summon monster V* (1d3 shadows), 6th—*shadow walk*, 7th—*power word blind*, 8th—*greater shadow evocation*, 9th—*shades*.

5. Incubation Chamber

Urkkia's original body is laid out on the wooden dais. Beneath is a chilled coffin holding a cubic inch of flesh, another already-growing *clone*. Creatures touching it are hit by *baleful polymorph* (DC 22).

In the home's living areas, the nightwalkers' greater shadows wait in ambush as listed below. Rooms are standard for their types. Urkkia's most powerful items and valuable spellbooks are elsewhere.

6. Athenaeum

One shadow is in the northern storage unit. There is a wide selection of spell components carefully stored and recorded in several ledgers.

7. Library

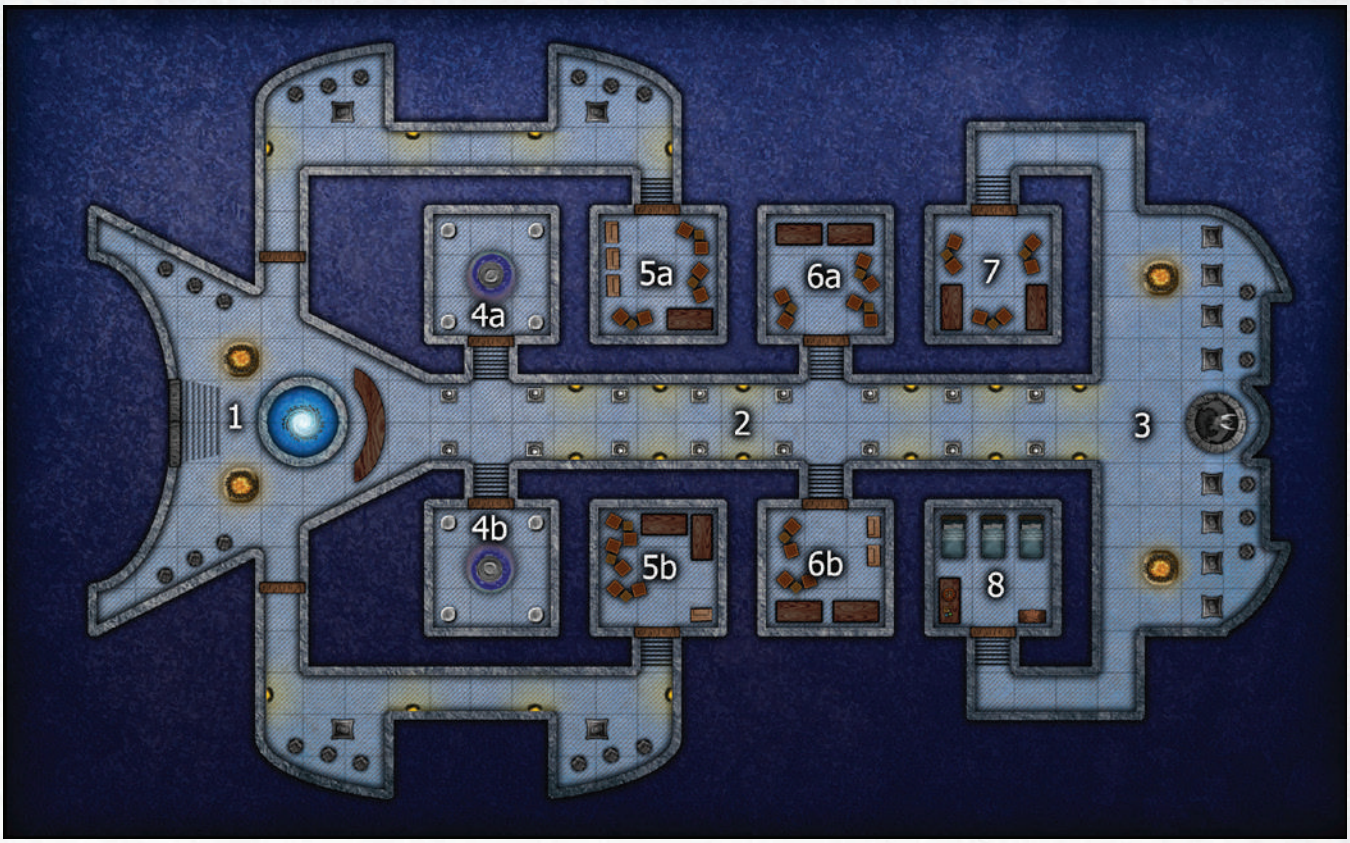
One shadow is in the eastern bookcase. None of the books are magical, but there are plenty of tomes on Urkkia's areas of knowledge and crafting skill that provide a +2 insight bonus with study.

8. Dressing Room

One shadow is in the southern wardrobe. There is a wide selection of gnome-sized outfits. *Prestidigitation* cleans them and the bed linen each day.

9. Kitchen

One shadow is in the western oven of this kitchen. There is plenty of preserved food. The liquid in the basin replicates *eyes of darkness* for 9 rounds per day if used as eye-drops. It holds three doses.



Beware Gentlemen Bearing Gifts

Stephen Yeardley

You can acquire anything in the world's great cities if you spend enough time and money. This may involve dealing with shady types, but at other times, the sale is entirely above board. "Four Gentlemen for Gifts" is such a place: a legal store selling costly but exemplary items that include a "preferential purchaser's card." For generations, four "men" from one merchant family have run it, overseeing all transactions. The storefront's 20-foot-wide double door is flanked by 35-foot-long walls that display tempting programmed images of various high-powered magic items that appeal to every sense. If ever seen in its entirety, the store's shape broadly matches the owners, who are glabrezus.

The catch? Every item the "gentlemen" sell contains a drop of blood from each of them. This doesn't show up in any way short of miracle or wish. Once someone starts to use an item, there is a cumulative 1% chance per year they become chaotic evil. At first, this may manifest simply as acting a little more selfishly, but the journey to the Abyss has begun. The "gentlemen" have supplied countless souls to their prince this way.

An issue the "gentlemen" have is a patch of gray goo roaming around. They often lure those getting close to the truth of their shop to come and help them, blaming efforts to keep this issue "secret" as the reason for security - and death. There is a cumulative 1% chance per minute PCs encounter the goo when in the building.

1. The Head

Stairs lead from the doors past two large braziers and on to a 20-foot-diameter pool that froths with refreshing water. Beyond this is a 30-foot-long curved wooden desk. About 15 feet behind that is a curtain of cloud. Doors are north and south of the pool, each along a corridor. Lists of sought-after items are at the ends of the counter, some with rumored locations. A "gentleman" greets every buyer, writes down orders, and then takes 10 minutes plus 2 minutes per 1,000 gp value to collect the item. On his return, he hands over both the item and a "purchaser's card", which looks like a loyalty card but is actually from a *deck of illusions* that uses *shades* in place of *major image*. The card calls a random foe toward the end of any fight, encouraging the purchaser to come back for more merchandise.

If attacked here, the six pillars morph into aerial servant guards, the braziers are maximized *fireball* traps, and the wooden counter holds a carnivorous blob. The duty glabrezu activates them all before teleporting away.

2. The Heart

This corridor's cloud-curtains hop seamlessly between points on the Material Plane. Each section's lights cast a spell at all non–chaotic evil beings each round as follows: *dispel magic; confusion* (DC 19); *chaos hammer* (DC 19); *reverse gravity* (DC 22); *unholy blight* (DC 19); *power word stun* (4/day).

3. The Hooves

This area is on the Abyss, but hidden away. The pedestals hold vrocks in stasis; the glabrezus made deals with them to stay and attack non–chaotic evil beings. The statue is an iron golem shield guardian. Chaotic evil beings that damage the golem are attacked by it and the vrocks. The braziers are *fireball* traps that shift position each round randomly, then activate. One always appears by the golem, and both avoid the vrocks if possible. The pillars are linked to rod and staff crafters. Between them, the six make any known item. Placing completed goods on an equivalent construct in their home sends them to this golem. They're paid by return.

4A–4B. The Horns

Crossing the cloud-curtain leads to an unknown part of the Material Plane. Doors open into rooms that contain fountains used to procure potions. If a fountain is damaged, it summons aquatic guards to protect itself. The door seals (Strength check DC 30 to open) as four elder water elementals fill the room, followed by four aquatic purple worms. Each column connects to a brewer; at least one can cast any 3rd-level spell or lower. Pouring the potion into a comparable pool in their workshop dispatches it here, and they're reimbursed immediately.

5A–5B. The Hook-Claws

The pedestals along the corridors to these rooms hold ornate statues of the "gentlemen" as sorcerous adventurers. All four are soulbound shells (*acid fog* [DC 23] replaces *beast shape IV*; *feeblemind* [DC 21] replaces *passwall*) who bargained with their souls to watch over the store rather than be sent to the Abyss. The obelisks behind each statue each reshape into graven guardians, (Guardian domains: Knowledge, Magic; no bleed attack)and attack anyone who targets a soulbound shell. Crates in 5A couple with 13 scroll scribes, those in 5B to 12 wand crafters. At least one of the 25 can cast any spell that's known. Placing their wares in a matching crate in their quarters directs it here, before being remunerated forthwith. If a crate is defaced, it sends for allies to shield itself. The door seals (Strength check DC 30 to open) as an elder air elemental appears, followed by a flying polyp or similar creature. No more than four of each appear together.

6A–6B. The Hands

Rusty-looking iron boxes in 6A couple with 11 weaponsmiths, and those in 6B to 10 armor makers. At least one of them can craft any piece of kit known. Placing the gear in an analogous box in their forge forwards it here, and they're refunded directly. If a box is vandalized, it calls forth protectors to guard itself. The door seals (Strength check DC 30 to open) as an elder fire elemental appears, followed by a clockwork golem or similar creature. No more than four of each appear together.

7. The Heels

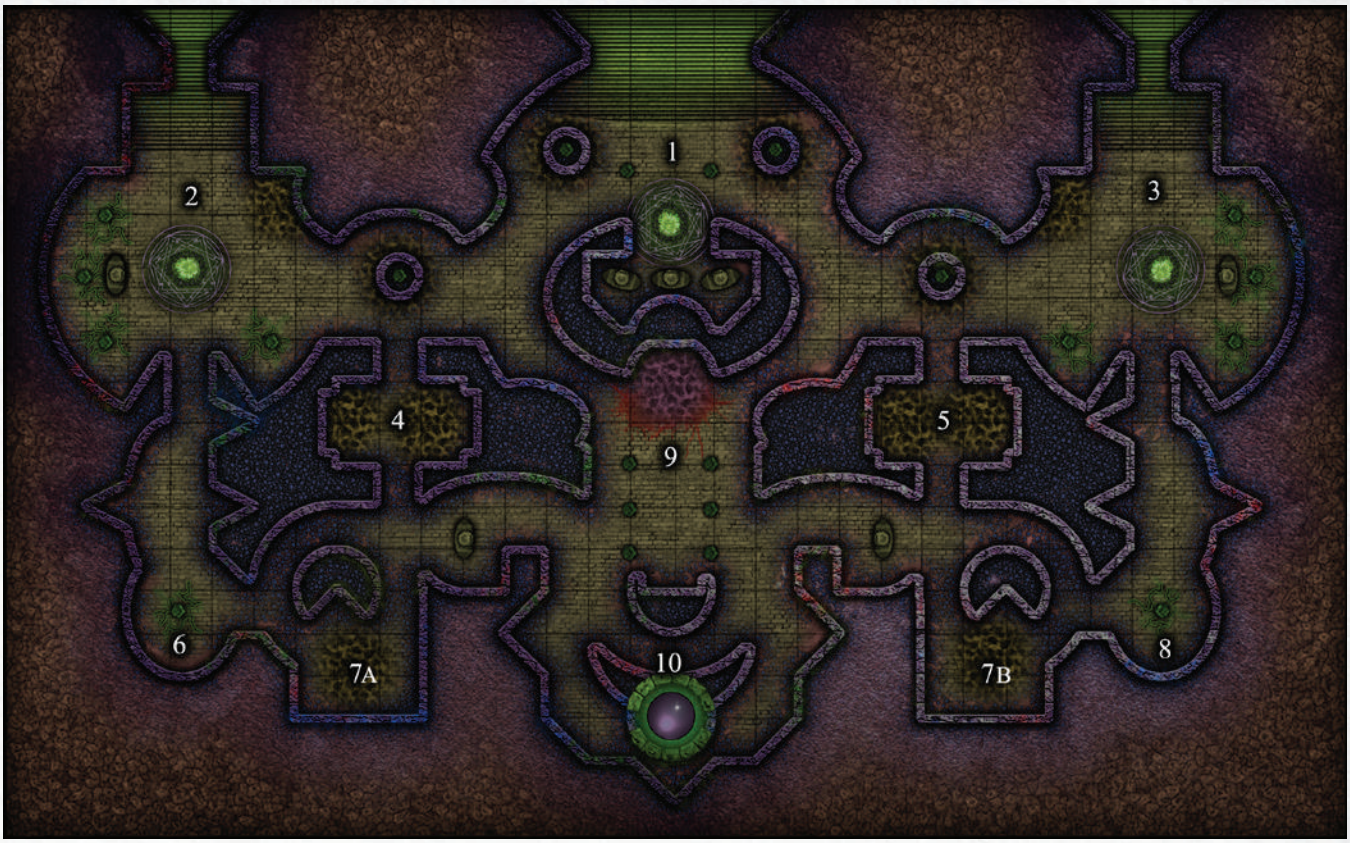
Each chest here conjoins with a ring crafter. At least one of the 11 can forge any known ring. Placing one in a counterpart chest in their residence transfers it here. Payment is sent back directly. If a chest is tampered with, it draws down guardians to defend itself. The door seals (Strength check DC 30 to open) as an elder earth elemental appears, followed by a rat plague swarm or similar creature. No more than four of each appear together.

8. The Home

This room is on the Abyss, but again is hidden. The beds are just for show. The 12-foot-by-8-foot desk holds an enormous book, so large it requires two strong people to lift it. It's a ledger of sales over time, written in Abyssal. No matter how many pages are turned, another always remains. The coffer in the corner is linked to all of the crafters the glabrezus know. It's used for wondrous items, no matter their size, and works in exactly the same way as the other rooms. Anyone touching it attracts all the glabrezus instantly, while 1d2+1 vrocks appear for each of the next 4 rounds.

Conclusion

Defeating the "gentlemen" isn't necessarily a good thing at the time. The shop loses its anchors with the Material Plane and begins to drift about on the Abyss. Within 1d2+2 hours, every demon in a 100-mile radius becomes aware of the now-undisguised structure, and race to claim it as their own. But that's another adventure altogether...



Maw of the Dark Tide

Justin Andrew Mason

"The Dark Tide Comes!" goes out the cry as the bells of the monastery begin to toll. It is too late. Dozens of tattooed cultists in service to the dark goddess Xyn burst through barricaded gates, slaughtering many. Within minutes the monastery is engulfed in flames. The cultists recede back to their mysterious floating isle and set back to sea, making way down the coast toward neighboring temples and shrines. No demands, just wanton violence and destruction of yet another holy site. The reign of terror must be stopped!

The adventurers are asked by the High Church to end the cultists' raids.[1] The offered reward is 25,000 gp each, 4d4 medium, and 1d4+1 major wondrous items.

The Dark Tide is a small floating isle of coalesced dead coral and barnacle surrounded by a pool of black slime. The temple of Xyn, home to the Maw, is located at its center.

The black slime forms a 1,000-foot-wide moat around the island and penetrates up to 50 feet beneath the surface. The slime deals 1d8+2 points of negative energy damage per round to any creature it contacts.

If a boat is utilized to cross the black slime, Xyn causes powerful waves to attempt capsizing the vessel. It requires a DC 30 Profession (sailor) check to prevent the boat from flipping.

Xyn, Scourge of the Dark Tide is worshiped by a cult known as the Maw. She came into being as the servant to a powerful evil god that was long ago destroyed. In the thousands of years since the fall of her master, Xyn's own power has grown and she has cultivated her own small yet devout coven of faithful servants. She controls the Dark Tide and the slime that surrounds it.

Initiates of the Maw have completely shaved heads and are covered head-to-toe in solid black tattoo save for a reverse emblem depicting a dozen interlocking serpent

[1] Note: The objective of the quest can be accomplished by defeating the cult. More powerful parties may want to attempt to destroy Xyn herself.

heads upon their chests. Comprised of both men and women, they wear blue robes over their armor and wield deathblade-poisoned weapons.

Ysamas Xi. Hierophant of the Maw wears the *reflection of faith* which, based on his faith in Xyn, creates an illusion causing him to appear to be a scaly humanoid with six long-necked serpentine heads. When speaking, the heads take turns uttering one word spoken to form cogent sentences. He is the leader of the cult.

Reflection of Faith

Minor Artifact
Slot neck, **Aura** strong (illusion)
CL 20th; **Weight** 1 lbs.)
A neck chain suspending a nondescript silver bauble. The *reflection of faith* grants its wearer an illusionary appearance with attributes based upon the deity they worship. The *reflection of faith* utilizes the user's own interpretation of the physical appearance of their deity to draw from, however, the user may not control or customize the appearance. The illusion does not change the user's size. The bauble transforms into a silver (un)holy symbol. If the user is not devoted to a deity, then the *reflection of faith* has no effect. The *reflection of faith* is destroyed if the wearer disavows their faith.

1. Temple of Xyn

The temple is massive, but crudely crafted from ancient brick and bits of coral and fossilized barnacle. Twelve spires stretch above the temple complex. Three rows of steps lead to three different entrances.

Pain-filled screams echo from deeper in the temple complex. A bright green flame roils from a deep pit illuminating the chamber. Three large statues depicting serpent headed humanoids dominate the foyer.

2. Training Room

A group of 24 initiates partake in intensive combat training. Any sign of intrusion sounds alarm and the armed initiates rush to defend the temple.

3. Serpent Warren

A dozen initiates tend to three highly aggressive serpent pets. They will turn the snakes loose on any intruder.

4. Opium Orgy

A group of 14 opium-intoxicated initiates partake in an orgy in this smoke-filled chamber. It takes two rounds for them to ready their gear.

5. Sleep Chamber

The room is lined with several makeshift pallets upon which sleep a dozen initiates.

6. Food Storage

Several barrels of fresh water are stacked in this area along with crates containing 500 units of preserved rations.

7a & 7b. Dry Storage

Crates containing mundane items line the walls of these two rooms. Included in the contents are: three bolts of blue cloth, 300 feet of hemp rope, a dozen vials of black ink, and expert tattooist tools. One crate also holds a keg of deathblade poison (100 uses), and 30 pots of fine opium.

8. Wine Cellar

Several barrels of fresh water are stacked in this area along with a single locked adamantine chest (amazing lock, DC 40 Disable Device) containing eight bottles of fine wine, 12 *neutralize poison potions*, 18,500 gp, and 5,000 gp worth of gems.

9. Sacrificial Chamber

A dais in the center of this chamber opens into a wide pool of oily black water. Upon the platform stands Ysamas Xi who watches of a group of 10 initiates who are actively rending a human monk's limbs. Three other hostages watch in horror as the initiates toss the screaming man's limbs into the water. The floor is slick with blood.

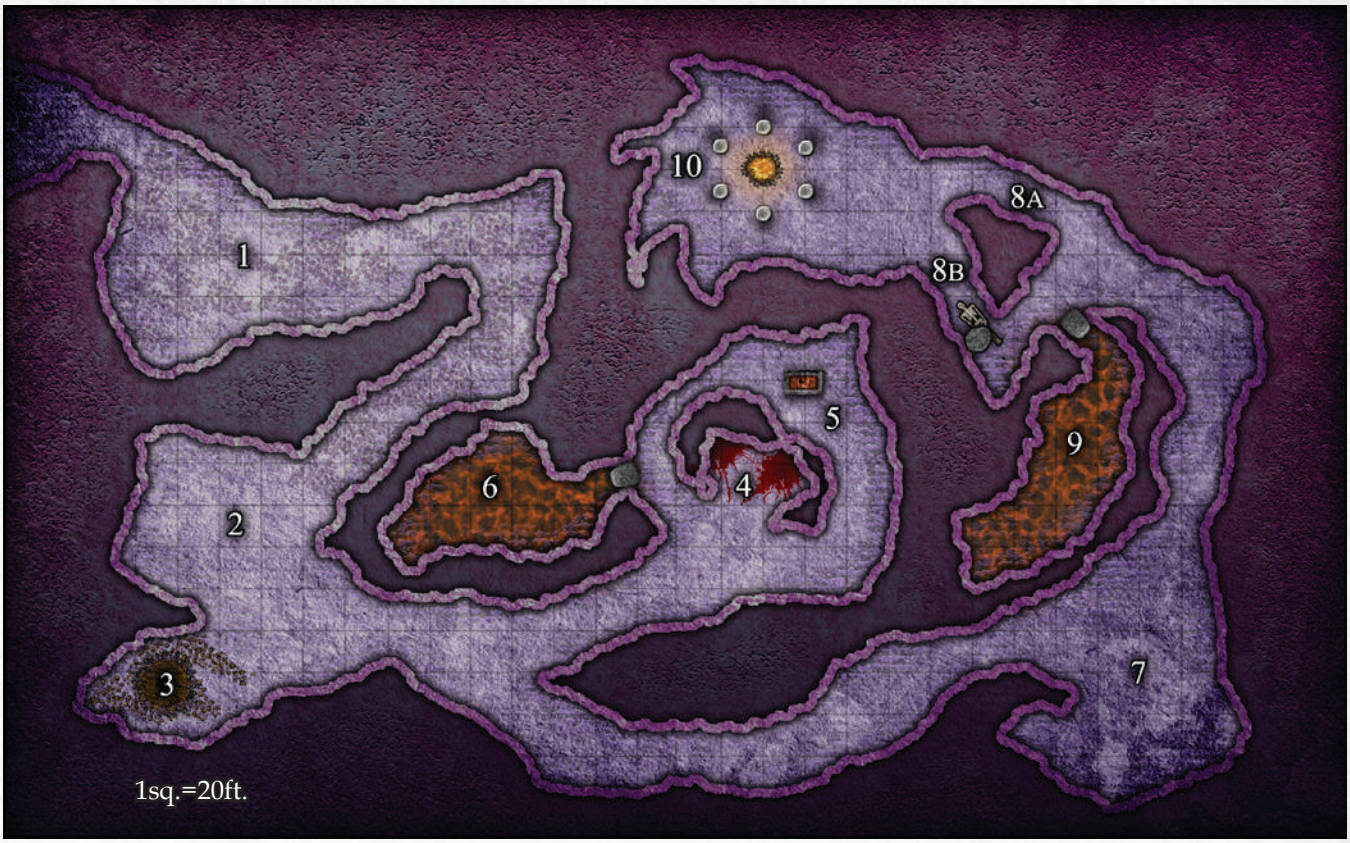
11. Dais

Xyn's heads rise from the black waters below. As a standard action she can cause the black slime to splash in a 60-foot cone (DC 25 Reflex to avoid).

If Xyn is defeated, her body disintegrates into a cloud of black motes that spiral inward to form the soul of Xyn. The black slime vanishes, and the island sinks, becoming fully submerged in 1d4 hours.

The Soul of Xyn

Minor Artifact
Slot none; **Aura** strong (all schools)
CL 25th; **Weight** 5 lbs.
An obsidian statue depicting a twelve-headed hydra. The soul of Xyn can be activated at will once per day to cast *wish* (CL 25). Each activation causes one of the statue's heads to disintegrate. When all twelve heads have disintegrated the artifact is destroyed. The statue can also be destroyed by use of *wish* or *miracle*.



Chase Beneath the Prison

Stephen Yeardley

In pursuit of a city's kidnapped ruler, the PCs find themselves investigating a former prison. At the bottom of an oubliette in the deserted rooms, they find a passage forced into the Underworld.[1] Following the drow matron and warped ruler from the prison, the PCs find themselves in series of rancid caverns. They see the pair flee to the south and then west before darkness obscures their sight.

1. Webbed Tunnel

Not immediately seeming to be a way out, this webbed funnel holds six giant tarantulas and six ettercap riders that fight from the walls and ceiling, gaining the advantage of attacking from above. Each ettercap has three shortspears to throw, and they flee via the web if they or their mounts are close to dying (more than 75% damage). The tunnel is thick with strands for more than a mile.

2. The Conquered Wanderer

The matron helped destroy many aboleth cities, and fought planktas on Underworld seas. When her own house was razed, she created a version from the energies of her deceased family: a nikáo[2]. Usually it's in Area 2, but also roams between Areas 1 and 7. It leaves only if the matron tells it to.

3. Underworld Entrance

This entrance to the Underworld is surrounded by ettercap spear traps, two per PC.

Ettercap Spear Trap — CR 2

Type mechanical; **Perception** DC 20; **Disable Device** DC 20
Trigger location; **Reset** repair
Effect +15 melee (1d6+6), spears thrust from the rubble immediately around the sinkhole

[1] This adventure follows the events of "Three Ring Circus" on page 232.

There is an *illusory wall* across the entrance to the cave, positioned just behind the line of rubble between this area and Area 2. It is at least 12 feet from the spear traps and doesn't influence them (stepping through the wall doesn't set them off), although it does make them harder to see from the east, raising the Perception check to DC 29. Hidden with *greater invisibility* in front of the wall and behind the rubble are two demonic champions, three master scouts, and four priests. They rush to the matron if she calls them. They are the best remaining house troops; eliminating them and the matron effectively destroys the house, drawing the enmity of a drow deity.

4. Guarded Cave

A chosen gnoll and an ogre glutton are feasting on former prisoners. The species of the victims is unrecognizable. The creatures have fought together with the matron for a couple of years, and they work to give flanking opportunities whenever possible. The glutton looks to swallow suitable foes at every chance.

5. Prison Entrance

This is the entrance from the prison above. There is a 30-foot-long spider-silk rope hanging down from the bottom of the oubliette.

6. Ooze Cave

Long ago, when the prison above was a wicked and monstrous place (before becoming a legal venture or falling into complete disrepair), this space housed putrid oozes to torment or dispose of prisoners who weren't able to raise ransom. If the oozes weren't fed, they dehydrated into hibernation, but they always reformed eventually. Currently there are four of them in this area.

7. Webbed Cave

Thick webs across the whole space hold four goliath spiders, each with four spider swarms (16 in total). The drow forces move through it unmolested, but foes can only go northward without being attacked. If the PCs try to set the webs alight, the spiders fight back.

8A–8B. Treacherous Tunnels

At 8A, the drow forces used magic and the nikáo[2] to breach the barrier, creating a treacherous floor trap.

Treacherous Floor Trap CR 17

Type mechanical; **Perception** DC 34; **Disable Device** DC 34
Trigger location; **Reset** none
Effect 60-ft.-deep pit (6d6 falling damage, DC 30 Reflex save avoids); falling debris (Atk +20 melee, 6d6 bludgeoning damage); multiple targets (all targets in a 20-foot-square area)

Beneath the rock at 8B is a troll monarch, pinned there by the ogre and gnoll, who are considering what to do with her. They freed her, hoping to recruit her, but then changed their minds. She's angry, and fights against them if promised free passage afterward. Originally she was held over the fumarole within the ring of pillars in Area 10.

9. Secluded Cave

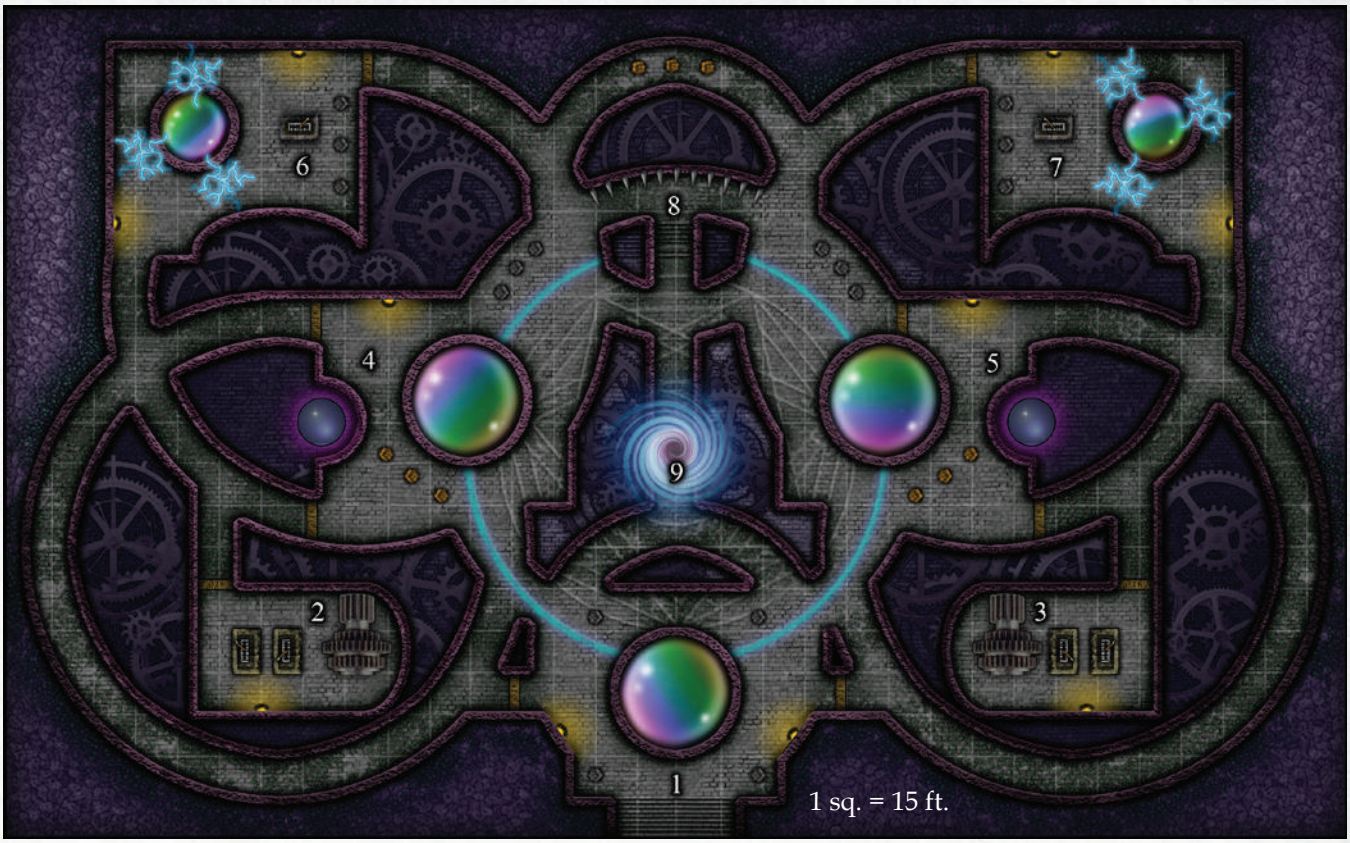
The drow haven't opened this chamber, which is a good thing. Within are two riftcreepers, attracted by the holes the drow are punching between various levels of the Underworld. These Abyssal creatures are incredibly selfish and never work together.

10. Lessons in Chemistry

Six ropers surround a fumarole that's giving off burning alkaline steam and gases. Sylvite is present in the steam, its potassium chloride giving the ropers a soft, waxy, silvery, metallic sheen. It has two other effects: the ropers are now alkaline themselves, rendering them vulnerable to acid; and on a successful hit, the toxicity of their strands deal an additional 1d6 points of Strength damage and 1 point of Strength drain on a failed DC 30 Fortitude save. They fed on the troll when they held her over the vent, draining most of her strength but allowing her to regenerate so they had endless food. The drow forces have better things to do than deal with creatures doing them no harm.

This leaves the drow matron and her captive, the insane ruler. Depending on how the PCs have acted up to this point with regard to either finding the pair or fighting their way through the prison, the matron will either leave the ruler close to the sinkhole in Area 3 before organizing her troops to beat the party, or she'll lure them toward Area 10 before using *ethereal jaunt* to move to Area 1 (or vice versa), either way drawing them round in a huge circle. She wants to take the PCs as live captives to the Underworld if possible, but this isn't essential. Escaping with the ruler is her main objective.

[2] Use stats for a plankta, but with the following changes: Alignment changes to CE; type changes to humanoid (elf); weakness to sunlight (as *sleep*, 1 rnd/spell level); gains constant *earth glide*; trample replaces capsize (4d6+30); Intimidate +12, Stealth +20 (+40 in natural rocks), Swim +24; Languages change to Elven, Terran, Undercommon.



Time Out of Joint

Stephen Yeardley

Far below ground, in remote caverns laced with web-like strands of adamantine and mithral, the party finds a colossal cave-in and scores of dead drow, duergar, and dwarves. Searching finds no metallic items; not a scrap remains. Checking the corpses (Perception or Heal DC 22) reveals all traces of iron and other metals are removed from their blood, bones, and organs. Clearing a path from the caverns uncovers a 40-foot-square onyx and gold panel. If touched, it becomes 40 stairs into a ship, a piece of the astral plane encased in platinum. It's mining for supplies after the marut crew hunted down three leaders in an Underworld war. Each looked to exterminate their foes, thus showing an ancient prophecy meant their immortality, not a new beginning.

The astralnauts are keen to restore neutrality wherever they go, and the maruts are suspicious of non-resident creatures wishing to be on the astral plane as it usually means they're trying to evade natural functions. On-board, rooms are cuboid, with heights listed. Other than the door to Area 1, ways in and out are halfway up walls. Doors are 15-foot-square gold blocks. Many rooms have gold alarms that attract roaming soldiers, servants, spies, and alchemical golems in 2d3 rounds.

1. Foyer

An adult astral dragon provides power for the ship from the 50-foot-diameter sphere in the room's center. It's serviced by 12 clockwork soldiers and an alchemical golem (by the sphere). Gold alarms are on the SE and SW walls.

2. & 3. Machinery

The huge cogs are a mithral golem that fights from any position touching part of the curved wall. It works with two lever-like clockwork golems, and an alchemical golem above. A gold alarm's on the south wall.

4. & 5. Sphere Room I

An adult astral dragon provides some drive power for the ship from the 50-foot-diameter sphere in the center of the room. It is serviced by 128 clockwork spies—15

on each side of the cuboid, the rest are using the gold pillars the access the ship's inner workings—and an alchemical golem. A gold alarm's on the north wall. The small purple sphere is an astral anchor.

6. & 7. Sphere Room II

A marut provides some defensive and offensive power for the ship from the 30-foot-diameter sphere at one end of the room. It is serviced by an alchemical golem to one side, and 24 clockwork servants (three on each side of the cuboid, six forming the lever). A gold alarm is on the west wall.

8. Recharging Room

An alchemical golems, maintains the recharging spikes that 12 clockwork soldiers are currently against. The gold pillars in the northern corridor allow access to the ship's inner workings for 32 clockwork servants.

9. Astral Core

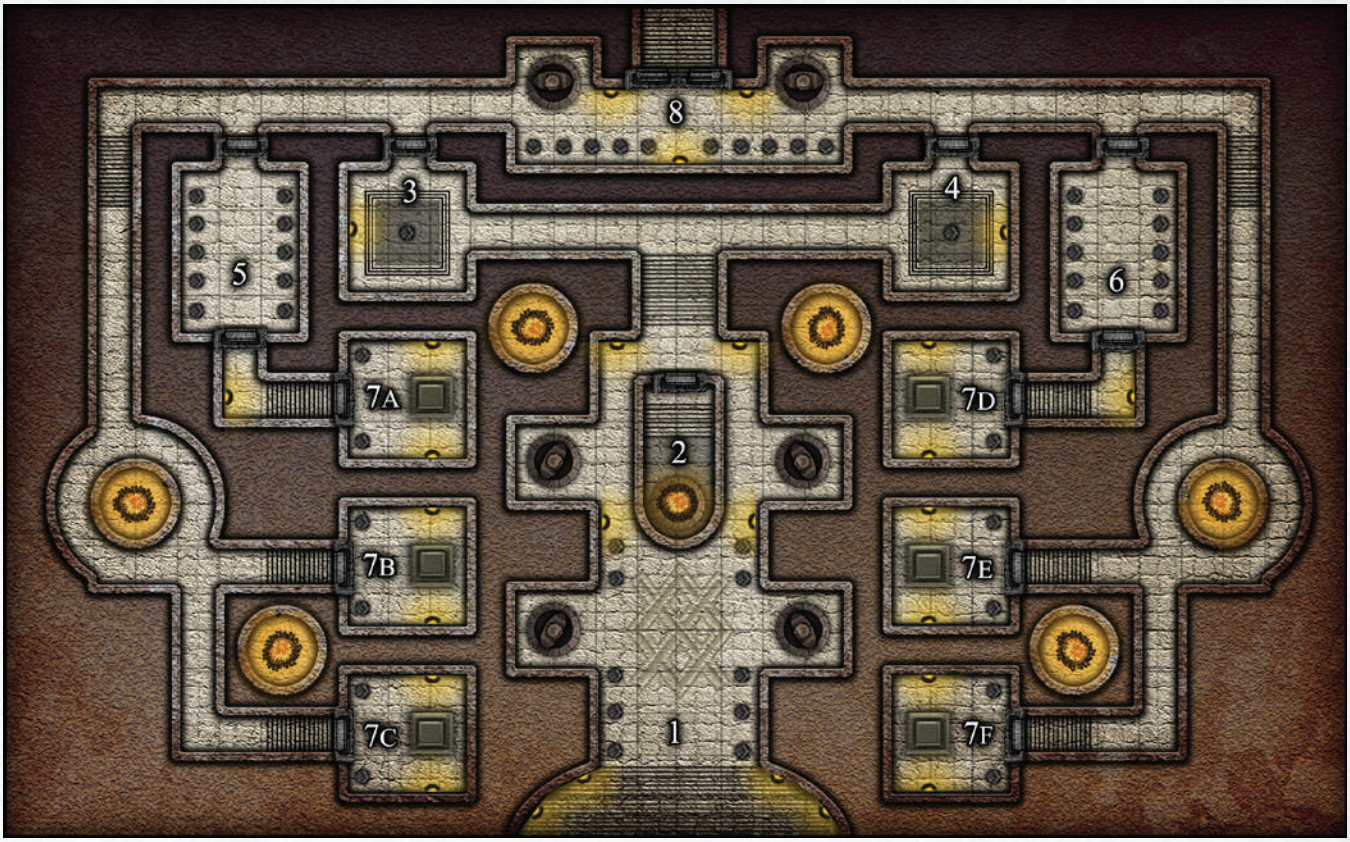
An astral leviathan provides the ship's steering in a compartment linked to the plane. The leviathan is protected by 12 clockwork soldiers, four on each approaching corridor, and a marut in the leviathan's space.

Roll % every 10 rounds	
01-30	No roaming encounter
31-55	6d6 Clockwork spies (256 roam: 1=CR½, 3=CR 2, 12=CR 6, 32=CR9 , 96=CR 12, 256=CR 15)
56-75	4d6 Clockwork servants (96 roam:, 1=CR 2, 4=CR 6, 12=CR 9, 32=CR 12, 96=CR 15)
76-90	2d6 Clockwork soldiers (24 roam: 1=CR 6, 3=CR 9, 8=CR 12, 24=CR 15)
91-00	1d3 Alchemical golems (8 roam: 1=CR 9, 3=CR 12, 8=CR 15)

Roaming soldiers, servants, spies, and alchemical golems combine, making whole versions of other creations on-board, e.g., clockwork golems form from: 8 soldiers; 32 servants; 96 spies; mixes like 4 soldiers and 16 servants; or 48 spies, 8 servants, and 2 soldiers. Similarly, maruts form from: 8 alchemical golems; or mixes like 32 spies, 12 servants, 6 soldiers, and 4 alchemical golems. Large creations form in one round per 30 component creatures.

Astral ships behaves thus: subjective directional gravity; timeless: (age; hunger; thirst; afflictions like diseases; curses; poisons; natural healing; don't function on-board, but resume after disembarking); strongly neutral-aligned; enhanced magic: spells and spell-like abilities used on-board can be cast as if improved by the Quicken Spell or Quicken Spell-Like Ability feats. Already quickened spells, spell-like abilities, and magic items spells are unaffected. Spells so quickened are still prepared and cast at their unmodified level. Like Quicken Spell, only one quickened spell or spell-like ability is cast per round.

Defeating half the astralnauts prompts the leviathan's departure, and then the ship won't fly. Stripping it gives enough mithral, adamantine, platinum and gold to fund a kingdom, if it reaches the surface.



The Tattooed Scribes

Michael Allen

Six scribes, each focusing on one of the prime attributes defining a person's abilities, banded together to perfect the chosen ability in her own mind or body. The cultists tattooed their knowledge on sacrificial victims before draining their life force. As they did so, the skins of the victims dried and peeled away. Placing the fragile skins in a magical fire caused them to be bound into books, from which the cultists could share their knowledge with their brothers and sisters. Their temple awaits those willing to confront the evil within, offering forbidden knowledge ripe for plunder.

Ceilings are 15 feet high in the temple's rooms and 10 feet high in its corridors. Tiny labyrinthine cracks in each area (except 2 and 8) allow gaseous vampire scribes and minions to move at will from room to room. Immersion in the flaming wells deals 20d6 points of fire damage per round (no save). The flames die when the magic of area 2 activates, and passages connect all six wells.

1. The Guardian Rings

Bands on the six columns at the top of the stairs rotate to allow one of the following words to be prominently displayed: Strength, Agility (Dex), Health (Con), Intellect (Int), Wisdom, Charisma. A mosaic demands, "Choose the most worthy of the attributes." The attribute with the highest number of votes is selected; Health (Con) is selected if there is a tie or if the characters don't choose. The four statues are iron golems whose breath weapon poison damages the chosen attribute selected by the PCs. A golden amulet is set into the chest of each guardian.

2. Forge of Tomes

The door's lock contains slots for the 6 guardian amulets (Areas 1 and 8) and is almost impossible to pick (DC 50; includes *arcane lock* and a resetting *knock* counterspell feature). From the history of the cultists scribed on the door, the characters deduce they may benefit from the magic, even as they remove the cultist threat. Within the chamber, dried skin of the slain scribes thrown into the sacred fire generates a +2 *Tome*

(*Clear Thought, Leadership and Influence, Understanding*) or +2 *Manual* (*Bodily Health, Gainful Exercise, Quickness of Action*). The books generated (one per character) are determined by the sacrifices made in Areas 3 or 4. Once this is accomplished, the doors in Area 8 unlock. If no PC makes a sacrifice, one random +2 *Tome* and one random +2 *Manual* are automatically crafted when all 6 scribes are defeated.

3. Sacrifice of the Body

Drawing blood with one of three sacrificial daggers, each scribed with the runes for Strength, Agility (Dex), or Health (Con), and dripping it on the central altar allows a character to select the corresponding ability she seeks to enhance. The character takes 2 points of ability drain for 24 hours which can be restored only via wish or miracle (doing so negates the sacrifice). An inscribed warning instructs the faithful that only one ability sacrifice per creature (body in this room or mind in Area 4) is honored.

4. Sacrifice of the Mind

This area is identical to Area 3, but the daggers here bear the runes for Intellect (Int), Wisdom, and Charisma. An inscribed warning instructs the faithful that only one ability sacrifice per creature (mind in this room or body in Area 3) is honored.

5. Gallery of Ink

A pressure plate in the center of the room causes the doors to slam shut (DC 40 Disable Device, 2–4 rounds to disable, hardness 10, 180 hit points, Break DC 28) and the chamber to fill with poison ink.

Poison Drowning Trap CR 16

Type mechanical; **Perception** DC 35; **Disable Device** DC 35
Trigger location; **Reset** repair
Effect purple worm poison (contact variant; onset delay 1 minute); onset delay (3 rounds for room to fill and threaten drowning); multiple targets (all targets in the chamber)

6. Gallery of Needles

A hail of tattoo needles explodes from the columns when a hidden wire in the center of the room is tripped.

Needle Burst Trap CR 17

Type mechanical; **Perception** DC 35; **Disable Device** DC 35
Trigger location; **Reset** repair
Effect +20 ranged attack (15d6 piercing damage); multiple targets (all targets in the chamber)

7. The Scribes

The first time the PCs enter one of these chambers, they behold a tattooed scribe atop a pedestal, embracing a minion. This vampire master and vampire minion attack, and the master summons bat or rat swarms to arrive behind the party. The remaining vampire and minion teams stalk the party through the temple, laying ambushes. Two teams constitute a CR 17 encounter, three teams a CR 18 encounter. Survivors from one encounter may retire to join another ambush: vampires retreat if outmatched.

The vampire masters manifest additional abilities from the sacrifices in Areas 3 and 4, and each master tends to seek out its sacrificial partner PC as its primary target. These adjustments increase their CR to 14. Choose the first master encountered randomly; if more than one PC sacrificed the same ability (seeking the same tome or manual), two or more masters may be identical (drop one or more variants randomly). If no PC made a sacrifice, one of each variant exists.[1]

Vampire Masters Abilities Gained[1]

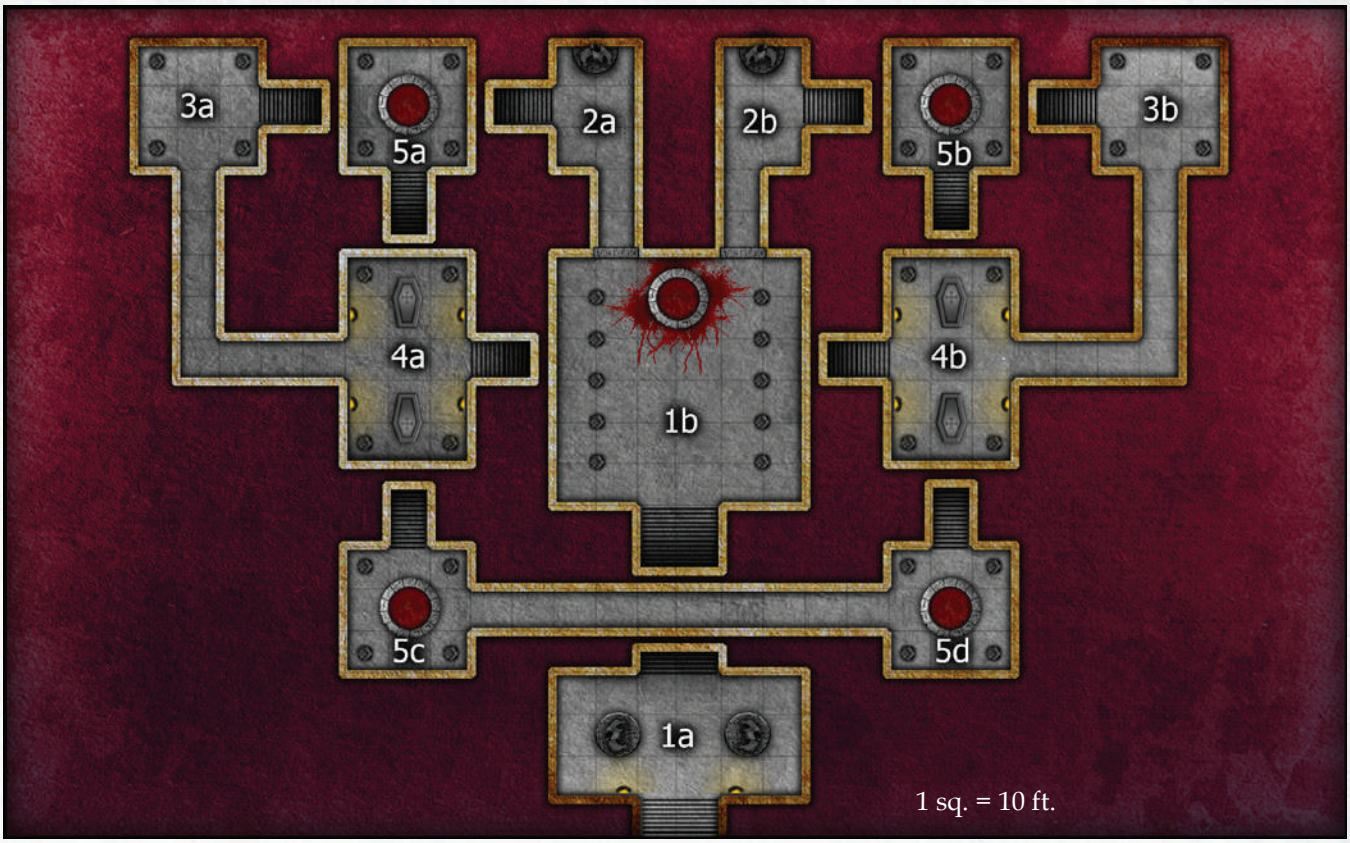
Ability Score	New Abilities
Strength	+4 Str, enhanced unarmed strike
Dexterity	+4 Dex, enhanced defensive abilities, sneak attack
Constitution	+2 Str, +2 Cha, enhanced defensive abilities, rage
Intelligence	+4 Int, arcane spellcasting
Wisdom	+4 Wisdom, divine spellcasting
Charisma	+4 Cha, bardic performance

When reduced to 0 hit points, the tattooed skin of a master peels off as it turns to mist. The mist flees to a coffin under a flaming well. If the PCs are slow to defeat all six, they may face regenerated foes. Only one set of skins can be harvested from each master. If the PCs do not destroy helpless vampires after the well flames die, the cultists seek revenge in further adventures. Vampire minions have no coffins and are destroyed when reduced to 0 hit points.

8. Gateway of Knowledge

If the locks on the great double doors are picked (DC 50, arcane lock), the bookshelf at the top of the stairs stands empty prior to completing the ritual. Two iron golems guard the chamber, and the columns on the southern wall transform into bat plague swarm. Non-mythic casters may attempt to end soul bleed (DC 24 caster level check); the swarm does not reform. Golem saves are adjusted as in Area 1.

[1] See "variant monsters" in the *Monster Codex* from Paizo Publishing.



An Empire Given

Stephen Yeardley

Exploring a cataclysm-ravaged Underworld city, the PCs find a hallway holding two statues. Walking in, the sculptures' eyes follow them. Angel-shaped lamps flank the doorway, with stairs going north. Touring these museum-like rooms, the PCs find other effigies and carvings (Knowledge checks help prepare them for the second trip through the complex). Each hall is a planar space—Limbo, Abaddon, the Abyss, etc—which the party must tour at least twice. Besting the planes' residents while sacrificing at least one item each turns the halls into a single pocket realm (PCs' choice of plane, details below). North-to-south or west-to-east stairs go down; south-to-north or east-to-west go up. Using just the stairs link rooms as follows: 1a→2b→1b→2a→3a→3b→4b→5a→4a→5b→5d→5c→1a.

1a. The Phase Hall

The PCs walk through the entire complex before anything happens here. The first visit to this hallway is described in the preamble.

On the second visit, an anunnaki stands before the now-hidden entry. It asks, "What would you give for a realm to call home? An empire from where you'll ne'er have to roam?" Any who answer can move safely; non-repliers trigger a personal (not radius) trap. The humanoid then says, "Travel again," and fades. Replies are confirmed on revisiting the halls, as statues become real. If PCs use specific items to beat foes (e.g. lawful weapons vs evil creatures), one weapon dissolves as the encounter ends (reappearing later). When the anunnaki's gone, the astradaemons attack.

1b. The Earthen Hall

First Visit: A wormlike statue rises 40 feet from a 20-feet-diameter base circled by red tiles. Ten stone pillars support the high ceiling.

Second Visit: A bhole attacks from the slime-surrounded pit (that spans multiple dimensions). The columns, now glass and punctured by countless tiny holes, pulse with golden light. Each holds a nulmind attuned to a class (GM's choice). A class member must break the column (AC 10, 5 hp) to reach the creature. Only the western door opens from here.

2A. The Frozen Hall

First Visit: An icy, frog-headed humanoid statue sits on a frozen dais. The room's corners are set with glacial tar.

Second Visit: The slimy demodand raises three tarry kin and they strike. The door won't open here.

2B. The Smokey Hall

First Visit: A rough, 10-foot cube of smoky, stone-like material sits against the north wall.

Second Visit: A rogue bythos (NE) attacks, trying to age PCs and take time-related items. The door opens southwards.

3A. The Voiden Hall

First Visit: A scaled, multi-hued Gordian knot hangs from the ceiling. If struck, weapons are affected by the protean's spatial riptide.

Second Visit: The keketar tries to warp the PCs to its chaotic ends. Each column releases a voidworm every 1d4 rounds.

3B. The Black Hall

First Visit: A black disc with three spikes rising from it rests on ten thin pedestals.

Second Visit: An active thulgant looks to add more humanoid to its lair's trophies. The columns are carved to show horrific deaths, each acting as a *symbol of weakness* to anyone within 5 feet (not 60 feet, auto-reset)

4A. The Thorned Hall

First Visit: Two huge coffins rest here, each bristling with spikes, topped by a crown of thorns, and bound by spiked chains.

Second Visit: Eeach has released a cornugon which flies around the hall. The topless pillars provide somewhere to stand 12 feet above the floor.

4B. The Empty Hall

First Visit: Two empty sarcophagi are found, their grim reaper-emblazoned lids resting against the north and south walls.

Second Visit: A lesser death awaits the party, along with one graveknight per PC. Unusually, immersing the graveknights' armor in the mutated russet mold destroys it.

5A through 5D. The Living Hall

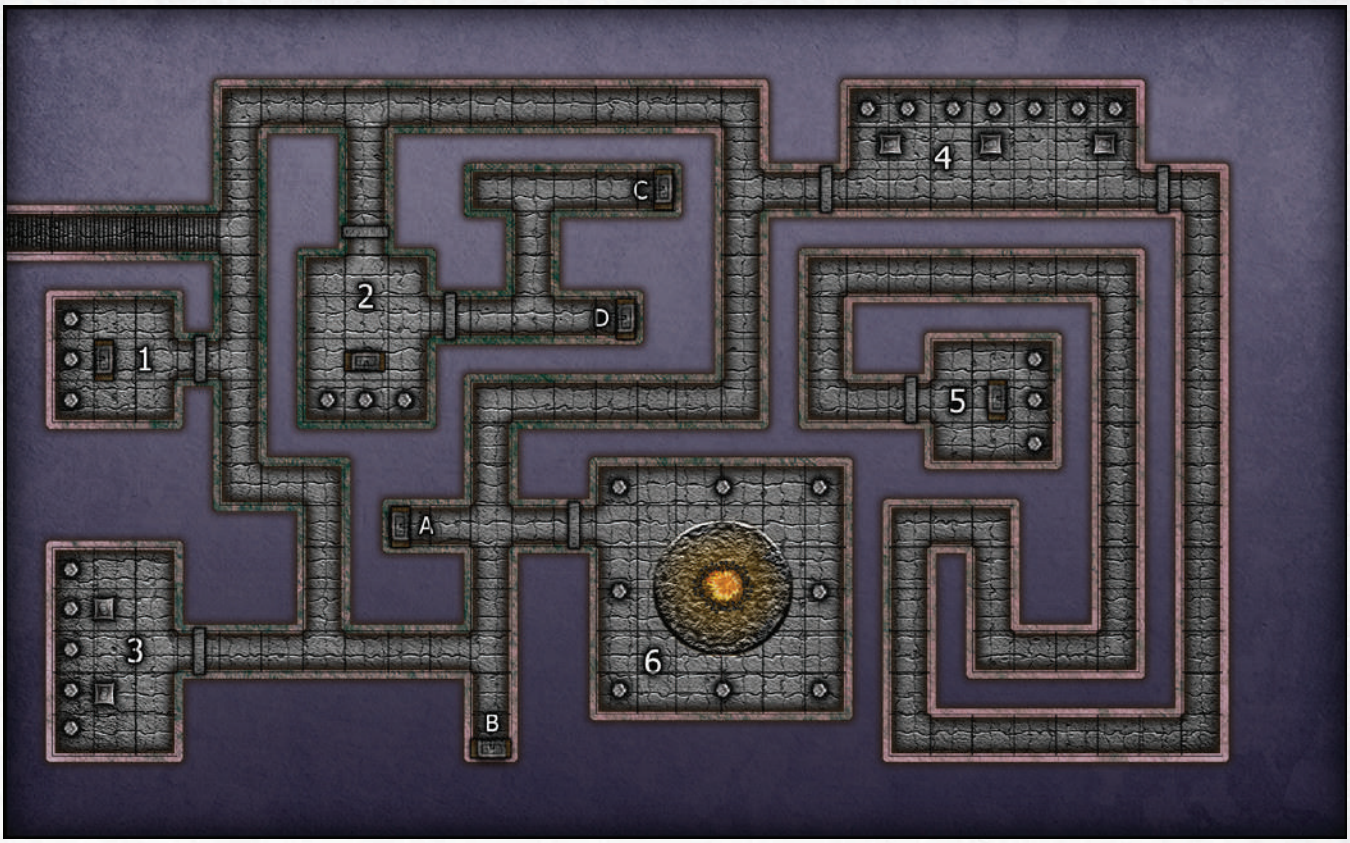
First Visit: Each pool has a 1in.-thick ruby lid.

Second Visit: Each holds mutated russet mold identical to fleshwarping material. When anything gets within 10 feet of a pool, it releases a cloud 10 feet from the rim. All in range must make a DC18 Fortitude save or the mold grows quickly, inflicting 2 points of Constitution damage per round. A new Fort save can be tried each round to halt this. While immunity to disease won't protect against the mold, the loss can be halted by *remove disease* and similar effects, or exposure to sunlight. Any reduced to 0 Con by the mold explode in a 10-foot cloud of viscera. Those in the burst must make a DC 18 Fort save or be affected as if hit by mold. This is a disease effect. The save is Con-based. 24 hours later, a fleshwarp creature emerges from the remains of any mold-slain PC. Like the mold, pools are unharmed by all effects bar acid, alcohol, or *remove disease* (or similar magical effects, e.g. *heal*), which nullify a pool on contact. Sunlight doesn't do this, but renders a pool harmless while it persists. Columns are noose traps triggered by someone within 10 feet of them. Traps near stairs are triggered after either of those furthest have activated.

Noose Trap — CR 11

Type mechanical; **Notice** DC30; **Disarm** DC30
Trigger location; **Reset** automatic
Effect +25 (CMB) check (grapple), grappled condition

Back in the entrance hall, the anunnaki stands between the two pedestals which hold the lost items. It offers the PCs a deal: give up all the weapons for a plane-traveling complex able to *shift* to 2 miles from a target 4 times daily. If everyone agrees, the anunnaki causes the rooms to link via "doors and corridors" rather than the maze-like stairways, as well as imbuing it with *instant summons* (for items in it) and *mage's magnificent mansion*. Then it leaves with the weapons. If someone doesn't sacrifice a weapon, or someone wants their weapon(s) back, the anunnaki disappears and the offer rescinded.



As Carcasses for Infernal Hounds

Stephen Yeardley

The way in to this horrific processing center is lost far beneath the world's surface, where seemingly nothing living exists—so the clink of metal on metal is especially surprising. A side path becomes a worked passage; stairs descend a chain-filled corridor bathed in blurry grey light. Suddenly, lawful evil PCs heal half their missing hit points. Then the party penetrates an invisible membrane into a 10-foot-wide, 10-foot-high corridor.

This Morrobahn-blessed, otherworldly, shadowy kyton waystation has endless surfaces of adamantine slivers and shards, dealing 1 bleed damage each round to creatures that move more than 10 feet (abilities that allow normal movment through difficult terrain negate this damage). Merely touching the walls or ceiling inflicts 1d6 bleed damage.

Augurs abound, spying for Morrobahn's home; a PC who succeeds at a DC 35 Knowledge (planes) check spots "parasitic seeding" symbols. Doors can be opened with either of two chains, one on each side, requiring a successful DC 20 Strength check; this noisily alerts those in adjacent rooms. Doors close in 3 rounds if left open. Four corridors have an iron maiden at the end; kytons teleport between them. Each is a warped and enhanced *rope trick*; infernal stirges drink the user's blood (1d6 hp; kytons give this freely), and then cast *greater teleport* via beating wings. Each maiden has a hand recognition plate that the kytons use to go where they wish. Otherwise, A goes to D; B to C; C to A; and D to B.

1. Butchery

A lifeless humanoid hangs on each pillar, held by a dozen small hooks in the base of the skull. The brain and nerves are missing, but electrodes used to keep the muscles active make the corpses twitch, even cavort, when will-o-wisps pass electricity through each one. An interlocutor and two sacristan aides remove fat, muscles, and connective tissue, placing them in the trough nearby. Eleven augurs watch on. If the PCs attack, the wisps up the flow through the bodies; PCs within 5 feet are attacked by fixed zombies that deal an additional 2d8 points of electricity damage.

2. Innards Surgery

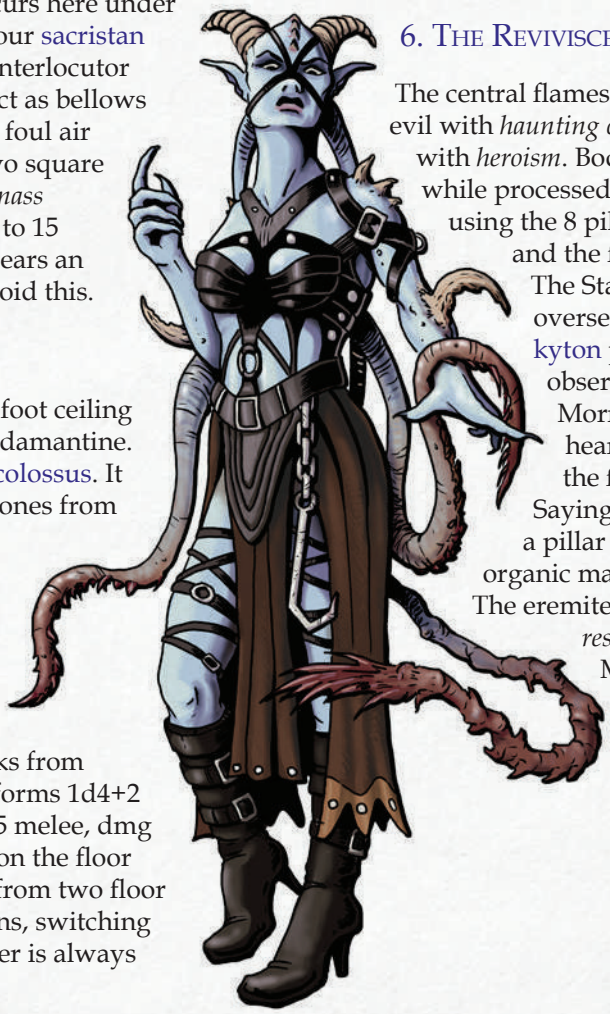
Three pale corpses are strapped to the pillars, their entrails attached to hooks above the door. An interlocutors with two sacristan aides work on the bodies, sliding out the contents of the digestive tract and nearby organs and dropping them in the vat before the pillars. Eleven augurs observe. Body fluids (blood, lymph, urine) are drained here as well, making the floor slick with an oiled excess that drips constantly onto the adamantine sharpness underfoot. The juices do 1d4 points of acid damage per round of contact. The kytons wear *infernal minor rings of energy resistance* (acid) to avoid this.

3. Soularium

The extraction of "inner light" plus partially used air from the lungs of five corpses occurs here under the scrutiny of an interlocutors, four sacristan assistants and 15 augurs. As the interlocutor works on a body, the sacristans act as bellows operators on the others, ensuring foul air circulates around them, which two square vats then gather. This air acts as *mass inflict critical wounds*, but only up to 15 feet from the body. Each kyton wears an *infernal necklace of adaptation* to avoid this.

4. Nerve Center

This 70-by-30-foot room has a 30-foot ceiling and is the only one not made of adamantine. It's the inside of a reshaped iron colossus. It extracts nervous tissue and hormones from seven bodies against the pillars, the former by lashing them with dozens of hairs-width iron threads, the latter via exposure to its deadly fumes. The three cisterns hold the results. The colossus either reconstructs the threads into its flail and attacks from any point of the north wall, or it forms 1d4+2 large monowhip-like strands (+35 melee, dmg 3d6) and attacks from anywhere on the floor or ceiling. Its deadly fumes flow from two floor vents midway between the cisterns, switching each round so most of the chamber is always affected. Two interlocutors monitor the process. Each sports a biofilter and a thoracic nanite chamber. If they fail a save against the poison (on a natural 1 only) they retreat to Area 6, where the eremite restores them.



5. Greenhouse

The way into this room is at ceiling level, with a 10-foot drop to a 10-foot-deep bed of decayed flora and bone meal. After all soft tissue is removed, bodies arrive here to have teeth and bones processed by five modified assassin vines (Hardness 10/—; CR 4), six mi-go (two per body), and a somalcygot. Between them, they use the posts to grind important bones and teeth smooth for trophies, before utilizing dust, damaged molars, and tattered skin as fertilizer. The mi-go make items for the kytons in return for soft tissue and similar from the bodies, and a place to grow. Five augurs watch on.

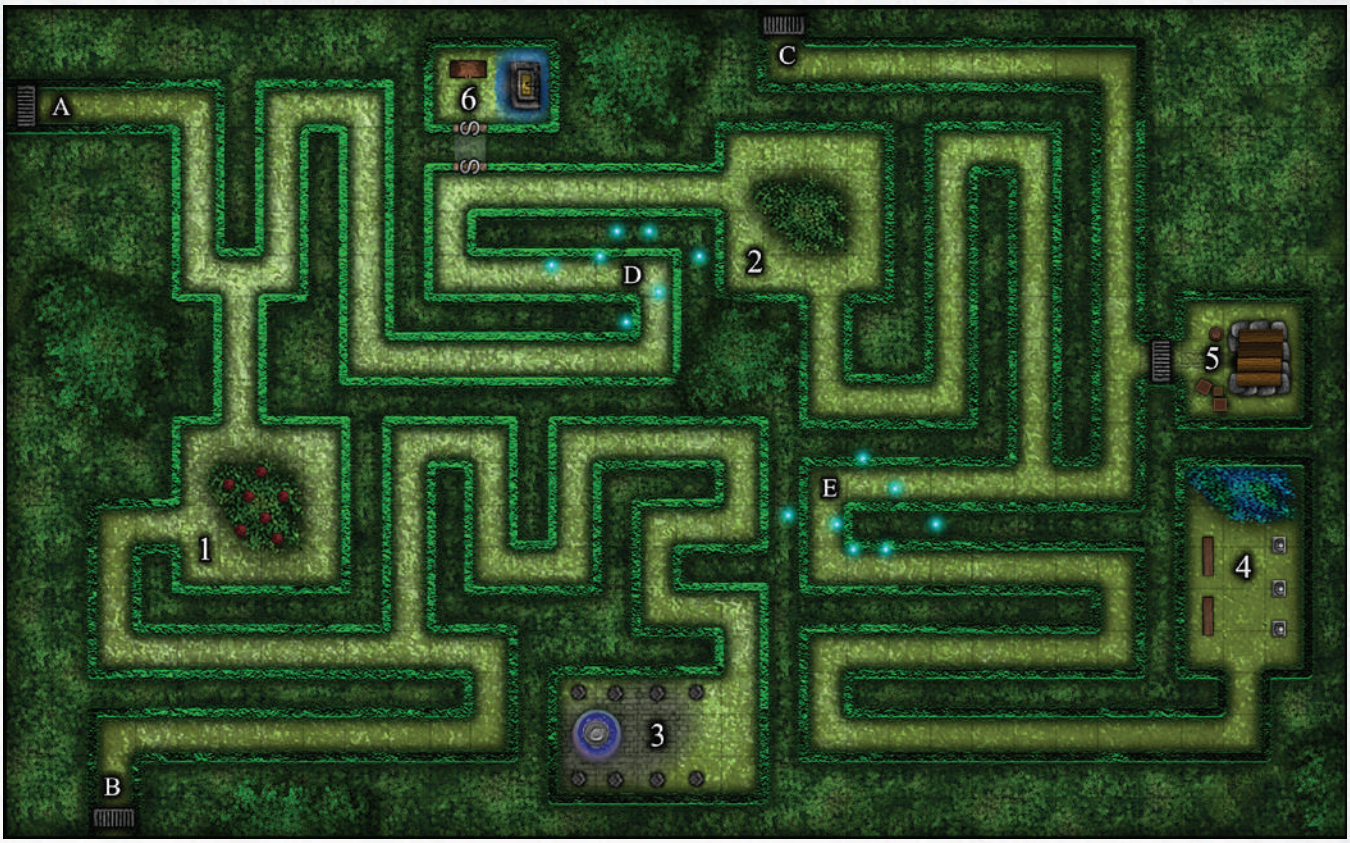
6. The Reviviscent Lord

The central flames affect anything not lawful evil with *haunting choir*, and anything that is with *heroism*. Bodies arrive via the flames, while processed parts are teleported away using the 8 pillars (solids and liquids) and the flames (air and souls). The Station Leader, an eremite, oversees transfers, along with a kyton per pillar. Eleven augurs observe. Chanting "May Morrobahn grow in all our hearts" in Infernal and touching the flames brings bodies in. Saying the same when touching a pillar sends any non-kyton organic material to a distant star realm. The eremite has an *infernal wand of restoration* (13 charges). It has Morrobahn's mark on it and is activated by saying his name.

Corridor Encounters

d100	Encounter—Roll 1d12 every turn. A "1" results in an encounter.
01-40	Two augurs per PC stalk and record the party.
41-70	Three undigested swarms have begun to cooperate .
71-90	By malicious chance, 4 orc revenants long ago killed by the party have re-formed here.
91-99	Five greater shadows escaped the Soularium, hoping to travel to the Plane of Shadow.
00	A visiting, untrustworthy shadow cleric "helps" a strong party but sells out a weakened one.

Stephen Yeardley



At the Court of the Heartless Queen

Stephen Yeardley

As the PCs fight in a vast, shadowy, rotting forest against horrific undead, such as nightshades and arboreal versions of bone ships comprising colossal juggernauts (earth; change "churning waters" to "roiling soil and stones" and so on; change "sailors" to "hunters" et cetera), they are driven toward huge groves of zygominds (at least 3 per PC) that form an enormous, dense wall around a maze.

Appearing as trees rather than fungi, the plants bombard the PCs with their fascinating aura, seamless reality, and greater create mindscape abilities as the party passes through. Then the PCs find themselves sliding down a steep, muddy slope (DC 50 to stay upright, DC 40 to slide on one's back, otherwise tumble), finishing at one of the gates. As the PCs work through the maze, they meet the grotesque characters and malevolent inhabitants within.

Gates A, B, and C are 20 feet square and open inwards; once closed, they blend seamlessly with the maze walls. On the outside, all are engraved with monstrous woodland creatures and misshapen humanoids of unusual size. The inside of each gate is plain except for three keyholes of different sizes. Once a gate is shut, a PC who succeeds at a relevant DC 45 check opens a lock, but when a PC opens a second lock, the previous one relocks. The doors need three wooden keys (from Areas 1, 2, and 3) to get the locks undone simultaneously.

The paths are a little under 20 feet wide and high, with the walls and roof seemingly made of countless assassin vines of untold thickness. Oddly, the fruits are all shaped like humanoid heads, the main vines like torsos, the minor ones like arms, and the leaves even more hand-like than usual.

If a PC gets within 12 inches of a fruit, which hang only from above, it is clearly a head and speaks to the PC, usually to insult her or tell her to "get a move on—we want your body for our tea!" In fact, all of the creatures encountered in the maze are unlike their usual form, as described in the following areas.

A. Western Gate

As the gate shuts behind the PCs, they see a 5-foot-tall, thickly muscled creature hopping toward them on misshapen feet. It is rabbitlike and looks covered in coarse white fur, but as it closes, it seems its skin is pale and flayed into thousands of tiny strips. It has a strange metal disc on its right arm, like a shield covered in numbers and thin spikes. In its left hand it has an adamantine rod. Getting nearer the party, it cries, "I'm late! I'm late!" If a PC blocks it, it bashes him with its "shield" to move him. If this fails, it strikes with the rod, casting *time stop* (CL 20th), during which it hops away.

B. South Gate

As the gate binds to the maze, the PCs hear voices (Perception DC 20) from around the corner. Fifty feet or so along the path, an enormous beast with rocky, armored plates forming a shell on its body, barbed flippers for feet, and a crown of barnacle-formed horns on its horrific head is in deep discussion with a humanoid that has a lion's head, body and legs but the eyes, beak, legs, and claws of a great eagle. Both are laughing wickedly when the PCs see them, but soon stop when they notice the party.

The turtle-like creature gets out a scroll and reads a mocking poem, then both approach the PCs menacingly, the humanoid ahead. The poem acts like a skull blast trap, although rogues, bards, or anyone with a Perform (vocal) skill can perceive this. Simply blocking the ears disables it. Undead aren't healed by it, if present.

C. North Gate

As this gate closes, the PCs see two liveried humanoids in animated conversation. A 12-foot-tall blue-skinned woman with a head like a fish is talking with a frog-faced man half her height. The woman's uniform moves like waves about her, while the man's drips slime. At first she orders him away, but as the PCs approach, he hops over her head as batlike wings unfurl to aid his charge. She bellows, "Where are your invitations? Her Majesty DEMANDS to see them!" However, neither of them know what the invitations look like, so tend to accept anything that looks "fit for a queen" as one.

D. The Winding Corridor

As the PCs walk along an 80-foot-long section of the maze (around the letter D and covered by the 7 blue motes), they are all subjected to four reduction traps (1 per 20 feet). However, no more than two work per PC; after that, any left are ignored. Unlike the spell, the effects of these traps stack, combining to become mythic. A medium creature that fails twice becomes Tiny, while a small creature becomes Diminutive.

Path of Reduction (x4) CR 14

Type magical; **Perception** DC 34; **Disable Device** DC 34
Trigger proximity; **Reset** automatic
Effect spell effect (*mass reduce person* heightened to 9th level; DC 23 Fortitude negates) plus nausea for 3d4 rounds (DC 23 Will save negates)

A trap is disabled by capturing two blue motes (by succeeding at two Disable Device checks) in a solid, opaque vessel, where they become inert. If six are caught, the final trap fails. Changes revert after 3d4+6 minutes.

E. The Winding Corriror II

As the PCs walk along an 80-foot-long section of the maze (around the letter E and covered by the 7 blue motes), they are all subjected to four enlargement traps (1 per 20 feet). However, no more than two work per PC; after that, any left are ignored. Unlike the spell, effects DO stack, combining to become mythic. A medium creature that fails twice becomes Huge, while a small creature becomes Large.

Path of Enlargement (x4) CR 12

Type magical; **Perception** DC 34; **Disable Device** DC 34
Trigger proximity; **Reset** automatic
Effect spell effect (*mass enlarge person* heightened to 9th level; DC 23 Fortitude negates) plus nausea for 3d4 rounds (DC 23 Will save negates)

A trap is disabled by capturing two blue motes (two Disable Device rolls) in a solid, opaque vessel, where they become inert. If six are caught, the final trap fails. Changes revert after 3d4+6 minutes.

1. The Apple Grove

A gargantuan apple tree is in the middle of this space, beside a huge oak tree. Under the former sit 5 creatures having a tea party. Each is wearing garish headgear of some kind, and a short man with an outsized hat is racing around swapping them about every minute.

If the PCs talk, the behatted man adds them to his antics and asks confusing, answerless riddles. Guests comprise: the short man, a grumpy-looking march hare (its claws act as a hooked hammer), a dormouse that seems sleepy but throws any item it can reach at PCs; a charming young woman who can change size via her *hair ribbon of disguise*; and a white rabbit who spends time talking to the young woman and the nearby trees. Each creature fulfills its "Before Combat" entries as part of their conversation and tea party. They try to subdue the PCs if attacked and flee if losing—later following at a safe distance—otherwise they talk in riddles about the maze. However, they are a distraction from the

apple tree, which is the real issue. The short man has a distinctly shaped wooden key, which he swaps for any magical headgear.

2. The Willow Grove

This grove holds an odd type of willow tree that changes shape every round. It is formed from 50 twigjacks that have leaves and thin branches wrapped around them instead of thorny vines. Each one uses these as whips (+3 to hit, no damage; 15-foot reach) to disarm and trip foes, and then fires splintered parts of branches (instead of brambles) at a prone victim. A strange marmalade cat is in the tree, grinning at the PCs as they fend off the whips, splinters, and claws of the swarming fey. This unique catoblepas has a feline head with long, pointed ears that act as horns, and tiger's paws. It can *fly*, use *greater invisibility* at will, and is immune to all energy types (CR16). If the PCs attack, it disappears to leave only its head moving around the tree on the end of its long neck. At the tree's base is a rotund woman in extravagant red courtly robes and a garish crown (her headband), and she is touting a sceptre (her mace) and orb (a hot rock). She's hurling abuse at the cat, who just grins back, but they both try to overcome the party. The queen has a distinctly shaped wooden key on her belt. She gives it to the PCs if they drive off the cat.

3. The Statuary Garden

This area holds eight statues on 5-foot-square pedestals, and a 30-foot-diameter fountain full of a staggeringly beautiful violet liquid that is perfectly still. It is so beautiful that any who view it must succeed at a DC 30 Will check or burst into tears for 10d12 minutes and be sickened with joy for 2d12 rounds. The statues are humanoid, dressed in red-and-white uniforms, and carrying heraldic banners that hide their faces. They are xenopterids. If a PC touches the fountain or a pedestal, the banners fade and the beasts spring to life, mimicking the party as they attack. The pedestals are ringed by entangling slime to a distance of 5 feet. A distinctly shaped wooden key sits on the fountain, but is incorporeal until all the guards are at or below 0 hp.

4. The Queen's Courtyard

Even if they have been defeated in area 2, the Red Queen is here on a *floating disc* above the tree at the north of this space, and the marmalade cat's face can be seen in its branches (Perception DC 20 check). The Queen's royal court (24 turnkeys) is also here. Seeing the PCs, the Queen snarls, "Decapitate them all!" She and the cat disappear immediately afterward. The guards follow the Queen's order to the letter, trying to remove a PC's head with each attack of their guisarmes (–2 to hit, targeted strike, head effect) while charging around and pushing the PCs about. Each courtier has one of four symbols on its tabard (a bow, a battleaxe, a mace, or a rapier), and a number of such symbols that ranges from 2 to 7; this indicates how many blows from what type of weapon (ranged, slashing, bludgeoning, or piercing) it takes to incapacitate the courtier. Finally, each courtier has a ring of three wooden keys hanging from its belt; one key from each ring is required to open the gate to Area 5.

5. The Hookah Grove

The gate to this area has the shapes of 24 different keys carved into it. The keys are in area 4. As they are placed in the door, the sounds of locks opening, bolts sliding, and latches rising are clear. Otherwise, a DC 36 Disable Device check opens them all in one go. Beyond the gate is a 30-foot-by-40-foot stone dais with a 20-foot-by-30-foot wooden daybed on it. Built into the daybed is a huge hookah, and lounging on the bed under silk sheets is a legless, winged, white-eyed wyrm (use stats for a taniniver). The hookah's water looks fetid (Perception DC 25 check to notice), and the air smells vaguely putrid. The creature flashes a snaggletoothed grin at the party and beckons them on with a nod of its head as it inhales a mouthful of smoke through the water. The creature is hungry and ready to snack on the PCs; it breathes on them as soon as they are in range.

6. The Hidden Grove

In the 30-foot-square space beyond the second secret door, three pairs of storm cloud–hued, blue-eyed, yellow-haired humanoids (elder creatures) dance to a macabre-sounding tune coming from a huge organ that plays itself. To the right is a pond and a flowing fountain that smells of the sea and costal ozone. Each humanoid grabs a PC as the party enters (if one is left over, it sits at the organ and plays it. If another is left, it flies above the dance). The music gets wilder, swirling and crashing around the dancers. The elementals grapple the PCs to keep them close and within a 15-foot space. If 5 elementals dance with PCs, there is always one pair in the water around the fountain.

After 4 rounds, during which the tempo increases and the fountain overflows to flood the area to a depth of 6 inches, the organ erupts like a *lightning bolt* trap. The movement becomes more frantic if the PCs attempt to keep out the water while bolts burst around them. A PC who takes electricity damage on at least 2 rounds finds himself subject to another problem: an *irresistible* dance trap!

The Vile Quadrille — CR 11

Type magical (2 rounds of electricity damage); **Perception** DC 34; **Disable Device** DC 34
Trigger proximity; **Reset** automatic
Effect spell effect (*irresistible dance* heightened to 9th level; DC 23 Will partially negates)

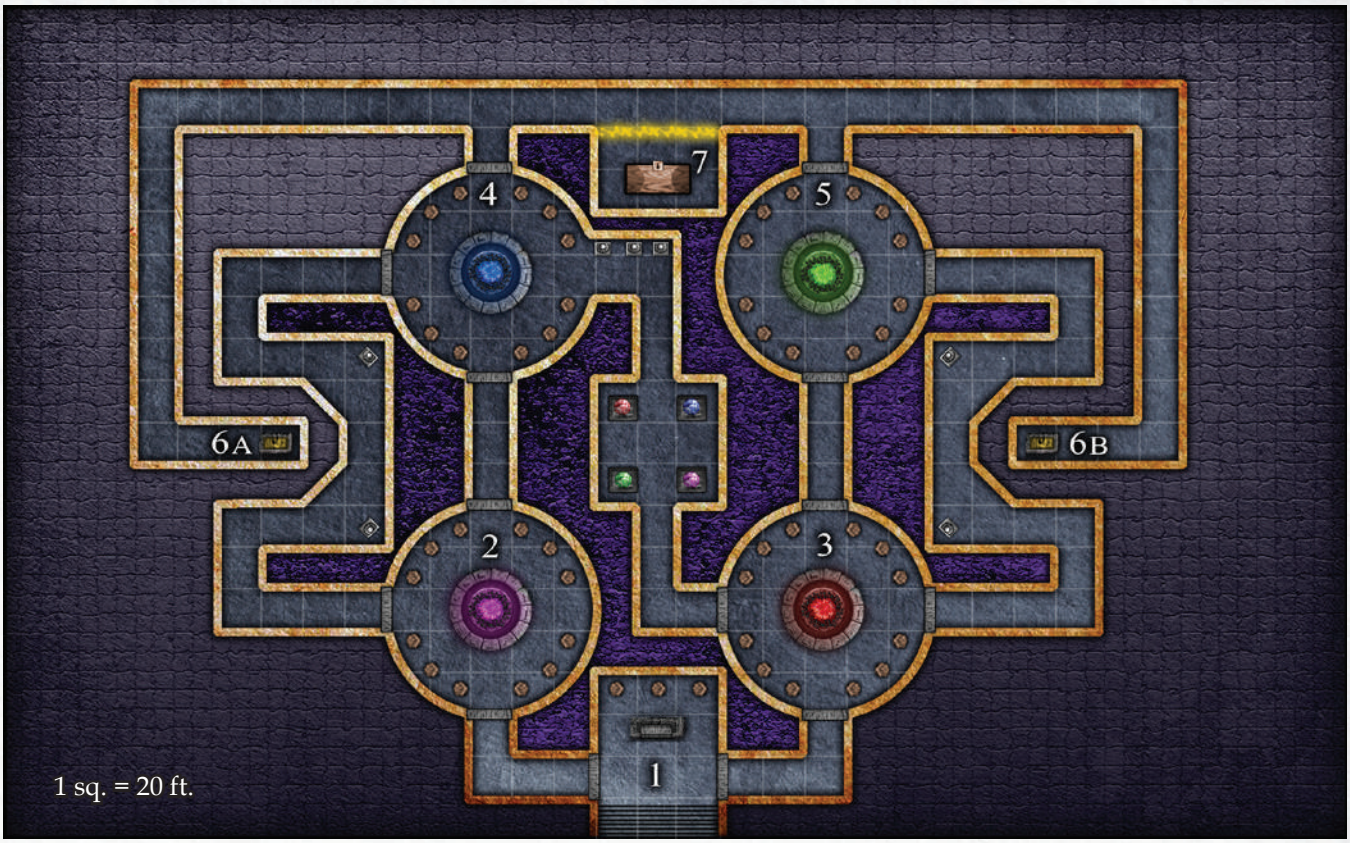
Random Encounters at the Court of the Heartless Queen

As the PCs travel around the maze, they might encounter a member of the court, a resident of the maze, a foul visitor, a fell creature, or the maze itself may take a dislike to their activity.

Use the table below each time the PCs turn a corner and there is more than 60 feet of path in front of them. There is an encounter on a roll of 1 on a d6.

d100	Encounter
01-20	The Knave of Hearts is in a bad mood, and challenges a single PC to a nonlethal duel. The loser must hand over a magic item of the winner's choice.
21-40	The guardian of gate A is returning after running an errand and doesn't want to be held up.
41-60	The Duchess has visited the Queen, but she now tries to charm a PC to leave with her, removing any opposition.
61-80	A bandersnatch followed the party into the maze and has now found it. It's annoyed at wasting so much time on the PCs.
81-00	The maze walls suddenly close around the party, creating a chamber of thorns trap (CR 15; DC 30 to notice and DC 35 to disable).

Stephen Yeardley



The Temple of Annihilism

Stephen Yeardley

In time, all are tainted by long exposure to the terrible alien beings dwelling in deep space. While some perpetually battle against the inevitable tide of annihilation, many embrace the encroaching void. Even those who color their selfishness with chaos or law accept the balance of absolute self-interest; to this end, two ancient void dragons, Olematon and Tyhjyys, built a site to consider and actively embrace the void, as well as to meditate on their philosophical totem of destruction: a sphere of annihilation. The PCs hear of this artifact after defeating a sinister end-of-times cult, overcoming some great undead, or similar. They may also know about two talismans rumored to exist in the temple.

Many attempt to become Annihilists, but few succeed. Failure inevitably means spending eternity as part of the temple's literal fabric; walls, floors, and ceilings—though not the doors. Spirits make themselves known to PCs at every opportunity. At the GM's discretion, six royal ghosts, an evil court that came to claim dominion but was put in their place, attacks the PCs while they traverse the temple.

1. Temple Entrance

Climbing the steps reveals a 30-foot-long, slate-topped, pitted stone altar with three nightwalkers behind it. PCs hear, "To study here, place your palms on the blank slate and forswear harmony and liberty." Doing this strips the chaotic and lawful alignment elements from a PC. Neutral good, neutral, and neutral evil PCs pass through doors as if they didn't exist. A PC placing her palms but not following the instruction triggers a five-minute-delayed *destruction* trap. However, she can still walk through doors if she survives. Anyone who doesn't use the altar needs an alternative way through them. A PC who succeeds at a DC 35 Disable Device check can open a door; each failed attempt triggers a *harm* trap. The nightwalkers attack PCs who break doors down. A PC who uses the altar but leaves the temple can place her hands on it and state, "I wish to recant my errors." This casts *atonement* on the PC, allowing her to return to her original alignment after a suitable task.

Olematon and Tyhjyys move around the temple via *dimension door*. They use *blur* to flank and attack PCs in the following spots: along the short paths from rooms 2 and 4, and 3 and 5; over the central meditation area; across room

1 as the PCs leave; and along the corridor where room 7 sits. Marked corners on the long paths from rooms 2 and 4, and 3 and 5, hold a sculpted, dwarf-shaped, 30-foot-tall flesh colossus. They attack anyone lawful or chaotic. Neutral good, neutral, and neutral evil PCs can't damage them.

2-5. Elemental Chambers

Rooms 2, 3, 4, and 5 each have 12 insanity mist traps (onset delay, 1 minute). They activate when a PC crosses a doorway, filling the volume around the pools to a height of 10 feet (ceilings are domed and 40 feet high). Each room uses cosmic dark energy to reduce one ability while boosting Wisdom and Intelligence. Initiates choose how many ability points to sacrifice in order to gain half as many to either Wisdom and/or Intelligence. For example, a PC who sacrifices 4 Charisma points can add 2 to either her Wisdom or Intelligence score, or she can add 1 to each. The tutors are neutral evil.

2. Violet Storm

A yamaraj psychopomp resides in a storm of violet electricity. If engaged, it debates how time saps youth and vitality from living creatures, rendering them immobile. Initiates can sacrifice Dexterity as described above.

3. Crimson Fire

An akvan div bathes in a column of crimson fire. If engaged, it debates how proud beings, thinking they are invincible, are brought down by unrealistic hopes and dreams of domination. Initiates can sacrifice Strength as described in above.

4. Sky-blue Ice

A void yai oni resides on a colossal throne of sky-blue ice. If engaged, it debates how vanity means the breathtakingly handsome or beautiful always strive to hide their true, horrific shapes. Initiates can sacrifice Charisma as described above.

5. Simmering Green

An olethrodaemon rests in a simmering pool of aniline green acid. If engaged, it debates how the very life force we rely on is drained from us by the daily grind. Initiates can sacrifice Constitution as described in Area 1.

The 60-foot-square area in the center of the debating rooms has pillars that elaborate the tutors' points. The violet pillar acts as a *manual of quickness in action* +5, the crimson a *manual of gainful exercise* +5, the blue a *tome of leadership and influence* +5, and the green a *manual of bodily health* +5, if the appropriate amount of time is spent here.

Those wishing to become temple students must face their deepest fears. A 15-foot-by-10-foot lead coffin with an iron pyrite lid sits at Areas 6A and 6B. Initiates get in, seal the top, and confront their fate. Those who succeed receive the help required to enter room 7. Those who fail are added to a colossus.

6A. Strange Coffin

Carved on this coffin's lid is, "Strange is unearthly Fate, uncannily bizarre its supernatural ways." Anyone entering the coffin experiences a *weird* spell (CL 20th, DC 25). Neutral good, neutral, and neutral evil survivors gain a *belt of mighty constitution* +6, lawful neutral or chaotic neutral survivors a +2 *belt*; others nothing. These belts can't enter the coffin at Area 6B.

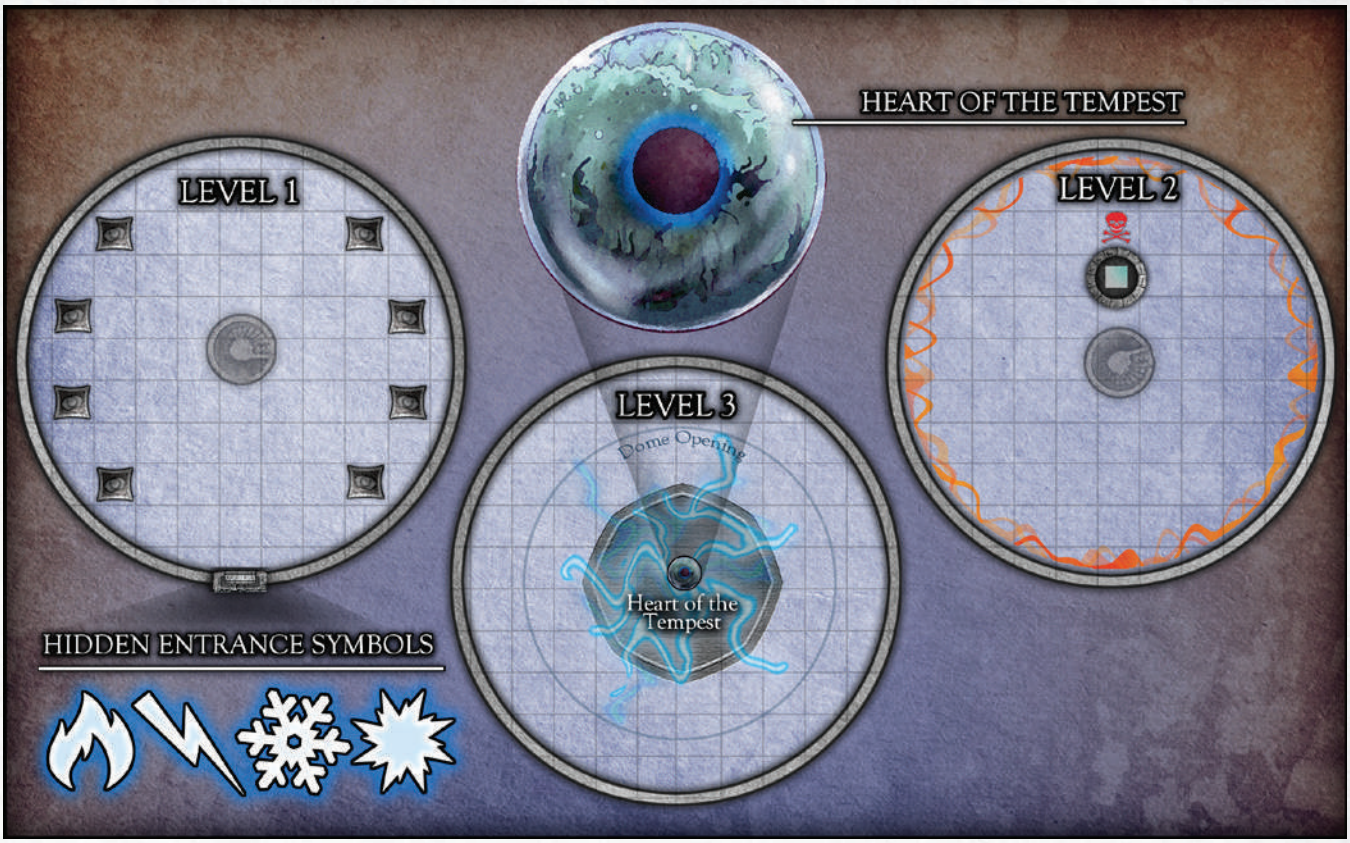
6B. Grim Coffin

Carved on this coffin's lid is, "Grim demise ends us all, mortality's defunction our doom." Any entering the coffin experience a heightened *finger of death* spell (CL 20th, DC 25) as their nemesis appears and gestures at them. Neutral good, neutral, and neutral evil survivors gain a *cloak of fortitude* +5; lawful neutral or chaotic neutral survivors a +2 *cloak*; others nothing. These cloaks can't enter the coffin at Area 6A.

7. Yellow Energy

The yellow wall of subsonic energy is a permanently active combination *implosion* and *wail of the banshee* (CL 20th, DC 25). Two *wish, miracle* or *time stop* spells (or a combination) temporarily lower the barrier for 1d4+1 rounds. On top of the chest in a line are three identical loops of wire: a *talisman of the sphere*, a *talisman of pure good*, and a *talisman of ultimate evil*. Roll randomly to decide how they are positioned. Each time the *talisman of pure good* or *talisman of ultimate evil* is picked up by an appropriate person, it bestows 1 ability charge to the holder and then reappears on the chest with all positions switched randomly. If an inappropriate person picks one up, it delivers damage as listed, then reappears on the chest. If the *talisman of the sphere* is picked up, one of the others teleports to each of the dragons, and then the chest opens, revealing the *sphere of annihilation*.

This attracts Olematon and Tyhjyys. Each has a *well of many worlds*. If the PCs control the sphere, the dragons try to use their *gate*-based well to tear a gap in the spatial fabric, catapulting everything within a 180-foot radius into another plane. They're able to survive virtually anywhere, so aren't worried about their own safety. What happens to the PCs is a tale for another time...and place!



The Ascent of Tempest Tower

Justin Andrew Mason

Tempest Tower is a spire that reaches skyward from an expanse of open plains. The stone monument rises nearly 100-feet above mostly featureless terrain. At its apex swirls a maelstrom of storm clouds that extend half-a-mile from the center. The landscape directly below is speckled with small craters and charred vegetation from frequent lightning strikes. The sound of rolling thunder is near constant and can be heard for miles in every direction.

The tower was constructed eons past to bind a powerful monstrosity from the elemental plain of air known as the Storm Song which once roamed across these lands, consuming the greenery and the earth in which it was rooted—creating the vast, featureless plains that now exist.

This mini-dungeon adventure is intended to be inserted into a high-level campaign where a means to thwart an epic evil is required. After successfully ascending the tower and defeating the Storm Song, the adventurers may obtain an artifact known as the *Heart of the Tempest*.

A maelstrom of storm clouds swirls around the tower for every direction. Frequent *lightning bolt*s violently strike the ground below. Every character attempting to traverse the terrain toward the tower will have to make five DC 30 Reflex saves. Each time a save is failed that character will be struck by lightning and suffer 8d6 points of electricity damage (evasion for half). The tower is surrounded by an impenetrable field that prevents any teleportation into or out of the mile-wide area beneath the storm.

The tower itself is crafted of a glossy black indestructible stone-like substance, and there is no opening to the interior. There is however and engraved depiction of an ornate door located at on the south side of the base. If *true seeing* is used upon this engraving four hidden emblems appear on its surface: a flame, a *lightning bolt*, a snowflake, and starburst. When the door is simultaneously exposed to any amount of fire, electricity, cold and positive energy will it open providing access to the first level of the tower.

Heart of the Tempest

Slot none; **Aura** overwhelming abjuration
CL 20th; **Weight** 1 lb.
This flawless orb is crafted from a mysterious indestructible crystal-like material with a faint metallic sheen. The sphere is two-feet in diameter and semi-translucent. It bears a smaller, solid-black orb nucleus at its center.
When the *Heart of the Tempest* contains a prisoner, the black orb nucleus pulsates with a vivid cobalt-hued light.

DESCRIPTION

The *Heart of the Tempest* functions as a powerful prison and dimensional anchor. The orb constantly exudes a 300-foot-wide field in all directions around it. Any creature within the field is blocked from extra-dimensional travel as per the *dimensional anchor* spell. The effect penetrates all spell resistance and any anti-magic field.
The *Heart of the Tempest* can be activated by the user to trigger a targeted effect similar to the *trap the soul* spell. This ability forces a single creature's life force (and material body) into the orb. The orb holds the trapped entity indefinitely until it is returned to the top level of the Tempest Tower and placed into the receptacle there. This effect bypasses all spell resistance. The targeted creature is allowed a DC 50 Will save to avoid the effect. The *Heart of the Tempest* can only be activated if it does not already contain a prisoner.

Level 1

The 30-foot high walls of this section of the tower are lined with eight black obsidian statues fashioned into the likeness of 12-foot tall armored humanoid knights. The statues are actually advanced stone golems, and become animated once the adventurers enter the chamber. As each is defeated, they shatter into countless shards. When all eight have been destroyed, a round portal opens in the ceiling and the golem fragments begin to swirl around the chamber and coalesce in the center to form a spiral stairway that ascends to the Level 2.

Level 2

The 30-foot high walls of this chamber are entirely obscured by many interwoven layers of red and orange chiffon. A constant gentle breeze circles around the room causing the silk to undulate like fiery waves. In the center is a stone altar bearing a large lever encased in a clear crystalline cube. The cube can be shattered only by directly dealing it 100 points of bludgeoning damage. Once shattered, the lever can be pulled, and a spiral staircase protrudes from the walls of the chamber providing access to another newly opened passage which leads to Level 3. The lever is trapped with a flaming vortex trap that causes the silk fabric to burst into flames and the gentle breeze to transform into a violent gale that stokes the spiral of flames to engulf the entire chamber.

Flaming Vortex Trap — CR 20

Type magic; Notice DC 35; Disarm DC 35
Trigger mechanical; **Reset** none
Effect entire chamber comes engulfed in a vortex of magical fire that persists for 1d4 rounds dealing 10d6 points of damage to all targets in the area, DC 23 Fortitude save reduced damage to 4d6 per round. Any non-metal, non-magical equipment is incinerated (including clothing and hair).

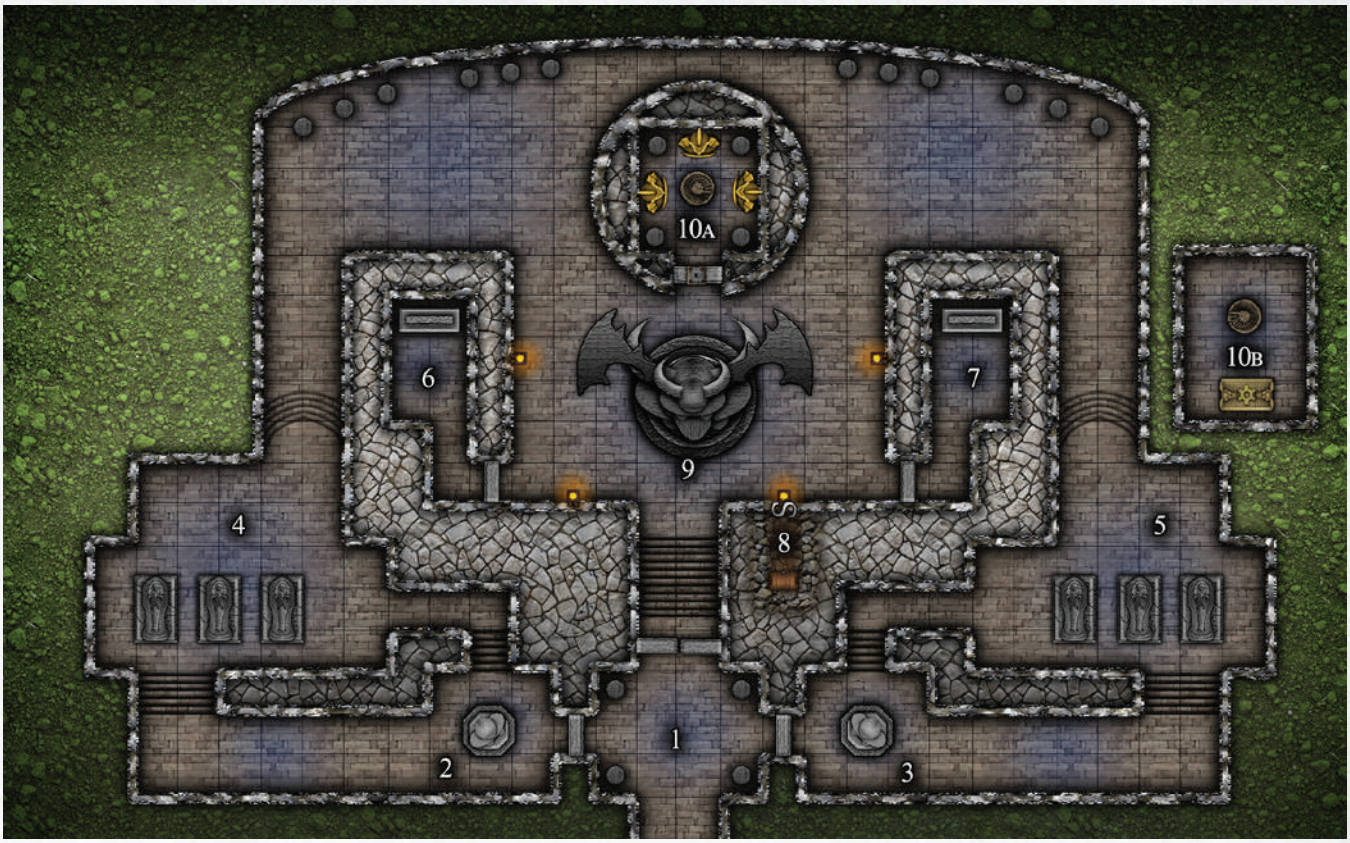
Level 3

The high walls of this chamber cumulate into a massive open dome overhead. Tendrils of electricity dance across the celling's surface. Occasionally a bolt of lightning streaks down through the opening and strikes a large round crystal orb which levitates over a concave stone basin positioned beneath it. The stone basin has been engraved with enumerable tiny indecipherable arcane runes. The center of the orb pulsates rhythmically with a vivid dark blue light.

The levitating orb cannot be moved from its central position, however it can be pulled down into the basin with a minimum of 500 pounds of applied force. Any creature stepping within 10 feet of the orb must make a DC 30 Reflex save or be struck by a discharge of electricity from the dome which deals 3d4 points of electricity damage.

The levitating orb is actually the *Heart of the Tempest*, and when forced into the basin, it releases the Storm Song trapped within. The violent creature will attempt to destroy the adventurers and then make its escape from the tower. Once the Storm Song is released, the *Heart of the Tempest* is freed of its vertical levitation restrictions and can be obtained by the characters.

The Storm Song is the massive churning storm cloud that takes the shape of a massive bird-like creature. Treat the Storm Song as a colossal tempest behemoth that deals only electricity damage.



Heart of the Sacred Dawn

Justin Andrew Mason

In ages past the realm was plunged into an age of darkness beneath the terrible wrath of Tenebrash, vile lord of dragons. His evil had no mortal equal, and hopeless lament was the only bounty of his subjects.

For generations the tyrant ruled unopposed until the Order of the Sacred Dawn challenged his cruelty. By the charge of a powerful and benevolent deity, six holy knights were bestowed with an artifact of tremendous power.

Wielding the relic known as the Lucespel, the order vanquished Tenebrash and light was returned to the weary world. The knights bound the vengeful spirit of the dragon within their stronghold, and sacrificed their own mortality to eternally guard the artifact from those who would misuse its power.

With the return of evil to the realm, a new quest has been called: venture into the ruins of the ancient keep to retrieve the Lucespel. Those who seek to harness its holy essence will face the ultimate challenge to prove both their valor and virtue.

The identity of the good deity whom created the Lucespel and clarification of how the artifact can aid against new evils are left intentionally vague to allow GMs to fit this adventure into an ongoing storyline.

Within the ruins the PCs will face the spirits of six holy knights who will test their mettle and worth. Only by besting these spirits and solving the Riddle of Faith will the PCs be allowed to pass further into the stronghold where they must destroy the lingering essence of Tenebrash in order to be rewarded with the Lucespel.

1. The Ruined Keep

The floor of this room is engraved with a large six-pointed star. In the center is a gilded emblem of a rising sun.

2. The Fierce

This room bears a 12-foot-tall marble statue depicting the deity equipped for battle.

3. The Compassionate

This room bears a 12 feet tall marble statue depicting the deity aiding a faithful follower.

4. & 5. Sarcophagi

Both rooms contain three stone sarcophagi holding the remains of the six knights. Room #4 houses three males and Room #5 houses three females.

Though their bodies now decay, the deity transformed the spirits of the knights into spirits of adoration, which stand motionless atop their own graves.

Entering either rooms causes the spirits of the knights therein to animate. They will plead with the PCs to spare their own lives by turning back. The knights will only attack if the PCs refuse to leave.

6. Tenet I

The door to this room is unlocked if the three knights in room #4 have been defeated, otherwise it requires a DC 35 Disable Device check. Within is a stone tablet bearing the following text:

"Exhibit courage. Abide justice. Embrace hope. These are the valors of faith."

7. Tenet II

The door to this room is unlocked if the three knights in room #5 have been defeated, otherwise it requires a DC 35 Disable Device check. Within is a stone tablet bearing the following text:

"Express mercy. Encourage generosity. Exude loyalty. These are the virtues of faith."

8. Trappings Off Cast

Having no more need for earthly treasures, the six knights stowed their wealth in this secret room. The hidden door requires a DC 40 Perception check to be discovered.

The value of the treasure is 200,000 gp, and includes 2d4 medium magic items and 1d4 major magic items. The remaining value consists of coins and gemstones.

9. Tenet III

This massive domed room contains a gargantuan obsidian statue depicting a dragon. The obsidian is otherworldly and indestructible.

A stone tablet at its base reads, "What is Faith?"

The answer can be found on the tablets in rooms #6 and #7, and consists of the words, "courage, justice, hope, mercy, generosity, and loyalty" in any order. They must be spoken aloud to solve the riddle.

When solved, the statue becomes a great wyrm black dragon with the dread ghost template. This is the bound spirit of Tenebrash who seeks to eradicate those who have spoken the words of faith.

The dragon has no treasure, but when defeated it disintegrates leaving behind a complex platinum mechanism (5,500 gp) which functions as the key to room #10a.

10a. Chamber of Power

The door to this room is locked and requires a DC 100 Disable Device check. The room is protected by powerful divine magic that prevents entrance by other means.

When the door is opened, three golden knight statues within shout words of power, casting *power word kill* (CL 20), which target the three nearest living creatures. This effect happens only once.

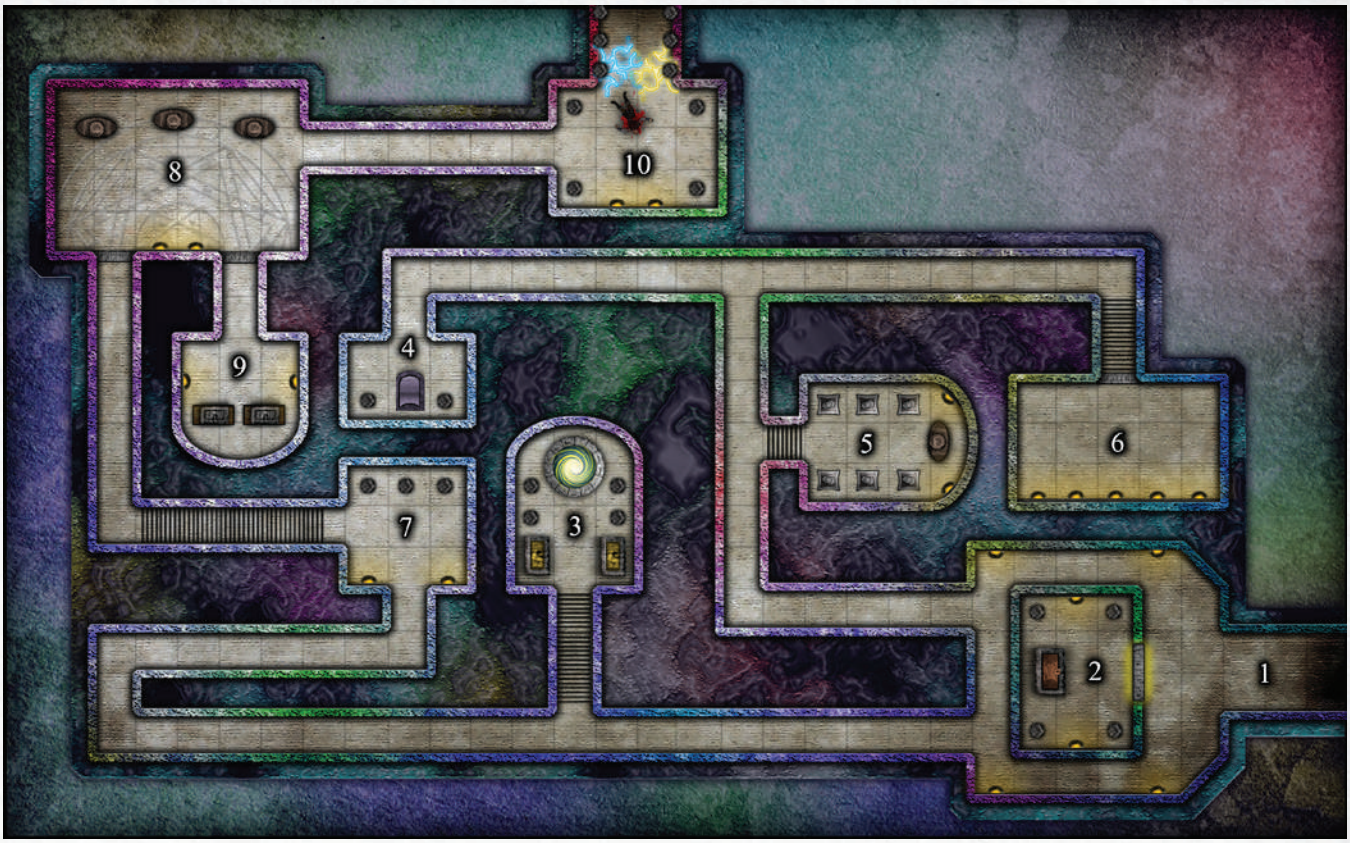
The spiral stairwell in the center of the room leads down to room #10b.

10b. Shrine of the Lucespel

This room is the shrine of the Lucespel, upon a golden altar rests the artifact.

When the PCs enter this room, the ethereal ghosts of the six knights appear, three on either side of the altar. They nobly kneel to acknowledge the right of the PCs to wield the artifact. The ghosts vanish as the Lucespel is lifted from its altar.

The Lucespel is a unique artifact crafted by the deity. It is exceptionally powerful and exudes holy divine magic. How this artifact appears and how it functions should reflect the nature of the good deity you have chosen.



The Rainbow Lich

Michael Allen

The elven wizard Ceatha chased rainbows in the misty skies and crafted a complex to aid in her transformation into a lich, yearning for everlasting life to view nature's beauty. Her evil ritual channeled the power of the rainbow through a glorious waterfall, draining the powers of captured creatures and magical foci scattered through the dungeon. The ritual went horribly wrong, and now the elves report that rainbows come no more to the picturesque valley—and that corruption flows from the falls.

The complex walls glow, corresponding to the colors of a prismatic wall spell. Corridors have 15-foot ceilings, and rooms have 20-foot ceilings.

1. The Warning

Creeper vines and roots line the slimy walls. At the intersection, a multihued apparition of a female elf appears and utters, "Lessen the wrath by reversing your path!"—a clue for Encounter 10.

2. Electric Shambles (Yellow)

Seemingly carved stone branches and vines form the walls of this chamber. A DC 35 Knowledge (nature) check identifies this as petrified plant matter. The door crackles with electricity (a *lightning bolt* door trap). Exceeding the DC by 5 or succeeding at a DC 29 Knowledge (arcana) check reveals that disintegrate safely disarms the trap; otherwise mechanically disarming it simply suppresses it.

Once the door is opened (or trap sprung), the walls (and inner columns) transform into four ancient shambling mounds. Ongoing lightning strikes activate the shamblers' electric fortitude each round (effects stack). If the trap was merely suppressed, the shamblers still benefit until the altar is destroyed (AC 3, hardness 8, hp 540).

3. The Poisoned Well (Green)

Bone naga statues flank a well thick with green mist. Tarnished silver chains from two locked chests (DC 50; includes arcane lock) stretch to the well, disappearing

into the poison mist (a poison gas trap). Exceeding the DC by 5 or succeeding at a DC 29 Knowledge (arcana) check reveals that passwall drains the poison safely.

The chests contain 67,000 gp in coins, gems, and art.

4. Flaming Sacrifice (Red)

A headless elven skeleton in arcane robes rests on a pile of singed tomes, flanked by two columns of stacked elven skulls and spellbooks. Disturbing the remains causes four nemhain to fly out of the columns, ghostly skulls screaming. Damage dealt by their attacks and SLAs is fire damage. A book of the loremaster and a stone golem guardian manual survive the fiery conflagration.

5. Caustic Blades (Orange)

Six floating longswords drip acid onto pitted stone pedestals. A statue of an elven wizard stands on a plinth covered in a gemstone-studded rainbow mosaic. Disturbing the swords or passing the first set of pedestals transforms the statue into a deadly marilith fighter that *teleports* the swords instantly to the creature. *Gust of wind* strips the acid from the blades, suppressing the corrosive burst qualities; a DC 29 Intelligence (arcana) check discerns this. The demon's mosaic tail contains 30,000 gp in gemstones, a vorpal sword remains as treasure, and the rest disappears.

6. The Stony Bite (Blue)

A glowing metallic vein in the southern wall brightens in five spots where the ore is most dense, and the central node resembles a crude mace. Blue frost partially obscures bony prehistoric creatures frozen into the east and west walls. These are stationary fossil golems that attack out of the wall (reach 15 ft.). Creatures in the room are flanked; golems can be targeted by attacking the walls. Magical frost deals 15d6 points of nonlethal cold damage (DC 17 Fortitude half) each round to any in the room. Two successful saves grant immunity; failure imparts fatigue and then exhaustion. While the five nodes glow, slain golems reform after 1 round. 20 points of *magic missile* damage extinguish a node; a PC who succeeds at a DC 29 Knowledge (arcana) check realizes this. The central mace is a *mace of smiting*.

7. Patient Madness (Indigo)

Three faceted abstract mirror sculptures stand to the north. Up the stairs, indigo mist obscures additional mirrored panels. Indigo light shines from dozens of eyeballs in a quivering mass of fleshy goo on the western wall.

A PC who exceeds the Perception DC by 5 or more or who succeeds at a DC 29 Knowledge (arcana) check realizes that daylight disarms the trap (by banishing the shadows). A PC who exceeds the Perception DC by 10 realizes that failing to cover or destroy the mirrored statues allows the horrific visage at the top of the stairs to reflect in the three statues; any in Area 7 are subject to insanity and must attempt three saves.

8. Blind Journey (Violet)

A wooden humanoid statue to the east has ruby-red eyes, and one to the west has sapphire blue. The middle statue has no eyes, but two violet amethysts lie on the ground before it. Carved into its chest is the following, "Restore to the mix that which is lost, and walk half blind on each side to recall." Touching either of the amethysts triggers a plane shift trap.

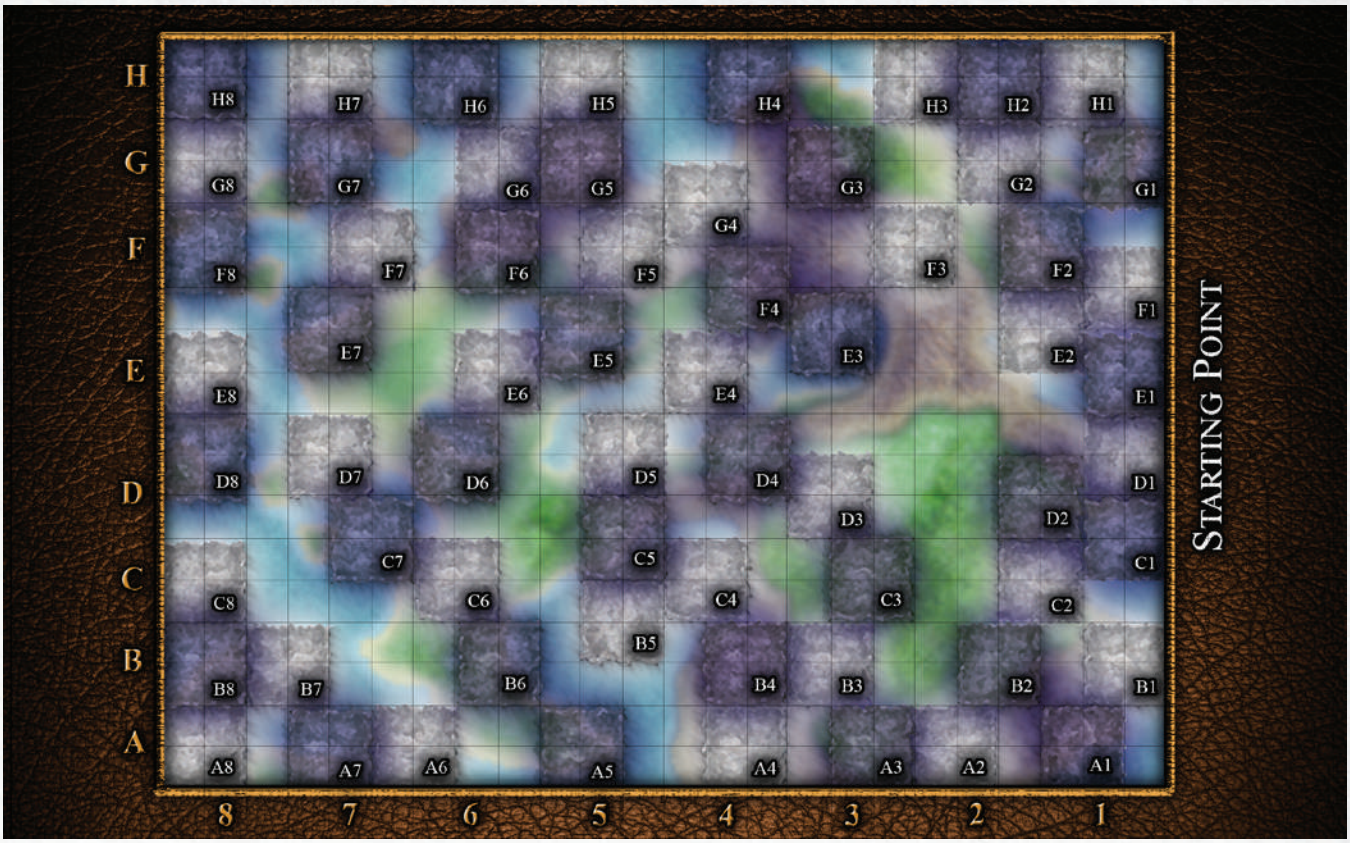
A PC who exceeds the Perception DC by 5 or who succeeds at a DC 29 Knowledge (arcana) check realizes that dispel magic or greater dispel magic disarms the trap. Placing one red eye and one blue eye into the sockets of the middle statue also disarms it and returns any plane-shifted PCs. Players must solve the riddle for this knowledge.

9. Twice Damned

At the threshold, the apparition from Area 1 appears and intones, "Only the eighth is safe!" This room contains the prismatic spray trap. A successful Perception check reveals the magical energy awaiting discharge (and the trigger) but no way to disarm it; only exploring the seven colored chambers does so.

10. A Colorful Reckoning

Through an active *prismatic wall* (CL 20, DC 28), with layers cycling at almost blinding speed, rainbow light crackles over Ceatha's prone form. The apparition appears once more and says, "Heed my first warning!" Destroying the layers must occur in the reverse order the PCs explored the rooms of corresponding colors. Getting the order wrong or using a *rod of cancellation*, *mage's disjunction*, or failing a save while passing through an active layer completes Ceatha's transformation at full strength; she arises as a lich supported by a crystal golem shield guardian (stored *greater invisibility*) formed from rainbow crystals in the corners. Lowering the wall correctly forces Ceatha to focus a prismatic spray into the shield guardian to activate it. Ceatha's phylactery lies to the north.



The Heartless Queen's Revenge

Stephen Yeardley

At the pinnacle of their powers, nothing has proved able to withstand the PCs. So what next for them?

We find the PCs resting in the private rooms of a grand inn after their latest adventure. One wall holds a huge floor-to-ceiling painting of a vast landscape. On the left is a lofty mountain, its pinnacle wreathed in fog; the right has a squat volcano with a trail of ash and embers. Twin suns sit above it all; a PC who succeeds at DC 45 Perception check notices they have barely visible faces. On the other side of the room is an equally large mirror. Although hard to notice at any given time (Perception DC 40), in the mirror, the clouds drift toward each other over the course of two hours. However, a roaring fire and rich food pushes the PCs toward sleep. As they doze, their hostess (the disguised Red Queen) enters to clear items away and lower the fire, but instead throws a powdered version of heightened *dust of twilight* (DC 28) on it, stokes the coals with her "poker," a disguised *fork of the forgotten one*, casts *fireball*, and then steps through the mirror. Although the mirror's reflection shows the PCs fast asleep, they find they can follow the Red Queen through the glass into a similar room—but in another land. Looking back, they see their sleeping reflections.

On leaving what had been a warm, relaxing evening, the PCs find they stand on a crisp, wintery, mountaintop where the white fog can speak; the mist views the PCs as "giants that have shrunk." Elsewhere on the peak, the PCs meet the White Queen, currently human-sized, who impresses on them the urgency of forthcoming events. She asks for help and then *wind walks* the PCs to battle. Here they find black smog coming from the volcano..

The White Queen tells the PCs that the entire sky is laid out like a huge chessboard, particularly where the clouds meet. They're uneven and set at slightly different heights, making running near impossible (DC 45). Each 10-foot-by-10-foot square is formed of 4 mephits (2 of each relevant type), so that a 20-foot-by-20-foot cloud holds 16 mephits (8 of each type). Standing on a cloud of your own side grants a +2 circumstance bonus to initiative checks and an additional 5 feet of movement per round. The mephits also attempt to attack opposing forces, although they do so very cautiously. The White Queen offers to make the PCs queens and kings if they can move all the way to the eighth rank in a "chess match" (a reference to the chess rule of promotion). The PCs appear placed in the second rank with the White Queen's pawns, but they can

choose which square to start on. More white pawns line up alongside, and any of them can begin its trip across the chessboard by calling a roc to carry it over the third rank and directly into the fourth, thus acting on the rule that pawns can advance two spaces on their first move. Rocs leave quickly as they are comparatively weak. PCs find they can move one "square" in any direction, not just forward. Other pawns can't do this. Throughout the time the PCs make their limited moves, the red pawns deal with various white pieces.

PCs who move to the third rank are attacked by a single random creature (see Random Encounters; roll again on a result of jubjub bird). It is accompanied by the Red Queen, who uses her orb of all tanekind's (see below) *shout* ability to cry, "Decapitate them all!" If the random creature loses three-quarters of its hit points, it flees and the Red Queen disappears. In future encounters, random creatures fight to unconsciousness.

On the fourth rank, PCs meet the twin brother sun giants Houkutella and Taivutella (both start CN), whose can be recognized from the painting. After discussing their inconstant alignments, the brothers draw the PCs' attentions to the distant Red King—asleep on a floating *shield of the sun*—and mischievously provoke the PCs with the idea that they are only *persistent images* from the Red King's dreams (implying that they will cease to exist when he wakes). PCs can attempt to diplomatically persuade the twins to join them (DC 28), one to join them but the other not (DC 23), or neither to join (roll is less than 23). Whatever happens, the brothers adopt a menacing stance and prepare to fight for the PCs, against each other, or against the party. But at the last moment they're frightened off by four huge jubjub birds, leaving the PCs with a new problem.

The White Queen appears and tells the PCs of the need (and demonstrates her ability) to *see invisible* creatures by revealing two Red Knights. The PCs (with the White Queen watching) advance into the fifth rank by defeating the knights, but at the very moment of doing so, the Queen transforms into a plasma ooze, crackling with blue electrical energy. The PCs find themselves struggling in a *lightning bolt* gallery trap as the ooze emits multiple tendrils. Disabling this involves returning the Queen to her true form, otherwise she floats off in 1d3+1 rounds. In any event, two Red Bishops appear the moment the PCs are on the fifth rank.

After crossing into the sixth rank, the PCs immediately encounter Flumphty Tumpty (see the stat block), who is slowly falling from above. At the same time, two Red Castles appear. The PCs have 4 rounds to defeat these two pieces, or Flumphty Tumpty has his inevitable fall. Next...

..."All the queen's forces, all women and men" come to Flumphty Tumpty's assistance. From a distance, the White King (N[G] eclipse giant in *boots of levitation*) directs any remaining pieces (GM's choice), against the remaining forces of the still-sleeping Red King: any remaining red pieces (these may all be defeated) and red pawns (all intact) along with The Lion and The Unicorn (N[E]), who fight for the Red Crown.

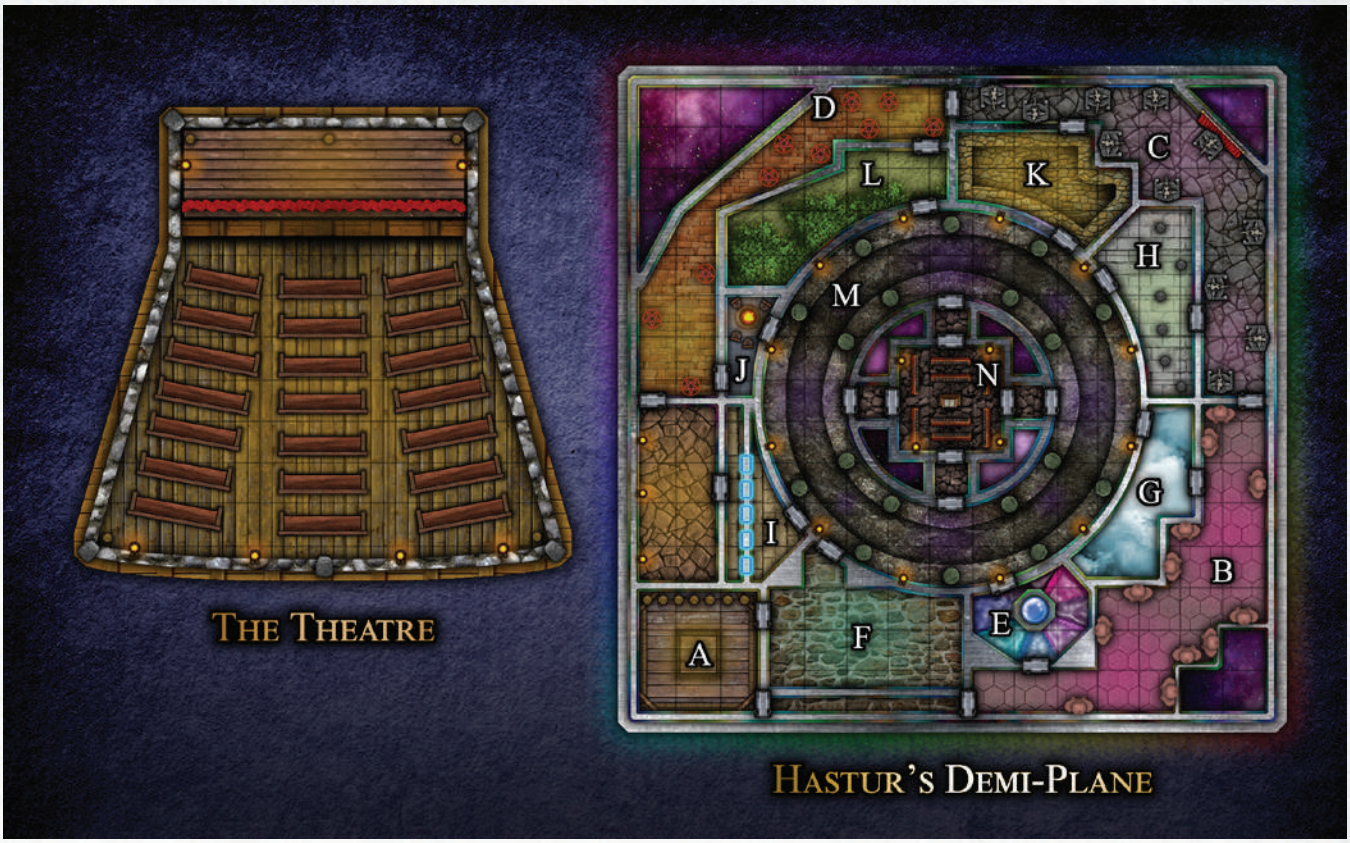
Upon either defeating the red forces, or leaving the white pieces to finish them off, the PCs reach the seventh rank by crossing into the dark smoke clouds of the now-awake Red King, who is intent on capturing the "white pawns"—the PCs—for his Queen. Seeing his devotion, the Red Queen sends a jabberwock to his aid. Then the White King comes to fight the Red King, but both fall from the clouds.

Defeating the jabberwock, the PCs step across to the last rank and are automatically crowned as queens and kings, with crowns materializing abruptly on their heads. They soon find themselves in the company of all the monarchs: the White and Red Queens and Kings, who relentlessly argue over who should relinquish their realm to the PCs. They then invite each other to an event to be hosted by the newly crowned PCs—of which the PCs themselves have no prior knowledge...

... but everything needed for such an event suddenly appears a cloud or two away, and the suddenly weaponless PCs find themselves hosting a party for all the monarchs. This quickly turns to a chaotic uproar, but offers the PCs the chance to finally grab the Red Queen and Red King. By "capturing" the Red Queen, the PCs unknowingly put the Red King into checkmate. The game is over!

The PCs suddenly appear in front of the mirror that brought them here, crowns still on their heads. In the reflected painting, the clouds are floating back to their respective mountains, while the twin suns are nowhere to be seen. On the other side of the mirror, the PCs are sleeping, and the effect of the Red Queen's fireball has gone.

The story ends with the PCs stepping back through the mirror. This sends them to their sleeping bodies, and they slowly wake, recalling the speculation of the sun giant brothers: that everything may have, in truth, been a vision of the Red King, that they might be no more than figments of his imagination, and that life itself is but a dream. Looking back in the mirror, the PCs briefly see themselves as they were when their careers started, but the glass fades away, leaving only a blank wall. Perhaps none of it happened. Except for those crowns they wear...



The Ending of it All

STEPHEN YEARDLEY

Liikkua rested her hand on the great serpent's head and spoke softly to her creation. The wyrm was magnificent, even to a deity who'd seen unimaginable sights. Despite its awe-inspiring presence, it waited for her words. She talked of the *codex* and of how Hastur, the King in Yellow, fought to steal it, ransacking the infinite planes to find it. The wyrm rumbled understanding, so Liikkua drew a simple map of six planes, separate from each other but connected by a sense of order. She folded it into a *cube* and shaped a key phrase for each face. She set the dragon and *codex* into the *cube*—despite it being just 2 inches on each side—and then picked up a simple atlas of 129 maps. She leafed through it and devised a mystery for each one, and then pushed the *cube* through the tome's cover, unaware of where it would end up, waiting to be found. But the concentration it took to complete the encasing ritual meant she missed the tiny yellow moth with tattered wings fluttering at her side. As she pressed the *cube* into the atlas, the moth landed on a face, leaving a diminutive, golden, star-shaped mark. This is how Hastur inscribed his own key and entered the *cube* without the goddess knowing.

Each non-chaotic PC receives a cryptic petition soon after reaching 20th level that reads, "I humbly ask that you help bring to book the chaotic old. The traveling repository holds our futures." Refolding the creases in the letter creates an origami phoenix. When complete, it takes flight, ignites, and then leaves an ash trail to a part of the city the PCs don't recall seeing. There they find a forgotten, nondescript library with a single worn door. Inside, five people sit around a rough table: a bard petitioner from Hell, a fighter petitioner from Abaddon, a monk petitioner from Utopia, a paladin petitioner form Heaven, and a sorcerer petitioner from Purgatory.

There are quiet greetings as food and chairs materialize. The five wait for the PCs to sit, and then the sorcerer makes a book on the table visible. It's old beyond reckoning, yet clearly well made. The monk taps the cover and says, "Although you won't know it, this atlas is a record of your exploits. You've been watched over time, and you are the first to reach this point. But another also monitored you, and we all have a problem. Now bear with us, and prepare to defeat the spy."

The bard starts a dirge, and a *cube* rises from the book. Five faces bear symbols of the petitioners' home planes, the sixth a diminutive yellow star. They stand, the table vanishes, and the tome and *cube* hover in the air. The fighter leans forward and says, "Ready?" He touches the star mark, and instantly everyone is on a stage in an opulent opera house, facing a roaring crowd that rises as a hekatonkheires titan. The battle is operatic, with the PCs in a tragic, defeated role. Until, that is, the petitioners save the day in the third act. After the titan is beaten, everyone reappears in the library.

The petitioners say they can't directly help the PCs enter the *cube*, defeat Hastur, and recover the *codex*, but they reveal that if a PC touches a face of the *cube*, she'll find herself challenged by a petitioner on their home plane. If she can subdue him, she wins their items. Only one PC can travel to each plane. A PC also receives a token from the plane she fights on. The five tokens form a moth. When touched to the *cube*, it transports the PCs inside to the face the defenses Hastur has built around the *codex*.

In the *cube*, the PCs are outsiders, as the *codex* and dragon aren't on the Material Plane. Each time the PCs enter a room, the doors lock behind them. Locked doors require either the relevant stone tokens or a successful DC 45 Disable Device check to open.

A. Green-Grown Rushes

PCs arrive at a 30-foot-square barn. As they enter, they see an aged monk in tattered yellow robes. He's so thin that light seems to pass through him. He's feeding dozens of birds with scales instead of feathers. Their claws, beaks, and wattles "clack" as they peck at the rush-covered ground. When a PC reaches the center of the barn, the monk—Hastur in disguise—sends all 78 mythic[1] cockatrices to fly around the PCs, and then disappears. The beasts become stone tokens when dead, comprising 1 circle, 2 ellipses, 3 triangles, 4 squares, 5 pentagons, 6 hexagons, 7 heptagons, 8 octagons, 9 nonagons, 10 decagons, 11 undecagons, and 12 dodecagons. The barn becomes a large room with two sets of double doors.

B. The Twelve Apostles

Twelve mythic flesh golems line this room, one against each wall. They are in tableaux that look like various lawful and good deities against idyllic *mirage arcana* bases and backgrounds. If a PC moves away to find "his" deity, the doors lock and the three closest golems attack. If the party stays together, all 12 swarm the PCs after 4 rounds. Each golem has a dodecagonal recess in its chest that needs a stone token in it to unlock the doors.

C. The Eleven Who Went to the Heavens

This dusty space looks like an eternal waiting room. Eleven mythic skeletons are dotted about the room, all slumped on decrepit thrones. A huge tapestry on the northeast wall reads, "Even the fallen mighty must try to enter the heavens." The grim reaper stands over one skeleton. It knows the PCs are in the room the moment one of them steps on the floor, and 1 round later if the party is airborne. The grim reaper animates the skeletons to attack the party, hoping to gain more powerful souls. If attacked, the reaper swaps from skeleton to skeleton once per round as a free action. The mythic skeletons each wield two +2 *keen scimitars* (Melee 2 scimitars +4 [1d6+3/15–20]). After the fight, there is an 80% chance a scimitar crumbles to dust. Each skeleton has an undecagonal recess in its skull that needs a stone token in it to unlock the doors.

[1] Mythic creatures have surge: **Surge (Su):** The monster can call upon its mythic power to overcome difficult challenges. It can expend one use of mythic power to increase any d20 roll it just made by rolling 1d6 and adding it to the result. Using this ability is an immediate action taken after the original roll is made and the results are revealed. The bonus die gained by using this ability increases to 1d8 at 4th rank, 1d10 at 7th rank, and 1d12 at 10th rank. The monster can use this ability even if it's mindless or of animal-level intelligence.

D. The Ten Commandments

This 10-sided room has two doors. When PCs use one to enter, they must leave through the other. Hastur cast a symbol on each wall as follows: (a) *feeblemind* (DC 28), (b) *symbol of death* (DC 31), (c) *symbol of fear* (DC 29), (d) *symbol of insanity* (DC 31), (e) *symbol of pain* (DC 28), (f) *symbol of persuasion* (DC 29), (g) *symbol of strife* (DC 32), (h) *symbol of stunning* (DC 30), (i) *symbol of vulnerability* (DC 32), (j) *symbol of weakness* (DC 30). *Mass suggestion* traps inside each door and in the middle of the room suggest that a PC looks at the symbol nearest to him.

Mass Suggestion Trap — CR 18

XP 153,600
Type magic; **Perception** DC 34; **Disable Device** DC 34
Trigger sight (*true seeing*); **Reset** automatic (after 1 hour)
Effect spell effect (heightened *mass suggestion*; CL 29th), influence the actions of the target creature by suggesting a course of activity, limited to a sentence or two; DC 29 Will save negates; multiple targets (one creature/level, no two of which can be more than 30 feet apart)

Each symbol has a decagonal recess in its center that needs a stone token in it to unlock the doors.

E. The Nine Bright Aligners

This octagonal room has nine sections in a floor made of unadorned clear crystal that has been magically hardened. Each section represents an alignment, and shines with a different color from beneath the crystal (see below). The sections don't flow in the usual "alignment wheel" but are set randomly (GM's choice). Each one acts as a *rod of mind mastery*, providing both a *nondetection* effect (DC 40) and the trigger for the traps within the glass (see details). When someone of the same alignment as the section stands on it, he triggers two evocation spells as follows:

- LG (sky blue): one *blasphemy* and one *word of chaos*
- NG (pale lilac): two *blasphemy*
- CG (dusty pink): one *blasphemy* and one *dictum*
- CN (bright cerise): two *dictum*
- CE (dark magenta): one *dictum* and one *holy word*
- NE (deep purple): two *holy word*
- LE (dark blue): one *holy word* and one *word of chaos*
- LN (pale blue): two *word of chaos*
- N (dark violet): two randomly chosen from the four possible traps

Each is effectively a 10th-level spell, created by an entity of almost unimaginable power, but Hastur used his Wisdom bonus to prepare them; as such, these spells are CL 29th and have a save DC of 30.

Unimaginable Traps — CR 19

Type magic; **Perception** DC 34; **Disable Device** DC 34
Trigger spell (*detect thoughts* and *discern lies*); **Reset** automatic (after 1 hour)
Effect spell effect (one of heightened *blasphemy*, *dictum*, *holy word*, *word of chaos*), effects as listed for each spell; DC 30 Will save (partial); multiple targets (all relevant creatures in a 40-foot-radius spread centered on the point of origin)

Each section has a nonagonal recess in its center that needs a stone token in it to unlock the doors.

F. The Eight Aberrant Rainers

Each 5-foot-square section of this misshapen room holds a deadly hollow-pointed spear trap. They are sunk in the floor and *mirage arcana* hides the holes.

Deadly Spear Trap — CR 18

Type mechanical; **Perception** DC 35; **Disable Device** DC 35
Trigger location; **Reset** manual
Effect Atk +20 ranged (1d8+6 plus black lotus extract)

The 8-foot-high "ceiling" is dark and undulates. In fact, this is the bottom of a 30-foot-deep flooded space that holds eight mythic aboleths. After 2 rounds, the aberrations spray the room with mucus mist, and 2 rounds later, a *wish* cast by Hastur for one of the beasts duplicates *reverse gravity* on the floor, so PCs "fall" upward and are drawn 10 feet into the water to face the aboleths—and possible drowning.

When a non-aberration gets within 20 feet of the real ceiling, the floor traps go off; as the last aberration dies, the gravity returns to normal. The party drops towards the barbed spears, along with the water and dead aboleths. After the three-dimensional fight, it's important to know where each participant is placed. A PC may take falling damage (2d6 to 4d6 depending on start position), then be impaled on a spear, underwater, with a 6,500-pound aboleth pinning him. If an aboleth hits the spears first, it destroys nine of them and provides cushioning for falling PCs (no fall damage). Each aboleth's third eye has an octagonal recess in it that needs a stone token in it to unlock the doors.

G. The Seven Stars in the Sky

This heavenly looking space is 40 feet high and has seven mythic vrocks *veiled* to look like angels in it. They attempt to dance before attacking. In addition to listed qualities, their feathers are multicolored and shimmer constantly with a *rainbow pattern* (DC 17). Each vrock has a heptagonal recess between its wings that needs a stone token in it to unlock the doors.

H. Six Proud Walkers

Six combative mythic cyclops fighters—Hastur's elite guards—are focused on one task and not distracted by outside influences. They patrol rooms with traps and report on any that have been triggered, bringing captives or remains to their master. Each cyclops has a hexagonal recess over its heart that needs a stone token in it to unlock the doors.

I. Five Symbols on the Doors

There are five stone pedestals here. Each one holds an unbreakable glass box with a severed head that looks like one of the PCs. Whichever way the PCs enter here, the pedestals are on the "other side" of five transparent central doors, each of which is protected by a maximized energy trap. There's one of each energy type (acid, cold, electricity, fire, sonic) but all act as *fireball*.

Maximized Energy Trap CR 15

Type magic; **Perception** DC 34; **Disable Device** DC 34
Trigger proximity (*alarm*); **Reset** automatic (after 1 hour)
Effect spell effect (maximized *fireball*, 60 damage of any energy type, DC 14 Reflex save for half damage); multiple targets (all targets in a 20-foot-radius burst)

There are trophies around the remaining necks: in the acid box, an *amulet of natural armor* +4; cold box, *amulet of proof against detection and location*; electricity box, *amulet of mighty fists* +3; fire box, *periapt of proof against poison*; sonic box, *scarab of protection*. If a PC can get into a box without opening the door, she can extract the item within. Each box has a pentagonal recess in its base that needs a stone token in it to unlock the doors in and out.

J. The Four Gospel Makers

Four mysterious humanoids sit in deep chairs around a warm fire in the middle of this homely looking room, enthusiastically discussing how "the words of deities dictate all, to all!" They are a cabal of divine mythic liches, and welcome the chance to take the souls of nonbelievers! Each lich has a square recess in the palm of its left hand that needs a stone token in it to unlock the doors.

K. The Three Rivals

Three mythic mariliths fight to prove their worth as defenders of Hastur's plans.

To use variants of Hastur's Tattered Lash, they've sacrificed their at will, 3/day, and 1/day spell-like abilities, their change shape ability, and their longswords. They have six multihued ribbons (red [main weapon], orange, yellow, green, blue, indigo) that act as natural attacks with the same chance to hit as their swords, and deal 1d8+Str points of slashing damage plus 1d6 bleed damage that stacks (up to 5d6). In addition, once every 1d4 rounds, a ribbon deals damage as per the *prismatic spray* color (DC 25). Each demon has a triangular recess in its back that needs a stone token in it to unlock the doors.

L. Two Clothed All in Green

This space is a piece of a planet that belongs to Hastur, engulfed by a prehistoric forest. The floor is covered by a mu spore, with a mythic green dragon hidden beneath it. Both are after food and work in tandem to obtain it. The plant avoids the dragon with its spore cough. Each one has an elliptical recess on its underside that needs a stone token in it to unlock the doors. If the PCs defeat Hastur and return here, they can explore the hot, primitive planet, which is devoid of any humanoid life.

M. One Is One and All Alone

The immense, serpentine guardian dragon, created by Liikkua to guard the *codex*, now circles Hastur's library beyond the farthest ends of the Material Plane. It's unaware of what is beyond its space, but knows it's still in the *cube* and maintains its eternal vigil. Killing it earns the wrath of a goddess, but the PCs need to get past it somehow. The guardian has a circular recess in its forehead that needs a stone token in it to unlock the doors to the library.

N. The Library

The *codex* is in this library. Hastur, the Great Old One, formed it within the guardian's defensive ring without its knowledge. It is on a table in the middle of the room, still sealed by Liikkua's magic. Hastur works on the premise that anyone who's made it this far may have the means to open the *codex*, so he aims to take every item off every PC, whether by coercion or after killing them. PCs can enter only by a door that is part of their alignment. If the PCs manage to convince the guardian dragon of Hastur's duplicity, it enters the library with them, destroying everything in there except the *codex* in its efforts to reach the Great Old One.

Defeating Hastur and regaining the *codex* for the guardian is no small feat. In gratitude, it either allows each PC to study the book for one day, or casts *limited wish* in an entirely positive manner. The guardian also uses *breath of life* if useful.

Flight of the Gryphonwind

Justin Andrew Mason

Herein you will find complete details for the airship christened the SS Gryphonwind, NPCs to crew her, and encounters and scenarios suitable for airship adventures. Whether looking to integrate an airship into your plot or granting an airship to the PCs, this mini-dungeon provides everything you need.

The SS Gryphonwind is the maiden Gryphonwind Class military airship and represents the latest cutting-edge arcane technology. She is equipped with the newly invented elemental energy converter which powers all the ships systems.

The monetary value of the airship runs into the tens-of-millions of gp, so it shouldn't be purchased. Logical integration can include allying the crew, commandeering the airship, conscripted service, or a loan from a kingdom.

Gryphonwind class airships are multipurpose light cargo/troop transport/assault support vehicles. A skilled crew of four and a captain can operate the vessel, which can transport an additional 50 passengers or up to 10-tons of cargo.

SS Gryphonwind

Gryphonwind Class Airship
Colossal Airship
Squares 7 (40 ft. by 200 ft.)
Init + 8

DEFENSE

AC 22; **Hardness** 20
hp 1,300 (*elemental energy converter* 240); magically treated sturdy adamantine hull
Base Save +15
DR 30/-, *antimagic forcefield* (special)

OFFENSE

Maximum Speed 500 ft. (50 ft. vertical) (arcane engines);
Acceleration 50 ft. (10 ft. vertical); Maximum Altitude 20,000 ft.

Ranged Mana Railgun Array (special)
CMB +25; **CMD** + 25
Ramming Damage 10d8 (adamantine)

STATISTICS

Propulsion Elemental Energy Converter
Sailing Check Profession (sailor); +2 broad rudder and extended keel
Control Device Navigational Console (magically treated), wings and rudder for steering
Crew 4
Driving Space 8 squares around the control panel
Means of Propulsion Arcane Engine
Decks 2
Cargo/Passengers 10 tons/50 passengers

EQUIPMENT

Armaments *mana railgun artillery*, 4 light ballistae (port and starboard) with 200 silver-tipped ballista bolts
Modifications adamantine ram and plated hull
Standard Cargo 250 rations, 10 barrels of fresh water, 5 kegs of ale, 12 winter outfits, 3 healing kits, and an adamantine coffer (superior lock DC 40; *acid arrow* (CR 3) triggered by opening without key) containing 10 pp, 300 gp, 2500 sp, 1000 cp, three bottles of fine wine (150 gp) and six star sapphires (300 gp).

Elemental Energy Converter: The EEC is the power source for all of the Gryphonwind's arcane-powered systems. The converter acts as a battery storing primal magic, which it converts to various forms of elemental magic as, needed.

The converter stores a maximum of 10 charges. As long as one charge remains the airship can continue powered flight. If the converter is ever reduced to zero charges, the airship descends in free-fall.

The damage resulting from a critical hit to the airship is dealt directly to the EEC (240 hit points, hardness 20). If the EEC is ever destroyed, it temporarily retains charges; losing one charge every 3d4 rounds.

The converter can be naturally recharged at a rate of 1 charge per day, but recharging requires the ship to remain stationary for the entire period. Any use of the railguns or force field also interrupts this process.

Antimagic Forcefield: The *antimagic forcefield* can be triggered by the pilot as a standard action. Triggering the forcefield expends 1 charge from the EEC, and can only be triggered if the converter has more than one charge.

The forcefield persists for 10 + 1d6 rounds. It generates a one-way, 30-feet thick barrier that functions as both an *antimagic field* (CL 20) and *wall of force* (CL 20) which forms a 200-feet wide sphere centered on the ECC. The forcefield only affects magic or objects moving into the barrier, and has no effect or resistance from within.

Mana Railgun Artillery: The massive array is constructed of three railguns that function as CL 20 *wands of lightning bolt* with the elemental spell, empower spell, enlarge spell, maximize spell, and piercing spell effects. The railgun array can be fired using either one gun (monogun shot) or three guns simultaneously (trigun shot). A trigun shot requires at least one charge in all three railguns.

Each gun has a maximum of 10 charges. Expended charges recharge for each railgun at a rate of one per hour as long as the ship's EEC has more than one charge.

The railguns cannot directly target a creature or object smaller than huge. Shots fired at smaller targets have a chance of hitting equal to 5% multiplied by size category (fine 5%, diminutive 10%, Tiny 15%, Small 20%, Medium 25%, Large 30%).

The hull-mounted artillery is located on the airship's fore and can swivel to target any direction except directly up. The guns are manned by one gunner who is stationed at the airship's navigational console. If the airship is in motion the railguns require a ranged attack by the gunner, otherwise targeting is perfect.

Monogun Shot: Casting Time 1 standard action, Range 4,800 ft., Duration instantaneous, Saving Throw half, Spell Resistance yes (Piercing), Dmg 15d6 (90 Maximized) of damage type selected (acid, cold, electricity, or fire).*

Trigun Shot: Casting Time 1 standard action, Range 4,800 ft., Duration instantaneous, Saving Throw half, Spell Resistance yes (Piercing), Dmg 45d6 (270 Maximized) of damage type selected (acid, cold, electricity, or fire).*

Crew: All five primary crew members possess *rings of feather falling*, which is worn on secure silver necklaces. In the case of a catastrophic failure, their rings are equipped.

CPT Cidrick "Cid" Harlock: Captain (LN male human Fighter 6/Rogue 7) An old and gruff human male with long grey hair. Once a feared airship pirate in his youth, Cid came to terms with his harsh lifestyle after a long stint in prison and the later relationship with his late wife. His skill set earned his rank as a pirate-turned-privateer-turned-captain in service to the kingdom.

CDR Ryn Harlock: Helmswoman and First Mate (NG female half-elf Fighter 4/Bard 3) A tall and athletic half-elf woman with flowing golden hair, she is the daughter of the captain. Growing up around airships

* If the damage caused to an interposing barrier shatters or breaks through it, the shot may continue beyond the barrier if the range permits, otherwise it stops at the barrier.

Justin Andrew Mason

has lent to her ability as a highly skilled pilot. Strong and independent, she also strictly adheres to chain of command and duty, and has been awarded dozens of accommodations for her courage and service.

LT Ruty Rightway: Gunner (TN male human Ranger 5/Rogue 3) A short and hefty human man, often mistaken as a dwarf, with spiky black hair, bushy bearded, and bulbous nose. Ruty speaks with a stiff lip, suggesting he suffered some injury that permanently parallelized the left side of his face. Despite one loose and lazy eye that wanders about in a constantly erratically shifting gaze, Ruty has precision aim, and is renowned for his prowess as a gunner. He's also renowned for his love of sour whiskey.

ENS Darro: Deckhand and Mechanic (LN male goblin fighter 3) Affectionately given the moniker, "Daring Darro" by the crew, he is a dedicated crew member. In maintaining the ship he is fearless, often tying himself off to the deck railing and diving overboard to make repairs to the hull, wings, and engine as needed. He is unusually intelligent for a goblin and bound to honor by his unrequited love for Ryn. Though she doesn't hold Darro in the same regard, Ryn shows a noticeable affection for the goblin.

LTJG Aston Cartwright: Arcane Engineer (NG male gnome Aristocrat 3/Wizard 6 with a miscellaneous +10 to Engineering and Knowledge (arcane)) A handsome young gnome with short, curly, fiery-red hair. A prodigy barely of adult age, his career as arcane engineer are legendary. Inventor of the EEC,

He is cocky and outspoken about his skill, but timid and shy about all other aspects of his life. His civilian elven boyfriend, Alfrit Goldleaf (NG male elf Commoner 2), often "stows-away" on particularly long non-combat flights. The rest of the crew are aware of the extra passenger, but permit and play-along with the secrecy.

At any given time, the on-board passenger manifest of the Gryphonwind may include 3d4 soldiers (LN human Fighter 2) and 1d2 dignitaries (LN human Aristocrat 2) on board.

1. Bridge Deck

The bridge deck, raised slightly about the main deck at the fore of the airship, features a large crystalline dome magic navigational console, which constantly displays an accurate map of the terrain beneath the airship within a 10-mile radius. The pilot and gunner stations are located here, and the control panel is directly interfaces all arcane-powered systems of the airship.

2. Captain's Perch

The captain's perch sets slightly higher than the bridge deck and hosts a traditional ship's wheel, which can be used to override the bridge helm to steer this vessel if needed, and can serve as a backup to helm control if the navigational panel is ever destroyed.

3. Retractable Top Deck

The retractable top deck provides easy access below. The lower deck is a wide hold that spans the length and width of the ship, supported by reinforced hardwood beams. The area houses the ECC and engineer station, but also serves as a cargo hold and passenger space. The ECC emits a warmth that keeps the entire area temperate and hums with a constant deep and modulating tone. Hammocks can be strung between beams to provide bedding for additional passengers.

4 & 5. Starboard & Port

The starboard and port runners each boast two mounted light ballistae, each stationed next to a stack of 50 silver-tipped bolts.

6. Crew Quarters

The shared crew quarters are a private section of the ship, housed in a bungalow near the aft of the main deck. It features amenities similar to an inn suite, and the interior has a magically controlled climate that provides the endure elements effect. The crew often takes shifts sleeping here. The room also functions as the captain's quarters when needed. The captain's coffer is securely stowed here.

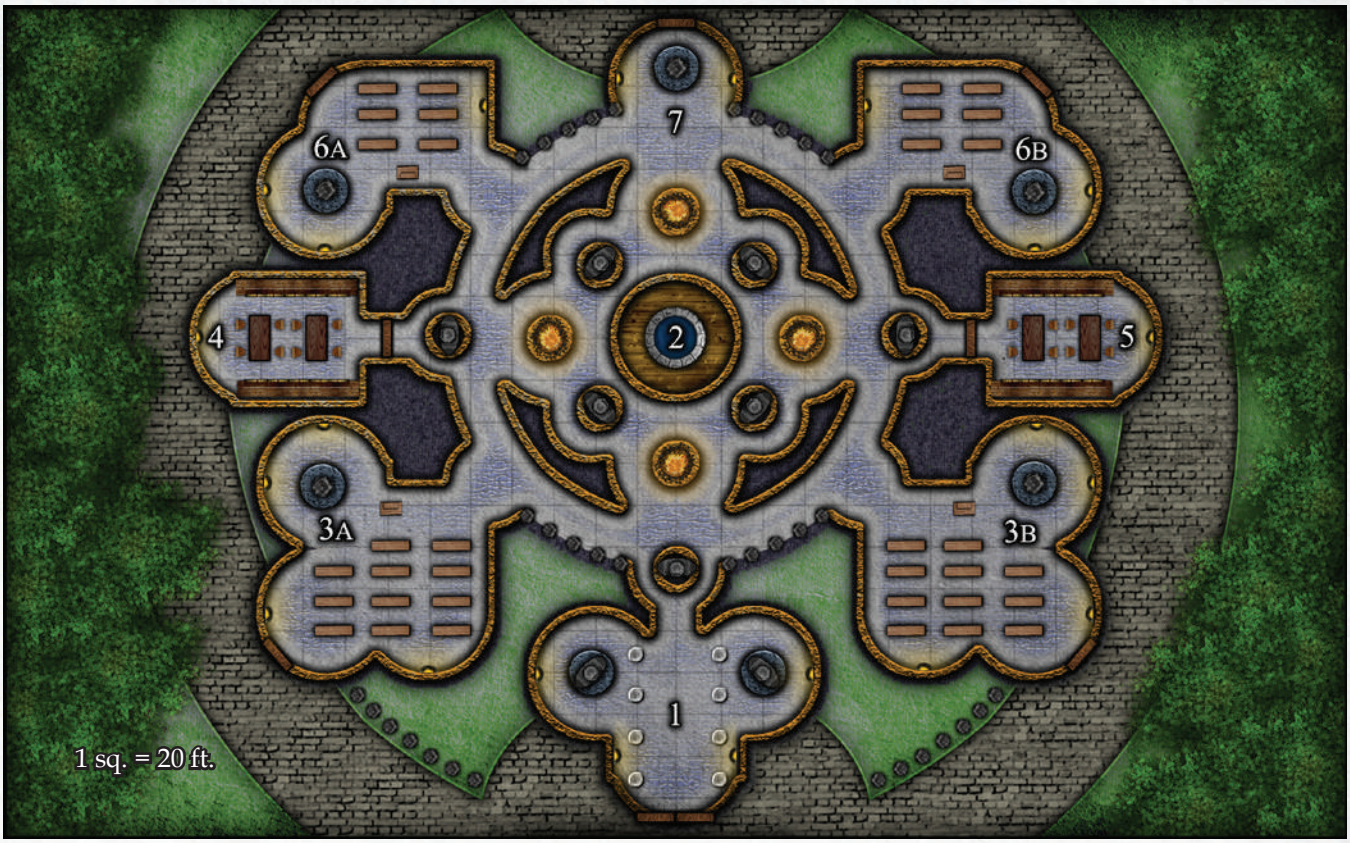
A & B. Adamantine Wings

Adamantine wings are used to direct the airship upon a vertical axis when ascending or descending. If the wings are destroyed (500 hit points, hardness 20), the vessel can no longer ascend, though it will still be able to descend safely.

C. Arcane Engine

The arcane engine located at the stern of the airship is powered directly by the ECC. It is the ships sole source of forward propulsion. The ship cannot ascend or make any forward motion if the engine is destroyed (300 hit points, hardness 20). The ship can slowly descend at 10-feet per round with a destroyed engine.

- A mission to deliver supplies to a tsunami-devastated coastal city, but the quickest direct route is over mountainous cloud giant territory. In transit, the airship is surrounded by 1d4+2 cloud giants (CR 11) riding (old) white dragons (CR 13) mounts. The giants initiate the assault by each hurling a glowing ice boulder that releases a greater lightening elemental (CR 9) when shattering upon impact.
- While transporting three squads each of twelve soldiers (LN human Fighter 2), one of the squads turns out to be enemy forces that have infiltrated the ranks from an opposing kingdom. They rig a bomb (Disintegrate (Empowered) Trap CR 16) to the EEC, and attempt to commandeer the ship with intent to destroy it if they cannot return with it to their kingdom.
- After delivering medical supplies to a plague-stricken city, the crew of the Gryphonwind becomes deathly ill, except for Darro who seems to be immune. The PCs—who so far remain unaffected—and the goblin discover the source of the illness (and the original plague) is a leukodaemon (CR 9). It boarded the docked airship intending to ride it to the Gryphonwind's next port of call to spread its pestilence further.



New-Born Gawds

Stephen Yeardley

Despite their own wondrous abilities, many who work with magic can't help but make items to display their prowess. Buyers fuel this by prizing gaudy novelties ("new-born gawds"), so that anything with the longed-for glamor of magical energy (even if superficial) makes constructs big business for crafters.

For years, Ars Mechanica was the highest-regarded school for learning how to craft constructs. Not for its tutors the banality of plain or simply functional golems and clockwork creatures. Their creations works of art to rival any sculpture or painting, but they eventually priced themselves out of the already-limited market. Its patrons dried up, and Ars Mechanica closed.

The school is now a museum-cum-testing ground of sorts. Its previous success was in no small part due to the clockwork servants and robot gearsmen that patrolled the place, maintaining and repairing the assorted constructs kept there, even when they were damaged enough to be disabled. The tireless workers still keep these podium-mounted "demonstration models" in excellent condition, which in turn protect the site from looters. Anyone trying to steal something from a podium faces the wrath of every construct within the building. The repairers simply restore damaged construct to new.

With care, anyone can enter Ars Mechanica. So long as they don't take, damage, or attack a model, they can wander around and learn about a wide range of metal constructs. A clockwork servant approaches every 10 minutes and asks if they need help, but PCs can otherwise do what they like. But if someone harms a construct, it reacts with its full capabilities. All this is explained by a series of *magic mouths* on the front doors. This means a PC of any level can enter, learn about constructs, find a suitable challenge, and leave. Other than the main entrance, doors open only if there is an emergency in the school, but can be forced with a successful DC 40 Strength check.

As the PCs explore the school, they may encounter the **clockwork servants** and **robot gearsmen** as the machines follow their set routines, although these repair constructs tend to avoid living creatures. What the PCs may not notice (Perception DC 35) are

the **clockwork spies** that constantly monitor their every move. Indeed, all visitors are recorded and remembered. Any who enter and fight something three times are barred forever afterwards. There's only so much damage the repairers are willing to put up with from one creature. If you would like to introduce another challenge, make one or more benches in each classroom a **medium animated object** with the trample special ability.

Finally, anyone entering the school with a *golembane scarab* is followed at a discreet distance by four **clockwork soldiers**, for obvious reasons. These soldiers are part of the fabric of the building. As a swift action, they can merge with the walls in one place, and then reappear at the same stage of the next round, attacking if needs be, anywhere in Ars Mechanica.

1. Entrance Hall

Outside, there are seven **clockwork soldiers** on either side of the doors. Each looks like a tutor from when the school was at its height. The atrium is imposing: on the left is an **adamantine golem**, on the right a **clockwork goliath**. Facing each are four **medium animated objects** resembling adventurers attacking their foe. If a PC touches any of them, the nearest wall beacon projects the head of a tutor who describes the construct. Past the arch is a **clockwork dragon** with five **clockwork soldiers** built like lizardmen on either side of it.

2. Main Display Area

Four constructs and four glowing golden discs are here. If a PC touches a construct, a *programmed image* of a tutor rises from the disc to its right and describes it. From the northeast corner, there's a **clockwork mage**, a **clockwork golem**, a **clockwork leviathan**, and a **lead golem**. The central pool is designed to put out fires. If the building is burning, water is drawn from it to the flames through an intricate sprinkler system in the floor and ceiling, flooding the relevant area quickly.

3A. Classroom

This room holds a **mithral golem**, a lectern, and 11 benches. Sitting on a bench triggers a *programmed image* of a tutor by the lectern that points out the main features of the golem, describing the crafting process as the beacons project a recording of how this model was made.

3B. Classroom

This is identical to 3A except that it contains a **cannon golem**.

4. Dining Room

Before the door is a **junk golem** comprising only metal. Inside is a refectory; if a PC sits at a table, a **clockwork servant** detaches from one of the walls and asks what she would like to eat or drink. No food exists here anymore; the storage shelves hold empty boxes. A PC who succeeds at a DC 20 Perception check finds a page of vellum explaining how to use ironwood to make a wood golem's natural armor steel-like.

5. Library

Before the door is a rearing **clockwork steed**. Inside was once a library; if a PC sits at a table, a **clockwork servant** appears and asks what she is interested in learning. Unfortunately, the books have long-since disappeared, so nothing is brought to the PC. Lodged behind the north shelves is a set of basic instructions explaining the differences between golems and shield guardians.

6A. Classroom

This is similar to 3A except it contains a **brass golem** and only six benches.

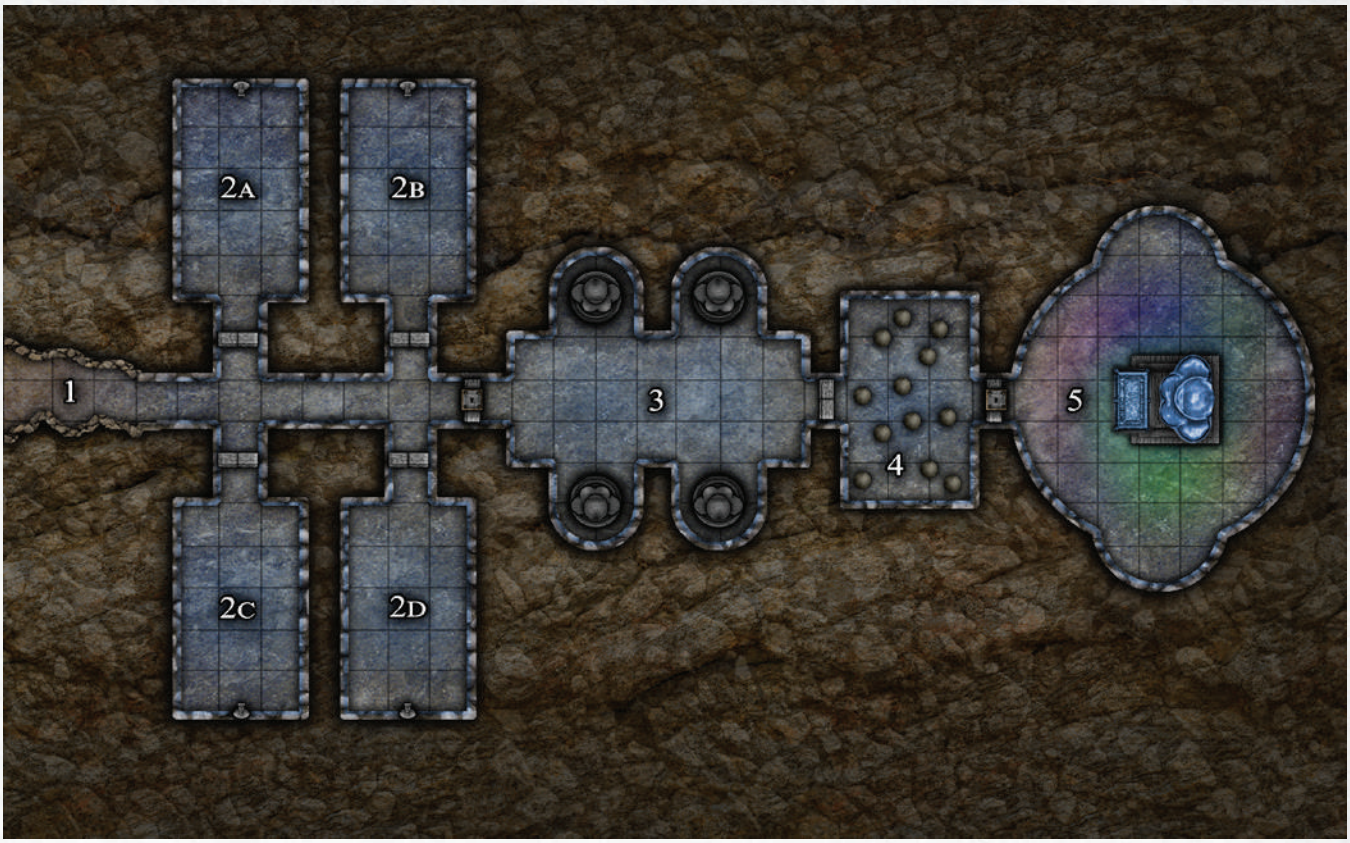
6B. Classroom

This is similar to 3A except it contains a **iron golem** and only six benches.

7. Protected Display Area

In this space is a "de-aligned" **retriever**, now neutral as every construct is in the school, with five **clockwork soldiers** each side of it, which cautious tutors placed here as a first line of defense in case something demonic came to recover its property. Nothing has...so far.

Stephen Yeardley



Song of the Sacred Stones

Justin Andrew Mason

In the shadow of snowcapped mountains, hidden deep within alpine forests, there is a strange and sacred site. Knowledge of its location echoes only through esoteric lore, but it was once known as Laorgyn's Voice. An underground complex created in an age before mortals, the ancient sanctuary was manifested by powerful elemental spirits of earth in homage to their since forgotten goddess.

The adventurers may have discovered of the location in a rare tome on lost cultures and ancient lore. The unknown author writes, "Laorgyn's Voice be a place where the magic known by man was born."

1. The Sacred Site

The entrance is an obscured cavern, undetectable except for strange clusters of cerulean crystalline shards that blossom from the surrounding stone.

Constructed using primordial magic, the shrine reverberates with latent energies of weird arcana and proto-divine consecration. *Detect magic* reveals an overwhelming, ever-shifting aura. A DC 40 Knowledge (arcana) check reveals this is the result of a power which all other schools of magic have developed.

The complex construction is of masterful quality, but it is considered a natural cavern of unworked stone due the way it was created.

The interior emits a barely audible repeated chant, sung by a feminine voice. In all rooms, except the Hall of Tongues, the words are an unknown language, but actually mean, 'The sacred mother stone is foundation. From her womb springs life; to her bosom all are bound. Above and below, into her embrace shall all return."

2. The Keepers of Stone

Each room has a lever that partially unlocks the Hall of Tongues when pulled. Guardians are summoned when a room's stone door is opened.

Guardians of the Sanctuary: The average party level determines the summoned elementals.

Level	Earth Elementals
1-3	1d4 **Small**
4-6	1d4 **Medium**
7-9	1d4 **Large**
10-12	1d4 **Huge**
3-16	1d4 **Greater**
16 +	1d4 **Elder**

3. The Hall of Tongues

The locked stone door into this hall is 1 foot thick and as hard as adamantine. It's opened by pulling all four levers guarded by the Keepers of Stone.

The rectangular room has two alcoves to both north and south, each with a 15-foot tall iron statue that depicts a female humanoid with a jagged, rock-like appearance. A DC 20 Perception check reveals all four statues have articulated arm joints for posing; currently their hands are cupped over their mouths.

Upon revealing the mouths of all four statues, the room gains an aura of *polyglot*. Any creature who can understand a spoken language can now understand all spoken languages while the aura is in effect. This constant effect does not have an effect on written language, pictographs, or signal languages.

4. The Sacred Stones

This room has a dozen 1-foot spherical stones haphazardly positioned on the floor. When each stone is touched, a female voice emits a single word spoken in a long-dead, unknown elemental language.

The twelve words are: Above, Below, Bosom, Bound, Embrace, Foundation, Life, Mother, Return, Sacred, Stone, and Womb.

A DC 25 Linguistics (or DC 40 Perception) check recalls all the words uttered by the stones are also in the repeated chanting heard throughout the complex. Alternatively, from the Hall of Tongues each word the stones speak is discernible.

Activating the stones in the same sequence uttered in the chant, the PCs can open the door leading into Laorgyn's chamber.

5. Laorgyn's Chamber

The domed ceiling of this massive chamber is astir with glowing wisps of translucent primordial magic that slowly circle the room. In the center of the chamber is a 30-foot tall blue crystal statue of a feminine figure with jagged features. She holds a 3-foot tall solid mithral figure shaped like a humanoid infant. An altar at the base of the statue is fashioned from the same crystalline material.

The chant heard throughout the complex seems to be emanating from the statue, which functions as a holy symbol to the proto-goddess Laorgyn (NG earth goddess). The chamber is concreted holy ground, and the crystalline material has the hardness of adamantine.

If the PCs intentionally damage or destroy the statue, the area is no longer holy, the chanting stops, and a **mythic earth elemental** in her likeness appears to deliver retribution.

Wielding Weird Magic

Crafting wondrous magic items in Laorgyn's chamber takes half as long as normal, but due to the primordial energies permanently infused into item. They also gain the melodious chant special ability.

Magic items with charges created in the chamber gain 50% more charges than normal.

During crafting there is a 10% chance the untamed energies of the chamber will cause the item to suddenly explode with violent force dealing 1d4 points of damage per caster level in a 50-feet radius centered on the destroyed item (Reflex DC 40 half). When this occurs, the sudden surge of primordial magic also summons a sanctuary guardian appropriate to the caster level of the magic item.

Melodious Chant

Aura universal (primordial magic); **CL** 1st

Any item bestowed with this special ability randomly emits a melodious chant in an ancient and indiscernible language. When the item is singing the audible chant resonates at a volume equal to that, which would occur if a single human performer were chanting at the item's location. The song is a gentle and flowing melody in a feminine voice that continues for 3d4 minutes. The song cannot be squelched by any means including magical *silence* or *antimagic field*.

The melodious chant is randomly triggered (1 on 1d6) when the item is activated. If the item has continuous use abilities, then the chance of triggering the ability happens once every 4 hours.

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We started with a simple idea: 100 mini-dungeons.

Thx

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Benoit Ruffin
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John-Paul Runchey
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Jonathan Russell
Sean Russell
Stephen Russell
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David Russo
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David Ruwoldt
Ekaterina Ryabko
Jeremy Ryan
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Gregory A Rycerz
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Lee Saddler
Fermin Saez
Jared Sage
Edward Sagritalo
Bo Sahl
Naoki Sakuma
Susano Salceda
Mark Salcido
Matthew J Salerno
Justin Sallie
Carlos Sanchez
Edwin Adam Sanchez
Pablo Sancho
Michael Sanders
Lasse Sandstone
Oh Sanghyeon
Daniel Garcia Santamaria
John Santore
Idilio Santos
Peter Santucci
Brett Sapp
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You made this book possible. Thank you.

Jonathan G. Nelson
Publisher, AAW Games

Cliff

NG human wizard 2 #*ForTheLoveOfJones*
Init +5; **Senses** Perception +2

Defense

AC 11, touch 11, flat-footed 10 (+1 Dex)
hp 13
Fort +2, **Ref** +1, **Wis** +4

Offense

Speed 30 ft.
Melee mwk quarterstaff +2 (1d6)
Ranged mwk quarterstaff +3 (1d6)
Special Attacks hand of the apprentice (6/day)
Wizard Spells (CL 2nd; concentration +5)
1st— pick eight wizards spells that Cliff knows, then pick three that he has prepared
0 (at will)— pick four wizard spells

Statistics

Str 10 **Dex** 13 **Con** 14 **Int** 17 **Wis** 12 **Cha** 8
Base Atk +1; **CMB** +1; **CMD** 12
Feats Combat Casting, Improved Initiative, Scribe Scroll
Skills Knowledge (arcana) +8, Knowledge (history) +8, Knowledge (the planes) +8, Linguistics +8, Perception +2, Sense Motive +2, Spellcraft +8
Languages Common
SQ arcane bond (raven)
Gear masterwork quarterstaff, spellbook, sunrods (5); 150 gp

Joshua

CG half-orc barbarian 1/cleric 1
Init +1; **Senses** darkvision 60 ft.; Perception +5

Defense

AC 19, touch 11, flat-footed 18 (+1 Dex, +6 armor, +2 shield)
hp 20
Fort +6, **Ref** +1, **Wis** +3

Offense

Speed 30 ft.
Melee mwk morningstar +5 (1d8+3)
Ranged club +2 (1d6+3)
Special Attacks channel positive energy 3/day (DC 11, 1d6), rage (6 rounds/day)
Cleric Spells (CL 1st; concentration +2)
1st— pick two cleric spells and a domain spell
0 (at will)— pick three cleric spells
Domains Glory, Strength
Domain Spell-Like Abilities (CL 1st; concentration +2)
4/day— strength surge (1 round)
4/day— touch of glory (1 round)

Statistics

Str 16 **Dex** 12 **Con** 14 **Int** 10 **Wis** 12 **Cha** 10
Base Atk +1; **CMB** +4; **CMD** 15
Feats Power Attack
Skills Handle Animal +4, Heal +5, Intimidate +6, Perception +5, Sense Motive +5, Survival +5
Languages Common
SQ aura, fast movement, orc blood, orc ferocity, weapon familiarity
Gear chainmail, heavy wooden shield, holy symbol, masterwork morning star; 50 gp

Yera

NG half-elf ranger 1
Init +3; **Senses** low-light vision; Perception +5

Defense

AC 16, touch 13, flat-footed 13 (+3 Dex, +3 armor)
hp 16
Fort +4, **Ref** +6, **Wis** +1 | +2 vs. enchantments
Immune sleep

Offense

Speed 30 ft.
Melee longsword +4 (1d8+2/19-20)
Ranged longbow +6 (1d8+3/x3)
Special Attacks favored enemy (undead +2)

Statistics

Str 14 **Dex** 17 **Con** 12 **Int** 10 **Wis** 13 **Cha** 8
Base Atk +1; **CMB** +4; **CMD** 17
Feats Point-Blank Shot, Precise Shot, Skill Focus (Handle Animal)
Skills Handle Animal +7, Heal +3, Knowledge (dungeoneering) +2, Knowledge (nature) +2, Perception +5, Ride +7, Stealth +7, Survival +7
Languages Common, Elven
SQ elf blood, track +1, wild empathy +0
Gear alchemist's fire, masterwork longbow with 20 arrows, masterwork studded leather; 50 gp

Wyatt

LG human paladin 2 #*Play4Wyatt* #*WyattNPC*
Init +2; **Senses** Perception +1

Defense

AC 21, touch 11, flat-footed 20 (+1 Dex, +9 armor, +1 shield)
hp 15
Fort +5, **Ref** +4, **Wis** +6

Offense

Speed 20 ft.
Melee mwk longsword +6 (1d8+2/19-20)
Ranged mwk dagger +5 (1d4+2/19-20)
Special Attacks smite evil 1/day +2 attack and AC, +2 damage)
Paladin Spell-Like Abilities (CL 2nd; concentration +4)
At will— *detect evil*

Statistics

Str 15 **Dex** 15 **Con** 10 **Int** 18 **Wis** 12 **Cha** 14
Base Atk +2; **CMB** +4; **CMD** 16
Feats Power Attack, Weapon Focus (longsword)
Skills Diplomacy +7, Heal +6
Languages Common
SQ aura, code of conduct, lay on hands (1d6, 2/day)
Gear full plate armor, masterwork dagger, masterwork longsword

The *mini-dungeon Tome* is an all-purpose tool, allowing GMs to fill in the gaps in their adventures or string dungeons together to create all-new adventures. But this *Tome* draws on over a decade of material for the *Pathfinder Roleplaying Game*, and there is no guarantee that a challenge referenced in this book is available to every GM.

That's why we included the following creature, hazard, NPC, and trap statblocks. They serve as an easy reference, a reminder, or to an experienced GM, as a replacement for the full game rules surrounding these challenges.

Reading the Statblock: At the bottom of every other page is a legend that details each icon, so you never have to remember which stat is which. Each statblock only contains the bare minimum of information to use that challenge. Most statblocks have a reference book, where the GM can find the full information for that challenge. The statblock also shows page numbers, where that challenge appears in this *Tome.* Note that for creature and NPC statblocks, damage for an attack or ability is given as an average number, rather than a die roll with modifiers.

Creature & NPC Legend

C = Colossal size
D = Diminutive Size
F = Fine size
G = Gargantuan size
H = Huge size
L = Large size
S = Small Size
T = Tiny Size

Aura
Armor Clss
CR Challenge Rating
Combat Gear
CMD CMB
Ft Fortitude Save

Hit Points
Initiative
Melee Attack
Page(s)
Perception
Perception, lowlight vision

Perception, darkvision
Ranged Attack
Rf Reflex Save
Special Abilities/Qualities
Spells & Spell-like Abilities
Source(s)

Speed
Speed, burrow
Speed, climb
Speed, fly
Speed, swim
Wi Will Save

Trap & Hazard Legend

Bypass
CMB CMD
CR Challenge Rating

Destruction
Disable Device DC
Duration

Effect
Hazard/Trap Type
Hit Points

Page(s)
Perception DC
Reset

Source(s)
Trigger

Sources

AB *Advanced Bestiary*
AP##: Adventure Path Issue #
ARG *Advanced Race Guide*
B# *Bestiary Volumne #*
BHOH *Belkzen, Hold of the Orc Hordes*
CE: *Crypt of the Everflame*
Cr *Core Rulebook*
D20 d20pfsrd.com
DG: *Dungeons of Golarion*
DMC: *Dead Man's Chest*
FR: *Fey Revisited*
GMG: *Game Mastery Guide*
HA: *Horror Adventures*
HotJ: *Heart of the Jungle*
HW: *Heroes of the Wild*
IS: *Isles of the Shackles*
ISB: *Inner Sea Bestiary*
ISG *Inner Sea Gods*
IWG: *Into the Wintery Gale*
MA: *Mythic Adventures*
MB *Midgard Bestiary*
MX *Monster Codex*
NLFS: *Numeria, Land of Fallen Stars*
NPCX *NPC Codex*
OB: *Occult Bestiary*
OM: *Occult Mystery*
PB: Paizo blog
RG: *Rival's Guide*
RRT *Riyal's Research: Traps*
SMT: *Simple Monster Templates*
SW: *Snow White*
TG: *Technology Guide*
ToHC *Tome of Horrors Complete*
TW: *The Worldwound*
UC *Ultimate Combat*
UM *Ultimate Magic*
UR *Undead Revisited*
WGK *The War of the Goblin King*

Acid Arrow Trap magical 27 27 proximity (*alarm*) spell effect (*acid arrow*, Atk +2 ranged touch, 2d4 acid damage for 4 rounds) CR 3 Cr 107

Acid Fog Trap magical 31 31 proximity (*alarm*) spell effect (*acid fog*, persists for 11 rounds); multiple targets (all creatures in the room) CR 7 AP 44 23

Alarm Spell Trap magical 26 26 proximity (*alarm*) spell effect (*alarm*, a gong sounds loudly in the area for 1 round) CR 1 – 8, 206

Alchemical Supply Trap mechanical 19 18 touch 2d6 damage (DC 18 Reflex save for half damage); multiple targets (all targets within 30 feet) CR 2 – 16

Anchor Stone environmental 19 18 touch 2ach time a creature starts its turn on an area of anchor stone, it must succeed at a DC 12 Fortitude saving throw. Any creature that fails can only take a 5-foot step on its turn. Any creature that succeeds at the saving throw must move at half speed on its turn. CR – PB 212

Arrow Trap mechanical 20 20 touch Atk +15 ranged (1d8+1/x3) CR 1 Cr 9, 24, 59, 192

Bear Trap mechanical 15 20 location +10 melee (2d6+3); sharp jaws spring shut around the creature's ankle and halve the creature's base speed (or hold the creature immobile if the trap is attached to a solid object); the creature can escape with a DC 20 Disable Device check, DC 22 Escape Artist check, or DC 26 Strength check CR 1 Cr 152

Bladed Webs Trap mechanical 25 25 location manual 1d4 rounds Atk +20 melee (3d8+6); multiple targets (all targets in a 40-ft. square) CR 11 B4 222

Bone Box Trap mechanical 20 20 touch repair Atk +15 ranged (bone splinters, 2d6+4 plus red ache); multiple targets (all targets in a 10-ft. radius) CR 4 DG 122, 152

Breath of Despair Trap magical 28 28 proximity automatic (1 hour) spell effect (*ray of exhaustion*; Atk +5 ranged touch; DC 19 Fortitude partial); multiple targets (four targets) CR 4 AP 34 57, 68, 82

Brown Mold environmental proximity 5-ft. burst of cold (3d6). Fires within 5 ft. double in size. CR 2 Cr 80, 148

Burning Hands Trap magical 26 26 proximity (*alarm*) spell effect (*burning hands*; 2d4 fire damage, DC 11 Reflex save for half damage); multiple targets (all targets in a 15-ft. cone) CR 2 Cr 11, 15, 29, 192

Camouflaged Pit Trap mechanical 25 20 location manual 30-ft.-deep pit (3d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area) CR 3 Cr 121

Camouflaged Spiked Pit Trap mechanical 25 20 manual location 50-ft.-deep pit (5d6 falling damage); pit spikes (Atk +15 melee, 1d4 spikes per target for 1d6+5 damage each); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area) CR 8 Cr 172

Chamber of Blades Trap mechanical 25 20 manual location Atk +20 melee (3d8+3); multiple targets (all targets in a 20-ft.-square chamber) CR 10 Cr 172, 196, 250

Cold Fire Trap magical 25 20 location cold fire (alchemical, 6d6 cold damage, DC 20 Reflex half); multiple targets (all targets in a 20-ft.-radius area) CR 5 RRT 121

Cone of Cold Trap magical 30 30 proximity (*alarm*) spell effect (*cone of cold*, 15d6 cold damage, DC 17 Reflex save for half damage); multiple targets (all targets in a 60-ft. cone) CR 11 Cr 186

Corridor Trap mechanical 20 20 location automatic (1d4 rounds) Atk +20 melee (4d6/x4), multiple targets (all in corridor) CR 5 – 28, 95

Crushing Stone Trap mechanical 30 20 location manual Atk +15 melee (16d6); multiple targets (all targets in a 10-ft. square) CR 15 Cr 146, 202

Dead Man's Breath magical 34 34 proximity (darkvision and *see invisibility*) automatic negative energy mist (15-foot line; 10d6 negative energy damage; DC 20 Reflex for half damage) CR 10 AP 24 180, 184

Deadly Gas environmental 15 proximity gas eruption (1d4 Constitution damage plus nauseated for 10 min, Fort DC 15 avoids); multiple targets (all targets in a 20-ft-radius) CR 3 Cr 36, 59

Deadly Spear Trap mechanical 35 35 location manual Atk +20 ranged (1d8+6 plus black lotus extract) CR 18 Cr 264

Destruction Trap magical 34 34 proximity (*alarm*) spell effect (heightened *destruction*, 190 damage, DC 23 Fortitude save reduces damage to 10d6) CR 20 Cr 254

Drunken Vapors Trap mechanical 19 24 proximity (inside room) repair sickened for 4d10 minutes; DC 16 Fortitude save negates (1 save per minute); multiple targets (all targets in room 10a) CR 3 – 17

Electricity Arc Trap magical 25 20 touch electricity arc (4d6 electricity damage, DC 20 Reflex save for half damage); multiple targets (all targets in a 30-ft. line) CR 4 Cr 106, 186, 192

Energy Drain Trap magical 34 34 visual (*true seeing*) spell effect (*energy drain*, Atk +10 ranged touch, 2d4 temporary negative levels, DC 23 Fortitude negates after 24 hours) CR 10 Cr 142, 202

Falling Block Trap mechanical 20 20 location manual Atk +15 melee (6d6); multiple targets (all targets in a 10-ft. square) CR 5 Cr 114, 138

Falling Bricks Trap mechanical 20 20 location manual Atk +12 melee (2d6, bricks); multiple targets (all targets in two adjacent 5-ft. squares) CR 2 – 23, 117

Falling Portcullis Trap mechanical 25 25 location manual hidden switch (Perception DC 25) falling portcullis (6d6 damage); DC 20 Reflex avoids CR 4 AP 34 23, 59

Falling Stones Trap mechanical 20 20 touch (tripwire) repair Atk +12 (2d4); multiple targets (all targets in a 5 ft. by 10 ft. area) CR 1 – 38

Legend

Bypass · Destruction · Effect · Page(s) · Source(s)
CMB · CMD · Disable Device DC · Hazard/Trap Type · Perception DC · Trigger
CR Challenge Rating · Duration · Hit Points · Reset

Fire Burst Trap magical 30 30 location 1d6 rounds fire burst (3d6 fire damage, DC 20 Reflex save for half damage); multiple targets (all creatures within 30 ft.) CR 3 — 186

Fireball Trap magical 28 28 proximity (*alarm*) spell effect (*fireball*, 6d6 fire damage, DC 14 Reflex save for half damage); multiple targets (all targets in a 20-ft.-radius burst) CR 5 Cr 106, 164, 166, 236

Flash Flame Trap mechanical 19 19 location repair 2d6 fire damage; DC 18 Reflex save negates; multiple targets (all targets within 20 ft.) CR 2 — 17

Flame Strike Trap magical 30 30 proximity (*alarm*) spell effect (*flame strike*, 8d6 fire damage, DC 17 Reflex save for half damage); multiple targets (all targets in a 10-ft.-radius cylinder) CR 6 Cr 136, 154

Footgrabber Punji Pit mechanical 27 25 location punji sticks (Atk +15 melee, 1d4+2 spikes for 1d6+1 damage each plus entangle and purple worm poison); DC 25 Reflex save avoids; multiple targets (all targets in a 10-ft.-long by 5-ft.-wide area) CR 12 AP40 220, 230

Foreboding Mist Haunt haunt 15 (a chill fog forming) proximity 13 1 hour A chilly fog descends, twisting and condensing into claws that grab and prod those within it. This fog functions as per *haunting mists* (DC 13) Casting consecrate on the ground underneath the mist prevents it from returning CR 3 HA 103

Frost Fangs Trap magical 25 20 location jets of freezing water (3d6 cold damage, DC 20 Reflex save for half damage); multiple targets (all targets in a 40-ft.-square chamber) CR 7 Cr 106, 166, 192

Frosted Robe Trap magical 28 28 location +8 ranged touch (1d3 cold damage plus DC 15 Fortitude or exhausted for 5 minutes); multiple targets (all targets within 30 ft.) CR 4 — 15

Gas Trap mechanical 19 18 location repair poison gas (unconscious, DC 14 Fortitude save negates); never miss; multiple targets (all targets in a 50-ft. radius) CR 3 — 15

Gas Vortex Trap mechanical 26 26 location automatic 1d6 damage plus DC 11 Fortitude save or take 1 Strength damage CR 2 — 17

Guardian of Water Trap magical 31 31 touch hidden switch spell effect (summon monster VI, summons Huge water elemental for 11 rounds) CR 7 AP44 166

Green Slime environmental location 1d6 Constitution damage per round CR 4 Cr 148

Green Slime Pit mechanical 25 25 location 40-ft.-deep pit (4d6 falling damage plus green slime); DC 25 Reflex avoids; multiple targets (all targets in a 10-ft. line) CR 7 Cr 122, 138, 140

Hail of Arrows Trap mechanical 25 25 visual (*arcane eye*) Atk +20 ranged (6d6); multiple targets (all targets in a 20-ft. line) CR 9 Cr 138, 220, 228

Hail of Bolts Trap mechanical 25 20 location manual Atk +15 ranged (5d8); multiple targets (all targets in a 10-ft.-square area) CR 6 AP45 146

Harm Trap magical 31 31 touch automatic password spell effect (*harm*, +6 melee touch, 130 damage, DC 19 Will save for half, cannot be reduced to less than 1 hit point) CR 14 AP42 230, 254

Haunt of Despair haunt 20 (incoherent babbling) proximity 10 1 day anyone in the room is affected by a *crushing despair* spell, Will DC 17 negates CR 3 GMG 114

Infected Punji Pit Trap mechanical 20 20 location manual 10-ft.-deep pit (1d6 falling damage); punji sticks (Atk +10 melee, 1d4 spikes per target for 1d4+2 damage each plus disease *filth fever*); Reflex DC 20 negates; multiple targets (all targets in a 10-ft.-square area) CR 4 HW 96

Inflict Light Wounds Trap magical 26 26 touch automatic spell effect (*inflict light wounds*, CL 1st, 1d8+1; DC 11 Will save for half) CR 8 Cr 65

Insanity Trap magical 32 45 location special spell effect (*insanity*, DC 21 Will negates), multiple creatures (any creature entering the mist). CR 15 — 260

Insanity Mist Trap mechanical 25 25 location repair poison gas (insanity mist); never miss; onset delay (1 round); multiple targets (all targets in a 10-ft.-by-10-ft. room) CR 8 Cr 82, 114, 120, 138, 166, 254

Irresistible Dance Trap, Heightened magical 34 34 proximity (*alarm*) automatic spell effect (*irresistible dance* heightened to 9th level; DC 23 Will partially negates) CR 11 Cr 250

Javelin Trap mechanical 20 20 location Atk +15 ranged (1d6+6) CR 2 Cr 23, 64, 240

Keel Kelp environmental Any ship sailing through a hardened mass of keel kelp takes damage equal to the ship's current speed divided by 5 (i.e., a ship moving at a speed of 30 takes 6 points of damage to its hull). This damage occurs every round the ship moves through the keel kelp, until it finally breaks out on the other side. The ship's speed is reduced by half. CR 5 DMC 166

Laser Grid Trap mechanical 25 25 location automatic (1 hour) robot ID tag laser grid (6d6 plasma, 50% fire, 50% electricity, Fortitude DC 20 halves); multiple targets (all targets in a 10-ft. radius) CR 7 — 126

Lifting Net Trap mechanical 20 20 location manual Atk +6 melee, targets are hit by a net (as the exotic ranged weapon). The net lifts the targets 10 feet off the ground, and the trailing rope is controlled by the trap (with a +5 Strength bonus); multiple targets (all targets in a 10-ft.-square area) CR 3 HW 146

Sources

AB *Advanced Bestiary*	DG: *Dungeons of Golarion*	ISB: *Inner Sea Bestiary*	OB: *Occult Bestiary*	ToHC *Tome of Horrors Complete*
AP##: Adventure Path Issue #	DMC: *Dead Man's Chest*	ISG *Inner Sea Gods*	OM: *Occult Mystery*	TW: *The Worldwound*
ARG *Advanced Race Guide*	FR: *Fey Revisited*	IWG: *Into the Wintery Gale*	PB: Paizo blog	UC *Ultimate Combat*
B# *Bestiary Volumne #*	GMG: *Game Mastery Guide*	MA: *Mythic Adventures*	RG: *Rival Guide*	UM *Ultimate Magic*
BHOH *Belkzen, Hold of the Orc Hordes*	HA: *Horror Adventures*	MB *Midgard Bestiary*	RRT *Riyal's Research: Traps*	UR *Undead Revisited*
CE: *Crypt of the Everflame*	HotJ: *Heart of the Jungle*	MX *Monster Codex*	SMT: *Simple Monster Templates*	WGK *The War of the Goblin King*
Cr *Core Rulebook*	HW: *Heroes of the Wild*	NLFS: *Numeria, Land of Fallen Stars*	SW: *Snow White*	
D20 d20pfsrd.com	IS: *Isles of the Shackles*	NPCX *NPC Codex*	TG: *Technology Guide*	

Lightning Bolt Gallery Trap magical 29 29 proximity (*alarm*) 1d6 rounds spell effect (heightened *lighting bolt*, 8d6 electricity damage, DC 16 Reflex save for half); multiple targets (all targets in a 60-ft.-square chamber) CR 17 Cr 234, 250, 260, 262

Mage Breath Trap mechanical 0 18 location automatic poison gas (mage breath plus *confusion*, 5 minutes, DC16 Fortitude negates); never miss; onset delay 1 round; multiple targets (all targets in a 10-ft.-by-10-ft. room) CR 2 AP19 21, 43

Magnetized Ore environmental pulls steel or iron up to 20ft., 2d6 plus grapple +7 17 CR 2 GMG 27

Malfunctioning Teleportation Circle magical 34 34 location automatic arcane feedback (18d6 damage, DC 23 Reflex save for half damage); multiple targets (all targets in 5-foot-radius burst inside circle) CR 13 AP42 234

Mass Suggestion Trap magical 34 34 sight (*true seeing*) automatic (1 hour) spell effect (heightened *mass suggestion*; CL 29th), influence the actions of the target creature by suggesting a course of activity, limited to a sentence or two; DC 29 Will save negates; multiple targets (one creature/level, no two of which can be more than 30 feet apart) CR 18 Cr 264

Maximized Energy Trap magical 34 34 proximity (*alarm*) automatic (1 hour) spell effect (maximized *fireball*, 60 damage of any energy type, DC 14 Reflex save for half damage); multiple targets (all targets in a 20-foot-radius burst) CR 15 – 218, 236, 264

Numbing Needles mechanical 30 25 location automatic hidden switch (Perception DC 30) numbing needles (Atk +5 melee, 1d6 damage plus 2 Dexterity damage); onset delay 1 round, multiple targets (all creatures in contact with walls, floor, or ceiling) CR 7 AP9 122, 140

Possessive Dead haunt 15 proximity 13 1 day When triggered, this haunt seeks to influence the actions of the living, targeting a victim with suggestion (save DC 14). Depending on the haunt's alignment, the suggested actions might be malicious, subtly putting their victims in harm's way or sowing antagonistic interactions, or benign, with the haunt prompting mysterious automatic writings or unconscious utterances from the possessed in hopes of communicating its desires with the world of the living. Possessive dead typically seek rest for their mortal remains or resolution to unfulfilled desires in life. Fulfilling these requests dismisses the haunts. CR 3 OM 71

Pillar of 1, 000 Arrows mechanical 20 20 location 10 rounds manual Atk +10 ranged (×1d4) (1d8 nonlethal/×3); multiple targets (all targets in the chamber) CR 2 CE 36

Pit Trap mechanical 20 20 location manual 20-ft.-deep pit (2d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area) CR 1 Cr 28, 45, 95

Pit Trap, Spiked mechanical 20 20 location manual 10-ft.-deep pit (1d6 falling damage); pit spikes (Atk +10 melee, 1d4 spikes per target for 1d4+2 damage each); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area) CR 2 Cr 30

Plane Shift Trap magical 32 45 touch automatic spell effect (persistent *plane shift*, targeted creature shifted to astral plane, DC 21 Will negates) CR 13 Cr 260

Poison Gas Trap mechanical 40 45 touch poison gas (7d6 damage, DC 20 Con halves, plus aerosol black lotus extract; each round in gas delivers an additional dose); never miss; onset delay (1 round); multiple targets (all targets in the room) CR 20 – 260

Poisoned Dart Trap mechanical 20 20 touch Atk +10 ranged (poison dart; 1d3 plus greenblood oil) CR 1 Cr 9, 12, 22, 25, 57, 59, 124, 156, 190, 192

Poisoned Pit Trap mechanical 25 25 location manual 50-ft.-deep pit (5d6 falling damage); pit spikes (Atk +15 melee, 1d4 spikes per target for 1d6+5 damage each plus shadow essence poison); DC 25 Reflex avoids; multiple targets (all targets in a 10-ft.-square area) CR 12 Cr 216

Pool of Fear magical 26 26 proximity (within 5 ft. of the pool) automatic spell effect (*cause fear*, frightened for 1d4 rounds, Will DC 11 negates) CR 1 CE 39

Prison of Blades magical 35 35 visual (*true seeing*) automatic (5 minutes) spell effects (*forcecage*, windowless cell, DC 20 Reflex save or be trapped inside for 13 rounds, two *mage's sword*, Atk +19 melee 4d6+3); multiple targets (all targets in a 10-ft. cube) CR 16 DG 230

Prismatic Spray Trap magical 34 special proximity automatic (1 round delay) up to 8 rounds spell effect (persistent *prismatic spray*, DC 21); spell active for 8 rounds less the number of colored rooms explored; it then resets after a 1 round delay. CR 18 – 260

Pulverizers mechanical 22 20 location manual spring-loaded walls slam together (2 Atk +18 melee, 4d6 damage each; 12d6 damage if both hit the target) CR 7 AP42 121

Punji Trap mechanical 20 20 location manual spikes (atk +10 melee, 2d4); spikes hold the target in place; the trap can be escaped with a DC 20 Disable Device check, DC 20 Escape Artist check, or DC 24 Strength check CR 1/2 AP40 31

Ravenous Mold environmental proximity 20-ft. burst of acidic spores, 1d6 acid damage each round, DC 14 Fortitude save ends CR 4 NLFS 125

Razor Rubble environmental proximity Either rubble made of sharp stone, or laced with small sharp blades, this terrain functions like difficult terrain, but each square a creature enters deals 1 point of damage to that creature. A creature moving at half speed, or that succeeds at a DC 15 Acrobatics check as a free action when first moving into an area of razor rubble can avoid the damaging affects for the round but not the difficult terrain effect. CR – PB 58

Reaper Door mechanical 28 28 location automatic (immediate) hidden switch (Perception DC 30) Atk +20 melee (3d8+3/×4); multiple targets (all targets in a 10-ft. square) CR 10 AP48 220

Legend

Bypass · Destruction · Effect · Page(s) · Source(s)
CMB · CMD · Disable Device DC · Hazard/Trap Type · Perception DC · Trigger
CR Challenge Rating · Duration · Hit Points · Reset

Rock Deadfall Trap mechanical 20 20 touch (tripwire) repair Atk +12 (3d6); multiple targets (all targets in a 5 ft. by 10 ft. area) CR 2 D20 78

Rot Grubs environmental 15 proximity 1d6 grubs burst from a carcase and burrow into and infests a nearby creature, DC 15 Reflex avoids CR 4 Cr 190

Room of Darts and Blades Trap mechanical 25 20 location 1d4 rounds automatic (1d6 rounds after trap stops) darts (Atk +18 ranged, 1d4 darts per target for 1d4+1 damage each); pendulum blades (Atk +18 melee 1d12+1/×3); multiple targets (all targets within room) CR 11 AP40 212

Russet Mold environmental 20 20 location (within 5ft.) cloud of spores (2 Con damage per round, DC 15 Fort save ends); multiple targets (all targets in a 5-ft.-radius burst) CR 2 B1 204, 246

Sand Trap mechanical 15 15 location manual 20-ft.-deep, 60-ft.-diameter sand trap (creatures slide to the bottom and take no damage); DC 15 Reflex avoids; climbing out of the sand trap requires a DC 20 Climb check CR 4 B3 82

Sassone Leaf Residue Trap mechanical 20 touch sassone leaf residue (contact; *save* Fort DC 16, *onset* 1 minute; *frequency* 1/minute for 6 minutes; *initial effect* 2d12 damage *secondary effect* 1 Constitution damage; *cure* 1 save) CR 1 — 158

Scare Trap magical 27 27 proximity (center point of the corridor between 4 and 5) visibly holding the maguffin automatic spell effect (*scare*, frightened for 1d4 rounds, DC 13 Will save negates) CR 4 — 28

Scribbler's Suggestion magical 31 31 proximity automatic spell effect (*suggestion*; Will DC 22 negates) CR 7 AP5 220

Sepia Snake Sigil Trap magical 34 34 spell (*sepia snake sigil*) spell effect (*sepia snake sigil* and *alarm*, trapped in force field for up to 1d4+5 days, DC 25 Reflex negates); single target (anyone reading the script of glyphs and runes) CR 10 AP42 122

Shocking Floor Trap magical 26 26 proximity (*alarm*) 1d6 rounds spell effect (*shocking grasp*, Atk +9 melee touch, 4d6 electricity damage); multiple targets (all targets in a 40-ft.-square room) CR 9 Cr 144, 170

Shocksaw Trap magical 20 20 sight (*true seeing*) automatic whirling electrified circular saw blade on an articulated metal arm reaches out of a slot in a wall to strike at a target within a 15-foot reach (+10 melee, 2d6+3/19–20 damage plus 3d6 electricity damage) CR 4 DG 59

Shrieker environmental proximity (movement or light within 10 ft.) 1d3 rounds 50-ft. burst of deafening shriek CR — Cr 80, 168, 174, 246

Skull Blast Trap magical 30 30 proximity (*alarm*) blast of negative energy (20d6 negative energy damage to all living creatures, DC 20 Fort save for half damage, undead creatures are healed 20d6 points of damage); multiple targets (all targets in a 30-ft. burst) CR 14 DoG 246, 250

Sleeping Fog Trap mechanical 15 15 pressure pad repair poison gas (Will save DC 22 or fall asleep for 1d6+2 rounds) CR 5 — 74, 158

Sound Burst Trap magical 27 27 location spell effect (*sound burst*, 1d8 sonic damage plus stunned for 1 round, DC 13 Fortitude save negates stun); multiple targets (all targets in a 10-ft. spread) CR 3 AP44 38, 78, 140, 156

Spider Vine environmental proximity 15 spider vine poison (injury—*save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* paralysis, 1d2 Con; *cure* 2 saves) CR 3 HotJ 47

Summon Monster VI Trap magical 31 31 proximity (*alarm*) spell effect (*summon monster VI*, summons 1d3 Large elementals or 1 Huge elemental) CR 7 Cr 118, 164, 172

Swinging Axe Trap mechanical 20 20 location manual Atk +10 melee (1d8+1/×3); multiple targets (all targets in a 10-ft. line) CR 1 Cr 8

Swinging Log Trap mechanical 12 12 location manual Atk +5 melee (1d6+5/×2) and knocked prone; Reflex DC 15 negates prone condition CR 1 HW 146

Symbol of Pain Trap magical 30 30 location automatic (10 minutes) spell effect (*symbol of pain*, DC 19 Fortitude save negates); multiple targets (all targets in a 60-ft.-radius burst) CR 6 AP45 103

Symbol of Fear Trap magical 34 34 location automatic (10 minutes) spell effect (permanent heightened symbol of fear [9th level, CL 18th]; targets are panicked for 18 rounds, DC 24 Will save negates), multiple targets (all creatures within 60 feet) CR 10 AP42 230

Symbol of Persuasion Trap magical 34 34 location automatic (10 minutes) password spell effect (permanent heightened *symbol of persuasion* [9th level, CL 18th]; DC 24 Will save negates, charmed targets are compelled to remain docile and wait until a predetermined event occurs or a set amount of time elapses; multiple targets (all targets passing through the door) CR 10 AP42 230

Symbol of Weakness Trap magical 32 32 spell spell effect (*symbol of weakness*, 3d6 Strength damage, DC 20 Fortitude save negates); multiple targets (all targets within 60 ft.) CR 8 AP40 246

Terinav Root Chest Trap mechanical 20 20 location automatic terinav root poison (contact—*save* Fort DC 16; *onset* 1 minute; *frequency* 1/minute for 6 minutes; *effect* 1d3 Dex; *cure* 1 save) CR 7 AP9 117, 122

Treacherous Floor Trap mechanical 34 34 location automatic 60-ft.-deep pit (6d6 falling damage, DC 30 Reflex save avoids); falling debris (Atk +20 melee, 6d6 bludgeoning damage); multiple targets (all targets in a 20-foot-square area) CR 4 — 240

Wailing Maidens magical 25 25 touch automatic (5 rounds) hidden switch (Perception DC 30) stunning wail (stun and deafened for 1d4 rounds, Fortitude DC 15 negates, onset delay 3 rounds); spike barrage (Atk +12 melee, 1d6 spikes per target for 1d6+5 damage each); multiple targets (all targets flanked by iron maidens) CR 7 AP9 140

Wall Scythe Trap mechanical 20 20 location automatic Atk +20 melee (2d4+6/×4) CR 4 Cr 22, 200

Whispering Wardens Trap magical 34 34 spell automatic (1 minute) password (DC 34 Knowledge [arcana] or [religion] check to know) spell effect (summon monster IX, summons four bone devils for 17 rounds) CR 13 AP47 220

Yellow Mold environmental proximity 5 rounds 5-ft. burst of poisonous spores, DC 15 Fortitude save or take 1d3 points of Constitution damage CR 6 Cr 81, 124

Aboleth[H] mucus cloud +5 +14 84 20 Ft +8 Rf +5 Wi+11 24 +13 4 tentacles +10(8 plus slime) *dominate monster, hypnotic pattern, illusory wall, mirage arcana, persistent image, programmed image, project image, veil* 10ft 60ft CR7 B1 166

Aboleth, Mythic[H] mucus cloud +8 +15 118 | DR5/epic 23 Ft +9 Rf +6 Wi+11 24 +13 4 tentacles +11(9 plus slime) *dominate monster, hypnotic pattern, illusory wall, mirage arcana, persistent image, programmed image, project image, veil* mucus mist, mythic power, slime armor 10ft 60ft CR9 MA 264

Accomplished Angler +2 +10 10 14 Ft -1 Rf +5 Wi+3 | +2 vs fear 12 -1 fishing pole -3(1) sling +6(1) *potion of cure light wounds* 20ft CR2 NPCX 112

Acolyte +1 +2 5 14 Ft -1 Rf +1 Wi+3 11 +0 morning star +0(4) dagger +1(4) *bless, cure light wounds, guidance, light, mending* *scroll of cure light wounds, scroll of sleep,* alchemist's fire 20ft CR1/3 NPCX 3, 4

Adherer +3 +5 30 17 Ft +3 Rf +7 Wi+5 19 +7 | +19 grapple 2 slams +6(5 plus grab) adhesive 30ft 30ft CR3 B3 88

Aeon, Bythos[L] +8 +30 | blindsense 207 | fast healing 10, immune cold/crits, resist electricity/fire 10 31 Ft +18 Rf +12 Wi+20 | immune poison, SR27 44 +25 4 slams +23(9 plus 3 cold and aging strike) *augury, dimensional anchor, dimensional lock, greater teleport, haste, moment of prescience, plane shift, slow, temporal stasis* confusion gaze, extension of all, temporal strike, void form 40ft CR16 B2 246

Aerial Servant +16 +16 149 | DR10/magic 23 Ft +10 Rf +14 Wi+10 35 +19 | +23 grapple 2 slams +19(15 plus grab) constrict, improved tracking, natural invisibility, smother, sneak attack +2d6, wind blast 60ft CR11 B5 236

Aether Elemental, Medium +8 +7 | blindsense 34 17 | telekinetic deflection Ft +7 Rf +8 Wi+3 | immune force 23 +6 slam +6(6) telekinetic throw +8(8) telekinetic invisibility, telekinetic maneuver 60ft CR3 B5 122

Ahkhat[S] +5 +8 | tremorsense 38 17 Ft +8 Rf +5 Wi+2 17 +6 2 slams +9(6) urn +5(5) *open/close, make whole, prestidigitation* integrated body, structural mobility 30ft CR4 B5 128

AI, Analyst +11 +15 Ft +4 Rf +4 Wi+11 expert knowledge, multi-core processor, remote consult CR21 TG 126

Air Elemental, Elder[H] +15 +19 152 | DR10/— 28 Ft +14 Rf +21 Wi+7 49 +27 2 slams +25(18) air mastery, whirlwind 100ft CR11 B1 236

Air Elemental, Large[L] +11 +11 68 | DR5/— 21 Ft +9 Rf +13 Wi+2 31 +13 2 slams +14(8) air mastery, whirlwind 100ft CR5 B1 1069

Alcoholic Fisherman +0 +0 4 10 Ft +1 Rf +0 Wi+0 11 +1 broken bottle +1(2) broken bottle +1(2) 30ft CR1/4 WGK 180

Allip babble +5 +7 30 14 | incorporeal Ft +4 Rf +4 Wi+4 | channel resistance +2 17 +4 incorporeal touch +4(2 Wisdom damage) babble, madness, touch of insanity 30ft 90ft CR3 B3 78, 94, 156

Angel Slayer +7 +20 112 | ferocity 26 Ft +13 Rf +17 Wi+2 | evasion 35 +21 double axe +21/+16/+11(11), double axe +21/+16/+11(11) longbow +19/+14/+9(10) *barkskin, cat's grace, cure moderate wounds, freedom of movement, longstrider, neutralize poison, pass without trace, protection from energy, resist energy* camouflage, favored enemy (elves +2, good outsiders +8, humans +2, magical beasts +2), favored terrain, hunter's bond, orc blood, quarry, swift tracker, track, weapon familiarity, wild empathy *+1 good outsider-bane arrows* (10), *potions of cure serious wounds* (2), *potions of fly* (2), *potions of restoration* (2), *ring of feather falling, wand of cure light wounds* 40ft | woodland stride CR14 NPCX 232

Animate Dream +4 +17 | 100ft 90 | incorporeal, SR19 20 Ft +10 Rf +8 Wi+12 32 +16 incorporeal touch +16(27 negative energy plus nightmare curse) 40ft CR8 B2 78

Animated Object[S] +0 -5 36 | hardness 5 14 Ft +1 Rf +1 Wi+4 15 +5 2 slams +5(5) 30ft CR3 B1 22, 72, 84, 272

Ankou[L] +13 +21 | blindsense 133 | DR10/cold iron 31 Ft +10 Rf +18 Wi+13 36 +16 2 claws +14(3+8), tail slap +9(8 plus bleed), 2 wings +9(8 plus bleed) *circle of death, deeper darkness, dimensional anchor, discern location, greater teleport, prismatic spray, ray of exhaustion, silence, true seeing* bleed(7), cold iron killer, shadow doubles, sneak attack +3d6 90ft CR14 B4 230

Annis Hag[L] +1 +15 66 | DR5/bludgeoning 20 Ft +8 Rf +6 Wi+6 | SR17 26 +15 | +19 grapple bite +13(10), 2 claws +13(10 plus grab) *alter self, fog cloud* 40ft CR6 B3 116

Ant, Army, Swarm[F] +2 +4 | scent 49 | immune weapon damage 20 Ft +7 Rf +5 Wi+3 swarm(10) cling, consume, distraction 30ft 30ft CR5 B1 228

Anunnaki[L] +16 +31 | lifesense, *true seeing* 320 | DR20/epic, resist acid/cold/electricity/sonic 20 35 Ft +15 Rf +17 Wi+20 | +2 vs mind-affecting, immune poison 53 +30 | +32 bull rush primal chisel +30/+25/+20/+15(20 plus devolution), bite +26(9), 4 wings +26(8) *divide mind, etherealness, greater dispel magic, greater teleport, mental block, mindlink, overwhelming presence, primal regression, quickened baleful polymorph* bestow knowledge, devolution, lantern of civilization, mimetic memory, morphic anatomy, morphic body, mythic immortality, mythic magic, mythic power, psychic warding, unstoppable, uplift 50ft 60ft CR18 B5 246

Legend

C = Colossal size
D = Diminutive Size
F = Fine size
G = Gargantuan size
H = Huge size
L = Large size
S = Small Size
T = Tiny Size

Aura
Armor Class
CR Challenge Rating
Combat Gear
CMD CMB
Ft Fortitude Save
Hit Points
Initiative
Melee Attack
Page(s)
Perception
Perception, lowlight vision
Perception, darkvision
Ranged Attack
Rf Reflex Save
Special Abilities/Qualities
Spells & Spell-like Abilities
Source(s)
Speed
Speed, burrow
Speed, climb
Speed, fly
Speed, swim
Wi Will Save

Aptrgangr, Land +2 +22 | blindsense 127 24 Ft +11 Rf +7 Wi+13 | channel resistance +4 29 +17 greatsword +16/+11/+6(13 plus bleed and energy drain) or 2 claws +17(6) *dominate animal, magic jar* brutal, create spawn, dark blade, dishonor, energy drain 30ft CR10 IWG 208

Arcane Experimenter[S] +3 +20 191 | DR3/— 19 | +4 vs giants Ft +16 Rf +8 Wi+9 | +2 vs illusion, +4 vs enchantments, immune frightened, nauseated, shaken, sickened 29 +18 hammer +21/+16/+11(10) or hammer +19/+14/+9(8), hammer +19/+14(9), bite +15(3) longbow +19/+14/+19(8) *dancing lights, ghost sound, prestidigitation, speak with animals* animal fury, clear mind, fearless rage, greater rage, improved uncanny dodge, indomitable will, internal fortitude, mighty swing, moment of clarity, strength surge *scroll of align weapon, scroll of cure light wounds, scroll of magic weapon, scroll of protection from good, scroll of true strike, wand of fly, wand of mirror image, wand of see invisibility, wand of shield, alchemical sliver arrows* (10), *cold iron arrows* (20) 90ft CR13 NPCX 250

Arcanoplasm[L] +4 +45 | arcane sense 73 16 Ft +8 Rf +1 Wi+7 | absorb arcane energy, immune paralysis/poison/polymorph/sleep/stun 18 +8 slam +7(7 plus 3 acid plus grab) arcane spell mimicry, constrict 40ft 10ft CR7 ToHC 140

Assassin Vine[L] +0 +1 | blindsight 30 | resist cold/fire 10, immune electricity 15 Ft +7 Rf +1 Wi+2 19 +9 | +13 grapple slam +7(11 plus grab) camouflage, constrict(11), entangle 5ft CR3 B1 132, 144, 248, 250

Astral Leviathan[C] +6 +31 | astral locating, blindsight 310 | DR10/adamantine, immune cold, resist electricity/fire 30 31 Ft +24 Rf +8 Wi+16 52 +40 | +42 bull rush, +44 grapple bite +24(26 plus grab), 2 slams +24(21), tail slap +19(20) *dimension door* fast swallow, gulping tide, swallow whole 90ft CR158 B4 242

Axe Warrior +1 +6 40 | orc ferocity 15 Ft +7 Rf +2 Wi +3 | trap sense, uncanny dodge 17 +8 greataxe +9(13) sling +5(7) intimidating glare, rage 30ft CR2 NPCX 18

Azer +1 +6 15 | immune fire, vulnerable cold 18 Ft +5 Rf +1 Wi+4 | SR13 14 +3 warhammer +4(5 plus 3 fire) hammer +3(3 plus 3 fire) heat 30ft CR2 B2 102

Bandersnatch[G] +11 +26 | blindsense, scent 310 | fast healing 10 33 Ft +21 Rf +20 Wi+11 | immune fear/paralysis/poison/sleep 57 +44 | +44 grapple bite +32(21 plus grab), 2 claws +32(20), tail slap +27(27 plus pain) 4 quills +26(18 plus pain) bounding charge, brutal tail, gaze, lash out, planar acclimation, pounce, quick recovery, quill defense, rake(4 claws), relentless tracker, rend(2 claws) 60ft 20ft CR17 B3 250

Bandit Lord +6 +10 74 25 Ft +9 Rf +13 Wi+4 | +2 vs fear 31 +13 rapier +20/+15/+10(3 plus 3 cold) or sap +17/+12/+7(5 nonlethal) longbow +18/+13/+8(6) armor training, bleeding attack, sneak attack +2d6, trap finding, weapon training *potion of enlarge person* 30ft CR11 GMG 232

Banshee +15 +31 | hear heartbeat 161 | incorporeal 26 Ft +10 Rf +19 Wi+18 40 +25 incorporeal touch +26(49 negative energy plus terror) sunlight powerlessness, wail 60ft CR13 B2 220, 230

Barghest +6 +11 | scent 45 | DR5/magic 17 Ft +6 Rf +7 Wi+7 22 +10 bite +10(7), 2 claws +10(6) *blink, charm monster, crushing despair, dimension door, levitate, misdirection* change shape, feed 30ft CR4 B1 74

Barghest, Greater[L] +6 +16 | scent 85 | DR10/magic 20 Ft +9 Rf +10 Wi+10 28 +16 bite +14(10), 2 claws +14(9) *blink, charm monster, crushing despair, dimension door, invisibility sphere, levitate, mass bull's strength, mass enlarge, misdirection* change shape, feed 40ft CR7 B1 160

Basidirond +1 +0 | tremorsense 52 | immune cold 18 Ft +8 Rf +3 Wi+2 21 +10 slam +10(11 plus spores) cold lethargy, hallucination cloud, spores 20ft CR5 B1 204

Basilisk -1 +10 52 17 Ft +9 Rf +4 Wi+5 19 +10 bite +10(8) gaze 20ft CR5 B1 136

Bat Plague Swarm[D] +19/-1 | dual initiative +34 | blindsense 279 | DR10/epic, fast healing 10 32 Ft +18 Rf +21 Wi+13 | second save swarm(17 plus 17 blight, distraction, and soul bleed) create spawn, distraction, mythic power, soul bleed 5ft 40ft CR17 B5 242, 244

Bat Swarm[D] +2 +15 | blindsense 13 16 Ft +3 Rf +7 Wi+3 swarm(3) distraction, wounding 40ft CR2 B1 26, 244

Battle Mage +6 +6 33 16 Ft +3 Rf +4 Wi+5 17 +2 dagger +2(1) or wand +2 touch(3 electricity) dagger +5(1) *burning hands, color spray, dancing lights, detect magic, dispel magic, expeditious retreat, fireball, fly, glitterdust, haste, light, mage armor, message, mirror image, protection from arrows, scorching ray, shocking grasp* arcane bond (wand), intense spells *scrolls of fly* (2), *scrolls of invisibility* (2), *scrolls of minor image* (2), *wand of magic missile*, *wand of shocking grasp*, tanglefoot bags (3) 30ft CR5 GMG 86

Battle Monk +2 +12 32 19 Ft +6 Rf +7 Wi+2 | +2 vs enchantment, evasion, immune disease 22 +6 unarmed +5(5) or flurry +5/+5(5) high jump, flurry of blows, ki pool, slow fall, stunning fist 40ft CR4 GMG 68

Bear, Glacial, Advanced[L] +6 +12 | scent, snow vision 200 | immune cold, vulnerable fire 31 Ft +17 Rf +12 Wi +8 37 +25 2 claws +23(12 plus grab), bite +23(12), gore +23(12) powerful charge(23) 30ft CR13 IWG 174

Bebilith[H] +5 +16 | scent 150 | DR10/good 22 Ft +15 Rf +11 Wi+7 34 +23 bite +19(16 plus rot) and 2 claws +19(14) *plane shift* 40ft 20ft CR10 B1 218

Beetle, Giant Stag[L] +0 +0 45 17 Ft +7 Rf +2 Wi+2 | immune mind-affecting 20 +10 bite +8(15) trample(9) 20ft 20ft CR4 B1 42

Sources

AB *Advanced Bestiary*	DG: *Dungeons of Golarion*	ISB: *Inner Sea Bestiary*	OB: *Occult Bestiary*	ToHC *Tome of Horrors Complete*
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Cr *Core Rulebook*	HW: *Heroes of the Wild*	NLFS: *Numeria, Land of Fallen Stars*	SW: *Snow White*	
D20 d20pfsrd.com	IS: *Isles of the Shackles*	NPCX *NPC Codex*	TG: *Technology Guide*	

Beggar +3 +6 13 13 Ft +2 Rf +5 Wi +1 14 -1 club +1(4) club +3(4) sneak attack +1d6 30ft CR 1 GMG 168

Beggar, Automaton +4 +6 13 | immune bleed 14 Ft +2 Rf +6 Wi +1 | immune mind-affecting 15 +0 club +2(5) club +2(5) sneak attack +1d6 30ft CR 2 GMG 196

Behemoth, Tempest[C] +9 +31 | blindsense 85 20 Ft +9 Rf +7 Wi +9 26 +15 bite +13(14), 2 claws +13(9), 2 wings +8(5), tail slap +8(10) entangle breath weapon(21 acid) 40ft 200ft CR 8 B1 250, 256, 262

Belker +5 +11 68 | DR5/ — 20 Ft +9 Rf +11 Wi +2 26 +11 bite +12(5), 2 claws +13(5), 2 wings +10(4) smoke claws, smoke form 30ft 50ft CR 6 B2 146

Bhole[C] +3 +28 290 | DR10/ —, immune acid/fire 33 Ft +21 Rf +13 Wi +11 | immune disease/magical control/paralysis/poison/sleep/stun, SR28 54 +45 | +47 bull rush, +47 grapple bite +29(46 plus grab), slam +29(38) breath weapon, overwhelming strength, swallow whole, trample 50ft 50ft CR 17 B4 246

Black Ice Shadowdancer +6 +20 147 | DR10/ adamantine 23 | +4 vs giants Ft +12 Rf +15 Wi +15 | +2 vs illusions, evasion 22 +7 staff +10/+5 (1) *acid arrow,* blinding ray, *blink, charm monster, charm person, color spray, dancing lights, darkness, daze, displacement, feather fall, feeblemind, fly, ghost sound, ghost sound, greater invisibility, hypnotic pattern, invisibility,* invisibility field, *mage armor, mage hand, magic missile, major image, nightmare, phantasmal killer, prestidigitation, ray of frost, resist energy,* shadow call, *shadow evocation,* shadow illusion, *shield, slow, solid fog, speak with animals, stoneskin, teleport* arcane bond (*staff of frost*), defensive roll, defensive training, extend illusions, evasion, fast stealth, hatred, hide in plain sight, improved uncanny dodge, shadow jump, slippery mind, summon shadow 30ft CR 16 NPCX 222

Black Pudding[H] -5 -5 | blindsight 105 3 Ft +9 Rf -2 Wi -2 17 +12 | +16 grapple slam +8(11 plus 7 acid plus grab) constrict(11 plus 7 acid), corrosion, split 20ft 20ft CR 7 B1 102

Black Pudding, Advanced[H] -3 -3 | blindsight 125 7 Ft +11 Rf +0 Wi +0 21 +14 | +28 grapple slam +10(13 plus 7 acid plus grab) constrict(13 plus 7 acid), corrosion, split 20ft 20ft CR 8 B1 80

Boar +0 +6 | scent 18 | ferocity 14 Ft +6 Rf +3 Wi +1 14 +4 gore +4(8) 40ft CR 2 B1 130

Bodak +6 +14 85 | DR10/cold iron, immune electricity, resist acid/fire 10 21 Ft +6 Rf +5 Wi +8 | vulnerable sunlight 21 +8 2 slams +9(5) death gaze 20ft CR 8 B2 188

Body Thief -1 +30 230 | immune sonic, resist cold 20 26 Ft +19 Rf +1 Wi +11 38 +31 | +35 disarm/grapple, +33 trip bite +23(21 plus grab), 4 tentacles +21(10 plus grab) breath weapon(42 acid), spawn pod creature, swallow whole, transfer, vexing vines 5ft CR 14 B4 204

Boggard +1 +4 22 14 Ft +5 Rf +0 Wi +1 13 +4 morningstar +5(7), tongue -1 touch(sticky tongue) hold breath, swamp stride, terrifying croak 20ft 30ft CR 2 B1 204

Boggard Hunter +1 +14 53 18 Ft +10 Rf +6 Wi +4 20 +9 morningstar +9(8), tongue +4 touch(sticky tongue) favored enemy (reptilian +2), favored terrain, hold breath, swamp stride, terrifying croak, track, wild empathy 20ft 30ft CR 5 MX 204

Boggard Stalker +5 +18 95 19 Ft +12 Rf +8 Wi +5 26 +14 handaxe +14/+9(9), handaxe +14/+9(9), tongue +9 touch(sticky tongue) *longstrider, resist energy* favored enemy (dragons +2, humans +4), favored terrain, hold breath, swamp strike, terrifying croak, track, wild empathy *potion of barkskin, potion of cure moderate wounds, potion of invisibility* 20ft | woodland stride 30ft CR 9 MX 204

Bounty Hunter +8 +16 94 | resist fire 20 25 Ft +11 Rf +13 Wi +6 immune poison 32 +16 | +18 grapple kukri +16/+11/+6(7), +1 kukri +16/+11(7) longbow +17/+12/+7(8) *barkskin, cat's grace, delay poison, longstrider, resist energy, wind wall* camouflage, favored enemy (animals +2, humans +6, orcs +2), favored terrain, hunter's bond, quarry, swift tracker, track, wild empathy *potions of cure serious wounds* (2), smokesticks (2), tanglefoot bags (2) 40ft | woodland stride CR 11 NPCX 220

Brigand +1 +0 15 13 Ft +4 Rf +1 Wi +0 14 +3 longsword +3(5) longbow +3(4) 30ft CR 1/2 NPCX 14, 18

Brownie[T] +8 +8 4 | DR5/cold iron 17 Ft +1 Rf +6 Wi +4 | +2 vs illusions, SR17 11 +2 shortsword +6(1) *dancing lights, dimension door, lesser confusion, mending, mirror image, prestidigitation, ventriloquism* 20ft CR 1 B2 134

Bugbear +1 +8 16 17 Ft +2 Rf +4 Wi +1 16 +5 morning star +5(7) javelin +3(6) 30ft CR 2 B1 40

Bugbear, Shadow +1 +8 16 17 Ft +2 Rf +4 Wi +1 | SR8 16 +5 morning star +5(7) javelin +3(6) shadow blend 30ft CR 3 B1,B4 144

Bugbear Gnasher +4 +9 | scent 53 21 Ft +9 Rf +8 Wi +3 | uncanny dodge 22 +10 falchion +11(14) javelin +8(9) rage, animal fury 30ft CR 4 MX 2

Bulette[H] +6 +11 | scent, tremorsense 84 22 Ft +11 Rf +8 Wi +5 28 +16 bite +13(18) and 2 claws +13(13) leap, savage bite 40ft 20ft CR 7 B1 212

Cambion, Dread Vampire +5 +8 | blindsight, scent 68 | DR10/cold iron and good and silver, fast healing 5, immune cold/electricity, resist acid/fire/sonic 10 29 Ft +9 Rf +11 Wi +7 | channel resistance +6, immune poison, SR17 25 +16 longsword +16/+11(12) or 2 claws +16(11) *detect magic, detect thoughts, fear, levitate, polymorph* blood drain, change shape, children of the night, create spawn, dominate, dread rejuvenation, gaseous form, swarm shape, uncanny climber 30ft CR 9 ToHC 172

Legend

C = Colossal size
D = Diminutive Size
F = Fine size
G = Gargantuan size
H = Huge size
L = Large size
S = Small Size
T = Tiny Size

Aura
Armor Class
CR Challenge Rating
Combat Gear
CMD CMB
Ft Fortitude Save
Hit Points
Initiative
Melee Attack
Page(s)
Perception
Perception, lowlight vision
Perception, darkvision
Ranged Attack
Rf Reflex Save
Special Abilities/Qualities
Spells & Spell-like Abilities
Source(s)
Speed
Speed, burrow
Speed, climb
Speed, fly
Speed, swim
Wi Will Save

Carnivorous Blob[C] +0 -5 | blindsight, tremorsense 184 | DR10/—, immune acid, resist electricity/fire 30, vulnerable cold, split 2 Ft +12 Rf +5 Wi+0 43 +33 | +37 grapple slam +17(47 plus 2 Con drain and grab) absorb flesh, constrict(47 plus 2 Con drain), reactive strike 20ft 20ft 20ft CR13 B2 222, 228, 230, 236

Carnivorous Crystal subsonic hum -5 -5 136 | DR10/—, brittle, immune cold/electricity, resist fire 20, vulnerable sonic 17 Ft +9 Rf +0 Wi+0 28 +16 slam +18(40 plus entrap) crystallize, entrap, razor sharp 10ft 10ft CR11 B3 212

Caryatid Column -1 +0 36 | DR5/— 14 Ft +1 Rf +0 Wi+1 | immune magic 16 +7 longsword +8(8) shatter weapons, statue 20ft CR3 B3 88, 154

Catoblepas[L] stench -1 +25 161 27 Ft +15 Rf +8 Wi +8 | SR23 29 +20 bite +18(15), gore +18(14), 2 hooves +16(6) breath weapon, trample 40ft 20ft CR12 B2 249

Caulborn +4 +15 | blindsense, thoughtsense 76 19 Ft +6 Rf +8 Wi+13 | premonition, psychic deflection, immune visual effects 30 +12 bite +13(10), 2 claws +12(6) *charm monster, daze monster, detect magic, detect thoughts, hold monster, hypnotic pattern, plane shift, read magic, vampiric touch* consume thoughts, cooperative scrying, hive mind 30ft CR7 B3 250

Cautious Hunter +5 +12 | *see invisibility* 73 | orc ferocity Ft +9 Rf +8 Wi+10 | +2 vs enchantments, immune disease, improved evasion 28 +14 | +17 bull rush unarmed strike +11/+6(9) or falchion +12/+7(11) or unarmed strike flurry of blows +12/+12/+7/+7(9) flurry of blows, high jump, slow fall, stunning fist *potions of barkskin* (2), *potions of cure moderate wounds* (2), *potion of see invisibility* 60ft CR9 NPCX 220

Cave Wizard +3 +12 92 | immune fire 15 Ft +8 Rf +2 Wi+9 | +2 vs poison, spells 15 +5 battleaxe +5(5) *acid arrow, acid splash, bear's endurance, burning hands, color spray, cone of cold, dancing lights, detect magic, dispel magic, elemental wall,* empowered *acid arrow, feather fall, fireball, force missile, gaseous form, greater invisibility, mage armor, mage hand, protection from energy, ray of enfeeblement, ray of exhaustion, resilient sphere, scorching ray, spider climb, stinking cloud, stone shape, summon swarm, transmute rock to mud* defensive training, familiar (bat) 20ft CR8 NPCX 120, 158

Cerebric Fungus +4 +12 | 30 | resist cold 5, vulnerable sonic 15 Ft +7 Rf +1 Wi+6 | otherworldly mind 15 +5 bite +5(5), tendrils +3(3 plus pull) *calm emotions, detect thoughts, touch of idiocy, touch of madness* pull, star-shriek 30ft CR3 B3 38

Centipede Swarm[D] +4 +4 | tremorsense 31 | immune weapon damage 18 Ft +5 Rf +7 Wi+3 swarm(7 plus poison) distraction, poison 30ft 30ft CR4 B1 88, 204

Cherufe[H] +5 +17 189 | DR10/—, immune fire, vulnerable cold 24 Ft +16 Rf +14 Wi+10 39 +28 2 claws +25(15 plus burn), bite +25(17 plus burn) rock +19(19 plus burn) *earthquake* burn, heat, fire healing, rock throwing 50ft 30ft CR13 B5 222

Choker, Earth-Infussed[S] +6 +1 | tremorsense 17 18 Ft +3 Rf +2 Wi+7 17 +6 | +10 grapple 2 tentacles +8(7 plus grab) barrage(3), constrict(7), elemental body, quickness, strangle 20ft 10ft 20ft CR3 B1,AB 50

Choker, Water-Infussed[S] +6 +1 | tremorsense 18 16 Ft +3 Rf +2 Wi+5 16 +5 | +9 grapple 2 tentacles +7(6 plus grab) constrict(6), elemental body, quickness, strangle, waterball(2) *water breathing* 20ft 10ft 20ft CR3 B1,AB 50

Clockwork Dragon[H] +8 +8 | *see invisibility* 177 | DR15/adamantine, resist fire 20, SR27, vulnerable electricity 34 Ft +8 Rf +14 Wi+8 55 +39 +35(26), 2 claws +35(21), tail slap +30(13), 2 wings +30(13) adamantine weapons, breath weapon(49 fire damage), difficult to create, efficient winding, self-destruction, swift reactions 60ft 100ft 60ft CR16 B4 272

Clockwork Goliath[G] +9 +0 247 | DR15/adamantine, vulnerable electricity 35 Ft +9 Rf +16 Wi+9 66 +49 4 slams +41(27) cannon +29/+24/+19/+14(21) self-destruction, swift reactions, trample(11), winding 40ft CR19 B3 272

Clockwork Leviathan[H] +8 +0 128 | DR10/adamantine, immune fire, vulnerable electricity 28 Ft +5 Rf +11 Wi+5 45 +29 | +33 grapple bite +25(18 plus grab), 2 slam +25(15 plus grab) breath weapon(54 fire), grind, swallow whole, swift reactions, winding 30ft 30ft CR12 B3 272

Clockwork Mage +9 +2 102 | DR5/adamantine, SR20, vulnerable electricity 25 Ft +5 Rf +12 Wi+7 35 +18 4 slams +18(5) *cause fear, ray of enfeeblement, blindness/deafness, scare, ray of exhaustion* difficult to create, swift reactions, winding, wand magic (necromancy) 30ft CR9 B4 170

Clockwork Servant +6 +0 31 | vulnerable electricity 16 Ft +0 Rf +4 Wi+0 20 +6 slam +6(10) net +4 repair clockwork, swift reactions, winding 30ft CR2 B3 242, 272

Clockwork Soldier +6 +0 64 | DR5/adamantine, vulnerable electricity 20 Ft +2 Rf +6 Wi +2 31 +17 | +19 disarm halberd +18/+13(19) latch 30ft CR6 B3 146, 168, 242, 272

Clockwork Spy[T] +5 +0 5 | vulnerable electricity 15 Ft +0 Rf +3 Wi+0 12 +0 slam +3(1) record audio, self-destruct 30ft 30ft CR1/2 B3 242, 272

Clockwork Steed +5 +0 74 | vulnerable electricity 20 Ft +2 Rf +5 Wi+2 29 +16 bite +14(11), 2 hooves +9(6) difficult to create, powerful kick, swift reactions, trample(10), winding 50ft CR6 B4 89, 272

Cockatrice, Mythic[S] petrification +3 +11 43 | DR5/epic 17 Ft +5 Rf +8 Wi+3 17 +3 bite +10(1 plus petrification) mythic power 20ft 60ft CR4 MA 264

Sources

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D20 d20pfsrd.com	IS: *Isles of the Shackles*	NPCX *NPC Codex*	TG: *Technology Guide*	

Colossus, Flesh[G] selective antimagic, unnatural +0 +8 224 | DR10/epic, immune electricity 30 Ft +5 Rf +5 Wi +5 46 +36 2 slams +28(29 plus grab 2 ballistae +14(18) or stomp +28(50 plus pinning stomp) *circle of death, waves of fatigue* alternate form, constrict(29), mythic creation, mythic power, mythic quickening, mythic resilience, pinning stomp 60ft CR 16 B4 254

Colossus, Iron[C] deadly fumes, selective antimagic aura -1 +11 309 | DR10/epic, fire absorption 39 Ft +9 Rf +6 Wi +7 62 +51 | +59 sunder flail +35/+30/+25/+20(41) or stomp +35(51 plus pinning stomp) 2 ballistae +14(18) *delayed blast fireball, wall of fire* alternate form, mythic creation, mythic power, mythic quickening, mythic resilience, pinning stomp, siege tower 50ft CR 21 B4 248

Colossus, Wood[G] selective antimagic aura +9 +11 237 | DR10/epic, vulnerable fire 35 Ft +6 Rf +7 Wi +9 | second save 48 +39 3 slams +31(30) or stomp +31(51 plus pinning stomp) alternate form, mythic creation, mythic power, mythic quickening, mythic resilience, pinning stomp 60ft | woodland stride CR 17 B5 232

Contract Killer +5 +17 86 21 Ft +5 Rf +13 Wi +5 | +2 vs enchantments, +3 vs traps, evasion, improved uncanny dodge, immune sleep 26 +10 rapier +15/+10(6) dagger +14/+9(4) bleeding attack, crippling strike, fast stealth, sneak attack +6d6, surprise attack, trapfinding *elixir of hiding, potion of cure serious wounds, potion of invisibility*, antitoxin, blue whinnis poison(4) 30ft CR 10 NPCX 184

Corpse Cat[S] +6 +5 | scent 16 20 Ft +4 Rf +9 Wi +2 18 +2 bite +10(2 plus trip), 2 claws +11(3) 50ft CR — MX 178

Courtesan +2 +13 81 15 Ft +6 Rf +10 Wi +8 | +4 vs sonic 23 +8 dagger +9/+4(2) or whip +9/+4(1 nonlethal) dagger +12/+7(2) *alter self, calm emotions, charm monster, charm person, confusion, darkness, detect magic, disguise self, freedom of movement, glibness, greater invisibility, heroism, hypnotism, lesser confusion, lesser geas, light, message, modify memory, prestidigitation, rainbow pattern, remove curse, suggestion, unseen servant* countersong, dirge of doom, distraction, fascinate, inspire competence, inspire courage, inspire greatness, soothing performance, suggestion *potions of mage armor* (3) 30ft CR 11 NPCX 220, 222

Crawling Hand +0 +4 | blindsense 9 14 Ft +2 Rf +0 Wi +2 7 -4 | +0 grapple claw +5(2 plus grab) mark quarry, strangle 40ft 40ft CR 1/2 B2 28, 88

Crawling Hand, Giant +2 +7 | blindsense 52 19 Ft +4 Rf +6 Wi +6 23 +10 claw +11(10 plus grab) mark quarry, pus burst 30ft CR 5 B2 156

Creeping Death Druid +7 +18 96 | DR10/adamantine, fortification 25% 31 Ft +12 Rf +10 Wi +16 | +2 vs enchantment, +4 vs fey/plants, immune poison/sleep 28 +12 +13/+8/+3(7) *air walk, animate plants, antilife shell, baleful polymorph, barkskin, bear's endurance, command plants, control plants, creeping doom, cure light wounds, cure serious wounds, daylight, detect magic, entangle, faerie fire, freedom of movement, greater magic fang, insect plague, lesser restoration, longstrider, mass cure light wounds, obscuring mist, plant growth, protection from energy, repel wood, rusting grasp, scrying, speak with animals, stoneskin, transmute rock to mud, tree stride, true seeing, wall of stone, wall of thorns, wooden fist, word of recall air walk, animate plants, antilife shell, baleful polymorph, barkskin, bear's endurance, command plants, control plants, creeping doom, cure light wounds, cure serious wounds, daylight, detect magic, entangle, faerie fire, freedom of movement, greater magic fang, insect plague, lesser restoration, longstrider, mass cure light wounds, obscuring mist, plant growth, protection from energy, repel wood, rusting grasp, scrying, speak with animals, stoneskin, transmute rock to mud, tree stride, true seeing, wall of stone, wall of thorns, wooden fist, word of recall* a thousand faces, bramble armor, elven magic, nature bond, nature sense, timeless body, weapon familiarity, wild empathy, wild shape *potion of cure serious wounds, potion of haste, scroll of heal* 30ft | woodland stride, trackless step CR 14 NPCX 232

Crypt Thing +6 +15 52 | DR10/bludgeoning or magic 19 Ft +4 Rf +6 Wi +8 | channel resistance +2 23 +10 2 claws +10(8) *dimension door* teleporting burst 30ft CR 5 B2 94, 138

Cultist +1 +3 16 18 Ft +4 Rf +2 Wi +5 13 +2 sickle +3(3) dart +3(2) *bane, bleed, cause fear, cure light wounds, cure moderate wounds, guidance, hold person, light, resistance* channel negative energy 20ft CR 2 GMG 118, 170

Cultist +7 +3 45 19 Ft +5 Rf +6 Wi +12 17 +4 dagger +5(1) dagger +9(1) *bestow curse, command, cure light wounds, cure serious wounds, detect magic, doom, invisibility, light, mirror image, obscuring mist, protection from law, read magic, web* familiar (raven) *necklace of fireballs* (type IV), *potion of barkskin, potion of cat's grace, potion of fly, potion of mage armor, scrolls of lighting bolt, wand of burning hands* 30ft 60ft CR 8 NPCX 118, 142, 180, 220

Cultist Leader +2 +10 83 24 Ft +10 Rf +9 Wi +13 | evasion 23 +9 morningstar +10/+5(6) dagger +10(3) *aid, air walk, breath of life, command, create water, cure critical wounds, cure light wounds, cure moderate wounds, cure serious wounds, death knell, deathwatch, dismissal, dispel magic, divine favor, divine power, guidance, light, magic circle against good, mass cure light wounds, obscuring mist, prayer, purify food & drink, remove fear, righteous might, shield of faith, silence, spiritual weapon, summon monster V, undetectable alignment, unholy blight* aura, channel negative energy, healer's blessing, scythe of evil, sneak attack+1d6, trapfinding 30ft CR 11 GMG 238

Cyclops[L] -1 +11 65 | ferocity 19 Ft +9 Rf +2 Wi +4 22 +13 greataxe +11/+6(18) crossbow +5(9) flash of insight 30ft CR 5 B1 98

Legend

C = Colossal size
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F = Fine size
G = Gargantuan size
H = Huge size
L = Large size
S = Small Size
T = Tiny Size

Aura
Armor Clss
CR Challenge Rating
Combat Gear
CMD CMB
Ft Fortitude Save
Hit Points
Initiative
Melee Attack
Page(s)
Perception
Perception, lowlight vision
Perception, darkvision
Ranged Attack
Rf Reflex Save
Special Abilities/Qualities
Spells & Spell-like Abilities
Source(s)
Speed
Speed, burrow
Speed, climb
Speed, fly
Speed, swim
Wi Will Save

Cyclops, Kabandha[L] +7 +20 119 25 Ft +13 Rf +9 Wi+8 34 +21 2 slams +19(14), bite +19(14) rock +13(19) *alarm, see invisibility* bounding stone, ferocity, rock throwing 30ft CR 9 B5 98

Cyclops, Great, Mythic[H] frightful presence -1 +22 | see in darkness 243 | DR10/epic, immune electricity/fire 32 Ft +12 Rf +6 Wi+14 39 +28 | +30 bull rush/overrun greatclub +25/+20/+15(44), gore +24(18) rock +12(28) *chain lightning* contemptuous toss, earth quake, flash of brutality, mythic power, powerful charge, rock throwing 35ft CR 15 MA 264

Daemon, Astradaemon[L] soul siphon +7 +22 | *deathwatch, true seeing* 212 | DR10/good and silver, immune acid, resist cold/electricity/fire 10 29 | *displacement* Ft +12 Rf +17 Wi+14 | immune death effects/disease/poison, SR27 41 +23 bite +23(12 plus energy drain and grab), 2 claws +23(9 plus energy drain), tail slap +18(8 plus energy drain) *enervation, fear, greater teleport, vampiric touch, locate creature, plane shift, energy drain, finger of death,* summon devour soul, energy drain 90ft 90ft CR 16 B2 246

Daemon, Meladaemon[L] consumptive +6 +20 | *detect good/magic, see invisibility* 147 | DR10/good, immune acid/crits/sneak attack, resist cold/electricity/fire 10 25 Ft +11 Rf +15 Wi+14 | immune death effects/disease/poison, SR22 37 +21 bite +20(15 plus disease), 2 claws +19(9 plus hunger) *blight, cause fear, deeper darkness, diminish plants, greater teleport, horrid wilting,* quickened *magic missile, waves of fatigues* 30ft 60ft CR 11 B2 216

Daemon, Olethrodaemon[G] *unholy aura* +12 +31 | *true seeing* 370 | DR10/good and silver, immune acid, resist cold/electricity/fire 10 38 Ft +29 Rf +18 Wi +26 | immune death effects/disease/poison, SR31 54 +26 | +40 grapple 2 bites +28(21 plus grab), 4 claws +28(19 plus grab), gore +28(21) *blasphemy, greater teleport,* quickened *disintegrate,* summon, *telekinesis, wail of the banshee, wall of fire, wall of force, wall of ice* adamantine claws, drain soul, soul-drained breath, trample 40ft 50ft CR 20 B2 254

Daring Bravo[S] +2 +2 21 18 | defensive training Ft +5 Rf +2 Wi+0 | +2 vs illusions, +1 vs fear 15 +2 rapier +6(3) or dagger +5(3) longbow +1(4) 30ft CR 1 NPCX 44

Dark Caller +3 +8 | *detect magic,* see in darkness 39 18 Ft +4 Rf +9 Wi+2 20 +6 shortsword +6/+6(5 plus poison) *deeper darkness, detect magic, fog cloud* death throes, light blindness, poison use, sneak attack +3d6 30ft CR 5 B4 192

Dark Creeper +3 +4 | see in darkness 52 17 Ft +4 Rf +9 Wi+3 22 +8 dagger +10/+5(2 plus black smear poison) *bleed, deeper darkness, shadow conjuration, shadow step* death throes, light blindness, poison use, shadow ritual, sneak attack +2d6 30ft CR 2 B1 190

Dark Slayer +4 +4 | *detect magic,* see in darkness 22 22 Ft +2 Rf +8 Wi+1 15 +1 kukri +8(1 plus poison) *bleed, chill touch, darkness, daze monster, death knell, inflict moderate wounds, spectral hand* death throes, light blindness, sneak attack +2d6, soul harvest 30ft CR 3 B2 58, 192

Dark Spitter Beetle[L] +0 +0 26 17 Ft +6 Rf +1 Wi +1 | immune acid, mind-affecting 18 +8 bite +6(15) breath weapon (4 acid), trample (9) 30ft CR 3 MX 212

Dark Stalker +4 +8 | see in darkness 39 18 Ft +4 Rf +9 Wi+2 20 +6 shortsword +6/+6(5 plus poison) *deeper darkness, detect magic, fog cloud* death throes, light blindness, poison use, sneak attack +3d6 30ft CR 4 B1 192

Darkmantle[S] +6 +4 | blindsight 15 15 Ft +5 Rf +3 Wi+0 13 +1 | +5 grapple slam +3(2 plus grab) *darkness* 20ft 20ft CR 1 B1 22

Death Initiate +5 +18 88 25 Ft +9 Rf +14 Wi+10 | +2 vs enchantments/poison, immune disease, improved evasion, uncanny dodge 31 +13 unarmed strike +15/+10(6 plus 3 electricity) or quarterstaff +11/+6(4) or flurry of blows (unarmed strike) +16/+16/+11/+11/+6(6 plus 3 electricity) shuriken +16/+11(3) or flurry of blows +17/+17/+12/+12/+7(2) death throes, high jump, poison use, slow fall, sneak attack +2d6, stunning fist, true death *potion of barkskin, potion of cure serious wounds, potion of haste* 60ft CR 12 NPCX 220

Deadly Spy +4 +13 53 12 Ft +4 Rf +10 Wi +2 | +2 vs enchantments, evasion, immune sleep, improved uncanny dodge 20 +10 | +14 disarm rapier +11/+6(4) dagger +10/+5(2) bleeding attack, sneak attack +5d6, trapfinding *potion of cure moderate wounds, potion of invisibility, potion of tongues* 30ft CR 8 NPCX 220

Death Priest +6 +10 89 20 Ft +11 Rf +6 Wi+11 18 +5 dagger +5/+0(1) crossbow +8(4) channel negative energy, death's embrace, hand of the acolyte *bane, bear's endurance, bestow curse, bleed,* bleeding touch, *cause fear, contagion, darkness, death knell, death ward, delay poison, desecrate, detect poison, dispel magic,* dispelling touch, *entropic shield, freedom of movement, light, obscuring mist, poison, prayer, protection from good, resist energy, slay living, spell immunity, virtue* 20ft CR 8 NPCX 220

Deep One -1 +7 17 | resist cold 5 12 Ft +5 Rf +2 Wi +5 14 +5 2 claws +5(5) amphibious, deep dweller, devoted, immortal, item use 20ft 40ft CR 1 B5 180

Deep One, Elder[G] *cloak of chaos,* staggering presence +5 +24 202 | DR10/magic and piercing, immune cold/disease, resist acid/electricity 10 29 Ft +18 Rf +16 Wi+19 | SR25 47 +32 | +34 bull rush bite +24(22), 2 claws +24(20) *binding, black tentacles, demand, dominate monster, dream, freedom of movement, hold monster, insanity, nightmare, symbol of insanity* amphibious, deep dweller, deific, devastating strike, immortal, item use, mind reflection 30ft 60ft CR 14 B5 180

Sources

AB *Advanced Bestiary*	DG: *Dungeons of Golarion*	ISB: *Inner Sea Bestiary*	OB: *Occult Bestiary*	ToHC *Tome of Horrors Complete*
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Cr *Core Rulebook*	HW: *Heroes of the Wild*	NLFS: *Numeria, Land of Fallen Stars*	SW: *Snow White*	
D20 d20pfsrd.com	IS: *Isles of the Shackles*	NPCX *NPC Codex*	TG: *Technology Guide*	

Deep One, Hybrid +4 +4 12 13 Ft +5 Rf +0 Wi +5 11 +1 dagger +2(3) *bleed, cause fear, cure light wounds, lesser confusion, light, resistance,* touch of chaos, vision of madness channel negative energy, final change, sea longing, take to the water 20ft 30ft CR 1/2 B5 180

Demilich[T] +7 +27 | *true seeing* 142 | DR20/ —, immune acid/cold/electricity 25 Ft +15 Rf +15 Wi +21 | immune magic/ polymorph 30 +12 *greater bestow curse, telekinesis, wail of the banshee* devour soul, rejuvenation, torpor, unholy grace, vorpal susceptibility 30ft CR 14 B3 234

Demodand, Slimy stench +4 +2 | *detect good/magic, see invisibility* 241 | DR10/good and magic, immune acid, resist cold/fire 10 30 Ft +18 Rf +13 Wi +14 | +2 vs divine, immune poison, SR27 44 +30 | +34 grapple +30(14 plus 7 acid), 2 claws +30(20 plus 7 acid and grab) *acid, detect thoughts, fear, greater dispel magic,* summon acid dread claws, faith-stealing strike, heretical soul 30ft 60ft CR 16 B3 246, 250

Demodand, Tarry +9 +22 | *detect good/magic* 171 | DR10/ good and magic, immune acid, resist cold/fire 10 26 Ft +15 Rf +11 Wi +12 | +4 vs divine, immune poison, SR24 42 +27 shortsword +27/+22/+17/+12(12), shortsword +27/+22/+17(7), bite +22(8) (14 plus 7 acid), 2 claws +30(20 plus 7 acid and grab) *chaos hammer, dispel magic,* summon adhesion, heretical soul, faith-stealing strike 60ft 60ft CR 13 B3 246

Demon, Babau +5 +19 | *see invisibility* 19 | DR10/ cold iron or good, immune electricity, resist acid/cold/fire 10 14 Ft +5 Rf +0 Wi +3 | immune poison, SR17 12 +12 2 claws +12(8), bite +12(8) or longspear +12/+7(11), bite +7(5) *darkness, dispel magic, greater teleport,* summon protective smite, sneak attack +2d6 30ft CR 6 B1 222

Demon, Cambion +1 +7 22 | immune electricity, resist acid/cold/fire 10 15 Ft +5 Rf +2 Wi +4 | immune poison, SR13 16 +5 scimitar +6(5), claw +0(3) or 2 claws +5(2) *charm person, command, death knell, enthrall* sadistic strike, sinfrenzy 30ft CR 2 B5 86

Demon, Dretch[S] +0 +5 18 | DR5/cold iron or good, immune electricity, resist acid/cold/fire 10 14 Ft +5 Rf +0 Wi +3 | immune poison 14 +2 2 claws +4(3), bite +4(3) *cause fear, stinking cloud,* summon 20ft CR 2 B1 78, 228

Demon, Gharros[L] +8 +27 248 | DR5/cold iron or good, immune electricity, resist acid/cold/fire 10 28 Ft +20 Rf +14 Wi +9 | immune poison 41 +27 battleaxe +25/+20/+15/+10(17) or battleaxe +25(17), 2 stings +26(14 plus poison) *darkness, desecrate, detect good, detect magic, mirror image,* summon, *telekinesis* 30ft CR 14 ToHC 218

Demon, Glabrezu[H] +0 +26 | *true seeing* 186 | DR5/ good, immune electricity, resist acid/cold/fire 10, SR24 28 Ft +18 Rf +4 Wi +11 | immune poison 34 +24 2 pincers +20(19), 2 claws +20(13), bite +20(14) *chaos hammer, confusion, dispel magic, greater teleport, mirror image, power word stun, reverse gravity,* summon, *unholy blight, veil, wish* rend (2 pincers, 24) 30ft 40ft CR 13 B1 222, 236

Demon, Hezrou[L] stench +4 +23 145 | DR10/good, immune electricity, resist acid/cold/fire 10 18 Ft +10 Rf +6 Wi +7 | immune poison, SR17 29 +19 | +23 grapple bite +17(18 plus grab), 2 claws +17(12 plus grab) *blasphemy, chaos hammer, gaseous form, greater teleport,* summon, *unholy blight* amphibious, nausea 30ft 30ft CR 11 B1 218

Demon, Incubus +2 +21 76 | DR5/cold iron or good, immune electricity, resist acid/cold/fire 10 18 Ft +10 Rf +6 Wi +7 | immune poison, SR17 25 +13 scimitar +14/+9(10) or 2 slams +13(7) *charm person, crushing despair, detect thoughts, greater teleport, suggestion,* summon, *tongues* change shape, pain redoubled 30ft 50ft CR 6 B3 78

Demon Lord, Beluiri +7 +36 184 | DR15/cold iron or good, immune electricity, resist acid/cold/fire 10 40 Ft +16 Rf +14 Wi +17 | immune poison, SR17 47 +22 2 claws +22(9 plus poison) *blasphemy, charm monster, deeper darkness, desecrate, detect good, detect law, fear, firestorm, greater dispel magic, greater teleport, polymorph, suggestion,* summon, *tongues, unhallow, wall of fire, wail of the banshee* dominating gaze, seduction 40ft CR 15 ToHC 218

Demon, Marilith, Mythic[L] *unholy aura* +4 +31 | *true seeing* 344 | DR10/cold iron and epic and good, immune cold/electricity/fire, resist acid 10 40 Ft +25 Rf +18 Wi +13 | immune poison, SR32 45 +27 | +39 disarm, +31 grapple longsword +28/+23/+18/+13(19 plus poison), 5 longswords +28(14 plus poison), tail slap +20(12 plus grab) *blade barrier, greater teleport, project image,* summon, *telekinesis* change shape, constrict, greater infuse weapon, multiweapon mastery, mythic power, poisoned weapons 40ft CR 21 MA 264

Demon, Marilith Fighter[L] *unholy aura* +4 +38 | *true seeing* 264 | DR10/cold iron or good, immune electricity, resist acid/cold/fire 10 38 Ft +25 Rf +18 Wi +15 | immune poison, SR28 44 +26 | +30 grapple longsword +29/+24/+19/+14(20 plus 3 acid), 5 longswords +29(15 plus 3 acid), tail slap +19(11 plus grab) or 6 slams +24(13), tail slap +19(11 plus grab) *blade barrier, greater teleport, project image,* summon, *telekinesis* constrict, infuse weapon, multiweapon mastery, weapon training 40ft CR 20 — 260

Demon, Omox +11 +28 162 | DR10/good, immune acid/crits/electricity, resist cold/fire 10 28 Ft +15 Rf +13 Wi +12 | immune disease/paralysis/poison/polymorph/ sleep/stun, SR23 39 +21 2 slams +21(11 plus 11 acid and grab) slime +20(3 plus 11 acid and entangle) *acid fog, create water,control water, gaseous form, greater teleport, liquid leap, stinking cloud,* summon, *telekinesis* amorphous, amphibious, compression, smothering 40ft 20ft 80ft CR 12 B2 216

Demon, Painajai[L] mental static, +7 +21 | *true seeing* 203 | DR10/good, immune electricity, resist acid/cold/ fire 10 28 Ft +18 Rf +12 Wi +12 | immune poison/sleep, SR25 36 +23 spear +23/+18/+13(20), bite +16(8) or bite +21(16) spear +18(16) *cognitive block, confusion, fear, greater oneiric horror, hungry pit, mental barrier II, mirage arcana, nightmare, phantasmal killer,* summon, *synaptic pulse* chain spear, dreamwalker 40ft 40ft CR 14 OB 218

Legend

C = Colossal size
D = Diminutive Size
F = Fine size
G = Gargantuan size
H = Huge size
L = Large size
S = Small Size
T = Tiny Size

Aura
Armor Class
CR Challenge Rating
Combat Gear
CMD CMB
Ft Fortitude Save
Hit Points
Initiative
Melee Attack
Page(s)
Perception
Perception, lowlight vision
Perception, darkvision
Ranged Attack
Rf Reflex Save
Special Abilities/Qualities
Spells & Spell-like Abilities
Source(s)
Speed
Speed, burrow
Speed, climb
Speed, fly
Speed, swim
Wi Will Save

Demon, Quasit[T] +6 +7 16 | immune electricity, resist acid/cold/fire 10, DR5/cold iron or good 16 Ft +1 Rf +5 Wi +4 | immune poison 12 +0 2 claws +7(1 plus poison), bite +7(2) *commune, cause fear, detect good, detect magic, invisibility* change shape 20ft 50ft CR 2 B1 10, 14

Demon, Shadow +8 +20 59 | immune cold/electricity, resist acid/fire 10, DR10/cold iron or good 18 Ft +5 Rf +11 Wi +7 | immune poison 25 +11 2 claws +11 touch (3 plus 3 cold), bite +11 touch (4 plus 3 cold) *deeper darkness, fear, greater teleport, magic jar, shadow conjuration, shadow evocation,* summon, *telekinesis* sunlight powerlessness 40ft CR 7 B1 106, 228

Demon, Succubus +3 +21 | *detect good* 84 | DR10, cold iron or good, immune cold/electricity, resist acid/fire 10 20 Ft +7 Rf +9 Wi +10 | immune poison, SR18 22 +11 2 claws +11(4) *charm monster, detect thoughts, dominate person, ethereal jaunt, greater teleport, suggestion,* summon, *tongues* (constant), *vampiric touch* change shape, energy drain, profane gift 30ft 50ft CR 7 B1 86

Demon, Vrock[L] +6 +23 112 | DR10/good, , immune electricity, resist acid/cold/fire 10 22 Ft +13 Rf +10 Wi +6 | immune poison, SR20 27 +15 2 claws +13(12), bite +13(9), 2 talons +13(8) *heroism, greater teleport, mirror image,* summon, *telekinesis* dance of ruin, spores, stunning screech 30ft 50ft CR 9 B1 178, 236

Demon, Vrock, Mythic[L] +7 +23 152 | DR10/epic and good, immune electricity, resist acid/cold/fire 10 22 Ft +13 Rf +10 Wi +6 | immune poison, SR 22 29 +16 bite +14(10 plus bleed), 2 claws +14(13 plus bleed), 2 talons +14(9 plus bleed) *heroism, greater teleport, mirror image,* summon, *telekinesis* bleed, dance of ruin, entrapping vines, greater stunning screech, manic dance of ruin, mythic power, spores, stunning screech 30ft 50ft CR 11 MA 264

Derro[S] +6 +0 25 17 Ft +5 Rf +3 Wi +6 | SR14 13 -1 shortsword +5(2) or aklys +5(2) crossbow +5(3 plus poison) or aklys +5(3) *darkness, daze, ghost sound, sound burst* madness, sneak attack +1d6, vulnerable sunlight 20ft CR 3 B1 108, 148

Derro Fetal Savant[T] +5 +6 7 11 Ft +2 Rf +5 Wi +7 | immune *confusion/insanity*, SR21 0 -5 babble, soul exchange, vulnerable sunlight 5ft CR 7 MB 108

Derro Magister[S] +7 +4 52 19 Ft +7 Rf +5 Wi +8 | immune mind-affecting, SR16 19 +6 quarterstaff +10(5) *babble, battlemind link, greater synaptic pulse, id insinuation II, mad hallucination, mind probe, mindwipe, modify memory, paranoia, placebo effect, synaptic overload, synaptic scramble, synesthesia* cytillesh stare, puppeteer, psychic incoherence, sneak attack +3d6, vulnerable sunlight 20ft CR 5 OB 108, 120

Desert Drake, Advanced +10 +14 | scent, tremorsense 30ft 103 | resist electricity 20 25 Ft +13 Rf +10 Wi +10 | immune paralysis/sleep 32 +18 bite +17(18 plus 5 electricity), tail slap +10(9 plus push) dazzling emergence, push, sandstorm breath, savage bite, speed surge 30ft 20ft 60ft CR 9 B3 200

Desert Protector courage, resolve +3 +8 64 17 Ft +10 Rf +4 Wi +9 | immune charm/disease/fear 22 +12 falchion +14/+9(5+7) *bless, delay poison, detect evil, lesser restoration, resist energy* code of conduct, divine bond, channel positive energy, lay on hands, mercies, smite evil *potion of cure moderate wounds* 20ft CR 7 NPCX 192

Devil, Bone, Advanced[L] fear +11 +21 | see in darkness 125 | DR10/good, immune fire, resist acid/cold 10 29 Ft +14 Rf +14 Wi +9 | immune poison, SR21 35 +18 bite +16(11), 2 claws +16(10), sting +16(14 plus poison) *dimensional anchor, greater teleport, invisibility, major image,* quickened *invisibility,* summon, *wall of ice* 40ft 60ft CR 10 B1 194, 210

Devil, Contract +11 +26 | see in darkness 136 | DR10/good, immune fire, resist acid/cold 10 25 Ft +9 Rf +15 Wi +16 | immune mind-affecting/poison, SR21 34 +16 binding contract (whip) +20/+15/+10(9 plus bleed and grab), gore +11(8) *arcane eye, bestow curse, break enchantment, contact other plane, delayed blast fireball, detect thoughts, dimension door, dismissal, erase, greater teleport, hold person, identify, locate creature, mage's private sanctum, major image, plane shift, produce flame, scorching ray, sending, silence, summon, symbol of pain, tongues, vision* blinding contract, bleed (3), impale (13), infernal contract, infernal investment 30ft CR 10 B1 232

Devil, Cornugon[L] fear +8 +24 | see in darkness 217 | DR10/good and silver, immune fire, resist acid/cold 10 35 Ft +18 Rf +17 Wi +13 | immune poison, SR27 44 +26 spiked chain +26/+21/+16(18 plus stun), bite +22(14), tail +22(11 plus infernal wound) *dispel chaos, dispel good, fireball, greater teleport, lightning bolt, magic circle against good, persistent image,* summon change shape 30ft 50ft CR 2 B1 246

Devil, Handmaiden +11 +23 | *true seeing* 187 | DR10/good, immune fire, resist acid/cold 10 31 Ft +16 Rf +16 Wi +10 39 +22 | +26 grapple 2 claws +22(16), 2 tentacles +20(6 plus grab) *alter self, black tentacles, charm monster, dispel good, enthrall, greater teleport, persistent image, spider climb,* summon, *true seeing* agile grappler, tentacle cage (28) 40ft 60ft CR 14 B2 216, 220

Devil, Ice[L] fear +9 +27 | see in darkness 161 | DR10/good, immune fire/cold, regeneration 5, resist acid 10 32 Ft +15 Rf +14 Wi +12 | immune poison, SR25 36 +21 spear +21/+16/+11(17 plus 3 cold plus slow), bite +14(13), tail +14(14 plus slow) *cone of cold, ice storm, greater teleport, persistent image,* summon, *wall of ice* 40ft 60ft CR 13 B1 222

Devil, Imp[T] +3 +7 | *detect good/magic,* see in darkness 16 | DR5/good or silver, fast healing 5, immune fire, resist acid/cold 10 17 Ft +1 Rf +6 Wi +4 | immune poison 15 +1 sting +8(2 plus poison) *augury, commune, detect good, detect magic, invisibility, suggestion* change shape 20ft 50ft CR 2 B1 130

Devil, Lemure +0 +0 | see in darkness 13 | DR5/good or silver, immune fire, resist acid/cold 10 14 Ft +4 Rf +3 Wi +0 | immune mind-affecting/poison 12 +2 2 claws +2(2) 20ft CR 1 B1 86

Sources

AB *Advanced Bestiary*	DG: *Dungeons of Golarion*	ISB: *Inner Sea Bestiary*	OB: *Occult Bestiary*	ToHC *Tome of Horrors Complete*
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D20 d20pfsrd.com	IS: *Isles of the Shackles*	NPCX *NPC Codex*	TG: *Technology Guide*	

Devil, Lilin +3 +15 75 | DR10/silver, regeneration 5, resist acid/cold 10, immune fire 20 Ft +7 Rf +10 Wi +10 | immune poison, SR17 23 +10 longsword +11/+6(8) or 2 claws +10(6) *animate dead, charm monster, greater teleport, protection from good, suggestion,* summon, *unholy aura* change shape *scroll of magic circle against chaos, wand of silent image, wand of sleep* 30ft 50ft CR 6 ToHC 78

Devil, Nemesis[H] +11 +20 297 | DR10/good and silver, immune cold/electricity/fire/sonic, resist acid 10 36 Ft +21 Rf +18 Wi +13 | immune *dismissal*/poison 49 +32 | +36 bull rush bite +28(19), 2 claws +28(16 plus infernal wound), 2 slams +26(10), tail slap +26(13) *blasphemy, dispel magic, ethereal jaunt, gaseous form, greater invisibility, greater scrying , greater teleport, harm, heal, hold monster, scorching ray, wall of stone, whispering wind* devil mark, idol armor, false divinity 40ft 80ft CR 18 B4 262

Devourer[L] +7 +20 133 25 Ft +9 Rf +7 Wi +12 | spell deflection, SR22 33 +20 2 claws +18(13 plus energy drain) *animate dead, bestow curse, confusion, control undead, death knell, ghoul touch, inflict serious wounds, lesser planar ally, ray of enfeeblement, spectral hand, suggestion, true seeing, vampiric touch* devour soul, energy drain 30ft 20ft CR 11 B1 188

Dilettante +2 +20 57 18 Ft +6 Rf +12 Wi +7 | improved evasion, improved uncanny dodge, trap sense 22 +8 dagger +12/+7(2 plus 3 cold) dagger +11(1) *comprehend languages, message* sneak attack +3d6, trapfinding *potions of glibmess* (2), *scrolls of tongues* (2), *wand of mage armor* 30ft CR 11 NPCX 220

Dinosaur, Elasmosaurus, Awakened[H] +2 +16 | scent 126 20 Ft +15 Rf +12 Wi +7 32 +19 bite +15(21) 20ft 50ft CR 7 B1 60

Diseased Necromancer +2 +9 75 21 Ft +8 Rf +6 Wi +7 16 +3 dagger +4(1) *acid splash, animate dead, bleed, blindness/deafness, chill touch, detect magic, dimension door, enervation, false life, feeblemind, grease, ghoul touch, hungry pit, lightning bolt, mage armor, ray of enfeeblement, ray of exhaustion, scorching ray, shield, shocking grasp, spectral hand, touch of idiocy, vampiric touch* familiar (rat), grave touch, turn undead *wand of magic missile* 30ft CR 8 AP8 132

Div, Akvan[G] hopelessness +12 +34 | see in darkness, *true seeing* 372 | DR15/cold iron and good, immune fire, resist acid/electricity 10 38 Ft +18 Rf +22 Wi +21 | immune poison, SR31 58 +40 bite +32(21 plus grab), 2 claws +32(19), tail slap +30(10+6) *align weapon, blasphemy, detect magic, disintegrate, dispel magic, forcecage, geas/quest, greater teleport, magic circle against good, plane shift, protection from energy,* summon, *telekinesis* create ghul, rend (2 claws), shake faith, swallow whole), torturous gullet, trample 50ft 120ft CR 20 B3 254

Doom Prophet +2 +1 30 13 Ft +3 Rf +1 Wi +6 16 +6 mace +7(8) sling +3(6) *burning hands, cause fear, command, darkness, detect magic, guidance, read magic* *scroll of bear's endurance, scroll of bull's strength, scroll of cure light wounds, scroll of scorching ray* (3), alchemist's fire (2) 30ft CR 2 NPCX 24

Doppleganger +3 +9 26 16 Ft +4 Rf +5 Wi +6 | immune charm/sleep 20 +8 2 claws +8(8) *detect thoughts* change shape, mimicry, perfect copy 30ft CR 3 B1 62, 74, 104

Dragon, Astral, Adult[H] mental static, frightful presence +24 +24 | dragon senses, *see invisibility* 184 | DR5/magic 28 Ft +15 Rf +11 Wi +17 | immune paralysis/sleep, SR24 37 +26 bite +23(21), 2 claws +22(15), 2 wings +20(8), tail slap +20(19) *analyze aura, aversion, blur, burst of insight, dancing lights, daze, deja vu, detect magic, detect poison, ego whip I, feather fall, haste, hideous laughter, id insinuation I, locate object, mage hand, message, open/close, sundering shards, telekinetic projectile, true strike, unwitting ally* breath weapon (12d6 force), change shape, crush, psychic resilience 40ft 200ft CR 13 B5 242

Dragon, Blue, Adult[H] electricity, frightful presence +4 +22 | dragon senses 184 | DR5/magic, immune electricity 28 Ft +15 Rf +10 Wi +13 | immune paralysis/sleep, SR24 36 +26 bite +23(21), 2 claws +22(15), 2 wings +20(8), tail slap +20(19) *arcane mark, alarm, detect magic, ghost sound, invisibility, mage armor, mage hand, minor image, mending, read magic, resist energy, resistance, shield, true strike, ventriloquism* breath weapon (12d8 electricity), crush, desert thirst 60ft 20ft 200ft CR 13 B1 208

Dragon, Brass, Young +6 +14 | blindsense, dragon senses 76 | immune fire/ vulnerable cold 21 Ft +9 Rf +8 Wi +7 | immune paralysis/sleep 24 +12 bite +12(11), 2 claws +12(7), 2 wings +7(4) *charm person, comprehend languages, dancing lights, detect magic, mage hand, message, speak with animals* breath weapon (15 fire), move sand, sleep breath 60ft 30ft 150ft CR 7 B1 190

Dragon, Copper, Wyrmling[T] +7 +9 | dragon senses 37 | immune acid 17 Ft +5 Rf +7 Wi +5 | immune paralysis/sleep 16 +6 bite +7(2), 2 claws +7(1) breath weapon (7 acid) 40ft 100ft | climb stone CR 4 B1 106

Dragon, Crystal, Old[H] frightful presence +0 +24 | dragon senses, tremorsense 212 | DR10/magic 31 Ft +18 Rf +12 Wi +14 | immune paralysis/sleep/sonic, SR24 37 +27 bite +24(18), 2 claws +23(15), tail slap +21(19), 2 wings +21(8) *acid splash, alarm, color spray, detect magic, ghost sound glitterdust, mage hand, magic aura, mirror image, read magic, silent image, touch of fatigue, unseen servant* breath weapon (40 sonic), crush, razor sharp 60ft 30ft 30ft 200ft CR 13 B2 208

Dragon, Crystal, Very Young[S] +2 +9 | dragon senses 42 18 Ft +6 Rf +8 Wi +5 | immune paralysis/sleep/sonic 17 +5 bite +7(4), 2 claws +7(3) *color spray* breath weapon (4d4 sonic), razor sharp 60ft 30ft 30ft 150ft CR 4 B2 106

Legend

C = Colossal size
D = Diminutive Size
F = Fine size
G = Gargantuan size
H = Huge size
L = Large size
S = Small Size
T = Tiny Size

Aura
Armor Class
CR Challenge Rating
Combat Gear
CMD CMB
Ft Fortitude Save
Hit Points
Initiative
Melee Attack
Page(s)
Perception
Perception, lowlight vision
Perception, darkvision
Ranged Attack
Rf Reflex Save
Special Abilities/Qualities
Spells & Spell-like Abilities
Source(s)
Speed
Speed, burrow
Speed, climb
Speed, fly
Speed, swim
Wi Will Save

Dragon, Black, Great Wyrm, Ghost[G] frightful presence +3 +47 221 10 | incorporeal Ft +21 Rf +14 Wi +21 | channel resistance +4 52 +43 corrupting touch +36(73) *acid fog, arcane eye, alarm, black tentacles, blur, cone of cold, contingency, dancing lights, darkness, detect magic, dimension door, disintegrate, dispel magic, dominate person, enervation, force cage, glitterdust, heroism, hold person, insect plague, invisibility, light, mage armor, mage hand, magic missile, mending, message, obscuring mist, plant growth, power word blind, prestidigitation, read magic, resistance, slow, summon swarm, true strike, wall of force, waves of fatigue, whispering wind* charm reptiles, corrupt water, corrupting gaze, corrupting touch, draining touch, frightful moan, malevolence, telekinesis, crush, rejuvenation, speak with reptiles, tail sweep 250ft CR 21 B1 258

Dragon, Dream, Adult[H] frightful presence +4 +34 | dragon senses, dreamsight 195 | DR5/magic 29 Ft +15 Rf +12 Wi +14 | immune paralysis/sleep, SR25 36 +26 bite +23(19), 2 claws +22(14), 2 wings +20(7), tail slap +20(17) *aversion, blurred movement, calm emotions, clairaudience/clairvoyance, color spray, dancing light, daze, deep slumber, detect magic, euphoric cloud, ghost sound, invisibility, lullaby, mage hand, message, mind thrust II, mirror strike, resistance, shield, sleep, thought shield II, true strike* breath weapon, change shape, crush, dream fortress, sleeping breath 40ft 200ft CR 14 B5 232

Dragon, Green, Young[L] +1 +15 85 20 Ft +9 Rf +7 Wi +9 26 +15 bite +13(7+7), 2 claws +13(9), 2 wings +8(5), tail slap +8(4+7) *entangle* breath weapon (21 acid) 40ft 200ft 40ft CR 8 B1 230

Dragon, Green Very Old, Mythic[G] frightful presence -1 +32 | blindsense, greensight 342 | DR15/epic and magic, fast healing 5, immune acid 41 Ft +18 Rf +11 Wi +18 | immune paralysis/poison/sleep, SR31 47 +38 | +42 grapple bite +30(33 plus grab), 2 claws +30(22), tail slap +28(18), 2 wings +28(15) *alter self, arcane eye, charm person, detect thoughts, dimension door, dispel magic, displacement, entangle, haste, ice storm, locate object, magic missile, mirror image, plant growth, polymorph, scrying, see invisibility, shield, silent image, suggestion, summon monster I, teleport, ventriloquism* breath weapon (18d6 acid), camouflage, crush, delirious breath, dragon blood, dragon cantrips, dragon fury, mythic power, swallow whole, tail sweep, water breathing 40ft | woodland stride, trackless step 250ft 40ft CR 20 MA 264

Dragon, Green, Wyrmling[S] +2 +10 | dragon senses 37 17 Ft +5 Rf +6 Wi +6 | immune acid, paralysis, sleep 17 +5 bite +7(4), 2 claws +7(3) breath weapon (7 acid) 40ft 150ft 40ft CR 4 B1 42, 106

Dragon, Guardian[G] frightful presence, security +15 +44 | blindsight, *detect magic, detect scrying,* mistsight 529 | DR15/epic and magic, fortification 50%, resist acid/cold/electricity/fire/sonic 30 44 Ft +25 Rf +16 Wi +24 | immune ability damage/ability drain/curses/death/sleep/paralysis/poison, SR35 51 +44 | +48 grapple 2 claws +36(23), bite +36(35 plus grab and poison), 2 wings +34(14), tail slap +34(30 plus grab) *breath of life, dimensional lock, discern location, false vision, fog cloud, geas/quest, greater dispel magic, leashed shackles, limited wish, locate object, mage's disjunction, major curse, maze, persuasive goad, plane shift, plant growth, spell turning, wall of stone, wall of thorns, word of recall* agonizing venom, amphibious, breath weapon (5 Con), constrict, fast swallow, heroic challenge, lingering poisonous cloud, mythic immortality, mythic power, poison, recuperation, secret lair, swallow whole, unstoppable, vengeful seeker 50ft 30ft 200ft 30ft CR 24 B4 264

Dragon, Primal, Cloud, Ancient[G] frightful presence +2 +34 | dragon senses, mist vision 324 | DR15/magic, immune electricity 36 Ft +21 Rf +12 Wi +21 | immune paralysis/sleep, SR29 47 +39 bite +32(30 plus 7 sonic), 2 claws +32(20), tail slap +29(25), 2 wings +29(12) *alter winds, arcane sight, chain lightning , charm person , cloak of winds, cloudkill , cone of cold , dancing lights, detect poison, detect secret doors, dismissal , eagle's splendor, elemental body I, erase, fog cloud, glitterdust , greater dispel magic, gust of wind, ice storm, lesser geas , light, locate object, mage hand, message, obscuring mist, prestidigitation, read magic, resistance, river of wind, see invisibility, solid fog, stinking cloud , suggestion , teleport, touch of fatigue, true strike, wind walk, teleport, time stop, tongues, true seeing, vampiric touch, wall of force, web* breath weapon (20d8 electricity), cloud form, crush, tail sweep 40ft 250ft 40ft CR 18 B2 262

Dragon, Red, Young Adult[H] frightful presence +4 +20 | dragon senses, smoke vision 172 | DR5/magic 26 Ft +14 Rf +9 Wi +13 | immune fire/paralysis/sleep, vulnerable cold, SR24 36 +26 bite +22(22), 2 claws +22(16), 2 wings +20(8), tail slap +20(20) *arcane mark, alarm, bleed, detect magic, light, mage hand, magic missile, message, pyrotechnics, read magic, resist energy, see invisibility, shield, true strike* breath weapon (10d10 fire), crush 40ft 200ft CR 13 B1 208, 222

Dragon, Umbral, Juvenile[L] frightful presence +5 +20 | dragon senses 136 31 Ft +16 Rf +12 Wi +13 | immune cold/death effects/negative energy/paralysis/sleep 31 +20 bite +18(16), 2 claws +18(10), tail slap +16(13) and 2 wings +16(6) *bleed, darkness, detect magic, detect poison, disrupt undead, grease, inflict light wounds, read magic, shield* breath weapon (36 negative energy), ghost bane, umbral scion 40ft 200ft CR 13 B2 208

Sources

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CE: *Crypt of the Everflame*	HotJ: *Heart of the Jungle*	MX *Monster Codex*	SMT: *Simple Monster Templates*	WGK *The War of the Goblin King*
Cr *Core Rulebook*	HW: *Heroes of the Wild*	NLFS: *Numeria, Land of Fallen Stars*	SW: *Snow White*	
D20 d20pfsrd.com	IS: *Isles of the Shackles*	NPCX *NPC Codex*	TG: *Technology Guide*	

Dragon, Void, Ancient[G] alien presence +4 +39 | dragon senses, *see in darkness* 324 | DR15/magic, immune cold 38 Ft +21 Rf +16 Wi+21 | immune confusion/insanity/paralysis/sleep, SR29 31 +20 bite +33(32 plus obliterate), 2 claws +32(21), 2 wings +30(13), tail slap +30(27) *alarm, blur, break enchantment, cause fear, charm monster, confusion, detect magic, dimension door, dimensional anchor, disintegrate, dismissal, dispel magic, dominate person, eyebite, feeblemind, haste, heroism, hypnotism, invisibility, lightning bolt, locate object, mage armor, mage hand, nightmare, obscuring mist, prismatic spray, ray of enfeeblement, ray of exhaustion, read magic, resist energy, scrying, shadow walk, share memory, touch of idiocy, vision* breath weapon (90 cold),crush, obliterate, suffocating breath, tail sweep, void gaze 40ft 250ft CR18 B4 234, 250

Dragon, White, Old[H] cold, frightful presence +4 +27 | dragon senses, snow vision 212 | DR10/magic 31 Ft +16 Rf +12 Wi+13 | immune cold/paralysis/sleep, vulnerable fire, SR24 38 +28 bite +25(22), 2 claws +24(16), 2 wings +19(8), tail slap +19(20) *dancing lights, detect magic, fog cloud, ghost sound, grease, gust of wind, invisibility, mage hand, magic aura, mending, ray of frost, shield, true strike* breath weapon (16d4 cold), crush, freezing fog 60ft 30ft 200ft CR13 B1 208

Dragon, White, Very Young[S] +6 +10 | dragon senses, snow vision 42 | immune cold 18 Ft +6 Rf +6 Wi+4 | immune paralysis/sleep, vulnerable fire 18 +6 bite +7(6), 2 claws +7(4) breath weapon (10 cold) 60ft 30ft 150ft 60ft CR4 B1 107

Dream Eater +4 +12 68 | DR5/good, resist cold/electricity/fire 10, SR17 19 Ft +5 Rf +10 Wi+7 | immune poison 24 +10 bite +12(6), rapier +13/+8(6) *command, suggestion* change shape, dream eater's caress, waking dreams 30ft 20ft CR6 MB 110

Drider[L] +2 +15 | *detect good/law/magic* 76 20 Ft +7 Rf +5 Wi+9 | immune sleep, SR18 21 +9 mace +9/+4(7), bite +3(3 plus poison) longbow +8/+3(6) *bleed, clairaudience/clairvoyance, dancing lights, darkness, daze, deeper darkness, dispel magic, faerie fire, invisibility, levitate, lightning bolt, mage armor, magic missile, ray of enfeeblement, ray of frost, read magic, resistance, silent image, suggestion, web* web 30ft 20ft CR7 B1 146

Drow Demonic Champion cowardice +5 +11 79 25 Ft +11 Rf +7 Wi+9 | +2 vs enchantment, immune disease/sleep, SR16 25 +14 scimitar +16/+11(8) crossbow +12(5) *dancing lights, darkness, detect good, faerie fire, invisibility, litany of sight, litany of sloth, murderous command, protection from good, silence* channel negative energy, cruelties, fiendish boon, light blindness, poison use, smite good, touch of corruption *potion of cure serious wounds, potion of delay poison, potion of haste, scroll of defile armor, scroll of invisibility*, acid (2), alchemist's fire (2), antitoxin 20ft CR9 MX 192, 240

Drow Master Scout +4 +14 55 19 | improved uncanny dodge Ft +3 Rf +10 Wi+3 | +2 vs enchantment, evasion, immune sleep, SR14 23 +8 shortsword +10/+5(5) shortbow +11/+6(6 plus poison) *dancing lights, darkness, faerie fire* bleeding attack, deadly range, fast stealth, light blindness, poison use, sneak attack +4d6, sniper's eye, surprise attack *+1 flaming arrows* (4), *+1 frost arrows* (4), *+1 shock arrows* (4), *potion of cat's grace, potion of cure moderate wounds, potion of invisibility,* drow poison (4) 30ft CR7 MX 240

Drow Matron +6 +19 101 24 Ft +10 Rf +7 Wi+18 | +2 vs enchantment, immune sleep, SR26 25 +11 heavy mace +12/+7/+2(5) *align weapon, antilife shell, antimagic field, bestow curse, blasphemy, chain of perdition, communal spell immunity, cure critical wounds, cure light wounds, dancing lights, deeper darkness, detect magic, detect poison, dimensional anchor, dispel good, dispel magic,* dispelling touch, *divine favor, divine power, ethereal jaunt, faerie fire, feather fall, fire storm , freedom of movement, greater dispel magic, guidance, harm, heal, imbue with spell ability, invisibility purge, levitate, magic circle against good, protection from energy, protection from good, read magic, shield of faith, suggestion, summon monster VII, summoner conduit ,* touch of evil, *water breathing* demonic channel, familiar (quasit), hand of the acolyte, poison use, scythe of evil *potion of displacement, potion of invisibility, scroll of blade barrier, scrolls of cure moderate wounds* (2), *scroll of mass cure serious wounds, scroll of summon monster VII* 20ft CR15 MX 232, 240

Drow Noble +3 +5 20 21 Ft +4 Rf +4 Wi+6 | +2 vs enchantment, immune sleep, SR14 16 +3 rapier +4(4) crossbow +5(2 plus poison) *bleed, bless, cause fear, cure light wounds, dancing lights, death knell, deeper darkness, detect poison, dispel magic, divine favor, hold person, faerie fire, feather fall, levitate, protection from law, read magic, resistance, silence, suggestion* bleeding touch, channel negative energy, light blindness, touch of chaos, poison use 20ft CR3 B1 222

Drow Priest +5 +11 | *detect magic* 31 24 Ft +5 Rf +2 Wi+8 | +2 vs enchantment, immune sleep, SR16 14 +3 flail +4(4) *align weapon, bleed, chain of perdition, cure light wounds, dancing lights, deeper darkness, detect magic, detect poison, dispel magic, dispel magic, divine favor, dread bolt, entropic shield, faerie fire, feather fall, hold person, levitate, murderous command, protection from energy, protection from good, read magic, shield of faith, spiritual weapon, suggestion,* touch of evil channel negative energy, hand of the acolyte, poison use *potion of invisibility, potion of owl's wisdom, scroll of cure moderate wounds, scroll of cure serious wounds, scroll of magic weapon* 20ft CR5 MX 240

Drow Soldier +3 +8 39 17 Ft +5 Rf +5 Wi+2 | +2 vs enchantment 20 +7 rapier +11/+6(4 plus poison) crossbow +10(2 plus poison) *dancing lights, darkness, faerie fire* light blindness, poison use *potion of cure light wounds* (2), *potion of haste,* thunderstone 30ft CR5 B1 146, 218

Dryad, Advanced +6 +13 39 | DR 5 cold iron 21 Ft +7 Rf +11 Wi+9 21 +5 dagger +9(4) longbow +10(6) *charm person, deep slumber, entangle, speak with plants, suggestion, tree shape, tree stride, wood shape* tree dependent, tree meld, wild empathy, woodcraft 30ft CR4 B1 70

Legend

C = Colossal size
D = Diminutive Size
F = Fine size
G = Gargantuan size
H = Huge size
L = Large size
S = Small Size
T = Tiny Size

Aura
Armor Class
CR Challenge Rating
Combat Gear
CMD CMB
Ft Fortitude Save
Hit Points
Initiative
Melee Attack
Page(s)
Perception
Perception, lowlight vision
Perception, darkvision
Ranged Attack
Rf Reflex Save
Special Abilities/Qualities
Spells & Spell-like Abilities
Source(s)
Speed
Speed, burrow
Speed, climb
Speed, fly
Speed, swim
Wi Will Save

Dryad, Automaton +5 +11 27 | DR 5 cold iron, immune bleed 17 Ft +5 Rf +10 Wi +7 | immune mind-affecting 18 +4 dagger +8(3) longbow +9(4) *charm person, deep slumber, entangle, speak with plants, suggestion, tree shape, tree stride, wood shape* tree dependent, tree meld, wild empathy, woodcraft 30ft CR 4 B1 196

Dryad, Blighted +4 +11 45 | DR10 cold iron, resist cold/electricity 10, SR 16 19 Ft +5 Rf +9 Wi +7 | immune disease/paralysis/poison/polymorph 17 +3 dagger +9(4) longbow +8(4) *charm person, deep slumber, entangle, fungal rejuvenation, speak with plants, suggestion, tree shape, tree stride, wood shape* blighted unity, daughter of the blight, fungal rejuvenation, parasitic bond, tainted blood, thorn throw, tree dependent, tree meld, wild empathy, woodcraft 30ft CR 5 B1,B5 46

Duergar -1 +1 8 17 Ft +4 Rf -1 Wi +1 | +2 vs spells, immune paralysis/phantasms/poison 11 +2 warhammer +1(3) crossbow +0(4) *enlarge person, invisible* light sensitivity, stability 20ft CR 1/3 B1 212`

Duergar Captain +0 +2 90 22 Ft +10 Rf +4 Wi +6 | +2 vs fear/spells, immune paralysis/phantasms/poison 25 +13 waraxe +17/+12(21) crossbow +11(10) *enlarge person, invisibility* light sensitivity, stability *potions of cure serious wounds* (2), thunderstones (3) 20ft CR 8 MX 212`

Duergar Lieutenant +1 +11 61 20 Ft +8 Rf +6 Wi +4 | +2 vs spells, immune paralysis/phantasms/poison 20 +9 warhammer +11/+6(11) crossbow +8(4) *dust of twilight, ironskin, lead blades, longstrider* favored enemy (dwarves +4, elves +2), favored terrain, hunter's bond, ironskinned, light sensitivity, stability, track, twilight touched, wild empathy *potion of cure moderate wounds, potion of invisibility*, alchemist's fire (2), thunderstones (2) 20ft CR 5 MX 212`

Duergar Taskmaster +7 +16 64 21 Ft +5 Rf +11 Wi +7 | +2 vs spells, evasion, immune paralysis/phantasms/poison, improved uncanny dodge, trap sense 23 +8 shortsword +11/+6(5) crossbow +11(3 nonlethal) *invisible, ironskin, shadow call, shadow illusion* light sensitivity, sneak attack +3d6 20ft CR 9 MX 212

Duergar Tyrant +1 +8 37 | DR1/adamantine 16 Ft +7 Rf +4 Wi +3 | +2 vs spells, +4 vs psychic, immune paralysis/phantasms/poison, SR14 16 +5 earth blast +4(13) *ironskin, mind thrust* burn, elemental overflow, kinetic blast, light sensitivity, psychic resilience, stability, telekinetic adept 20ft CR 3 OB 120, 226

Dust Digger[L] +4 +5 | tremorsense 42 17 Ft +5 Rf +1 Wi +4 17 +7 bite +5(7 plus grab), 5 tentacles +3(3 plus grab) sinkhole, swallow whole (9+4) 10ft 20ft CR 4 MX 58

Dwarven Rager +2 +7 28 18 | defensive training, uncanny dodge Ft +7 Rf +2 Wi +4 16 +6 waraxe +7(9), armor spikes +4(5) throwing axe +4(7) hatred, rage, knockback acid 30ft CR 1 NPCX 44

Dwiergeth[L] +11 +16 | all-around vision 175 | DR10/lawful, resist cold/fire 20 28 Ft +13 Rf +11 Wi +15 | immune blindness/dazzling/poison/visual 39 +21 | +25 grapple 2 bites +19(25 plus grab) *control winds, feather fall, gust of wind, wind wall* fast swallow, forever gullet, swallow whole 60ft 60ft CR 13 B5 230

Earth Elemental, Elder[H] -1 +19 | tremorsense 168 | DR10/— 23 Ft +15 Rf +4 Wi +10 39 +30 2 slams +26(23) earth mastery 20ft 20ft | earth glide CR 11 B1 202, 212, 236, 274

Earth Elemental, Greater[H] -1 +16 | tremorsense 136 | DR5/— 19 Ft +13 Rf +3 Wi +8 34 +25 2 slams +21(21) earth mastery 20ft 20ft | earth glide CR 9 B1 266, 274

Earth Elemental, Huge[H] -1 +13 | tremorsense 95 | DR5/— 19 Ft +11 Rf +2 Wi +7 30 +21 2 slams +17(18) earth mastery 20ft 20ft | earth glide CR 7 B1 106, 274

Earth Elemental, Large[L] -1 +11 | tremorsense 68 | DR5/— 18 Ft +9 Rf +1 Wi +6 25 +16 2 slams +14(14) earth mastery 20ft 20ft | earth glide CR 5 B1 68, 80, 121, 274

Earth Elemental, Medium -1 +7 | tremorsense 34 | DR5/— 18 Ft +7 Rf +0 Wi +4 18 +9 slam +9(11) earth mastery 20ft 20ft | earth glide CR 3 B1 266, 274

Earth Elemental, Mythic Elder[H] -1 +20 | tremorsense 218 | DR10/— 29 Ft +15 Rf +4 Wi +11 41 +30 2 slams +26(32) *stone shape, transmute mud to rock* earth mastery, mythic power, petrify, powerful blows, stun, trample, trap weapon 20ft 20ft | earth glide CR 14 MA 190, 274

Earth Elemental, Small[L] -1 +4 | tremorsense 13 | DR5/— 17 Ft +4 Rf -1 Wi +3 13 +4 slam +6(7) earth mastery 20ft 20ft | earth glide CR 1 B1 266, 274

Eidolon, Unfettered +4 +13 85 26 Ft +7 Rf +11 Wi +9 | improved evasion 27 +13 bite +14(6 plus 3 electricity), gore +14(6 plus 3 electricity), tail slap +12(4 plus 3 electricity) 20ft 20ft 40ft CR 8 B3 212

Elder Thing +2 +13 | all-around vision 59 | immune cold, resist fire 10 18 Ft +8 Rf +4 Wi +8 19 +7 | +11 grapple 5 tentacles +7(4 plus grab) amphibious, constrict (4), hibernation, limited starflight, no breath 30ft 20ft 40ft CR 5 B4 82

Emotion Ooze, Zeal emotion -3 +1 | blindsense 76 13 | amorphous Ft +13 Rf +6 Wi +11 | immune mind-affecting 16 +11 slam +11(11 plus emotional scarring) compel emotion, compression, emotional attunement, emotional scarring, empathic healing 20ft 20ft CR 6 B5 84, 232, 234

Sources

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Enforcer +1 +4 27 15 Ft +2 Rf +5 Wi +7 17 +6 club +7(9) dagger +3(6) *bull's strength, cause fear, command, cure light wounds, ghost sound, light, mirror image, stabilize* *scroll of cure moderate wounds, wand of burning hands,* alchemist's fire (3), tanglefoot bag 30ft CR 3 NPCX 142

Enlightened Vampire +9 +12 108 | fast healing 5, resist cold/electricity 10 34 Ft +10 Rf +14 Wi +11 | +2 vs enchantment, channel resistance +4, improved evasion, DR10/magic and silver, immune disease/poison 39 +17 | +21 grapple unarmed strike +15/+10(15 plus energy drain) or flurry of blows +15/+15/+10/+10/+5(15 plus energy drain) or slam +14(8 plus energy drain) dagger +3(6) blood drain, change shape, children of the night, create spawn, dominate, energy drain, flurry of blows, gaseous form, high jump, life from a stone, life funnel, shadowless, slow fall, spider climb, steal ki *potion of displacement, potion of haste* 60ft CR 12 NPCX 220, 244

Ettercap +7 +9 30 15 Ft +6 Rf +4 Wi +6 18 +5 bite +5(5 plus poison) and 2 claws +5(4) traps, spider empathy, web 30ft 30ft CR 3 B1 156, 218, 240

Expert Bodyguard +3 +8 59 17 Ft +7 Rf +1 Wi +5 17 +8 longsword +10/+5(6) crossbow +7(4) *potion of barkskin, potion of bear's endurance, potion of cure moderate wounds, screaming bolt,* tanglefoot bag (2) 20ft CR 5 NPCX 112

Faceless Stalker +7 +2 42 | DR5/piercing or slashing 17 Ft +5 Rf +4 Wi +6 20 +7 | +11 grapple longsword +8(8), slam +2(5 plus grab) *tongues* blood drain, sneak attack +2d6, change shape, compression, faceless 30ft CR 4 B2 38

Farmer +0 +1 10 10 Ft +1 Rf +0 Wi +3 10 +0 club +0(3) club +0(3) 30ft CR 1/2 GMG 42

Fear Guard fear +6 +10 | see in darkness 51 | incorporeal 17 Ft +6 Rf +4 Wi +6 | channel resistance +2, vulnerable daylight 20 +6 incorporeal touch +7(1 Wis damage) *darkness, deeper darkness, ray of enfeeblement* create spawn 30ft CR 5 ToHC 190

Fellforged +5 +10 53 | DR5/good 17 Ft +2 Rf +3 Wi +4 | channel resistance +4 19 +8 slap +8(6 plus 2 Con damage) exorcism sensitivity, light sensitivity, unnatural aura, violent escapement 30ft CR 5 MB 170

Fey Enchantress +3 +12 56 21 Ft +5 Rf +10 Wi +12 | +2 vs enchantment, immune sleep 21 +5 rapier +10/+5(2) shortbow +10/+5(3) *bestow curse, charm monster, charm person, crushing despair, dancing lights, daze, deep slumber, detect magic, dominate person, entangle, false life, fleeting glance, fly, ghost sound, glitterdust, mage hand, hideous laughter, hold person, laughing touch, lightning bolt, mage armor, magic missile, mass suggestion, message, mind fog, poison, prestidigitation, ray of frost, read magic, scorching ray, shield, spectral hand, suggestion, touch of idiocy, tree stride, ventriloquism* *elixir of love* (2), *scroll of wall of force* 30ft | woodland stride CR 11 NPCX 250

Fey FriendS +2 +20 96 | 25% fortification 24 | +4 vs giants Ft +12 Rf +8 Wi +15 | +2 vs illusions, +4 vs fey/plant 21 +7 sickle +13/+8(2) sling +13/+8(1) *antilife shell, barkskin* (2), *call lightning storm, cat's grace* (2), *cone of cold, control weather, creeping doom, cure critical wounds* (2), *cure light wounds, cure serious wounds, dispel magic, elemental body IV, endure elements, faerie fire, flame strike, flare, fog cloud, freedom of movement, greater magic fang, guidance,* icicle, *ice storm, light, longstrider, obscuring mist, pass without trace, protection from energy, quench, sleet storm, speak with animals, speak with plants, spider climb, spike stones, stabilize, stoneskin, water breathing* a thousand faces, nature sense, wild empathy *potion of cure serious wounds, potion of invisibility, scroll of heal* 30ft | woodland stride, trackless step CR 12 NPCX 250

Fighting School Master +3 +23 112 25 Ft +12 Rf +13 Wi +15 | +2 vs enchantment, immune disease/poison, improved evasion 38 +18 | +22 trip unarmed +15/+10/+5(14 plus 3 electricity) or unarmed flurry of blows +17/+17/+12/+12/+7/+7(14 plus 3 electricity) or kama +14/+9/+4(6) or kama flurry of blows +16/+16/+11/+11/+6/+6(6) abundant step, fast movement, flurry of blows, high jump, ki pool, maneuver training, slow fall, quivering palm, stunning fist, wholeness of body *oil of align weapon* (2), *potion of cure light wounds* (2) 80ft CR 14 GMG 232

Fire Elemental, ElderH +13 +19 152 | DR10/—, immune fire, vulnerable cold 26 Ft +14 Rf +19 Wi +7 46 +26 2 slams +23(17 plus burn) burn 60ft CR 11 B1 236

Fire Elemental, LargeL +9 +11 60 | DR5/—, immune fire, vulnerable cold 19 Ft +8 Rf +11 Wi +4 27 +11 2 slams +12(6 plus burn) burn 50ft CR 5 B1 102, 106, 164

Flail SnailL -1 +5 | scent, tremorsense 30 | resist fire 10 18 Ft +6 Rf +3 Wi +2 | immune poison 17 +8 4 slams +7(5) mucus, retraction, slime rope, suction, warp magic 10ft CR 4 B3 52

Fleshwarp, GhonhatineL powerful stench -2 +9 162 | immune acid/crits 24 Ft +13 Rf +2 Wi +6 | immune disease/poison 26 +18 | +20 bull rush 2 claws +16(11), bite +16(15), tail slap +14(8) regurgitate +6(7 acid plus filth fever) feed, filth fever 40ft CR 10 B4 246

Fleshwarp, IrnakurseL +7 +15 105 23 Ft +9 Rf +8 Wi +9 28 +15 bite +8(11), 4 tentacles +8(6 plus mind lash) soul scream, rend 10ft CR 9 B4 12

Flying PolypH frightful presence +6 +26 207 | DR10/magic and slashing, immune acid/cold/sonic, vulnerable electricity 29 Ft +13 Rf +12 Wi +16 | SR25 42 +24 | +28 grapple 4 tentacles +21(13 plus grab) *alter winds, control weather, control winds, gust of wind, river of wind, whirlwind, whispering wind, wind walk, wind wall* amorphous, constrict, deflecting winds, partial invisibility, sucking wind, wind blast 30ft 60ft CR 14 B4 236

Formian Warrior +3 +7 | blindsense, hive mind, 30 | resist sonic 10 17 Ft +3 Rf +7 Wi +4 19 +6 | +10 grapple sting +6(4), 2 claws +6(4 plus grab) javelin +7(5 plus poison) coordinate, deadly grasp, poison 40ft CR 5 B4 82, 122

Legend

C = Colossal size
D = Diminutive Size
F = Fine size
G = Gargantuan size
H = Huge size
L = Large size
S = Small Size
T = Tiny Size

Aura
Armor Class
CR Challenge Rating
Combat Gear
CMD CMB
Ft Fortitude Save
Hit Points
Initiative
Melee Attack
Page(s)
Perception
Perception, lowlight vision
Perception, darkvision
Ranged Attack
Rf Reflex Save
Special Abilities/Qualities
Spells & Spell-like Abilities
Source(s)
Speed
Speed, burrow
Speed, climb
Speed, fly
Speed, swim
Wi Will Save

Formian Worker[S] +0 +4 | blindsense, hive mind, 6 | resist sonic 10 12 Ft +1 Rf +2 Wi +2 11 +1 bite +3(4) able assistant, peerless bearer 40ft 10ft CR 1/2 B4 122

Frost Wisp[S] +9 +18 102 | immune cold, vulnerable fire 21 Ft +8 Rf +11 Wi +11 19 +13 touch +15(27 cold plus bloodfreeze) bloodfreeze, helix, partially incorporeal 60ft CR 8 IWG 186

Frostbite brittle aura +6 +17 | scent 95 | immune cold, vulnerable fire 21 Ft +11 Rf +9 Wi +7 25 +13 bite +15(11 plus 7 cold plus poison and grab) constrict (11 plus 7 cold), hypothermia 30ft 30ft 30ft CR 8 IWG 186

Fungal Crawler[S] +9 +6 26 16 Ft +3 Rf +6 Wi +5 19 +4 bite +6(5 plus poison), 2 claws +6(4) leap 10ft 40ft CR 3 B2 20

Fury of Flame +1 +15 210 | resist fire 20 28 Ft +13 Rf +7 Wi +15 | +4 vs fey/plant, immune poison 28 +15 club +16/+11(9) *barkskin, bull's strength, burning hands, cat's grace, create water, cure light wounds, cure serious wounds, dispel magic, elemental body IV,* empowered *fireball,* empowered *flame strike, faerie fire,* fire bolt, *fire seeds, fire shield, fire storm, fireball, freedom of movement, greater magic fang, ice storm, light, produce flame, spike growth, stabilize, wall of fire, wall of stone* a thousand faces, nature sense, wild empathy, wild shape *potion of cure serious wounds, potion of haste* 20ft | woodland stride, trackless step CR 13 NPCX 222

Gambado +1 +8 26 14 Ft +3 Rf +2 Wi +5 16 +5 bite +5(6), 2 claws +5(4) 40ft CR 3 ToHC 21

Gargoyle +6 +5 42 | DR 10/magic 16 Ft +4 Rf +6 Wi +4 19 +7 2 claws +7(5), bite +7(4), gore +7(4) 40ft 60ft CR 4 B1 160

Gelatinous Cube[L] -5 -5 | blindsight 50 4 Ft +9 Rf -4 Wi -4 9 +4 slam +2(3 plus 3 plus acid) engulf, paralysis 15ft CR 3 B1 52, 55, 88

Gem Sorcerer +0 +2 18 12 | defensive training Ft +2 Rf +0 Wi +2 | +2 vs poison, magic 13 +3 spiked gauntlet +3(4) crossbow +2(5) *acid splash, burning hands, dancing lights, elemental ray, mending, read magic shocking grasp, touch of fatigue potion of cure light wounds, scroll of flaming sphere,* acid (2), alchemist's fire (3) 20ft CR 1 NPCX 44

Genie, Efreeti[L] +7 +15 | *detect magic* 95 21 | immune fire, vulnerable cold Ft +7 Rf +10 Wi +9 31 +17 2 slams +15(10 plus 3 fire) or falchion +16/+11(16) *gaseous form, invisibility, permanent image, plane shift, produce flame, pyrotechnics,* quickened *scorching ray, scorching ray, wall of fire, wish* change shape, change size, heat 20ft 40ft CR 8 B1 130, 164, 192

Genie, Marid[L] +8 +17 114 23 Ft +10 Rf +12 Wi +10 34 +19 2 slams +17(13) or trident +18/+13/+8(16) *control water, create water, detect evil, detect good, detect magic, gaseous form, invisibility, obscuring mist, persistent image, quench, see invisibility, water breathing, water walk, wish* change shape, vortex, water mastery, water's fury 20ft 60ft CR 9 B1 220

Genie, Shaitan[L] +5 +14 | tremorsense 85 | immune electricity 20 Ft +10 Rf +4 Wi +8 26 +15 2 slams +13(12) or scimitar +14/+9(11) *meld into stone, plane shift, quickened glitterdust, rusting grasp, soften earth and stone, stone shape, stone tell, stoneskin, transmute mud to rock, transmute rock to mud, veil, wall of stone* earth mastery, metalmorph, stone curse, stone glide 20ft 60ft CR 9 B1 192

Ghast +4 +9 17 18 Ft +4 Rf +4 Wi +7 | channel resistance +4 18 +4 bite +5(3 plus disease and paralysis) and 2 claws +5(6 plus paralysis) paralysis 30ft CR 2 B1 142, 162, 190

Ghorazagh[L] +3 +21 | bloodsense 187 | vulnerable sonic 26 Ft +15 Rf +10 Wi +12 31 +18 bite +16(13), 2 claws +16(10), 4 tentacles +14(6 and grab) blood drain, bloodspray 40ft 40ft 40ft CR 13 B3 222

Ghost, Aristocrat +5 +18 17 17 | incorporeal Ft +12 Rf +15 Wi +4 | channel resistance +4 22 +5 corrupting touch +6(24) frightful moan, rejuvenation 30ft CR 7 B1 190

Ghost, Beggar +3 +5 6 14 | incorporeal Ft +3 Rf +2 Wi +1 | channel resistance +4 11 +1 corrupting touch +6(11) frightful moan, rejuvenation 30ft CR 3 B1 24, 54

Ghoul +2 +7 13 14 Ft +2 Rf +2 Wi +5 | channel resistance +2 14 +2 bite +3(2 plus disease and paralysis) and 2 claws +3(4 plus paralysis) paralysis 30ft CR 1 B1 28, 36, 94, 140, 184

Ghoul, Ancient Gravedigger +4 +17 112 22 Ft +8 Rf +8 Wi +13 | channel resistance +2 27 +13 | +17 trip bite +14(9 plus disease and paralysis, 2 claws +15(9 plus 3 cold, disease, and paralysis) rock +13/+8(12) *animate dead, bleed, blindness/deafness, create water, command, darkness, desecrate, detect magic, detect poison, dispel magic, divine power, entropic shield, flamestrike, guidance, hold person, inflict critical wounds, inflict light wounds, inflict moderate wounds, inflict serious wounds, liberating command, magic stone, mass inflict light wounds, meld into stone, mending, obscuring mist, read magic, resistance, shield of faith, spark, spiritual weapon, stone call, stoneskin, summon monster IV, wall of stone* crystal sight, disease, earth glide paralysis, rock throwing, stone stability 30ft CR 10 MX 184

Ghoul Commander cowardice +3 +15 99 21 Ft +13 Rf +9 Wi +15 | channel resistance +2 | immune disease 26 +13 greataxe +15/+10(13), bite +8(5 plus disease and paralysis) shortbow +12/+7(8) *desecrate, detect good, disguise self, inflict light wounds,* touch of corruption channel negative energy, cruelties, fiendish boon, disease, paralysis, smite good *scroll of inflict serious wounds* 20ft CR 8 MX 184

Ghoul, Corpulent +5 +2 | scent 78 | evasion 21 Ft +8 Rf +12 Wi +7 | +2 vs good, channel resistance +2, trap sense, uncanny dodge 23 +7 bite +13(9 plus paralysis) and 2 claws +12(9 plus paralysis) command ghouls, create spawn, death burst, sneak attack +3d6 30ft 30ft CR 7 AP48 125

Sources

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Cr *Core Rulebook*	HW: *Heroes of the Wild*	NLFS: *Numeria, Land of Fallen Stars*	SW: *Snow White*	
D20 d20pfsrd.com	IS: *Isles of the Shackles*	NPCX *NPC Codex*	TG: *Technology Guide*	

Ghoul Creeper +4 +11 37 18 Ft +4 Rf +7 Wi +7 | channel resistance +2, evasion 20 +6 bite +7(6), 2 claws +7(3 plus paralysis) bleeding attack, disease, paralysis, sneak attack +2d6, trapfinding *potion of greater magic fang, potion of inflict moderate wounds,* tanglefoot bag 30ft CR 3 MX 28, 88

Ghoul, Leng +7 +20 126 | immune cold 25 Ft +10 Rf +11 Wi +13 | channel resistance +4 33 +16 | +18 trip bite +16(11 plus disease and paralysis, 2 claws +17(10 plus paralysis) erudite, paralysis, rend (2 claws), sneak attack +2d6 30ft 30ft 30ft CR 10 B5 178

Ghoul, Masked Murderer +7 +15 113 20 Ft +8 Rf +9 Wi +11 | +4 vs necromancy, channel resistance +2 22 +9 bite +10(5 plus disease and paralysis), 2 claws +11(5 plus paralysis) shortbow +11/+6(5) *allegro, confusion, crushing despair, detect magic, disguise self, expeditious retreat, fleshy facade, ghost sound, glibness, hideous laughter, inflict moderate wounds, mage hand, message, mirror image, prestidigitation, ray of enfeeblement, silent image, summon instrument* bardic knowledge, bardic performance, countersong, dirge of doom, distraction , fascinate, haunting refrain, inspire competence, secrets of the grave, *suggestion*, disease, paralysis 30ft CR 8 MX 228

Ghoul Monarch +10 +20 176 | resist cold 10 23 Ft +10 Rf +12 Wi +14 | channel resistance +2 25 +8 bite +13(4 plus disease and paralysis), 2 claws +13(4 plus paralysis) *alter self, arcane mark, beast shape II, black tentacles, burning hands, command undead, dancing lights, daze, detect magic, dimension door, dominate person, false life, fear, feast of ashes, gaseous form, grease, hungry earth, invisibility, light, lightning bolt, mage armor, mage hand, mirror image, mislead, move earth, nondetection, obscuring mist, prestidigitation, ray of enfeeblement, ray of frost, read magic, silent image, stinking cloud, suffocation, vampiric touch* bloodline arcana, disease, *nondetection,* paralysis, ravenous frenzy *potions of inflict moderate wounds* (2), *scroll of magic jar, scroll of teleport* 30ft 10ft CR 12 MX 232

Ghoul, Sayona Spawn +4 +9 17 16 Ft +4 Rf +4 Wi +7 | channel resistance +2 16 +4 bite +5(6 plus disease and paralysis) and 2 claws +5(6 plus paralysis) drain, paralysis 30ft CR 2 B4 228

Giant, Cloud[H] +1 +17 | scent 168 25 Ft +16 Rf +6 Wi +10 | rock catching 37 +26 morningstar +22/+17/+12(32) or 2 slams +22(19) rock +12(25) *fog cloud, levitate, obscuring mist* rock throwing 50ft CR 11 B1 262

Giant, Eclipse[G] +0 +41 | see in darkness 312 32 Ft +16 Rf +15 Wi +21 | immune death effects, rock catching 50 +40 | +44 bull rush longsword +34/+29/+24/+19(41) rock +15(38 plus imbue rock) *daylight, harm, lunar veil, polar midnight,* quickened *harm,* quickened *heal* eclipse empowered, imbue rock, rock throwing 50ft CR 19 B5 262

Giant, Fire[L] -1 +14 142 | immune fire, vulnerable cold 24 Ft +14 Rf +4 Wi +9 | rock catching 31 +22 greatsword +21/+16/+11(26) or 2 slams +20(14) rock +10(19 plus 3 fire) heated rock, rock throwing 40ft CR 10 B1 210, 230, 262

Giant, Fire, Doombringer[L] +6 +32 341 | DR 2/—, immune fire, vulnerable cold 32 Ft +20 Rf +12 Wi +20 | +4 vs disease/death/mind-affecting/poison/sleep/stun, rock catching 47 +34 | +36 overrun/sunder flail +35/+30/+25/+20(19) rock +25(18 plus fire) *bane, barrier blade, bear's endurance, blasphemy, bleed, blessing of fervor, cause fear, circle of death, create water, darkness, death knell, destruction, detect magic, detect poison, dispel good, doom, explosive runes, fire storm, greater command, greater magic weapon, guidance, harm, ice storm, imbue with spell ability, incendiary cloud, inflict critical wounds, inflict light wounds, inflict moderate wounds, insect plague, invisibility purge, mass bull's strength, mass circle against good, mass inflict critical wounds, mass inflict light wounds, mass inflict moderate wounds, mass inflict serious wounds, oracle's burden, purify food and drink, read magic, resistance, righteous might, share language, shield of faith, slay living, spark, stone shape, unholy blight, vision* heated rock, rock throwing 30ft CR 18 MX 222, 250, 262

Giant, Fire, King[L] +2 +38 382 | immune fire, vulnerable cold 34 Ft +26 Rf +10 Wi +14 | evasion, rock catching 47 +38 | +40 bull rush/overrun/sunder greatsword +36/+31/+26/+21(33) or 2 slams +34(28) rock +19(25 plus 3 fire) *aspect of the bear, cure moderate wounds, entangle, longstrider, resist energy, spike growth* favored enemy (animals +2, dragons +4, dwarves +4), favored terrain, heated rock, rock throwing, swift tracker, wild empathy 30ft | woodland stride CR 20 MX 262

Giant, Fire, Queen[L] +2 +33 328 | immune fire, vulnerable cold 31 Ft +22 Rf +10 Wi +16 | +1 vs fear, rock catching 46 +31 | +33 overrun/sunder heavy mace +32/+27/+22/+17(19) *dimension door, dispel magic, fireball, fly, bull's strength, dust of twilight, invisibility, scorching ray, burning hands, color spray, endure elements, identify, ray of enfeeblement, summon monster I, acid splash, bleed, daze, detect magic, detect poison, flare, read magic, touch of fatigue* heated rock, metamagic adept, rock throwing 40ft CR 19 MX 262

Giant, Marsh[L] +2 +11 102 21 Ft +12 Rf +7 Wi +8 | rock catching 31 +18 gaff +16/+11(19) or 2 slams +16(11) rock +12(16) *augury, bestow curse, fog cloud* rock throwing 40ft 20ft CR 8 B2 116

Giant, Rune[G] +0 +29 270 | immune cold/electricity/fire 30 Ft +15 Rf +6 Wi +20 44 +34 longsword +27/+22/+17(36) or 2 slams +26(22) spear +12/+7/+2(29) *charm person, demand, dominate person, mass charm monster, suggestion true seeing* command giants, runes, spark shower 35ft | *air walk* CR 17 B2 262

Giant, Stone[L] +2 +12 102 22 Ft +12 Rf +6 Wi +7 | improved rock catching 30 +18 greatclub +16/+11(21) or 2 slams +16(16) rock +11/+6(16) rock throwing 40ft CR 8 B1 76

Legend

C = Colossal size
D = Diminutive Size
F = Fine size
G = Gargantuan size
H = Huge size
L = Large size
S = Small Size
T = Tiny Size

Aura
Armor Class
CR Challenge Rating
Combat Gear
CMD CMB
Ft Fortitude Save
Hit Points
Initiative
Melee Attack
Page(s)
Perception
Perception, lowlight vision
Perception, darkvision
Ranged Attack
Rf Reflex Save
Special Abilities/Qualities
Spells & Spell-like Abilities
Source(s)
Speed
Speed, burrow
Speed, climb
Speed, fly
Speed, swim
Wi Will Save

Giant, Sun[H] solar +3 +31 241 | immune fire 31 Ft +19 Rf +12 Wi+14 | immune fire, resist cold/electricity 30, rock catching 47 +34 heavy mace +31/+26/+21/+16(33) or 2 slams +30(22) atlatl +19/+14/+9/+4(22 plus sun dart) *daylight, eagle eye, flame strike,* quickened *blistering invective, remove blindness/deafness, sunburst, waves of exhaustion* sun dart 35ft CR 16 B5 262

Giant Flytrap[H] +8 +10 | tremorsense 149 | resist acid 20 22 Ft +17 Rf +8 Wi+5 32 +18 | +22 grapple 4 bites +15(11 plus grab) engulf 10ft CR 10 B1 204

Gnoll, Chosen -1 +0 95 | DR5/adamantine 22 Ft +13 Rf +3 Wi+13 23 +13 falchion +15/+10(12), spear +14/+9(9) spear +9(9) *aid, bestow curse, bleed, blinding ray, blindness, breath of life, bull's strength, cause fear, confusion, cure serious wounds, death knell, detect magic, divine power, enlarge person, entropic shield, forbid action, freedom of movement, hold person, magic vestment, murderous command, protection from good, read magic, righteous might, slay living, sound burst, stabilize, stoneskin,* strength surge, *summon monster VI, unholy blight, vision of hell, wind wall* channel negative energy, might of the gods, scythe of evil *wand of cure moderate wounds* 20ft CR 12 MX 240

Goblin[S] +6 -1 6 16 Ft +3 Rf +2 Wi-1 12 +0 shortsword +2(2) shortbow +4(2) 30ft CR 1 B1 7, 11, 40, 89

Goblin, Advanced[S] +8 +1 8 20 Ft +5 Rf +4 Wi+1 16 +2 shortsword +4(4) shortbow +6(4) 30ft CR 1/2 B1 6

Goblin Chief[S] +7 +11 89 22 Ft +10 Rf +7 Wi+7 | +3 vs fear 27 +14 | +2 trip horsechopper +17/+12(19) longbow +14/+9(9) 30ft CR 9 MX 58

Goblin Commando[S] +8 +2 24 20 Ft +4 Rf +5 Wi+0 | +1 vs fear 17 +3 horsechopper +7(5) shortbow +9(3) 30ft CR 2 MX 58

Goblin Dog +2 +5 | scent 13 14 Ft +2 Rf +2 Wi+4 14 +2 bite +2(5 plus allergic reaction) 50ft CR 1 B1 10

Goblin Firestarter[S] +9 +9 36 20 Ft +3 Rf +9 Wi+2 | evasion, uncanny dodge 18 +2 2 dogslicer +8(2) shortbow +9(2) sneak attack +3d6, surprise attack 30ft CR 4 MX 58

Goblin Frog-Talker[S] +3 +7 47 19 Ft +5 Rf +6 Wi+7 14 +0 dagger +2(1) javelin +7(1) evil eye, misfortune, mud witch, poison sleep, swamp hag, witch's familiar *blink, command, dancing lights, daze, detect magic, frost fall, invisibility, lightning bolt, mage armor, obscuring mist, sleep, spit venom, vomit swarm potion of air bubble, potions of alter self* (2), *potions of cure moderate wounds* (3), *potion of fly, potion of ghostly disguise* (2), *potion of hex ward, alchemist's fire* (2), *antitoxin* (2), *smokesticks* (2), *tanglefoot bag* (2) 30ft CR 5 MX 58

Goblin, Mutant[S] +7 +7 37 16 Ft +7 Rf +4 Wi +4 | +2 vs magic 16 +7 2 claws +9(6) shortbow +7(7) breath weapon (7 acid), rage 40ft 30ft CR 3 MX 88

Goblin Snake[S] +2 +1 | scent 13 13 Ft +4 Rf +4 Wi+4 14 +2 bite +4(5) goblin breath 30ft 5ft 20ft CR 1 B3 12

Goblin Sneak[S] +4 +6 16 18 Ft +2 Rf +7 Wi+1 | evasion 14 +0 2 dogslicers +5(2) shortbow +6(2) sneak attack +1d6, trapfinding, weapon familiarity 30ft CR 1 MX 42

Golem, Adamantine[H] -1 +0 205 | DR15/epic 33 Ft +10 Rf +9 Wi+10 | immune magic 54 +45 2 slams +41(46) destructive strike, indestructible, trample 30ft CR 19 B2 272

Golem, Alchemical[L] +4 +0 96 | DR15/adamantine or bludgeoning 23 Ft +4 Rf +8 Wi+4 | immune magic 35 +21 2 slams +19(17 plus alchemy) bomb +15(28) alchemy, bombs, splash 30ft CR 9 B2 242

Golem, Blood[L] +5 +13 38 | DR10/magic and bludgeoning, resist fire 10, vulnerable magic 16 Ft +4 Rf +3 Wi+5 20 +9 2 slams +7(7 plus blood consumption blood consumption, cell division 30ft 30ft CR 5 ToHC 20, 88, 180

Golem, Bone[L] +6 +0 90 | DR10/adamantine and bludgeoning 21 Ft +3 Rf +5 Wi+3 | immune magic 28 +16 | +20 disarm or grapple bite +14(8), 2 slams +14(11) bone prison 20ft CR 8 B3 114

Golem, Brass[H] +0 +1 | *see invisibility* 150 | DR10/ adamantine, immune fire/magic 30 Ft +6 Rf +6 Wi +7 43 +33 falchion +29(22 plus 7 fire), slam +29(18 plus 7 fire) brass falchion, breath weapon, death throes, heat 40ft CR 14 B3 222, 272

Golem, Cannon[L] +7 +2 140 | DR15/adamantine 31 Ft +6 Rf +13 Wi+8 | immune magic 48 +31 2 slams +29(21) cannon +26/+21(28) alloyed, blasting critical, cannon, gun training 30ft CR 15 B3 272

Golem, Clay[L] -1 +0 101 | DR10/adamantine and bludgeoning 24 Ft +4 Rf +3 Wi+4 | immune magic 30 +21 2 slams +19(17 plus cursed wound) berserk, haste 20ft CR 10 B1 202

Golem, Clockwork[L] +1 +0 118 | DR10/ adamantine 26 Ft +5 Rf +6 Wi+5 | immune magic 36 +25 | +29 grapple 2 slams +23(19 plus grab) death burst, grind, wall of gears 30ft CR 12 B2 196, 236, 242

Golem, Coral[L] +0 +0 96 | DR10/adamantine 21 Ft +4 Rf +4 Wi+4 | immune magic 30 +20 2 claws +18(13 plus bleed) aquatic reconstruction, bleed, powerful blows 30ft CR 9 B4 166

Golem, Crystal[L] +1 +3 | thoughtsense 112 | DR10/ adamantine 26 Ft +5 Rf +6 Wi+8 | immune magic 34 +23 2 slams +21(16) *ethereal fists, explode head, mind thrust II* psychic amplification 30ft CR 11 B5 212

Sources

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D20 d20pfsrd.com	IS: *Isles of the Shackles*	NPCX *NPC Codex*	TG: *Technology Guide*	

Golem, Crystal, Shield Guardian[L] +1 +33 | thoughtsense 112 | DR10/adamantine, fast healing 2 26 Ft +5 Rf +6 Wi+8 | immune magic 34 +23 2 slams +21(16) *ethereal fists, explode head, mind thrust II* find master, guard, psychic amplification, shield other, spell storing 30ft CR13 B5 260

Golem, Flesh[L] -1 +0 90 | DR5/adamantine 20 Ft +3 Rf +2 Wi+3 | immune magic 24 +15 2 slams +13(14) berserk 30ft CR7 B1 158, 188

Golem, Flesh, Mythic[L] -1 +10 145 | DR5/adamantine and epic 23 Ft +3 Rf +2 Wi+3 | immune magic 26 +17 2 slams +16(15 plus 5 electricity plus sparking slams) berserk, greater rage, mythic brawler, mythic power 30ft CR9 MA 264

Golem, Fossil[H] +1 +0 122 | DR10/adamantine and bludgeoning 26 Ft +5 Rf +6 Wi+5 | immune magic 35 +24 2 bites +20(28 plus petrification) 30ft CR12 B3 212, 260

Golem, Glass[L] -1 +0 96 | DR5/adamantine 21 Ft +4 Rf +3 Wi+4 | immune magic 27 +18 2 slams +15(14 plus bleed) bleed (4), dazzling brightness, reflect spells 30ft CR8 B2 150

Golem, Iron[L] -1 +0 42 | DR5/adamantine 19 Ft +1 Rf +0 Wi+1 | immune magic 17 +5 2 slams +28(26) breath weapon, powerful blows 20ft CR13 B1 202, 244, 272

Golem, Iron, Shield Guardian[L] -1 +0 42 | DR5/adamantine, fast healing 5 19 Ft +1 Rf +0 Wi+1 | immune magic 17 +5 2 slams +28(26) breath weapon, find master, guard, powerful blows, shield other, spell storing 20ft CR13 B1 236

Golem, Junk -1 +0 129 | DR15/adamantine 28 Ft +6 Rf +5 Wi+6 | immune magic 39 +30 2 slam +8(7 plus disease) discorporate, disease, junk repair 30ft CR4 B4 272

Golem, Lead[L] -2 +0 107 | DR10/adamantine 26 Ft +4 Rf +2 Wi+4 | immune acid/electricity/magic 31 +23 2 slams +21(18) divination screen, intractable density, retributive miasma 30ft CR4 B5 270

Golem, Mithral[H] +7 +0 172 | DR15/adamantine 32 Ft +8 Rf +15 Wi+8 | evasion, immune magic 55 +37 2 slams +33(33) fluid form, quickness 50ft CR16 B2 242, 272

Golem, Stone[L] -1 +0 107 | DR10/adamantine 26 Ft +4 Rf +3 Wi+4 33 +24 2 slams +22(20) ring link 20ft CR11 B1 84

Golem, Stone, Advanced[L] +1 +2 135 | DR10/adamantine 30 Ft +6 Rf +5 Wi+6 37 +26 2 slams +24(22) ring link 20ft CR12 B1 256

Golem, Stone Guardian[L] -1 +0 | *see invisibility* 47 | light fortification, resist cold/electricity/fire 5 17 Ft +1 Rf +0 Wi-1 19 +10 2 slams +10(9) 20ft CR4 ToHC 142

Golem, Stone Guardian, Shield[L] -1 +0 | *see invisibility* 47 | fast healing 5, light fortification, resist cold/electricity/fire 5 17 Ft +1 Rf +0 Wi-1 19 +10 2 slams +10(9) *break* controlled, find master, guard, shield other, spell storing 20ft CR6 ToHC 100

Golem, Wood +3 +0 47 | DR5/adamantine, vulnerable fire 19 Ft +2 Rf +5 Wi+5 25 +12 2 slams +12(11) 30ft CR6 B1 146

Gray Goo[F] +10 +13 123 | immune weapon damage 29 Ft +8 Rf +18 Wi+8 swarm (21 plus dismantle and distraction) dispersion, infest 50ft CR14 B5 222

Gray Ooze -5 -5 | blindsight 50 | immune cold/fire 5 Ft +9 Rf -4 Wi-4 11 +6 | +10 grapple slam +6(7 plus 3 acid plus grab) constrict (4 plus 3 acid), transparent 10ft CR4 B1 81, 83, 88, 236

Graveknight sacrilegious aura +5 +19 139 | DR10/magic, immune acid/cold/electricity 25 Ft +13 Rf +6 Wi +6 | +3 vs fear, channel resistance +4, SR22 29 +20 greatsword +25/+20(26 plus 7 acid) longbow +14/+9(15) armor training, bravery, channel destruction, devastating blast, phantom mount, ruinous, revivification, undead mastery, weapon training 30ft CR11 B3 228, 232, 246

Graven Guardian +2 +1 53 | DR5/adamantine, fast healing 2 20 Ft +2 Rf +4 Wi+3 | SR16 21 +9 scimitar +10/+5(8 plus bleed) or slam +9(7) *haste* bleed, faith bound, magic weapon, rest eternal 40ft CR5 B3 236

Green Hag +1 +15 58 19 Ft +6 Rf +7 Wi +7 | SR16 24 +13 2 claws +13(6 plus weakness) *alter self, dancing lights, ghost sound, invisibility, pass without trace, pyrotechnics, tree shape water breathing, whispering wind* mimicry 30ft 30ft CR5 B1 80, 97

Grick +2 +12 27 | DR10/magic 15 Ft +2 Rf +3 Wi+6 16 +4 bite +4(3), 4 tentacles -1(2) 30ft CR3 B2 20

Grim Reaper misfortune, unnatural aura +14 +6 | *see invisibility*, status sight, *true seeing* 400 | DR10/— 39 Ft +26 Rf +29 Wi+32 | channel resistance +4, SR33 62 +34 scythe +40/+40/+35/+30/+25(23 plus death strike and energy drain) *call spirit, finger of death, haste* (constant), *plane shift, power word kill* death strike, death's grace, energy drain, final death 60ft 90ft CR22 B5 264

Grimstalker +9 +12 52 | DR5/cold iron 18 Ft +5 Rf +11 Wi+7 20 +5 2 claws +9(3 plus poison) *control plants, tree shape* sneak attack +3d6 40ft 20ft CR5 AP32 70

Grindylow[S] +2 +4 5 15 Ft +1 Rf +2 Wi+2 12 +0 spear +2(4), bite -2(1) spear +3(4) tangling tentacles 15ft 30ft | jet 200ft CR 1/2 B2 20

Grippli[S] +3 +5 21 16 Ft +3 Rf +5 Wi+1 14 +1 shortsword +3(3) dart +5(2) or net +5 favored enemy (vermin +2), swamp stride, wild empathy 30ft 20ft CR 1/2 B2 108

Legend

C = Colossal size
D = Diminutive Size
F = Fine size
G = Gargantuan size
H = Huge size
L = Large size
S = Small Size
T = Tiny Size

Aura
Armor Class
CR Challenge Rating
Combat Gear
CMD CMB
Ft Fortitude Save
Hit Points
Initiative
Melee Attack
Page(s)
Perception
Perception, lowlight vision
Perception, darkvision
Ranged Attack
Rf Reflex Save
Special Abilities/Qualities
Spells & Spell-like Abilities
Source(s)
Speed
Speed, burrow
Speed, climb
Speed, fly
Speed, swim
Wi Will Save

Grizzled Mercenary +0 +4 51 18 Ft +7 Rf +3 Wi +3 18 +8 flail +9/+4(8) or halberd +9(8) javelin +6(5) *potion of barkskin, potion of cure moderate wounds,* alchemist's fire (2), holy water 20ft CR 4 NPCX 180

Groaning Spirit *fear* +7 +20 | lifesense 85 | incorporeal, immune cold/electricity 17 Ft +7 Rf +6 Wi +10 | channel resistance +4, SR19, vulnerable *dispel evil* 24 +7 incorporeal touch +11(4 plus chill touch) keening 30ft CR 7 ToHC 164

Guard +0 +3 19 18 Ft +4 Rf +1 Wi -1 15 +5 | +7 sunder halberd +5(8) or sap +5(5 nonlethal) crossbow +3(5) 20ft CR 1 GMG 6, 28, 66, 136

Guard, Automaton +1 +3 19 | immune bleed 19 Ft +4 Rf +2 Wi -1 | immune mind-affecting 17 +6 | +8 sunder halberd +6(5+4) or sap +6(6 nonlethal) crossbow +4(5) 20ft CR 2 GMG 196

Guard Officer +1 +3 34 20 Ft +6 Rf +2 Wi +1 | +1 vs fear 18 +7 guisarme +9(5+5) or sap +7(6 nonlethal) net +5 or javelin +5(5) 20ft CR 3 GMG 48

Guardian Phantom Armor +5 +6 13 21 Ft +1 Rf +2 Wi +3 | channel resistance +2 15 +4 longsword +5(6) or 2 slams +4(4) freeze 30ft CR 2 B4 82

Guardian Scroll[T] +2 +0 27 | DR5/magic, immune bludgeoning, vulnerable fire 15 Ft +1 Rf +5 Wi +1 18 +5 | +9 grapple slice +9(5 plus 1 bleed and grab) constrict (5), smothering wrap 10ft 40ft CR 3 B5 128

Guecubu broken ground +8 +18 | tremorsense 104 | DR5/bludgeoning, immune electricity, resist cold 10 21 Ft +8 Rf +7 Wi +11 | channel resistance +2 29 +14 bite +14(10 plus misfortune), 2 slams +14(9 plus misfortune) *soften earth and stone, spike growth, spike stones, stone shape, transmute mud to rock, transmute rock to mud* 30ft 15ft | earth glide CR 8 B3 184

Gunpowder Ooze +0 -5 230 | immune cold, vulnerable fire 9 Ft +13 Rf +6 Wi +1 35 +25 | +29 grapple slam +23 (20 plus grab and gunpowder residue) blast +14 touch (21 plus gunpowder residue) blast, combust, constrict (20), gunpowder residue 20ft 20ft CR 14 B5 234

Harrying Brute +5 +11 45 20 Ft +7 Rf +7 Wi +9 | +2 vs enchantment, evasion, immune disease 25 +11 unarmed strike +10(8) or flurry of blows +10/+10/+5(8) dagger +6(6) high jump, ki pool, slow fall, stunning fist *potions of cure light wounds* (2), *potions of mage armor* (2), *potions of magic weapon* (2) 50ft CR 6 NPCX 122

Hastur, Great Old One unspeakable presence +26 +47 | *true seeing* 731 | DR15/epic and lawful, immune cold/sonic/ resist acid/electricity/fire 30 48 Ft +28 Rf +27 Wi +29 | immune ability damage/ability drain/aging/death/disease/energy drain/mind-affecting/paralysis/petrification, SR40 69 +41 4 tattered lash +41(16 plus bleed) *astral projection, demand, dimension door, dream, enervation, greater dispel magic, insanity, interplanetary teleport, mass suggestion, mirage arcana, nightmare, project image, quickened feeblemind, sending, symbol of death, symbol of fear, symbol of insanity, symbol of pain, symbol of persuasion, symbol of strife, symbol of stunning, symbol of weakness, veil, wish* bleed, fulvous dream, immortality, insanity, mythic power, otherworldly insight, reveal visage, sneak attack +10d6, yellow sign 80ft | *air walk, freedom of movement* CR 29 B4 264

Healer +1 +4 34 16 Ft +6 Rf +5 Wi +11 | +2 vs fear 12 +1 quarterstaff +3(1) sling +6(1) *create water, cure light wounds, cure moderate wounds, delay poison, endure elements, obscuring mist, read magic, remove disease, stabilize, web* *potions of cure light wounds* (2), *potion of cure moderate wounds, potions of lesser restoration* (2), *potion of mage armor, restorative ointment, scroll of animal trance, scroll of cure moderate wounds, scroll of neutralize poison, scroll of remove curse, scroll of remove disease, want of cure light wounds,* holy water, tanglefoot bag 20ft CR 7 NPCX 182

Hedge Wizard +1 +6 22 11 Ft +3 Rf +3 Wi +6 16 +2 dagger +2(2) dagger +3(2) *arcane mark, blindness/deafness, charm person, color spray, glitterdust, mage hand, mending, prestidigitation, unseen servant* familiar (raven), hand of the apprentice *potions of cure light wounds/darkvision/invisibility/levitate/protection from arrows/resist energy* 30ft CR 4 GMG 42

Heir Apparent +1 +3 22 17 Ft +1 Rf +2 Wi +3 17 +3 longsword +4(4) dagger +4(2) 20ft CR 2 NPCX 28, 66

Hell Hound, Nessian[L] +6 +12 | scent 126 | immune fire, vulnerable cold 24 Ft +13 Rf +10 Wi +5 33 +21 bite +20(19 plus 7 fire) breath weapon (35 fire) 40ft CR 9 B1 192

High Priest +0 +15 90 15 Ft +13 Rf +7 Wi +18 18 +8 dagger +8(1) crossbow +9(4) *aid, air walk, banishment, breath of life, calm emotions,* calming touch, *command, comprehend languages, create food and water, detect magic, dictum, dimensional anchor, discern lies, dispel magic, divine favor, enthrall, flame strike, greater magic weapon, guidance, heal, heroes' feast, hide from undead, hold person,* inspiring word, *light, magic vestment, order's wrath, prayer, protection from chaos, protection from energy, read magic, repulsion, sanctuary, searing light, shield of faith, sound burst, spiritual weapon, status, summon monster V, summon monster VII, telepathic bond, tongues, true seeing, word of recall* channel positive energy, unity *lesser metamagic rods* (extend, silent), *wand of eagle's splendor, wand of silence* 30ft CR 12 GMG 232

Hobgoblin Lieutenant +2 +9 47 17 Ft +8 Rf +7 Wi +3 20 +8 2 sickles +8(6) longbow +7(4) favored enemy (elves +2, humans +4) 20ft CR 4 MX 8

Sources

AB *Advanced Bestiary*	DG: *Dungeons of Golarion*	ISB: *Inner Sea Bestiary*	OB: *Occult Bestiary*	ToHC *Tome of Horrors Complete*
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BHOH *Belkzen, Hold of the Orc Hordes*	HA: *Horror Adventures*	MB *Midgard Bestiary*	RRT *Riyal's Research: Traps*	UR *Undead Revisited*
CE: *Crypt of the Everflame*	HotJ: *Heart of the Jungle*	MX *Monster Codex*	SMT: *Simple Monster Templates*	WGK *The War of the Goblin King*
Cr *Core Rulebook*	HW: *Heroes of the Wild*	NLFS: *Numeria, Land of Fallen Stars*	SW: *Snow White*	
D20 d20pfsrd.com	IS: *Isles of the Shackles*	NPCX *NPC Codex*	TG: *Technology Guide*	

Hobgoblin Sergeant +2 +2 33 17 Ft +6 Rf +3 Wi+3 | +1 vs fear 17 +5 longsword +6(6) longbow +6(4) 30ft CR 2 MX 8

Hollow Serpent[L] desiccation aura +9 +17 | lifesense 230 | DR10/magic and silver, fast healing 10 31 Ft +14 Rf +17 Wi+18 | channel resistance +4 43 +25 | +29 grapple 2 bites +23(32 plus grab) *horrid wilting, waves of exhaustion* channel negative energy, constrict, energy drain, *freedom of movement,* life-draining coils, swift strike 50ft 50ft CR 16 B3 234

Holy Warrior, Vampire +3 +4 58 | DR10/magic and silver, resist cold/electricity 10 28 Ft +8 Rf +9 Wi+7 | channel resistance +4 27 +12 greatsword +13/+8(14) blood drain, change shape, children of the night, create spawn, dominate, energy drain, gaseous form, shadowless, spider climb 20ft CR 7 GMG,B1 170

Høyonde +2 +13 | snow vision 119 | immune cold, vulnerable fire 23 Ft +13 Rf +6 Wi+7 29 +20 greatclub +17/+12(19) or 2 slams +16(11)*animate dead, death knell, magic circle against good* (constant), *speak with dead* channel negative energy, negative energy affinity 40ft CR 9 IWG 206

Høyonde, Advanced +4 +15 | snow vision 147 | immune cold, vulnerable fire 27 Ft +15 Rf +8 Wi+9 33 +22 greatclub +19/+14(21) or 2 slams +18(13)*animate dead, death knell, magic circle against good* (constant), *speak with dead* channel negative energy, negative energy affinity 40ft CR 10 IWG 204

Huecuva faithlessness +6 +5 16 | DR5/magic or silver 15 Ft +2 Rf +3 Wi+4 15 +3 2 claws +4(3 plus disease) false humanity 30ft CR 2 B3 94, 156

Humbaba[C] prismatic aura +7 +32 | *true seeing* 341 | fast healing 10, immune fire/sonic 34 Ft +17 Rf +16 Wi+22 | immune blindness/death, SR30 28 +45 longsword +29/+24/+19/+14(43) or 2 slams +29(24) rock +18(31) *destruction, earthquake, greater shout, power word stun* breath weapon (20d6 fire) 60ft CR 19 B3 250

Hungry Flesh -3 -5 | scent 47 | regeneration 5 8 Ft +6 Rf -2 Wi-4 14 +7 | +11 grapple slam +5(7 plus disease and grab) amorphous, compression, constrict (10 plus disease), monstrous growth, reactive regeneration, slime trail 20ft 20ft CR 3 B4 88

Hungry Flesh, Advanced[L] -1 -3 | scent 57 | regeneration 5 10 Ft +6 Rf +0 Wi-4 18 +9 | +13 grapple slam +7(10 plus disease and grab) amorphous, compression, constrict (10 plus disease), monstrous growth, reactive regeneration, slime trail 20ft 20ft CR 4 B4 222

Hydra, Twelve-Headed, Awakened, Mighty, Mythic[H] +6 +35 | blindsight, scent 186 | DR20/epic, fast healing 12 27 Ft +18 Rf +17 Wi+12 | immune ability damage/ability drain/bleed/disease/energy drain/mind-affecting/paralysis/petrification/poison/polymorph, SR32 40 +29 12 bites +26(13) divine regeneration, hydra traits, improved mythic power, mythic surge, pounce, push, regenerate head, ur energy 40ft 40ft CR 22 AB 238

Ice Cube Ooze[L] -3 -5 | blindsight 58immune cold/electricity, vulnerable fire 5 Ft +11 Rf -2 Wi-4 13 +6 slam +4(5 plus 3 acid) engulf, freezing embrace, paralysis, transparent 15ft 15ft CR 6 — 210

Ice Elemental, Elder[H] +9 +19 | snowvision 152 | DR10/—, immune cold, vulnerable fire 24 Ft +14 Rf +17 Wi+5 44 +28 2 slams +24(21 plus 9 cold) ice glide, icewalking, numbing cold 20ft 20ft 60ft CR 11 B2 232

Immortal Ichor +7 +25 | blindsense 270 | DR15/— regeneration 10, immune acid/bludgeoning/electricity/piercing, resist cold 30 32 Ft +16 Rf +9 Wi+11 | immune mind-affecting 34 +20 | +24 grapple slam +21(28 plus 1 Wis drain) *charm monster, charm person, control undead, creeping doom, detect thoughts, insect plague, mind fog, nightmare,* quickened *charm person, summon swarm, telekinesis* amorphous, compression, corrupt ally, no breath 20ft 20ft CR 17 B4 250

Improvised Hurler +7 +22 91 28 Ft +13 Rf +15 Wi+16 | +2 vs enchantment/magic, immune disease/poison, improved evasion, SR25 37 +19 | +21 trip unarmed strike +16/+11/+6(12) improvised thrown weapon +15(8) abundant step, diamond body, flurry of blows, hatred, high jump, purity of body, quivering palm, slow fall, stunning fist, wholeness of body *oil of greater magic weapon* (3), *oil of mending* (5), *potion of barkskin, potion of cat's grace, potions of cure serious wounds* (2) 70ft CR 14 NPCX 250

Initiate +0 +2 16 12 Ft +4 Rf +1 Wi+4 | +2 vs good, evasion 11 +1 spear +1(4) dart +1(2) *burning hands, detect good, detect magic, light, read magic, protection from good* *scroll of burning hands* (2), *scroll of cure light wounds* (2), *scroll of obscuring mist, scroll of sleep* 30ft CR 1 NPCX 14, 24

Intellect Devourer +10 +19 | blindsight 60ft, *detect magic* 84 | DR10/adamantine and magic, immune fire/mind-affecting , resist cold/electricity/sonic 20 22 Ft +7 Rf +8 Wi +8 | SR23, vulnerable *protection from evil* 11 +6 4 claws +13(3) *confusion, cure moderate wounds, daze monster, detect magic, globe of invulnerability, inflict serious wounds, invisibility, reduce size* body thief, sneak attack +3d6 40ft CR 8 B1 160

Inevitable, Kolyarut +8 +22 158 | DR10/chaotic, regeneration 5 26 Ft +14 Rf +10 Wi+11 | SR23 32 +18 bastard sword +20/+15/+10(13), slam +13(10) *discern lies, disguise self, enervation, fear, geas/quest, hold monster, hold person, invisibility, locate creature, mark of justice,* quickened *suggestion, suggestion, vampiric touch* constructed 30ft CR 12 B2 178, 220

Legend

C = Colossal size
D = Diminutive Size
F = Fine size
G = Gargantuan size
H = Huge size
L = Large size
S = Small Size
T = Tiny Size

Aura
Armor Class
CR Challenge Rating
Combat Gear
CMD CMB
Ft Fortitude Save
Hit Points
Initiative
Melee Attack
Page(s)
Perception
Perception, lowlight vision
Perception, darkvision
Ranged Attack
Rf Reflex Save
Special Abilities/Qualities
Spells & Spell-like Abilities
Source(s)
Speed
Speed, burrow
Speed, climb
Speed, fly
Speed, swim
Wi Will Save

Inevitable, Marut[L] +3 +26 | *true seeing* 214 | DR15/ chaotic, regeneration 10 30 Ft +16 Rf +8 Wi+13 | SR26 43 +29 2 slams +27(19 plus 11 electricity or sonic and blindness or deafness) *chain lightning, circle of death, dimension door, earthquake, fear, geas/quest, greater command, greater dispel magic, locate creature, mark of justice, mass inflict light wounds, plane shift, wall of force* constructed, fists of lightning and thunder 30ft | *air walk* CR 15 B2 242

Investigator Wizard +8 +5 22 18 Ft +2 Rf +3 Wi+5 15 +1 club +1(2) crossbow +4(4) *cat's grace, comprehend languages, dancing lights, detect magic, detect poison, detect thoughts,* diviner's fortune, *feather fall, mage armor, magic missile, message* arcane bond, forewarned *potion of cure moderate wounds, scroll of detect thoughts, scroll of knock, scroll of locate object, scrolls of sleep* (2), *wand of color spray* 30ft CR 3 NPCX 66

Invisible Stalker +8 +12 80 20 Ft +11 Rf +11 Wi+4 25 +11 2 slams +12(11) improved tracking, natural invisibility 30ft 30ft CR 7 B1 164

Jabberwock[H] frightful presence +5 +38 | blindsight, scent, *true seeing* 455 | DR15/vorpal, fast healing 15, immune fire, resist acid/electricity/sonic 30, vulnerable cold 40 Ft +26 Rf +20 Wi+24 | immune paralysis/sleep, SR31 57 +41 | +45 grapple bite +37(37), 2 claws +37(24 plus grab), tail slap +32(28), 2 wings +32(10) 2 eye rays +29 touch (52 fire plus burn) burble, burn, fear of vorpal weapons, planar acclimation, whiffling 40ft 80ft CR 23 B2 262

Jellyfish, Death's Head[S] +3 +0 15 | DR5/ piercing or slashing 14 Ft +6 Rf +3 Wi+0 | immune mind-affecting 14 +1 2 tentacles +3(2 plus poison) amorphous, compression 20ft CR 1 B3 72

Jellyfish, Giant[L] +2 +0 94 | DR10/piercing or slashing 11 Ft +12 Rf +5 Wi+3 | immune mind-affecting 23 +11 4 tentacles +9(7 plus poison) amorphous, compression 20ft CR 7 B2 166

Jellyfish, Sapphire[H] +4 +1 | blindsense 138 | DR10/ piercing or slashing, immune electricity 24 Ft +15 Rf +7 Wi +5 | immune mind-affecting 33 +19 4 tentacles +15(12 plus poison) amorphous, compression 30ft CR 11 B3 234

Jellyfish Swarm[D] +1 +0 54 | immune weapon damage 15 Ft +8 Rf +5 Wi+4 swarm (11 plus poison) distraction, compression 20ft CR 7 B2 166

Jinmenju[H] unsettling drone +3 +17 | all-around vision, blindsense 149 25 Ft +14 Rf +5 Wi+5 | immune poison 28 +19 bite +15(15), 2 slams +16(12) *sculpt sound, share memory, shout,* enticing head-fruits, intoxicating stench 10ft CR 11 B4 204

Jubjub Bird[H] +2 +24 | scent 230 | fast healing 10, immune acid 31 Ft +18 Rf +14 Wi+11 | SR26 48 +35 | +39 grapple bite +31(30 plus grab), 2 talons +31(17) adaptive defense, deadly bite, planar acclimation, shriek, swallow whole 50ft 20ft CR 15 B3 262

Kawa Akago[S] +7 +10 26 | resist fire 10 16 Ft +6 Rf +4 Wi+2 18 +5 2 bites +8(6) blood-burning fangs, wail of the water's dead 20ft 30ft CR 3 B5 48, 204

Kongamato[H] +7 +23 261 | DR10/magic, resist acid/ cold electricity/fire 10 29 Ft +19 Rf +16 Wi+13 | SR26, immune paralysis/sleep 45 +32 bite +28(19), 2 claws +28(16), tail slap +26(13), 2 wings +26(10) wailing dive, breath weapon (49 sonic), compression, piercing beak 40ft 160ft CR 15 B3 230

Kyton, Augur[T] +7 +7 | *deathwatch* 19 | DR5/ good or silver, immune cold, regeneration 2 17 Ft +2 Rf +8 Wi+4 13 +4 gore +4(1 plus bleed) *bleed, commune, inflict light wounds, mage hand, open/close* bleed, unnerving gaze 20ft 50ft CR 2 B3 248

Kyton, Eremite +12 +34 | *true seeing* 310 | DR15/ good or silver, immune cold/nonlethal, regeneration 15, SR31 38 Ft +22 Rf +16 Wi+19 | immune fear/pain 49 +30 | +34 grapple bite +30(17 plus pain), 2 claws +30(17 plus grab and pain), 2 wings +25(9 plus pain) *binding, glade barrier, dimensional lock, forecage, greater teleport, greater shadow evocation, heal, inflict critical wounds, insanity, mass inflict critical wounds, plane shift, shades, shadow walk, symbol of pain, trap the soul, telekinesis, wall of force* evisceration, graft flesh, traveler, unnerving gaze 40ft 60ft CR 20 B3 248

Kyton, Interlocutor[L] +7 +23 147 | DR10/good or silver, immune cold, regeneration 5, SR23 26 Ft +14 Rf +9 Wi+17 36 +22 4 claws +20(11 plus bleed) *bleed, breath of life, cure serious wounds, plane shift, restoration, stabilize* bleed, poison, rend (2 claws), surgical strikes, unnerving gaze 40ft CR 12 B3 248

Kyton, Sacristan +3 +17 126 | DR10/good or silver, immune cold, regeneration 5, SR21 22 Ft +13 Rf +7 Wi+10 30 +17 | +19 bull rush spiked chain +18/+13/+8(12) or 2 claws +17(7) shadow scream, unnerving gaze 30ft CR 10 B4 248

Lamia +3 +15 67 20 Ft +7 Rf +9 Wi+11 28 +14 dagger +13/+8(6), touch +7(2 Wisdom drain), 2 claws +7(4) *charm monster, deep slumber, disguise self, major image, mirror image, suggestion, ventriloquism* 60ft CR 6 B1 200

Lamia Matriarch +4 +3 102 21 Ft +7 Rf +12 Wi +11 | immune mind-affecting , SR19 32 +18 scimitars +14/+14/+9/+9/+4(9 plus 1 Wisdom drain per round) or touch +16(2 Wisdom drain) *charm monster, cure light wounds, dancing lights, daze, death knell, detect magic, divine favor, ghost sound, haste, invisibility, mage hand, magic missile, mending, prestidigitation* change shape 40ft 40ft 40ft CR 8 B2 200

Sources

AB *Advanced Bestiary*	DG: *Dungeons of Golarion*	ISB: *Inner Sea Bestiary*	OB: *Occult Bestiary*	ToHC *Tome of Horrors Complete*
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D20 d20pfsrd.com	IS: *Isles of the Shackles*	NPCX *NPC Codex*	TG: *Technology Guide*	

Leech Swarm[D] +4 +0 | blindsight 39 | immune weapon damage 18 Ft +7 Rf +6 Wi +2 | immune mind-affecting swarm (7 plus poison) blood drain, distraction, susceptible to salt 5ft 30ft CR 4 B1 132

Leprechaun[S] +7 +17 18 | DR5/cold iron 14 Ft +2 Rf +7 Wi +6 | SR13 club +7(3) *color spray, dancing lights, fabricate, ghost sound, invisibility, mage hand, major creation, major image, prestidigitation, shillelagh, ventriloquism* leprechaun magic 40ft CR 2 B2 30

Leshy, Gourd[S] +2 +2 9 | immune electricity/sonic 13 Ft +4 Rf +2 Wi +0 9 -3 slam -1(1 plus ensnare) seed +3(1 plus ensnare) *pass without trace* change shape, keepsake, sneak attack +1d6, verdant burst 20ft CR 1 B3 48

Leshy, Leaf[S] +1 +1 5 | immune electricity/sonic 13 Ft +2 Rf +1 Wi +1 8 -3 shortspear +2(1) seedpods +2 touch (1 plus deafen) *pass without trace* change shape, verdant burst 20ft 10ft 10ft | glide CR 1/2 B3 48, 88, 134

Lesser Death misfortune, unnatural aura +14 +6 | *see invisibility*, status sight 276 31 Ft +17 Rf +19 Wi +20 | channel resistance +4, SR19 47 +27 scythe +30/+30/+25/+20/+15(19 plus energy drain) *calls spirit, finger of death, haste* (constant), *plane shift, slay living* energy drain 60ft | *air walk* CR 16 B5 246

Lich, Elf fear +5 +33 172 27 Ft +14 Rf +14 Wi +19 | +2 vs enchantment, +4 vs mind-affecting, channel resistance +4, immune sleep 27 +9 touch +9(14 plus paralyzing touch) or quarterstaff +9/+4(2) and touch +4(14 plus paralyzing touch) *baleful polymorph, break enchantment, chain lightning, charm person, cloudkill, detect magic, dimension door, discern location, dispel magic, feeblemind, forcecage, foresight, greater dispel magic, greater invisibility, greater shout, ice storm, invisibility, light, mage armor, mage hand, magic missile, mass charm monster, maximized disintegrate, meteor swarm, mind blank, mirror image, moment of prescience, prismatic spray, protection from energy, read magic, resist energy, shatter, spell turning, stinking cloud, stoneskin, suggestion, summon monster IX, teleport, time stop, tongues, true seeing, vampiric touch, wall of force, web* hand of the apprentice, metamagic mastery, *mind blank, moment of prescience,* never surprised, paralyzing touch, rejuvenation, spell turning 20ft CR 21 — 258

Lich, Mythic fear +13 +29 | spell perception 209 | DR15/bludgeoning and epic and magic, immune cold/electricity 36 Ft +16 Rf +9 Wi +21 | channel resistance +8 22 +8 heavy mace +9/+4(4), touch +3(10 plus paralyzing touch) *align weapon, antimagic field, bane, bestow curse, blade barrier, blasphemy, bleed, calm emotions, cause fear, chaos hammer, contagion, darkness, deathwatch, desecrate, destruction, detect magic, dispel good, dispel magic,* dispelling touch, *entropic shield, ethereal jaunt, flame strike, freedom of movement, greater command, harm, hold person, identify, invisibility purge, meld into stone, obscuring mist, poison, protection from energy, purify food and drink, read magic, resist energy, slay living, spell immunity, spiritual weapon,* touch of evil, *unholy blight* channel negative energy, hand of the acolyte, inspired spell, mythic phylactery, mythic power, mythic spells, paralyzing touch, rejuvenation, scythe of evil 30ft CR 17 MA 264

Lightning Elemental, Elder[H] +14 +19 136 | DR10/—, immune electricity 25 Ft +13 Rf +20 Wi +7 47 +26 2 slams +24(17 plus 9 electricity) metal mastery, spark leap 100ft CR 11 B2 250

Lightning Elemental, Large[L] +10 +11 60 | DR5/—, immune electricity 18 Ft +8 Rf +12 Wi +2 19 +12 2 slams +13(7 plus 3 electricity) metal mastery, spark leap 100ft CR 5 B2 106

Lion Tamer[S] +3 +15 86 23 | +4 vs giants Ft +6 Rf +13 Wi +10 | +2 vs illusion, +4 vs bardic performance/sonic 25 +13 | +17 disarm/trip whip +17/+12/+7(2 nonlethal plus 3 electricity) *animal trance, animate rope,charm person, cat's grace, charm monster, cure critical wounds, dancing lights, dancing lights, daze, disguise self, dominate person, flare, ghost sound, glibness, greater heroism, greater invisibility, haste, hideous laughter, mage hand, mass suggestion, mending, mirror image, mislead, prestidigitation, pyrotechnics, rage, speak with animals, speak with animals, summon monster I, summon monster II, summon monster III, summon monster IV, summon monster V, ventriloquism* countersong, dirge of doom, distraction, fascinate, frightening tune, hatred, inspire competence, inspire courage, inspire greatness, inspire heroics, soothing performance, *suggestion* *potion of invisibility, scroll of bull's strength, scroll of cat's grace, wand of cure moderate wounds* 20ft CR 14 NPCX 250

Living Mirage[G] +0 -5 114 | DR10/magic, immune sonic, resist cold/fire 10 6 Ft +8 Rf +4 Wi -1 23 +13 touch +5(28 plus desiccation) consuming mirage, desiccation, gaseous, natural invisibility, project mirage 20ft CR 9 B5 204

Lotus Tree[G] +10 +40 | *detect thoughts*, thoughtsense, tremorsense 356 | DR15/cold iron and slashing, resist cold/electricity/fire 30 39 Ft +23 Rf +15 Wi +19 | immune daze 51 +35 4 slams +28(31) *animate plants, create greater mindscape, dream council, dream scan, dream voyage, greater dispel magic, id insinuation, mass suggestion, microcosm, mind probe, mind thrust, nightmare, psychic image, weird* hope theft 10ft 5ft 40ft CR 20 B5 250

Lurker Above[H] +5 +5 | scent 85 | DR10/piercing or slashing, resist cold/fire 10 19 Ft +7 Rf +4 Wi +9 30 +19 | +23 grapple slam +15(26 grab) constrict (26), light sensitivity, smother 10ft 5ft 40ft CR 7 B4 140

Mad Prophet madness +5 +17 97 19 | +4 vs giants Ft +11 Rf +7 Wi +13 | +2 vs illusions 17 +6 heavy mace +9/+4(2) *bleed, blindness/deafness, cause fear, confusion, cure moderate wounds, dancing lights, detect poison, doom, entropic shield, ghost sound, hold person, invisibility purge, light, lesser confusion,* lore keeper, *obscuring mist, prayer, prestidigitation, read magic, remote viewing, resist energy, searing light, shield of faith, slay living, speak with animals, summon monster IV, true seeing, tongues, touch of idiocy,* vision of madness channel negative energy, countersong, distraction, epic tales, fascinate, inspire courage, hatred *potion of cure serious wounds, potion of fly, scroll of flame strike, scroll of summon monster V, scroll of summon monster VI* 20ft CR 12 NPCX 220

Legend

C = Colossal size
D = Diminutive Size
F = Fine size
G = Gargantuan size
H = Huge size
L = Large size
S = Small Size
T = Tiny Size

Aura
Armor Class
CR Challenge Rating
Combat Gear
CMD CMB
Ft Fortitude Save
Hit Points
Initiative
Melee Attack
Page(s)
Perception
Perception, lowlight vision
Perception, darkvision
Ranged Attack
Rf Reflex Save
Special Abilities/Qualities
Spells & Spell-like Abilities
Source(s)
Speed
Speed, burrow
Speed, climb
Speed, fly
Speed, swim
Wi Will Save

Magma Elemental, Medium +3 +7 30 | immune fire, vulnerable cold 16 Ft +6 Rf +3 Wi +1 15 +6 slam +6(6 plus burn) lava puddle 100ft CR 5 B2 120

Magus +3 +14 63 22 Ft +6 Rf +6 Wi +8 19 +6 longsword +10/+5(5) *arcane mark, arcane sight, blur, burning hands, elemental touch, detect magic, dispel magic, haste, invisibility, light, magic missile, ray of enfeeblement, open/close, read magic, scorching ray, shield, true strike* arcane pool, knowledge pool, arcane accuracy, empowered magic, spell combat, spellshield, spellstrike, spell recall *potions of cure moderate wounds* (2), *scroll of fireball* 30ft CR 7 UM 56

Mandragora[S] +4 +9 37 | resist acid/cold 5, resist electricity 10 17 Ft +7 Rf +7 Wi +2 | vulnerable supernatural darkness 18 +4 | +8 grapple bite +8(5 plus grab), 2 slam +8(4) blood drain, shriek 40ft 10ft 40ft CR 4 B2 204

Master Entertainer[S] +1 +2 45 12 | +4 vs giants Ft +3 Rf +6 Wi +7 | +2 vs illusions 15 +4 dagger +7/+2(1) dagger +10/+5(1) *dancing lights, ghost sound, prestidigitation, speak with animals* hatred *potion of cure moderates wounds, scrolls of cat's grace* (2), *scroll of major image, scroll of shrink item, wand of invisibility, wand of prestidigitation, wand of pyrotechnics, wand of silent image*, alchemist's fire (2), thunderstones (2) 20ft CR 8 NPCX 200

Maven +1 +0 13 11 Ft +2 Rf +2 Wi +3 11 +0 dagger +1(1) dagger +5(1) *commune, cause fear, detect good, detect magic, invisibility* hand of the apprentice *scroll of magic circle against chaos, wand of silent image, wand of sleep* 30ft CR 2 D20 16

Mayor +0 +2 31 15 Ft +4 Rf +4 Wi +9 14 +4 rapier +7(2) dagger +5(1) *potion of cure moderate wounds, potion of heroism* 35ft CR 5 NPCX 180

Medusa +6 +16 | all-around vision 76 15 Ft +6 Rf +8 Wi +7 20 +8 dagger +10/+5(2), snake bite +5(2 plus poison) longbow +11/+6(4) petrifying gaze 30ft CR 7 B1 164

Medusa, Mythic +10 +18 | all-around vision 115 23 Ft +7 Rf +11 Wi +8 22 +9 dagger +10/+5(5), snake bite +5(2 plus poison) longbow +13/+8(4) mythic power, petrifying gaze, poison, poison weapons, summon snake, unpetrify 30ft 60ft CR 9 MA 230

Memory Child[S] +2 +15 68 | DR10/silver 16 Ft +8 Rf +6 Wi +10 19 +0 touch +9(2 plus thought consumption) *detect thoughts* mind flood 30ft CR 6 ToHC 72

Merrow, Saltwater[H] +3 +7 80 19 Ft +11 Rf +5 Wi +4 27 +14 | +18 grapple 2 claws +11(11 plus grab) javelin +6(14) amphibious 40ft 40ft CR 6 B2 166

Mi-Go +5 +12 | blindsight 66 | DR5/slashing, immune cold, resist electricity/fire 10 20 Ft +10 Rf +7 Wi +4 24 +8 | +12 grapple 4 claws +10(5 plus grab) evisceration, grab, sneak attack +2d6 30ft 50ft CR 6 B4 148, 248

Mimic +5 +14 52 | immune acid 16 Ft +5 Rf +5 Wi +6 20 +9 slam +10(10 plus adhesive) constrict (10), mimic object 10ft CR 4 B1 104

Mindslaver Mold[S] +7 +8 30 | resist acid 10, SR14 15 Ft +7 Rf +4 Wi +2 | avoidance 12 -2 spore pod +7 touch (spores) *dominate person* infestation, spores 5ft CR 3 B4 20, 204

Minotaur, Advanced[L] +2 +12 57 18 Ft +8 Rf +7 Wi +7 | natural cunning 25 +13 greataxe +11/+6(120) and gore +6(7) natural cunning, powerful charge 30ft CR 5 B1 32

Minotaur, Automaton[L] +1 +10 45 | immune bleed 14 Ft +6 Rf +6 Wi +5 | immune mind-affecting 22 +12 greataxe +10/+5(11+9) and gore +5(6) powerful charge 30ft CR 5 B1 196

Mohrg +8 +23 91 23 Ft +6 Rf +10 Wi +9 30 +15 | +19 grapple 2 slams +15(14 plus grab), tongue +10 melee touch (paralysis) 30ft CR 8 B1 156, 162

Monastic Sniper +3 +85 85 24 Ft +11 Rf +13 Wi +14 | +4 vs enchantments, immune disease/poison/sleep, improved evasion, SR23 33 +15 | +17 disarm rapier +12/+7(6) or unarmed strike +11/+6(5) or unarmed strike flurry of blows +13/+13/+8/+8/+3(5) abundant step, diamond body, diamond soul, elven magic, fast movement, flurry of blows, high jump, ki pool, maneuver training, purity of body, slow fall, stunning fist, weapon familiarity, wholeness of body *elixir of truth, potion of blur, potions of comprehend languages* (2), *potions of cure moderate wounds* (2), *potion of cure serious wounds, potion of glibness* 70ft CR 12 NPCX 232

Mu Spore[C] +3 +43 | blindsight 418 | DR10/epic, fast healing 10, resist acid 30 37 Ft +26 Rf +11 Wi +19 56 +47 | +51 grapple bite +32(226 plus grab), 4 tentacles +27(13+8 plus grab) constrict, grasping tendrils, spore cough, swallow whole 40ft 30ft CR 21 B2 264

Mummy despair +2 +16 60 | DR5/—, vulnerable fire 16 Ft +4 Rf +2 Wi +8 23 +13 slam +14(14 plus mummy rot) 20ft CR 5 B1 82, 86, 92, 111, 156

Mummy, Charred despair +4 +18 76 | DR5/—, immune fire, vulnerable cold 20 Ft +6 Rf +4 Wi +10 27 +15 slam +16(4+12 plus mummy rot) 20ft CR 6 — 130

Myrmecoleon[H] -2 +9 135 | DR 5/epic, ferocity, immune acid 24 Ft +12 Rf +7 Wi +4 24 +18 | +22 grapples mandibles +14(18+9 plus grab) blood drain (1 Con), constrict (18+9), death throes, mythic power, scalding spray, trample (18) 30ft 20ft 20ft CR 10 B4 212

Naga, Dark[L] +5 +19 85 22 Ft +7 Rf +10 Wi +9 | +2 vs charm, immune poison 26 +10 bite +8(4), sting +8(5+2 plus poison) *cat's grace, daze, detect magic, displacement, expeditious retreat, invisibility, light, lightning bolt, mage hand, magic missile, open/close, ray of enfeeblement, ray of frost, read magic, scorching ray, shield, silent image* guarded thoughts 40ft CR 8 B1 160

Sources

AB *Advanced Bestiary*	DG: *Dungeons of Golarion*	ISB: *Inner Sea Bestiary*	OB: *Occult Bestiary*	ToHC *Tome of Horrors Complete*
AP##: Adventure Path Issue #	DMC: *Dead Man's Chest*	ISG *Inner Sea Gods*	OM: *Occult Mystery*	TW: *The Worldwound*
ARG *Advanced Race Guide*	FR: *Fey Revisited*	IWG: *Into the Wintery Gale*	PB: Paizo blog	UC *Ultimate Combat*
B# *Bestiary Volumne #*	GMG: *Game Mastery Guide*	MA: *Mythic Adventures*	RG: *Rival Guide*	UM *Ultimate Magic*
BHOH *Belkzen, Hold of the Orc Hordes*	HA: *Horror Adventures*	MB *Midgard Bestiary*	RRT *Riyal's Research: Traps*	UR *Undead Revisited*
CE: *Crypt of the Everflame*	HotJ: *Heart of the Jungle*	MX *Monster Codex*	SMT: *Simple Monster Templates*	WGK *The War of the Goblin King*
Cr *Core Rulebook*	HW: *Heroes of the Wild*	NLFS: *Numeria, Land of Fallen Stars*	SW: *Snow White*	
D20 d20pfsrd.com	IS: *Isles of the Shackles*	NPCX *NPC Codex*	TG: *Technology Guide*	

Naga, Dark, Devilbound[L] +5 +19 | see in darkness 95 | resist fire 30, regeneration 5 27 Ft +8 Rf +11 Wi +10 | +2 vs charm, immune poison 27 +10 bite +8(4), sting +8(7 plus poison) *cat's grace, clairaudience/clairvoyance, daze, detect magic, displacement, expeditious retreat, invisibility, light, lightning bolt, mage hand, magic missile, open/close, ray of enfeeblement, ray of frost, read magic, scorching ray, shield, silent image,* summon, *summon swarm* contract bound, guarded thoughts 40ft CR 9 B1,B4 118

Naga, Guardian[L] +6 +23 114 24 Ft +9 Rf +12 Wi +12 31 +15 bite +13(13) spit +14 touch (poison) *cure light wounds, cure serious wounds, daze, detect magic, detect thoughts, dispel magic, divine favor, divine power, expeditious retreat, greater invisibility, lesser restoration, light, lightning bolt, mage armor, mage hand, magic missile, open/close, ray of frost, read magic, scorching ray, see invisibility, stabilize* 40ft CR 10 B1 232

Naga, Water[L] +6 +17 76 20 Ft +7 Rf +10 Wi +9 28 +12 bite +10(12 plus poison), tail slap +5(6) *acid arrow, acid splash, detect magic, expeditious retreat, invisibility, light, mage hand, mirror image, obscuring mist, open/close, protection from energy, read magic, shield, suggestion, true strike* amphibious 40ft CR 7 B3 166

Necrophidius +3 +0 36 | DR5/bludgeoning 15 Ft +1 Rf +4 Wi +1 19 +6 bite +6(8 plus paralysis) dance of death 30ft CR 3 B2 30

Negative Energy Elemental, Greater negative energy +13 +16 123 | DR10/— 26 Ft +8 Rf +17 Wi +8 40 +20 2 slams +21(14 plus 9 negative energy plus energy drain) channel negative energy, death throes, energy drain 60ft CR 10 ToHC 154

Nemhain +12 +28 225 | incorporeal 26 Ft +13 Rf +16 Wi +20 | channel resistance +4, immune cold, resist acid/fire 10 39 +21 incorporeal touch +21(13 plus 3 Con drain) *antilife shell, harm, slay living, telekinesis, wall of force* bound spirits, rejuvenation 30ft CR 15 B5 230, 260

Night Hag +4 +16 92 | DR10/cold iron and magic, immune fire 25 Ft +14 Rf +8 Wi +11 | immune charm/cold/fear/sleep, SR24 27 +13 2 claws +13(7), bite +13(12 plus disease) *deep slumber, detect chaos detect evil, detect good, detect law, detect magic, etherealness, invisibility, magic missile, ray of enfeeblement, soul bind* change shape, dream haunting, heartstone 30ft CR 9 B1 74, 182

Nightwalker Nightshade desecrating aura +2 +29 | darksense, *detect magic* 241 | DR15/good and silver 31 Ft +14 Rf +11 Wi +19 | SR27 41 +29 2 claws +28(26 plus 14 cold) *air walk, cone of cold , confusion , contagion , deeper darkness, detect magic, finger of death , greater dispel magic, haste, hold monster , invisibility, magic fang, plane shift , quickened unholy blight , summon, unholy blight* channel energy, fear gaze, light aversion, swift sundering 40ft CR 16 B2 234, 254

Notorious Foil[S] +3 +14 114 25 Ft +10 Rf +18 Wi +12 | +2 vs fear, +4 vs bardic performance/sonic 31 +13 rapier +21/+16/+11(6) +20/+15/+10(2) *animate objects, cat's grace, charm monster, charm person, comprehend languages, confusion, cure critical wounds, detect magic, detect thoughts, dimension door, disguise self, displacement, dominate person, flare, freedom of movement, glitterdust, grease, greater dispel magic, haste, hideous laughter, invisibility, irresistible dance, light, locate creature, message, mirror image, mislead, prestidigitation, project image, scrying, see invisibility, shadow evocation, silence, silent image, song of discord* bardic performance, countersong, dirge of doom, distraction, fascinate, frightening tune, inspire competence, inspire courage, inspire greatness, inspire heroics, soothing performance 20ft CR 16 NPCX 234, 250

Nulmind[S] mind drain +8 +27 142 25 Ft +15 Rf +11 Wi +12 | SR22 25 +10 spore +16 touch (mind spores) *ego whip, id insinuation, mental barrier, mind thrust IV* devour magic, mind spores 10ft 10ft CR 11 B5 204, 246

Nymph blinding beauty +5 +14 60 | DR10/cold iron 23 Ft +13 Rf +18 Wi +16 27 +9 dagger +10(2) *call lightning, barkskin, charm animal, cure moderate wounds, detect magic, flame blade, endure elements, entangle, guidance, light, obscuring mist, produce flame, resist energy, stabilize, summon nature's ally IV, tree shape, water breathing* inspiration, stunning glance, unearthly grace, wild empathy 30ft 30ft CR 7 B1 76, 132

Ochre Jelly[L] -5 -5 | blindsight 63 | immune electricity, mind-affecting , slashing and piercing damage, split 4 Ft +8 Rf -3 Wi -3 12 +7 | | +11 grapple slam +5(8 plus 2 acid and grab) constrict (8 plus 2 acid) 10ft 10ft CR 5 B1 132

Ogre[L] -1 +5 30 17 Ft +6 Rf +0 Wi +3 18 +9 greatclub +7(16) javelin +1(9) 30ft CR 3 B1 98

Ogre Boss[L] +2 +7 76 21 Ft +12 Rf +0 Wi +5 | +1 vs fear 24 +16 greatsword +16/+11(25) javelin +4(12) *potions of cure light wounds* (2), *potion of cure moderate wounds, bag of tricks* (gray) 30ft CR 7 MX 114

Ogre Brute[L] +1 +13 88 17 Ft +14 Rf +3 Wi +8 25 +16 greataxe +15/+10(25) javelin +5/+0(13) rage, rage scent *potions of cure light wounds* (2), *potion of cure moderate wounds* 50ft CR 6 MX 114

Ogre Glutton[L] +2 +14 155 20 | DR1/— Ft +16 Rf +6 Wi +9 | +4 vs magic 33 +22 | +26 grapple greataxe +21/+16/+11(27), bite +15(19 plus animal fury) or unarmed strike +20/+15/+10(17) animal fury, improved uncanny dodge, rage, scent, strength surge, superstition, trap sense *potions of cure moderate wounds (3), potion of neutralize poison, shirt of immolation* 50ft CR 11 MX 240

Ogre Mage[L] +7 +13 92 21 Ft +12 Rf +5 Wi +10 | SR19 29 +16 greatsword +14/+9(21) longbow +10(14) *charm monster, cone of cold, darkness, gaseous form, invisibility, deep slumber* change shape 30ft 60ft CR 8 B1 176

Legend

C = Colossal size
D = Diminutive Size
F = Fine size
G = Gargantuan size
H = Huge size
L = Large size
S = Small Size
T = Tiny Size

Aura
Armor Class
CR Challenge Rating
Combat Gear
CMD CMB
Ft Fortitude Save
Hit Points
Initiative
Melee Attack
Page(s)
Perception
Perception, lowlight vision
Perception, darkvision
Ranged Attack
Rf Reflex Save
Special Abilities/Qualities
Spells & Spell-like Abilities
Source(s)
Speed
Speed, burrow
Speed, climb
Speed, fly
Speed, swim
Wi Will Save

Ogre Mancatcher[L] +1 +9 86 21 Ft +13 Rf +4 Wi +6 | +1 vs fear 28 +16 ogre hook +17/+12(23) javelin +8/+3(11) *potions of cure light wounds* (3), *potion of cure moderate wounds* 40ft CR 8 MX 116

Ogre Priest[L] -2 +7 51 19 Ft +11 Rf -1 Wi +7 20 +12 greatsword +11(21) javelin +1(11) channel negative energy *bless, create water, cure light wounds, detect magic, divine favor, enlarge person, mending, stabilize* *potions of cure light wounds, potion of invisibility, scroll of cure moderate wounds,* alchemist's fire (2) 30ft CR 4 MX 116

Ogre Stalker[L] +5 +19 52 19 Ft +8 Rf +5 Wi +2 | evasion, trap sense 24 +13 greatclub +12(19) javelin +5(11) fast stealth, sneak attack +2d6, trapfinding *potion of cure moderate wounds, potion of elixir of hiding, wasp next of swarming* 50ft CR 6 MX 114

Oni, Void Yai[H] +6 +29 | *true seeing* 379 | immune cold, regeneration 15 36 | *fire shield* Ft +24 Rf +9 Wi +21 | SR31 54 +42 greatclub +39/+34/+29/+24(38) or 2 slams +38(24) void missile +23 touch (21 plus energy drain) *cone of cold, deeper darkness, demand, dominate person, gaseous form, greater dispel magic, greater teleport, invisibility, major creation, mass charm monster, minor creation, polar ray, vision* change shape, commanding voice, energy drain, void form, void trap 40ft 40ft CR 20 B3 254

Oni, Water Yai[H] +7 +26 297 | immune acid, regeneration 10 32 Ft +21 Rf +10 Wi +18 | SR29 51 +38 | +40 bull rush spear +35/+30/+25/+20(32) or 2 slams +34(21) acidic missile +23 touch (14 acid plus nausea) *charm monster, cone of cold, control water, invisibility, liquid form, polar ray, water breathing* amphibious, change shape, *freedom of movement* 50ft | *water walk* 60ft 60ft CR 18 B3 250

Orc, Floodslain -2 +0 25 | resist cold 10, DR5/magic, ferocity 12 Ft +3 Rf -1 Wi +2 | channel resistance +2 18 +10 spear +11(14) crashing waters, create spawn, drowning touch, flash flood, panic 30ft 30ft CR 3 BHOH 48

Orc Gunslinger +4 +5 32 | frenzy 18 | Mobility Ft +5 Rf +6 Wi +1 19 +7 pistol whip +7(5) pistol +9(6) deadeye, gun training, Leaping Shot, quick clear, utility shot *oil of jury rig, oil of magic weapon, potions of cure moderate wounds* (2), *potion of invisibility, potion of protection from good* 30ft CR 3 B1,UC 60

Owb +10 +13 | , see in darkness 17 | fast healing 2, immune cold 17 | *blur* Ft +10 Rf +8 Wi +8 29 +12 2 claws +12(8 plus 3 cold) burning cold +14 touch (3 cold) *deeper darkness, detect thoughts, dust of twilight, plane shift, shadow step* burning cold, curse of darkness, light sensitivity 5ft 60ft CR 6 B4 192

Owlbear +5 +12 | scent 47 15 Ft +10 Rf +5 Wi +2 21 +10 | +14 grapple 2 claws +8(7 plus grab), bite +8(7) 30ft CR 4 B1 132

Pawnbroker/Fence +0 +9 10 11 Ft -1 Rf +1 Wi +6 11 +1 dagger +1(1) 30ft CR 1 WGK 45

Penanggalen +4 +16 35 21 Ft +4 Rf +5 Wi +7 21 +6 | +10 grapple bite +6(7 plus disease), slam +6(6 plus grab and wither) *bleed, charm person, command, dancing lights, detect magic, glitterdust, hold person, mage armor, obscuring mist, read magic, see invisibility, stinking cloud, touch of fatigue* blood drain, create spawn, disease, familiar, hexes, light sensitivity, separate, familiar (centipede) 60ft CR 5 B3 68

Peri +7 +26 | smokesight 180 | DR10/cold iron and evil, immune electricity/fire, resist acid/cold 10, SR25 30 Ft +12 Rf +18 Wi +17 43 +25 | +27 disarm scimitar +27/+22/+17/+12(14 plus 3 fire), 2 wings +20(6 plus burn) *aid, fire shield, fireball, flame jump, flame strike, pyrotechnics, scorching ray, wall of fire* burn (7), whirlwind dance 30ft 90ft CR 14 B3 222

Phantom Fungus +0 +10 | blindsight, tremorsense 30 15 Ft +7 Rf +1 Wi +1 15 +5 bite +5(10) phantom flesh 20ft 30ft CR 3 B3 148

Pious Guard courage, resolve +10 10 84 22 Ft +11 Rf +4 Wi +9 | immune charm/disease/fear/poison 25 +15 | +19 disarm ranseur +17/+12(13) or longsword +16/+11(11) *bless, bull's strength, delay poison, detect evil, lesser restoration, protection from evil* aura, code of conduct, channel positive energy, divine bond, lay on hands, mercies, smite evil 20ft CR 9 NPCX 232

Pirate Captain +5 -1 41 17 Ft +6 Rf +4 Wi +0 | +1 vs fear 19 +7 rapier +10(9) crossbow +7(4) bravery, sneak attack +1d6, trapfinding 30ft CR 5 IS 112

Plankta[C] +5 +31 | all-around vision, tremorsense 313 | DR15/—, immune cold/electricity/fire/piercing 36 Ft +18 Rf +13 Wi +20 61 +42 2 slams +27(34), bite +26(34) capsize, clashing rocks, fiery fault, powerful charge, push, rain of boulders, rock catching, stony cover 10ft 30ft CR 17 B5 240

Plasma Ooze magnetic pulse +0 -5 | blindsight 241 | DR15/—, immune acid/bludgeoning/electricity/fire/piercing, resist cold 30 6 Ft +14 Rf +7 Wi +0 19 +7 slam +24(33 plus 14 electricity, 14 fire, and grab) 1d4 plasma rays +11 touch (14 electricity plus 14 fire) constrict (14+19 plus 14 electricity and 14 fire), engulf (14 electricity plus 14 fire), no breath, split 30ft CR 16 B3 130, 262

Polong murderous intent +8 +15 95 | incorporeal 19 Ft +8 Rf +7 Wi +11 26 +11 incorporeal touch +12(27 plus 2 bleed and terrible wounds) bleed (2), bottle-bound, terrible wounds 40ft CR 8 B5 184

Poltergeist +1 +9 16 | incorporeal 12 Ft +2 Rf +2 Wi +4 14 +3 frightened, natural invisibility, rejuvenation, site bound, telekinesis 20ft CR 2 B2 107

Princess, Automaton +1 +0 7 | immune bleed 13 Ft +1 Rf +2 Wi +3 | immune mind-affecting 13 +1 mace +0(2) 30ft CR 1 NPCX 201

Sources

AB *Advanced Bestiary*
AP##: Adventure Path Issue #
ARG *Advanced Race Guide*
B# *Bestiary Volumne #*
BHOH *Belkzen, Hold of the Orc Hordes*
CE: *Crypt of the Everflame*
Cr *Core Rulebook*
D20 d20pfsrd.com
DG: *Dungeons of Golarion*
DMC: *Dead Man's Chest*
FR: *Fey Revisited*
GMG: *Game Mastery Guide*
HA: *Horror Adventures*
HotJ: *Heart of the Jungle*
HW: *Heroes of the Wild*
IS: *Isles of the Shackles*
ISB: *Inner Sea Bestiary*
ISG *Inner Sea Gods*
IWG: *Into the Wintery Gale*
MA: *Mythic Adventures*
MB *Midgard Bestiary*
MX *Monster Codex*
NLFS: *Numeria, Land of Fallen Stars*
NPCX *NPC Codex*
OB: *Occult Bestiary*
OM: *Occult Mystery*
PB: Paizo blog
RG: *Rival Guide*
RRT *Riyal's Research: Traps*
SMT: *Simple Monster Templates*
SW: *Snow White*
TG: *Technology Guide*
ToHC *Tome of Horrors Complete*
TW: *The Worldwound*
UC *Ultimate Combat*
UM *Ultimate Magic*
UR *Undead Revisited*
WGK *The War of the Goblin King*

Prostitute +2 +5 11 12 Ft +1 Rf +4 Wi +2 11 -1 dagger -1(2) or sap -1(2 nonlethal) dagger +2(1) sneak attack +1d6, trapfinding *elixir of love* 30ft CR 1 GMG 136

Prostitute, Automaton +2 +5 11 | immune bleed 12 Ft +1 Rf +4 Wi +2 | immune mind-affecting 11 -1 dagger -1(2) or sap -1(2 nonlethal) dagger +2(1) sneak attack +1d6, trapfinding *elixir of love* 30ft CR 1 GMG 196

Protean, Keketar[L] spatial riptide +5 +33 287 | DC15/ lawful, fast healing 10, immune acid, resist electricity/sonic 10 32 Ft +22 Rf +14 Wi +22 | immune polymorph, SR28 48 +33 | +35 bull rush, +37 grapple bite +31(27 plus warpwave), 2 claws +31(16 plus warpwave), tail slap +29(13 plus grab) *chaos hammer, disintegrate, dispel law, empowered chaos hammer, greater dispel magic, greater teleport, major creation, move earth, polymorph any object, prismatic sphere, prismatic spray, quickened confusion, reshape reality, shatter* amorphous anatomy, constrict 1d8+9, freedom of movement, reshape reality 40ft 40ft 40ft CR 17 B2 246

Protean, Voidworm[T] +3 +8 | blindsense, *detect law* 16 | immune acid, resist electricity/sonic 10 15 Ft +1 Rf +6 Wi +2 12 +4 bite +8(1), tail slap +3(1 plus confusion) *blur, commune, dancing lights, ghost sound, obscuring mist, prestidigitation* amorphous anatomy, change shape, freedom of movement 20ft 50ft CR 13 B2 246

Psychepore +3 +12 | all-around vision 85 | DR5/slashing, resist fire 5 20 Ft +10 Rf +6 Wi +6 25 +12 3 slams +13(9 poison) 3 razor conks +10(9 plus poison) poison, psychotic musk, razor conk, visions 20ft CR 7 B5 204

Purple Worm[G] -2 +18 | tremorsense 200 26 Ft +17 Rf +8 Wi +4 40 +32 | +36 grapple bite +25(30 plus grab), sting +25(21 plus poison) swallow whole 20ft 20ft 10ft CR 12 B1 212, 236

Putrid Ooze[H] -1 +5 | blindsight 172 | DR10/ —, resist electricity/fire 20 7 Ft +12 Rf +4 Wi +0 33 +24 | +28 grapple slam +20(37 plus 7 acid and grab) splatter +8(35 acid) constrict, putrid acid, splatter 30ft 20ft 30ft CR 11 B5 240

Psychopomp, Yamaraj[H] fear +16 +37 | *detect thoughts,* spiritsense, *true seeing* 337 | DR15/adamantine 40 Ft +22 Rf +20 Wi +25 | immune death/disease/poison, SR31 59 +36 | +38 bull rush, +40 grapple bite +32(16 plus grab and poison), 2 claws +32(16), tail slap +30(11), 2 wings +30(8) *detect thoughts, circle of death, forcecage, greater dispel magic, greater teleport, mage armor, miracle, quickened lightning bolt, reincarnate, rest eternal, scrying, share language, soul bind,* summon, *telekinesis, tongues, true seeing, undeath to death* breath weapon (70 cold), final judgment, lightning drinker, poison, spirit touch 40ft 60ft 40ft CR 20 B4 254

Quasi-Elemental, Acid, Elder[H] fumes +10 +15 114 | DR10/ —, immune acid, vulnerable water 22 Ft +8 Rf +14 Wi +10 37 +21 2 slams +17(11 plus 4 acid) acid, drench 20ft 20ft CR 9 ToHC 218

Qlippoth, Thulgant[L] *cloak of chaos* +12 +31 | *true seeing* 290 | DR15/cold iron and lawful, fast healing 10 33 | *displacement* Ft +25 Rf +30 Wi +18 | evasion, immune mind-affecting/poison, SR25 vs lawful 55 +29 3 stings +27(11 plus ability drain), 5 tentacles +22(7 plus 7 acid) *dimension door, greater dispel magic, telekinesis, quickened dimension door, flesh to stone, word of chaos, binding, plane shift, telekinetic sphere, temporal stasis* demon hunter, *freedom of movement,* horrific appearance, savage stingers 40ft 40ft 60ft CR 18 B2 246

Raging Rubble[S] +0 -5 26 | hardness 8 17 Ft +1 Rf +1 Wi -4 swarm (3) distraction 30ft CR 2 ARG 38

Rakshasa +5 +10 115 | DR15/good and piercing 25 Ft +9 Rf +12 Wi +8 | SR25 29 +13 kukri +16/+11 (6), claw +10(3), bite +10(4) *acid arrow, charm person, dancing lights, detect magic, ghost sound, invisibility, lightning bolt, mage armor, mage hand, magic missile, mending, message, prestidigitation, shield, silent image, suggestion* change shape, detect thoughts 40ft CR 10 B1 168, 194

Rakshasa, Maharaja +13 +31 310 | DR20/good and piercing 37 Ft +16 Rf +21 Wi +18 | SR35 52 +28 falchion +31/+26/+21/+16(20), 4 bites +23(7) *arcane mark, baleful polymorph, bleed, charm monster, charm person, clairaudience/ clairvoyance, comprehend languages, darkness, daze, detect magic, dimension door, dispel magic, dominate monster, feeblemind, ghost sound, greater dispel magic, greater shadow conjuration, greater shadow evocation, identify, knock, lesser globe of invulnerability, mage armor, mage hand, magic missile, mass invisibility, mass suggestion, message, mind blank, mind fog, misdirection, nondetection, prestidigitation, read magic, resist energy, scrying, see invisibility, spell turning, suggestion, teleport, tongues, true seeing, vampiric touch, ventriloquism, weird* change shape, detect thoughts, extra initiative 40ft 30ft CR 20 B3 262

Rakshasa, Marai +9 +14 94 | DR10/good and piercing 21 Ft +8 Rf +11 Wi +9 | SR23 27 +11 7 bites +14(4 plus confusion) 6 energy bolts +14 touch (4 plus special) *bleed, charm person, detect magic, ghost sound, invisibility, jump, mage armor, mage hand, magic missile, open/ close, read magic* change shape 40ft CR 8 B3 168

Rakshasa, Raktavarna[T] +2 +9 22 | DR5/good and piercing 17 Ft +3 Rf +6 Wi +4 | SR17 12 +4 bite +8(1 plus poison) *charm person, commune, comprehend languages, suggestion* change shape, detect thoughts, master's eyes 20ft 20ft 20ft CR 8 B3 168

Rakshasa, Tataka[L] +3 +19 | scent, *true seeing* 225 | DR15/good and piercing 28 Ft +18 Rf +9 Wi +12 | SR30 40 +26 unarmed strike +24/+19/+14/+9(14), bite +19(7) *acid arrow, acid splash, bleed, charm monster, command, cure moderate wounds, death knell, dimension door, dispel magic, fireball, flame strike, freedom of movement, haste, heal, invisibility, light, mage armor, mage hand, magic missile, message, misdirection, open/close, prestidigitation, rage, read magic, shield of faith, telekinesis* change shape, detect thoughts, martial artist 40ft | *air walk* CR 15 B3 230

Legend

C = Colossal size
D = Diminutive Size
F = Fine size
G = Gargantuan size
H = Huge size
L = Large size
S = Small Size
T = Tiny Size

Aura
Armor Class
CR Challenge Rating
Combat Gear
CMD CMB
Ft Fortitude Save
Hit Points
Initiative
Melee Attack
Page(s)
Perception
Perception, lowlight vision
Perception, darkvision
Ranged Attack
Rf Reflex Save
Special Abilities/Qualities
Spells & Spell-like Abilities
Source(s)
Speed
Speed, burrow
Speed, climb
Speed, fly
Speed, swim
Wi Will Save

Rast +5 +10 51 | immune fire, vulnerable cold 18 Ft +8 Rf +6 Wi +3 19 +8 | +12 grapple bite +8(5 plus grab), 4 claws +9(4) blood drain (1 Con), paralyzing gaze 5ft 60ft CR 5 B2 129

Rat Plague Swarm[T] +16/-4 | dual initiative +23 152 | DR10/epic, fast healing 5 25 Ft +11 Rf +16 Wi +9 | second save swarm +14(12 plus 14 blight, curse of lycanthropy, disease, and distraction) distraction, hivemind, multiply, mythic power, reform, swarm traits, unstoppable 30ft 30ft 30ft CR 11 B5 236

Rat Swarm[T] +6 +8 16 14 Ft +4 Rf +5 Wi +2 swarm (3 plus disease) distraction 15ft 15ft 15ft CR 2 B1 54, 64, 164, 244

Ratfolk Chemist[S] +9 +13 63 26 Ft +9 Rf +14 Wi +3 | +6 vs poison 20 +4 dagger +6/+1(1) crossbow +12(3) or bomb +12/+7(14 cold or fire) *barkskin, bull's strength, comprehend languages, cure serious wounds, crafter's fortune, fly, heroism, invisibility, negate aroma, reduce person, resist energy, see invisibility, shield* alchemy, bomb, fast bombs, frost bomb, infusion, mutagen, precise bombs, poison use, swarming, swift alchemy, swift poisoning *potions of cure serious wounds* (3), *potion of displacement, potion of invisibility*, acid (2), antitoxin (2), smokesticks (2), tanglefoot bags (2) 20ft CR 7 MX 91

Ratfolk Expedition Leader +3 +14 72 20 Ft +9 Rf +10 Wi +4 23 +9 *two-bladed sword* +9/+4(5), two-bladed sword +9/+4(4) *longbow* +13/+8(6) *barkskin, endure elements, longstrider* favored enemy, favored terrain, hunter's bond, surface sprinter, swarming, swift tracker, track, wild empathy *oil of magic weapon, potion of cure serious wounds* 30ft | woodland stride CR 7 MX 90

Ratfolk Troubleshooter[S] +4 +12 42 19 Ft +5 Rf +10 Wi +4 | evasion, trap sense +2 uncanny dodge 17 +3 rapier +10(2) crossbow +9(1) fast stealth, quick disable, sneak attack +3d6, swarming, trap spotter, trapfinding *elixir of hiding, potion of cure light wounds, potions of invisibility* (2), *wand of shocking grasp*, acid (2) 20ft CR 5 MX 90

Ratling[T] +2 +6 | *detect magic* 19 16 Ft +4 Rf +4 Wi +1 | evasion, immune disease/poison 12 +3 bite +3(1 plus bleed 1) *cause fear, commune, detect magic, dimension door, invisibility, read magic* (constant), *speak with animals* (constant), *spider climb* (constant), *summon swarm, tongues* (constant) sneak attack +1d6, scroll use 30ft 10ft 20ft 30ft CR 2 B4 145

Recruit +0 +1 8 18 Ft +4 Rf +0 Wi +0 | +2 vs poison/magic 12 +2 waraxe +3(6) or dagger +2(3) crossbow +1(4) hatred alchemist's fire 20ft CR 1/3 NPCX 45

Remorhaz, Raging[H] +3 +18 | tremorsense 130 | DR1/—, immune fire/cold 20 Ft +15 Rf +9 Wi +8 36 +23 | +27 grapple bite +19(28 plus grab) heat, swallow whole (28), rage 30ft 20ft CR 10 — 210

Retriever[H] +7 +15 137 | fast healing 5 25 Ft +7 Rf +10 Wi +5 36 +23 | +27 grapple bite +19(10 plus grab), 4 claws +19(13) discern location eye rays, relentless 50ft CR 11 B1 212, 218, 272

Revenant +7 +13 | sense murderer 76 | DR5/slashing, immune cold 19 Ft +7 Rf +6 Wi +7 | SR17 26 +13 | +17 grapple 2 claws +14(11 plus grab) baleful shriek, constrict (10), reason to hate, self-loathing 30ft CR 6 B2 248

Rhinoceros, Automaton[L] +1 +22 | scent 138 | immune bleed 20 Ft +16 Rf +9 Wi +5 | immune mind-affecting 31 +22 gore +20(23) powerful charge (54), trample (19) 30ft CR 11 ToHC 198

Riftcreeper[G] +12 +3 | blindsight, tremorsense 217 | fast healing 10 30 Ft +15 Rf +13 Wi +8 | immune ability damage,drain/acid/exhaustion 49 +31 | +33 bull rush, +35 grapple 2 slams +24(28 plus 7 acid and grab) 6 strands +15 touch (7 acid plus attach) *feather fall* adaptive defenses, constrict (14+16 plus 7 acid), gelatinous surge, pull 30ft 30ft 20ft CR 15 B5 240

Robot, Arachnid[S] +1 +5 15 | fragile, resist fire 5, vulnerable crits/electricity 14 Ft +0 Rf +1 Wi +1 10 -1 2 claws +3(1) explode, plasma torch 40ft 20ft CR 1/2 NLFS 126

Robot, Gearsman +1 +8 42 | vulnerable crits/electricity 18 Ft +1 Rf +2 Wi +2 20 +9 slam +9(9) or spear +10(10 plus 3 electricity) spear +6(4) adaptive learning, charge weapon, nanite repair 20ft CR 4 B5 272

Robot, Machine Soldier +2 +3 42 | hardness 10, vulnerable crits/electricity 18 Ft +3 Rf +3 Wi -3 20 +8 longsword +8(8) crossbow +8(4) 30ft CR 4 DG 126

Robot, Security Mannequin +6 +16 31 | hardness 5, resist electricity/fire 5, vulnerable crits/electricity 15 Ft +0 Rf +2 Wi +2 16 +4 2 slams +4(4) stun gun +6 touch (4 nonlethal) precision targeting 30ft CR 3 TG 126

Robot, Torturer[S] +5 +19 | all-round vision 105 | force field, hardness 10, vulnerable crits/electricity 23 Ft +3 Rf +8 Wi +5 24 +8 4 blades +16(7) 4 lasers +16 touch (4 plus fire) agile, interrogate, nanosurgeon 40ft CR 8 NLFS 126

Roiling Oil[L] -5 -5 | blindsight 103 | DR10/slashing, immune electricity/fire 4 Ft +10 Rf -2 Wi -2 22 +17 slam +15 (26 plus nauseating film) nauseating film, roiling inferno 10ft 10ft CR 6 B5 89

Roper[L] +5 +24 162 | immune electricity, resist cold 10, vulnerable fire 27 Ft +13 Rf +5 Wi +13 | SR27 33 +22 bite +20(18+18) 6 strands +10 touch (3 Str) pull, strands 10ft CR 12 B1 212, 240

Roper, Shadow[L] +5 +24 162 | DR10/magic, immune electricity, resist cold 10, SR 18, vulnerable fire 27 Ft +13 Rf +5 Wi +13 | SR27 33 +22 bite +20(18+18) 6 strands +10 touch (3 Str) pull, shadow blend, strands 10ft CR 13 B1 230, 234

Sources

AB *Advanced Bestiary*	DG: *Dungeons of Golarion*	ISB: *Inner Sea Bestiary*	OB: *Occult Bestiary*	ToHC *Tome of Horrors Complete*
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B# *Bestiary Volumne #*	GMG: *Game Mastery Guide*	MA: *Mythic Adventures*	RG: *Rival Guide*	UM *Ultimate Magic*
BHOH *Belkzen, Hold of the Orc Hordes*	HA: *Horror Adventures*	MB *Midgard Bestiary*	RRT *Riyal's Research: Traps*	UR *Undead Revisited*
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Cr *Core Rulebook*	HW: *Heroes of the Wild*	NLFS: *Numeria, Land of Fallen Stars*	SW: *Snow White*	
D20 d20pfsrd.com	IS: *Isles of the Shackles*	NPCX *NPC Codex*	TG: *Technology Guide*	

Rust Monster +3 +12 | scent metals 27 18 Ft +2 Rf +4 Wi +5 16 +3 bite +6(1), antennae +6 touch (rust) 40ft 10ft CR 3 B1 29

Saguaroi +8 +10 59 | regeneration 5 18 Ft +9 Rf +8 Wi +4 24 +10 2 slams +10(8) freeze, needle cone, produce water 40ft CR 5 B4 204

Saint courage, justice, resolve -1 +6 92 | DR5/magic 22 Ft +15 Rf +8 Wi +13 | immune charm/disease/fear 23 +14 scimitar +15/+10/+5(3) or hammer +14/+9/+4(2) hammer +11(2) aura of good, channel positive energy, divine bond, divine grace, lay on hands, mercies, smite evil 20ft CR 11 GMG 232

Sahuagin +1 +6 | blindsense 15 16 Ft +4 Rf +4 Wi +4 15 +4 trident +4(7), bite -1(3) or 2 claws +4(4), bite +4(4) crossbow +3(5) blood frenzy 30ft 60ft CR 2 B1 180

Sahuagin Infiltrator +3 +13 52 22 Ft +6 Rf +12 Wi +8 | evasion, trap senses, uncanny dodge 24 +11 dagger +10/+5(7) dagger +9(7) bleeding attack, blood frenzy, sneak attack +3d6 *potion of cure moderate wounds, potion of invisibility* 30ft 60ft CR 7 MX 166

Salamander +1 +16 76 18 Ft +10 Rf +7 Wi +6 22 +11 | +15 grapple spear +11/+6(8 plus 3 fire), tail slap +6(8 plus 3 fire and grab) constrict (11 plus 3 fire), heat 20ft. CR 6 B1 130

Sandman sleep +5 +7 | tremorsense 30 | DR10/bludgeoning 15 Ft +6 Rf +5 Wi +3 17 +6 slam +6(6 plus sleep) amorphous, compression, sand form 30ft 30ft CR 3 B2 192

Sargassum Fiend[L] +6 +11 | blindsense, tremorsense 123 | DR5/slashing, resist cold 10 24 Ft +15 Rf +8 Wi +4 30 +17 | +25 grapple 2 slams +16(16 plus grab) constrict (19) 20ft 20ft 40ft CR 9 B3 204

Satyr, Automaton +3 +18 44 | DR5/cold iron, immune bleed 18 Ft +4 Rf +9 Wi +8 | immune mind-affecting 19 +7 dagger +7(5), horns +2(5) shortbow +6(3) *charm person, dancing lights, fear, ghost sound, sleep, summon nature's ally III, suggestion* pipes 40ft CR 5 B1 196

Savage Plant Sage +1 +6 32 | ferocity 20 Ft +6 Rf +2 Wi +5 | +4 vs fey/plant 18 +7 club +9(7) spear +4(8) *barkskin, bull's strength, create water, entangle, faerie fire, know direction, light, shillelagh, stabilize, summon swarm,* wooden fist nature sense, orc blood, weapon familiarity, wild empathy, wild shape 20ft | woodland stride, trackless step CR 3 NPCX 42

Sayona +5 +21 | lifesense 161 | fast healing 5, resist cold 30 26 Ft +10 Rf +12 Wi +13 | channel resistance +4 29 +13 bite +18(8 plus bleed and paralysis), 2 claws +18(8 plus bleed and paralysis) *command undead, dominate person, fog cloud, gaseous form, invisibility* absorb blood, blood drain, create spawn, fear cone, living form, paralysis, staggering gaze 30ft CR 12 B4 228

Scarab, Giant[L] +1 +4 67 20 Ft +9 Rf +4 Wi +3 | +4 vs disease/paralysis, immune mind-affecting 26 +15 bite +13(17 plus disease and gnaw) 40ft 20ft 20ft CR 6 B5 192

Scarab Swarm[F] +0 +4 22 18 Ft +5 Rf +1 Wi -1 | +4 vs disease and paralysis swarm (3 plus disease and distraction) distraction 30ft 10ft 20ft CR 3 B5 118

Scarab Swarm, Fiendish[F] +0 +4 22 | resist cold/fire 5 18 Ft +5 Rf +1 Wi -1 | +4 vs disease and paralysis, SR8 swarm (3 plus disease and distraction) distraction, smite good 30ft 10ft 20ft CR 3 B5 119

Scarecrow +0 +0 47 | immune cold, vulnerable fire 26 Ft +1 Rf +1 Wi +1 18 +7 2 slams +8(7 plus fear) 20ft CR 4 B2 43

Scarred Wanderer +3 +21 230 | DR4/—, 50% fortification 19 Ft +19 Rf +12 Wi +16 | +6 vs magic, +4 vs enchantment, immune frightened, nauseated, shaken, sickened +31/+26/+21/+16(23) longbow +22/+17/+12/+7(15) fearless rage, greater rage, guarded stance, improved uncanny dodge, indomitable will, internal fortitude, mighty swing, quick reflex, strength surge, superstition, surprise accuracy, trap sense, unexpected strike *oil of align weapon (good), potion of cure light wounds, potion of fly, potion of invisibility, potions of shield of faith* (2) 40ft CR 17 NPCX 250

Scorpion, Demonic Deadfall[H] +2 +19 | tremorsense 115 | DR5/cold iron, immune electricity, resist acid/cold/fire 10 24 Ft +13 Rf +7 Wi +7 | immune poison 32 +19 | +23 grapple 2 claws +15(14 plus grab), sting +15(14 plus poison) *darkness, insect plague, vomit swarm* death throes, constrict (14), sudden strike 50ft CR 9 B4 222

Scorpion, Giant[L] +0 +4 | tremorsense 37 16 Ft +7 Rf +1 Wi +1 | immune mind-affecting 18 +8 | +12 grapple 2 claws +6(7 plus grab), sting +6(7 plus poison) constrict (7) 50ft 10ft CR 3 B1 222

Scorpion, Giant Emperor[G] +1 +5 | tremorsense 142 24 Ft +14 Rf +6 Wi +6 | immune mind-affecting 37 +26 | +30 grapple 2 claws +18(18 plus grab), sting +18(18 plus poison) ambush pit, constrict (18), ferocity, poison, pounce 50ft 10ft CR 11 B4 218

Scrag +2 +8 | scent 16 | regeneration 5 16 Ft +11 Rf +4 Wi +3 22 +10 bite +8(9), 2 claws +8(8) amphibious, rend (2 claws, 1d6+7) 20ft 40ft CR 5 B1 154

Scrag, Half-Dragon[L] +2 +8 | scent 34 | regeneration 5, immune acid 20 Ft +14 Rf +4 Wi +3 | immune paralysis/sleep 22 +10 bite +12(13), 2 claws +12(12) amphibious, breath weapon (21 acid)rend (2 claws, 1d6+7) 20ft 40ft 40ft CR 8 B1 20, 124

Screech Owl[S] +3 +6 30 16 Ft +6 Rf +7 Wi +3 | evasion 16 +4 bite +5(3), 2 talons (3) hover 10ft 80ft CR 3 B1 46

Legend

C = Colossal size
D = Diminutive Size
F = Fine size
G = Gargantuan size
H = Huge size
L = Large size
S = Small Size
T = Tiny Size

Aura
Armor Class
CR Challenge Rating
Combat Gear
CMD CMB
Ft Fortitude Save
Hit Points
Initiative
Melee Attack
Page(s)
Perception
Perception, lowlight vision
Perception, darkvision
Ranged Attack
Rf Reflex Save
Special Abilities/Qualities
Spells & Spell-like Abilities
Source(s)
Speed
Speed, burrow
Speed, climb
Speed, fly
Speed, swim
Wi Will Save

Serpentfolk Bone Prophet +8 +19 | scent 137 23 Ft +11 Rf +11 Wi+16 | immune mind-affecting/paralysis/poison, SR22 26 +11 quarterstaff +12/+7(5), bite +6(3 plus poison) *animate dead, bleed, blur, bestow curse, cause fear, chain of perdition, cure light wounds, detect magic, detect poison,disguise self, dominate person, false life, guidance, hold person, inflict light wounds, inflict moderate wounds, inflict serious wounds, instrument of agony, major image, mirror image, obscuring mist, ray of sickening, resistance, shield of faith, stabilize, ventriloquism* bleeding wounds, death's touch, undead servitude *bead of force, potions of cure moderate wounds* (2), *potion of invisibility, scroll of greater command, scroll of greater command, scroll of slay living, wand of cure moderate wounds* 15ft CR 11 MX 220

Serpentfolk Hunter +7 +13 | scent 66 20 Ft +10 Rf +10 Wi+4 | immune mind-affecting/paralysis/poison, SR17 26 +13 scimitar +14/+9(9), bite +8(6 plus poison) shortbow +12/+7(3+7) favored enemy (humans +2), track, wild empathy *+1 human-bane arrows* (4), *potions of cure moderate wounds* (2) 30ft CR 6 MX 220

Seru +6 +10 | scent 22 15 Ft +5 Rf +5 Wi+2 13 +0 bite +6(1 plus poison) s pit venom +6 ranged touch (poison) poison, spit venom 20ft 40ft CR 3 MX 220

Sha +4 +7 | sandstorm sight 45 17 Ft +7 Rf +9 Wi+4 24 +10 bite +10(13 plus disease and trip) sandstorm 40ft CR 4 B5 129

Shadow +2 +8 19 | incorporeal 15 Ft +3 Rf +3 Wi +4 | channel resistance +2 17 +4 incorporeal touch +4(3 Str) create spawn 40ft CR 3 B1 93, 94

Shadow Cleric +3 +8 129 26 Ft +17 Rf +13 Wi +21 | +2 vs enchantment, immune sleep 31 +14 shortsword +21/+16/+11(8) crossbow +20/+15/+10(8) *antimagic field, blade barrier, blasphemy, bleed,* bleeding touch, *cause fear, comprehend languages, confusion, darkness, deeper darkness, delay poison, detect magic, detect poison, discern location, disguise self, dispel good, divine favor, divine power, energy drain, entropic shield, ethereal jaunt, false vision, freedom of movement, greater magic weapon, greater spell immunity, harm, heal, hold person, implosion, insect plague, invisibility, invisibility purge, magic vestment, mass invisibility,* master's illusion, *meld into stone, mending, mislead, neutralize poison, nondetection, obscuring mist, poison, screen, shield of faith, silence, slay living, spell resistance, time stop, undetectable alignment, wind walk, work of recall* channel negative energy, death's embrace, elven magic *wand of invisibility* 30ft CR 17 NPCX 248

Shadow, Greater +5 +13 58 | incorporeal 18 Ft +5 Rf +8 Wi+7 | channel resistance +2 24 +11 incorporeal touch +11(4 Str) create spawn 40ft CR 8 B1 30, 234, 248

Shadow Lord Conjurist +5 +7 | see in darkness 45 | DR10/magic, resist cold/electricity 15 17 | incorporeal step Ft +5 Rf +6 Wi+6 17 +2 touch +4(3 Fort) acid dart, cloying gloom blast, *detect good, dimension door, ghost sound, glitterdust, grease, greater shadow conjuration, haste, invisibility, mage armor, mage hand, magic missile, minor image, protection from good, ray of frost, ray of sickening, shadow conjuration, shadow step, summon monster I-IV, stinking cloud* familiar (quasit), planar thinning, summoner's charm *lesser metamagic rod* silent), *scroll of expeditious retreat, scroll of obscuring mist, scroll of see invisibility, scroll of black tentacles* 30ft CR 8 GMG,B4 144

Shaman -1 +2 11 | ferocity 11 Ft +1 Rf +1 Wi+5 9 +0 dagger +0(1) dart +0(1) *burning hands, ghost sound, read magic, sleep, touch of fatigue* familiar (weasel), orc blood, weapon familiarity *scroll of bless, scrolls of cure light wounds* (2), *scroll of darkness, scroll of protection from good,* alchemist's fire (2) 30ft CR 1/2 NPCX 187

Shambling Mound[L] +0 +11 67 | immune electricity, resist fire 10 19 Ft +9 Rf +5 Wi+5 22 +12 | +16 grapple 2 slams +11(12 plus grab) electric fortitude, constrict(14) 20ft 20ft CR 6 B1 195

Shambling Mound, Ancient[L] -1 +15 231 | immune electricity, resist fire 10 30 Ft +19 Rf +8 Wi+9 37 +29 | +33 grapple 2 slams +27(15 plus grab) electric fortitude, constrict(18) 20ft 20ft CR 15 — 260

Shark, Great White[H] +6 +11 | blindsense, keen scent 42 19 Ft +10 Rf +6 Wi+4 24 +12 bite +9(19 plus bleed) 60ft CR 4 B4 73

Shredskin +2 +7 | *detect undead* 22 14 Ft +2 Rf +3 Wi+4 14 +4 | +8 grapple bite +6(2), 2 claws +6(2 plus grab) *command undead* amorphous, compression, constrict (2), control body, enshroud, grab 40ft CR 2 B4 53

Skeletal Champion +5 +6 17 | DR 5/ bludgeoning, immune cold 21 Ft +3 Rf +1 Wi+3 16 +5 longsword +7(7) 30ft CR 2 B1 28, 35, 86

Skeleton +6 +0 4 | DR5/bludgeoning, immune cold 16 Ft +0 Rf +2 Wi+2 14 +2 scimitar +0(3), claw -3(3), or 2 claws +2(4) 30ft CR 1/3 B1 28, 39, 57, 115

Skeleton, Black frightful presence +8 +10 45 | DR10/bludgeoning and good 20 Ft +4 Rf +6 Wi +5 | channel resistance +4 19 +5 2 short swords +10(3 plus 1 Str) or 2 claws +9 2 plus 1 Str) 40ft CR 5 D20 172

Skeleton, Mythic +7 +0 17 | DR5/bludgeoning, immune cold 15 Ft +0 Rf +2 Wi+3 | channel resistance +2 15 +3 2 scimitars +3(5) or 2 claws +3(4) mythic power, relentless 30ft CR 1 MA 264

Skeleton, Wolf +7 +0 13 | DR5/ bludgeoning, immune cold 15 Ft +0 Rf +3 Wi+3 14 +2 bite +2(4) 50ft CR 1 — 56

Sources

AB *Advanced Bestiary*	DG: *Dungeons of Golarion*	ISB: *Inner Sea Bestiary*	OB: *Occult Bestiary*	ToHC *Tome of Horrors Complete*
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D20 d20pfsrd.com	IS: *Isles of the Shackles*	NPCX *NPC Codex*	TG: *Technology Guide*	

Skinstitch, Resilient Init +0, Perc +0, HP 52 | DR5/ magic and slashing, resist col/electricity/fire 10, AC 16, Ft +1, Rf +1, Wi +1, CMD 19, CMB +9, melee longsword +7(11), slam +2(11), Special Abilities nest, repair, Speed 30ft, CR 6, Source B4, Page 146

Skulking Brute Init +2, Perc +6, HP 19, AC 16, Ft +1, Rf +5, Wi +1 | evasion, orc ferocity, CMD 16, CMB +4, melee greataxe +5(10), ranged shortspear +3(6), Special Abilities sneak attack +1d6, bleeding attack, trapfinding, weapon familiarity, Combat Gear *potions of cure light wounds* (2), *potion of disguise self, potion of divine favor, potion of feather fall, potion of hide from undead*, Speed 30ft, CR 1, Source NPCX, Page 44

Slime Crawler, Larval Init +2, Perc +8 | scent, HP 5, AC 15, Ft +1, Rf +2, Wi +3, CMD 13, CMB +1 | +5 grapple, melee tentacles +1(2 plus grab) and bite +1(3), Special Abilities constrict (2), slippery, Speed 20ft, 10ft, CR 1, Source ToHC, Page 41, 88

Slithering Tracker Init +4, Perc +7 | blindsense, HP 42, AC 15, Ft +7, Rf +5, Wi -1, CMD 19, CMB +5 | +9 grapple, melee 2 slams +7(6 plus grab and paralysis), Special Abilities blood drain, transparent, Speed 10ft, 10ft, CR 4, Source B2, Page 82

Slurk Init +6, Perc +0, HP 17, AC 15, Ft +6, Rf +5, Wi +0, CMD 16, CMB +4, melee bite +4(10), ranged slime squirt +4 ranged touch, Special Abilities belly grease, hunker, slime, Speed 30ft, CR 2, Source B2, Page 27

Snake, Giant Anaconda[G] Init +6, Perc +22 | scent, HP 126, AC 25, Ft +14, Rf +10, Wi +5, CMD 39, CMB +26 | +30 grapple, melee bite +19(33 plus grab), Special Abilities constrict(33), Speed 20ft, 20ft, 20ft, CR 10, Source B2, Page 237

Snake Swarm, Venomous Init +7, Perc +13 | scent, HP 37, AC 17, Ft +7, Rf +9, Wi +2, melee swarm (3 plus distraction and poison), Speed 20ft, 20ft, 20ft, CR 4, Source B3, Page 100, 102

Snallygaster Init +2, Perc +7, HP 30, AC 15, Ft +4, Rf +3, Wi +6, CMD 18, CMB +6 | +10 grapple, melee bite +6(7 plus bleed), 2 claws +6(5), sucking tentacles +1(3 plus grab), Special Abilities aerial charge, bleed (3), sucking tentacles, Speed 20ft, 60ft, CR 3, Source B4, Page 21

Somalcygot[L] Init +7, Perc +26 | HP 189 | DR10/slashing, immune acid/cold, vulnerable sonic, AC 27, Ft +15, Rf +11, Wi +14, CMD 37, CMB +23 | +27 grapple, melee bite +21(19 plus 14 acid), 4 tentacles +19(10 plus grab), Special Abilities acid spray, constrict (10), no breath, resistant evolution, Speed 40ft, 20ft, CR 12, Source B5, Page 248

Sootwing Bat[T] Init +1, Perc +5 | blindsense, HP 7, AC 14, Ft -1, Rf +1, Wi +4 | channel resistance +2, CMD 7, CMB +0, melee bite +4(1 plus disease and paralysis), Special Abilities disease, paralysis, Speed 5ft, 40ft, CR 1/2, Source MX, Page 174

Soulbound Shell Init +1, Perc +15, HP 132 | DR10/adamantine and magic, AC 26, Ft +5, Rf +6, Wi +7 | cemented mind, susceptible mind-affecting, SR 23, CMD 27, CMB +16, melee dagger +17/+12/+7(3), *acid splash, beast shape IV, black tentacles, charm person, cloudkill, detect magic, disintegrate, dominate person, expeditious retreat, fire shield, fly, glitterdust, grease, hideous laughter, lightning bolt, mage armor, mage hand, make whole, mirror image, passwall, read magic, shout, stinking cloud, unseen servant*, Special Abilities soul focus, Speed 30ft, CR 12, Source B4, Page 212, 236

Soulsliver Init +7, Perc +7, HP 19 | fast healing 1, resist acid/ fire 5, vulnerable sonic, AC 15, Ft +4, Rf +6, Wi +2, CMD 19, CMB +5, melee 2 slams +5(4), *mage hand, mirror image, open/close, silent image*, Special Abilities change shape, compression, death throes, mirror travel, perfect copy, sound mimicry, Speed 40ft, CR 2, Source B4, Page 144

Spectre Aura unnatural aura, Init +7, Perc +17, HP 52 | incorporeal, AC 15, Ft +4, Rf +5, Wi +9 | channel resistance +2, resurrection vulnerability, sunlight powerlessness, CMD 21, CMB +6, melee incorporeal touch +10(4 plus energy drain), *mage hand, mirror image, open/close, silent image*, Special Abilities create spawn, energy drain, Speed 80ft, CR 7, Source B1, Page 166

Sphinx Colossus[G] Aura frightful presence, selective antimagic, Init +5, Perc +16 | tremorsense, x-ray vision, HP 199 | block attacks, DR10/epic, fortification 50%, AC 31, Ft +6, Rf +9, Wi +10, CMD 48, CMB +37, melee 2 slams +29(25) or stomp +29(43 plus pinning stomp), ranged rock +15(33), *moment of prescience, true strike*, Special Abilities alternate form, create rocks, mythic creation, mythic power, mythic quickening, mythic resilience, pinning stomp, rock throwing, Speed 50ft | earth glide, CR 14, Source B5, Page 230

Spider, Dream[S] Init +3, Perc +4 | tremorsense, HP 5, AC 13, Ft +3, Rf +2, Wi +1, CMD 11, CMB -1, melee bite +3(1 plus poison), Special Abilities dream web, Speed 30ft, 20ft, CR 1/2, Source AP7, Page 110

Spider, Giant Init +3, Perc +4 | tremorsense, HP 16, AC 14, Ft +4, Rf +4, Wi +1, CMD 15, CMB +2, melee bite +2(3 plus poison), Special Abilities web, Speed 30ft, CR 1, Source B1, Page 12, 132

Spider, Giant Tarantula[G] Init +1, Perc +4 | tremorsense, HP 115, AC 21, Ft +14, Rf +4, Wi +3 | immune mind-affecting, CMD 34, CMB +23, melee bite +15(29 plus poison), ranged barbed hairs +4 touch (nausea), Special Abilities barbed hairs, Speed 30ft, 30ft, CR 8, Source B2, Page 240

Spider, Goliath[C] Init +1, Perc +4 | tremorsense, HP 147, AC 25, Ft +15, Rf +5, Wi +4 | immune mind-affecting, CMD 44, CMB +33, melee bite +17(49 plus poison), Special Abilities poison, poisoned web, trample, Speed 40ft, 20ft, CR 11, Source B4, Page 240

Spider, Leng[H] Init +13, Perc +21 | *arcane sight,* tremorsense, HP 202, AC 29, Ft +17, Rf +18, Wi +10, CMD 44, CMB +25, melee flail +22/+17/+12(19), bite +16(11 plus poison), ranged bolas +23(12), *arcane sight, air walk, charm monster, dispel magic, fabricate, freedom of movement, insanity, major image, mirage arcana, tongues, veil*, Special Abilities web, web weaponry, Speed 40ft, CR 14, Source B2, Page 222

Spider, Ogre Init +2, Perc +5 | tremorsense, HP 52, AC 18, Ft +8, Rf +4, Wi +3, CMD 24, CMB +12, melee bite +8(16 plus poison), Special Abilities web, Speed 40ft, CR 5, Source B3, Page 107

Spider Swarm[D] Init +3, Perc +4, HP 9, AC 17, Ft +3, Rf +3, Wi +0, melee swarm (3 plus poison and distraction), Special Abilities distraction, Speed 20ft, 10ft, CR 1, Source B1, Page 10, 146, 228, 240

Spirit of Adoration[L] Init +4, Aura charming, Perc +31, HP 184, AC 30, Ft +17, Rf +20, Wi +24, CMD 42, CMB +21 | +23 sunder, melee *glaive* +22/+17/+14/+7(17), ranged stunning4 ray +19(4 plus stun), *calm emotions, good shape, cure moderate wounds, teleport*, Special Abilities bardic performance, change shape, Speed 30ft, 60ft, CR 15, Source ISG, Page 258

Sprite[D] Init +3, Perc +6, HP 3 | DR2/cold iron, AC 17, Ft +0, Rf +5, Wi +2 |, CMD 5, CMB -1, melee +0(1-4), ranged shortbow +7(1), *color spray, dancing lights, daze, detect evil, detect good*, Speed 15ft, 60ft, CR 1/3, Source B3, Page 71

Legend

C = Colossal size
D = Diminutive Size
F = Fine size
G = Gargantuan size
H = Huge size
L = Large size
S = Small Size
T = Tiny Size

Aura
Armor Clss
CR Challenge Rating
Combat Gear
CMD CMB
Ft Fortitude Save
Hit Points
Initiative
Melee Attack
Page(s)
Perception
Perception, lowlight vision
Perception, darkvision
Ranged Attack
Rf Reflex Save
Special Abilities/Qualities
Spells & Spell-like Abilities
Source(s)
Speed
Speed, burrow
Speed, climb
Speed, fly
Speed, swim
Wi Will Save

Sprite Swarm[D] +7 +14 | *detect evil, detect good* 45 | DR2/ cold iron, immune weapon damage 18 Ft +4 Rf +10 Wi +7 swarm (7 plus distraction) *mass daze* angry glow, concentrated rush, distraction, mob mentality 15ft 60ft CR 5 FR 97

Steam Hog +4 +10 | scent 94 | DR2/ —, ferocity, resist fire 15 19 Ft +10 Rf +6 Wi +6 28 +18 gore +14(14 plus 3 fire), 2 hooves +9(7) steam cloud, trample (14) 30ft 10ft CR 7 MX 219

Stirge[T] +4 +1 | scent 5 16 Ft +2 Rf +6 Wi +1 touch +7(attach) blood drain, diseased 10ft 40ft CR 1/2 B1 43, 117, 132

Street Artist +3 +13 43 18 Ft +3 Rf +10 Wi +7 | +2 vs enchantments, +4 vs bardic performance/language-dependent/ sonic 22 +7 rapier +7(4) *longbow* +10/+5(5) *animate rope, daze, detect magic, disguise self, grease, haste, invisibility, lesser confusion, light, mage hand, major image, prestidigitation, read magic, sepia snake sigil, silent image, suggestion* countersong, dirge of doom, distraction, fascinate, inspire competence, inspire courage *potions of cure moderate wounds* (2), *potion of eagle's splendor, potion of invisibility* 30ft CR 7 NPCX 66

Succubus +3 +21 | *detect good* 84 | DR10/ cold iron or good, immune electricity/fire, resist acid/cold 10 20 Ft +7 Rf +9 Wi +10 22 +11 2 claws +11(4) *charm monster, detect thoughts, dominate person, ethereal jaunt, greater teleport suggestion,* summon, *vampiric touch* change shape, energy drain, profane gift, *tongues* 30ft 50ft CR 7 B1 164

Successful Merchant -1 +13 31 10 Ft +3 Rf +2 Wi +9 13 +4 dagger +5(1) *potion of cure moderate wounds, potion of invisibility* 30ft CR 5 NPCX 66, 136

Svirfneblin +2 +6 15 15 Ft +6 Rf +6 Wi +2 | SR12 15 +1 pick +3(3) crossbow +4(3) *blindness/ deafness, blur, disguise self, nondetection* stonecunning, track, wild empathy 20ft CR 1 B1 148

Sylvan Protector[S] +2 +8 24 18 | +4 vs giants Ft +5 Rf +3 Wi +5 | +2 vs illusions 11 -1 sickle +1(1) *cure light wounds, dancing lights, flaming sphere, flare, ghost sound, light, lightning arc, obscuring mist, prestidigitation, speak with animals, stabilize, virtue, wind wall* wild empathy *scrolls of cure light wounds* (3), *scroll of spider climb,* tanglefoot bags (2) 20ft | woodland stride, trackless step CR 2 NPCX 53

Taniniver[H] frightful presence +4 +26 | *deathwatch* 270 | DR15/good and magic, resist acid/cold/electricity/fire 30 33 Ft +21 Rf +12 Wi +15 | immune paralysis/sleep/visual effects, SR29 43 +33 bite +30(25 plus disease), 2 claws +30(20 plus disease), tail slap +24(14 plus disease) *animate dead, eyebite, horrid wilting, inflict serious wounds, symbol of pain* breath weapon, negative energy affinity 30ft 200ft CR 18 B4 250

Tentamort +5 +11 | all-round vision, blindsense 39 17 Ft +4 Rf +5 Wi +7 17 +6 | +10 grapple sting +6(5 plus poison), tentacle +2(4 plus grab) constrict (4) 20ft CR 4 B2 21

Termite Swarm[F] +2 +1 | scent 75 20 Ft +10 Rf +5 Wi +4 swarm (11 plus 3 acid) distraction, gnaw, lingering sting 30ft 20ft CR 6 B5 122

Terra-Cotta Soldier +7 +8 64 | DR5/ bludgeoning, immune fire 19 Ft +2 Rf +5 Wi +2 | SR17 24 +11 longsword +10/+5(7), short sword +10(4) or 2 slams +11(6) 30ft CR 6 B3 146, 232

Thoqqua +1 +10 | tremorsense 22 15 Ft +5 Rf +4 Wi +2 15 +4 slam +4(4 plus burn) burn (3) 30ft 20ft CR 2 B2 50

Thunder Wizard[S] +7 +10 37 | DR10/magic vs ranged 19 Ft +5 Rf +7 Wi +10 | +2 vs fear 14 +0 dagger +2(1) dagger +7(1) *black tentacles, color spray, dancing lights, darkvision,* empowered *shocking grasp, expeditious retreat, feather fall, flare,* force missile, *lightning bolt, mage armor, mage hand, mending, mirror image, protection from arrows, protection from energy, scorching ray, shocking grasp, shout* familiar (imp) *pearl of power* (1st), *potion of cure moderate wounds, potion of lesser restoration, scroll of black tentacles, scrolls of invisibility* (2), *scrolls of lightning bolt* (2), *scrolls of mirror image* (2), *scroll of protection from energy* 20ft CR 6 NPCX 92

Titan, Hekatonkheires[C] +6 +35 | all-around vision, *true seeing* 516 | DR20/epic and lawful, regeneration 10 42 Ft +30 Rf +12 Wi +18 | immune aging/death effects/disease/mind-affecting, *spell turning,* SR35 63 +51 | +53 bull rush weapon +38/+33/+28/+23(43 plus hundred-handed whirlwind) or slam +35(46 plus stun) rock +22/+17/+12/+7(67) *bestow curse, break enchantment, chain lightning, dominate monster, find the path, greater dispel magic, greater scrying, greater spell immunity, heal, imprisonment, mass suggestion, sending, storm of vengeance* hands of war, rock throwing, stunning slam, planar leap 60ft | *air walk* B3 264

Toothy Transmuter +4 +11 | *see invisibility* 102 | DR10/ magic vs ranged, orc ferocity, immune fire 15 Ft +9 Rf +6 Wi +11 20 +9 greataxe +11/+6(11) *black tentacles, blur, bull's strength, burning hands,* change shape, *chain lightning, cone of cold, detect magic, dispel magic, disintegrate, feather fall, fire shield, fly, greater invisibility, haste, ice storm, invisibility, levitate, lightning bolt, mage armor, mage hand, magic missile, mass enlarge person, message, protection from arrows, protection from energy, read magic, reduce person, scorching ray, see invisibility, telekinesis,* telekinetic fist, *teleport, transformation, true strike, wall of stone potions of bears endurance* (4), *potions of bull's strength* (4), *potion of cure moderate wounds, potions of invisibility* (4), *scroll of greater dispel magic, scroll of transformation* 30ft CR 11 NPCX 220, 222

Totenmaske +1 +15 85 | resist cold 20 20 Ft +7 Rf +9 Wi +9 27 +11 bite +13(8 plus 1d4 Cha drain), 2 claws +13(7) change shape, fleshdrink, shape flesh 50ft CR 7 B2 184

Treant -1 +12 114 | DR10/slashing, vulnerable fire 21 Ft +13 Rf +3 Wi +9 29 +20 2 slams +17(16) rock +7(20) animate trees, rock throwing, trample(20), treespeech 30ft CR 8 B1 96, 132, 232, 250

Sources

AB *Advanced Bestiary*	DG: *Dungeons of Golarion*	ISB: *Inner Sea Bestiary*	OB: *Occult Bestiary*	ToHC *Tome of Horrors Complete*
AP##: Adventure Path Issue #	DMC: *Dead Man's Chest*	ISG *Inner Sea Gods*	OM: *Occult Mystery*	TW: *The Worldwound*
ARG *Advanced Race Guide*	FR: *Fey Revisited*	IWG: *Into the Wintery Gale*	PB: Paizo blog	UC *Ultimate Combat*
B# *Bestiary Volumne #*	GMG: *Game Mastery Guide*	MA: *Mythic Adventures*	RG: *Rival Guide*	UM *Ultimate Magic*
BHOH *Belkzen, Hold of the Orc Hordes*	HA: *Horror Adventures*	MB *Midgard Bestiary*	RRT *Riyal's Research: Traps*	UR *Undead Revisited*
CE: *Crypt of the Everflame*	HotJ: *Heart of the Jungle*	MX *Monster Codex*	SMT: *Simple Monster Templates*	WGK *The War of the Goblin King*
Cr *Core Rulebook*	HW: *Heroes of the Wild*	NLFS: *Numeria, Land of Fallen Stars*	SW: *Snow White*	
D20 d20pfsrd.com	IS: *Isles of the Shackles*	NPCX *NPC Codex*	TG: *Technology Guide*	

Treant, Twisted[L] +3 +12 | 90 | DR10/cold iron or slashing, resist cold/electricity/fire 10, vulnerable fire | 22 | +11 | +7 | +9 | 29 | +20 | 2 slams +14(10) rock +11(14) | *confusion, dancing lights, deep slumber, entangle, faerie fire, feeblemind, glitterdust, major image, speak with plants* (constant) | animate trees, double damage against objects, rock throwing, trample(16), treespeech | 50ft | CR 9 | SW | 130

Troll[L] +2 +8 | scent | 16 | regeneration 5 | 16 | +11 | +4 | +3 | 22 | +10 | bite +8(9), 2 claws +8(8) | rend (13) | 30ft | CR 5 | B1 | 124, 212

Troll Elder Matron[L] +6 +16 | scent | 200 | regeneration 5 | 18 | +17 | +8 | +12 | 26 | +14 | bite +12(8), 2 claws +12(7) | *bleed, bull's strength, burning gaze, burning hands, cause fear, confusion, detect magic, enervation, enthrall, flaming sphere, flame strike, mass pain strike, purify food and drink, ray of enfeeblement, ray of exhaustion, reduce person, screech, touch of fatigue, touch of idiocy, wall of ice* | familiar (bat), hexes, rend | *dust of disappearance* | 30ft | CR 10 | MX | 212

Troll Monarch[L] +5 +9 | scent | 220 | regeneration 5 | 26 | +20 | +8 | +6 | +3 vs fear | 36 | +24 | bite +25(15), 2 claws +25(43) | armor training, rend, weapon training | *potion of bear's endurance, potion of cure serious wounds, potion of haste, potion of invisibility* | 30ft | CR 15 | MX | 240

Tsaalgrend[S] +2 +4 | 19 | resist acid/electricity 5, vulnerable fire | 14 | +5 | +3 | +1 | 15 | +3 | bite +15(4 plus grab), 2 tendrils +3(3 plus grab) | grab, light blindness, spores | 10ft | 10ft | 40ft | CR 2 | B5 | 204

Twigjack[T] +3 +10 | 27 | vulnerable fire | 17 | +3 | +7 | +6 | 12 | +3 | spear +3(1) or 2 claws +7(1) | bramble jump, sneak attack +2d6, splinterspray | 30ft | woodland stride | CR 3 | B2 | 42, 250

Tyrant Jelly[L] +2 +11 | blindsight | 129 | DR5/epic, immune electricity, piercing, slashing | 23 | +11 | -2 | +6 | 17 | +12 | +16 grapple | slam +12(27 plus 3 acid plus grab and poison) | *charm monster, giant vermin, hold monster, dominate monster* | compression, constrict (25 plus 3 acid plus grab and poison), control vermin, create spawn, mythic power, poison, vermin empathy | 20ft | 10ft | CR 9 | B4 | 204

Undigested Swarm[T] +3 +8 | 54 | resist acid 10 | 17 | +4 | +9 | swarm (11 plus digest and distraction) | amorphous, digest, distraction | 30ft | 20ft | 20ft | CR 1 | B5 | 146, 248

Unicorn, Automaton +4 +10 | scent | 34 | immune bleed | 16 | +7 | +8 | +6 | +2 vs evil, immune charm/compulsion/mind-affecting/poison | 23 | +10 | gore +9(9), 2 hooves +6(4) | magical strike, powerful charge, wild empathy | 60ft | CR 4 | B1 | 200

Vampire +8 +21 | 102 | fast healing 5, DR5/magic and silver, resist cold/electricity 10 | 23 | +13 | +11 | +12 | channel resistance +4 | 24 | +7 | slam +8(6 plus energy drain) | *acid splash, burning hands, chill touch, detect magic, disguise self, dispel magic, expeditious retreat, fireball, greater invisibility, mage armor, mage hand, magic missile, mending, message, open/close, read magic, scorching ray, vampiric touch, web* | blood drain, change shape, children of the night, create spawn, dominate, energy drain, gaseous form, shadowless, spider climb | 30ft | CR 9 | B1 | 164, 184, 190, 226, 232

Vampire, Nosferatu +11 +21 | scent | 71 | fast healing 5, DR5/wood and piercing, resist cold/electricity/sonic 10 | 30 | +7 | +16 | +7 | +3 vs traps, channel resistance +4, evasion, improved uncanny dodge | 28 | +9 | 2 claws +14(6) | bleeding attack, blood drain, dominate, fast stealth, sneak attack +5d6, spider climb, stand up, surprise attack, swarm form, telekinesis, trapfinding | *wand of scorching ray* | 30ft | CR 10 | B4 | 184, 226

Vampire, Nosferatu, Dread +11 +21 | blindsight, scent | 71 | fast healing 5, DR10/good and silver and wood and piercing, immune cold, resist acid/electricity/sonic 10 | 38 | +7 | +16 | +7 | +3 vs traps, channel resistance +6, evasion, improved uncanny dodge | 28 | +9 | 2 claws +14(6) | bleeding attack, blood drain, dominate, dread rejuvenation, fast stealth, sneak attack +5d6, spider climb, stand up, surprise attack, swarm form, telekinesis, trapfinding | *wand of scorching ray* | 30ft | 30ft | 30ft | CR 13 | B4,AB | 226

Vampire Savage +11 +24 | 126 | fast healing 5, DR10/magic and silver, DR1/—, resist cold/electricity 10 | 30 | +7 | +16 | +7 | +3 vs traps, channel resistance +4, improved uncanny dodge, orc ferocity | 33 | +19 | +23 bull rush | greataxe +20/+15(22), bite +14(7 plus energy drain), slam +15(7 plus energy drain) | animal fury, bleeding blow, blood drain, change shape, children of the nigh, create spawn, dominate, energy drain, gaseous form, no escape, powerful blow, rage, shadowless, *spider climb* | *potion of blur, potion of haste, potion of resist energy* (fire) | 40ft | CR 10 | MX | 184

Vampire Spawn +1 +11 | 26 | DR5/silver, fast healing 5 resist cold/electricity 10 | 15 | +3 | +2 | +5 | channel resistance +2 | 15 | +4 | slam +4(3 plus energy drain) | blood drain, dominate, gaseous form, shadowless, *spider climb* | 30ft | CR 4 | B1 | 170, 172, 184, 190

Veela, Fire +3 +12 | 85 | DR10/magic, immune fire, SR18, vulnerable cold | 19 | +10 | +9 | +6 | 27 | +14 | dagger +13/+8(7 plus 7 fire), dagger +13/+8(7 plus 7 fire) or 2 slams +14(7 plus 7 fire) | *cure serious wounds, dispel magic, fire snake, resist energy, scorching ray, suggestion* | beckoning dance, elemental veil | 60ft | CR 7 | B5 | 130

Vegepygmy[S] +2 +7 | 5 | DR5/slashing or bludgeoning, immune electricity | 16 | +3 | +2 | +0 | 11 | -1 | 2 claws +1(2) or longspear +1(3) | 30ft | CR 1/2 | B1 | 204

Vikmordere Clan Chieftain +6 +2 | 114 | 16 | +9 | +6 | +4 | 28 | +16 | greatsword +17/+12/+7(15) or handaxe +15/+10/+5(8) longbow +14/+9/+4(4) | 20ft | CR 10 | IWG | 174

Legend

C = Colossal size
D = Diminutive Size
F = Fine size
G = Gargantuan size
H = Huge size
L = Large size
S = Small Size
T = Tiny Size

Aura
Armor Class
CR Challenge Rating
Combat Gear
CMD CMB
Ft Fortitude Save
Hit Points
Initiative
Melee Attack
Page(s)
Perception
Perception, lowlight vision
Perception, darkvision
Ranged Attack
Rf Reflex Save
Special Abilities/Qualities
Spells & Spell-like Abilities
Source(s)
Speed
Speed, burrow
Speed, climb
Speed, fly
Speed, swim
Wi Will Save

Vikmordere Warrior +2 +10 64 20 Ft +14 Rf +4 Wi +7 | +2 vs fear 24 +14 | +18 overrun battle axe +16/+11(13) or shortspear +14/+9(9) throwing axe +11(10) or shortspear +10(9) armor training, bravery, fast movement, rage, weapon training *potion of bull's strength, potions of divine favor* (3) 40ft CR 7 IWG 174

Violet Fungus -1 +0 30 15 Ft +7 Rf +0 Wi +1 13 +3 4 tentacles +4(3 plus rot) 10ft CR 3 B1 148

Violet Fungus, Advanced +1 +2 38 19 Ft +9 Rf +2 Wi +3 17 +5 4 tentacles +6(5 plus rot) 10ft CR 1 B1 168

Viper Vine[L] +8 +13 | tremorsense 190 | immune acid 27 Ft +16 Rf +12 Wi +6 29 +24 | +28 grapple bite +23(15 plus 11 acid), 4 tentacles +21(7 plus grab) captivating cloud, cold lethargy, constrict (3+8) 10ft CR 13 B2 204

Voidworm[T] +3 +8 | blindsense, *detect law* 16 | immune acid, resist electricity/sonic 10 15 Ft +1 Rf +6 Wi +2 12 +4 bite +8(1), tail slap +3(1 plus confusion) *blur, commune, dancing lights, ghost sound, obscuring mist, prestidigitation* amorphous anatomy, change shape, freedom of movement 20ft 50ft CR 13 B2 195

Walrus, Emperor[H] -1 16 126 20 Ft +14 Rf +7 Wi +8 32 +23 bite +16(29) or slam +15(22 plus trip) hold breath 20ft 60ft CR 8 B4 210

War Priest +0 +4 21 15 Ft +5 Rf +0 Wi +6 | +2 vs poison and spells 13 +3 greatsword +4(11) crossbow +1(4) *bane, bleed, detect magic, detect poison, magic stone, magic weapon, read magic, true strike* channel negative energy, destructive smite *potion of cure light wounds* (2) 20ft CR 1 NPCX 4

Warlord Cleric +1 +9 133 28 Ft +18 Rf +12 Wi +26 31 +17 greatsword +23/+18/+13(15) *antimagic field, bane, banishment,* battle rage, *bestow curse, blade barrier, bleed, blessing of fervor, break enchantment, breath of life, cleanse, create water, daylight, death ward, destruction, dispel magic, divine power, doom, earthquake, energy drain, enlarge person, fire storm, flame strike, freedom of movement, grasping hand, greater dispel magic, greater restoration, harm, heal, implosion, inflict critical wounds, inflict light wounds, inflict serious wounds, lesser restoration, magic vestment, mass heal, mending, power word kill, power word stun, regenerate, repulsion, restoration, sacred bond, shield of faith, silence, slay living, spell immunity, spell resistance, spiritual weapon, stabilize, status, storm of vengeance, stormbolts,* strength surge, *true seeing, weapon of awe* channel negative energy, might of the gods, weapon master *potions of cure serious wounds* (2) 20ft CR 19 RG 238

Wasp Swarm[D] +1 +9 31 | immune weapon damage 15 Ft +5 Rf +3 Wi +3 swarm (7 plus poison) distraction, poison 5ft 40ft CR 3 B1 134

Watch Captain +1 +6 57 20 Ft +8 Rf +4 Wi +4 | +2 vs fear 22 +11 | +15 trip halberd +14/+9(15) or sap +11/+6(7 nonlethal) longbow +8/+3(8) armor training, bravery, weapon training *potions of cure moderate wounds* (2), tanglefoot bags (2) 30ft CR 6 GMG 232

Water Elemental, Elder[H] +6 +19 152 | DR10/ — 24 Ft +14 Rf +18 Wi +5 45 +28 2 slams +24(21) drench, vortex, water mastery 20ft 90ft CR 11 B1 236

Water Elemental, Greater[H] +5 +16 123 | DR10/ — 23 Ft +12 Rf +15 Wi +4 40 +24 2 slams +20(18) drench, vortex, water mastery 20ft 90ft CR 9 B1

Water Elemental, Huge[H] +4 +13 95 | DR5/ — 21 Ft +11 Rf +11 Wi +3 34 +19 2 slams +15(7+7) drench, vortex, water mastery 20ft 90ft CR 7 B1 88, 100

Water Elemental, Large[L] +2 +9 68 | DR5/ — 18 Ft +9 Rf +8 Wi +2 27 +14 2 slams +12(9) drench, vortex, water mastery 20ft 90ft CR 5 B1 97, 101, 125

Water Mauler[L] +7 +6 37 17 Ft +5 Rf +6 Wi +3 20 +8 bite +8(8), 2 claws +8(7), sting +8(7 plus 1d3 bleed and jagged sting) amphibious, bleed (1), jagged sting, pounce, rend (2 claws 1d10) 20ft 20ft 30ft CR 2 B5 53

Wererat (Hybrid) +2 +8 | scent 18 16 Ft +2 Rf +5 Wi +3 | evasion 15 +2 shortsword +3(4) crossbow +3(4) change shape, fast stealth, lycanthropic empathy, sneak attack +1d6, trapfinding 30ft CR 2 NPCX,B1 54, 64

Wererat Slaver (Hybrid) +2 +8 | scent 52 | DR10/ silver 17 Ft +10 Rf +7 Wi +1 | +1 vs fear 20 +8 spiked gauntlet +8(2+6) and bite +6(2+6 plus disease and curse of lycanthropy) bolas +7(5) change shape, favored enemy (human +2)lycanthropic empathy 30ft CR 4 NPCX 54

Wight +1 +11 26 15 Ft +3 Rf +2 Wi +5 15 +4 slam +4(3 plus energy drain) create spawn 30ft CR 3 B1 82, 156

Wight, Dust +1 +11 26 | DR5/bludgeoning 15 Ft +3 Rf +2 Wi +5 15 +4 slam +4(3 plus energy drain and dehydrate) create spawn 30ft CR 4 B1,UR 49

Will-O'-Wisp[S] +13 +17 40 26 Ft +3 Rf +12 Wi +9 | immune magic 24 +0 shock +16 touch (9 electricity) feed on fear, natural invisibility 50ft CR 6 B1 248

Winter Hag +1 +18 85 | DR10/magic, immune cold, vulnerable fire 20 Ft +8 Rf +8 Wi +8 | SR18 24 +13 quarterstaff +15/+10(9 plus 3 cold) or 2 claws +13(5) *alter self, charm monster, cone of cold, control weather, detect magic, fog cloud, frostbite, invisibility, major image, pass without trace, see invisibility, wall of ice, waves of fatigue, whispering wind* breath weapon (14 cold), ice staff, ice walking 30ft CR 7 B4 166

Winter Wyrm[G] +2 +3 | tremorsense 189 | immune cold 28 Ft +16 Rf +4 Wi +5 38 +30 | +34 grapple bite +22(21 plus attach and bleed) bleed (7), create pit, hibernation, swallow whole (28 cold) 30ft 30ft | ice glide CR 13 IWG 224

Winter Wyrmling +4 +3 | tremorsense 95 | immune cold 21 Ft +11 Rf +7 Wi +2 27 +17 | +21 grapple bite +15(14 plus attach and bleed) bleed (3), hibernation 20ft 20ft | ice glide CR 8 IWG 224

Sources

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AP##: Adventure Path Issue #	DMC: *Dead Man's Chest*	ISG *Inner Sea Gods*	OM: *Occult Mystery*	TW: *The Worldwound*
ARG *Advanced Race Guide*	FR: *Fey Revisited*	IWG: *Into the Wintery Gale*	PB: Paizo blog	UC *Ultimate Combat*
B# *Bestiary Volumne #*	GMG: *Game Mastery Guide*	MA: *Mythic Adventures*	RG: *Rival Guide*	UM *Ultimate Magic*
BHOH *Belkzen, Hold of the Orc Hordes*	HA: *Horror Adventures*	MB *Midgard Bestiary*	RRT *Riyal's Research: Traps*	UR *Undead Revisited*
CE: *Crypt of the Everflame*	HotJ: *Heart of the Jungle*	MX *Monster Codex*	SMT: *Simple Monster Templates*	WGK *The War of the Goblin King*
Cr *Core Rulebook*	HW: *Heroes of the Wild*	NLFS: *Numeria, Land of Fallen Stars*	SW: *Snow White*	
D20 d20pfsrd.com	IS: *Isles of the Shackles*	NPCX *NPC Codex*	TG: *Technology Guide*	

Witchfire +10 +16 115 | immune fire, incorporeal 24 Ft +10 Rf +11 Wi +10 31 +13 incorporeal touch +13(8d6 fire plus witchflame) witchflame bolt +13(8d6 fire plus witchflame) *dancing lights, disguise self, ghost sound, invisibility, pyrotechnics, ray of enfeeblement,* summon sound mimicry, witchflame 50ft CR 9 B2 252

Wolf +2 +8 | scent 13 14 Ft +5 Rf +5 Wi +1 14 +2 bite +2(4 plus trip) 50ft CR 1 B1 132

worg, Shadow +2 +11 | scent 26 14 Ft +5 Rf +6 Wi +3 | SR 8 19 +7 bite +7(7 plus trip) shadow blend 50ft CR 3 B1,B4 144

Worg, Winter Wolf, Two-Headed[L] +5 +13 | scent 57 17 Ft +9 Rf +6 Wi +6 23 +12 2 bite +10(4+7 plus 3 cold plus trip) 2 breath weapons (21 cold) 50ft CR 7 B1,SMT 176

Worm That Walks +8 +22 | blindsight 113 | DR 15/—, fast healing 14, immune crits 23 Ft +11 Rf +12 Wi +13 | immune disease/paralysis/poison/sleep 26 +5 | +13 grapple slam +10(1 plus grab) *acid arrow,* acid dart, *acid fog, black tentacles, charm person, cloudkill, confusion, detect magic, detect thoughts, dimension door,* dimensional steps, *disintegrate, dismissal, dispel magic, feather fall, fly, fog cloud, glitterdust, grease, invisibility, mage hand, obscuring mist, phantasmal killer, plane shift, prestidigitation, project image, protection from energy, protection from good, read magic, reduce person, shadow evocation, shield, slow, stinking cloud, summon monster III, summon monster IV, summon monster VI, summon swarm, telekinesis, teleport* arcane bond, discorporate, grab, squirming embrace, summoner's charm 30ft CR 14 B2 228

Wraith +7 +10 | lifesense 47 | incorporeal 18 Ft +6 Rf +4 Wi +6 | channel resistance +2 21 +6 incorporeal touch +6(3 negative energy plus 3 Con drain) create spawn, sunlight powerlessness 60ft CR 5 B1 34, 106, 162, 188

Wyrmwraith[G] unnatural aura +16 +38 | lifesense 252 | incorporeal 31 Ft +14 Rf +20 Wi +19 | channel resistance +4 57 +34 incorporeal bite +27(14 plus energy drain), 2 incorporeal claws +27(9 plus divine dispelling), 2 incorporeal wings +24(7), incorporeal tail slap +24(9) *animate dead, command undead, control undead, create greater undead, create undead, desecrate, detect undead, energy drain, protection from good, quickened finger of death, soul bind, unhallow, unholy blight, waves of exhaustion* breath weapon (20d6 negative energy), create spawn, ectoplasmic shift, energy drain, phase lurch, positive energy transference 80ft CR 17 B5 252

Xenopterid +3 +1 | lifesense 93 21 Ft +11 Rf +6 Wi +4 | immune mind-affecting 26 +13 | +17 grapple 2 claws +13(8 plus grab), bite +13(8 plus poison) blood drain, entangling slime, ferocity, poison 40ft 20ft 20ft CR 7 B4 250

Yellow Musk Creeper[L] +2 +0 | blindsense 22 15 Ft +6 Rf +3 Wi +1 20 +8 2 tendrils +6(9) ranged touch +3(pollen spray) create yellow musk zombie, Intelligence damage, rejuvenation 5ft CR 2 ToHC 30, 130

Yeti, Advanced[L] +3 +12 | scent 57 19 Ft +8 Rf +8 Wi +8 24 +13 2 claws +9(7 plus 3 cold) frightful gaze, rend (2 claws, 9 plus 3 cold) 40ft 30ft CR 5 B1 176

Zombie +0 +0 12 | DR 5/slashing 12 Ft +0 Rf +0 Wi +3 14 +4 slam +4(7) staggered 30ft CR 1/2 B1 28, 35, 44, 47, 170, 204, 248

Zombie, Hyena +0 +0 26 | DR 5/slashing 16 Ft +6 Rf +6 Wi +4 16 +4 slam +4(6) staggered 50ft CR 3 B1 92

Zombie, Juju +8 +6 15 | DR 5/magic and slashing, resist fire 10, immune cold/electricity/*magic missile* 18 Ft +0 Rf +7 Wi +1 | channel resistance +4, evasion 19 +5 shortsword +6(7) or slam +5(9) sneak attack +1d6 30ft CR 2 B2 68

Zombie Lord +3 +10 30 | DR 5/slashing 18 Ft +3 Rf +6 Wi +8 | channel resistance +4, evasion, +2 vs enchantments 22 +7 flurry of blows +5/+5(6) maneuver training, stunning fist 40ft CR 3 B4 82

Zombie, Ogre[L] -2 +0 55 | DR 5/slashing 15 Ft +2 Rf +0 Wi +6 18 +10 slam +9(13) staggered 40ft CR 3 — 35

Zombie, Plague +0 +0 12 12 Ft +0 Rf +0 Wi +3 14 +4 slam +4(7) death burst, staggered 30ft CR 1/2 B1 93

Zombie, Spellgorged +1 +1 27 13 Ft +1 Rf -2 Wi 5 15 +4 slam +4(4) spell storing 30ft CR 3 ToHC 120, 140

Zombie, Unhallowed +0 +0 12 | DR 5/slashing 12 | +2 vs good Ft +0 Rf +0 Wi +3 | +2 vs good, +4 vs channeled negative energy 14 +4 slam +4(7) staggered 30ft CR 1/2 B1,AP 48 94

Zomok[G] +4 +26 | tremorsense 246 | immune sonic, vulnerable fire 33 Ft +20 Rf +7 Wi +13 40 +28 | +30 sunder bite +20(9+12), 2 claws +20(19), tail slap +15(9+6), 2 wings +15(13) *command plants, entangle, liveoak, pass without trace, plant growth, quench, shambler, transmute mud to rock, wall of thorns* breath weapon (18d6 bludgeoning plus entangle), swallow whole, trample 40ft | forest step 100ft CR 16 B4 230

Zygomind[C] fascinating aura, stench +7 +7 | all-around vision, blindsight 266 | DR 20/magic and slashing 24 Ft +21 Rf +16 Wi +16 | SR 29 56 +39 | +43 grapple 4 tentacles +23(19 plus grab and soporific spores) *greater create mindscape* constrict (19), create undead, entrap, seamless reality, soporific spores, spore explosion 5ft 5ft CR 18 B5 250

Legend

C = Colossal size
D = Diminutive Size
F = Fine size
G = Gargantuan size
H = Huge size
L = Large size
S = Small Size
T = Tiny Size

Aura
Armor Class
CR Challenge Rating
Combat Gear
CMD CMB
Ft Fortitude Save
Hit Points
Initiative
Melee Attack
Page(s)
Perception
Perception, lowlight vision
Perception, darkvision
Ranged Attack
Rf Reflex Save
Special Abilities/Qualities
Spells & Spell-like Abilities
Source(s)
Speed
Speed, burrow
Speed, climb
Speed, fly
Speed, swim
Wi Will Save

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