Hex Crawl Chronicles

The Golden Meadows

By John Stater

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In a windswept valley of scrub and sand there is a pleasant meadow fed by a bubbling spring. Here a strange people have made their home in a village and fortress of clay that they call Vega. The Vegans do not welcome visitors, and the miles of parched desert that surrounds their home discourages them as well, but still they wander into the valley in search of the silver mines that dot the surrounding hills and mountains. Of course, once these prospectors reach the mountains, they have to worry about the goblin-men and their wicked moonlit rites. Most of these folk begin their adventures in the rough-and-tumble trading port of Sanctum on the Ruddy River, which carries the xenophone of Halaya down from the north and the war-like golden men up from the south.

The old legends speak of a city that commanded a great empire in these barren lands, a city that shimmered with light, turning the dark of night into the light of day; a city of warriors who patrolled the skies on thundering wyrmis; a city where the women possessed the beauty of the nymphs and dressed entirely in precious stones carved out of the mountains. There are no signs of this city now, in the valley of the golden meadows, only the simple Fortress-village of the Vegans. The legends also tell of the grand city’s fall, of a doom that coursed out of the sky on scintillating wings of fire and laid low men, women, children and beasts. The city was reduced to ash, the valley a sea of burning light. These were the legends found carved on stones in caves by the outcasts of Halaya, who traveled down the river and founded the fishing village of Sanctum. Soon, the village became a trading center between the usually xenophobic Halayans and the golden men of the south, not to mention dwarf caravans that came through secret tunnels from the Pillars of Heaven in the east.

The Golden Meadows of the title actually are rather small, taking up a few hexes in the center of a scrubby desert that broils from late spring to early fall, has a few weeks of nice weather in the early spring and late fall, and then has a mild winter that only occasionally turns frosty. The meadows are watered by vigorous springs, and support a strange, humanoid people called Vegans, named for their fortress-town, Vega. A larger meadow can be found beyond the mountains, and serve as an oasis for caravans traveling from the western lands beyond the Bear Mountains located to the west of the map in this hex crawl.

The desert is interrupted by a central mountain range and barren badlands. The mountains are snow-capped in the winter and fairly well-watered the rest of the year, with intermittent droughts. They support evergreens in the middle elevations, Joshua trees in the low elevations, and are rocky and barren in the high elevations. The mountains are inhabited by goblin-men.

To the east, there is The Lake (as it is termed by the locals, travelers have taken to calling it Sanctuary Lake), surrounded by jagged, red-stoned badlands on all sides. The trading port, Sanctum, sits just to the north of Sanctuary Lake on the Ruddy River. Sanctum holds what passes for human civilization in the region.

The Golden Meadows is a hex-crawl, referring to the hex-shaped units that divide the map. Just as dungeon adventures take place on a gridded map, wilderness adventures can be conducted on a hex map, allowing players the freedom to decide where their characters roam and giving them the thrill of discovering the many places and people that have been placed on the map. This map represents a large area filled with numerous places to discover and explore, and can be used as a campaign area in its own right, or dropped into an existing campaign. GMs can place adventures they have purchased or devised on their own into empty hexes on the map.

Adventures in the Wilderness

The hexes on this map are 6 miles wide from one side to the other. In open country, adventurers should be able to see from one side of the hex to another. In wooded hexes, vision is much more restricted. Random encounters with monsters should be diced for each day and each night, with encounters occurring on the roll of 1–2 on 1d6. The exact monster (or monsters) encountered depends on the terrain through which the adventurers are traveling. Unlike dungeons, in which the monsters on the upper levels are usually less powerful than the monsters on deeper levels, wilderness encounters are quite variable in their challenge, and low level characters face death every time they step out of the confines of civilization. Well-traveled adventurers will discover, however, that settled lands are not as dangerous as the rugged wilderness.

Goblin-Men

The goblin-men are a bit of a misnomer, for they have no actual goblin blood flowing through their veins. In fact, they are mutates remains of the people who once inhabited the valley of the golden meadows. They appear as prune-faced men and women, lanky of limb, slightly hunched, with long fingers and toes that allow them to climb as well as an ape. Their skin is dark bronze in color, their eyes black and their hair, what little they have, lank and black. The goblin-men typically arm themselves with flint-tipped spears and stone axes, much like the Vegans and grimlocks, though they also trade with the kobolds beneath the mountains for metal weapons and armor; about 2 in 6 goblin-men have a metal weapon, 1 in 10 wears leather armor and 1 in 20 wears chainmail.

The goblin-men are hunter-gatherers, living in small bands of 10–20 warriors and their women and children (assume 2.5 non-combatants per warrior). Goblin-men have no chiefs, though most bands have a large male warrior (an extra Hit Dice who bullies the others and keeps the best treasure for himself. Being voracious omnivores, they keep no animals or prisoners longer than their bellies keep from the grumbling. The goblin-men have an innate fear of the shadows (monsters, not absences of light) and shimmering radiances, and avoid them at all costs.

GOBLIN-MAN

CR 1/2

XP 200

Male or Female human warrior 1

N Medium humanoid (human)

Init +1; Perception +1

AC 11, touch 11, flat-footed 10 (+1 Dex)
hp 7 (1d10+1)
Fort +3; Ref +1; Will +0

Speed 30 ft.

Melee stone battleaxe +2 (1d8+1/x3) or stone spear +2 (1d8+1/x3)

Str 12, Dex 13, Con 13, Int 8, Wis 10, Cha 9
Base Atk +1; CMB +2; CMD 13

Feats Athletic

Skills Climb +7, Perception +1, Survival +1, Swim +3

Languages Common

Gear hides and skins, stone battleaxe, stone spear

— The Golden Meadows —

By John M. Stater
The golden meadows

The vegans (no relation to the idea of not eating meat; they enjoy a nice, bloody steak) are a humanoid people who dwell on the golden meadows, herding nimble, blue-black cattle and cultivating fungal gardens (what good is steak without mushrooms!) They are tall (averaging about 7–1/2 feet), thin and hairless, with very small, delicate noses and large eyes that range from topaz to jet. Their chins are narrow and their mouths small. Vegans have alabaster skin that turns a lovely, warm grey in the summer sun, and their fingers are long and delicate. Warriors among them wear coats of scale armor that reach to their knees and are kept highly polished. They might carry spear or scimitar and wicker shield or pole arms or light crossbow and scimitar. The Vegans are delighted by music, and will usually regard people who sing and play music much more favorably. They are primarily cattle herders, though they also keep small gardens of vegetables and fruit trees nearer their complex.

<table>
<thead>
<tr>
<th>Roll</th>
<th>Badlands</th>
<th>Deserts and Grasslands</th>
<th>Mountains</th>
<th>What Are They Doing?</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>Shadow (1d4)</td>
<td>Bulette (1)</td>
<td>Goblin-Men (2d6)</td>
<td>Arguing Loudly</td>
</tr>
<tr>
<td>2</td>
<td>Shadow Mastiff (1d4)</td>
<td>Vegan Hunters** (2d4)</td>
<td>Kobolds (3d6)</td>
<td>Fighting (roll another random encounter)</td>
</tr>
<tr>
<td>3</td>
<td>Giant Lizard</td>
<td>Goblin-Man Raiders (2d6)</td>
<td>Bighorn Sheep (1d6)</td>
<td>Fleeing in terror</td>
</tr>
<tr>
<td>4</td>
<td>Giant Bats (1d8)</td>
<td>Giant Lizard (1d3)</td>
<td>Prospector*</td>
<td>Hunting</td>
</tr>
<tr>
<td>5</td>
<td>Giant Viper (1d3)</td>
<td>Giant Scorpion (1d4)</td>
<td>Shadow (1d4)</td>
<td>Lurking in ambush</td>
</tr>
<tr>
<td>6</td>
<td>Shimmering Radiance*** (1)</td>
<td>Giant Viper (1d3)</td>
<td>Snapping Dragonet*** (1d6)</td>
<td>Lying dead, bodies looted</td>
</tr>
<tr>
<td>7</td>
<td>Grimlock (2d6)</td>
<td>Shimmering Radiance*** (1)</td>
<td>Giant Raven (1d6)</td>
<td>Making camp</td>
</tr>
<tr>
<td>8</td>
<td>Prospector*</td>
<td>Ghoul (1d6)</td>
<td>Werebear (1d4)</td>
<td>Marching (random direction)</td>
</tr>
<tr>
<td>9</td>
<td>Varghoul*** (1d4)</td>
<td>Camelop*** (2d10)</td>
<td>Archer Tree (1d3)</td>
<td>Revealing</td>
</tr>
<tr>
<td>10</td>
<td>Viper Hound***</td>
<td>Giant Raven (1d6)</td>
<td>Wolf (1d8)</td>
<td>Searching for something</td>
</tr>
</tbody>
</table>

* Prospectors are really just bands of adventurers out of Sanctum looking for veins of silver. They consist of 4 to 6 adventurers (1d4+2 levels for each), with bearers equal to the total class levels of the adventurers, and 1d4 men-at-arms per adventurer. 1 in 6 adventurers is a demi-human (roll 1d6: 1–3 Dwarf, 4 Elf, 5–6 Halfling). Roll 1d10 to find a human adventurer’s class: 1–3 Fighter (5% chance of paladin); 4–5 Cleric (35% chance of druid), 6 Wizard (20% chance of sorcerer); 7–8 Rogue (15% chance monk); 9–10 Ranger. Men-at-arms usually wear leather armor and are armed with spears and short bows, with 1d20 arrows.

** Vegan hunters carry javelins with atlatls (+1 damage, double range), flint-tipped spears (1d4 damage) and flint knives (1d3 damage). About 1 in 6 vegan hunters carries a normal spear or dagger looted from an outsider. Armor is always leather.

*** Indicates a new monster described at the end of the book.

Vegans

The vegans (no relation to the idea of not eating meat; they enjoy a nice, bloody steak) are a humanoid people who dwell on the golden meadows, herding nimble, blue-black cattle and cultivating fungal gardens (what good is steak without mushrooms?) They are tall (averaging about 7–1/2 feet), thin and hairless, with very small, delicate noses and large eyes that range from topaz to jet. Their chins are narrow and their mouths small. Vegans have alabaster skin that turns a lovely, warm grey in the summer sun, and their fingers are long and delicate. Warriors among them wear coats of scale armor that reach to their knees and are kept highly polished. They might carry spear or scimitar and wicker shield or pole arms or light crossbow and scimitar. The Vegans are delighted by music, and will usually regard people who sing and play music much more favorably. They are primarily cattle herders, though they also keep small gardens of vegetables and fruit trees nearer their complex.

VEGAN

XP 200
Male or Female human warrior 1
N Medium humanoid (human)
Init +1; Perception +1

AC 11, touch 11, flat-footed 10 (+1 Dex)

hp 6 (1d10)

Fort +1; Ref +1; Will +2

Speed 20 ft.

Melee glaive-guisarme +2 (1d10+1/x3) or scimitar +2 (1d6+1/18–20) or spear +2 (1d8+1/x3)

Ranged light crossbow +2 (1d8/19–20)

Str 12, Dex 13, Con 8, Int 9, Wis 11, Cha 12

Grey Travelers

The so-called “Grey Travelers” are smallish humanoids with light grey skin, over-sized heads and large, almond-shaped black eyes … oh heck – they’re grey aliens. The greys dwell in the northwest, supposedly in a virtual paradise. They travel in caravans with their tame ankhegs (they appear to be able to communicate with one another), drawing bullet-shaped metal canisters filled with goods manufactured in their realm, as well as a strange, salty red weed that is favored in Sanctum for its use in iron rations and for making a gooey stew. Treat the grey travelers as halflings with darkvision to a range of 60 feet. They are typically encountered in plastic armor (treat as leather armor) and armed with light crossbows and morningstars.

GREY TRAVELERS

XP 200
Male or Female grey traveler expert 1
N Small outsider (native)
Init +1; Perception +3

AC 14, touch 12, flat-footed 13 (+2 armor, +1 Dex, +1 size)

hp 4 (1d8–1)

Fort +0; Ref +2; Will +4; +6 vs. fear

Speed 20 ft.
When adventurers are seeking information or rumors in a settlement or from the lord of a castle, you can roll a random rumor from the table below. Each rumor is either True (“T”) or False (“F”) and the hex number associated with the rumor is given in brackets.

<table>
<thead>
<tr>
<th>Roll</th>
<th>True Rumors</th>
<th>Roll</th>
<th>False Rumors</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td>There are few sources of information about the region better than the tree men of the western valley [Hex 0411]</td>
<td>11</td>
<td>The mistress of Vadaskor likes her chin tickled [Hex 0210]</td>
</tr>
<tr>
<td>2</td>
<td>A ghostly wind haunts the mountains in the west [Hex 1215]</td>
<td>12</td>
<td>There are several weird statues in the west that come to life under the full moon and can tell the location of a fabulous treasure [Hex 0603]</td>
</tr>
<tr>
<td>3</td>
<td>There is a strange ruin hidden in a box canyon to the southwest that supposedly hides a portal to another world [Hex 1219]</td>
<td>13</td>
<td>The goblin-men are frightened of cats</td>
</tr>
<tr>
<td>4</td>
<td>Cathedral Rock hides a strange temple [Hex 1312]</td>
<td>14</td>
<td>If you find bleached bones in the desert, beware—they might jump up and attack! [Hex 1518]</td>
</tr>
<tr>
<td>5</td>
<td>When the moon is full, one might glimpse strange spirits warring over the desert landscape [Hex 1622]</td>
<td>15</td>
<td>They say that an ancient robber baron hid his booty in a cave of bats [Hex 1702]</td>
</tr>
<tr>
<td>6</td>
<td>The red ruins north of Vega are rife with rat men [Hex 1910]</td>
<td>16</td>
<td>Do not fear the Eyes of Zok—they bring glad tidings! [Hex 1816]</td>
</tr>
<tr>
<td>7</td>
<td>The old mines one finds in the badlands are often dangerous [Hex 1921]</td>
<td>17</td>
<td>The Vegans delight in human sacrifice [Hex 1911]</td>
</tr>
<tr>
<td>8</td>
<td>If you need healing, seek out Guksu, the spirit of the south [Hex 2018]</td>
<td>18</td>
<td>The desert around Vega is poisonous—the sand, the wind—one must drink holy water to stave off the effects</td>
</tr>
<tr>
<td>9</td>
<td>Purple worms leave valuable droppings [Hex 2316]</td>
<td>19</td>
<td>If you need healing, seek out Suupadax, the spirit of the north [Hex 2102]</td>
</tr>
<tr>
<td>10</td>
<td>The abandoned town in the northern valley is haunted—don’t go there without a holy man unless you want to lose your soul [Hex 2904]</td>
<td>20</td>
<td>A coven of witches and warlocks meets secretly in the badlands east of Vega—shun them! [Hex 2510]</td>
</tr>
</tbody>
</table>

**Melee** morningstar –1 (1d6–2/x2)

**Ranged** light crossbow +2 (1d6/19–20)

- **Str** 6, **Dex** 13, **Con** 9, **Int** 13, **Wis** 12, **Cha** 12
- **Base Atk** +0; **CMB** –3; **CMD** 8
- **Feats** Skill Focus (Knowledge [engineering])
- **Skills** Acrobatics +3 (–1 jump), Climb +0, Craft (alchemy) +2, Fly +3, Knowledge [engineering] +5, Knowledge [nature] +2, Linguistics +2, Perception +3, Profession (engineer) +2, Sense Motive +2, Sleight of Hand +2, Stealth +5, Use Magic Device +2
- **Languages** Aklo, Common, Draconic
- **SQ** fearless
- **Gear** leather armor, morningstar, light crossbow, 20 bolts

**Humans**

The Golden Men were first introduced in HCC 1 – Valley of the Hawks, and can be found to the west and south of this hexcrawl. The golden men of the south dwell on a steaming plateau covered by a speckled wood. They wear tall velvet hats, feathered nose rings, wolf-pelt robes, leather foot wrappings and feathered toads. The only southmen encountered in Sanctum are merchants who peddle all manner of fungus, transporting them in baskets hanging from rainbow-colored (blue-grey, rust red and golden brown), nimble-footed cattle. Warriors rarely wear more than long, chainmail hauberks and arm themselves with scimitars and curved daggers.

The golden men (women actually, read on) who come from the west arrive from the fabled desert of glass. The desert men never leave the valley, using their wives and daughters as factotums. They wear head-to-toe white robes and veils and beaded headdresses, the patterns of which indicate their husband’s livery. The warriors among them wear coin armor (treat as ring armor; the coins are of ancient mintage and made of nickel and zinc) under their robes, and arm themselves with long swords. They also wear leather girdles from which hang three blades. The warriors spin while they fight, allowing them to attack (in a fashion) with the blades in their hands as well as the blades on their belts. These women never speak, but rather use a sign language that relies on them touching a person with their delicate fingers. These traders of the west drive giant, translucent century worms loaded with the glass goods for which their desert home is famous.

The Halayans come from the north, up the Red River. They are men of grim demeanor (one never sees their women, who remain in the safety of their empire in the mountains), dressing in long tunics of black covered by mail haubergets and metal helms reminiscent of the Japanese jingasa. They arm themselves with heavy crossbows and hand axes. They primarily trade animal skins, salted meat and all manner of vegetables and grains, bringing it down on keel boats. The Halayans believe that women are divine, and must be protected and cherished above all other things.

**Other Humanoids**

The most commonly encountered humanoids in the Golden Meadows, other than the goblin-men, are the subterranean grimlocks and kobolds. The kobolds are miners and worm-herders, while the grimlocks keep herds of humanoid slaves whose minds have been crushed by their mysterious masters, using them for food and labor. The lake is inhabited by a large tribe of locathah who dwell in a submerged town and cultivate kelp and herd giant catfish. The locathah themselves resemble catfish, and they have long “whiskers” that carry a slight electric shock.
Encounter Key

0108 Golden Man Caravan from West

A caravan of golden men from the western desert of glass is making its way through this hex to Sanctum. The caravan consists of seven translucent century worms, each about 30 feet long and 5 to 7 feet thick. Platforms made of leather, spun glass and wood are strapped to the great beasts. Six of the beasts carry trade goods – mostly glass goods, glass beads and fancy pottery. The seventh worm, located in the middle of the caravan, carries the factotum, who wears the beads of her lord, Aphlex, her four bodyguards and the worm’s driver. The other worms have a driver and two guards. The golden men are not averse to traveling with others, though they will not permit foreigners to ride their worms. They are carrying about 300 gp worth of glass goods with a peculiar yellow glaze much favored by the dwarves of the Pillars of Heaven.

CARAVAN DRIVERS and GUARDS (19)

CR 1

XP 400
Male human fighter 2
N Medium humanoid (human)
Init +5; Perception +4

AC 14, touch 11, flat-footed 13 (+3 armor, +1 Dex)
hp 20 (2d10+4 plus 1)
Fort +5; Ref +1; Will +1; +2 vs. fear
Defensive Abilities bravery +1

Speed 30 ft.
Melee longsword +5 (1d8+3/19–20)
Ranged heavy crossbow +3 (1d10/19–20)

Str 17, Dex 13, Con 14, Int 10, Wis 12, Cha 8
Base Atk +2; CMB +5; CMD 16

Feats Alertness, Animal Affinity, Improved Initiative, Rapid Reload (heavy crossbow)

Skills Acrobatics +0, Climb +2, Escape Artist +0, Fly +0, Handle Animal +5, Intimidate +3, Perception +4, Profession (driver) +5, Ride +7, Sense Motive +3, Stealth +0, Survival +5, Swim +2

Languages Common
Gear studded leather armor, heavy crossbow, 10 bolts, longsword, 1 gp

BODYGUARDS (4)

CR 2

XP 600
Male human fighter 3
LN Medium humanoid (human)
Init +2; Perception +3

AC 20, touch 12, flat-footed 18 (+6 armor, +2 Dex, +2 shield)
hp 24 (3d10+6 plus 2)
Fort +5; Ref +3; Will +3; +4 vs. fear
Defensive Abilities bravery +1

Speed 20 ft.
Melee mwk scimitar +6 (1d6+2/18–20)
Ranged mwk heavy crossbow +6 (1d10/19–20)

Str 14, Dex 15, Con 14, Int 13, Wis 10, Cha 8
Base Atk +3; CMB +5 (+7 to disarm); CMD 17 (19 vs. disarm)

Feats Alertness, Combat Expertise, Improved Disarm, Iron Will, Power Attack,

Skills Acrobatics –3 (–7 jump), Climb +1, Diplomacy +0, Escape Artist –3, Fly –3, Intimidate +3, Knowledge (local) +2, Perception +3, Profession (soldier) +6, Ride +2, Sense Motive +5, Stealth –3, Swim –3

Languages Common, Dwarven

Combat Gear potion of cure light wounds; Other Gear masterwork chainmail, heavy wooden shield, masterwork scimitar, masterwork heavy crossbow, 10 bolts, signal whistle

FACTOTUM

CR 1

XP 700
Male human aristocrat 4
N Medium humanoid (human)
Init +1; Perception +3

AC 15, touch 11, flat-footed 14 (+4 armor, +1 Dex)
hp 20 (4d8 plus 2)
Fort +1; Ref +2; Will +5

Speed 30 ft.
Melee dagger +4 (1d4+1/19–20) or mwk longsword +5 (1d8+1/19–20)

Str 12, Dex 12, Con 11, Int 10, Wis 8, Cha 13
Base Atk +3; CMB +4; CMD 15

Feats Deceitful, Iron Will, Persuasive

Skills Acrobatics +0, Bluff +7, Climb +0, Diplomacy +10, Disguise +3, Escape Artist +0, Fly +0, Intimidate +10, Knowledge (history) +4, Knowledge (local) +4, Knowledge (nobility) +5, Linguistics +5, Perception +3, Perform (dance) +5, Ride +7, Sense Motive +3, Stealth +0, Swim +0

Languages Common
Combat Gear potion of invisibility; Other Gear masterwork chain shirt, dagger, masterwork longsword, noble’s outfit, 32 gp

CENTURY WORMS (7)

CR 2

XP 600
N Large magical beast (see Appendix)
Init +0; Senses darkvision 60 ft., low-light vision; Perception +8

AC 13, touch 9, flat-footed 13 (+4 natural, –1 size)
hp 42 (5d10+15)
Fort +9; Ref +4; Will +2

Speed 40 ft.
Melee slam +7 (1d6+4)
Space 10 ft.; Reach 5 ft.

Special Attack trample (1d6+4, DC 15)

Str 16, Dex 10, Con 17, Int 2, Wis 13, Cha 7
Base Atk +5; CMB +9; CMD 19 (can’t be tripped)

Feats Endurance, Great Fortitude, Run

Skills Perception +8, Swim +7

0115 Xa-matutsi

A yawning cave in the western range of mountains is carved to resemble a serpent’s head, with glittering spheres of quartz for eyes. Fresh water pours from the serpent’s mouth, forming a small rivulet with many waterfalls and pools that flows into the desert and then disappears. The cave is home to Xa-matutsi, the western water spirit, who takes the form of an elemental water dragon.

The interior of the cave is composed of blue-green quartz that is highly polished. The stream of water that flows from the cave appears to originate in a large, elevated pool about 30 feet in diameter. Water flows over the sides of this pool to form the river. This is the entrance to Xa-matutsi’s lair, and it is guarded by a large water elemental that dwells within the pool. The pool is 40 feet deep. At the bottom of the pool there is a small dimension portal in the shape of an ouroboros that leads to a semi-dimension of water (or the Elemental Plane of Water, if you prefer). Not far from the portal dwells Xa-matutsi, in a palace of jade and pearl, attended by naiads and nixies and other water creatures. Xa-matutsi is sometimes invoked by the holy men and women of the region, when they need to access his great wisdom. They must bring valuable offerings to him, most especially objects of jade and pearl.
o203 Silver Mine

A small, irregular cave here leads into a silver mine. Not far beyond the cave there is a shaft (30 feet deep) that leads into the mine proper, which is populated by a band of 20 goblin-men. The goblin-men recently killed the human miners who worked the mine with the help of Tablas, an agent of Vermes, the chaos cult leader in Sanctum. Tablas is now a captive of the goblin-men, who plan on cooking him in the morning to celebrate their victory. The goblin-men have a treasure of 210 gp, 1,127 sp, 140 gp and a large turquoise worth 800 gp. The silver mine is still active, and is now technically owned by Yoland, the orphaned son of the mine’s original owner, a miner and adventurer named Rostum. Rostum occupied a smallish brick house in Sanctum, a house now occupied by his son and housekeeper, a crusty old dwarf named Zgurt. Zgurt has a peg leg and a glass eye, which he is fond of removing and polishing while telling stories of his old life in the great mountains to the east, the Pillars of Heaven. Zgurt and Yoland do not know Rostum is dead yet, though Zgurt will claim his corn was acting up, and that that is always a sure sign of trouble.

GOBLIN-MEN (20) CR 1/2

XP 200 hp 7 (see Adventures in the Wilderness, above)

Tablas CR 6
Male human rogue 7 NE Medium humanoid (human)
Init +4; Perception +10

AC 19, touch 15, flat-footed 14 (+4 armor, +4 Dex, +1 dodge) hp 42 (7d8+7)
Fort +4; Ref +10; Will +3
Defensive Abilities evasion, trap sense, uncanny dodge

Speed 30 ft.
Melee +1 rapier +10 (1d6+3/18–20)
Ranged mwk light crossbow +10 (1d8/19–20)
Special Attacks rogue talents (bleeding attack +4), sneak attack +4d6

Str 14, Dex 18, Con 12, Int 13, Wis 10, Cha 8
Base Atk +5; CMB +7; CMD 22
Feats Combat Reflexes, Dodge, Mobility, Spring Attack, Weapon Finesse
Skills Acrobatics +14, Bluff +9, Climb +12, Diplomacy +9, Disable Device +17, Disguise +9, Knowledge (local) +11, Perception +10 (+13 to locate traps), Sense Motive +10, Sleight of Hand +14, Stealth +14
Languages Common, Halfling
SQrogue talents (fast stealth, stand up), trapfinding +3
Combat Gear potion of cure moderate wounds, potion of invisibility, tanglefoot bag; Other Gear +1 studded leather armor, +1 rapier, masterwork light crossbow, 20 bolts, cloak of resistance +1, thieves' tools, 489 gp

ZGURT CR 2

XP 600
Male dwarf expert 3/fighter 1 N Medium humanoid (dwarf)
Init +0; Senses darkvision 60 ft.; Perception +6

AC 16, touch 10, flat-footed 16 (+6 armor)

hp 19 (3d8+1d10)
Fort +3; Ref +1; Will +3; +2 vs. poison, spells, and spell-like abilities
Defensive Abilities defensive training

Speed 15 ft. (due to peg leg)
Melee battleaxe +4 (1d8+1/x3) or handaxe +4 (1d6+1/x3)
Special Attacks hatred

Str 13, Dex 10, Con 11, Int 11, Wis 11, Cha 10
Base Atk +3; CMB +4; CMD 14 (14 vs. bull rush, 14 vs. trip)
Feats Blind-Fight, Deceitful, Skill Focus (Profession [merchant])
Skills Appraise +6 (+8 to determine the price of nonmagical items with precious metals or gemstones), Bluff +8, Diplomacy +6, Disguise +5, Knowledge (local) +6, Perception +6 (+8 to notice unusual stonework, such as traps and hidden doors in stone walls or floors), Profession (merchant) +9, Ride –5, Sense Motive +6, Survival +4
Languages Common, Dwarven, Gnome, Halfling
SQ greed, hardy, slow and steady, stability, stonecunning +2
Combat Gear smokestick, tanglefoot bag; Other Gear chainmail, battleaxe, handaxe, disguise kit (10 uses), light wagon, trade goods, 433 gp of valuables

YOLUND CR 1/3

XP 135
Male human commoner 1 N Medium humanoid (human)
Init +0; Perception +1

AC 10, touch 10, flat-footed 10
hp 4 (1d6+1)
Fort +1; Ref +0; Will +1

Speed 30 ft.
Melee club +0 (1d6)

Str 11, Dex 10, Con 12, Int 10, Wis 13, Cha 9
Base Atk +0; CMB +0; CMD 10
Feats Animal Affinity, Simple Weapon Proficiency (Club), Skill Focus (Knowledge [local])
Skills Climb +4, Handle Animal +5, Knowledge (local) +4, Profession (miner) +5, Ride +2
Languages Common, Halfling
Gear club, light wagon

0210 Vadaskor

This hex holds a large fortress of sandstone and limestone with seven towers, a tall curtain wall (30-ft tall) and a 60-ft. tall keep. Within the curtain wall there is a village of stone houses. Herdsmen graze their goats on the grasses within the wall and without. The wall also holds a roadhouse famous for its pale brews and goat stew flavored with olives and wild onions. The keep is ruled by Lady Vadaskor, the Iron Maiden, who commands a corps of 60 women-at-arms in leather armor armed with spears and bastard swords and an elite band of 20 chariots, each with a driver and archer in scale armor. Both are armed with long swords and the archer carries a longbow and 20 arrows. Vadaskor guards the valley from incursions from beyond, for the valleys to the west are rife with orcs and goblins.

Lady Vadaskor CR 17

XP 102,400
Female human fighter 18 LN Medium humanoid (human)
Init +8; Perception +6

AC 29, touch 14, flat-footed 25 (+11 armor, +4 Dex, +4 shield) hp 176 (18d10+36 plus 28)
Fort +13; Ref +10; Will +7; +12 vs. fear
Defensive Abilities bravery +5; DR 3—

Speed 20 ft.
**The Golden Meadows**

**JOSHUA TREANTS (12)**

A convocation of twelve Joshua treants has gathered in this hex to discuss the last 100 years in the region, and to attempt to find a solution to the problem of the foreign invaders (humans, goblin-men, etc.). It takes them about one hour before they notice outsiders (unless they are attacked), and even then they show little desire to speak with non-druids (who they scold and chide for the liberties taken by the invaders). The treants know about many locations in the region, and might share their knowledge if a service valuable to them (such as clearing out a goblin-man lair in the mountains or burning Sanctum to the ground) is performed first.

**CENTURY WORMS (7)**

CR 2

XP 600

hp 42 (see Area 01.08)

**CARAVAN WARRIORS (21)**

CR 1

XP 400

hp 20 (see Area 01.08)

**FACTOTUMS (7)**

CR 2

XP 600

hp 20 (see Area 01.08)

**Prismatic Well**

In a particularly narrow valley, with tall, sheer walls, there is a man-made well. The well is 200 feet deep, but one could only discover this by falling into it. Prismatic energy, akin to the energy of a prismatic sphere, erupts continuously from the well, creating an aurora borealis effect through the valley. The light sometimes appears as a dim glow beyond the mountains, but is otherwise hidden by the valley walls. The valley is a throbbering rhythm when they are content. This rhythm generally fills the valley throughout the valley. The light sometimes appears as a dim glow beyond the mountains, but is otherwise hidden by the valley walls. The valley is a

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**0420 Prismatic Well**

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**PRISMATI**

CR 4

XP 1,200

N Medium outsider (extraplanar, incorporeal) (see Appendix)

Init +3; Senses darkvision 60 ft.; Perception +11

AC 19, touch 19, flat-footed 15 (+5 deflection, +3 Dex, +1 dodge)

**0411 Joshua Treants**

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**The Margravina**

This northern fortress is commanded by a woman who calls herself the Margravina (though her old friends in the slums of Crescentium called her Zephira). A born scoundrel and confidence woman, she managed to win this castle in a rather dangerous gambit. The palace is an empty shell keep that has been filled to the brim with wondrous illusions that make it appear as a palace of oriental splendor – rugs, tapestries, furniture inlaid with ivory and draped with silk, vessels of gold, silver and copper, etc. The Margravina has a bodyguard of twelve gnomes armed with daggers and wearing leather armor.

**THE MARGRAVINA**

CR 7

XP 3,200

Female human rogue 8
CN Medium humanoid (human)
Init +2; Perception +12

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**AC** 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)

**hp** 40 (8d8)

**Fort +2; Ref +8; Will +3**

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

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**Speed** 20 ft.

**Melee** mwk rapier +6/+4 (1d6–1/18–20) or dagger +5 (1d4+1/19–20)

**Ranged** light crossbow +4 (1d6/19–20)

**Special Attacks** sneak attack +4d6

**Spell-Like Abilities (CL 8th):**

1/day—charm person
3/day—prestidigitation

---

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

**Base Atk** +6; **CMB** +5; **CMD** 17

**Feats** Combat Expertise, Deceitful, Deft Hands, Improved Feint, Nimble Moves, Weapon Finesse

**Skills** Acrobatics +10 (+6 jump), Bluff +17, Climb +7, Diplomacy +15, Disable Device +16, Disguise +13, Escape Artist +1, Heal +3, Knowledge (local) +9, Perception +12 (+16 to locate traps), Perform (sing) +9, Ride –1, Sense Motive +12, Sleight of Hand +12, Spellcraft +6, Stealth +10, Use Magic Device +15

**Languages** Common, Elven, Gnome

**SQ** rogue talent [major magic, minor magic], trapfinding +4

**Combat Gear** dust of disappearance, potion of cure moderate wounds, scroll of bless, scroll of burning hands, scroll of cure light wounds, scroll of magic missile, 2 vials alchemist’s fire, healer’s kit, holy water, thunderstone; **Other Gear** +1 studded leather armor, masterwork rapier, dagger, light crossbow, 20 bolts, disguise kit (10 uses), everburning torch, spellbook, thieves’ tools, 129 gp

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**GNOME BODYGUARDS (12)**

XP 400

Male or Female gnome fighter 2
CN Small humanoid (gnome)
Init +2; Senses low-light vision; Perception +2

---

**AC** 17, touch 14, flat-footed 14 (+3 armor, +2 Dex, +1 dodge, +1 size)

**hp** 21 (2d10+4 plus 2)

**Fort +5, Ref +2, Will +0; +2 vs. illusions, +1 vs. fear**

**Defensive Abilities** bravery +1, defensive training, illusion resistance

---

**Speed** 20 ft.

**Melee** mwk rapier +6 (1d4+1/18–20) or dagger +5 (1d3+1/19–20)

**Ranged** light crossbow +4 (1d8/19–20)

**Special Attacks** hatred

---

**Str** 12, **Dex** 15, **Con** 14, **Int** 13, **Wis** 10, **Cha** 10

**Base Atk** +2; **CMB** +2; **CMD** 15

**Feats** Dodge, Point Blank Shot, Weapon Finesse

**Skills** Acrobatics +3 (~1 when jumping), Intimidate +4, Knowledge (local) +2, Perception +2, Stealth +7

**Languages** Common, Gnome, Halfling, Sylvan

**Gear** leather armor, masterwork rapier, dagger, light crossbow, 10 bolts, 16 gp

Beneath the stronghold there are limestone caves, in which dwell a tribe of 40 gnomes — gnarled little men and women with long, white hair. The gnomes are the real power behind the castle. They have been searching in the caves after the philosopher’s stone (apparently stowed here a century ago by a band of imp marauders).

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**GNOMES (40)**

XP 135

Male or Female gnome expert 1
CN Small humanoid [gnome]
Init +5; Senses low-light vision; Perception +5

---

**AC** 12, touch 12, flat-footed 11 (+1 Dex, +1 size)

**hp** 6 (1d8+2)

**Fort +2; Ref +1; Will +1; +2 vs. illusions**

**Defensive Abilities** defensive training, illusion resistance

---

**Speed** 15 ft.

**Melee** dagger –1 (1d3–2/19–20)

**Special Attacks** hatred

**Spell-Like Abilities (CL 1st):**

1/day—dancing lights, ghost sound, prestidigitation, speak with animals

---

**Str** 6, **Dex** 12, **Con** 15, **Int** 11, **Wis** 9, **Cha** 12

**Base Atk** +0; **CMB** –3; **CMD** 8

**Feats** Improved Initiative

**Skills** Bluff +5, Climb –5, Craft (alchemy) +6, Craft (stonemasonry) +4, Disguise +4, Escape Artist –2, Fly +0, Perception +5, Stealth +6

**Languages** Common, Gnome, Sylvan

**Gear** dagger, disguise kit (10 uses), musical instrument (wooden flute), 11 gp

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**Lord Sivrac**

Lord Sivrac was once a celebrated mercenary leader of Sanctum. He was a handsome man, always dangerous with the ladies, who had the misfortune of attracting the attention of Suress, a lamia matriarch who dwelled in a plush cave lair in this hex. When he refused her advances, she used a wish (she has a ring of three wishes with one wish left) to turn him and his retainers (20 of them) into stone statues. The men are still conscious and alive, but unable to...
**THE GOLDEN MEADOWS**

Communicate. She sometimes visits the weird statues (1 in 10 chance for her to be here), who are located about 1 mile away from her cave, bringing along her two viper hounds as protection. Her cave holds the following treasures: 3,899 sp, 2,409 gp, a brass pendant depicting a star (worth 45 gp), a bronze sculpture of a cobra worth 90 gp, a pink bottle of jasmine oil worth 25 gp and a large lapis lazuli worth 100 gp.

**VIPER HOUNDS (2)**

*XP 600*

N Medium magical beast (see Appendix)

Init +2; Senses darkvision 60 ft., low-light vision, scent; Perception +5

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AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)

hp 34 (4d10+8 plus 4)

Fort +6; Ref +6; Will +2

**Speed 50 ft.**

**Melee** bite +5 (1d6+1)

**Special Attacks** poison (DC 16)

**Suiress, Lamia Matriarch**

*XP 4,800*

**Bella, Vook and Candice**

Female human sorcerer 4

CE Medium humanoid (human)

Init +5; Perception +0

AC 12, touch 11, flat-footed 11 (+1 armor, +1 Dex)

hp 28 (4d6+12)

**Ranged** light crossbow +3 (1d6/19–20)

**Bloodline Spell-Like Abilities** (CL 4th; melee touch +4)

7/day—corrupting touch (2 rds)

**Spells Known** (CL 4th; melee touch +4, ranged touch +3):

2nd (4/day)—hypnotic pattern (DC 16)

1st (7/day)—charm person (DC 17), protection from good*, shield, shocking grasp

0 (at will)—acid splash, bleed (DC 14), detect magic, mage hand, read magic, touch of fatigue (DC 14)

**Bloodline Infernal**

**O608 Goblin-Men**

A clan of 20 goblin-men (5 males, 8 females and 7 children) dwells here in a cave complex in a shady pine vale. One of the caves holds a slimy fungus the goblin-men favor with their raw meat. A thick iron grate here in a cave complex in a shady pine vale. One of the caves holds a carnivorous ape chained to the wall.

**O714 Shifting Morass**

A large patch of intelligent sand dwells here. It takes the form of a wandering patch of quicksand, quite unnoticeable except perhaps for a trail of soft sand that lacks any vegetation whatsoever. The patch of quicksand covers roughly a 30-ft. diameter (though it can alter this). Many years ago, a precious stone — a fist-sized topaz — was stolen from the morass and delivered to the lord mayor of Sanctum, who now keeps it on the end of his ceremonial baton. The morass desires the return of this stone (it is like a child who has lost its favorite toy), and is willing to hold people hostage until their friends bring it back. Naturally, it can be difficult to sequester a player character in this way. A GM might want to instead sequester an NPC, or maybe have the morass extract a solemn vow from a cleric or paladin.

**O901 Heart of Glass**

This hex is composed of a vast crater composed entirely of yellowish glass. The entire hex is highly radioactive, forcing travelers to pass a saving throw once per day or lose one level. The crater is inhabited by dozens of blazing boreworms, large beasts that burn through the glass, creating small tunnels that crisscross the crater. Within each of these worms there is a strange growth, a sort of glowing yellow nodule. Each
one is capable of powering one spell per day of 1st to 4th level (roll 1d4). The stone can cast a total of 30 spells, but each day as a 5% chance of robbing its possessor of one level.

**BLAZING BOREWORMS**
CR 12
XP 19,200
hp 200 (Pathfinder Roleplaying Game Bestiary “Purple Worm,” with the following changes: add Immune fire; Special Attack burn [10 ft. radius, 1d6 fire damage])

**0910 Giant Eagle Aerie**
There is a cavern here used as a nesting place for giant eagles. They guard the egg of a phoenix that, if placed in a roaring, magical fire, hatches.

**GIANT EAGLE**
CR 3
XP 800
hp 26 (Pathfinder Roleplaying Game Bestiary “Eagle, Giant”)

**1007 Goblin-Men**
A clan of 20 goblin-men dwells here in a cave complex. The entry cave is blocked by a wall with a wooden gate that is always under the guard of four archers; the wall has two arrow slits in it. The goblin-men have a few pelts drying outside their cave complex, and nearby there is a small ravine where they throw their scraps and the bodies of their dead. The goblin-men are ostensibly led by Vrak, a large male, but the real power is held by the priestess Uzha, who has learned a bit of magic from a mysterious entity that dwells at the bottom of a deep well in the caves. The entity is a lich that was mostly crushed by falling rocks – he whispers his secrets to Uzha in the hopes that she will find a way to free him.

**GOBLIN-MAN (20)**
CR 1/3
XP 135
hp 9 (see Area 06.08)

**VRAK**
CR 1
XP 400
Male goblin man fighter 1/rogue 1
NE Medium humanoid (human)
Init +3; Perception +5

**AC** 17, touch 14, flat-footed 13 (+3 armor, +3 Dex, +1 dodge)
hp 17 (1d10+1 plus 1d8+1 plus 1)
Fort +3; Ref +5; Will +0

**Speed** 30 ft.
**Melee** dagger −1 (1d4+2/19–20) and dagger −1 (1d4+1/19–20) or dagger +4 (1d4+2/19–20)
**Ranged** dagger +4 (1d4+2/19–20)
**Special Attacks** sneak attack +1d6

**Str** 14, **Dex** 17, **Con** 13, **Int** 8, **Wis** 10, **Cha** 12
**Base Atk** +1; **CMB** +3; **CMD** 17
**Feats** Dodge, Two-weapon Fighting, Weapon Finesse
**Skills** Climb +7, Intimidate +6, Perception +5 (+6 to locate traps), Stealth +8, Survival +5
**Languages** Common
**SQ** Trappingfinding +1
**Gear** masterwork studded leather armor, 3 daggers, 2 sets of manacles

**UZHA**
CR 3
XP 800
Female human universalist 4
LN Medium humanoid (human)
Init +6; Perception +5

**AC** 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)
hp 30 (4d6+14)

**1105 Devil’s Foundry**
The devil’s foundry is a large chamber beneath the earth. The chamber is the workroom of gaggle of three vrock demons, which are forging silent knights for the eventual war against heaven. The knights are stored in large side chamber, waiting only a single command from a vrock demon to spring into action. In total, there are 20 silent knights completed.
The foundry holds about 1 ton of steel and 10 pounds of adamantine (in ingots).

**SILENT KNIGHTS (20)**  
CR 5  
XP 1,600  
N Medium construct (see Appendix)  
Init +0; Senses darkvision 60 ft., low-light vision; Perception +0  

<table>
<thead>
<tr>
<th>Speed</th>
<th>Melee</th>
<th>Ranged</th>
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<tr>
<td>20 ft.</td>
<td>29 ft.</td>
<td>10 ft.</td>
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**VROCKS (3)**  
CR 9  
XP 6,400  
hp 112 (Pathfinder Roleplaying Game Bestiary “Demon, Vrock”)

**II22 Emissary of Lord Zkott**  
**Lord Zkott** is an ogre mage who maintains a castle of magically bonded sand in a place known only as the “Valley of Death”, a deep valley that is broiling hot and in which the only intelligent life, besides Lord Zkott, are Joshua treants (they abide by the ogre’s presence, but do not come for him or his skeletal legions) and fire lizards. Lord Zkott is evil, but he is no fool, and he understands well the value of trade and diplomacy. A small army of forty of his skeleton warriors, is escorting his emissary, the succubus Zrelanna, to Sanctum to set up various trade agreements with the golden men of the south. She has taken the appearance of a gaunt woman with chalk white skin and stark, white hair in a pageboy cut. She wears black plate mail, wields a longsword and lance, and rides a giant beetle exoskeleton that has been painted in the livery of Zkott. She has no need for bloodshed, and is willing to travel with others. If attacked, she will allow her soldiers to fight and remain in the background, quitting the field of battle if things go poorly for her forces.

The emissary carries a locked iron box (trapped with a fireball that leaves the chest and its contents unharmed) that contains 580 sp and 135 gp. This is meant for gift giving and bribery in Sanctum.

**FIREBALL TRAP**  
CR 5  
XP 1,600  
Type magic; Perception DC 28; Disable Device DC 28  

<table>
<thead>
<tr>
<th>Trigger</th>
<th>Effect</th>
<th>Resist</th>
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<tr>
<td>proximity (alarm); Reset none</td>
<td>spell effect (fireball, 6d6 fire damage, DC 14 Reflex save for half damage); multiple targets (all targets in a 20-ft.-radius burst)</td>
<td>SR 5/bludgeoning; Immune cold, undead traits</td>
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</tbody>
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**SKELETONS (40)**  
CR 1/3  
XP 135  
Male human skeleton warrior 1  
NE Medium undead  
Init +6; Senses darkvision 60 ft.; Perception +0  

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<thead>
<tr>
<th>Speed</th>
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<th>Ranged</th>
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<td>20 ft.</td>
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<tr>
<th>AC 21, touch 12, flat-footed 19 (+6 armor, +2 Dex, +2 natural, +1 shield)</th>
<th>2 claws +12 (1d4+5) or longsword +12/+5 (1d8+5/19–20)</th>
<th>longbow +3 (1d8/x3)</th>
</tr>
</thead>
<tbody>
<tr>
<td>hp 4 (1d10)</td>
<td>Fort +2; Ref +2; Will –2</td>
<td>Str 15, Dex 14, Con —, Int —, Wis 10, Cha 10</td>
</tr>
<tr>
<td>Base Atk +1; CMB +3; CMD 15</td>
<td>Base Atk +1; CMB +3; CMD 15</td>
<td>Base Atk +8; CMB +11; CMD 20</td>
</tr>
<tr>
<td>Feats Improved Initiative</td>
<td>Feats Improved Initiative</td>
<td>Feats Agile Maneuvers, Armor Proficiency (heavy)*, Combat Reflexes, Iron Will, Weapon Finesse</td>
</tr>
<tr>
<td>Skills Acrobatics –2 (–6 jump), Bluff +27, Diplomacy +19, Disguise +19, Escape Artist +6, Fly +9, Intimidate +16, Knowledge (local) +15, Perception +21, Ride –2, Sense</td>
<td>Skills Acrobatics –2 (–6 jump), Bluff +27, Diplomacy +19, Disguise +19, Escape Artist +6, Fly +9, Intimidate +16, Knowledge (local) +15, Perception +21, Ride –2, Sense</td>
<td>Skills Acrobatics –2 (–6 jump), Bluff +27, Diplomacy +19, Disguise +19, Escape Artist +6, Fly +9, Intimidate +16, Knowledge (local) +15, Perception +21, Ride –2, Sense</td>
</tr>
</tbody>
</table>
**1215 Ghost Winds**

At the heart of this hex, one might find the bleached bones of a dragon horse. The horse was killed here ages ago by agents of chaos and evil, and its spirit now haunts the hex, whipping up ghostly winds. The winds are unfelt by good characters, though they do here a soft music, as though from an unseen flautist. Neutrals feel a balmy breeze that brings tears to their eyes. Chaotic Evil characters feel a hot wind that scours their flesh with blowing sand. They suffer a cumulative 1d6 points of damage per mile traveled in the hex (DC 15 Fortitude save for half damage). If the remains of the beast are collected and borne to the tallest mountain in the region [12.10], the spirit is appeased and a reward of 1,000 XP should be given to the characters.

**Synthoids (7)**

N Medium construct (see Appendix)

Init +5; Senses darkvision 60 ft., low-light vision; Perception +2

AC 13, touch 11, flat-footed 12 (+1 Dex, +2 natural)

hp 31 (2d10+20)

Fort +0; Ref +1; Will +0

Imune construct traits (+20 hp)

Speed 30 ft.

Melee sting +2 (1d4 plus 1d4 fire)

**ANT LION**

CR 6

XP 600

N Medium construct (see Appendix)

Init +3; Senses darkvision 60 ft.; Perception +1

AC 14, touch 13, flat-footed 11 (+3 Dex, +1 natural)

hp 16 (3d8+3)

Fort +4; Ref +4; Will +2

Immune fire

Weakness vulnerability to cold

Speed 30 ft., fly 30 ft. (average)

Melee sting +2 (1d4 plus 1d4 fire)

**1219 Ant-Lion**

At the end of a box canyon filled with thick sand that slows people tremendously there is a portal carved into the wall. The portal has been painted a glossy scarlet, and is decorated with sun symbols. It is the entrance to a small dungeon complex. Beyond the portal there is a large cavern of sandstone walls filled with the same sand. An ant lion dwells here, guarding the entrance to the dungeon and making many adventurers by surprise as they walk in and tumble down its pit. There are only a couple feet between the pit and the walls of the cavern, with three exits on the other side. It is cluttered with bones (due to its being filled with poisonous gas), one descends sharply and smells of rotting flesh and the third is large and uncluttered, and leads eventually to the lair of a glabrezu demon who was bound ages ago by a very skilled occultist.

**Ant Lion**

CR 6

XP 2,400

hp 67 (The Tome of Horrors Complete 31)

[A] This entry chamber is clad in hexagonal golden-brown tiles, each about 2 inches wide. When the door of the room is closed, three seals appear on the other walls. Each seal appears to be made of fired clay, glossy black in color. One depicts a grinning devil holding a pitchfork, another a coiled cobra and the third crossed swords. After these seals appear, the room begins heating up. After one round, people in the room begin suffering damage; 1 point in the first round, 2 in the second, 3 in the third, and so on. The entry door is found to be locked tight (per arcane lock, CL 4th).

The clay seals can be broken to permit escape. The devil seal hides a poisonous gas trap and the sword seal connects to a subterranean hive of fire bees, 2d4 of which will enter the chamber and attack if their hive is disturbed; the hive is home to 3d6 more. The fire bees’ royal jelly is like Greek fire, and their honey burns the throat, but can be made into a fiery mead beloved by fire elemental creatures and a few of the more adventurous dwarves and halflings.

**Poison Gas Trap**

CR 6

XP 2,400

Type mechanical; Perception DC 15; Disable Device DC 20

Trigger touch; Reset repair

Effect poison gas [Burnt Othru Fumes]: inhaled; save DC 18 Fortitude; frequency 1/round for 6 rounds; initial effect 1 Con drain; secondary effect 1d3 Con damage; cure 2 consecutive saves; never miss

**Fire Bees**

CR 1

XP 400

N Medium vermin (extraplanar, fire)
branches there hangs a corpse. The hanged man awakens in the presence of the adventurer, and says, “If you cut me down, I will lead you home.” If they do so, the hanged man will stretch his neck and then say, “Lend me your sword and bare your neck to me and I will send you home.” (Note, if the adventurer has no sword, the hanged man will produce his own from behind the tree.) If the adventurer aquiesces, the hanged man will remove their head and send them back (unharmed) to the mosaic room. Otherwise, he will shrug his shoulders and walk away (or flee if attacked) and the adventurer will be stuck (the hanged man will disappear from view about 100 feet away and cannot be found again). Once the adventurer falls to sleep, he will awaken on the slave ship.

High Priestess: The adventurer finds themselves in a small temple. In the center of the room there is an idol of a winged goddess holding two scimitars, one black and the other white. These swords can be removed from the idol’s hands. As soon as the adventurer appears, two armored priestesses step from the walls of the room. One wears black armor, the other white armor, but otherwise they have the same characteristics and both heavy maces. The only difference between them, other than the armor, is that they are immune to physical attacks and magic. While one might believe the swords must be used to destroy them, in fact, one can only destroy them by praying to the idol for salvation or asking for forgiveness, or something of the like. This causes the warrior-priests to back away and sink into the walls and returns the adventurers to the mosaic room.

PRIESTESSES (2) CR 2
XP 600
Male human cleric 3
N Medium humanoid (human)
Init +4; Perception +6
Aura none

AC 15, touch 10, flat-footed 15 (+5 armor)
hp —
Fort +4; Ref +1; Will +6
Immune physical attacks and magic

Speed 20 ft.
Melee mkw heavy mace +6 (1d8+2)
Special Attacks channel negative energy 6/day (2d6, DC 12), destructive smite 6/day (+1)
Domain Spell-Like Abilities (CL 3rd):
6/day—battle rage
Spells Prepared (CL 3rd; melee touch +4, ranged touch +2):
2nd—bull’s strength, resist energy, spiritual weapon
1st—bane (DC 14), magic stone, magic weapon, true strike
0 (at will)—bleed (DC 13), detect magic, detect poison, read magic
D Domain Spell Domains Destruction, War

Str 15, Dex 10, Con 13, Int 8, Wis 16, Cha 12
Base Atk +2; CMB +4; CMD 14
Feats Extra Channel, Improved Initiative, Weapon Focus (heavy mace)
Skills Knowledge (religion) +5, Perception +6, Spellcraft +3, Stealth +3
Languages Common
Combat Gear potion of cure light wounds; Other Gear masterwork scale mail, masterwork heavy mace

The Magician: The adventurer finds themselves in a circular room facing an aged elf dressed as a magician and holding a gnarled staff of white pine. This elf fights as a 4th level wizard, but should he take damage, he transforms into a 4th level fighter in plate armor and longsword. Likewise, if the warrior incarnation is damaged, he turns back into the magician. One must defeat him in both incarncations to escape this room.

MAGICIAN CR 3
XP 800
Male elf universalist 4
NE Medium humanoid (elf)

Init +2; Senses low-light vision; Perception +6
AC 12, touch 12, flat-footed 10 (+2 Dex)
hp 24 (4d6+4 plus 4)
Fort +2; Ref +3; Will +4; +2 vs. enchantments
Immune sleep

Speed 30 ft.
Melee mkw quarterstaff +4 (1d6+1)
Special Attacks hand of the apprentice 7/day
Spells Prepared (CL 4th; melee touch +3, ranged touch +4):
1st—charm person (DC 15), magic missile, shield, spiritual weapon
0 (at will)—daze (DC 14), detect magic, light, resistance
Arcane School universalist Opposition Schools none

The Sun: The adventurer finds themselves in a room about 10 feet long and 6 feet wide. There are two pools here, each 3 feet in diameter and 3 feet deep. One is located on the ceiling, and has a golden bottom. The other has a silver bottom and is located on the floor. The golden-bottomed pool is empty, while the silver-bottomed pool is filled with water. Both are polished to a mirror-sheen. As soon as the person enters, the golden pool begins to glow, filling the room with bright light. After the first round, this light will begin to sear the skin; each round, the adventurer suffers 1d4 points of damage and must make a DC 20 Fortitude save against blindness. If the person fails three saves, they will be struck blind permanently. By pressing their body against one of the narrow walls, a person causes the...
chamber to rotate. This takes 3 rounds, and when completed, the golden pool will be on the floor and filled with water while the silver pool is on the ceiling. The light will cease, the room will become perfectly dark and a moment later the adventurer will find themselves back in the mosaic room.

Temperance: The adventurer finds themselves in a white room. In the center of the room there is a minute-glass with sand already beginning to fall. On either end of the narrow room, there is a statue of a woman, one blue and one red. Each woman has her hands cupped, with a glowing orb floating above them. Spikes are descending from the ceiling of the room. When the encounter begins, the GM should ask the players (other than the one who’s character is in the room) to begin counting down from 60. It may seem obvious that one must choose to touch one or the other of the orbs to escape. In fact, touching either of the orbs triggers the trap, and causes the spikes to shoot down suddenly, skewering the trapped character. They must show temperance and allow the minute-glass to empty. At that point the spikes will stop about 2 feet above the ground and the person will have completed the challenge.

If the challenge is met and overcome, the person appears back in the room holding a 2-inch diameter sphere of swirling colors. By concentrating, a person can use this stone to shift from one plane to another to dimension. This is a one-way trip – the stone disappears after use. If a person fails, they awake (even if they were seemingly killed) on an extra-planar slave ship of the enigmatic kith-yin coursing through the astral plane. Kith-yin look like emaciated elves (they are, in fact related, and are sometimes called astral elves). The ship is about 100 feet long and has a crew of 12 kith-yin. It is commanded by Captain Okros. Other adventurers who fail will also be held in the ship, chained to the bulkhead.

SKEWERING SPIKES TRAP
XP 1,200
Type mechanical; Perception DC 25; Disable Device DC 25

Trigger location; Reset automatic
Effect Atk +15 touch (skewering spikes; 6d6/x4)

KITH-YIN (ASTRAL ELF) (13) CR 2
XP 600
N Medium humanoid (elf, extraplanar, kith-yin) (see Appendix)
Init +1; Senses low-light vision; Perception +8

AC 16, touch 12, flat-footed 14 (+3 armor, +1 Dex, +1 dodge, +1 shield)
hp 18 (4d8)
Fort +1; Ref +2; Will +7; +2 vs. enchantment
Immune sleep

Speed 30 ft.
Melee silver longsword +2 (1d8–1/19–20)

Special Attacks psychic blast 1/day (30 ft. cone, 1d4 Int damage and sickened 1d6 rounds, Will DC 15 resists)

Languages Common
Skills Perception +5, Athletics +5, Stealth +5
Feats Dodge, Iron Will, Skill Focus (Perception)

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1312 Cathedral Rock

Cathedral rock is a barren rock face with a small temple carved into it about 200 feet above the ground and 40 feet below the top. The temple is about 20 feet long, 20 feet wide and 20 feet high. The floor is actually set four feet below the entryway, and is filled four feet deep with skulls and other bones. In the middle of the temple there is a pedestal (4 feet high) on top of which is set an idol depicting a deity with three torsos and heads atop six legs. There are hundreds of adamantine scarabs set into the walls. These are the temple guardians; they form a swarm and attack whenever a magical creature or spellcaster enters the chamber, for this temple is dedicated to a now forgotten deity of anti-magic. The swarm can attack all creatures within a 10-ft. radius.

**SWARM, SCARAB**

**XP 1,200**

**hp 27 (The Tome of Horrors Complete 588)**

The pedestal of the idol contains a secret door that grants access to a spiral stair that delves into the heart of Cathedral Rock, wherein there is a tomb of a high priest and his coterie of witch hunters. The tomb is atop six legs. There are hundreds of adamantine scarabs set into the walls. These are the temple guardians; they form a swarm and attack whenever a magical creature or spellcaster enters the chamber, for this temple is dedicated to a now forgotten deity of anti-magic. The swarm can attack all creatures within a 10-ft. radius.

1403 Lonely Basilica

A strange basilica of limestone carved with bas-reliefs of dinosaurs sits here in the midst of the desert. The basilica has doors of thick glass, and windows of a similar material. The strange temple contains a number of sculptures that appear to be dinosaur-headed men wearing togas. A large idol sits at the end of the nave, a pulsating cube of spiraling colors. In the windows of a similar material, the strange temple contains a number of sculptures. If collected and rarified by a night bathed in moonlight, the tears act as magic potions. It takes 30 minutes to collect enough tears to make a potion, and a wizard or alchemist has a percentage chance equal to his or her level x2 to properly prepare the tears under the moonlight.

**Roll** | **Statue** | **Potion**
---|---|---
1 | Mustachioed Warrior | Heroism
2 | Debauched Lord | Cure Critical Wounds
3 | Demure Lady | Invisibility
4 | Wizened Sage | Clairaudience
5 | Wanton Woman | Energy Resistance (10)
6 | Defeated Barbarian | Bull’s Strength

The fortress is home to a nest of marble snakes, who dwell in a series of caverns beneath the fortress that are connected (via a 4-ft. diameter hole) to the cellar, where one can also find mason’s tools and a wooden chest holding 5 pounds of colored, ground glass. The snakes come out to hunt at night or when they hear people stirring above. Their caverns are winding and confusing, and permit access, via a long, narrow cleft in the rock, to the Red River several miles away.

**MARBLE SNAKE**

**XP 600**

**hp 25 (The Tome of Horrors Complete 419)**

1622 Moonlit War

When this hex is illuminated by a full moon, one sees ghostly figures fighting a great battle. The figures are some sort of toad-like humanoids in banded armor and wielding crescent-headed axes and barbed lances. One side of this battle fights for the forces of Good, and wear yellow tunics, while the other fights for Law, and wears white tunics. Two of the toad men are capable of sensing onlookers. Both are priests, and both attempt to lure other priests and paladins (in the case of the toad warriors of Good) to their aid. This can be accomplished by swallowing a small marble presented by one of these ghostly toad clerics. If the pebble is taken and swallowed, the cleric or paladin is thrust through dimensions into the battle, appearing now to others as a ghostly figure as well. The battle is an eternal one that is raging on grey, luminous dunes of the Moon. All told, there are 500 warriors on either side, and their ability to regenerate keeps them in the battle. Either side will direct helpers to undertake a special mission into the Sea of Tranquility in search of the brooding Moon King, who might sway the battle one way or the other.

**TOAD-MAN WARRIORS**

**XP 600**

Male or Female tsathar warrior 1 (The Tome of Horrors Complete 419)

CE Medium monstrous humanoid (aquatic)

**Init +2; Senses** darkvision 90 ft., scent; **Perception +9**

**AC 22, touch 11, flat-footed 21 (+7 armor, +1 Dex, +4 natural)**

**hp 20 (3d10+3 plus 1); regeneration 3 (acid or fire)**

**Fort +3; Ref +5; Will +4**

**Immune** cold

**Weakness** light blindness

**Speed** 20 ft., swim 30 ft.

**Melee** battleaxe +4 (1d8+1/x3) or lance +4 (1d8+1/x3) or bite +4 (1d4+1) and 2 claws +4 (1d6+1)
**Implant (Ex)** Tsathar are sexless, reproducing by injecting eggs into living hosts. An egg can be implanted only into a helpless host creature. The host must be of Small size or larger. Giant frogs, bred for this very purpose, are the most common host. Implanting an egg requires one minute to perform.

Accompanying the egg is an anaesthetizing poison that causes the host to fall unconscious for the two-week gestation period of the egg unless the host succeeds on a DC 20 Fortitude saving throw; this save DC includes a +8 racial bonus. If the save succeeds, the host remains conscious, but is violently ill (–10 penalty on attack rolls, saving throws, ability checks, and skill checks) 24 hours before the eggs hatch. When the eggs mature, the young tsathar emerges from the host, killing it in the process.

A remove disease spell rids the victim any implanted eggs. A DC 20 Heal check can be attempted to surgically extract an egg from a host. If the check fails, the healer can try again, but each attempt (successful or not) deals 1d6 points of damage to the patient.

**Leap (Ex)** Tsathar are incredible jumpers, able to leap up to 30 feet horizontally or 10 feet vertically. They have a +14 racial bonus on horizontal jumps, or +24 on vertical jumps, and they do not need to make a 10-foot minimum running start before jumping to avoid doubling the jumping DCs. Tsathar can always take 10 when making an Acrobatics check to jump.

When a tsathar begins its round by jumping next to an opponent it can make a full attack in the same round. A tsathar wearing medium or heavy armor or carrying a medium or heavy load cannot use this ability.

**Slimy (Ex)** Because tsathar continuously cover themselves with muck and slime, they are difficult to grapple. Webs, magic or otherwise, do not affect tsathar, and they usually can wriggle free from most other forms of confinement. This grants them a +12 racial bonus to their CMD to escape grapples, and to their Escape Artist checks.

**Toad-Man Priests (2)**

| Str 12, Dex 14, Con 12, Int 12, Wis 12, Cha 10 | Base Atk +3; CMG +4; CMD 15 |
| **Feats** | Skill Focus (Perception) |
| **Skills** | Acrobatics –1 (+23 high jumping, +11 long jumping, –5 jump), Climb –1, Escape Artist +9, Intimidate +6, Perception +9, Stealth +0, Swim +8 |
| **Languages** | Abyssal, Aklo, Tsathar |
| **SQ** | amphibious, implant, leap, slimy |
| **Gear** | banded mail, battleaxe, lance |
| **AC** | 22, touch 11, flat-footed 21 (+7 armor, +1 Dex, +4 natural) |
| **HP** | 54 (2d10+2 plus 6d8+6 plus 14); regeneration 3 (acid or fire) |
| **Fort** | +6; **Ref** +7; **Will** +9 |
| **Immune** | cold |
| **Weakness** | light blindness |
| **Speed** | 20 ft., swim 30 ft. |
| **Melee** | +1 vicious warhammer +9/+4 (1d8+2/x3) or bite +7 (1d4+1) and 2 claws +7 (1d6+1) |
| **Special Attacks** | channel positive or negative energy 3/day (3d6, DC 13) |
| **Spell-Like Abilities** | (CL 6th; melee touch +7): 4/day—rebuке death, battle rage |
| **Spells Prepared** | (CL 6th; melee touch +7, ranged touch +8): 3rd—magic vestment, prayer, searing light |

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**Toad-Man Priests (2)**

XP 4,800

Male or Female tsathar cleric 6

LG or CE Medium monstrous humanoid (aquatic)

**Init** +2; **Senses** darkvision 90 ft., scent; ** Perception** +13

**Aura** good or evil

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**1702 Bat Caves**

A valley here is screened by a thick copse of pines. Beyond the pines, the valley extends about 5 miles, with sandstone walls and a valley floor that has been carved into a sort of maze with low walls. The valley walls are pocked with caves in which dwell hundreds of dire bats. As night falls, the bats explode from these caves; any group of travelers in the maze are assaulted by 1d4 giant bats each round for about 10 rounds. If they are near death, the bats might continue their assault to feed on them. One of the bat caves (there are 30) contains the skeleton of a wizard in robes of...
cloth-of-gold (worth 50 gp if cleaned of guano) that hide an ivory scroll case (worth 30 gp) in which there is a scroll of wish.

**DIRECT BAT**
CR 2

XP 600

hp 22 (Pathfinder Roleplaying Game Bestiary “Bat, Dire”) 

**1816 Eyes of Zok**

The barren landscape here is made significantly more interesting by the presence of two metal orbs that orbit one another about 40 feet above the ground. Each orb is rubinescent and gives off a reddish aura that sears the flesh (DC 15 Fortitude save each minute or suffer 1d4 points of damage). The other orb is blue in color and produces a white aura that is blinding and which implants suicidal thoughts into people’s minds (DC 15 Will save once or become suicidal). The grey travelers worship these orbs, but do not know their origin. They say they can communicate with them, receiving visions of their ancestral homeland. They have constructed a small shrine here, most of it underground. Above ground, one finds a courtyard of black brick and a small steel dome. One climbs into the dome (actually a sphere) by a trapdoor. Once inside, the sphere rotates and one can climb back out the trapdoor and into the shrine.

The shrine is clad in black stone. There are two orbs embedded in opposite walls, one red and one blue. They can be removed by a person with a combined wisdom, intelligence and charisma of 40 or more. The orbs cannot be forced together, but they can be spun around one another. When this is done, all within the shrine are teleported into either one of the large orbs above ground.

The orbs are hollow, each one about 15 feet in diameter. Each one is guarded by a **mercury ooze**. The red orb contains a small, red, metallic cube that, when zapped with any amount of electricity, unfolds into a wall of metal and shifting force fields that are as dangerous as a **blade barrier** spell. The blue orb holds a crystalline scepter called an ethereal regulator. Also activated by electricity, it creates a 30-ft. diameter field that repulses ethereal beings and which can generate 1d6 **magic missiles** each round against ethereal beings (only).

**MERCURY Ooze**
CR 4

XP 1,200

hp 55 (The Tome of Horrors Complete 460)

**1816 Red Brick Ruins**

There is a ruin here of large, red bricks, piled high into many oddly shaped piles. Each of the piles has a secret door (difficult even for elves to find) that can only be opened by knocking on the correct brick (1 in 10 chance). Three incorrect knocks in a row seals the door tight for 6 days and nights plundering the deeper depths of gold and jewels, the remnants of a dwarven mine from elder days. The dwarves sealed many fell beasts here to guard their vaults. The ratlings have avoided these vaults, but would be happy to send adventurers in to plunder them for them.

**Ratlings**
CR 1/2

XP 200

NE Medium monstrous humanoid (see Appendix)

Init +3; Senses darkvision 60 ft.; Perception +4

AC 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)

hp 6 (1d10+1)

Fort +1; Ref +5; Will +2

Speed 30 ft.

Melee bite +4 (1d6+1 plus disease) and dagger +4 (1d4+1/19–20)

Special Attacks diseased bite (DC 11)

Languages Common

Other Gear dagger

**Diseased Bite (Ex)** Black Boils: Bite - injury; save DC 11 fortitude; onset immediate; frequency 1/day; effect 1d2 Con damage and target is fatigued; cure 1 save. The save DC is Constitution-based.

**Zimba**
CR 3

XP 800

Female human natural wererat sorcerer 3

CE Medium humanoid (human, shapeshifter)

Init +6; Senses low-light vision, scent; Perception +4

AC 16, touch 13, flat-footed 10 (+2 Dex, +1 dodge)

hp 19 (3d6+3 plus 3)

Fort +2; Ref +3; Will +4

Defensive Abilities death’s gift; DR 5/lethal; Resist cold 5

Speed 30 ft.

Melee bite +2 (1d4+1 plus disease and curse of lycanthropy; DC 15)

Spell-Like Abilities (CL 3rd; melee touch +2): 6/day—grave touch (1 rd)

Spells Known (CL 3rd; melee touch +2, ranged touch +3): 1 (6/day)—chill touch (DC 14), grease (DC 14), mage armor, shocking grasp

0 (at will)—bleed (DC 13), daze (DC 13), detect magic, prestidigitation (DC 13), ray of frost

**Bloodline** Undead

Languages Common

SQ bloodline arcana, change forms, lycanthropic empathy

Combat Gear wand of slow; Other Gear tattered robes, spell component pouch.

**Curse of Lycanthropy (Su)** A natural lycanthrope’s bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Fortitude DC 15 negates). If the victim’s size is not within one size category of the lycanthrope, this ability has no effect.
THE GOLDEN MEADOWS

Disease (Ex) Filth fever: Bite—injury; save Fort DC 12; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

SCABADAR
CR 4
XP 1,200
Male human natural wererat rogue 4
CE Medium humanoid (human, shapechanger)
Init +4; Senses low-light vision, scent; Perception +8

AC 17, touch 15, flat-footed 13 (+2 armor, +1 deflection, +4 Dex)
hp 33 (4d8+8 plus 4)
Fort +3; Ref +8; Will +2

Defensive Abilities evasion, trap sense, uncanny dodge

Speed 30 ft.
Melee dagger +7 (1d4+1/19–20) and rapier +8 (1d6+1/18–20) or bite +4 (1d4+1 plus disease and curse of lycanthropy; DC 15)

Special Attacks rogue talents (finesse rogue, weapon training), sneak attack +2d6

Str 13, Dex 18, Con 14, Int 10, Wis 12, Cha 12
Base Atk +3; CMB +4; CMD 19
Feats Double Slice, Two-weapon Defense, Two-weapon Fighting, Weapon Finesse, Weapon Focus (rapier)
Skills Acrobatics +11, Appraise +7, Bluff +8, Climb +8, Diplomacy +8 (+12 to change attitude vs. animals related to lycanthropic form), Disable Device +10, Intimidate +7, Knowledge (local) +7, Perception +8 (+10 to locate traps), Stealth +11

Languages Common
SQ change forms, lycanthropic empathy, trapfinding +2,
Other Gear leather armor, dagger, rapier, ring of protection +1, thieves’ tools

Curse of Lycanthropy (Su) A natural lycanthrope’s bite attack in animal or hybrid form infects a humanoid target with lycanthropy (Fortitude DC 15 negates). If the victim’s size is not within one size category of the lycanthrope, this ability has no effect.

Disease (Ex) Filth fever: Bite—injury; save Fort DC 13; onset 1d3 days; frequency 1/day; effect 1d3 Dex damage and 1d3 Con damage; cure 2 consecutive saves. The save DC is Constitution-based.

1911 Vega

Vega is a large village located on the golden meadows. Inhabited by a strange people called Vegans, it is surrounded by 12-ft. tall walls of large calcite blocks. Within the walls, the land is raised about 8 feet above the level of the surrounding grasslands. The village contains about 20 acres, most of which is grazed by the cattle of the Vegans. At the northern end of the village there is a conglomeration of stone buildings that are all connected with one another. The edges of the roofs are studded with spikes. Rope ladders lead up to the roof, where the only entrances to the complex are located. Vegan warriors always patrol these roofs, which range from 10 to 20 feet in height. In the center of the complex, the Vegans keep a temple to their god, which looks like a four-armed Vegan, two hands pressed together in prayer, the other two holding scimitars. This is Meshta, the Vegan’s androgynous god of love and war (an Earthling that has been drawn into Namera through a portal — perhaps in an amusement park — would swear it was a statue of David Bowie). The Vegans gather here to pray and meditate, and to blindly drop marbles into bowls (white and black marble) to make decisions for the tribe.

VEGAN
CR 1/2
XP 200
Male or Female human warrior 1
N Medium humanoid (human)
Gilding Wings (Ex) Batfolk take no damage from falling (as if subject to a constant nonmagical feather fall spell). While in midair, Batfolk can move up to 5 feet in any horizontal direction for every 1 foot they fall, at 60 feet per round. A Batfolk cannot gain height with these wings alone; she merely coasts in other directions as she falls. If subjected to a strong wind or any other effect that causes the Batfolk to rise, she can take advantage of the updraft to increase the distance she can glide.

**SKIRREE**

**CR 5**

Female batfolk cleric 5 (see Appendix)

CN Small humanoid

Init +1; Perception +10

Aura chaos

**AC 15, touch 12, flat-footed 14 (+2 armor, +1 Dex, +1 shield, +1 size)**

hp 36 (5d8 plus 5)

Fort +4; Ref +2; Will +5

**Speed** 30 ft., climb 20 ft.

**Melee** heavy mace +3 (1d6–1/x2)

**Ranged** dart +3 (1d3–1/x2)

**Special Attacks** channel positive energy 3/day (3d6, DC 12)

**Domain Spell-Like Abilities** (CL 5th; melee touch +2)

4/day—bit of luck, touch of chaos

**Spells Prepared** (CL 5th; melee touch +2; ranged touch +4): 3rd—dispel magic, protection from energy

2nd—aid, hold person (DC 13), spiritual weapon

1st—command (DC 12), cure light wounds, divine favor, doom (DC 12), true strike

0 (at will)—bleed (DC 11), detect magic, guidance, read magic

**D Domain spell Domains** Chaos. Luck

**Str 8, Dex 12, Con 10, Int 10, Wis 13, Cha 10**

**Base Attk +3; CMD 12**

**Feats** Alertness, Blind-Fight, Toughness, Turn Undead (DC 12)

**Skills** Acrobatics +0, Climb +6, Diplomacy +4, Escape Artist +0, Fly +2, Knowledge (arcana) +4, Knowledge (religion) +4, Perception +10, Sense Motive +8, Spellcraft +4, Stealth +4, Survival +1 (+2 checks made underground)

**Languages** Common

**SQ** gliding wings, spontaneous casting

**Other Gear** leather armor, buckler, heavy mace, 2 darts, holy symbol.

**Gilding Wings (Ex)** Batfolk take no damage from falling (as if subject to a constant nonmagical feather fall spell). While in midair, Batfolk can move up to 5 feet in any horizontal direction for every 1 foot they fall, at 60 feet per round. A Batfolk cannot gain height with these wings alone; she merely coasts in other directions as she falls. If subjected to a strong wind or any other effect that causes the Batfolk to rise, she can take advantage of the updraft to increase the distance she can glide.

**VAZGAR**

**CR 12**

**XP 19, 200**

hp 111 (Pathfinder Roleplaying Game Bestiary “Lich”)

**1921 Slag Heaps**

At the base of a cliff there is an old mine. A slope extends from the mine entrance about 200 feet at a 35-degree angle, and this slope is covered by a number of old slag heaps and the remnants of earthen ovens. The mine is currently inhabited by an aurumvorax, which has been left to guard a jade idol of an angel. The idol was hidden here by Halayan outcasts, who intended to return for it in the future, that they might place it in a church. Unfortunately, they were wiped out by grimlocks, and those who remain now labor in their slave pits. The idol weighs about 200 pounds and is worth 3,000 gp.

**aurumvorax**

**CR 9**

**XP 6,400**

hp 114 (The Tome of Horrors Complete 42)

**2004 Dwarf Prospectors**

A party of 20 dwarves has set up camp next to a small rivulet that flows from the mountains here, eventually flowing underground and re-emerging in the springs of the Vegans. The dwarves are panning for silver, and, if they do well, plan on returning in greater numbers that they may challenge the goblin-men of the mountains and establish a fortified mine. The leader of the band is a dwarf lord named Karack. He is accompanied by his erstwhile comrade Bolgum. The rest are miners armed with heavy maces and leather armor, not to mention picks, hammers and other mining tools. The group has enough food here (iron rations) for 20 more days, and plans to plan another 5 and then head back for their home in the great mountains to the east, near the homeland of the Halayans. They currently have 50 pounds of silver ore to show for their efforts, and about 10 goblin-men heads to decorate their shields.

**Karack**

**CR 6**

**XP 2,400**

Male dwarf fighter 7

NG Medium humanoid (dwarf)

Init +0; Senses darkvision 60 ft.; Perception +8

**AC 17, touch 10, flat-footed 17 (+6 armor, +1 shield)**

hp 56 (7d10+7 plus 7)

Fort +6; Ref +2; Will +3; +5 vs. fear, +2 vs. poison, spells, and spell-like abilities

**Defensive Abilities** bravery +2, defensive training

**Speed** 20 ft.

**Melee** +1 warhammer +10/+5 (1d8+4/x3) or dagger +7/+2 (1d4/19–20) or silver dagger +7/+2 (1d4–19–20)

**Ranged** light crossbow +7/+2 (1d8/19–20) or dagger +7 (1d4–19–20)

**Special Attacks** hatred, weapon training (hammers +1)

**Str 11, Dex 10, Con 12, Int 10, Wis 12, Cha 8**

**Base Attk +7; CMD 17 (17 vs. bull rush and trip)**

**Feats** Blind-Fight, Combat Reflexes, Lunge, Point Blank Shot, Precise Shot, Quick Draw, Weapon Focus (warhammer), Weapon Specialization (warhammer)

**Skills** Appraise +0 (+2 to determine the price of nonmagical items with precious metals or gemstones), Climb –4, Intimidate +9, Perception +8 (+10 to notice unusual stonework, such as traps and hidden doors in stone walls or floors), Stealth –4

**Languages** Common, Dwarven

**SQ** greed, hardy, slow and steady, stability, stonecunning +2

**Gear** chainmail, light steel shield, +1 warhammer, dagger, silver dagger, light crossbow, 10 bolts, backpack, pick, mining tools, 2d10 sp

**Bolgum**

**CR 8**

**XP 4,800**

Male dwarf fighter 4/rogue 5

N Medium humanoid (dwarf)

Init +7; Senses darkvision 60 ft.; Perception +13

**AC 15, touch 15, flat-footed 11 (+1 deflection, +3 Dex, +1 dodge)**

hp 71 (4d10+8 plus 5d8+10 plus 4)
The golden meadows handaxe, 2 throwing axes, may be valuable to collectors. The ancient library is now home to disintegrated over time. There is a 1% chance that any one of these books has a 1 in 10 chance of containing 1d8 ancient books that have not completely alphabet of the ancients. There are two dozen rooms here, and each room has finding the remnants of books and tomes from ancient days, in the strange rooms have metal shelves and on these shelves one has a small chance of walkway which leads to a number of rooms of various sizes. Many of these that have been forced open by desert sand. The sand spills into a concrete stairwell. At the bottom of this stairwell, one might note two metal doors here. A small copse of cottonwood trees obscures a hollow that was once Languages
Perception +5 (+7 to notice unusual stonework), Profession
Skills
Skill Focus (appraise), Profession (miner)
Feats
Dodge, Improved Initiative, Iron Will, Mobility, Spring Attack, Vital Strike, Weapon Finesse, Weapon Focus (handaxe)
Skills
Acrobatics +15 (+11 jump), Appraise +0 (+2 to determine the price of nonmagical items with precious metals or gemstones), Bluff +4, Climb +9, Diplomacy +7, Disable Device +14, Perception +13 (+15 to locate traps, +15 to notice unusual stonework, +13 as traps and hidden doors in stone walls or floors), Sleight of Hand +11, Stealth +15 Languages
Common, Dwarven SQ
greed, hardy, rogue talents (fast stealth, stand up), slow and steady, stability, stonecunning +2, trapfinding +2 Other Gear
masterwork studded leather armor, 2 daggers, handaxe, 2 throwing axes, ring of protection +1, masterwork thieves’ tools, backpack, mining gear, 2d4 sp MINERS (18)
CR 1
XP 400 Male dwarf com 3 (Pathfinder Roleplaying Game NPC Codex)
CN Medium humanoid (dwarf)
Init –1; Senses darkvision 60 ft.; Perception +5 AC 11, touch 9, flat-footed 11 (+2 armor, –1 Dex)
hp 16 (3d6+6) Fort +3, Ref +0, Will +2; +2 vs. poison, spells, and spell-like abilities Defensive Abilities defensive training Speed 20 ft.
Melee heavy mace +2 (1d8+1) or miner’s pick –2 (1d6+1) Special Attacks hatred
Str 13, Dex 8, Con 14, Int 9, Wis 13, Cha 8 Base Atk +1; CMD 11 (15 vs. bull rush or trip) Feats
Skill Focus (appraise), Profession (miner) Skills
Appraise +3 (+5 to assess non-magical metals or gemstones), Climb +5, Knowledge (dungeoneering) +0, Perception +5 (+7 to notice unusual stonework), Profession (miner) +9 Languages
Common, Dwarven Gear
leather armor, heavy mace, miner’s pick, 10 pitons, 50 ft. rope, hammer, backpack. 2011 Hidden Library
The remains of a library of the ancients are hidden beneath the ground here. A small copse of cottonwood trees obscures a hollow that was once a stairwell. At the bottom of this stairwell, one might note two metal doors that have been forced open by desert sand. The sand spills into a concrete walkway which leads to a number of rooms of various sizes. Many of these rooms have metal shelves and on these shelves one has a small chance of finding the remnants of books and tomes from ancient days, in the strange alphabet of the ancients. There are two dozen rooms here, and each room has a 1 in 10 chance of containing 1d8 ancient books that have not completely disintegrated over time. There is a 1% chance that any one of these books will contain 1d4 arcane spells (roll 1d4 for level). Otherwise, they would be valuable to collectors. The ancient library is now home to 1d12 snakes.

VENOMOUS SNAKE

CR 1
XP 400
hp 13 (Pathfinder Roleplaying Game Bestiary “Snake, Venomous”)

2015 The Old Manor
In the southern reaches of the main valley, a large building composed of sandstone bears witness to the wealth that must once have filled this valley. The building is constructed upon a small rise with steep sides. It has a flat roof and is built in three circular sections that surround a large courtyard of white stone. The courtyard holds a pool (empty) and is cluttered with dry bones of humanoidos and animals. A band of 30 kobolds has occupied this old ruin, hiding their plunder (110 cp, 133 sp, 117 gp and a smoky quartz worth 1 gp) here in one of the upper levels. One of the circular sections of the old manor appears to be a large auditorium – one wall is composed of glass bricks. The kobolds inhabit this room, their sleeping furs and cooking fires marring the white marble floors. Another section holds a feast hall and kitchen, the kitchen now occupied by a nest of three snakes. The third section holds living chambers that must have once been plush, but are now filled with rubble and refuse. This section is also haunted by a strange entity that manifests as a black cloud or pure negative energy that can fully manifest into the real world. Although it can move about this section, it cannot leave it. The corpses of a dead wizard and his apprentices can be found here. All are in tattered black robes and turbans. The body of the wizard holds 830 sp, 1,550 gp, 280 pp and a terracotta idol worth 180 gp.

KOBOLD

CR 1/4
XP 100
hp 5 (Pathfinder Roleplaying Game Bestiary “Kobold”)

VENOMOUS SNAKES (3)

CR 1
XP 400
hp 13 (Pathfinder Roleplaying Game Bestiary “Snake, Venomous”)

CLOUD ENTITY

CR 6
XP 2,400
hp 59 (Pathfinder Roleplaying Game Bestiary 3 “Hungry Fog”)

2018 Guksu
Gokus is the southern spirit of healing, who dwells in a simple hut of stacked, white stones in a pleasant valley of tall grass and wide mesquites. There is a pool here of clear water filled with silver fish. The animals that inhabit the valley have golden fur or scales, and they are quite intelligent. Harming one of them draws the wrath of Guksu, who can prevent one from healing naturally or magically for up to one month. Guksu appears as an old man with a long, red, pointed nose. He appears naked, his body striped with black, white and red paint, and he can take the form of a giant mosquito or a swarm of mosquitoes if he wishes. Guksu carries a wand of healing, with a tuft of red feathers that also serves as a whistle. With this whistle, he can summon one of the other spirits – Calnis [32.08], Suupadex [21.02] or Xa-matutsi [01.15] – once per month and request a favor from them. Guksu is a kindly spirit, for the most part, though he dislikes mindless chatter and demands repayment for his services.

GUKSU

CR 6
XP 2,400
CG Medium outsider (native)
Init +2; Senses darkvision 60 ft.; Perception +16 AC 21, touch 13, flat-footed 18 (+2 Dex, +1 dodge, +8 natural) hp 57 (6d10+24) Fort +6; Ref +7; Will +12 DR 10/magic; SR 17

Speed 30 ft., fly 40 ft. (average)
**Melee** 2 slams +7 (1d6+1)

**Special Attack** healing curse

**Spell-like Abilities (CL 12th):**

- At will—detect evil, light
- 3/day—cure light wounds, mirror image
- 1/day—charm monster (DC 19), dispel magic, hold monster (DC 19), invisibility (self only), remove curse, polymorph (self only)

1/month—summon spirit (100%, Calnis [32.08], Suupadex [21.02] or Xa-matsu [01.15])

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**2102 Suupadax**

The northern mountain range hides a strange valley cloaked year-round in ice. The walls of the valley are extremely treacherous, and most folk who attempt to win the valley wind up decorating it with their bones. The valley is the home of the northern whirlwind spirit Suupadax, who takes the form of a giant whirlwind with a great, black eye suspended in the middle of it. Suupadax actually dwells in a small, stone lodge in the valley. As one walks towards the lodge, it gets colder and colder, and fires almost always flicker and die. Stepping into the lodge actually sends a person to a demi-dimension of frigid air (or the Elemental Plane of Air, if you prefer). Herein dwells Suupadax, the center of this little cosmos, surrounded by wicked air creatures (sylphs who are a bit ruder than normal sylphs, and who dress like flappers and smoke and consort with mihti and belkers).

Suupadax is sometimes invoked by wicked spell casters of the region, who come to the periphery of the valley and throw bound, sacrificial victims down the slopes, each having swallowed a gemstone of at least moderate value. They ask the wicked spirit for counsel in treachery and to curse their enemies.

**SUUPADAX, ELDER AIR ELEMENTAL**

**CR 11**

**XP 12,800**

**hp 152 (Pathfinder Roleplaying Game Bestiary “Elemental, Air”)**

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**2109 Diamond House**

The “diamond house” is a glass dome that is faceted like a gemstone. The natives call it the diamond house. It stands next to dry river bed filled with small trees and shrubs. From the outside, it looks like a heart to hold a pile of gemstones. This is an optical illusion (not magical). During the daytime, the only thing is contains a number of nearly invisible rays of searing light (DC 15 Reflex save each round or struck for 2d6 points of damage). At night, the interior is safe, but holds nothing of interest. If, however, a powerful magical light is carried within the dome, it emits a single ray of white light that strikes the nearby hills in [21.07] and opens a portal in the side of that mountain. This portal leads to the spawning pits of the grimlocks.
THE GOLDEN MEADOWS

Skills Fly +13, Perception +6, Sense Motive +6, Stealth +11
Languages Common

Poison (Ex) Bite—death; save Fort DC 13; frequency 1/round for 4 rounds; effect sleep for 1d4 hours; cure 1 save. The save DC is Charisma-based.

2312 Abandoned Velocipede
A velocipede (you know it better as a bicycle) has been abandoned here. This one is made of wood and metal, and has a large front wheel and two small back wheels. The wheels are made of wood and reinforced with strips of copper. This particular velocipede needs repairs, and even in working condition would be of little use over the sandy ground of the desert.

2316 Worm Tunnels
The walls of this pass have been bored through by purple worms that clearly turned back upon reaching the dry, hot air of the wastes. In some places, the walls of the pass have collapsed and created small rockslides. A small band of goblin-men is wandering through these tunnels, collecting worm droppings (which can serve as a very long-lasting fuel for fires) using a hand-drawn cart. There is a 2 in 6 chance per hour of running into the 1d6+4 goblin-men and their cart of worm poop, and a 1 in 20 chance per hour of running into a purple worm.

GOBLIN-MAN
XP 200
hp 7 [see 13.11]

PURPLE WORM
XP 19,200
hp 200 (Pathfinder Roleplaying Game Bestiary “Purple Worm”)

2320 False Gods
A number of black, stone idols rise from a patch of creosote and Joshua trees. The idols have been down by wind (and a bit of rain) and are only vaguely humanoid now. All of them are tall and lean, and have hands outstretched and cupped. A small offering left in these hands incurs an old god’s wrath, with the sacrificing character suffering a –1 penalty to attacks and saves for 24 hours. If the sacrifice is worth at least 100 gp, the person enjoys a +2 bonus to attacks and saves for 24 hours, followed by a curse (as above) that strikes at each full moon if they do not make an additional sacrifice.

2402 Rock Slide
A rock slide here (perhaps the adventurers will see the great plume of dust when they first enter the hex) has buried the entrance to a dungeon. A large band of dwarf adventurers was buried, though a few managed to escape. Most of the dwarves are normal members of their race, but the key adventurers were fighters and fighter/thieves ranging in level from 2nd to 5th. The dungeon entrance was a small cave. The 30-ft. long tunnel beyond the dungeon entrance opens into a 10-ft. cube room with smoothed walls of sandstone and three revolving doors of solid bronze [A].

[A] This passage is rough hewn. At the intersection there is a small pit holding the burnt remains of the lich Yazzabar. Any fire brought into this passage animates as a small fire elemental until the burnt remains are doused with holy water. This can be difficult, for in the presence of fire the charred corpse rises and attacks as a wight. The wight has a golden key around his neck.

SMALL FIRE ELEMENTAL
XP 400
hp 11 (Pathfinder Roleplaying Game Bestiary “Elemental, Fire”)

WIGHT
XP 800
hp 26 (Pathfinder Roleplaying Game Bestiary “Wight”)

[B] This chamber contains a library of wax tablets, all very fragile. In all, there are 100 such tablets, some containing mystic secrets and formulae, some containing histories of the region, and others containing chants that seem to make no sense. The room also contains a deep well of black energy. Anyone in the room is attacked by the tendrils of energy (melee touch +3), and if struck must make a DC 15 Fortitude save or have a portion of the life and personality stolen away and inscribed on a blank tablet as one of those nonsensical chants. In essence, this counts as level drain. To regain these levels, one must search through the tablets (cumulative 1% chance per round per person searching) to find the one holding their essence and read it. Reading a different person’s tablet does not bestow their life energy upon you. If a wax tablet is destroyed, that portion of the person’s soul is also destroyed. The tendrils can be held back by a cleric using his or her channel energy (the tendrils are not damaged form the energy, but are stunned for 1d6 rounds) or a tendril can be stunned for 1d4 rounds with a splash of holy water or for 1d8 rounds with a holy weapon.

[C] This room contains a twelve glass spheres. Each one contains an insect (spider, centipede, scorpion or wasp) and a tiny chest. Touching a sphere transports a person into the sphere where they must fight the “giant insect”. Grabbing a chest after a battle transports a person back outside the sphere (at normal size). The chests can be opened by the key found in [A], and contain 1d4 x 100 gp each.

GIANT HISSING CENTIPEDE
XP 400
hp 15 (Pathfinder Roleplaying Game Bestiary “Centipede, Giant”)

GIANT SCORPION
XP 800
hp 37 (Pathfinder Roleplaying Game Bestiary “Scorpion, Giant”)

GIANT SPIDER
XP 400
hp 16 (Pathfinder Roleplaying Game Bestiary “Spider, Giant”)

GIANT WASP
XP 800
hp 34 (Pathfinder Roleplaying Game Bestiary “Wasp, Giant”)

[D] This room’s only contents are two statuary; one represents a scholarly man, the other a stern, though attractive, woman. The man was Yazzabar, who became a lich. The woman was Amphiba, a zealous cleric of Good, who was once his lover. Passing between the statues (they flank the western door) causes a person to be struck by pink lightning emitted from their eyes. This deals 2d6 points of damage, and forces a DC 20 Will save or have the memories and personality of evil Yazzabar implanted into them (if male), or if female the memories and personality of good Amphiba implanted in them. This does not give the targets arcane or divine powers, and can be countered by a remove curse spell or wish.

[E] Five people, probably wizards from the look of them, are suspended here from the ceiling. They have been dipped in wax along with their spellbooks. Each of them was a rival of Yazzabar. Assume their spellbooks contain a daily complement of spells for a wizard of 1d4+1 level. The books must be released from the wax to be used, and doing so has a 1 in 6 chance of infecting a person with mummy rot. Magic is suppressed in this room, which is guarded by a clockwork gorilla.

CLOCKWORK GORILLA
XP 1,200
N Large construct
The Tome of Horrors Complete 708
Init +1; Senses darkvision 60 ft., low-light vision; Perception +0
AC 16, touch 10, flat-footed 15 (+1 Dex, +6 natural, –1 size)
hp 52 [4d10+30]
Rock Slide

□ = 10 feet
**THE GOLDEN MEADOWS**

Fort +1; Ref +2; Will +1

DR 5/adamantine: Immune construct traits (+30 hp); SR 9

**Speed** 30 ft., climb 30 ft.
**Melee** bite +9 (1d6+4) and 2 claws +9 (1d4+4)
**Space** 10 ft.; Reach 10 ft.
**Special Attacks** rend (2 claws, 1d4+6)

Str 23, Dex 13, Con —, Int —, Wis 11, Cha 1
**Base Atk** +4; CMB +11; CMD 22

### 2406 Ruined Fortress

The mountain pass here is guarded by a fortress that spans the pass. The fortress is about 200 feet wide and 100 feet tall, with a lower span of battlements about 50 feet above the ground. The castle is composed of the native rock, and was built expertly, possibly by dwarves. In the middle of the fortress, on either side, there is a massive set of doors (thick oak, bound in spiked steel), and between them a 40 ft. long court. Iron doors (locked) on either side of the courtyard grant access into the fortress. The place carries the smell of death, and indeed is filled with the skeletal remains of about 300 dwarf warriors, most still in their banded mail or chain mail armor, hand axes, warhammers, short swords and other weapons still in their grasp. Each of them has a pentagram carved or drawn onto their foreheads, and similar graffiti can be found throughout the place. It is now used by a chaos cult from Sanctum, who, once every year at the summer solstice, travel to the fortress to sacrifice a maiden to a chuul who dwells in a pit here. The chuul was summoned from nether dimensions and is bound in its pit, unable to escape, though the cult leader Vermes, a charismatic merchant is working on breaking this bond. Various chaos beasts roam the halls of the fortress, ready to give battle to intruders (they leave the cultists alone). The cultists normally number three 2nd level clerics, six 1st level clerics and twelve warriors, all of them in crimson robes with pointed hoods and wearing leather armor under their robes.

**VERMES**

**CR 6**

Female human cleric 7
CN Medium humanoid (human)
**Init** +0; **Perception** +9
**Aura** chaos

**AC 17**, touch 10, flat-footed 17 (+6 armor, +1 shield)
**hp** 63 (7d8+14 plus 14)
**Fort +8; Ref +3; Will +9**

**Speed** 20 ft.
**Melee** warhammer +7 (1d8+2/x3)
**Ranged** light crossbow +5 (1d8/19–20)
**Special Attacks** channel negative energy 5/day (4d6, DC 17), destructive smite 6/day (+3)
**Domain Spell-Like Abilities** (CL 7th; melee touch +6): 6/day—touch of chaos
**Spells Prepared** (CL 7th; melee touch +6, ranged touch +5): 4th—chaos hammer\(^a\) (DC 17), poison (DC 17)
3rd—bestow curse (DC 16), cure serious wounds, dispel magic, magic circle against law\(^a\)
2nd—cure moderate wounds, darkness, eagle’s splendor, shatter\(^a\) (DC 15), silence (DC 15)
1st—cause fear (DC 14), cure light wounds, doom (DC 14), magic weapon, shield of faith, true strike\(^a\) 0 (at will)—bleed (DC 13), detect magic, detect poison, read magic

D Domain spell Domains Chaos, Destruction

Str 12, Dex 10, Con 14, Int 8, Wis 17, Cha 14
**Base Atk** +5; CMB +6; CMD 16
**Feats** Armor Proficiency (heavy), Combat Casting, Improved Channel, Quick Draw, Toughness
**Skills** Heal +7, Knowledge (religion) +6, Perception +9, Spellcraft +5, Stealth +6
**Languages** Common

**SQ** spontaneous casting

**Combat Gear** potion of cure moderate wounds, acid, smokestick (2); **Other Gear** chain mail, light steel shield, +1 warhammer, light crossbow, 20 bolts, cloak of resistance +1, silver unholy symbol, onyx gems, 114 gp

**CULTIST CLERIC**

**CR 1**

XP 400
Male human cleric 2
CN Medium humanoid (human)
**Init** +0; **Perception** +5
**Aura** chaos

**AC 12**, touch 10, flat-footed 12 (+2 armor)
**hp** 19 (2d8+2 plus 5)
**Fort +4; Ref +2; Will +6**

**Speed** 30 ft.
**Melee** light mace +3 (1d6+2)
**Ranged** light crossbow +1 (1d8/19–20)
**Special Attacks** channel negative energy 4/day (1d6, DC 12), destructive smite 6/day (+1)
**Domain Spell-Like Abilities** (CL 2nd; melee touch +3): 6/day—touch of chaos
**Spells Prepared** (CL 2nd; melee touch +3, ranged touch +1): 1st—bane (DC 14), cure light wounds, magic weapon, true strike\(^a\) 0 (at will)—bleed (DC 13), detect magic, detect poison, read magic

D Domain spell Domains Chaos, Destruction

Str 15, Dex 10, Con 13, Int 10, Wis 16, Cha 12
**Base Atk** +1; CMB +3; CMD 13
**Feats** Lightning Reflexes, Toughness
**Skills** Knowledge (religion) +5, Perception +5, Sense Motive +7, Spellcraft +4
**Languages** Common

**SQ** spontaneous casting

**Combat Gear** potion of cure light wounds; **Other Gear** leather armor, light mace, light crossbow, 20 bolts, unholy symbol, 79 gp

**CULTIST CLERIC**

**CR 1/2**

XP 200
Male human cleric 1
CN Medium humanoid (human)
**Init** +0; **Perception** +4
**Aura** chaos

**AC 12**, touch 10, flat-footed 12 (+2 armor)
**hp** 11 (1d8+2 plus 1)
**Fort +4; Ref +2; Will +5**

**Speed** 30 ft.
**Melee** dagger +2 (1d4+2/19–20) or warhammer +2 (1d8+2/x3)
**Special Attacks** channel negative energy 4/day (1d6, DC 12), destructive smite 6/day (+1)
**Domain Spell-Like Abilities** (CL 1st; melee touch +2): 6/day—touch of chaos
**Spells Prepared** (CL 1st; melee touch +2, ranged touch +0): 1st—bane (DC 14), magic weapon, true strike\(^a\) 0 (at will)—bleed (DC 13), detect magic, read magic

D Domain spell Domains Chaos, Destruction

Str 15, Dex 10, Con 14, Int 10, Wis 16, Cha 12
**Base Atk** +0; CMB +2; CMD 12
**Feats** Blind-Fight, Lightning Reflexes
**Skills** Knowledge (religion) +4, Perception +4, Spellcraft +4
**Languages** Common

**SQ** spontaneous casting

**Combat Gear** potion of cure light wounds; **Other Gear** leather armor, dagger, warhammer, unholy symbol, 65 gp
CULTIST
XP 135
Male or Female human warrior 1
CN Medium humanoid (human)
Init +1; Perception +0

AC 13, touch 11, flat-footed 12 (+2 armor, +1 Dex)
hp 7 (1d10+1 plus 1)
Fort +3; Ref +1; Will +2

Speed 30 ft.
Melee dagger +3 (1d4+2/19–20) or shortsword +3 (1d6+2/19–20)

Str 14, Dex 12, Con 12, Int 8, Wis 11, Cha 10
Base Atk +1; CMB +3; CMD 14
Feats Combat Casting, Iron Will
Skills Climb +6, Intimidate +4
Languages Common
Other Gear leather armor, dagger, shortsword, unholy symbol, 3d4 sp.

CHUUL
XP 3,200
CR 7
hp 85 (Pathfinder Roleplaying Game Bestiary “Chuul”)

CHAOS BEAST
XP 3,200
CR 7
hp 85 (Pathfinder Roleplaying Game Bestiary “Chaos Beast”)

2510 Spirit House
A coven of druids has built a sweat lodge here. Each of the druids represents one of the peoples of the region; there is a Vegan female called Da’zabor, a goblin-man male called Thurk (an outcast from his people) and the human druid Corvin from Sanctum (a short man with blazing red hair and friendly, though mildly crazy eyes). The druids are in communing with the four great spirits of the region, Guksu, Calnis, Suupadax and Xa-matutsi, attempting to learn from them the mystic dances they must perform. They are in harmony with the energies of the area and are in close communion with the earth. The druids are in communing with the four great spirits of the region, Guksu, Calnis, Suupadax and Xa-matutsi, attempting to learn from them the mystic dances they must perform. They are in harmony with the energies of the area and are in close communion with the earth.

DA’ZABOR
XP 1600
Female vegan druid 6
NE Medium humanoid (human)
Init +3; Perception +9

AC 17, touch 13, flat-footed 14 (+3 armor, +1 shield, +3 Dex)
hp 46 (6d8+9 plus 6)
Fort +6; Ref +5; Will +8; +4 vs. spell-like and supernatural abilities of Fey and against effects that target plants
Resist acid 10

Speed 30 ft.
Melee spear +5 (1d8+1/x3)
Ranged sling +7 (1d4+1)
Special Attacks wild shape 2/day (animal, elemental)
Domain Spell-Like Abilities (CL 6th; ranged touch +6): 6/day—acid dart
Spells Prepared (CL 6th; melee touch +5, ranged touch +6): 3rd—extended summon nature’s ally II (x2), snare, stone shape
2nd—barkskin, extended summon nature’s ally I, resist energy, soften earth and stone, summon swarm
1st—endure elements, faerie fire, magic fang, magic stone, speak with animals
0 (at will)—detect poison, know direction, light, purity food and drink
D Domain spell Domain Earth

Str 12, Dex 16, Con 13, Int 10, Wis 16, Cha 8
Spells Prepared (CL 8th; melee touch +8, ranged touch +8):
4th (3/day)—control water, flame strike (DC 18), freedom of movement, seet storm
3rd (4/day)—call lightning (DC 17), greater magic fang, protection from energy, quench, wind wall
2nd (4/day)—barkskin, bull’s strength, fog cloud, gust of wind (DC 16), warp wood (DC 16)
1st (5/day)—cure light wounds (x3), endure elements, longstrider, obscuring mist
0 (at will)—create water, detect magic, flare (DC 14), light
D Domain spell Domain Weather

Str 14, Dex 14, Con 12, Int 10, Wis 18, Cha 8
Base Atk +6; CMB +8; CMD 20
Feats Improved Initiative, Natural Spell, Toughness, Vital Strike, Weapon Finesse
Skills Climb +6, Fly +4, Handle Animal +4, Heal +11, Knowledge [nature] +13, Perception +15, Spellcraft +7, Stealth +1, Survival +16, Swim +5
Languages Common, Druidic
SQ nature bond abilities (weather), resist nature’s lure, spontaneous casting, trackless step, wild empathy (+7), woodland stride
Combat Gear 3 vials alchemist's fire, healer’s kit, thunderstone; Other Gear masterwork hide armor, light wooden shield, masterwork scimitar, sling, 20 sling bullets, cloak of resistance +1, holy and mithral robe, spell component pouch, 4 gp

2619 White Caves

These chalk caves capture the shadows of creatures that enter and spend more than 10 minutes within, assuming they have a light source with which to cast those shadows. The shadows never leave the cave, but rather creep back into a deep cavern where they serve as the guardians of a well of black water. The water roils when people approach it. It can heal all wounds and negative effects, but a character must be lowered into the water and suspended for 3 days, during which time they seem to expire. When removed at the end of three days, they are restored to life and perfect health. During this time, the person is assaulted by terrible nightmares, and must pass one saving throw per day or permanently lose 1 point of wisdom.

SHADOW
CR 3
XP 800
hp 19 (Pathfinder Roleplaying Game Bestiary “Shadow”)

2712 Killer Shrimp

The skeleton of a giant catfish is bobbing on the surface here, having been picked clean by a swarm of killer shrimp. A net has become tangled with the skeleton. It contains several glass spheres, one of them a crystal killer shrimp. A net has become tangled with the skeleton. It contains several glass spheres, one of them a crystal killer shrimp. The petrified skeleton of an ichthyosaur lurks beneath the sands here. Animated long ago by a necromancer, it guards the hex from intruders, for hidden deeper beneath the sands there is a large bunker complex that the necromancer used as his base of operations. The bunker can be reached most easily by teleportation, but if one could clear the sands to a depth of 10 feet, they might find an iron trapdoor. The bunker is inhabited by a few dozen skeletal guards, as well as other, more dangerous undead, who guard a small treasure and armory (five pikes, seven suits of chain mail, 10,000 cp, 2,000 sp, 180 gp, a small clock and a small agate worth 40 gp), a library containing a couple old spellbooks (each holds 16 levels worth of spells, from level 1 to 4) and a laboratory.

KILLER SHRIMP SWARM
CR 4
XP 1,200
hp 38 (Pathfinder Roleplaying Game Bestiary “Crab, Swarm”)

2722 Grimlock Caves

A long shaft leads into an ancient network of mines that are now inhabited by a tribe of 50 grimlocks and their cabal of three encephalon gorgers masters. The mind eaters dwell on the lower levels of the mine complex, that once produced gold and silver, but which is now empty. There is a large slave population here and three slave pits. The grimlocks and their slaves are slowly constructing a crystalline matrix that fills a long, round tunnel. As one walks through the tunnel, their vision becomes wavy and a wave of nausea sweeps over them, as they feel space being twisted out of shape. The tunnel, when complete and fully powered, will act as a time tunnel, permitting the mind eaters to travel forward or backward to acquire either weird technologies from the future or powerful artifacts from the past. The tunnel is about 50% complete. The grimlocks require gemstones of rare quality to complete their matrix. A captive time elemental, held within an iron flask until it is needed and properly sequestered in the matrix, will power the device.

GRIMLOCKS (50)
CR 1
XP 400
NE Medium monstrous humanoid (see Appendix)
Init +1; Senses blindsight 40 ft., scent; Perception +9
AC 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)
hp 15 (2d10+4)
Fort +2; Ref +4; Will +2
Immune gaze attacks, illusions, visual effects
Weaknesses blindness

Speed 30 ft.
Melee battleaxe +4 (1d8+2) or 2 slams +4 (1d4+2)

ENCEPHALON GORGERS (3)
CR 8
XP 4800
hp 65 (The Tome of Horrors Complete 272)

TIME ELEMENTAL, COMMON
CR 8
XP 4800
hp 102 (The Tome of Horrors Complete 259)

2808 Bubbling Idol

There is a sinkhole here, at the bottom of which is a foaming pool of brackish water. The source of the foaming appears to be a strange, abstract idol that looks something like solidified green flame. The surface of the idol bubbles and pops, and green slime flows from it into the pond. Five walking slimes, the priests of their people (they cast spells as 5th level druids), can be found here much of the time, communing with their slimy deity. Caves branch from here into the suburbs of Slime City, which is located further below the ground and is said to be ruled by the most ancient of black puddings, a lake-sized entity whose wishes are interpreted by a legion of priests.

WALKING SLIME PRIESTS (5)
CR 6
XP 2,400
N Medium aberration (see Appendix)
Init +2; Senses darkvision 60 ft.; Perception +11

AC 16, touch 12, flat-footed 14 (+2 Dex, +4 natural)
hp 37 (5d8+10 plus 5)
Fort +3; Ref +5; Will +7

Speed 30 ft.
Melee 2 slams +4 (1d6+1)
Special Attacks slime attack (DC 14)
Spells Prepared (CL 5th; melee touch +4, ranged touch +5):
3rd—sleet storm, spike growth (DC 16)
2nd—resist energy, spider climb, summon swarm
1st—cure light wounds magic fang, obscuring mist, shillelagh (DC 14)
0 (at will)—detect magic, guidance, read magic, resistance

Str 12, Dex 14, Con 14, Int 10, Wis 16, Cha 12
Base Atk +3; CMB +4; CMD 16
Feats Blind-Fight, Lightning Reflexes, Toughness
Skills Knowledge (dungeoneering) +5, Perception +11, Spellcraft +8, Stealth +10
Languages Common
SQ ooze form

Ooze Form (Su) At will, as a standard action, the walking ooze can discard its forming bond, and can become a Medium ooze. This ooze form allows it to fit through cracks or holes far smaller than its mass, gives it a Speed of 10, climb 30; Immunity to piercing or slashing weapons; and it adds a constrict attack (1d6+1 plus slime attack) to Special Attacks.

Slime Attack (Ex) The touch of a walking slime does 1d6 of Constitution damage per round until the residue is removed. A Fortitude save halves this damage. It is similar in effect to green slime (see that Hazard for additional details). The DC is Constitution-based.

2904 Ghost Town
An old mining town has been abandoned here. The town consists of about 30 stone huts gathered around a mine shaft. The mine shaft descends about 60 feet into the ground (via a pulley system that is quite worn and very unsafe). At the bottom of the shaft, there are three exploratory tunnels, one of which shows signs of a meager vein of silver (a dwarf can determine this easily). This tunnel has caved in. The miners lost in the cave-in still dwell in these tunnels as three specters. If driven away, the mine could be reopened, and would produce about 1d10 x 5 gp worth of silver (after refinement) per month if worked by at least six humans (or three dwarves).

SPECTRES (3) XP 3,200
hp 52 (Pathfinder Roleplaying Game Bestiary “Spectre”)

3009 Orchard of Blood
A valley here in the deep mountains is well watered by springs and filled with willow-like trees with coppery bark and dark green leaves. The branches are heavy with bunches of berries that look like white grapes. These berries are red on the inside and their flesh tastes of blood. Strange, gaunt squirrels inhabit these trees and favor these berries. When they are stolen, these creatures become quite irate and attack the invaders, revealing that they are also fond of humanoid blood. The only other inhabitants of the valley are a band of haggard-looking vampires. The vampires were once human adventurers who sampled the berries – each berry that is eaten carries with it a 5% chance of infecting the eater with a blood disease that slowly transforms them into vampires over the course of 30 days. There are 12 vampires in all, who come out at night to feed on the berries while the squirrels slumber. Their cave holds a treasure of 1,940 sp, 150 gp and a platinum ewer worth 950 gp as well as a roll of papers revealing the identities of the chaos cultists of Sanctum.

VAMPIRIC SQUIRREL  CR 1/2
XP 200
NE Tiny animal (see Appendix)
Init +3; Senses low-light vision; Perception +4
AC 15, touch 15, flat-footed 12 (+3 Dex, +2 size)
hp 5 (1d8+1)
Fort +3; Ref +5; Will +0

Speed 30 ft.
Melee bite +5 (1d3–2 plus 1 bleed)
Space 2.5 ft.; Reach 0 ft.

Special Attacks bleed (1), blood drain

Blood Drain (Su) A vampiric squirrel can suck blood from a grappled opponent; if the squirrel establishes or maintains a pin, it drains blood, dealing 1 point of Constitution damage. The vampiric squirrel heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

VAMPIRES (12)  CR 8
XP 4,400
hp 105 (Pathfinder Roleplaying Game Bestiary “Vampire”)
3012 Submerged Cave
A partially submerged cave here on the shore holds a multitude of cave carvings that present a map to the catacombs in the center of the Golden Meadow. The cave is inhabited by a giant catfish which the locathah have nicknamed Lucifer. Lucifer has a few skeletons in his cave, and one of them carries a rusted iron flask that hides a small sapphire worth 200 gp.

GIANT ELECTRIC CATFISH
XP 2,400
hp 75 (The Tome of Horrors Complete 663)

3013 Coruscating Falls
A small waterfall is located here. The water is multi-colored and spills into a shallow pool. The pool is covered by an oily sheen that is actually a sentient entity. It is terribly wise (DC 12) and can communicate telepathically. The creature could be destroyed with fire (hp 200), but it is not dangerous.

3021 Amazon Camp
A war party of red amazons has made camp here. They have traveled from the wastelands to the southeast and seek loot and glory. The group is commanded by Azrash and her sister-wife, Horeth. They command ten amazon warriors, and all are mounted on light warhorses.

AZRASH
CR 4
XP 1,200
Female human fighter 5
CN Medium humanoid (human)
Init +4; Perception +4

AC 19, touch 13, flat-footed 16 (+6 armor, +3 Dex)
hp 52 (5d10+15 plus 5)
Fort +8; Ref +6; Will +1; +2 vs. fear
Defensive Abilities bravery +1

Speed 20 ft.
Melee spear +5/+5 (1d8+3/x3)
Ranged mwk composite longbow +10/+10 (1d8+3/x3)
Special Attacks weapon training (bows +1)

Str 14, Dex 18, Con 16, Int 13, Wis 8, Cha 10
Base Atk +5; CMB +7; CMD 20
Feats Deadly Aim, Mounted Archery, Mounted Combat, Point Blank Shot, Precise Shot, Rapid Shot, Weapon Focus (composite longbow)
Skills Acrobatics +1 (-3 jump), Climb +4, Craft (bows) +7, Escape Artist +1, Fly +1, Handle Animal +8, Perception +4, Ride +8, Stealth +1, Survival +3, Swim +4
Languages Common, Orc
Combat Gear potion of bear’s endurance, potion of cure moderate wounds; Other Gear masterwork chainmail, spear, masterwork composite longbow [Str +2], 5 +1 arrows, 35 arrows, 5 cold iron arrows, 5 silver arrows, cloak of resistance +1, masterwork artisan’s tools (craft [bows]). 65 gp

HORETH
CR 5
XP 1,600
Female human cleric 6
CN Medium humanoid (human)
Init +0; Perception +8
Aura chaos

AC 19, touch 10, flat-footed 19 (+7 armor, +1 shield, +1 natural)
hp 54 (6d8+12 plus 12)
Fort +7; Ref +2; Will +7

Speed 20 ft.
Melee warhammer +8 (1d8+3/x3)
Ranged javelin +3 (1d6+3/x2)
Special Attacks channel positive energy 4/day (3d6, DC 14), destructive smite 5/day (+3)
Domain Spell-Like Abilities (CL 6th):
5/day—bit of luck
Spells Prepared (CL 6th; melee touch +7, ranged touch +4):
1st (4/day)—fireball, fire shield, protection from energy, rage, resistance
2nd (4/day)—align weapon, bull’s strength, darkness, shadow², spiritual weapon
1st (4/day)—bane (DC 13), cause fear (DC 13), divine favor, shield of faith, true strike
0 (at will)—bleed (DC 12), guidance, light, resistance
D Domain spell Domains Destruction, Luck

Str 17, Dex 10, Con 14, Int 8, Wis 14, Cha 12
Base Atk +4; CMB +7; CMD 17
Feats Armor Proficiency (heavy), Power Attack, Toughness, Weapon Focus (warhammer)
Skills Heal +6, Intimidate +5, Perception +8, Ride –4, Spellcraft +3, Stealth –4
Languages Common
SQ spontaneous casting
Combat Gear potion of cure serious wounds, 2 vials alchemist’s fire; Other Gear +1 chain mail, masterwork light steel shield, warhammer, 5 javelins, amulet of natural armor +1, 172 gp

RED AMAZONS (10)
XP 400
Female human fighter 2
CN Medium humanoid (human)
Init +3; Perception +0

AC 14, touch 14, flat-footed 10 (+3 Dex, +1 dodge)
hp 19 (2d10+2 plus 2)
Fort +4; Ref +3; Will +1; +1 vs. fear
Defensive Abilities bravery +1

Speed 30 ft.
Melee spear +5 (1d8+3/x3)
Ranged composite shortbow +5 (1d6+2/x3)

Str 14, Dex 17, Con 12, Int 13, Wis 10, Cha 8
Base Atk +2; CMB +4; CMD 18
Feats Deadly Aim, Dodge, Point Blank Shot, Weapon Focus (spear)
Skills Acrobatics +5, Intimidate +3, Knowledge (nobility) +2, Profession (soldier) +5, Stealth +5
Languages Common, Elven
Combat Gear tanglefoot bag; Other Gear spear, composite shortbow [Str +2], 20 arrows, waterskin, 14 sp

WARHORSE
CR 2
XP 600
N Large animal
Init +4; Senses low-light vision; Perception +8

AC 18, touch 13, flat-footed 14 (+3 armor, +4 Dex, +2 natural, –1 size)
hp 24 (2d8+10)
Fort +8; Ref +7; Will +3

Speed 50 ft.
Melee 2 hooves +6 (1d4+5)
Space 10 ft., Reach 5 ft.

Str 20, Dex 18, Con 21, Int 2, Wis 17, Cha 11
Base Atk +1; CMB +7; CMD 21 (25 vs. trip)
Feats Endurance, Run
Skills Perception +8

32
**Grimlocks (40)**

CR 1

XP 400

hp 15 (see Area 27.22)

**Yasbin**

CR 3

XP 800

Female human rogue 4

CN Medium humanoid (human)

Init +2; Perception +8

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

hp 21 (4d8)

Fort +1; Ref +6; Will +2

Defensive Abilities evasion, trap sense, uncanny dodge

**Zixby**

CR 1

XP 400

Male human expert 3

N Medium humanoid (human)

Init +0; Perception +9

AC 10, touch 10, flat-footed 10

hp 16 (3d8+3)

Fort +2; Ref +1; Will +4

**316 Gold Mine**

A band of grimlocks is working a deep gold mine here, using human beings as their beasts of burden. The grimlocks have a fortified cavern underground, with various mining tunnels and shafts radiating out from it, and a series of slave pits located beneath it in a sort of dungeon arrangements. Most of the human laborers have had their minds scrambled by the mind eaters, and are thus virtual zombies. A few still have their minds, but are careful to hide this fact. In all, there are 40 grimlocks armed with picks, and 50 humans used as pack animals. One is called Yasbin. She was drugged in a tavern in Sanctum and woke up here. Her chief skills saved her from a visit by the mine minders, but she is still shackled and without her tools. There is also a human merchant named Zixby (a rival of Vermes) and a silversmith of the golden men of the south called Oomphalz. The grimlocks acquire their slaves from unscrupulous traders of Sanctum (among them Vermes), who trade slaves for gold. The entrance to the mine has an illusion cast over it that resembles a green demonic face with an open mouth. The mouth is pitch black (even to darkvision) and seems to radiate intense cold. All of this is an illusion to keep snoopers out of the mine. Eight grimlock warriors wait within the entrance. They are armed with stone axes and a net, and will try first to waylay and enslave explorers.

**Halayan Camp**

A band of Halayan trappers has made camp here on their way to Sanctum, where they plan to live it up for a couple days away from their saintly wives. They number 12 hunters, armed with their hand axes and shortbows, and are carrying about 200 gp worth of pelt and skins to trade, along with sacks containing 120 silver coins, not to mention bedrolls and blankets, about 3 days of iron rations, tinder boxes, flint and steel, etc. Unlike the traders, they wear only leather armor.

**3202 Halayan Camp**

A band of Halayan trappers has made camp here on their way to Sanctum, where they plan to live it up for a couple days away from their saintly wives. They number 12 hunters, armed with their hand axes and shortbows, and are carrying about 200 gp worth of pelt and skins to trade, along with sacks containing 120 silver coins, not to mention bedrolls and blankets, about 3 days of iron rations, tinder boxes, flint and steel, etc. Unlike the traders, they wear only leather armor.
3208 Calnis

Calnis is the eastern spirit of mischief, who appears either as a handsome man in a cloak of crow feathers or as a black feathered serpent. Calnis dwells in the eastern mountains in a temple of black stone with a silver portal. The temple is guarded by black-feathered harpies, who demand offerings of fresh meat and pretty things. Once inside the building, petitioners discover that it is much larger than they could have imagined, a great hall of black marble and silver trimmings. There is no roof here, just a night sky illuminated by a full moon that seems to close you could reach out and touch it. The room swirls with dancing spirits (treat them as spectres if adventurers are stupid enough to attack). A black throne in the center of the great hall is the perch of Calnis, usually in human form, who beckons the petitioners forward that he might mock their pitiful pleas. Those who meet his gaze must pass a DC 19 Will saving throw or begin dancing uncontrollably, losing 1 hit point per round until they have but one hit point left, and then losing 1 point of Constitution per round until they die at 0 Constitution. To receive a favor from Calnis, one must tell him a good riddle, or in some other way trick him. They must also accept a curse in return for his favor.

3305 Valley of Fire

The valley of fire is a wide valley of sandstone walls and sandstone rock formations, all of them red-orange in color, and some resembling fantastic beasts or fairy castles. This alone could give the valley its name, but it is also filled with a flaming gas to a depth of about 5 feet. The gas flows from below the ground, and though the upper portions flow red and orange, the lower portions are blue and extremely hot. Falling into the fire means certain death to any who are not immune to fire. One of the larger rock formations in the valley is used as a small tower by a band of azer who use the roiling blue flames to work adamantine and mithral.

3320 Quartz Forest

The ground in this hex begins to descend as it nears the highlands, eventually funneling into a vast system of caves. Most of the caves are narrow, with low ceilings, but a few are more easily traversed and lead to a large cavern about 200 feet below the surface. The cavern is quite cold and completely dry. About one hundred quartz pillars run from floor to ceiling. A dwarf can tell that the cavern was carved by some agent, maybe as much as 500 years ago. Some of the pillars are trapped to collapse if leaned upon or chipped at (1 in 6 chance; collapsing pillar does 6d6 damage, DC 20 Reflex save for half). One of the pillars has been enchanted. If touched, all creatures within 30 feet suffer a delusion. They see the most fearsome thing they can imagine charging at them. If they run (player’s choice), their fear will carry them out of the cavern and into the maze of tunnels, where they must make a successful DC 25 Survival check or they become hopelessly lost. If they stand fast, the creature washes over them as a weird energy, leaving them hairless (permanently) and with a strange blue mark on their heads – something like a crescent moon. The mind eaters and grimlocks will recognize this sign and regard those who bear it as worthies to be respected and, of course, devoured after the proper ceremonies have been carried out. The marked characters will also enjoy a +2 circumstance bonus to save vs. mind-influencing effects.

3413 Smuggler’s Cove

A band of smugglers operates from this cove. They have about 500 gp worth of contraband here (pelts, grain, glassware), as well as a locked iron chest (trapped with a poison needle) containing 300 sp and 75 gp. The smugglers are led by Bonny Beph, who is currently in the custody of the bounty hunter Mazbury [37.14]. The smugglers are in a bad mood, and Beph’s lieutenants, Yolf and Krand, are on the brink of fighting for control of the gang. The smugglers would rather have Beph back.
hp 15 (1d8+2d10)
Fort +3; Ref +4; Will –1

Speed 30 ft.
Melee short sword +4 (1d6+1/19–20)
Ranged shortbow +4 (1d6/x3)
Special Attacks sneak attack +1d6

Str 13, Dex 14, Con 11, Int 10, Wis 8, Cha 9
Base Atk +2; CMB +3; CMD 16

Feats Dodge, Point Blank Shot, Weapon Finesse
Skills Acrobatics +1, Climb +6, Disable Device +8, Escape Artist +1, Fly +1, Handle Animal +3, Intimidate +4, Perception +5 (+6 to locate traps), Ride +6, Stealth +7

Languages Common
SQ trapfinding +1

Gear studded leather armor, short sword, shortbow, 20 arrows, thieves' tools.

YOLF  CR 2
XP 600
Female human rogue 3
CN Medium humanoid (human)
Init +3; Perception +9

AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)
hp 20 (3d8+3)
Fort +2; Ref +6; Will +1

Defensive Abilities evasion, trap sense

Speed 30 ft.
Melee dagger +3 (1d4+1/19–20) or sap +3 (1d6+1) or short sword +3 (1d6+1/19–20)
Ranged dart +5 (1d4+1) or dagger +5 (1d4+1/19–20)
Special Attacks sneak attack +2d6

Str 13, Dex 17, Con 12, Int 14, Wis 10, Cha 8
Base Atk +2; CMB +3; CMD 16

Feats Deft Hands, Skill Focus (Perception), Stealthy
Skills Acrobatics +9, Appraise +8, Bluff +5, Climb +9, Disable Device +14, Disguise +5, Escape Artist +11, Knowledge (local) +8, Perception +9 (+10 to locate traps), Sleight of Hand +11, Stealth +11, Swim +7

Languages Common, Elven, Halfling
SQ rogue talents (quick disenable), trapfinding +1

Combat Gear potion of cure moderate wounds, scroll of

Combatant option

KRAND  CR 3
XP 800
Male human rogue 4
CN Medium humanoid (human)
Init +2; Perception +8

AC 16, touch 12, flat-footed 14 (+4 armor, +2 Dex)
hp 21 (4d8)
Fort +3; Ref +6; Will +2

Defensive Abilities evasion, trap sense, uncanny dodge

Speed 20 ft.
Melee short sword +6 (1d6–1/19–20)
Ranged light crossbow +5 (1d8/19–20)
Special Attacks rogue talents (finesse rogue, weapon training), sneak attack +2d6

Str 8, Dex 14, Con 10, Int 13, Wis 12, Cha 18
Base Atk +3; CMB +2; CMD 14

Feats Combat Expertise, Great Fortitude, Improved Feint, Weapon Finesse, Weapon Focus (short sword)

Skills Acrobatics –1 (–5 jump), Bluff +11, Climb –4, Diplomacy +11, Disable Device +8, Disguise +11, Escape Artist –1, Heal +3, Knowledge (local) +8, Perception +8 (+10 to locate traps), Perform (sing) +9, Sense Motive +8, Sleight of Hand +6, Stealth +6, Use Magic Device +11

Languages Common, Elven, Gnome, Sylvan
SQ +3 to hit points, arcane bonds (arcane familiar, toad), deliver touch spells through familiar, empathic link with familiar, share spells with familiar, speak with animals, speak with familiar

Combat Gear potion of cure moderate wounds, scroll of

350i Brothel

Adventurers may come across a circle of stone longhouses. The longhouses are a brothel, where the wizard Malphas has trained a wondrous menagerie of creatures in tantric secrets that, when practiced, thin the barriers between this world and another. The menagerie includes a haughty salamander called Yizbard, twin mermaids called Ophelia and Lily (their longhouse contains a pool), a highborn Venusian lady (green skin, four arms), a fallen deva named Uzrakiel (he has lost his wings), a sylph named Ephemeris held in her house by a silver chain, two handsome men named Uth’laktru and Pekhmar covered with spines and man with silver skin and black eyes called Novom. The prices here are quite affordable, and the services are only occasionally lethal. Each time a service is used, there is a 1% chance that the hex will be filled with stinging, purple mists that will slowly (over the course of 24 hours) manifest as a gargantuan lamia noble called Bavylus, the goddess of a demi-plane of lust who will endeavor to make a new home for herself in this plane.

MALPHAS  CR 6
XP 2,400
Male human enchanter 7
NE Medium humanoid (human)
Init +6; Perception +6

AC 17, touch 13, flat-footed 15 (+4 armor, +1 deflection, +2 Dex)
hp 53 (7d6+14 plus 17)
Fort +5; Ref +5; Will +7

Speed 30 ft.
Melee dagger +3 (1d4/19–20) or rapier +3 (1d6+18–20)

Enchanter Spell-Like Abilities (CL 7th; melee touch +3):
6/day—dazing touch
Spells Prepared (CL 7th; melee touch +3, ranged touch +5):
4th—confusion (DC 18), greater invisibility
3rd—deep slumber (DC 17), dispel magic, hold person (DC 17), suggestion (DC 17)
2nd—alter self, daze monster (DC 16), hideous laughter (DC 16), invisibility, resist energy
1st—charm person (DC 15, x2), color spray (DC 14), mage armor, shield, ventriloquism (DC 14)
0—(at will)—daze (DC 14), ghost sound (DC 13), mage hand, resistance

Arcane School Enchantment Opposition School Divination, Necromancy

Str 10, Dex 14, Con 14, Int 17, Wis 8, Cha 12
Base Atk +3; CMB +3; CMD 16

Feats Combat Casting, Craft Wand, Improved Initiative, Iron Will, Scribe Scroll, Spell Focus (Enchantment), Toughness
Skills Acrobatics +7, Bluff +6, Diplomacy +8, Intimidate +4, Knowledge (arcana) +13, Knowledge (local) +10, Knowledge (nobility) +8, Knowledge (planes) +8, Perception +6, Perform (dance) +4, Sense Motive +3, Spellcraft +13

Languages Common, Draconic, Gnome, Sylvan
SQ +3 to hit points, arcane bonds (arcane familiar, toad), deliver touch spells through familiar, empathic link with familiar, share spells with familiar, speak with animals, speak with familiar

Combat Gear potion of cure moderate wounds, scroll of
dispel magic, scroll of suggestion, wand of charm person, wand of fox’s cunning; Other Gear dagger, rapier, cloak of resistance +1, ring of protection +1, spellbook, spell component pouch, 303 gp

YIZBAR,Y, FEMALE SALAMANDER CR 6
XP 2,400
hp 76 (Pathfinder Roleplaying Game Bestiary “Salamander”)

OPHELIA AND LILY, FEMALE MERFOLK CR 1/3
XP 135
hp 7 (Pathfinder Roleplaying Game Bestiary “Merfolk”)

VENUSIAN LADY CR 2
XP 600
hp 19 (The Tome of Horrors Complete 622 with the following changes: remove one head and the Multiple personalities)

UZRAKIEL, MALE MONADIC DEVACR 12
XP 19,200
hp 95 (The Tome of Horrors Complete 26 with the following changes: remove Speed 90 ft. [no wings])

EPHEMERA, FEMALE SYLPH CR 1/2
XP 200
hp 9 (Pathfinder Roleplaying Game Bestiary 2 “Sylph”)

UTH’LAKTRU AND PEKHMAR CR 10
XP 9,600
hp 127 (Tome of Horrors Complete 653)

NOVUM CR 3
XP 800
hp 27 (Tome of Horrors Complete 44 with the following change: male)

BAVYLOS CR 14
XP 38,400
Lamia Matriarch (Pathfinder Roleplaying Game Bestiary 2 “Lamia Matriarch”) CE Gargantuian monstrous humanoid (shapechanger)
Init +3; Senses darkvision 60 ft., low-light vision; Perception +24

AC 24, touch 9, flat-footed 21 (+3 Dex, +15 natural, –4 size)
hp 237 (18d10+126 plus 18)
Fort +13; Ref +14; Will +14
Immune mind-affecting; SR 19

Speed 40 ft., climb 40 ft., swim 40 ft.
Melee touch +27 (1d4 Wisdom drain)
Space 20 ft.; Reach 5 ft.
Special Attacks wisdom drain (DC 25)
Spell-Like Abilities (CL 12th; melee touch +27, ranged touch +17):
At will—charm monster, ventriloquism
3/day—deep slumber, dream, major image, mirror image, suggestion
Spells Known (CL 6th; melee touch +27, ranged touch +17):
3rd (4/day)—fly
2nd (7/day)—hold person (DC 18), web (DC 18)
1st (8/day)—domo (DC 17), mage armor, magic missile, protection from good
0 (at will)—acid splash, arcane mark, detect magic, prestidigitation (DC 16), read magic, resistance, touch of fatigue (DC 16)

Str 36, Dex 17, Con 25, Int 16, Wis 16, Cha 22
Base Atk +18; CMB +35; CMD 48 (can’t be tripped)
Feats Double Slice, Extend Spell, Improved Critical (scimitar), Improved Two-weapon Fighting, Toughness, Two-weapon Defense, Two-weapon Fighting, Two-weapon Rend,

Weapon Focus (scimitar)
Skills Acrobatics +7 (+11 jump), Bluff +28, Climb +21, Diplomacy +12, Disguise +12, Fly -3, Intimidate +27, Knowledge (arcana) +21, Knowledge (planes) +15, Perception +24, Spellcraft +21, Stealth -9, Swim +21, Use Magic Device +22
Modifiers acrobatics (jump) +4
Languages Abyssal, Common, Draconic, Other Language
SQ change shape (fixed medium humanoid form, after self)

Wisdom Drain (Su) A lamia matriarch drains 1d4 points of Wisdom each time she hits with her melee touch attack. The first time each round that she strikes a foe with a melee weapon, she also drains 1 point of Wisdom. A DC 25 Will save negates the Wisdom drain. Unlike with other kinds of ability drain attacks, a lamia matriarch does not heal damage when she uses her Wisdom drain. The save DC is Charisma-based.

3503 Nightgaunt Canyon
This portion of the Red River runs through a canyon with steep, towering walls. There are narrow beaches on the sides of the canyon, and they are littered with wreckage from barges and keelboats. At night, the canyon is filled with fluttering nightgaunts, who snatch at folk moving down the river and carry them wherever the GM would like them to go. One of the smaller caves in the canyon walls is the entrance to a shrine of Tsathogga, a shrine tended by an old hermit with a lazy eye and fetid breath. The hermit is called Azbik, and he serves the chaos cult of Sanctum, who make their way to the spot during the new moon to give offerings of gold and blood to the frog god. An elf might notice blackened iron spikes pounded into the wall beneath the cave.

The cave extends back 20 feet and then opens into a temple of polished stone. There is an altar festooned with black candles atop human skulls. Azbik sleeps on a straw mat in front of the idol. He has a silver flute that summons a black pudding up from a deep pit, about 2 feet in diameter, located in the center of the temple.

AZBIK CR 8
XP 4,800
Male human cleric of Tsathogga 9 NE Medium humanoid (human)
Init +6; Perception +10
Aura evil

AC 18, touch 12, flat-footed 16 (+6 armor, +2 Dex)
hp 71 (9d8+18 plus 9)
Fort +8; Ref +5; Will +10

Speed 20 ft.
Melee +2 spiked light mace +7/+2 (1d6+1)
Special Attacks aura of destruction 9 rounds/day (+4), channel negative energy 4/day (4d6, DC 17), destructive smile 7/day (+4), scythe of evil 1/day (4 rounds)
Domain Spell-Like Abilities (CL 9th; melee touch +5, ranged touch +8):
7/day—touch of evil (4 rds)
Spells Prepared (CL 9th; melee touch +5, ranged touch +8): 5th—shout (DC 19), slay living (DC 19)
4th—freedom of movement, poison (DC 18), spell immunity, unholy blight (DC 18)
3rd—bestow curse (DC 17), contagion (DC 17), magic circle against good, prayer, summon monster III
2nd—bear’s endurance, darkness, delay poison, resist energy, shatter (DC 16), summon monster II
1st—bane (DC 15), cause fear (DC 15), entropic shield, protection from good, protection from good, summon monster I
0 (at will)—bleed (DC 14), detect poison, light, virtue
D Domain Spell Domains Destruction, Evil

Str 8, Dex 15, Con 14, Int 10, Wis 19, Cha 12
**Black Pudding**

CR 7

**XP 3,200**

HP 105 (Pathfinder Roleplaying Game Bestiary "Black Pudding")

**LOCATHAH**

CR 1/2

**XP 200**

HP 9 (Pathfinder Roleplaying Game Bestiary 2 "Locathah")

**NIGHTGAUNT**

CR 3

**XP 800**

NE Large outsider (see Appendix)

Init +5; Senses darkvision 60 ft.; Perception +8

AC 13, touch 10, flat-footed 12 (+1 Dex, +3 natural, –1 size)

hp 34 (4d10+12)

Fort +4; Ref +5; Will +5

DR 5/bludgeoning, S/magic; Immune cold, mind-affecting;

Resist acid 5, electricity 5, fire 5

**Locathah**

CR 1/2

**XP 200**

Male locathah fighter 1

N Medium humanoid (aquatic)

**Init** +1; **Senses** low-light vision; **Perception** +3

**Speed** 10 ft., swim 60 ft.

Melee trident +3 (1d8+2)

Ranged light crossbow +5 (1d8/19–20)

**LOCATHAH SUB-COMMANDERS (2)**

CR 1

**XP 400**

Male locathah fighter 1

N Medium humanoid (aquatic)

**Init** +1; **Senses** low-light vision; **Perception** +3

**Speed** 10 ft., swim 60 ft.

Melee trident +3 (1d8+1)

Ranged light crossbow +3 (1d8/19–20)

**3606 Locathah**

The locathah have a watch station here, near the shore. The locals know about it, and only a novice navigator would ever run into with their boat. The station is a stout tower that rises to within 3 feet of the surface. It is built of cut stone of various textures and colors, giving it a patchwork appearance. Three trident-armed locathah are always to be found atop the tower, occasionally poking their heads above the water to keep an eye on things. The locals usually know them by name (one can tell them apart by their tendrils and skin patterns), and they often stop to talk and trade a little tobacco (the locathah like to chew it) for some fish or simply for their goodwill of the locathah. In total, **twenty locathah** are assigned to the watch tower, one of them being the **commander** and two **sub-commanders**. They wear mail ponchos (treat as chain shirts) and are armed with tridents and light crossbows.

**LOCATHAH COMMANDER**

CR 3

**XP 800**

Male locathah fighter 3

N Medium humanoid (aquatic)

**Init** +5; **Senses** low-light vision; **Perception** +6

**AC** 17, touch 11, flat-footed 16 (+4 armor, +1 Dex, +2 natural)

hp 30 (2d8 plus 3d10 plus 8)

Fort +6; **Ref** +2; **Will** +4; +5 vs. fear

**Defensive Abilities** bravery +1

**Speed** 10 ft., swim 60 ft.

Melee trident +7 (1d8+2)

Ranged light crossbow +5 (1d8/19–20)

**LOCATHAH SUB-COMMANDERS (2)**

CR 1

**XP 400**

Male locathah fighter 1

N Medium humanoid (aquatic)

**Init** +1; **Senses** low-light vision; **Perception** +3

**AC** 17, touch 11, flat-footed 16 (+4 armor, +1 Dex, +2 natural)

hp 18 (2d8 plus 1d10 plus 4)

Fort +5; **Ref** +1; **Will** +1

**Speed** 10 ft., swim 60 ft.

Melee trident +3 (1d8+1)

Ranged light crossbow +3 (1d8/19–20)

**3611 Golden Man Ship from South**

Three keelboats are making their way across the lake. They carry trade goods of the golden men of the south, mostly leather goods (including armor, whips, sandals, boots, etc.) and dried fungus (some edible, some poisonous, some hallucinogenic). The three boats were ported from the Red River over a range of mountains and around the ancient dam that created the lake. Each of the boats has a **captain** and **three crewmen**, all armed. They also carry with them a secret message for the lord mayor of Sanctum from the Emperor of the South.

**CREWMEN (3)**

CR 1/2

**XP 200**

Male human expert 1/warrior 1

N Medium humanoid (human)

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

**AC** 14, touch 11, flat-footed 13 (+2 armor, +1 Dex, +1 shield)

hp 12 (1d8+1 plus 1d10+1)
Sanctum is a small, rollicking town (pop. 1,500) on the shores of the lake, where all sorts of folk from the surrounding lands meet to trade. Large caravans gather here to make the torturous journey into the eastern lands, over the mountains, to trade for exotic goods. The village is composed of about 100 odd buildings constructed of stones, bricks, timber (some of it driftwood) and whatever else the people found. The town has no enemies, so it has no defensive walls, though it does have about 20 *men-at-arms* (some of them ex-buccaneers) who patrol the town. They wear scale armor and carry spears and short bows.

The largest building in the town is a stone counting house, where merchants gather to trade goods and change money as needed. Next to this building stands the manor house (a 3-story Victorian that has seen better days) of *Vermes*, a charismatic merchant who weaves many webs of mistrust in a bid to seize power in Sanctum and eventually conquer the entire region in the name of his dread lord.

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**THE GOLDEN MEADOWS**

**Fort +3; Ref +1; Will +4**

**Speed 30 ft.**

**Melee scimitar +2 (1d6+1/18–20)**

**Str 13, Dex 13, Con 12, Int 8, Wis 10, Cha 9**

**Base Atk +1; CMB +2; CMD 13**

**Feats Iron Will, Skill Focus (Profession [sailor])**

**Skills Acrobatics +4, Climb +4, Craft (ships) +3, Escape Artist +0, Fly +0, Perception +5, Profession (sailor) +8, Ride +0, Stealth +0, Survival +4, Swim +4**

**Languages Common**

**Other Gear** leather armor, buckler, scimitar, 1d4 sp

**CAPTAIN**

**CR 4**

**XP 1,200**

Male human expert 1/fighter 5

N Medium humanoid (human)

**Init +3; Perception +10**

**AC 19, touch 13, flat-footed 16 (+5 armor, +3 Dex, +1 shield) hp 48 (1d8+2 plus 5d10+10)**

**Fort +6; Ref +4; Will +4; +5 vs. fear**

**Defensive Abilities** bravery +1

**Speed 30 ft.**

**Melee mwk dagger +8 (1d4+2/19–20) and mwk scimitar +9 (1d6+4/18–20)**

**Special Attacks** weapon training (light blades +1)

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

**Base Atk +5; CMB +7; CMD 20**

**Feats Athletic, Quick Draw, Two-weapon Defense, Two-Weapon Fighting, Weapon Finesse, Weapon Focus (scimitar), Weapon Specialization (scimitar)**

**Skills Acrobatics +12, Climb +11, Craft (ships) +6, Intimidate +5, Knowledge (geography) +5, Knowledge (nature) +5, Perception +10, Perform (sing) +4, Perform (wind instruments) +6, Profession (sailor) +10, Survival +5, Swim +14**

**Languages Aquan, Common**

**Gear** +1 chain shirt, masterwork dagger, masterwork scimitar, ring of swimming, masterwork flute, 2d6 gp

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**3704 Sanctum**

Sanctum is a small, rollicking town (pop. 1,500) on the shores of the lake, where all sorts of folk from the surrounding lands meet to trade. Large caravans gather here to make the torturous journey into the eastern lands, over the mountains, to trade for exotic goods. The village is composed of about 100 odd buildings constructed of stones, bricks, timber (some of it driftwood) and whatever else the people found. The town has no enemies, so it has no defensive walls, though it does have about 20 *men-at-arms* (some of them ex-buccaneers) who patrol the town. They wear scale armor and carry spears and short bows.

The largest building in the town is a stone counting house, where merchants gather to trade goods and change money as needed. Next to this building stands the manor house (a 3-story Victorian that has seen better days) of *Vermes*, a charismatic merchant who weaves many webs of mistrust in a bid to seize power in Sanctum and eventually conquer the entire region in the name of his dread lord.

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**MAN-AT-ARMS (20)**

**CR 1/2**

**XP 200**

Male and Female human warrior 2

LN Medium humanoid (human)

**Init +0; Perception +4**

**AC 15, touch 10, flat-footed 15 (+5 armor) hp 13 (2d10+2)**

**Fort +4; Ref +0; Will +0**

**Speed 20 ft.**

**Melee spear +4 (1d8+3/x3)**

**Ranged shortbow +2 (1d6/x3)**

**Str 14, Dex 11, Con 13, Int 10, Wis 10, Cha 8**

**Base Atk +2; CMB +4; CMD 14**

**Feats Alertness, Power Attack**

**Skills Handle Animal +3, Intimidate +4, Knowledge (local) +2, Perception +4, Ride +0, Sense Motive +2, Stealth –4**

**Languages Common**

**Other Gear** scale mail, spear, shortbow, 20 arrows, 5 gp

**GRUBNITZ**

**CR 1**

**XP 400**

Male human expert 3

N Medium humanoid (human)

**Init +0; Perception +5**

**AC 10, touch 10, flat-footed 10 hp 13 (3d8)**

**Fort +3; Ref +1; Will +4**

**Speed 30 ft.**

**Melee dagger +1 (1d4–1/19–20)**

**Str 9, Dex 10, Con 10, Int 11, Wis 13, Cha 12**

**Base Atk +2; CMB +1; CMD 11**

**Feats Great Fortitude, Persuasive, Skill Focus (Profession [merchant])**

**Skills Appraise +6, Bluff +7, Diplomacy +9, Disguise +3, Intimidate +9, Knowledge (local) +6, Perception +5, Profession (clerk) +6, Profession (merchant) +10, Sense Motive +7**

**Languages Common**

**Combat Gear** smokestick, tanglefoot bag; **Other Gear** dagger, disguise kit (10 uses), light wagon, trade goods

**VERMES**

**CR 6**

**XP 2,400**

Male human cleric of Tsathogg 7

CE Medium humanoid (human)

**Init +0; Perception +7**

**Aura chaotic**

**AC 18, touch 10, flat-footed 18 (+7 armor, +1 shield)**

**hp 53 (7d8+18)**

**Fort +7; Ref +2; Will +8**

**Resist cold 10**

**Speed 20 ft.**
**Beached Riverboat**

A fancy riverboat has been beached on the lakeshore, the crew sitting about scratching their heads while their captain sleeps off a snoot-full. The boat’s passengers are either raging at the crew, sunning themselves, or availing themselves of the liquor and card games aboard the ship. Prominent among the passengers are three southmen who are transporting a locked iron chest filled with a set of arcane scrolls (read magic, locate object, arcane sight) they are delivering to Old Wance in Sanctum, a grave Halayan bounty hunter called Mazbury (owns magnetic manacles that cannot be broken) and his prisoner, a Sanctumite smuggler called Bonny Beph, and the famed Sanctumite gambler Maverick (in his characteristic finery milled in the far east).

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**Bonny Beph**

Female human rogue 5
LE Medium humanoid (human)
Init +8; Perception +7

**AC 14, touch 14, flat-footed 10 (+4 Dex)**

hp 46 (5d8+10 plus 10)
Fort +3; Ref +10; Will +0

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

**Speed** 30 ft.
**Melee** unarmed strike +4 (1d3)
**Special Attacks** rogue talents (finesse rogue), sneak attack +3d6

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**Mazbury**

Male human fighter 7
LE Medium humanoid (human)
Init +3; Perception +8

**AC 20, touch 14, flat-footed 17 (+6 armor, +1 deflection, +3 Dex)**

hp 57 (7d10+14)
Fort +7; Ref +5; Will +3; +5 vs. fear

**Defensive Abilities** bravery +2

**Speed** 30 ft.
**Melee** +1 brilliant energy whip +12/+7 (1d3+5) or +1 dagger +13/+8 (1d4+5/19–20) or mwk shortsword +13/+8 (1d6+5/19–20)
**Ranged** light hammer +10 (1d4+4)

**Special Attacks** weapon training abilities (light blades +1)

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**Maverick**

Male human rogue 5
NE Medium humanoid (human)
Init +7; Perception +12

**AC 14, touch 14, flat-footed 10 (+3 Dex, +1 dodge)**

hp 55 (8d8+16)
Fort +7; Ref +10; Will +4

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

**Speed** 30 ft.
**Melee** unarmored strike +6 (1d3)
**Special Attacks** rogue talents (finesse rogue), sneak attack +4d6
3717 Silver Canyon

This canyon is about 3 miles long and quite rugged. A small stream flows through the canyon and then disappears into a pool and seeps underground. The river sands are rich with arsenical silver. Each hour spent panning has a 1 in 6 chance of producing 1d10 silver pieces worth of silver, but the silver is mildly poisonous, robbing people of one point of Con each day (DC 20 Fortitude save negates) until they die.

3805 Mad Morva’s Workshop:

Mad Morva is an inventor with a rather chaotic (as in absent-minded and incredibly creative, not evil) mind. She lives in a cave complex that overlook Sanctum, where she works on her inventions and spells, aided by her three apprentices, Orv, Yark and Trimble, and her guard of nine automatons.

Her cave complex has been carved and refined into a mansion, with marble floors and wood panels in the foyer, hall and library. Her workshop is cluttered with ideas, most half-finished (or half-baked). There is a wide variety of tools and laboratory equipment, and a completed but non-activated iron golem in the form of a giant centipede hangs from the ceiling, and there are three velocipedes (bicycles) in various stages of completion in one corner, being worked on by the apprentices.

Morva is hard to communicate with, but can be helpful if her interest is piqued. She has an eye for oddities and relics of the ancients, and would pay 10,000 gp for a creature she calls a prismati [04.20]. She’ll even provide a magic bottle that, if uncorked in one’s presence, will suck it in and hold it.

MAD MORVA
CR 8
XP 4,800
Female human evoker 9
CN Medium humanoid (human)
Init +3; Perception +13

AC 15, touch 10, flat-footed 15 (+4 armor, +1 deflection, –1 Dex, +1 natural)
hp 83 (9d6+36 plus 13)
Fort +7; Ref +2; Will +8
Resist fire 30

Speed 30 ft.
Melee dagger +5 (1d4+1/19–20)

Evoker Spell-Like Abilities (CL 9th; ranged touch +3):
1/day—elemental wall (9 rounds)
8/day—force missile

Spells Prepared (CL 9th: melee touch +5, ranged touch +3):
5th—cone of cold (DC 20, x2), transmute rock to mud (DC 20)
4th—greater invisibility, stone shape, resilient sphere (DC 19)
3rd—dispel magic, fireball (DC 18), ray of exhaustion (DC 18), stinking cloud (DC 18)
2nd—acid arrow, bear’s endurance, resist energy, scorching ray, spider climb, summon swarm
1st—burning hands (DC 16, x3), color spray (DC 16), feather fall, mage armor, ray of enfeeblement (DC 16)
0 (at will)—acid splash, dancing lights, detect magic, mage hand

Arcane School Evocation Opposition Schools Enchantment, Necromancy

Str 12, Dex 8, Con 18, Int 20, Wis 14, Cha 10
Base Atk +4; CMB +5; CMD 15

Feats Combat Casting, Craft Construct, Craft Magic Arms & Armor, Craft Wondrous Item, Improved Initiative, Scribe Scroll, Spell Penetration, Toughness

Skills Appraise +16, Climb +4, Craft (alchemy) +13, Craft (sculpture) +17, Fly +11, Knowledge (arcana) +17, Knowledge (dungeoneering) +17, Knowledge (engineering) +17, Perception +13, Sense Motive +5, Spellcraft +17

Languages Common, Draconic, Goblin, Infernal, Terran, Undercommon

SQ +3 to fly checks, arcane bond (arcane familiar, bat), deliver touch spells through familiar, empathic link with familiar, intense spells +4, share spells with familiar, speak with animals, speak with familiar

Combat Gear potion of cure moderate wounds, scroll of solid fog, scroll of stinking cloud; Other Gear dagger, amulet of natural armor +1, headband of vast intelligence +2, ring of protection +1, spellbook, spell component pouch, 663 gp

ORV, YARK and TRIMBLE
CR 1/2
XP 200
hp 36 (Pathfinder Roleplaying Game NPC Codex “Cautious Mage”)

AUTOMATON
CR 3
XP 800
hp 36 (Pathfinder Roleplaying Game Bestiary “Animated Object, Medium”)
Batfolk

This creature is a bipedal man-sized humanoid covered in fine brown fur. It has narrow bat-like features and wings.

**BATFOLK**

<table>
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<tr>
<th>CR</th>
<th>XP 200</th>
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<tbody>
<tr>
<td>Male or Female batfolk warrior 1</td>
<td>CN Small humanoid (batfolk)</td>
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<tr>
<td>Init +2; Perception +6</td>
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</tbody>
</table>

**AC** 17, touch 14, flat-footed 14 (+2 armor, +2 Dex, +1 dodge, +1 shield, +1 size)

**hp** 8 (1d10+2 plus 1)

**Fort** +4; **Ref** +2; **Will** +2

**Speed** 30 ft., climb 20 ft.

**Melee** spear +3 (1d6+1/x3)

**Ranged** javelin +3 (1d4+1)

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

**Base Atk** +1; **CMB** +1; **CMD** 14

**Skills** Acrobatics +1, Climb +12, Escape Artist +1, Fly +3, Perception +6, Ride +1, Stealth +5, Survival +2 (+3 checks made underground), Swim +0

**Languages** Common

**SQ** gliding wings

**Other Gear** leather armor, buckler, spear, 2 javelins

**Environment** any

**Organization** single, family (2–8) colony (10–100)

**Treasure** standard

Gliding Wings (Ex) Batfolk take no damage from falling (as if subject to a constant nonmagical feather fall spell). While in midair, batfolk can move up to 5 ft in any horizontal direction for every 1 foot they fall, at a speed of 60 ft per round. A batfolk cannot gain height with these wings alone; she merely coasts in other directions as she falls. If subjected to a strong wind or any other effect that causes the batfolk to rise, she can take advantage of the updraft to increase the distance she can glide.

Batfolk are a race often found near mountains or areas with a number of natural caves. They are gregarious, usually found in large family groups, led by a priest or priestess. They live in caves, sometimes adding additional structures within for privacy.

Batfolk are tall and slender; averaging 7 feet tall and 150 lbs. Their wings look delicate, stretching translucent membrane 14 feet from wingtip to wingtip, but are actually tough and fast healing. Their favored choice of movement is gliding, but they can move quickly on the ground as well.

Their females bear young usually in sets of two, with a single or triple birth looked on as an omen of some nature.

Calnis

A handsome black haired man sits on a black throne. A mocking smile and tilted head give the impression of mischief.

**CALNIS**

<table>
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<tr>
<th>CR</th>
<th>XP 9,600</th>
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<tr>
<td>CE Medium outsider</td>
<td></td>
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<tr>
<td>Init +8; Senses darkvision 60 ft.; Perception +14</td>
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</table>

**AC** 19, touch 14, flat-footed 15 (+4 Dex, +5 natural)

**hp** 85 (10d10+30)

**Fort** +8; **Ref** +11; **Will** +8

**Speed** 30 ft., fly 60 ft. (good)

**Melee** bite +9 (1d8 plus poison) and constrict +14 (1d8+1) or mwk rapier +15/+10 (1d6+1/18–20)

**Special Attacks** gaze of the death dance (DC 19), poison (DC 20)

**Spell-Like Abilities** (CL 10th)

1/day—charm person (DC 15), detect thoughts (DC 16), invisibility, polymorph (self only), shield, sleep (DC 15), suggestion (DC 17)

3/day—bestow curse (DC 18)

**Str** 12, **Dex** 18, **Con** 14, **Int** 11, **Wis** 12, **Cha** 18

**Base Atk** +10; **CMB** +11; **CMD** 25

**Feats** Ability Focus [poison], Flyby Attack, Great Fortitude, Improved Initiative, Weapon Finesse

**Skills** Bluff +12, Fly +21, Knowledge (arcana) +10, Knowledge (planes) +13, Knowledge (religion) +5, Perception +14, Sense Motive +9, Stealth +12

**Languages** Common; telepathy (100 feet)

**Gear** masterwork rapier

**Environment** Calnis’s temple

**Organization** unique

**Treasure** standard

Gaze of the Death Dance (Su) Those who meet his gaze must make a Will save or begin dancing uncontrollably, losing 1 hit point per round until they have but one hit point left, and then suffering 1 point of Constitution damage per round until they die at 0 Constitution. The save DC is Constitution-based.

Poison (Ex) Injury-bite; save Fortitude DC 20; frequency 1/minute for 10 minutes; effect 1d4 Str; cure 2 consecutive saves. The DC is Constitution-based, and includes a +2 due to Ability Focus.

Calnis is the eastern spirit of mischief, who appears either as a handsome man in a cloak of crow feathers or as a black feathered serpent. Calnis dwells in the eastern mountains in a temple of black stone with a silver portal. The temple is guarded by black-feathered harpies, who demand offerings of fresh meat and pretty things. Once inside the building, petitioners discover that it is much larger than they could have imagined, a great hall of black marble and silver trimmings.

There is no roof here, just a night sky illuminated by a full moon that seems to close you could reach out and touch it. The room swirls with dancing spirits (treat them as spectres if adventurers are stupid enough to attack). A black throne in the center of the great hall is the perch of Calnis, usually in human form, who beckons the petitioners forward that he might
mock their pitiful pleas.
To receive a favor from Calnis, one must tell him a good riddle, or in
some other way trick him. They must also accept a curse in return for his favor.

**Camelop**

*This large, bactrian mammal is half again as wide as its cousin, with
toned muscle under its twin humps, each smaller then a common camel.*

**CAMELOP**

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<tr>
<th>CR</th>
<th>N</th>
<th>Large animal</th>
<th>XP 400</th>
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<tr>
<td><strong>AC</strong></td>
<td>13, touch 12, flat-footed 10 (+3 Dex, +1 natural, –1 size)</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>hp</strong></td>
<td>13 (2d8+4)</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Fort</strong></td>
<td>+5; <strong>Ref</strong> +6; <strong>Will</strong> +0</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Speed</strong></td>
<td>50 ft.</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Melee</strong></td>
<td>bite +5 (1d4+7)</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Str</strong></td>
<td>20, <strong>Dex</strong> 16, <strong>Con</strong> 14, <strong>Int</strong> 2, <strong>Wis</strong> 11, <strong>Cha</strong> 4</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Base Attk</strong></td>
<td>+1; <strong>CMB</strong> +7; <strong>CMD</strong> 20 (24 vs. trip)</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Feats</strong></td>
<td>Endurance</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Skills</strong></td>
<td>Perception +5</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Environment</strong></td>
<td>warm deserts</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Organization</strong></td>
<td>solitary</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Treasure</strong></td>
<td>none</td>
<td></td>
<td></td>
</tr>
</tbody>
</table>

Camelops are large camels, standing about 7 feet tall at the shoulder,
weighing between 750 and 1100 lbs. They have small humps, and thus
do not have quite the range of camels, but their greater carrying capacity
makes them excellent pack animals. The average lifespan of a camelop is
35–40 years. They are in other respects identical to common camels.

**Century Worm**

*This huge worm is transparent, allowing a view or rippling muscle
below. It moves at a swift pace.*

**CENTURY WORM**

<table>
<thead>
<tr>
<th>CR</th>
<th>N</th>
<th>Large constructs</th>
<th>XP 600</th>
</tr>
</thead>
<tbody>
<tr>
<td>2</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>AC</strong></td>
<td>13, touch 9, flat-footed 13 (+4 natural, –1 size)</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>hp</strong></td>
<td>42 (5d10+15)</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Fort</strong></td>
<td>+9; <strong>Ref</strong> +4; <strong>Will</strong> +2</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Speed</strong></td>
<td>40 ft.</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Melee</strong></td>
<td>slam +7 (1d6+4)</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Special Attack</strong></td>
<td>trample (1d6+4, DC 15)</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Space</strong></td>
<td>10 ft.; <strong>Reach</strong> 10 ft.</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Str</strong></td>
<td>16, <strong>Dex</strong> 10, <strong>Con</strong> 17, <strong>Int</strong> 2, <strong>Wis</strong> 13, <strong>Cha</strong> 7</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Base Attk</strong></td>
<td>+5; <strong>CMB</strong> +9; <strong>CMD</strong> 19 (can’t be tripped)</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Feats</strong></td>
<td>Endurance, Great Fortitude, Run</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Skills</strong></td>
<td>Acrobatics +0 (+4 to jump with a running start, +4 jump), Fly +2, Perception +8, Stealth –4, Swim +7 (+11 to resist nonlethal damage from exhaustion)</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Environment</strong></td>
<td>temperate land</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Organization</strong></td>
<td>single, band (2–10), or army (10–100)</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Treasure</strong></td>
<td>none</td>
<td></td>
<td></td>
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</tbody>
</table>

Century worms are a large animal found in deserts, though they can
tolerate a wide variety of habitat.

Like the worm of their name, they do not have limbs, and propel
themselves forward by bracing the back portion of their body while
pushing and extending the front portion. Then the century worm drops the
front portion of their body, straightens and pulls the back portion along.
It is very like throwing themselves forward. They can achieve great speed,
but the process is not very comfortable for their rider, leading to them
generally being used as pack animals.

Century worms are generally 15 feet long and about 6 feet tall. Their
skin is translucent, giving a blurred view of their musculature. Century
worms are omnivorous, but have a decided preference for protein, often
gotten by eating animals that stray into their path.

Century worms attack by slamming their body against their assailant,
then crushing them under the tough skin on their underside.

**Fire Bee**

*Colored black and red, this enormous bee radiates heat.*

**FIRE BEE**

<table>
<thead>
<tr>
<th>CR</th>
<th>N</th>
<th>Medium vermin (extraplanar, fire)</th>
<th>XP 400</th>
</tr>
</thead>
<tbody>
<tr>
<td>1</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>AC</strong></td>
<td>14, touch 13, flat-footed 11 (+3 Dex, +1 natural)</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>hp</strong></td>
<td>16 (3d8+3)</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Fort</strong></td>
<td>+4; <strong>Ref</strong> +4; <strong>Will</strong> +2</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Immune</strong></td>
<td>fire</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Weakness</strong></td>
<td>vulnerability to cold</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Speed</strong></td>
<td>30 ft., fly 30 ft. (average)</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Melee</strong></td>
<td>sting +2 (1d4 plus 1d4 fire)</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Special Attacks</strong></td>
<td>burn (1d4, DC 12)</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Str</strong></td>
<td>10, <strong>Dex</strong> 16, <strong>Con</strong> 13, <strong>Int</strong> —, <strong>Wis</strong> 12, <strong>Cha</strong> 10</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Base Attk</strong></td>
<td>+2; <strong>CMB</strong> +2; <strong>CMD</strong> 15</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Skills</strong></td>
<td>Fly +3</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Environment</strong></td>
<td>subterranean</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Organization</strong></td>
<td>solitary, group (2<del>5), or nest (6</del>19)</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Treasure</strong></td>
<td>none</td>
<td></td>
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</tbody>
</table>

Originally inhabitants of the elemental plane of Fire, fire bees can also be
found near weak points between the plane of Fire and the Material Plane.
These bees live in caves, often deep in the earth, generally near lava or
in hot places. They fly out to gather nectar from crystal formations and
large conflagrations in a process not well understood, and then create a
hot spicy variety of honey.

Fire bees grow to approximately 6 feet in length, with a wingspan of
about 8 feet. These creatures weigh 30 pounds and live in their adult form
for 25-30 years. Fire bees’ stingers can be used to sting foes repeatedly,
with additional fire damage from their heat radiation.

**Giant Beetle Exoskeleton**

*Shaped like a huge insect, this creature boasts a built in saddle. Wicked
mandible gleam in the light.*

**GIANT BEETLE EXOSKELETON**

<table>
<thead>
<tr>
<th>CR</th>
<th>N</th>
<th>Large construct</th>
<th>XP 800</th>
</tr>
</thead>
<tbody>
<tr>
<td>3</td>
<td></td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>AC</strong></td>
<td>17, touch 10, flat-footed 16 (+1 Dex, +7 natural, –1 size)</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>hp</strong></td>
<td>57 (5d10+30)</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Fort</strong></td>
<td>+1; <strong>Ref</strong> +2; <strong>Will</strong> +2</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>DR</strong></td>
<td>10/bludgeoning; <strong>Immune</strong> construct traits (+30 hp)</td>
<td></td>
<td></td>
</tr>
<tr>
<td><strong>Speed</strong></td>
<td>30 ft.</td>
<td></td>
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</tr>
</tbody>
</table>
**Grimlock**

This hulking stone gray humanoid is dressed in rags and torn clothes, and grips a sharpened axe in its hands. His hair is filthy and dark, and its eyes are clouded milky white.

**GRIMLOCK**

CR 1  
XP 400

NE Medium monstrous humanoid  

Init +1; Senses blindsight 40 ft., scent; Perception +9

**AC** 15, touch 11, flat-footed 14 (+1 Dex, +4 natural)  

**hp** 57 (6d10+24)  

**Fort** +6; **Ref** +4; **Will** +2  

**Immune** gaze attacks, illusions, visual effects  

**Weaknesses** blindness

**Speed** 30 ft.  

Melee battleaxe +4 (1d8+2) or 2 slams +4 (1d4+2)

**Str** 15, **Dex** 13, **Con** 14, **Int** 10, **Wis** 8, **Cha** 6  

**Base Atk** +2; **CMB** +4; **CMD** 15  

**Feats** Alertness, Skill Focus (Perception)

**Skills** Climb +7, Perception +9, Sense Motive +1, Stealth +6 (+14 in styony enivrons), Survival +4; **Racial Modifiers** +8

**Languages** Grimlock, Undercommon

**Environment** any underground  

**Organization** gang [2-4], hunting party [5-8], pack [10-20], or tribe [10-60 plus 1 leader of 3rd-5th level per 10 adults]  

**Treasure** standard (battleaxe, other treasure)

Grimlocks are evil and foul subterranean dwellers believed to be descendants of an ancient human race. Legends speak of long ago wars between various races that drove humans underground. For a while, they survived on what food they could forage, but eventually turned to cannibalism; beginning with small underground animals such as rats and other rodents, and eventually turning to aboveground raids on other races. Grimlocks dine on human flesh and blood (with humans and dvarven slaves kept by the other underground races). When engaged in wars with other races, grimlock leaders often ride basilisks into battle. Some larger grimlock lairs often have at least one medusa in midst as well.

A grimlock stands 5 to 6 feet tall and weighs 150 to 200 pounds. Its skin is slate gray and its hair is oily and matted. The creature emanates a stench that most others find nauseating, yet to a grimlock, it’s a means of identification, for each scent is unique to a grimlock. Such fine distinctions are noticeable to other grimlocks, and possibly other creatures with a strong olfactory sense.

Due to their lack of sight, grimlocks prefer melee to ranged combat and close on enemies quickly when engaged. They attack with their menacing axes or powerful slams, slashing or pummeling their foes until their opponents are dead. Opponents that attempt to flee are run down and killed. Grimlocks that fall in combat are “honored” by being carried off the field of battle and devoured by their own.

Recent forays into underground caverns and caves by an intrepid band of adventurers speak of another race of grimlocks, civilized, and non-cannibalistic. These same adventurers speak of a large underground city full of these creatures. Whether these are truly advanced grimlocks or another race entirely is yet to be confirmed.

**Guksu**

An old man appears, with a long, red, pointed nose. He appears naked, his body striped with black, white and red paint.

**GUKSU**

CR 6  
XP 2400  

CG Medium outsider (native)  

Init +2; Senses darkvision 60 ft.; Perception +16

**AC** 21, touch 13, flat-footed 18 (+2 Dex, +1 dodge, +8 natural)  

**hp** 57 (6d10+24)  

**Fort** +6; **Ref** +7; **Will** +12  

**DR** 10/magic; **SR** 17

**Speed** 30 ft., fly 40 feet (average)  

Melee slam +7 (1d6+1)  

**Special Attacks** healing curse (DC 20)  

**Spell-Like Abilities** (CL 12th)  

At will—detect evil, light, 1/day—charm monster (DC 19), dispel magic, hold monster (DC 19), invisibility (self only), polymorph (self only)  

3/day—cure light wounds, mirror image  

1/month—summon spirit (100%, Calnis [32.08], Suupadex [21.02] or Xa-matutsi [01.15])

**Str** 12, **Dex** 14, **Con** 18, **Int** 16, **Wis** 25, **Cha** 20  

**Base Atk** +6; **CMB** +7; **CMD** 20  

**Feats** Ability Focus (Healing Curse), Dodge, Skill Focus (Heal)  

**Skills** Fly +11, Heal +16, Knowledge (history) +9, Knowledge (planes) +12, Knowledge (religion) +9, Linguistics +9, Perception +16, Sense Motive +16, Stealth +11  

**Languages** Auran, Celestial, Common, Draconic, Dwarven, Elven, Gnome, Halfling, Sylvan

**Healing Curse (Su)** At will as a standard action. Guksu can pronounce a curse on those who have offended him. All targets within 60 ft. who hear this curse must succeed on a DC 20 Will save or be unable to heal, either naturally or magically, for up to 1 month. Guksu chooses the duration of the curse. The curse against healing applies to hit point
damage, ability score damage, ability score drain, and nonlethal damage. This curse can be removed before the duration expires only by removing a curse or by appeasing Guksu. The save DC is Charisma-based.

**Summon Spirit (Sp)** Guksu carries a wand with a tuft of red feathers that also serves as a whistle. With this whistle, he can summon one of the other spirits—Calnis, Suupadex or Xa-matutsi—once per month and request a favor from them.

Guksu is the southern spirit of healing, who dwells in a simple hut of stacked, white stones in a pleasant valley of tall grass and wide mesquites. There is a pool here of clear water filled with silver fish.

The animal that inhabit the valley have golden fur or scales, and they are quite intelligent. Harming one of them draws the wrath of Guksu, who can prevent one from healing naturally or magically for up to one month.

Guksu appears as an old man with a long, red, pointed nose. He appears naked, his body striped with black, white and red paint, and he can take the form of a giant mosquito or a swarm of mosquitoes if he wishes. Guksu is a kindly spirit, for the most part, though he dislikes mindless chatter and demands repayment for his services.

**Infant Vampire**

Looking like an emaciated infant, this creature snarls, revealing a mouthful of fangs.

**INFANT VAMPIRE**

XP 600

CE Small undead

Init +2; Senses darkvision 60 ft.; Perception +6

**AC** 18, touch 13, flat-footed 16 (+2 Dex, +5 natural, +1 size)

hp 13 (2d8+4)

Fort +2; Ref +2; Will +4

Immune undead traits

**Speed** 30 ft., fly 40 feet (good)

**Melee** bite +4 (1d4–1 plus poison) and slam +4 (1d4–1)

**Special Attacks** poison (DC 13)

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

**Base Atk** +1; **CMB** +0; **CMD** 13

**Feats** Weapon Finesse

**Skills** Fly +13, Perception +6, Sense Motive +6, Stealth +11

**Languages** Common

**Environment** any

**Organization** single, family (2–5), or murder (5–10)

**Treasure none**

**Poison (Ex)** Bite—injury; save DC 13 Fortitude; frequency 1/round for 4 rounds; effect sleep for 1d4 hours; cure 1 save. The save DC is Charisma-based.

An undead variant, infant vampires hatch from blood soaked eggs rather than being created from living humanoids.

These creatures are quite rare, created under unusual circumstances. Generally, a spell casting vampire will enrage a stillborn child in a cauldron of blood that he or she creates, which then hardens as it preserves the body. Left near a source of Negative energy, they infant vampires gradually incubates, waiting for the necessary blood to hatch.

Infant vampires are generally 2 feet long and weigh 10–12 lbs. Appearance is based on the original infant, with the addition of fangs, claw like fingers, and glowing red eyes. Infant vampires do not speak, though there are instances of longer lived examples understanding simple orders.

Infant vampires attack with their bite, which contains an anesthetic which causes sleep.

---

**Kith-Yin**

Tall and slender, this elf like creature is clad in armor and wields a silver sword.

**KITH-YIN**

XP 600

N Medium humanoid (elf, extraplanar)

Init +1; Senses darkvision 60 ft.; Perception +8

**AC** 15, touch 12, flat-footed 13 (+3 armor, +1 Dex, +1 dodge)

hp 18 (4d8)

Fort +1, Ref +5, Will +4

Speed 30 ft.

**Melee** silver longsword +2 (1d8–2/19–20)

**Special Attacks** psychic blast 1/day (DC 15)

**Str** 8, **Dex** 13, **Con** 10, **Int** 14, **Wis** 13, **Cha** 17

**Base Atk** +3; **CMB** +2; **CMD** 11

**Feats** Dodge, Iron Will, Skill Focus (Perception)

**Skills** Acrobatics +0, Climb –2, Craft (any) +9, Escape Artist +0, Fly +0, Knowledge (planes) +6, Perception +8, Profession (any) +1, Ride +0, Stealth +0

**Languages** Common, Kith-Yin

**Gear** studded leather armor, silver longsword

**Environment** the Astral Plane

**Organization** solitary, group (2–8), or troupe (3–24)

**Treasure Standard**

**Psychic Blast (Ps)** Psychic blast (30 ft. cone, 1d4 Int damage and sickened 1d6 rounds, Will resists)

Kith-yin look like emaciated elves (they are, in fact related, and are sometimes called astral elves). These creatures are commonly encountered on the astral Plane.

Kith-Yin live in extended family groups on their ships, sailing the Astral Plane in search of food, materiel, and slaves. A successful clan will have a variety of ships, with the best guarded housing noncombatants. Raiding ships, called hawks, range far and wide seeking valuables to return to the family.

An individual Kith-Yin stands 6 and a half feet tall and weight 120 lbs. There is little differentiation in appearance or tasks between the sexes. Like their cousins, they are adept in the use of longswords and longbows, and their warriors often wield silver longswords. These are rumored to be able to banish travelers from the astral plane on a confirmed critical.

Kith-Yin attack using weapons or spells, depending on their abilities. Raiding parties will often retreat if an attack goes badly. If the family ship is attacked, however, Kith-Yin fight to the death.

---

**Nightgaunt**

This humanoid creature has wings and tail tipped with a sharp stinger. Disturbingly, this creature has no face.

**NIGHTGAUNT**

XP 800

NE Large outsider

Init +5; Senses darkvision 60 ft.; Perception +8

**AC** 13, touch 10, flat-footed 12 (+1 Dex, +3 natural, –1 size)

hp 34 (4d10+12)

**Special Abilities** faceless; DR 5/bludgeoning, 5/magic;

**Immune** cold, mind-affecting, scent and inhaled effects;

**Resist** acid 5, electricity 5, fire 5

**Speed** 30 ft., fly 50 ft. (good)
Prismati

The cloud of energy flushes with energy, from pale pink to deep violet. Unseen energy crackles around its edges.

PRISMA
CR 4
XP 1,200
N Medium outsider (extraplanar, incorporeal)
Init +3; Senses darkvision 60 ft.; Perception +12

AC 19, touch 19, flat-footed 15 (+5 deflection, +3 Dex, +1 dodge)
hp 32 (5d10+5)
Fort +2; Ref +7; Will +6
Defensive Abilities incorporeal; DR 5/magic; Immune critical hits, precision damage; Resist cold 5, electricity 5, fire 5

Speed 30 ft., flight 60 ft. (perfect)
Spell-Like Abilities (CL 5th);
1/day—prismatic sphere

Str ---, Dex 17, Con 12, Int 12, Wis 14, Cha 20
Base Atk +5; CMB +8; CMD 27

Feats Alertness, Dodge, Mobility
Skills Bluff +13, Diplomacy +10, Fly +19, Knowledge (arcana) +6, Perception +12, Sense Motive +12, Stealth +11

Environment the astral plane
Organization solitary, group (1–4), or aura (3–18)
Treasure standard

Prismati are native to the astral plane, appearing as clouds of energy in shifting colors. These clouds produce a strange hum that becomes higher pitched when they are angry or upset, and takes on a low, throbbing rhythm when they are content.

They are typically encountered on the material plane when travelling to or visiting a pilgrimage site of their, a well that emits prismatic energy. Communication, while possible, is difficult, given the alien nature of their speech. Due to their amorphous nature they are resistant to damage.

Prismati attack with their touch attack by brushing opponents and harming them with the energies of their form. If pressed, they use their prismatic sphere ability to gain time and the opportunity to flee.

Ratling

This creature, while rat-like in many respects, rears itself up on hind legs in a humanoid stance. Clever paws hold a weapon.

RATLING
CR 1/2
XP 200
NE Medium monstrous humanoid
Init +3; Senses darkvision 60 ft.; Perception +4

AC 16, touch 13, flat-footed 13 (+3 Dex, +3 natural)
hp 6 (1d10+1)
Fort +1; Ref +5; Will +2

Speed 30 ft.
Melee bite +4 (1d6+1 plus disease) and dagger +4 (1d4+1/19–20)

Special Attacks diseased bite (DC 11)

Str 13, Dex 16, Con 13, Int 10, Wis 10, Cha 8
Base Atk +1; CMB +2; CMD 15

Feats Weapon Finesse
Skills Intimidate +3, Perception +4, Stealth +7, Survival +4

Languages Common
Other Gear dagger

Environment any
Organization single, band (2–5) or colony (10–30)
Treasure normal

Diseased Bite (Ex) Black Boils: Bite - injury; save DC 11 Fortitude; onset immediate; frequency 1/day; effect 1d2 Con damage and target is fatigued; cure 1 save. The save DC is Constitution-based.

Ratlings are a race of rats granted superior intelligence and manipulative digits. Their creation stories mention a being molding them from their lesser kin, giant rats, and granting them superior abilities for his own purposes. That creator is now gone, and the ratlings thrive, living with giant rats and an aristocracy of were rats.

Ratlings are 5 feet tall, and move equally well on four legs or two. Fur is generally brown or black, though there is a sizable albino minority. They retain the muzzle of giant rats, but have gained the ability to articulate, though to an unaccustomed ear they are difficult to understand. This leads many to underestimate their intelligence, to their later sorrow.

Ratlings either attack with their bite or with weapons according to their training. They have no qualms about retreat if the battle turns against them, though it is usually an organized retreat to fight another day.
Shimmering Radiance

This creature appears as a cloud of wispy smoke. Shimmering motes of color pulse inside it.

SHIMMERING RADIANCE

CR 1/2
XP 200

N Large outsider (incorporeal, native)

Init +3; Senses darkvision 60 ft.; Perception +12

AC 18, touch 18, flat-footed 14 (+5 deflection, +3 Dex, +1 dodge, −1 size)
hp 68 (8d10+16 plus 8)
Fort +4; Ref +9; Will +7

Defensive Abilities incorporeal; DR 10/magic; Immune critical hits, precision damage

Speed 30 ft., fly 60 ft., (clumsy)
Space 10 ft.; Reach 10 ft.

Special Attacks wasting disease (DC 21)

Str —; Dex 16, Con 14, Int 10, Wis 12, Cha 20

Base Atk +8; CMB +12; CMD 31

Feats Ability Focus (wasting disease), Dodge, Toughness, Weapon Finesse

Skills Fly +4, Intimidate +13, Knowledge (dungeoneering) +8, Perception +12, Sense Motive +12, Stealth +10

Environment any

Organization solitary or cadre (5–20)

Treasure none

A shimmering radiance is a strange entity that appears as a cloud of wispy smoke and shimmering motes of light. These creatures can be found nearly anywhere, since they drift on the wind, especially after a strong storm. A shimmering radiance is usually about 10 feet in diameter and roughly spherical. It is resistant to damage due to its misty nature. One can determine the “mood” of a shimmering radiance by the color - blue means anger, red depression and green joy. Their minds are quite alien, and thus their actions do not always fit their moods.

A shimmering radiance cannot run, and it can be moved about by strong winds, though usually in such conditions they cling close to the ground and, though they cannot attack, are also unmoved by the wind.

A shimmering radiance’s touch causes pronounced burns on the skin and can impart a wasting disease. In addition, they can make a single attack against any creature they have engulfed.

Silent Knight

Black as pitch, this creature appears as a metal statue of an armored humanoid, face completely covered by its helm. A weapon is ready in its hand.

SILENT KNIGHT

CR 5
XP 1,600

N Medium construct

Init +0; Senses darkvision 60 ft., low-light vision; Perception +0

AC 17, touch 10, flat-footed 17 (+7 natural)
hp 58 (7d10+20)
Fort +2; Ref +2; Will +2

DR 5/magic; Immune construct traits (+20 hp); Resist cold 5,

Environment any

Organization solitary or cadre (5–20)

Treasure none

Silent Knights are an infernal construct, created to fight as foot soldiers in a never ending war against heaven. Forged of evil tainted metal, quenched in biles, silent knights gain the ability to move with unnatural stealth. Often, they are unnoticed until they strike.

A silent knight stands 6 feet tall. They are humanoid in shape, forged entirely of lusterless black metal.

Silent knights attack with whatever weapon was forged in their hands, most commonly a longsword.

Snapping Dragonet

This small dragon has thick tough scales. It hums a sweet song.

SNAPPING DRAGONET

CR 3
XP 800

N Medium dragon

Init +6; Senses darkvision 60 ft., low-light vision; Perception +7

AC 18, touch 12, flat-footed 16 (+2 Dex, +6 natural)
hp 22 (3d12+3)
Fort +4; Ref +5; Will +4

Imune paralysis, sleep

Speed 30 ft., burrow 20 ft.

Melee bite +5 (1d6+1) and claw +4 (1d4+1)

Special Attacks haunting song (DC 13)

Str 12, Dex 14, Con 12, Int 6, Wis 12, Cha 14

Base Atk +3; CMB +4; CMD 16

Feats Improved Initiative, Weapon Focus (bite)

Skills Climb +7, Perception +7, Stealth +8, Survival +7

Environment underground, plains

Organization single or pack (2–5)

Treasure none

Haunting Song (Ex) Once per day, a snapping dragonet can sing a mournful dirge. Any creature with the elf subtype within 60 ft. of the dragonet that can hear the song must succeed on a DC 12 Will save or be affected as if by a crushing despair spell for 1d6 hours. Only good hope or similar cheerful magic removes this effect. An elf who succeeds on the Will save can never again be affected by that snapping dragonet’s haunting song. The save DC is Charisma-based.

Snapping dragonets are small dragons that burrow into the ground. They often come to the surface after sundown, then the light no longer hurts their sensitive eyes. They are nocturnal hunters, and not terribly intelligent.

A snapping dragonet is about five ft. long. Their necks, backs and limbs are covered by thick, protective scales. These scales are usually patterned red and blue, but other colors have been seen. Most prized by hunters are
the silver and white variety, which is quite uncommon, though spectacular in appearance.

Snapping dragonets can sing a haunting song that often causes creatures to fall into a deep reverie, essentially leaving them stunned for 1d6 hours. This aids with their hunting.

Snapping Dragonets attack with their claws and bite. They prefer to flee combat if at all possible if they do not initiate it.

**Synthoid**

*Appearing as a normal humanoid, upon closer examination this creature's skin is abnormally smooth and fine, lacking any scarring or weathering.*

**SYNTHOID**

XP 600

N Medium construct

*Init* +5; *Senses* darkvision 60 ft., low-light vision; *Perception* +2

**AC 13,** touch 11, flat-footed 12 (+1 Dex, +2 natural)

hp 31 (2d10+20)

*Fort* +0; *Ref* +1; *Will* +0

Immune construct traits (+20 hp)

**Speed** 30 ft.

**Melee** slam +2 (1d4)

**Str** 10, **Dex** 12, **Con** 15, **Int** 10, **Wis** 10, **Cha** 14

**Base Atk** +2; **CMB** +2; **CMD** 13

**Feats** Improved Initiative, *Skills* Diplomacy +4, *Perception* +2

**Languages** Common

**Environment** any

**Organization** single or bevy (2–5)

**Treasure** incidental

Synthoids are a variant type of flesh golem. Often created for companionship, they are generally granted intelligence when they are created. Synthoids can have a variety of appearances, but are typically attractive and fit. Personality varies, but they are commonly friendly and companionable.

A synthoid will usually try to avoid combat, but when pressed, will use its slam attack before trying to flee.

**Vampiric Squirrel**

*With gleaming red eyes and ragged fur, this creature appears much like a squirrel.*

**VAMPIRIC SQUIRREL**

XP 200

NE Tiny animal

*Init* +3; *Senses* low-light vision; *Perception* +4

**AC 15,** touch 15, flat-footed 12 (+3 Dex, +2 size)

hp 5 (1d8+1)

*Fort* +3; *Ref* +5; *Will* +0

**Speed** 30 ft.

**Melee** bite +5 (1d3+3 plus disease)

**Space** 5 ft.; **Reach** 0 ft.

**Special Attacks** disease (1d3 Con and 1d3 Cha damage; cure 2 consecutive saves. The save DC is Charisma-based)

**Str** 6, **Dex** 16, **Con** 12, **Int** 2, **Wis** 10, **Cha** 6

**Base Atk** +0; **CMB** +1; **CMD** 9

**Feats** Run, Weapon Finesse

Skills *Acrobatics* +3 (+7 to jump with a running start), *Fly* +7, *Perception* +4, *Stealth* +11

**Environment** forest

**Organization** single or scurry (2–10)

**Treasure** none

**Blood Drain (Su)** A vampiric squirrel can suck blood from a grappled opponent; if the squirrel establishes or maintains a pin, it drains blood, dealing 1 point of Constitution damage. The vampiric squirrel heals 5 hit points or gains 5 temporary hit points for 1 hour (up to a maximum number of temporary hit points equal to its full normal hit points) each round it drains blood.

Vampiric squirrels, often thought of as a tall tale told by adventurers to children, are a deadly pest.

Usually found near trees grown in soil imbued with evil or negative energy, vampiric squirrels are created when a squirrel ingests the fruit or nuts from these trees. The squirrel falls ill, and then some days later, recovers with a thirst for blood.

Vampiric squirrels attack with their bite and blood drain. Appearances to the contrary, they are not undead.

**Varghoul**

*While it appears similar to a wolf, upon closer inspection the faint odor of decay and mangy fur give away its undead status.*

**VARGHOUL**

XP 600

NE Medium undead

*Init* +2; *Senses* darkvision 60 ft., scent; *Perception* +9

**AC 16,** touch 12, flat-footed 14 (+2 Dex, +4 natural)

hp 34 (4d8+8)

*Fort* +3; *Ref* +3; *Will* +5

Immune undead traits

**Speed** 50 ft.

**Melee** bite +5 (1d6+3 plus disease)

**Special Attacks** disease ([DC 16], trip)

**Spell-Like Abilities** (CL 4th): 2/day—*invisibility*

**Str** 15, **Dex** 15, **Con** —, **Int** 4, **Wis** 12, **Cha** 14

**Base Atk** +3; **CMB** +5; **CMD** 17 (21 vs. Trip)

**Feats** Ability Focus [disease], Skill Focus [Perception]

**Skills** *Acrobatics* +2 (+10 jump), Perception +9, *Stealth* +7

**Racial Modifiers** +4 to Survival when tracking by scent

**Environment** plains

**Organization** solitary, pair, or pack (3–12)

**Treasure** none

**Disease (Ex)** Bite—injury; save Fort DC 16; onset 1 hour; frequency 1/day; effect 1d3 Con and 1d3 Cha damage; cure 2 consecutive saves. The save DC is Charisma-based.

The scourge of plain and forest, varghouls are undead wolves with ghoulish appetites. When starving and desperate wolf packs feed on a fallen ghoul, varghouls arise as a result.

They are capable of becoming invisible for up to 6 rounds per day, and their bite injects a toxic disease that cause one’s flesh to flake off if they fail a saving throw. Interestingly, they do not carry or pass on ghoul fever.

Varghouls attack in packs, harrying with their bite attack, bringing down prey. They only flee when more than half of a pack has been killed or incapacitated.
Viper Hound

The creature looks like a large wolf with close-cropped, brownish-red fur and yellow eyes.

Viper Hound

<table>
<thead>
<tr>
<th>CR 2</th>
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<tr>
<td>XP 600</td>
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<tr>
<td>N Medium magical beast</td>
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</table>
Init +2; Senses darkvision 60 ft., low-light vision, scent; Perception +5

- **AC 16**, touch 12, flat-footed 14 (+2 Dex, +4 natural)
- **hp 34** (4d10+8 plus 4)
- **Fort +6; Ref +6; Will +2**

**Speed** 50 ft.
**Melee** bite +5 (1d6+1)

Special Attacks poison (DC 16)

**Str** 12, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 14

Base Atk +4; CMB +5; CMD 17

Feats Ability Focus (poison), Toughness

Skills Acrobatics +2 (+10 jump), Perception +5, Stealth +6, Survival +3; Racial Modifiers +4 to Survival when tracking by scent

Environment temperate plains or forest

Organization single or mated pair

Treasure none

Poison (Ex) Bite— injury; save Fort DC 16; frequency 1/round for 6 rounds; effect 1d3 Con; cure 1 save. The save DC is Constitution-based.

The viper hound looks like a large wolf with close-cropped, brownish-red fur and yellow eyes. They are found in most environments capable of supporting large predators. They have pronounced fangs, like those of a cobra, and a poisonous bite.

They are a solitary hunter, though once a pair mates, it is for life. Litters are typically 2-4 pups, able to hunt after about 8 weeks. Usually the pups leave after a year, right before a new litter will be born.

They can be trained a guard animal if acquired as a puppy. Generally the parents will defend a den to the death, so these puppies are rare and quite prized.

Walking Slime

While humanoid in shape, the slime this creature is composed of is only held tenuously in place.

Walking Slime

<table>
<thead>
<tr>
<th>CR 6</th>
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<tr>
<td>XP 2400</td>
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<tr>
<td>N Medium aberration</td>
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</table>
Init +2; Senses darkvision 60 ft.; Perception +11

- **AC 16**, touch 12, flat-footed 14 (+2 Dex, +4 natural)
- **hp 37** (5d8+10 plus 5)
- **Fort +3; Ref +5; Will +7**

**Speed** 30 ft.
**Melee** 2 slams +4 (1d6+1)

Special Attacks slime attack (DC 14)

Spells Prepared (CL 5):
- 3rd—sleet storm, spike growth (DC 16)
- 2nd—resist energy, spider climb, summon swarm
- 1st—cure light wounds magic fang, obscuring mist, shillelagh (DC 14)
- 0 (at will)—detect magic, guidance, read magic, resistance

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

Base Atk +3; CMB +4; CMD 17

Feats Blind-Fight, Lightning Reflexes, Toughness

Skills Knowledge (dungeoneering) +5, Perception +11, Spellcraft +8, Stealth +10

Languages Common

SQ ooze form

Ooze Form (Su) At will, as a standard action, the walking ooze can discard its forming bond, and can become a Medium ooze. This ooze form allows it to fit through cracks or holes far smaller then its mass, gives it a Speed of 10, climb 30; Immunity to piercing or slashing weapons; and it adds a constrict attack (1d6+1 plus slime attack) to Special Attacks.

Slime Attack (Ex) The touch of a walking slime does 1d6 of Constitution damage per round until the residue is removed. A Fortitude save halves this damage. It is similar in effect to green slime (see that Hazard for additional details). The DC is Constitution-based.

Walking slimes are a race that is rumored to have been created in some horrific arcane experiment.

While they appear to be humanoid, and are quite intelligent, closer examination yields the fact that they are actually slime held together in a humanoid form. Powerful druids are not uncommon. While there is speculation on how they can retain their humanoid shape, there have only been a few who encountered them who escaped. Those who have say that they can shift between slime and humanoid forms with ease.

Walking slimes attack with weapons and with a touch attack.
original material by Gary Gygax.

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