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strange bedfellows

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**FROG
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**TOUGH
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PLAYERS**

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Introduction

“Misery acquaints a man with strange bed-fellows.”

— William Shakespeare

Strange Bedfellows is a low-level, event- and site-based adventure designed for four to six PCs of 2nd level. If the DM wishes to start 1st-level characters on this adventure, many of the townsfolk have quests they may complete.

The three secluded villages at the heart of this adventure are visited by a circus troupe when monsters crash their last performance, killing guests and performers. Witnesses saw the monsters come from within the circus camp, and the PCs are asked by the villages’ leaders to investigate.

The circus troupe is a front for a smuggling operation, so the ringmaster initially refuses to allow the PCs into the camp. After the village leaders pressure him to comply, the ringmaster instead decides to lead the PCs into his tent and attack them before they can uncover his illegal goods.

While searching the circus camp, the characters find a dead performer in a tent and a hole in the ground leading to an underground dungeon. The dungeon is the source of the monsters that attacked the circus, and the PCs are asked to root out the reason behind their attack.

Upon reaching the end of the dungeon, they find themselves outside an abandoned elven tree village reoccupied by a druidic order and its allies. They soon discover the druids were behind the attack on the villagers as revenge for destroying the clearing on which the circus currently resides.

Adventure Background

The Three Points—Harmony, Stone’s Throw and Thorbold—were founded two hundred and thirty years ago by three brothers who were tired of big city problems. Each brother picked a spot around a large forest to found his town, and the Three Points were created. Because of their remote locations, things are generally peaceful in the hamlets. Crime is virtually nonexistent, monsters are few and far between, and even visitors are a rarity.

Ever since the towns’ foundings, the Druidic Order of Talanis, a branch of a larger druidic order, has lived within the Three Points Forest, coexisting peacefully with the townsfolk. As the hamlets grew in size and sheep ranching boomed, the new leaders realized they needed more land.

A year ago, the town elders met and decided to fell the Three Points Forest to provide their sheep with grazing land. They sent some of their warriors to find mercenaries to run the druids out of the forest. With the druids gone, they were free to clear cut the forest, but disputes arose afterward over the use of land. Since then it has lain unused.

Several days ago, Brallorn’s Amazing Circus Troupe And Traveling Wonders arrived in the hamlet of Harmony. The townsfolk were pleased because traveling entertainers rarely reached their part of the world, and never an act of such magnitude. They quickly sent runners to Stone’s Throw and Thorbold and set the circus performers to assemble their show on what used to be the Three Points Forest.

Brallorn, the ringmaster of the troupe, never intended for his show to perform for the provincials of the Three Points. He took his troupe in the direction of their hamlets because they were in the path of a large city where he was to deliver a cache of smuggled goods. To keep the townspeople from getting suspicious, the troupe scheduled a few performances.

On the last day of the troupe’s stay, a group of monsters—ogrens and goblins—appeared from within the troupe’s camp, and attacked during a performance.

As the characters eventually learn, the Druidic Order of Talanis orchestrated the attack. After being forced out of their forest home, they holed up in a nearby abandoned elven tree village to nurse their wounds. When they learned their beautiful forest had been destroyed, they became angry and bitter, and when they learned that a dungeon filled with all manner of goblinoids lay almost beneath their feet, they began converting the creatures to their cause.

Once the goblinoids were under their control, they put them to work expanding the dungeon until a tunnel lay right beneath the Three Points Forest. They convinced the goblinoids that attacking the hamlets would provide them with slaves, treasure, and food, so the goblin leaders mounted a scouting offensive to test their defenses. Pleased with the results, they intend to mount a larger offensive soon to take control of all three towns.

Adventure Organization

The adventure is organized into several chapters. This chapter provides background information and character hooks designed to get the PCs involved in the adventure. Chapters 2 through 4 offer information about each of the hamlets of the Three Points, several NPCs found there, and side quests and encounters in the surrounding countryside. Chapter 5 details Brallorn’s Amazing Circus Troupe And Traveling Wonders and events as they occur there. Chapters 6 through 8 detail the three levels of the goblinoid dungeon. Chapters 9 and 10 describes the abandoned elven tree village the Druidic Order of Talanis uses as a base of operations. The adventure closes with a concluding chapter and an appendix describing new creatures.

Adventure Hooks

The PCs can become involved in investigating the attack on the circus any number of ways:

The characters are members of the circus troupe. To keep outsiders from finding out about their smuggling, they convince the towns’ leaders they will root out the cause of the attacks. The DM should be aware that in this scenario players would have a working knowledge of the characters and layout of the circus. This hook also eliminates most of the events in chapter 5 but is useful if the DM wishes to begin this adventure with 3rd-level characters.

The PCs are from another town and were asked to track down the circus troupe on rumors they were smuggling illegal goods.

The characters are known around the three hamlets as heroes for previous work they have taken on. If this adventure is used to introduce the characters, they can each come from a different hamlet and each is recommended by a different village elder.

One or more PCs lost a friend or family member in the attack.

They were watching the performance when the attack occurred. Any PC at the performance would not likely have worn his armor or carried most of his gear. If using this scenario, see Chapter 5 for details on running the encounter.

Running the Adventure

If the PCs discover the cache of illegal goods and tell the leaders, the Three Points elders insist on confiscating the goods and destroying them.

Once the PCs discover the hole in the ground inside one of the performers’ tents, the adventure moves into a dungeon. The three levels of the dungeon are each ruled by a different leader, and none of the three tribes work together if they can avoid it, so even once the PCs start killing the dungeon inhabitants, the creatures on the other levels don’t come to their allies’ aid.

By the time the PCs reach the surface again, they find themselves in a clearing beneath a tree village. The exit is well-guarded, however, and they must first breach their defenses before they can reach the village.

In the village they find their final battle is against the druids, their allies, and various animal companions. They also discover the reason for the attacks against the townsfolk, and sympathetic characters might be able to negotiate a peaceful end to the conflict if they desire.

Chapter I: Harmony

The Three Points

Three small hamlets, collectively called the Three Points, are located miles from any other towns or villages. Only a few peddlers and merchants bother to make the trip to visit the townsfolk, but when they do, they try to visit all three hamlets during their stay. Each of the towns has a unique atmosphere, but one thing they all have in common is that sheep and goat herding is the predominant industry. The triangle of land formed from the roads leading to each hamlet was once a huge forest, but it has been clear cut to allow the Three Points ranchers to use the land for grazing. Disputes over the division of the land has kept it from being put to its intended use, so now its only use is by children and most recently, Brallorn's Amazing Circus Troupe And Traveling Wonders.

Harmony is a friendly town that gets its name from its founder's love of music. The town holds an annual Harmonic Festival in the spring where singers and musicians from all three hamlets meet to compete in music contests, carol the locals, hold teaching sessions, and purchase instruments from the two local instrument makers.

Several citizens of Harmony have small jobs the PCs can complete for extra money and experience points, if the DM wishes to offer them.

Harmony (Hamlet): Conventional; AL LG; 100 gp limit; Assets 1,135 gp; Population 227; Isolated (human 93%, halfling 4%, elf 1%, half-elf 1%, gnome 1%).

Authority Figures: Elder Rybarn Karalar, Male Human Ari3.

Important Characters: Sheriff Vileon Dar, Male Human Ftr1; Deputy Sheriff Ulsera Dyrdrar, Female Halfling War2; Hothspar, Male Human Clr1/Brd1.

Others: War1 [x12] (town guards); Exp1-3 [x10]; Clr1 [x2]; Adp1 [x1]; the rest are Com1-2.

hp 14 (2 HD; 2d8+2)
Fort +1, **Ref** -1, **Will** +6

OFFENSE

Speed 30 ft.

Melee morningstar +3 (1d8+2)

TACTICS

During Combat Oscordin generally tries to subdue foes rather than kill them outright.

Morale Oscordin surrenders and asks for mercy if reduced to 25% of his hit points.

STATISTICS

Str 15, **Dex** 8, **Con** 13, **Int** 10, **Wis** 12, **Cha** 13

Base Atk +1; **CMB** +3; **CMD** 12

Feats Iron Will, Skill Focus (profession)

Skills Appraise +4, Craft (armor) +5, Craft (weapons) +5, Disable Device +3, Knowledge (local) +5, Perception +5, Perform (sing) +5, Profession (blacksmith) +9, Sense Motive +5, Survival +4

Languages Common

Gear Morningstar, lockpicks, belt pouch containing 18 gp, 37 sp.

Personality: Oscordin the Big is a jovial man, always willing to help anyone in need. He enjoys his work, but he sometimes wishes he had more need to work on his armorsmithing and weaponsmithing. When he's not working, he can usually be found sitting outside his forge, singing sea chanteys he learned as a child from his father, a former sailor.

Quest (EL 1): Oscordin needs the PCs to travel to Thorbold and speak with their blacksmith, Dethra, (Area T3) and convince her to sell him ten pounds of silver, something she's been reluctant to do in the past. He entrusts them with 50 gp to purchase the silver and offers them 50 gp if they return with the product. While on the road, the PCs are attacked by a wolf.

WOLF

XP 400

hp 13; (*Pathfinder RPG Bestiary* 278)

CR 1

H2. Temple of the Arts

The Temple of the Arts serves as both a house of worship and a theater for the people of Harmony. The circular building is the largest in town, and serves the townsfolk whenever a town meeting is called. Plays, musicales, puppet shows, and dance recitals are common occurrences in the temple, and it's a rare night when a show of some sort isn't being performed by the people. The head of the temple, Hothspar, encourages these events and is often seen trying to convince people to perform in shows.

HOTHSPAR

XP 600

Male human bard 1, cleric 1

LG Medium human

Init -1; **Senses** Perception +6

Aura good

CR 2

DEFENSE

AC 9, touch 9, flat-footed 10 (-1 Dex)

hp 12 (2 HD; 2d8+2)

Fort +4, **Ref** +2, **Will** +7

Specific Locations In Harmony

Hr. Oscordin's Metals

Harmony's blacksmith, Oscordin the Big, mostly specializes in the sort of goods needed to run a small town: horseshoes, pots and pans, cart wheels, and so on. He can create non-masterwork chain shirts, scale mail, and metal shields if he's given time to do so, but he rarely has any for sale in his shop. He usually has an assortment of metal weapons for sale but never any of masterwork quality. Oscordin doubles as the town's locksmith and key maker.

OSCORDIN THE BIG

XP 400

Male human expert 2

LG Medium human

Init -1; **Senses** Perception +5

CR 1

DEFENSE

AC 9, touch 9, flat-footed 10 (-1 Dex)

Harmony Encounters

Random encounters inside the town are rare, but the countryside surrounding the town can be dangerous for the unwary. The average EL of the combat encounters is 1.

Roll 1d20 for every eight hours the PCs spend outside the town.

Table 2–1: Harmony Wilderness Encounters

1d20 Result

1–3 The PCs stumble into a nest of 6 scarlet spiders.

SCARLET SPIDER CR 1/4 XP 100

hp 4; (*Pathfinder RPG Bestiary* 258)

4–5 A lone gnome named Kurraug Redflower, separated from his traveling band and lost, literally runs into the PCs as he tries to escape a wolf chasing him. He tries to go around the PCs and keep running. If the PCs defend him from the wolf, he is very grateful, but he has nothing to offer them as reward. If they wish to help him find his traveling companions, a DC 16 Survival check allows them to track the group of fifteen gnomes.

KURRAUG REDFLOWER CR 1/2 XP 200

Male gnome commoner 1

NG Small humanoid (gnome)

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

DEFENSE

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

hp 5 (1 HD; 1d6+2)

Fort +2, **Ref** +1, **Will** +2; +2 against illusions

Defensive Abilities defensive training

OFFENSE

Speed 20 ft.

Melee dagger +0 (1d3-1/19-20)

Gnome Spell-like Abilities (CL 1; concentration +3)

1/day—*dancing lights*, *ghost sound* (DC 13), *prestidigitation*, *speak with animals*

TACTICS

Before Combat Kurraug is out of breath trying to escape from the wolf.

During Combat Kurraug tries to either flee the area, or keep the PCs between himself and the wolf.

Morale Kurraug flees from any combat.

STATISTICS

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

Base Atk +0; **CMB** -2; **CMD** 7

Feats Endurance

Skills Handle Animal +6, Perception +4, Profession (mole herder) +4, Stealth +5

Languages Common, gnome, sylvan

Gear Dagger, package of dried beef strips, 1d10 cp.

WOLF CR 1 XP 400

hp 13; (*Pathfinder RPG Bestiary* 278)

GNOME WARRIORS (7) CR 1/2

N Male and Female gnome warrior 1

XP 200

hp 6 each; Perception +4

GNOMES (8) CR 1/2

N Male and Female gnome commoner 1

XP 200

hp 3 each; Perception +4

6–7 A group of bandits (War1) ambush the PCs, demanding 25gp from each character. They don't attack if the PCs hand over the money. If half their numbers are dead, the rest run.

BANDIT (8) CR 1/2 XP 200

Male human warrior 1

NE Medium human

Init +1; **Senses** Perception -1

DEFENSE

AC 14, touch 12, flat-footed 12 (+2 armor, +1 Dex. +1 dodge)

hp 7 each (1 HD; 1d10+1)

Fort +3, **Ref** +1, **Will** -1

OFFENSE

Speed 40 ft.

Melee longsword +6 (1d12+3/x3)

Ranged javelin +5 (1d6+2)

TACTICS

Before Combat The bandits lay in wait for the PCs, preferably from higher ground if they have it available. The group demands money from the PCs, and does not attack if they pay.

During Combat The bandits make use of their ranged attacks as long as possible, and then close with their longswords.

Morale The bandits flee if they lose half their number (dead or incapacitated).

STATISTICS

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

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

Feats Weapon Focus (longsword)

Skills Climb +4, Intimidate +4, Perception -1, Ride +2

Languages Common

Gear Leather armor, light wooden shield, longsword, 2 javelins, 1d6 gp, 2d4 sp, 2d6 cp.

8 3 human skeletons, ordered by a mad necromancer to walk until they reach the ocean, pass by. They won't attack unless the PCs attack first.

SKELETONS (3) CR 1/3 XP 135

hp 4 each; (*Pathfinder RPG Bestiary* 250)

9–10 5 gnomes are trying to find a companion who was separated from their band. They stop and ask the PCs if they have seen their friend, Kurraug Redflower.

GNOME WARRIORS (5) CR 1/2

N Male and Female gnome warrior 1

XP 200

hp 6 each; Perception +4

11–20 No encounter.



OFFENSE

Speed 30 ft.

Melee longspears +6 (1d8/x3)

Special Attacks channel positive energy (5/day, 1d6, DC 13), hand of the acolyte (+2 ranged to hit, 5/day)

Bard Spells Known (CL 1st; concentration +3)

1st (2/day)—*cause fear* (DC 13), *sleep* (DC 13)

0 (at will)—*dancing lights*, *detect magic*, *mage hand*, *summon instrument*

Cleric Spells Prepared (CL 1st; concentration +3)

1st—*bless*, *magic weapon*, *protection from evil* (D)

0 (at will)—*cure minor wounds*, *mending*, *read magic*

D domain spell; **Domains** Magic, Protection

TACTICS

Before Combat Hothspar first casts *bless* to assist his allies followed by using his *wand of sleep* to minimize the number of enemies able to attack. Then he casts *magic weapon* on his longspears and moves into melee.

During Combat Hothspar prefers to stay out of combat completely, however, and channel his spells to heal tougher allies.

Morale Hothspar fights fiercely if he must, but surrenders when reduced to 50% of hit points.

STATISTICS

Str 10, **Dex** 8, **Con** 13, **Int** 12, **Wis** 15, **Cha** 14

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

Feats Skill Focus (knowledge, history), Skill Focus (perform, act)

Skills Diplomacy +7, Heal +6, Knowledge (arcana) +6, Knowledge (history) +10, Knowledge (religion) +6, Perception +6, Perform (act) +9, Perform (string instruments) +6, Sense Motive +6, Spellcraft +5.

Languages Common, Elven

SQ bardic performance (6 rounds/day, countersong, distraction,

fascinate DC 13, inspire courage +1), resistant touch (5/day)

Combat Gear *wand of sleep* (CL 1, 42 charges); **Other Gear** Longspear, juggling balls, lute, disguise kit, 1 pp, 50 gp.

Personality: Hothspar loves to perform, no matter what the art, but he's best at acting. He believes performing cleanses the soul, and he has an inherent distrust of anyone who can't or won't do so. When not maintaining the temple or convincing the townsfolk to join in on an upcoming show, he can usually be found in his room above the temple writing plays. To date he's written thirty plays, a few of which would require almost the entire population of Harmony to perform if he'd been able to convince them to do so.

H3. Flen's Chandlery

Flen Galdril's place is easy to find. She usually keeps the door to her shop open, and the odor of freshly-dipped scented candles drifts on the breeze from within. Everyone in the Three Points knows that Flen offers the brightest candles, torches and lamp oils around, a fact which causes no small amount of envy among the other chandlers. Flen's oldest son, Hirsten, minds the store when she cannot.

The chandlery can provide the PCs with scented candles for 2 cp each. Flen also makes torches and lantern oils scented with lavender, roses, or peach available for double the normal price. Flen's products illuminate a 25% greater area than normal (to a minimum of zero additional feet), but any creature with the scent ability can detect one of her products 10 feet further away (double that downwind, half that upwind).

FLEN GALDRIL

XP 200

Female half-elf expert 1

NG Medium humanoid (elf)

Init +1; **Senses** low-light vision; Perception +4

CR 1/2

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DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)
hp 6 (1 HD; 1d8)
Fort +0, **Ref** +1, **Will** +5; +2 against enchantment
Immune sleep

OFFENSE

Speed 30 ft.
Melee spear -1 (1d8)

TACTICS

During Combat Flen is a pacifist and will only attack if attacked first.
Morale She attempts to flee at first opportunity.

STATISTICS

Str 8, **Dex** 12, **Con** 10, **Int** 13, **Wis** 15, **Cha** 14
Base Atk +0; **CMB** -1; **CMD** 10
Feats Skill Focus (craft), Skill Focus (profession)
Skills Appraise +5, Craft (candle making) +9, Diplomacy +6, Heal +6, Knowledge (nature) +5, Knowledge (geography) +5, Perception +4, Profession (candle making) +10
Languages Common, elven, gnome
Gear Spear, hooded lantern, 1d3 flasks of scented lantern oil, 1d6 tindertwigs, flint and steel, healer's kit, 20 gp.
Personality: Flen is a sweet-natured woman who always has a ready smile for everyone who walks into her store. She is often called away from the store to help heal the sick and injured, and she enjoys spending her free time searching for new herbs to use to scent her candles. Flen was the most vocal in her opposition to the removal of the Druidic Order of Talanis and the subsequent destruction of the Three Points Forest.

HIRSTEN GALDRIL

CR 1/2

XP 200
Male half-elf adept 1
NG Medium humanoid (elf)
Init +1; **Senses** low-light vision; Perception +4

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)
hp 4 (1 HD; 1d6-1)
Fort -1, **Ref** +1, **Will** +4; +2 against enchantment
Immune sleep

OFFENSE

Speed 30 ft.
Melee spear +0 (1d8)
Adept Spells Prepared (CL 1st; concentration +7)
1st—*cure light wounds*, *sleep* (DC 13)
0 (at will)—*detect magic*, *ghost sound*, *light*

TACTICS

During Combat Hirsten knows he is not ready for combat, so only fights if attacked. He has no tactics.
Morale He attempts to flee at first opportunity.

STATISTICS

Str 10, **Dex** 13, **Con** 8, **Int** 12, **Wis** 15, **Cha** 14
Base Atk +0; **CMB** +0; **CMD** 11
Feats Combat Casting, Skill Focus (craft)
Skills Craft (candle making) +4, Diplomacy +4, Heal +5, Knowledge (nature) +2, Perception +4
Languages Common, elven, gnome
Gear Spear, hooded lantern, 1d3 flasks of scented lantern oil, flint and steel, 15 sp.
Personality: Hirsten only recently discovered his magical aptitude, and he's kept it a secret from everyone while he learns to control it. He would love to be an adventurer, possibly a wizard, and he holds any adventurers he meets in awe. He would love to join the PCs

in their quest, but he knows he would have to admit his newfound abilities to his mother before she would even consider it. Instead he offers to help the PCs with healing and magic detection if they come to him in secret.

H4. Strings of Bercandi

Bercandi is one of only two instrument makers in a town that highly prizes music. He keeps a wide assortment of stringed instruments available for purchase, especially lutes, harps, mandolins and zithers, and he can make masterwork versions of any stringed instrument given enough time. As payment for a debt, he was recently sent ten small traveling harps, but a check of the instruments proved them to be flawed. He offers the instruments to anyone who comes into his store for 2 gp each, but the instruments bestow a -1 penalty to the performer's Perform (string instrument) checks when using the flawed harps. He won't directly claim the instruments have no flaws, but he tries to prevaricate and play up the positive aspects of them.

BERCANDI

CR 1

XP 400
Male human bard 1
CN Medium human
Init +1; **Senses** Perception +6

DEFENSE

AC 11, touch 11, flat-footed 10 (+1 Dex)
hp 6 (1 HD; 1d8-1)
Fort -1, **Ref** +3, **Will** +5

OFFENSE

Speed 30 ft.
Melee rapier -2 (1d6-2/18-20)
Bard Spells Known (CL 1st; concentration +4)
1st (2/day)—*charm person* (DC 14), *hypnotism* (DC 13)
0 (at will)—*detect magic*, *mage hand*, *message*, *summon instrument*

TACTICS

During Combat Bercandi does anything to avoid combat.
Morale Bercandi surrenders at first opportunity.

STATISTICS

Str 7, **Dex** 12, **Con** 9, **Int** 15, **Wis** 14, **Cha** 16
Base Atk +0; **CMB** -2; **CMD** 9
Feats Skill Focus (craft), Skill Focus (bluff)
Skills Appraise +6, Bluff +10, Craft (string instruments) +9, Knowledge (arcana) +7, Perception +6, Perform (sing) +7, Perform (string instruments) +7, Profession (string instruments) +6, Spellcraft +6
Languages Common, Elven, Celestial, Halfling, Gnome, Dwarven
SQ bardic performance (7 rounds/day, countersong, distraction, fascinate DC 14, inspire courage +1)
Gear Leather armor, rapier, masterwork lute, 10 cp.
Personality: Bercandi is a showman at heart. When not crafting new instruments, he can often be found in the Temple of the Arts (Area H2) or the tavern (Area H5) singing and playing his lute. He has a tendency to sing over the less talented members of any group with which he's playing, which does nothing to endear him to them. Bercandi is nearly fifty years old, has long, thinning brown hair, and usually wears clothes that hint of a possible aristocratic past. His magical skills and knowledge of unusual languages sets him apart from most of Harmony, and his past is a mystery to everyone.
Quest (EL 2): Bercandi has been trying to impress one of Harmony's ranchers, a half-elf woman named Asmera. Lately Asmera has been plagued by someone stealing her sheep from their pen, so Bercandi asks the PCs to keep watch one night. He offers them 30 gp if they find out who is responsible.
A group of orcs were kicked out of their tribe and are living three miles from Harmony. Every couple of nights one of the orcs sneaks into town and steals a sheep for the camp's food. Asmera's home

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is nearest to the orc camp, so she is the primary victim. If the PCs accept the quest, they catch an orc sneaking into the pasture that night to take a sheep. If the PCs attempt to follow him back to his camp, they must succeed at a DC 18 Survival check if they lose sight of him. If he notices them following, he abandons the sheep and attempts to elude them. If he succeeds, the orc band leaves the area for good.

ORC WARRIORS (6)
XP 135

CR 1/3

hp 6; (*Pathfinder RPG Bestiary 222*)

H₅. The Joyful Harp Tavern

The Joyful Harp Tavern is known as much for its drunken brawls as for its cheap and plentiful drinks and loud music. It's the only tavern in the entire town, and it's big enough to hold almost half of its inhabitants, though under crowded circumstances. One or two town guards usually assist the tavern's owner, Gleneena "Neena" Orclapper, and her bouncers, Dabryn and Angodor, in keeping the peace, but the place is very popular with most of the locals and quite a few people from Stone's Throw and Thorbold. The tavern is packed with anywhere from fifty to seventy people on any given night. Instead of needing to hire servers, Neena has several customers eager to earn tips for delivering drinks to customers. A few even slip behind the counter to help her pour drinks in exchange for a free drink or two.

While the Temple of the Arts (Area H2) is a popular place for musicians, singers, and the like, the music and shows there tend toward a classiness missing from the Joyful Harp Tavern. Drinking songs and lewd limericks are more common than epic poems, and the musicians often engage in impromptu competitions to the delight of an enthusiastic crowd.

GLENEENA "NEENA" ORCLAPPER
XP 600

CR 2

Female human expert 3
CG Medium human

Init +0; **Senses** Perception +6

DEFENSE

AC 10, touch 10, flat-footed 10

hp 6 (3 HD; 3d8)

Fort +3, **Ref** +1, **Will** +5

OFFENSE

Speed 30 ft.

Melee unarmed strike +3 (1d3+1 non-lethal)

TACTICS

During Combat Gleneena will attack unarmed when provoked.

Morale She fights until her foes are unconscious, or until she is reduced to 25% of her hit points.

STATISTICS

Str 12, **Dex** 10, **Con** 15, **Int** 8, **Wis** 14, **Cha** 13

Base Atk +2; **CMB** +3; **CMD** 13

Feats Alertness, Persuasive, Skill Focus (profession)

Skills Bluff +6, Diplomacy +8, Intimidate +8, Perception +6, Perform (sing) +6, Perform (string instruments) +6, Perform (wind instruments) +6, Profession (tavern owner) +10, Sense Motive +4, Survival +7

Languages Common

Gear Masterwork zither, 24 gp, 31 sp, 19 cp.

Personality: Gleneena Orclapper came by her name three years ago when she was traveling between Stone's Throw and Harmony and was accosted by a lone orc. In her anger over the attempted robbery, she slapped the creature hard enough to knock him unconscious. Another traveler some ways behind them saw the incident occur and told everyone in Harmony the story, and Neena,

as she is called by everyone, eventually adopted the nickname with which the townspeople saddled her. The tavern owner is almost thirty years old, tall and sturdy, and as boisterous as most of her customers. She has a deep, rich voice, and she loves to sing. Her most prized possession is her masterwork zither, which she carries with her everywhere.

DABRYN
XP 400

CR 1

Male dwarf commoner 2

CG Medium humanoid (dwarf)

Init +0; **Senses** darkvision 60 ft., stonecunning; Perception +5

DEFENSE

AC 10, touch 10, flat-footed 10

hp 14 (2 HD; 2d6+4)

Fort +3; **Ref** +1, **Will** +5

Defensive Abilities defensive training, hardy

OFFENSE

Speed 20 ft.

Melee club +2 (1d6+1)

TACTICS

During Combat Dabryn attempts to render foes unconscious rather than kill them.

Morale Dabryn fights until foes are unconscious, or until he is reduced to 25% of his hit points.

STATISTICS

Str 12, **Dex** 10, **Con** 15, **Int** 8, **Wis** 14, **Cha** 13

Base Atk +1; **CMB** +2; **CMD** 12 (16 against Bull Rush or Trip)

Feats Skill Focus (intimidate)

Skills Intimidate +5, Perception +5

Languages Common, Dwarven

Gear Club, 41 sp, 4 cp.

Personality: Dabryn has worked for Neena for almost ten years, primarily as a bouncer. He loves the Joyful Harp Tavern, especially when it's filled with customers, and can rarely be found outside it. He claims it's the closest place to his home he's seen in fifty years. He sleeps in an attic room above the tavern. Dabryn and Angodor make a weekly wager as to who will toss out the most troublemakers. This week Dabryn is ahead by two humans and a halfling.

ANGODOR
XP 400

CR 1

Male human commoner 2

CG Medium human

Init -1; **Senses** Perception +6

DEFENSE

AC 9, touch 9, flat-footed 10 (-1 Dex)

hp 14 (2 HD; 2d6+4)

Fort +2; **Ref** -1, **Will** +3

OFFENSE

Speed 30 ft.

Melee club +2 (1d6+1)

TACTICS

During Combat Angodor attempts to render foes unconscious rather than kill them. If any patrons go after Neena, he fights to kill.

Morale Angodor fights until foes are unconscious, or until he is reduced to 25% of his hit points.

STATISTICS

Str 15, **Dex** 8, **Con** 14, **Int** 10, **Wis** 12, **Cha** 13

Base Atk +1; **CMB** +3; **CMD** 12

Feats Blind-Fight, Iron Will

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Skills Handle Animal +6, Intimidate +4, Perception +6

Languages Common

Gear Club, 3 gp, 18 sp, 2 cp.

Personality: Angodor is in love with Neena, a secret he's kept for nearly all of the four years he's worked for her. He's willing to take any measures to protect her, and he's quick to step in to keep order in the tavern, which is sometimes a difficult battle. Angodor is a hulking brute of a man whose very presence is often enough to stop trouble before it starts.

Quest (EL 1): Neena loaned Basaphe Surin, the owner of The Soldier's Rest Inn and Tavern (Area T2) in Thorbold, two hundred gallons of ale and twenty gallons of wine when her own shipment was held up for a few weeks. Neena hasn't seen the money yet, and she would like the PCs to collect it for her. She's willing to pay them 50 gp if they collect the 100 gp Basaphe owes her. She emphasizes that Basaphe is a friend and shouldn't be harmed. Along the way, the PCs are attacked by a monstrous scorpion.

CAVE SCORPION

XP 400

hp 16; (*Pathfinder RPG Bestiary* 242)

CR 1

H6. Jailhouse

The jailhouse is a stone building that also holds the sheriff's sleeping quarters and office, a sparring yard, a hall and an armory for the guards. The building has three cells that can hold six to nine criminals. Most of the criminals in Harmony are petty thieves and the occasional brawler. Serious crimes are very rare, and the last murder was fifteen years ago, when Galsar Klee killed his wife and six children and tried to claim it was a religious edict from his god. Sheriff Dar enjoys telling the story, since he was a deputy at the time. Every telling of the story is slightly more embellished than the last.

Four to six guards are on duty at any time, and they usually walk the outskirts of town to keep a lookout for wandering monsters. When not on duty, they train in the sparring yard, but all the guards sleep in their own homes instead of a barracks.

Sheriff Vileon Dar can usually be found here, either in his front office or his private sleeping quarters. Three rooms situated directly above the jail cells are reserved for his use. They are simply furnished, and the sheriff owns nothing of value other than his weapons, armor and a small amount of coin, which he usually keeps on him.

SHERIFF VILEON DAR

XP 400

Male human fighter 1

LG Medium human

Init -1; **Senses** Perception +2

CR 1

DEFENSE

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

hp 12 (1 HD; 1d10+2)

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

OFFENSE

Speed 30 ft.

Melee longsword +4 (1d8+2/19-20)

TACTICS

Before Combat Vileon tries to keep an eye on anyone unusual in town. The PCs qualify as unusual!

During Combat Vileon attempts to render foes unconscious rather than kill them. If the PCs do not listen to reason, he uses lethal force.

Morale Vileon fights until reduced to 25% of his hit points.

STATISTICS

Str 15, **Dex** 12, **Con** 14, **Int** 10, **Wis** 13, **Cha** 8

Base Atk +1; **CMB** +3; **CMD** 14

Feats Quick Draw, Run, Weapon Focus (longsword)

Skills Climb +6, Perception +2, Ride +5

Languages Common

Gear Chain shirt, heavy wooden shield, longsword, short sword, belt pouch containing the armory key, 52 gp, 21 sp and 33 cp.

Personality: Vileon Dar is in his late thirties, in excellent shape, and enjoys telling everyone about some of the more colorful criminals he's captured. He practices with his weapons daily and insists his guards practice at least several times a week. Even though he's lived his entire life in Harmony, he has absolutely no musical abilities, but he's not afraid to loudly join any drinking songs at The Joyful Harp (Area H5), an act which earns him much good-natured cursing and the occasional thrown wooden mug from his drinking companions.

DEPUTY SHERIFF ULSERA DYRDRAR

CR 1

XP 400

Female halfling warrior 2

LG Small humanoid (halfling)

Init +3; **Senses** Perception +4

DEFENSE

AC 20, touch 14, flat-footed 17 (+4 armor, +3 Dex, +2 shield, +1 size)

hp 16 (2 HD; 2d10+4)

Fort +6; +2 against fear, **Ref** +4, **Will** +2

OFFENSE

Speed 20 ft.

Melee warhammer +3 (1d6/x3)

Ranged sling +6 (1d3)

TACTICS

Before Combat Ulsera watches the PCs very closely.

During Combat Ulsera begins combat using her sling, and attempts to subdue any PCs she can.

Morale Ulsera fights until reduced to 25% of her hit points, then attempt to flee.

STATISTICS

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

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

Feats Point Blank Shot

Skills Acrobatics +5, Climb +6, Perception +4, Ride +3, Stealth +7

Languages Common, halfling

Gear Chain shirt, heavy wooden shield, warhammer, sling, sling bullets [x10], armory key, 2d10 gp, 25 sp, 41 cp.

Personality: Ulsera Dyrdrar isn't very smart, so she tries to hide that fact behind a serious façade. The people in Harmony call her the most serious halfling to ever walk the lands, and some wonder if she's ever smiled. Ulsera is aware of their scorn, but she chooses to ignore it, concentrating on her work. She takes her job as seriously as she does everything else, and she holds a strong admiration for Vileon Dar, even if she thinks he jokes too much while he works. Ulsera has been deputy sheriff of Harmony for ten years and expects to take on the mantle of Sheriff when Vileon Dar retires. When she's not tackling problems the sheriff gives her, she spends most of her time at the jailhouse, working at a small desk and keeping an eye on any cell inhabitants.

TOWN GUARDS (12)

CR 1/2

XP 200

Male and Female human warrior 1

N Medium humans

Init +1; **Senses** Perception +4

DEFENSE

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

hp 10 (1 HD; 1d10+2)

Fort +4, **Ref** +1, **Will** -1

OFFENSE

Speed 30 ft.

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Melee longsword +3 (1d8+2/19-20)

Ranged longbow +6 (1d8/x3)

TACTICS

During Combat The town guard is not well trained, but will attempt to flank PCs if they can. More advanced tactics are beyond them.

Morale The guards fight until reduced to 25% of their hit points, then attempt to flee.

STATISTICS

Str 15, **Dex** 13, **Con** 14, **Int** 10, **Wis** 8, **Cha** 12

Base Atk +1; **CMB** +3; **CMD** 14

Feats Alertness, Skill Focus (perception)

Skills Climb +6, Perception +4, Sense Motive +2

Languages Common, halfling

Gear Leather armor, light wooden shield, longsword, short sword, longbow, 20 arrows, lantern, signal whistle, 1d10 sp, 2d10 cp. Except for the money and the short swords, the guards only have these possessions when they are on duty.

Personality: The guards are selected every year from a pool of applicants who submit to a series of physical tests overseen by Sheriff Dar. The job is boring but pays well, so people are eager for the work. In addition to guarding the outskirts of town, the Harmony guards also serve as bouncers at The Joyful Harp (Area H5), since drinking is another popular pastime of the townsfolk. A guard who abuses her power is quickly relieved of the position and another candidate is chosen in her place.

Treasure: The armory is locked (Disable Device check DC 20) and contains 10 suits of leather armor, 10 short swords, 10 longswords, 10 longbows, 100 arrows, 8 vials of holy water, flint and steel, 30 torches, 5 hooded lanterns, 10 pints of lantern oil (from Flen's Chandlery, Area H3), 2 pairs of manacles, 2 very simple locks and keys and 5 signal whistles. These supplies are in addition to any the guards are carrying when they are on duty.

H7. Elder Rybarn Karalor's House

Rybarn Karalor's house is the largest residence in town, and his home is often open to guests. Parties are frequent and are only slightly less boisterous than the nightly activities at The Joyful Harp Tavern (Area H5). During the day, Rybarn's house serves as the unofficial town headquarters, and Rybarn attends to the duties of his office from his parlor.

The front door is locked at night (Disable Device check DC 20) but is rarely locked during the day. The windows are also shuttered and barred from the inside at night. The shutters have hardness 5, 10 hp and a Break DC of 13.

ELDER RYBARN KARALOR

XP 600

Male Human aristocrat 3

N Medium human

Init +2; **Senses** Perception +5

DEFENSE

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

hp 14 (3 HD; 3d8-3)

Fort +0, **Ref** +3, **Will** +3

OFFENSE

Speed 30 ft.

Melee mwk rapier +6 (1d6+1/18-20)

TACTICS

During Combat Rybarn is not a great fighter, but he defends himself (using total defense) as long as possible until the town guards arrive. If it seems he can fight off the PCs, he will try.

Morale Rybarn fights until reduced to 25% of their hit points, then surrenders and asks for quarter.

STATISTICS

Str 12, **Dex** 15, **Con** 8, **Int** 13, **Wis** 10, **Cha** 14

Base Atk +2; **CMB** +3; **CMD** 15

Feats Persuasive, Weapon Finesse, Weapon Focus (rapier)

Skills Appraise +5, Bluff +6, Diplomacy +9, Intimidate +9, Knowledge (local) +5, Knowledge (nobility and royalty) +6, Perception +5, Perform (string instruments) +7, Ride +7, Sense Motive +5

Languages Common, elven

Gear Masterwork rapier, *ring of protection* +1, keys to his locked chests, diamond-banded gold ring (250 gp), 30 gp, 25 sp.

Personality: Seventeen years ago at the age of nineteen, Rybarn Karalor was assigned by his liege, Baron Senris Kynathan, to oversee the town of Harmony. He initially resented the position, feeling it was an insult to him, the youngest son of a knight, and he did little to help the town. When the townsfolk banded together and showed him what his negligence was doing to Harmony, he learned to respect the position he was given. Now he loves the town and tries always to do best for it.

Treasure: Rybarn keeps a chest of personal possessions hidden in the floorboard of his bedroom (Perception check DC 20). Inside the locked chest (Disable Device check DC 25) is a *potion of cure light wounds*, a pair of silver plates on which are carved silhouettes of reclining cats (45 gp for the pair), a velvet sack (1 gp) containing 104 gp and a teardrop-shaped diamond (70 gp), and a highly polished wooden box made of mahogany (25 gp). Inside the box is a vial of a musky cologne (10 gp). During tax time, held the first week of the official start of summer, Rybarn keeps the town's taxes in a locked box next to his personal chest. A successful DC 30 Disable Device check reveals 102 gp, 1,151 sp, and 576 cp. Baron Kynathan's tax man arrives 2d4 days after the taxes have been collected and takes the contents of the locked box.

Quest (EL variable): Rybarn's favorite gold chain necklace has gone missing, and he would like the PCs to find it. He does not know who is responsible, but he heard a thieves' guild is operating out of Stone's Throw. He offers the PCs 35 gp if they find and return the necklace.

H8. Blowing In The Wind

Titinnar Gwar is one of two instrument makers in Harmony. She specializes in woodwind instruments, especially flutes, didgeridoos, and whistles, but she also carries a selection of brass wind instruments such as trumpets and horns. The outside of her shop is surrounded by wooden wind chimes that play a steady hollow tune at the slightest breeze. Titinnar usually has on hand a small selection of masterwork instruments (1d3-1 instruments available) and can create masterwork versions of anything she specializes in, given enough time. Titinnar keeps her shop locked any time she's not inside (Open Lock check DC 25).

All of Titinnar's instruments bear her mark, an outline of a pan flute, usually in some place not likely to be rubbed off through continued playing of the instrument.

TITINNAR GWAR

XP 600

Female Human expert 3

CN Medium human

Init +2; **Senses** Perception +4

DEFENSE

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

hp 18 (3 HD; 3d8+3)

Fort +2, **Ref** +3, **Will** +5

OFFENSE

Speed 30 ft.

Melee dagger +2 (1d4/19-20)

TACTICS

During Combat Titinnar is not a fighter. She fights only to defend

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herself.

Morale Titinnar surrenders if reduced to 50% of her hit points.

STATISTICS

Str 10, **Dex** 15, **Con** 13, **Int** 8, **Wis** 14, **Cha** 12

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

Feats Persuasive, Skill Focus (craft), Skill Focus (perform, wind instruments)

Skills Appraise +4, Craft (wind instruments) +7, Diplomacy +6, Knowledge (local) +4, Perception +7, Perform (sing) +6, Perform (string instruments) +6, Perform (wind instruments) +9, Sense Motive +7

Languages Common

Gear Masterwork flute, dagger, small steel mirror, keys to locked chest and shop, small sack containing 28 gp, 35 sp, 56 cp.

Personality: Titinnar enjoys music more than she enjoys being around people. She prefers to spend her time in her shop or in her home, either carving a new instrument or playing on one of her favorites, and when she's out, she's often seen walking slowly around town playing mournful tunes on her flute. Titinnar trained under a master instrument maker and took over his business after his death but despite numerous parents offering her apprentice fees, she has never taken on an apprentice.

Treasure: Titinnar keeps her most valuable instruments in a locked case behind her counter. Opening the case requires a successful DC 25 Disable Device check. Inside the case are 1d3-1 masterwork wind instruments.

Chapter 2: Stone's Throw

Stone's Throw is the biggest of the three hamlets and has the largest concentration of sheep and goat ranchers in the Three Points. The town is also the most diverse, with halflings making up a full third of the townsfolk. The town was named by its founder because it is the closest to the small river, Abrel's Tears, that flows near Stone's Throw and Thorbold. While Harmony concentrates on music and Thorbold concerns itself with military might, Stone's Throw is most concerned with its economy. The town has a larger gold piece limit than most hamlets its size and more assets than the other two hamlets combined.

Several citizens of Stone's Throw have small jobs the PCs can complete for extra money and experience points, if the DM wishes to offer them.

Specific Locations In Stone's Throw

Sr. Ambri's

The simply-named Ambri's serves as both a place to stock up on general supplies and as the only magic supply shop in any of the three hamlets. A town as small as Stone's Throw has little need of magical potions and scrolls, but Ambri does enough business to keep a small supply around. He also makes trips into the nearby woods to collect spell components.

AMBRI ELGETHAN

CR 3

XP 800

Male elf transmuter 3

NG Medium humanoid (elf)

Init +3; **Senses** low-light vision; **Perception** +5

DEFENSE

AC 17, touch 17, flat-footed 14 (+3 Dex, +4 *mage armor*)

hp 10 (3 HD; 3d4-3)

Fort +0, **Ref** +4, **Will** +4; +2 against enchantment

Immune sleep

OFFENSE

Speed 30 ft.

Ranged longbow +4 (1d8/x3)

Special Attacks telekinetic fist (ranged touch +4, 1d4+1 damage, 5/day)

Spells Known (CL 3rd; concentration +5)

2nd—*darkvision*, extended *mage armor*, *spider climb*

1st—*comprehend languages*, *expeditious retreat*, *identify*, *unseen servant*

0—*detect magic*, *open/close*, *open/close*, *read magic*

Opposition schools enchantment, illusion

TACTICS

Before Combat Ambri has never been in combat, but he always keeps an extended *mage armor* available. If he hasn't cast it during the day, he casts it before he enters meditation.

During Combat Should he ever find himself in combat, he casts his extended *mage armor* followed by *expeditious retreat* and then attempts to escape. If he is unable to escape, he takes his *potion of enlarge person* and attacks from range with his longbow.

Morale If reduced to 50% of his hit points, Ambri either flees or surrenders.

STATISTICS

Str 8, **Dex** 16, **Con** 9, **Int** 15, **Wis** 12, **Cha** 13

Stone's Throw (Hamlet): Conventional; AL LG; 200 gp limit; Assets 3,510 gp; Population 351; Mixed (human 61%, halfling 32%, half-elf 3%, elf 1%, gnome 1%, dwarf 1%, half-orc 1%).

Authority Figures: Elder Benth Honeybee, Female Halfling Exp3.

Important Characters: Sheriff Brintin d'Aruvae, Female Human Ftr2; Deputy Sheriff Astar Amnal, Female Half-Elf War3; Ambri Elgethan, Male Elf Wiz3; Yulbi, Male Halfling Rog2.

Others: War1 (x18) (town guards); Exp1-3 (x6); Clr2 (x1); Sor1 (x1); the rest are Com1-2.



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

Feats Brew Potion, Extend Spell, Scribe Scroll^b

Skills Craft (alchemy) +7, Knowledge (arcana) +8, Knowledge (nature) +7, Perception +5, Profession (alchemist) +5, Spellcraft +9, Stealth +6.

Languages Common, Elven, Draconic, Sylvan

SQ arcane bond (cat familiar), physical enhancement (+1 constitution)

Combat Gear *potion of comprehend languages*, *potion of enlarge person*, *potion of darkvision*, *potion of spider climb*; **Other Gear**

Longbow, 20 arrows, *cloak of resistance* +1, spellbook, key to locked chest, 8 pp, 42 gp, 14 sp, 39 cp. Ambri's spellbook contains: 1st—*alarm*, *burning hands*, *comprehend languages*, *enlarge person*, *expeditious retreat*, *identify*, *mage armor*, *mount*, *reduce person*, *unseen servant*; 2nd—*darkvision*, *levitate*, *spider climb*.

Personality: Ambri left the Three Points forty-five years ago and spent a decade learning magic at the Leeston Academy of Magical Arts. After tiring of life in the city, he returned to Stone's Throw and set up a magic shop and training academy, hoping to interest the townspeople in learning more about magic. The training

Stone's Throw Encounters

Random encounters inside Stone's Throw are more common than in the other two hamlets, and the countryside surrounding the town can be dangerous for the unwary. The ELs of most of the wilderness combat encounters is 3.

Roll 1d20 for each day the PCs spend in town.

Table 3–1: Stone's Throw Town Encounters

1d20 Results

1–3 A pack of six dogs surround the PCs, trying to beg scraps of food from them. If attacked they run off.

DOGS (6) CR 1/3 XP 135

hp 6; (*Pathfinder RPG Bestiary* 87)

4–5 A group of small children rush the characters, begging to play with their weapons and for the characters to tell them stories of their adventures. If the PCs humor the children, they are followed around town the rest of the day.

6–7 A long-haired white cat joins the group and seems to want the PCs to do something. A PC who makes a successful DC 20 Sense Motive check understands the cat wants them to follow her. The cat is Arjasi, Ambri Elgethan's familiar. She tries to convince the PCs to enter his shop and buy something after he jokingly said he wouldn't be able to provide her with more of her favorite snacks if his sales didn't pick up. If the PCs follow Arjasi into the shop, Ambri mentions that Arjasi was feeling smugly satisfied and wondered at the reason for it.

8–9 A boar wanders into town from the surrounding forest. It's frightened by the noise and charges the nearest person, a child named Ledro, who is standing 30 feet from the PCs. The boar reaches the child in two rounds if the PCs do nothing. If they rescue him, the grateful father, Ghinthar, insists they take the 10 gp he has on him and offers to treat them to dinner at The Gold Crown Tavern.

LEDRO CR 1/2 XP 200

NG Male human commoner 1
hp 4; Perception +2

BOAR CR 2 XP 600

hp 18; (*Pathfinder RPG Bestiary* 36)

10–12 Three heavy horses frightened by a sudden loud noise break free from their handler and stampede down the thoroughfare. The horses overrun anyone in their path for a total of ten rounds. Lassoing each animal requires a successful ranged touch attack with a rope.

HEAVY HORSES (3) CR 2 XP 600

hp 19; (*Pathfinder RPG Bestiary* 177)

13–15 Two merchants selling the same goods have set up shop across the street from each other. When the PCs approach, each sends handlers to the PCs to convince them to

purchase his product and decry the value of the other merchant's product. The two handlers try to out shout each other and eventually their rivalry turns to a scuffle.

MERCHANT HANDLERS (2) CR 1/2 XP 200

NG Male Commoner 1
hp 4; Perception +2

16–20 No encounter
Roll 1d20 for each day the PCs spend outside the town.

Table 3–2: Stone's Throw Wilderness Encounters

1d20 Results

1 Five dire rats protecting their young burst out of their den and attack the PCs. The den also contains sixteen baby dire rats. The newly-born young have the same statistics as standard rats. The baby rats are non-combative.

DIRE RATS (5) CR 1/3 XP 135

hp 5; (*Pathfinder RPG Bestiary* 232)

2–4 Eight kobolds trying to escape two hobgoblins who caught them stealing their supplies try to convince the characters to forget they saw them. If the PCs refuse, the kobolds attack as long as they outnumber the PCs two-to-one; otherwise they run. In addition to their standard treasure, the kobolds also have a metal box containing 50 gp they stole from the hobgoblins.

KOBOLD WARRIORS (8) CR 1/4 XP 100

hp 5; (*Pathfinder RPG Bestiary* 183)

5–7 Two hobgoblin warriors chasing a group of eight kobolds who stole from them demand the PCs tell them which way they went. If the PCs refuse, or if the hobgoblins notice the metal box the kobolds stole from them in the characters' possession, they attack.

HOBGOBLIN FIGHTERS (2) CR 1/2 XP 200

hp 12; (*Pathfinder RPG Bestiary* 175)

8–9 A black bear attacks when the PCs approach her den because she fears the PCs are getting too close to her two cubs. The bear cubs do not attack the PCs.

BEAR, BLACK CR 3 XP 800

N Medium animal
Init +3; Senses low-light vision, scent; Perception +6

DEFENSE AC 17, touch 13, flat-footed 14 (+3 Dex, +4 natural)

hp 32 (5 HD; 5d8+10)

Fort +6, Ref +7, Will +2

OFFENSE Speed 40 ft.

Stone's Throw Encounters (continued)

Melee 2 claws +6 (1d4+3 plus grab), bite +6 (1d4+3)
Space 5 ft.; **Reach** 5 ft.

TACTICS

During Combat The mother bear attacks any PCs that approach her den.

Morale If the cubs are alive, the mother bear fights to the death.

STATISTICS

Str 17, **Dex** 17, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6
Base Atk +3; **CMB** +7 (+11 grapple); **CMD** 19 (23 vs. trip)
Feats Endurance, Run, Skill Focus (Survival)
Skills Perception +6, Survival +5, Swim +12; **Racial Modifiers** +4 Swim

- 10** Maella, a wererat, approaches the PCs in human form, begging them to help her. She appears as a small, poorly-dressed, malnourished human woman with close-set dark eyes. She claims to be lost and asks the characters to help her reach town. She hopes to infect one or more PCs with lycanthropy because she's bored and in search of friends.

WERERAT (HUMAN FORM) **CR 2**
XP 600
hp 18; (*Pathfinder RPG Bestiary* 197)

- 11** The PCs stumble upon a tiny, ramshackle hut deep in the woods. Living inside are a ghoul named Hathlar, and his two zombie minions. Hathlar doesn't want to

be bothered, but he only attacks if the characters threaten him or he feels they will divulge his location. If the PCs try to speak with him, they find him to be an interesting if odd storyteller, which he was in his prior life.

HATHLAR THE GHOUL **CR 1**
XP 400
hp 13; (*Pathfinder RPG Bestiary* 146)

ZOMBIE MINIONS (2) **CR 1/2**
XP 200
hp 12 each; (*Pathfinder RPG Bestiary* 288)

- 12** The PCs surprise Yulbi, the Three Points thieves' guild master, holding a meeting with 1d4 of his guild members. See Area S3 for details on Yulbi and the thieves. In addition to the possessions listed on the creatures, the thieves also have several small unlocked chests of stolen goods with them: a gold chain necklace (75 gp) which belongs to Elder Rybarn Karalor in Harmony (Area H7), a pair of ivory bookends in the form of sleeping dragons (50 gp for the pair), a silver tea set (38 gp), a watercolor painting of a sunset (10 gp), a gold inkpen (6 gp), and 41 gp, 161 sp, 90 cp. If the PCs try to sell any of the objects in any of the three hamlets, the merchant has a 10% chance of recognizing the item as something recently reported stolen.

13–20 No encounter.

academy eventually died for lack of students, and the magic shop also did very little business, so he added general goods to his stock. He is satisfied with his business now, but he still tries to rally the townspeople into tapping into the magic of the world. His goal is to create a town that dedicates itself to the magical arts.

ARJASI (AMBRI'S CAT FAMILIAR) **CR 1/4**
XP 100

N Tiny animal

Init +2; **Senses** low-light vision, scent; **Perception** +5

DEFENSE

AC 14, touch 14, flat-footed 12 (+2 Dex, +2 size)
hp 5 (3 HD)

Fort +1, **Ref** +4, **Will** +1

Defensive Abilities improved evasion,

OFFENSE

Speed 30 ft.

Melee 2 claws +4 (1d2–4), bite +4 (1d3–4)
Space 2-1/2 ft.; **Reach** 0 ft.

TACTICS

Before Combat Arjasi is dignified and well-rested (e.g. a lazy cat!)

During Combat Arjasi does not fight unless disturbed from sleep, then flees at first opportunity.

Morale Arjasi flees at her first chance.

STATISTICS

Str 3, **Dex** 15, **Con** 8, **Int** 2, **Wis** 12, **Cha** 7
Base Atk +1; **CMB** -3; **CMD** 9 (13 against trip)

Feats Alertness, Weapon Finesse

Skills Climb +6, Perception +5, Stealth +14; **Racial Modifiers** +4 Climb, +4 Stealth

SQ empathic link, deliver touch spells, share spells

Personality: Arjasi is convinced she taught Ambri to understand her and believes he exists only to further her goals, most of which involve food and warm sleeping spots. She is very aware of her importance in the world, and she's never seen acting in the foolish manner to which so many other, less intelligent cats are prone.

Treasure: Ambri keeps 1d4-1 *potions of comprehend languages*, 1d4-1 *potions of expeditious retreat*, 1d4-1 *potions of darkvision*, and 1d4-1 *potions of levitate* available for purchase. He also has 1d3 scrolls of any given spell in his spellbook. All of his magic items are kept in a locked (Disable Device check DC 25) and trapped chest he keeps in his bedroom, at the back of the shop. Ambri is willing to trade scrolls for new spells of equivalent level to add to his spellbook.

Burning Hands Trap CR 2

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

Trigger proximity (*alarm*); **Reset** none

Effect spell effect (*burning hands*, 3d4 fire damage, DC 11 Reflex save for half damage); multiple targets (all targets in a 15-ft. cone)

S2. Elder Bentha Honeybee's House

When Elder Honeybee had her house built on the edge of town, the people of Stone's Throw thought she might be insane. Not for her location, which was near Abrel's Tears, the nearby river, but because she had the house built to resemble a beehive. The house rises thirty feet in concentric rings and is painted a brilliant yellow-gold color. The first floor is one room, which Bentha uses to conduct the business of Stone's Throw. A staircase along the wall circles around to the second and third floors, where Bentha's personal quarters are located. The entrance to her personal quarters is locked (Disable Device check DC 25) and Bentha keeps the key on her person.

ELDER BENTHA HONEYBEE **CR 2**
XP 600

Female halfling aristocrat 3

CHAPTER 2: STONE'S THROW

LN Small humanoid (halfling)

Init +7; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

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

hp 17 (3 HD; 3d8)

Fort +2, **Ref** +5, **Will** +5; +2 against fear

OFFENSE

Speed 20 ft.

Ranged sling +6 (1d3-1)

TACTICS

During Combat Benthia attacks from range with her sling. She does not fight hand to hand.

Morale Benthia fights to the death in defense of Stone's Throw.

STATISTICS

Str 6, **Dex** 16, **Con** 10, **Int** 15, **Wis** 13, **Cha** 12

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

Feats Improved Initiative, Persuasive

Skills Acrobatics +5, Appraise +7, Bluff +6, Diplomacy +6, Disguise +6, Knowledge (local) +7, Knowledge (geography) +7, Knowledge (nobility and royalty) +7, Linguistics +7, Perception +8, Sense Motive +6, Stealth +11

Languages Common, Halfling, Elven, Gnome

Gear Sling, 10 sling bullets, gold-dyed *cloak of resistance* +1, 4 gold rings (55 gp each), gold ear cuff (30 gp), gold charm bracelet (25 gp) with three charms: a dragon carved from jade (15 gp), a scroll made of ivory (8 gp), and a silver chest studded with diamonds (50 gp). Benthia also carries a sack containing the keys to her personal quarters and to the safe in her office, 22 gp, 29 sp, and 8 cp.

Personality: Benthia Honeybee was appointed to the position of elder of Stone's Throw by her liege, Baron Senris Kynathan, ten years ago on the death of the last elder. She takes the position very seriously, and she insists on knowing everything that's going on in town. She's respected by the people of Stone's Throw for her fairness and just laws, but she rarely shares her thoughts with anyone. The townspeople call her The Honeybee, both for her surname and for her propensity for wearing gold clothes and jewelry.

Treasure: A safe set into the floor of her office and hidden by a rug (DC 15 Search check) contains the town's taxes during tax time, which is held the first week of the official start of summer. A successful DC 30 Open Lock check opens the safe and reveals 351 gp, 2,159 sp, and 638 cp. Baron Kynathan's tax man arrives 2d4 days after the taxes have been collected and takes the contents of the safe. Benthia also keeps a small collection of treasure in her bedroom. A successful DC 25 Search check uncovers a hidden niche in her bedpost that holds a *figurine of wondrous power* (*silver raven*), 3 silver filigreed rings (35 gp each), and a pair of diamond earrings (50 gp). Benthia does not know the *figurine of wondrous power* is magical, but it was given to her by her father before he died, and she won't part with it for anything.

Quest (EL 1): Benthia needs letters delivered to Elder Rybar Karalor (Area H7) in Harmony and Elder Tarindra in Thorbold (Area T1). She asks the PCs not to open the sealed letters and offers to pay them 50 gp to make the deliveries. The letters contain nothing of interest to the characters, merely being a status report on events that have occurred in Stone's Throw in the last three months. If the adventurers accept, they are attacked by a wolverine on the way.

WOLVERINE CR 2

XP 600

hp 28; (*Pathfinder RPG Bestiary* 279)

S3. The Gold Crown Tavern

The quiet and well-appointed Gold Crown Tavern is a marked

contrast to the other taverns in the Three Points. The closest thing to a brawl the tavern has seen is the time Culdor Bent tripped over his chair and fell into Milessa Pheldin's lap. Polished hardwood tables and worn but comfortable couches make up the bulk of an oak-paneled main room. The proprietor, a halfling named Yulbi, offers the highest quality wines, meads, and ales in the Three Points. Yulbi disdains the rougher taverns of Thorbold and Harmony and their proprietors, and his attitude does nothing to endear him to them.

Unknown to most, Yulbi is also the guild master of the Three Points thieves' guild. Although he never conducts business in his tavern, 1d3 of his fellow guild members are usually in or near the tavern during business hours.

YULBI

CR 2

XP 600

Male halfling rogue 2

CG Medium humanoid (halfling)

Init +3; **Senses** Perception +6

DEFENSE

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

hp 14 (2 HD; 2d8+4)

Fort +32; **Ref** +5, **Will** +0

Defensive Abilities evasion

OFFENSE

Speed 20 ft.

Melee shortsword +5 (1d6/19-20)

Special Attacks sneak attack +1d6

TACTICS

Before Combat Yulbi would prefer not to enter combat at all, but he guards his secret guild status fiercely, and he won't hesitate to attack anyone who might tell the authorities. If he is in a populated area, he first uses his signal whistle to alert other guild members. Within six rounds 1d4 fellow guild members arrive to help.

During Combat Yulbi tries to get into a flanking position with any of his allies in order to use his sneak attack.

Morale Yulbi flees if reduced to 25% of hit points.

STATISTICS

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

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

Feats Skill Focus (perception)

Skills Appraise +4, Bluff +6, Climb +7, Diplomacy +6, Disable Device +8, Escape Artist +8, Intimidate +5, Knowledge (local) +4, Perception +6, Sleight of Hand +8, Stealth +8

Languages Common, Halfling

SQ trapfinding, rogue talent (finesse rogue)

Gear Short sword, masterwork thieves' tools, *everburning torch*, signal whistle, 2 thunderstones, 81 gp, 32 sp, 18 cp. Yulbi also has a set of studded leather armor he rarely wears. His AC improves to 17 when he wears his armor.

Personality: Yulbi believes he is destined for greater things. He intends to leave the Three Points for a bigger city soon, with the idea of taking over a larger thieves' guild and making himself very wealthy. He cares little for others beyond how they can advance his plans, and his façade of a snobby and foppish proprietor keeps most from looking beyond the surface and seeing the callous halfling beneath.

THREE POINTS THIEVES GUILD MEMBER

CR 1

XP 400

Male or Female human rogue 1

CN Medium human

Init +2; **Senses** Perception +7

DEFENSE

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

hp 6 (1 HD; 1d8+1)

CHAPTER 2: STONE'S THROW

Fort +1; **Ref** +5, **Will** +0
Defensive Abilities evasion

OFFENSE

Speed 30 ft.
Melee shortsword +2 (1d6+1)

TACTICS

Before Combat If the thief is in a populated area and has not already been signaled, his first move is to use his signal whistle to alert other guild members who may be in the area. His signal, two short bursts followed by one long burst, tells all the members of the Three Points Thieves' Guild that one of their own is in trouble. Within six rounds, 1d4 fellow guild members arrive to assist their companion.

During Combat The guild members attempt to flank their attackers so they can benefit from their sneak attack ability.

Morale Guild member fight until reduced to 50% of their hit points, then flee to counter attack at a later time.

STATISTICS

Str 13, **Dex** 15, **Con** 12, **Int** 10, **Wis** 10, **Cha** 14
Base Atk +0; **CMB** +1; **CMD** 13
Feats Skill focus (bluff), Skill Focus (perception)
Skills Acrobatics +6, Bluff +9, Climb +5, Diplomacy +6, Disable Device +6, Escape Artist +6, Knowledge (local) +4, Perception +7, Stealth +6
Languages Common
SQ rogue talent (finesse rogue), trapfinding
Gear Leather armor, short sword, thieves' tools, signal whistle, 3d6 gp, 3d6 sp, 4d6 cp.

Quest (EL 2 or 4): Yulbi only has a quest for potential guild members, and he won't approach the PCs unless he either notices them committing a theft or they uncover his true profession and accept it. Yulbi wants the PCs to break into Ambri's and steal the contents of his locked chest. Anyone who agrees and succeeds can join the guild. The guild master doesn't know the exact contents of the chest, so if the characters succeed on a Bluff check opposed by his Sense Motive skill, he accepts their word when he asks if they are turning over everything. If the PCs are caught by anyone while breaking in to Ambri's, Yulbi disavows any knowledge of their activities.

S4. Gods' Shrine

The people of Stone's Throw are not especially religious, but they do honor to several gods in a small shrine on the edge of town, especially gods of finance, knowledge and craftsmanship. A young priestess, Nelnane, keeps the shrine clean and performs small services for a fee, but she doesn't lead the people in prayer or call for festival days. The shrine is a simple wooden building with unlocked doors on all four sides. Inside, the bare floors are worn clean from kneeling petitioners, and candles and offering plates are scattered around the room. Small offerings, such as copper coins, parchments, miniature carvings, pottery, and scraps of cloth lie in the offering plates. A two-story building behind the shrine holds a small library on the bottom floor and Nelnane's private quarters on the top floor.

NELNANE

XP 600
Male human cleric 2
N Medium human
Init -1; **Senses** Perception +2

DEFENSE

AC 9, touch 9, flat-footed 10 (-1 Dex)
hp 14 (2 HD; 2d8+2)
Fort +4, **Ref** -1, **Will** +7

OFFENSE

Speed 40 ft.

Melee touch +2 (by spell)

Special Attacks channel positive energy (5/day, 1d6, DC 13), turn undead (DC 13)

Spells Prepared (CL 2nd; concentration +5)

1st—*bless*, *comprehend languages*, *endure elements*, *longstrider* (D)

0 (at will)—*cure minor wounds*, *light*, *mending*, *purify food and drink*

D domain spell; **Domains** Knowledge, Travel

TACTICS

Before Combat Nelnane is not a combat cleric, but she's willing to cast her *bless* spell to assist allies. She would rather concentrate on healing those who do fight, but if she must get into a fight, she'll accept whatever simple weapons her allies hand her.

During Combat If she has a day's warning of an upcoming combat, she replaces some of her normal first-level spells with others such as *cause fear*, *obscuring mist* and *summon monster I*.

Morale Nelnane surrenders if cornered.

STATISTICS

Str 12, **Dex** 8, **Con** 13, **Int** 10, **Wis** 15, **Cha** 14
Base Atk +1; **CMB** +2; **CMD** 11
Feats Iron Will, Turn Undead
Skills Heal +6, Knowledge (local) +4, Knowledge (religion) +4, Perception +2, Sense Motive +6, Spellcraft +4
Languages Common
SQ agile feet (5/day), lore keeper (Knowledge 19)
Gear Satchel of 1d6 books on various subjects (1d6 gp per book), parchment, ink, inkpens, 16 gp, 31 sp, 5 cp.
Personality: On her sixteenth name day three years ago, Nelnane left home to join a monastic order concerned with the acquisition of knowledge. She stopped in Stone's Throw for the night and found herself involved in rescuing a family from a house fire. When the townspeople saw her healing abilities, they asked her to stay and take over the abandoned shrine. They offered her the freedom to do what she wished, turned over control of the town's small library to her, and convinced her they were happy to pay for her healing services. The idea appealed to her and she accepted the position. Nelnane hopes to start a branch of the monastic order she intended to join and has been actively trying to recruit new clerics to her order.

Quest (EL 1): Nelnane heard that someone in the Three Points has a book, *The Dungeoneer's Guide to Life Beneath The Ground*, by the half-elf Torelain Uzebar, which she would love to purchase. Unfortunately, she doesn't know who has it, or even which town the owner might be in. She's willing to reimburse the PCs plus pay an additional 75 gp if they convince the owner of the book to sell it to them. A DC 20 Gather Information check in Thorbold leads the PCs to that town's chandler, Yivvalin Schrantas (Area T6), who has a collection of books by Torelain Uzebar.

S5. Jail

The jailhouse is a wood and plaster building that also holds the sheriff's sleeping quarters and office, a sparring yard, a hall, a barracks and an armory for the guards. The building has six cells that can hold up to twenty criminals. Most of the criminals in Stone's Throw are petty thieves and the occasional brawler. Serious crimes are very rare, and the last murder was two years ago, when a half-orc named Lorg ran into a shop and stabbed a man who cheated him at cards.

Twelve guards are on duty at any time, and they usually walk the outskirts of town to keep a watch for wandering monsters. When not on duty they train in the sparring yard or spend time in the barracks.

Sheriff d'Aruvae can usually be found here, either in her front office or her private sleeping quarters. Three simply-furnished rooms situated above the jail cells serve as her quarters. She keeps little of value other than her weapons and armor and a small amount of coin, which she usually keeps on her.

CHAPTER 2: STONE'S THROW

SHERIFF BRINTIN D'ARUVAE

XP 600

Female human fighter 2

LG Medium human

Init +6; **Senses** Perception +5

DEFENSE

AC 19, touch 13, flat-footed 16 (+4 armor, +2 Dex, +1 dodge, +2 shield)

hp 17 (2 HD; 2d10+2)

Fort +3; **Ref** +1, **Will** +5; +1 against fear

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee mwk longsword +5 (1d8+2/19-20)

Ranged longbow +4 (1d8/x3)

TACTICS

Before Combat Unlike her day-to-day abilities, in combat Brintin is calm and collected. She first selects one foe to focus on and takes her *potion of fly* before entering melee.

During Combat She takes advantage of her *fly* potion and hovers above her enemies unless she needs to assist an ally with flanking. Brintin will try to subdue opponants rather than kill them.

Morale Dabryn fights until foes are unconscious.

STATISTICS

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

Base Atk +2; **CMB** +4; **CMD** 16

Feats Alertness, Combat Reflexes, Dodge, Improved Initiative

Skills Climb +2, Perception +9, Ride +2, Sense Motive +6

Languages Common

Combat Gear *potion of fly*, *potion of cure light wounds*; **Other Gear** Chain shirt, heavy wooden shield, masterwork longsword, longbow, 20 arrows, 84 gp, 24 sp.

Personality: Sheriff d'Aruvae is very shy and would rather allow her deputy, Astar, to face the public. She's only been sheriff for three years, and she is still unaccustomed to the power and responsibility. She often feels overwhelmed by the pressures put upon her and becomes easily flustered. As much as she dislikes the job, she feels it would be disloyal to Elder Honeybee to turn over the title to her deputy, no matter how much the half-elf tries to convince her she should.

DEPUTY SHERIFF ASTAR AMNAL

XP 600

Female half-elf warrior 3

CG Medium humanoid (half-elf)

Init +2; **Senses** low-light vision; Perception +3

DEFENSE

AC 18, touch 12, flat-footed 16 (+4 armor, +2 Dex, +2 shield)

hp 17 (3 HD; 3d10)

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

Immune sleep

OFFENSE

Speed 30 ft.

Melee longsword +5 (1d8+2/19-20)

Ranged composite longbow +5 (1d8/x3)

TACTICS

Before Combat Astar specializes in mounted combat, and she is very fond of her light warhorse, a sorrel mare named Vervia.

During Combat Given the opportunity, she attacks from horseback, and if she's in melee, she directs Vervia to attack her opponents, too. If Vervia falls unconscious, Astar uses her *potion of cure light wounds* on the animal, and she only uses it on herself if her horse doesn't need it.

CR 2 **Morale** Astar fights until she or Vervia are unconscious.

STATISTICS

Str 15, **Dex** 14, **Con** 10, **Int** 8, **Wis** 13, **Cha** 12

Base Atk +3; **CMB** +5; **CMD** 17

Feats Mounted Archery, Mounted Combat

Skills Diplomacy +5, Handle Animal +5, Perception +3, Ride +6

Languages Common, elven

Combat Gear *potion of cure light wounds*; **Other Gear** Chain shirt, heavy wooden shield, longsword, composite longbow (Str +0), 20 arrows, 41 gp, 4 sp, 84 cp.

Personality: Astar Amnal has been trying to convince Brintin to give up the position of sheriff of Stone's Throw for the last two years. She knows she would be better at the job than her boss, and she feels she handles the responsibilities of the office better. She puts on a pleasant face with the public and those she doesn't know, but she can be petulant when she doesn't get her way.

TOWN GUARDS (12)

XP 200

Male and Female human warrior 1

N Medium humans

Init +1; **Senses** Perception +4

DEFENSE

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

hp 10 (1 HD; 1d10+2)

Fort +4, **Ref** +1, **Will** -1

OFFENSE

Speed 30 ft.

Melee longsword +3 (1d8+2/19-20)

Ranged longbow +6 (1d8/x3)

TACTICS

During Combat The town guard is not well trained, but will attempt to flank PCs if they can. More advanced tactics are beyond them.

Morale The guards fight until reduced to 25% of their hit points, then attempt to flee.

STATISTICS

Str 15, **Dex** 13, **Con** 14, **Int** 10, **Wis** 8, **Cha** 12

Base Atk +1; **CMB** +3; **CMD** 14

Feats Alertness, Skill Focus (perception)

Skills Climb +6, Perception +4, Sense Motive +2

Languages Common, halfling

Gear Leather armor, light wooden shield, longsword, short sword, longbow, 20 arrows, lantern, signal whistle, 1d10 sp, 2d10 cp.

Personality: The guards are all single men and women, volunteers who take the job for a period of two years in exchange for a fee of 200 gp when they complete their service.

Treasure: The armory is locked (Disable Device check DC 20) and contains 18 suits of leather armor, 18 short swords, 18 longswords, 18 longbows, 400 arrows, 15 vials of holy water, 5 *potions of cure light wounds*, flint and steel, 30 torches, 9 hooded lanterns, 10 pints of lantern oil, 2 pairs of manacles, 2 very simple locks and keys, 9 signal whistles. These supplies are in addition to any the guards are carrying when they are on duty.

S6. Clayheart & Sandbeard (Blacksmith)

The two dwarven blacksmiths, Thinbrand Clayheart and Torbrand Sandbeard, are as well-known for their loud and violent fights as for their tools, weapons and armor. The two have been married for a hundred and thirty-seven years and most people wonder why they stay together. It can be amusing to watch them battle it out, but no one wants to be anywhere near them when they start throwing heavy things at each other or drawing their waraxes. The smiths keep a small collection of regular and masterwork weapons available and a few sets of masterwork chain shirts, and they can make any metal weapon or armor given time.

CHAPTER 2: STONE'S THROW

THINBRAND CLAYHEART

CR 3

XP 800

Female dwarf expert 2, fighter 2

CN Medium humanoid (dwarf)

Init +0; **Senses** darkvision 60 ft., stonecunning; Perception +5

DEFENSE

AC 10, touch 10, flat-footed 10

hp 36 (2 HD; 2d8+2d10+16)

Fort +6; **Ref** +0, **Will** +2

Defensive Abilities defensive training, hardy

OFFENSE

Speed 20 ft.

Melee Mwk dwarven waraxe +8 (1d10+3/x3)

Special Attacks dwarven hatred

TACTICS

Before Combat Thinbrand is always eager to engage in a fight.

If she has time to prepare, she takes one of the masterwork chain shirts from the shop (her AC becomes 14).

During Combat Her tactics are simple, charge and attack with her waraxe, but she will try to flank whenever possible.

Morale Thinbrand fights to unconsciousness.

STATISTICS

Str 16, **Dex** 10, **Con** 16, **Int** 12, **Wis** 8, **Cha** 11

Base Atk +3; **CMB** +6; **CMD** 16 (20 against Bull Rush or Trip)

Feats Endurance, Skill Focus (craft, weaponsmithing), Toughness, Weapon Focus (dwarven waraxe)

Skills Appraise +8, Craft (armorsmithing) +7, Craft

(weaponsmithing) +10, Disable Device +5, Intimidate +5,

Knowledge (geography) +6, Perception +5, Profession (blacksmith) +5

Languages Common, Dwarven, Undercommon

Combat Gear *potion of cure moderate wounds*; **Other Gear**

Masterwork dwarven waraxe, key to the shop, 152 gp, 32 sp, 41 cp.

Personality: Thinbrand is quick to anger, especially with her husband, Torbard. She has no patience for anyone she perceives as incompetent. She is better at weaponsmithing than her husband and gets frustrated at him for what she sees as his ineptness. Despite her attitude, she would defend her husband to the death, and she allows no one else to speak ill of him.

TORBARD SANDBEARD

CR 3

XP 800

Male dwarf expert 2, fighter 2

CN Medium humanoid (dwarf)

Init -1; **Senses** darkvision 60 ft., stonecunning; Perception +7

DEFENSE

AC 10, touch 10, flat-footed 10

hp 44 (2 HD; 2d8+2d10+20)

Fort +7; **Ref** -1, **Will** +4

Defensive Abilities defensive training, hardy

OFFENSE

Speed 20 ft.

Melee Mwk dwarven waraxe +7 (1d10+2/x3)

Special Attacks dwarven hatred

TACTICS

Before Combat Like his wife, Torbard is eager to engage in a fight.

He wears a masterwork chain shirt when he has time to prepare (his AC becomes 13).

During Combat He tries to flank with Thinbrand or another ally.

Morale Thinbrand fights to unconsciousness.

STATISTICS

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

Base Atk +3; **CMB** +6; **CMD** 16 (20 against Bull Rush or Trip)

Feats Endurance, Skill Focus (craft, armorsmithing), Toughness, Weapon Focus (dwarven waraxe)

Skills Appraise +8, Craft (armorsmithing) +10, Craft

(weaponsmithing) +6, Disable Device +5, Intimidate +7,

Knowledge (geography) +6, Perception +7, Profession (blacksmith) +5

Languages Common, Dwarven, Undercommon

Combat Gear *potion of cure moderate wounds*; **Other Gear**

Masterwork dwarven waraxe, key to the shop, 175 gp, 17 sp, 85 cp.

Personality: Torbard is as short-tempered as his wife, and when the two of them are together, sparks fly. He is a better armorsmith of the two, and he is also responsible for most of the tools the town needs to run. He can be friendly to customers, and he spends most of his spare evenings in The Soldier's Rest Inn and Tavern common room in Thorbold (Area T2) with friends.

Treasure: The door to the blacksmith shop is locked at night (Disable Device check DC 30) and contains any number of normal weapons and armor and 1d3 sets of masterwork chain shirts and 1d3-1 masterwork versions of any metal weapon in the *Pathfinder Core Rulebook*.

Chapter 3: Thorbold

Although the smallest of the hamlets in The Three Points, Thorbold is also the strongest, due in part to Elder Tarlindra's belief in protection above all else. One-third of all the adults in Thorbold serve in the town guard and a twenty-foot stone wall surrounds the town proper. Everyone who wishes to live in the town must serve at least three years in the guard unless they receive special dispensation from Elder Tarlindra. The rest of the townsfolk are sheep and goat herders, farmers, and craftspeople.

Thorboldians believe Harmony is full of idlers and Stone's Throw people are greedy, and the town has stricter laws and regulations than either of the other hamlets. The following laws exist only in Thorbold, and not in the other hamlets: All persons of majority age must wear a visible weapon or a spell component pouch; public drunkenness is not tolerated and results in a fine of 25 gp per infraction or ten days in jail; all persons must demonstrate a capability with their weapon or spells if asked by either Elder Tarlindra or the town guard. Because of the town's emphasis on combat ability, almost every adult is a War1 in addition to one other class.

Several citizens of Thorbold have small jobs the PCs can complete for extra money and experience points, if the DM wishes to offer them. Unlike Harmony and Stone's Throw, Thorbold is so well-protected the chances of the PCs encountering anything in town or in the surrounding forest are almost non-existent. If you wish to include random encounters in the wilderness, use any random encounters from those two towns that fit in Thorbold.

Thorbold (Hamlet): Conventional; AL LG; 100 gp limit; Assets 985 gp; Population 197; Mixed (human 78%, halfling 12%, half-elf 3%, elf 2%, gnome 2%, dwarf 2%, half-orc 1%).

Authority Figures: Elder Tarlindra, Female Human Ftr3.

Important Characters: Basaphe Surin, Female Human Ftr1 (innkeeper); Heskavillas, Male Human Adp3 (head of the healing house); Thoyana, Female Elf Wiz3 (Thoyana's Potions).

Others: War2 [x30] (town guards); Exp1-3 [x10]; Adp1 [x8]; Wiz1 [x3]; the rest are War1/Exp1 (adults) or Com1 (children).

Specific Locations In Thorbold

Ti. Jail

The jail is a long, squat stone building with an iron door that can be barred from the inside. The building has sixteen cells capable of holding up to fifty prisoners. Most of those in the cells are people unable to pay their public intoxication fines.

The armory is located behind a locked (Disable Device check DC 25) door at the back of Tarlindra's office, and a walled-off sparring yard and separate barracks for the single guards are located behind the main building. Twenty guards are on duty at a time. Ten walk the wall surrounding the town, while the rest patrol the outskirts of the city or inside the town.

Elder Tarlindra is the only elder in the Three Points who was not appointed to the position by Baron Senris Kynathan, the liege of the hamlets. When the previous elder died five years ago Tarlindra stepped in temporarily. Since Baron Kynathan has not yet sent a new elder, Tarlindra continues in both positions. Tarlindra sleeps in a cot in her office and keeps her gear in the armory. She has a small cottage

inside town, but her son and his family live there.

ELDER TARLINDRA

CR 3

XP 800

Female human fighter 3

LE Medium human

Init -1; **Senses** Perception +4

DEFENSE

AC 18, touch 9, flat-footed 19 (+7 armor, -1 Dex, +2 shield)

hp 29 (3 HD; 3d10+9)

Fort +5; **Ref** +0, **Will** +2; +1 against Fear

Defensive Abilities bravery +1

OFFENSE

Speed 20 ft. (30 ft. base)

Melee mwk longsword +7 (1d8+2/19-20)

Melee warhammer +5 (1d8+2/x3)

TACTICS

Before Combat Tarlindra first takes her *potion of enlarge person* before charging into combat with her longsword.

During Combat If she is in a civilized area, she also calls out for assistance. 1d4 guards arrive every two rounds, until ten guards have entered combat. She chooses the least armored person to attack first, concentrating all her attacks on him.

Morale Tarlindra yeilds when reduced to 25% of her hit points.

STATISTICS

Str 15, **Dex** 8, **Con** 14, **Int** 10, **Wis** 13, **Cha** 12

Base Atk +3; **CMB** +5; **CMD** 14

Feats Cleave, Dazzling Display, Power Attack, Step Up, Weapon Focus (longsword)

Skills Handle Animal +6, Intimidate +6, Perception +4, Ride +5

Languages Common

SQ armor training 1

Combat Gear *potion of enlarge person*; **Other Gear** Half-plate, heavy steel shield, masterwork longsword, warhammer, 74 gp, 241 sp, 32 cp.

Personality: Tarlindra is a no-nonsense sort who hides her lust for power well. Despite that, she is extremely competent at her job, and the people feel she makes a better town elder than anyone in recent memory. She believes in the value of laws, at least so far as it benefits her, and the one way to truly make her angry is to flaunt a law in front of her. Some people even jokingly suggest she killed the previous elder when he spit on the ground outside her house. A few others suggest the same, but not in such a joking manner. The latter gossipers are correct, except Tarlindra didn't kill the elder because of some minor infraction but rather because it was his position of power she wanted. She intends to take control of all of the Three Points eventually.

TOWN GUARDS (30)

CR 1

XP 400

Male and Female human warrior 2

LN Medium humans

Init +2; **Senses** Perception +2

DEFENSE

AC 17, touch 12, flat-footed 16 (+4 armor, +2 Dex, +2 shield)

hp 18 (2 HD; 2d10+2)

Fort +4, **Ref** +2, **Will** +1



OFFENSE

Speed 30 ft.
Melee longsword +4 (1d8+2/19-20)
Ranged longbow +4 (1d8/x3)

TACTICS

Before Combat The Thorbold guards specialize in attacking with both weapons and shields and only rarely use their longbows.
During Combat In the first round, they yell for backup and attack with their spiked shields before drawing their longswords. After that they attack with both longsword and shield, using flanking to its best advantage.
Morale The guards fight until reduced to 25% of their hit points, then attempt to flee.

STATISTICS

Str 14, **Dex** 14, **Con** 13, **Int** 10, **Wis** 8, **Cha** 12
Base Atk +2; **CMB** +4; **CMD** 16
Feats Improved Shield Bash, Two Weapon Fighting
Skills Climb +5, Perception +2
Languages Common
Gear Chain shirt, light steel spiked shield, longsword, composite longbow (Str +2), 20 arrows, 1d6 gp, 2d6 sp, 3d4 cp.
Personality: Since everyone who lives in Thorbold is required to serve in the guard, all personality types are found here. Some resent the requirement while others are happy and eager to serve. Knowing the power they wield, many of the guards are bullies, especially with out-of-towners.
Treasure: A safe set into the floor of Tarlindra’s office and hidden by her desk (DC 18 Search check) contains the town’s taxes during tax time, which is held the first week of the official start of summer. A successful DC 30 Disable Device check opens the safe and reveals 181 gp, 487 sp, and 1,587 cp. Baron Kynathan’s tax man arrives 2d4 days after the taxes have been collected and takes the contents of the safe.

The armory is locked (Disable Device check DC 20) and contains 10 chain shirts, 15 light steel spiked shields, 15 longswords, 3 composite longbows (Str +2), 450 arrows, 5 vials of holy water, 10 *potions of cure light wounds*, flint and steel, 75 torches, 15 hooded lanterns, 10 pints of lantern oil, 6 pairs of manacles and 6 very simple locks and keys. These supplies are in addition to any the guards are carrying when they are on duty.

T2. The Soldier’s Rest Inn and Tavern

The Soldier’s Rest Inn and Tavern is a three-story stone building. The first floor has the dining room, kitchen, and owner Basaphe Surin’s quarters. The second floor is a single large room filled with bunk beds. Thirty people can sleep in the barracks-style sleeping quarters. The third floor contains three separate, luxuriously-appointed private rooms. No one in the Three Points, let alone Thorbold known why Basaphe has such a large inn for such a small town, and it’s rare for even a quarter of the bunks to be occupied, and the more expensive rooms are only used when Baron Kynathan’s people arrive in town. Basaphe herself never says why she had such a large building constructed.

Because of Thorbold’s strict laws on public intoxication, Basaphe never allows someone to purchase more than two or three drinks, and if they appear to be too drunk she forces them to sleep in her inn, at their expense. Even though most of the clientele is sober, the dining room is a raucous place, with loud music and the occasional brawl, which she can usually break up with a quick swipe of her club. If things get too rough, Basaphe needs only to step outside and call out and within seconds 1d4 town guards (see Area T1) are on their way.

BASAPHE SURIN
XP 400
 Female human fighter 3
 NG Medium human
Init +4; **Senses** Perception +5

CR 1

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DEFENSE

AC 10, touch 10, flat-footed 10
hp 14 (1 HD; 1d10+4)
Fort +3; Ref +0, Will +1

OFFENSE

Speed 30 ft.
Melee club +3 (1d6+2)

TACTICS

During Combat In civilized areas, Basaphe first tries to call out to the town guard. If that is not an option, or she has already done so, she grabs her club and moves into melee, attacking the first enemy she sees.

Morale Basaphe fights until reduced to 25% of her hit points, then surrenders.

STATISTICS

Str 15, Dex 10, Con 13, Int 8, Wis 12, Cha 14
Base Atk +1; CMB +3; CMD 13
Feats Improved Initiative, Skill Focus (perception), Toughness
Skills Perception +5
Languages Common
Combat Gear *potion of cure light wounds*; Other Gear Club, 26 gp, 3 sp.

Personality: Although Basaphe, like all Thorboldians, served some time in the town guard, she also spent a brief time adventuring before she found she had no taste for the dangers and depravities. She learned to keep a sharp eye out, and people often comment that she seems to have almost elf-like senses. She enjoys living in Thorbold; however, she wishes some of the rules such as the drinking laws were relaxed.

Quest (EL 1): Basaphe has a cottage near the river she inherited from her grandmother. She wants to clean it up and sell it, but she discovered a swarm of spiders have taken over the house. She is willing to pay the PCs 50 gp if they destroy the spiders without destroying the house. The house is a single twenty-foot square room with only a small amount of furniture. A spider swarm has taken over the inside of the house and covers nearly every available surface.

SPIDER SWARM

XP 400
hp 9; (*Pathfinder RPG Bestiary* 258)

CR 1

T3. Blacksmith Shop

This brick building stands on the edge of town, smoke billowing from the forge. A pair of double doors stand open during daylight hours.

Dethra, the dwarf who runs Thorbold's blacksmith shop, only makes weapons and armor and refuses to make mundane tools and objects. In fact, she's likely to become insulted and violent if she's even asked. The door to the shop is locked after dusk (Disable Device check DC 30).

DETHRA

XP 400
Female dwarf expert 2
N Medium humanoid (dwarf)
Init +0; Senses darkvision 60 ft., stonecunning; Perception +6

CR 1

DEFENSE

AC 10, touch 10, flat-footed 10
hp 20 (2 HD; 2d8+6)
Fort +4, Ref +1, Will -1

Defensive Abilities defensive training, hardy

OFFENSE

Speed 20 ft.
Melee hammer +3 (1d6+2)

Special Attacks

dwarven hatred

TACTICS

Before Combat Dethra is loud but mostly harmless. She will not initiate hostilities other than verbally.

During Combat If roused to combat, Dethra will attempt to alert any guards in the area, and take the fight outside.

Morale Dethra fights until reduced to 25% of her hit points.

STATISTICS

Str 14, Dex 10, Con 17, Int 13, Wis 12, Cha 6
Base Atk +1; CMB +3; CMD 13
Feats Skill Focus (craft, weaponsmith)
Skills Appraise +6, Craft (armorsmith) +6, Craft (weaponsmith) +9, Intimidate +3, Knowledge (local) +6, Perception +6, Profession (blacksmith) +6

Languages Common, dwarven, gnome

Gear Blacksmith's hammer, key to the shop, 83 gp, 120 sp, 42 cp.
Personality: Dethra believes she is the best weapon and armorsmith in the Three Points, and she's willing to argue the point loudly and vociferously if anyone dares to disagree. Most people find it easier to only associate with her when they need to conduct business, but her closest friend is Heskavillas, the pacifist adept who runs the healing house. The two are often seen laughing and joking together in The Soldier's Rest Inn and Tavern.

Treasure: Dethra keeps a large collection of chain shirts, light steel spiked shields, and longswords available for sale. She usually has 2d10 of any of the items available at any one time. She also keeps 1d4 masterwork versions of the armor and shields, and she can make masterwork versions of any metal armor or weapons if given sufficient time. Dethra's personal mark, a black outline of a dagger, is prominently carved onto all her merchandise.

T4. Thoyana's Potions

This small building smells strongly of herbs and spices. The front room is only ten-foot by ten-foot, with only half of that available for customers. Behind the counter are shelves holding jars, boxes and other containers of herbs and spices.

Thoyana's primary customers are the healing house (Area T7) and the town guard (Area T1) since most of the townspeople can't afford even the cheapest potions. Thoyana also provides a supply of alchemical items, including a special healing brew of her own invention that speeds healing while the person sleeps. Most townsfolk keep a box of her healing brew around.

Thoyana's Healing Brew: If a character spends 10 minutes brewing Thoyana's Healing Brew in water and then drinks it, she can heal an additional 2 hp while she sleeps. Only a single dose of Thoyana's Brew can be used in one twenty-four hour period. Thoyana's Healing Brew requires a DC 25 Craft (alchemy) check to create, and the necessary materials can be found with a DC 20 Knowledge (nature) check. 10 gp.

THOYANA

XP 800
Female elf transmuter 3
LG Medium humanoid
Init +2; Senses low-light vision; Perception +11

CR 3

DEFENSES

AC 12, touch 12, flat-footed 10 (+2 Dex)
hp 12 (3 HD; 3d6)
Fort +1, Ref +3, Will +4; +2 against enchantment
Immune sleep

OFFENSE

Speed 30 ft.
Melee dagger +0 (1d4/19-20)
Special Attacks telekinetic fist (ranged touch +3, 1d4+1, 5/day)
Spells Known (CL 3rd; concentration +5)
2nd—*blur*, *expeditious retreat*, *invisibility*

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1st—*comprehend languages, endure elements, fox's cunning, mage armor*

0 (at will)—*detect magic, mage hand, open/close, read magic*

Opposition schools evocation, necromancy

TACTICS

During Combat Thoyana does not know any combat spells, so she first casts *invisibility* followed by *mage armor* before she tries to escape.

Morale Thoyana flees immediately.

STATISTICS

Str 8, **Dex** 15, **Con** 11, **Int** 15, **Wis** 14, **Cha** 10

Base Atk +1; **CMB** +0; **CMD** 12

Feats Brew Potion, Scribe Scroll^b, Skill Focus (craft)

Skills Craft (alchemy) +12, Knowledge (nature) +9, Perception +11, Spellcraft +9

Languages Common, elven

SQ arcane bond (spellbook), physical enhancement (Dex +1, included above)

Combat Gear *potion of invisibility, potion of shield*; **Other Gear** Dagger, 30 gp. *spellbook* (contains: 1st—*comprehend languages, endure elements, expeditious retreat, mage armor, shield, shocking grasp*; 2nd—*arcane lock, blur, continual flame, fox's cunning, invisibility*)

Personality: Many Thorboldians are intimidated by the elf, whose dark green eyes seem to look into a person's soul, or so say the locals who have never tried to get to know her. Most of the humans think she's older than she appears since she's lived in Thorbold for as long as they can remember, and some even wonder if she's immortal, but in truth she was born shortly after the town's inception. She keeps to herself, saying little when she's around customers, and she rarely shows up to public events.

Treasure: Thoyana keeps her valuable items behind a locked and *arcane locked* door at the back of her shop. A successful DC 30 Disable Device check bypasses the normal lock, and a DC 33 Break check is required to smash through the strong wooden door. Inside the room, two lanterns with *continual flame* cast inside them provide soft light. Rows of shelves hold potions, expensive herbs, magical scrolls, and materials to scribe scrolls. PCs can find 1d6 *potions of comprehend languages*, 1d6 *potions of endure elements*, 1d4 *potions of shield*, 1d3 *potions of blur*, and 1d3 *potions of invisibility*. Characters can also find Thoyana's spellbook, 10 sunrods, 1d4 scrolls of each spell in her spellbook, 300 gp worth of scroll scribing materials, 3d4 doses of her healing brew and 50 gp worth of expensive herbs.

Quest (EL 3): Thoyana has found some fungi she thinks might improve her healing brew, but she's finding it difficult to reach because a nest of rats are protecting the area. She offers the PCs a *potion of invisibility* if they gather the fungi for her. The area in question is an old cemetery across the river, about two hours away on foot. The fungi is in a ten-foot square crypt, but the rats have taken over the crypt and guard their food source and their young protectively. The PCs can collect the fungi in one hour once the rats have been killed. Unbeknownst to Thoyana, the rats have been driven insane by something they have eaten in the cemetery, and form into two swarms when approached.

RAT SWARMS (2)

XP 600

hp 16; (*Pathfinder RPG Bestiary* 232)

CR 2

T5. General Goods

Gabar Murrin runs the general goods store, a place to buy dry goods, tools, and sundry other items. Gabar also supplies the town's metal goods since Dethra, Thorbold's smith (Area T3), refuses to make anything but armor and weapons.

GABAR MURRIN

XP 400

Male human expert 1, warrior 1

CR 1

NG Medium human

Init +2; **Senses** Perception +3

DEFENSE

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

hp 14 (2 HD; 1d8+1d10+4)

Fort +4, **Ref** +2, **Will** +1

OFFENSE

Speed 30 ft.

Melee club +2 (1d6+1)

TACTICS

During Combat Gabar tries to position himself to gain the most benefit from his Combat Reflexes feat, and he'll happily stand between the enemy and any spellcasters he is aligned with.

Morale Gabar fights until reduced to 25% of his hit points, then attempts to flee.

STATISTICS

Str 12, **Dex** 15, **Con** 14, **Int** 13, **Wis** 8, **Cha** 10

Base Atk +1; **CMB** +2; **CMD** 14

Feats Combat Reflexes, Skill Focus (profession)

Skills Climb +5, Diplomacy +4, Knowledge (local) +5, Knowledge (geography) +5, Knowledge (nature) +5, Perception +3, Profession (shopkeeper) +6, Ride +6, Sense Motive +3, Swim +5

Languages Common, halfling

Combat Gear *potion of cure light wounds*; **Other Gear** Chain shirt, club, sunrods [x4], gold link necklace (35 gp), 31 gp, 63 sp.

Personality: Gabar tends toward caution in everything he does. The children of Thorbold call him Gabar Chain Shirt, because he never goes anywhere without his chain shirt on, even though he is no longer a member of the town guard and rarely leaves town. Gabar considers himself sensible, and he ignores the teasing.

Quest (EL 4): Gabar usually travels alone to Harmony and Stone's Throw to pick up his metal goods, but he was attacked by bandits near Stone's Throw the last time he did so, and he doesn't want to go alone. He will pay the PCs 100 gp if they escort him to the two towns to pick up his goods (Area H1 and Area S6). Although the Thorbold patrols mean the characters are safe from any encounters near that town, bandits attack them once they've collected the goods and head back to Thorbold. The bandits include two members of the Three Points Thieves' Guild under orders from their guild master, Yulbi. *Note:* Even with Gabar's help, this quest has the potential to kill low-level parties.

THREE POINTS THIEVES GUILD MEMBER (2)

CR 1

XP 400

TACTICS

During Combat The guild members direct the other bandits to help flank the PCs in order to gain the benefits of their sneak attack.

Morale If the PCs have killed half of the group, the guild members attempt to escape. They have light horses saddled in the woods nearby and try to outrun the PCs.

hp 7 each; see Area S3 in Chapter 3 for details.

BANDITS (4)

CR 1/2

XP 200

Male human commoner 1

N Medium human

Init +1; **Senses** Perception +6

DEFENSE

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

hp 10 (1 HD; 1d6+2)

Fort +2, **Ref** +3, **Will** +0

OFFENSE

Speed 30 ft.

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Melee club +3 (1d6+2)

TACTICS

Before Combat The bandits are not particularly brave, but they follow the dictates of the guild members.

During Combat The bandits do their best to aid the guild members and set up flanking opportunities.

Morale If the two guild members die or run off, the bandits surrender. They tell the PCs they had to complete the job in order to gain admittance into the thieves' guild, and that the other two are guild members, but they don't know who the guild master is or where the headquarters are located.

STATISTICS

Str 14, **Dex** 13, **Con** 15, **Int** 8, **Wis** 10, **Cha** 12

Base Atk +0; **CMB** +2; **CMD** 13

Feats Alertness, Lightning Reflexes

Skills Perception +6, Sense Motive +6

Languages Common

Gear Padded armor, club, 1d4 gp, 1d6 sp, 3d6 cp.

T6. Yivvalin's Lights

Yivvalin's Lights smells of beeswax and lamp oil, but the stone building is surprisingly dark and few candles or lanterns illuminate the interior. The woman behind the counter, Yivvalin Schrantas always seems to have a frown for her customers, and she makes no effort to help customers find what they're looking for.

YIVVALIN SCHRANTAS

CR 1

XP 400

Female human expert 2

N Medium human

Init +0; **Senses** Perception +9

DEFENSE

AC 10, touch 10, flat-footed 10

hp 10 (2 HD; 2d8-2)

Fort -1, **Ref** +0, **Will** +5

OFFENSE

Speed 30 ft.

Melee unarmed strike -1 (1d3-2, non-lethal)

TACTICS

During Combat Yivvalin does not put up any kind of struggle.

Morale Yivvalin does not fight, and surrenders immediately.

STATISTICS

Str 7, **Dex** 11, **Con** 9, **Int** 17, **Wis** 15, **Cha** 10

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

Feats Alertness, Skill Focus (craft)

Skills Appraise +8, Bluff +5, Craft (candlemaking) +11, Diplomacy +5, Knowledge (geography) +8, Knowledge (nature) +8, Perception +9, Profession (chandler) +7, Sense Motive +9, Survival +7

Languages Common, dwarven, gnome, halfling

Gear Key to her quarters, hooded lantern, 20 gp, 31 sp.

Personality: Yivvalin has lived most of her sixty years as an angry woman, blaming everyone around her for any problems or troubles she's encountered. She is capable of holding grudges for a long time, and she's unpleasant to almost everyone she meets. No one in Thorbold likes her.

Treasure: Yivvalin has a collection of books by the half-elf Torelain Uzebar in her quarters above the shop, which are locked at all times (Disable Device check DC 20). The entire collection is worth 600 gp. Nelnan (Chapter 3, Area S4) wants one particular book, *A Dungeoneer's Guide To Life Beneath The Ground* (50 gp). Convincing Yivvalin to sell the book requires a successful DC 25 Diplomacy check.

Quest (EL 1): Yivvalin resents the fact that most people in the Three Points prefer Flen Galdril's (Chapter 2, Area H3) candles and

scented oils over hers. Her resentment is such that she is willing to pay 300 gp if the PCs burn Flen's shop to the ground.

If the PCs report her to Tarlindra, Yivvalin denies it, and although the Chandler is not liked in Thorbold, she's never been in trouble with the law before. Without proof, a successful DC 25 Diplomacy check, or a successful Bluff check opposed by Tarlindra's Sense Motive skill (with a +10 modifier to her check) they are not believed.

T7. Healing House

With so many soldiers, Thorbold has need for a lot of healers. Anyone who shows aptitude with magic is taken to the healing house for training rather than assigned to the guard. The adepts always charge for their healing, but they also take a vow to never allow someone to die or continue in great pain if it can be avoided. In addition, the healers vow never to harm another so long as they are in service to the healing house, so they never engage in fighting, even in defense of themselves. The head of the house, Heskavillas, was an adept in a noble house before he disgraced himself and was asked to leave.

HESKAVILLAS

CR 2

XP 600

Male human adept 3

LG Medium human

Init +0; **Senses** Perception +4

DEFENSE

AC 10, touch 10, flat-footed 10

hp 16 (3 HD; 3d6+3)

Fort +2, **Ref** +1, **Will** +5

OFFENSE

Speed 30 ft.

Melee none

Spells Prepared (CL 3rd; concentration +5)

1st—*cure light wounds* x2, *endure elements*

0 (at will)—*light, mending, stabilize*

TACTICS

During Combat Heskavillas does not fight nor defend himself in combat.

Morale Heskavillas will stay with a wounded patient through any combat, but will not fight or defend himself.

STATISTICS

Str 8, **Dex** 10, **Con** 12, **Int** 13, **Wis** 15, **Cha** 14

Base Atk +1; **CMB** +5; **CMD** 15

Feats Endurance, Self-Sufficient, Skill Focus (Heal)

Skills Heal +12, Knowledge (local) +6, Knowledge (nature) +6,

Perception +4, Spellcraft +6, Survival +9

Languages Common, halfling

SQ summon familiar

Combat Gear Healer's kit (8 uses), 2 doses of Thoyana's Healing Brew (Area T4); **Other Gear** key to healing house storage, 30 gp, 24 sp, 13 cp.

Personality: Heskavillas is a pacifist and would not defend himself even if he were attacked. He feels his work in the military-oriented Thorbold is necessary penance for sins he committed as a youth and suffers the regular talk of violence in silence. He is a highly-respected member of Thorbold even as most people do not understand his aversion to violence. Despite that, his closest friend is the dwarven smith, Dethra.

HEALERS

CR 1

XP 400

Male human adept 2

LG Medium human

Init +0; **Senses** Perception +3

DEFENSE

AC 10, touch 10, flat-footed 10

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hp 11 each (2 HD; 2d6+2)

Fort +1, **Ref** +0, **Will** +5

OFFENSE

Speed 30 ft.

Melee none

Spells Prepared (CL 2nd; concentration +5)

1st—*cure light wounds* x2

0 (at will)—*light, mending, stabilize*

TACTICS

During Combat The healers do not fight nor defend themselves in combat.

Morale The healers will stay with a wounded patient through any combat, but will not fight or defend themselves.

STATISTICS

Str 8, **Dex** 10, **Con** 12, **Int** 13, **Wis** 15, **Cha** 14

Base Atk +1; **CMB** +5; **CMD** 15

Feats Self-Sufficient, Skill Focus (Heal)

Skills Heal +11, Knowledge (local) +5, Knowledge (nature) +5,

Perception +3, Spellcraft +5, Survival +8

Languages Common, elven

SQ summon familiar

Gear 3d6 sp, 3d4 cp.

Personality: The healers of Thorbold take a vow when they are accepted into the healing house to avoid harm to others. Any members who engage in any sort of violence, including the consumption of animal flesh, are asked to leave the house. Most of the healers are gentle, quiet types, who wear simple robes and treat their calling almost as a religion.

Treasure: The healing house contains a repository of healing supplies including potions purchased from larger cities. The door to the storage is locked (Disable Device check DC 30) and only Heskavillas holds the key. Inside are 3 healer's kits, 3d4 doses of Thoyana's Healing Brew, 8 *potions of cure light wounds*, 1 *potion of cure moderate wounds*, 1 *potion of comprehend languages*, 2 *potions of sanctuary*, and various healing herbs, salves and bandages worth 100 gp.

Chapter 4:

Brallorn's Amazing Circus Troupe And Travelling Wonders

In many ways, Brallorn's Circus is like a small traveling village. In addition to Brallorn and the sixteen performers, another thirty-seven adults take care of the animals, set up the tents, cook, clean, and act as couriers, guards and heralds when the troupe arrives in town. Twenty children have the run of the camp, engaging in small chores around their parents' tents or practicing for future performances.

Although Brallorn's Circus performs in small towns and villages around the kingdom, their real reason for existing is as a smuggling and fencing operation. They have contacts in many cities and towns, and they are well known in underground circles as a reliable source of transport for goods someone may not want advertised.

Brallorn's current assignment is to deliver a cache of poison, cursed potions, and weapons to an evil temple in a nearby city. He knows that being caught with the illegal goods would mean the death of him and his troupe, so he is careful to never allow anyone into his camp without his supervision.

All personal tents have a radius of ten feet unless otherwise indicated.

Brallorn's Amazing Circus Troupe And Traveling Wonders (Thorp): Conventional; AL LE; Population 74; Mixed (human 83%, halfling 11%, elf 3%, half-elf 2%, gnome 1%).

Authority Figures: Brallorn, Male Human Rog3.

Others: War1 (x5) (guards); Exp1 (x10); the rest are Com1.

G1. The Big Top

The fifty-foot radius circular tent where the performances take place is striped in brilliant green and pink. The peaked ceiling is thirty feet in height, and tightropes, trapeze bars, and various ropes hang from steel beams or catwalks. Walking the tightropes requires a successful DC 15 Acrobatics check; the hanging ropes require DC 15 Climb checks. The two trapeze bars are fifteen feet apart and require a DC 30 Acrobatics check to leap from one bar to the other, but a character who spends three full rounds swinging the trapeze bar to gather speed reduces the DC to 15. A character who swings from bar to bar using his hands must also make a touch attack against AC 10 to grasp the other bar (AC 12 if the other bar is moving). Characters leaping from bar to bar on their feet instead make DC 20 Acrobatics

checks to maintain their footing on the other bar. The three-foot diameter catwalks surround the bars and ropes and can be reached by a narrow ladder on one side of the tent. Climbing the ladder requires a DC 5 Climb check.

Wooden bleachers capable of seating a hundred people surround a center ring sixty feet in diameter. Performances cost 1 sp and last about one hour, and Brallorn holds one performance each day shortly before dusk. Guards stand around the perimeter of the tent during shows to make sure no one sneaks in. Half of the performers can be found practicing their acts in the main tent in the morning; the other half in the afternoon.

G2. Snake Charmer's Tent (EL 2)

Embroidered snakes of every size and color decorate the outside and inside walls of this tent. Inside, cages of snakes surround a simple straw mat and a footlocker, while other cages in the room hold rats and mice.

Rhask keeps his smaller snakes with him, but the larger animals stay in Area G6. Most of these snakes are harmless Tiny and Small constrictors, but he does have one cage with an especially poisonous medium viper snake.

VIPER **CR 1**
XP 400

hp 13; (*Pathfinder RPG Bestiary 255*) Unlike other medium venomous snakes, the Fortitude to save against its poison is a DC 17.

RHASK **CR 2**
XP 600

Male halfling rogue 2
CE Small humanoid (halfling)
Init +3; Senses Perception +4

DEFENSE

AC 16, touch 14, flat-footed 13 (+2 armor, +3 Dex, +1 size)
hp 11 (2 HD; 2d8+2)
Fort +2, Ref +7, Will +0; +2 against fear
Defensive Abilities evasion

OFFENSE

Speed 20 ft.
Melee dagger +0 (1d3-1 plus poison/19-20)
Ranged dagger +5 (1d3-1 plus poison/19-20)
Special Attacks poison (black adder venom), rogue talent (surprise

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attack), sneak attack +1d6

TACTICS

During Combat Rhask spends a move action to release the viper snake in order to distract his opponents while he stands at range and throws daggers at his opponents, hoping to poison them.

Morale He tries to avoid melee if possible, and he surrenders and begs for mercy if he doesn't think he can escape.

STATISTICS

Str 8, **Dex** 17, **Con** 13, **Int** 14, **Wis** 8, **Cha** 12

Base Atk +1; **CMB** -1; **CMD** 12

Feats Animal Affinity, Skill Focus (Handle Animal)

Skills Acrobatics +10, Bluff +6, Climb +5, Craft (poisonmaking) +7, Diplomacy +5, Escape Artist +8, Handle Animal +6, Intimidate +6, Perception +6, Ride +5, Sleight of Hand +8, Stealth +12

Languages Common, elven, gnome, halfling

SQ trapfinding

Combat Gear *potion of neutralize poison*, *potion of cure light wounds*; **Other Gear** Leather armor, masterwork rapier, 5 daggers coated with black adder venom, key to footlocker, 25 gp.

Personality: Rhask was an orphan abandoned on the streets of the city and adopted by a gang of thugs. Raised in a thieves' guild to steal and kill for what he wants, he knows little else, and his fascination with snakes came about when his guildmaster set up snake fights for money and put Rhask in charge of the animals. When Brallorn's circus came through, the ringmaster saw the way the halfling controlled the creatures and asked him if he was interested in joining the circus as a snake charmer. The halfling stole his favorite snakes and joined Brallorn, leaving a very angry guildmaster behind.

Treasure: Opening the footlocker requires a successful DC 20 Disable Device check. Inside is a voluminous costume that allows Rhask to wear armor beneath it to protect him from the potential bites of his poisonous snakes, a pair of heavy leather gloves, day-to-day clothes, and personal effects. PCs can find a bag containing 20 tiny golden pearls (5 gp each), a gold bracelet in the form of a snake biting its tail (15 gp) and a book on the care of different breeds of snakes (5 gp).

In a secret compartment in the lid of Rhask's footlocker (Perception check DC 25) are 1d3 vials of lich dust and 1d3 cursed *potions of cure light wounds*. These potions function as normal, but the character drinking them gains one negative level.

G3. Brallorn's Traveling Museum

A series of three tents near the main tent offers a collection of amazing and frightening wonders of the world. The first tent costs 1 cp to enter and holds a collection of stone statues carved to resemble humans, elves, halflings, and other humanoids. Next to the statues stands a cage containing a stuffed basilisk. Between performances, an actor tells a story that the carvings are people turned to stone by the basilisk and spins a tale about how the circus troupe killed the basilisk and rescued the inhabitants of a village. Although the statues are quite accurate representations of people, they were created by a sculptor and not a basilisk (A DC 15 Perception check detects the irregularities in the sculptures). The stuffed basilisk was purchased, already dead, from a shop specializing in unnatural wonders.

The second tent costs 1 sp to enter. Inside, customers walk a path between two rows of cages holding animated skeletons of various creatures. Each of the skeletons has been directed by their master to perform a single task repeatedly and never deviates from it. The skeletons are the remains of Small and Medium creatures such as humans, elves, goblins and the like, and they repeatedly engage in mundane activities such as stirring an empty pot, dancing in place, playing an instrument or "reading" a book. The undead creatures do nothing but these activities even if attacked, and they cannot be ordered to do anything else by the members of Brallorn's Circus since none of his people can control them.

The third tent costs 3 sp to enter and holds Brallorn's collection

of "magic items." "Guards" (whoever happens to be available) in red livery stand stiffly at attention beside a dozen cages containing a collection of mundane items, some of which have been imbued with spells. Some of the items include a wooden box inside of which has been cast a permanent *ghost sound* of a horde of running rats, a *light* spell cast on a sword decorated with glass gems, and a permanent *dancing lights* spell in the form of glowing spheres cast on a large multi-colored crystal. Other items in the room bear no obvious magical effects and are simply highly polished and decorated objects of no real worth. A performer leads customers through this tent, spinning wild tales about the objects and their origins.

G4. Brallorn's Tent (EL 3)

Of all the personal tents in the camp, this one is the most elaborate. The tent itself is green, purple, and red-stripped. A red pennant at the peak displays an embroidered group of acrobats standing atop each other's shoulders next to a lion and lion tamer. Inside the tent is a narrow bed covered with a quilt in colors matching the tent, a one-person table and stool made of polished oak, and a wooden chest bound in iron. Porcelain dinnerware and silverware for one are set on the table, and a leather-bound journal lies before the dishes, held open with an inkpen.

The journal contains basic notes regarding the running of the circus: profits each night, notes on which towns are friendlier and more profitable than others, salaries, problem employees, and so on. Doodlings in the corners of the pages seem to be random senseless words but are really Brallorn's notes regarding his smuggling operations. A successful DC 25 Linguistics check deduces the general meaning of the notations and uncovers the troupe's latest mission involves transporting a variety of illegal items to enemies of Lord Denar Craldan.

BRALLORN

XP 600

Male human rogue 2

CN Medium human

Init +2; **Senses** Perception +5

CR 2

DEFENSE

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

hp 19 (3 HD; 3d8+2)

Fort +2, **Ref** +5, **Will** +0

Defensive Abilities evasion, trap sense +1

OFFENSE

Speed 30 ft.

Melee rapier +4 (1d6 /18-20)

Ranged hand crossbow +4 (1d4 plus poison/19-20)

Special Attacks poison (blue whinnis), rogue talent (finesse rogue), sneak attack +2d6

TACTICS

Before Combat Brallorn uses his *potion of blink* first before moving into melee range.

During Combat Brallorn uses his Improved Feint ability to draw PCs into a sneak attack whenever possible. If reduced to fewer than half hit points, he takes his *potion of cure light wounds*. He saves his *potion of invisibility* in case he needs to make an escape.

Morale He tries to escape if reduced to 25% of hit points, unless another circus member is in danger, in which case he fights to the death to defend them.

STATISTICS

Str 10, **Dex** 15, **Con** 13, **Int** 14, **Wis** 8, **Cha** 12

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

Feats Combat Expertise, Combat Reflexes, Improved Feint, Weapon Finesse^b

Skills Acrobatics +8, Bluff +7, Diplomacy +7, Disable Device +8, Disguise +7, Escape Artist +8, Intimidate +7, Knowledge (local) +8, Perception +5, Sense Motive +5, Sleight of Hand +8

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Languages Common, elven, halfling

SQ trapfinding

Combat Gear *potion of invisibility, potion of blink, potion of cure light wounds*; **Other Gear** Chain shirt, rapier, hand crossbow, 10 bolts coated with blue whinnis poison, masterwork lockpicks, key to footlocker, 7 pp, 78 gp, 41 sp, 12 cp.

Personality: Brallorn is thirty-five years old, with thinning blonde hair and dark green eyes. He started the circus ten years ago when he noticed a group of acrobats earning a paltry living on a street corner and decided they could do better. No one knows much about him, even his real name, though his friends suspect he has an unsavory past. He is wanted in several towns and cities for forgery, scams, pickpocketing and other crimes that would cost him his hand at best, his life at worst. Because of his secrets, he is tightlipped around people, even his friends. Brallorn considers everyone in his circus to be a family member, and he will not stand by while one of them is being hurt.

Treasure: Brallorn's footlocker is locked (Disable Device check DC 25) and trapped. Anyone attempting to open the footlocker without the key sets off the trap. Inside the footlocker are clothes, costumes decorated with brightly-colored glass beads, a small velvet sack containing 10 diamonds (35 gp each), a masterwork dagger, and two *potions of cure light wounds*.

In a secret compartment in the lid of the footlocker (Perception check DC 25) are 1d4 vials of arsenic, 1d4 vials of blue whinnis, and an *amulet of inescapable location*. The amulet is inscribed on the back with the words, "For Lord Craldan. You've done so much for us. The Senelast Clan."

Unknown to Brallorn, the goods the troupe is smuggling are going to be used to by the Senelast Clan, a clan of dwarves, to overthrow Lord Craldan's barony and claim it for themselves. Lord Craldan owns six diamond mines the Senelast Clan would like for themselves.

POISONED DART TRAP

CR 1

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

Trigger touch; **Reset** none

Effect Atk +10 ranged (1d3 plus blue whinnis)

Blue Whinnis

Type poison, injury; **Save** Fortitude DC 14

Frequency 1/round for 2 rounds

Initial Effect 1 Con damage; **Secondary Effect** unconsciousness for 1d3 hours; **Cure** 1 save

G5. Trapeze Artists' Tents (EL 1)

These four tents are striped in blue and red and face each other in a tight-knit group. Cats lounge near the tent flaps, gazing disinterestedly at anyone who approaches. Fur rugs cover the bare ground inside each tent and a hammock hangs from a pair of hooks near the back. Beneath the hammock is a locked footlocker. Various personal effects lay scattered around the tents.

TRAPEZE ARTISTS (4)

CR 1

XP 400

Male and Female human rogue 1

N Medium human

Init +2; **Senses** Perception +5

DEFENSE

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

hp 7 (1 HD; 1d8+1)

Fort +1, **Ref** +4, **Will** +0

OFFENSE

Speed 30 ft.

Melee rapier +2 (1d6+2 /18-20)

Ranged light crossbow +2 (1d8/19-20)

Special Attacks sneak attack +1d6

TACTICS

Before Combat The Dyne siblings are not willing to fight the

PCs just to protect the smuggled goods in their footlockers. The PCs first enter Arthanna's tent, and she offers to hand the goods over in exchange for leaving them tied up and unharmed. None of the Dynes know what is in the secret compartment or what their intended destination is.

During Combat If the PCs refuse her offer of quarter, she calls for her siblings (which raises the EL of the encounter to 5) before throwing her tanglefoot bag at anyone within twenty feet. The three siblings arrive two rounds later to help their sister

Morale If the PCs kill any of the siblings the others fight to the death to avenge him or her.

STATISTICS

Str 14, **Dex** 15, **Con** 12, **Int** 8, **Wis** 10, **Cha** 13

Base Atk +0; **CMB** +2; **CMD** 14

Feats Acrobatic, Skill Focus (acrobatics)

Skills Acrobatics +12, Climb +7, Perception +5, Perform (dance) +6

Languages Common

SQ trapfinding

Gear Leather armor, rapier, light crossbow, 10 bolts, tanglefoot bag, key to footlocker, 2d6 gp, 3d6 sp.

Personality: The four trapeze artists, Kilas, Arthanna, Dunshar, and Ereena Dyne are siblings who come from a long line of circus performers. Their parents were tightrope walkers who died a few years ago when their ropes broke during a practice session. Among some of the troupe members are whispers the Dyne parents had threatened to go to the authorities when the troupe began smuggling illegal goods. The four siblings claim they don't believe the rumors about their parents, but they avoid the ringmaster whenever they can and speak of little else but their work to non-family members. They are very close and trust each other with their lives.

Treasure: Opening the footlockers requires a successful DC 20 Disable Device check. Inside each footlocker are glass-beaded costumes of various colors, day-to-day clothes, and personal effects. PCs can find a silver-plated comb and mirror set (5 gp), a set of four lacquered teak mugs (10 gp), and a small gold figurine of a trapeze artist hanging from a trapeze bar (25 gp).

In a secret compartment in the lid of each footlocker (Perception check DC 25) are 1d4 vials of arsenic and 1d3 cursed *potions of cure light wounds*. These potions function as normal, but spellcasters lose the ability to cast spells for 2d6 hours.

G6. Animal Area (EL variable)

The noise and smell of this area would be overwhelming if not for the six caretakers working to keep it in check. Thirty heavy horses, twelve oxen, crates of chickens, several dairy cows and a few goats are watched by ten dogs who bark a warning if anyone approaches. Cages for the lion tamer's lions, the snake charmer's larger snakes, and the clowns' trained dogs are positioned away from the general chaos of the domestic animals.

TRAINED GUARD DOGS (10)

CR 1

XP 400

hp 13; (*Pathfinder RPG Bestiary* 87) The dogs know the tricks attack, come, defend, down, guard and stay. Most of these dogs are collies.

CARETAKERS (6)

CR 1

XP 400

Male human expert 2

N Medium human

Init -1; **Senses** Perception +8

DEFENSE

AC 12, touch 9, flat-footed 13 (+3 armor, -1 Dex)

hp 10 (2 HD; 2d8+2)

Fort +1, **Ref** -1, **Will** +0

OFFENSE

Speed 30 ft.



Melee club +3 (1d8+2)

TACTICS

Before Combat The dogs are trained to bark if anyone approaches. If any of the caretakers hear a dog bark, one of them investigates.

During Combat If they find themselves in combat, they call for the dogs. 2d4 dogs and 1 caretaker arrives each round. The caretakers first order the dogs to attack before they enter melee. They make as much noise as possible in order to attract attention and bring more of their allies to their assistance.

Morale The caretakers fight until reduced to 25% of their hit points, then attempt to flee.

STATISTICS

Str 15, Dex 8, Con 13, Int 12, Wis 10, Cha 14

Base Atk +1; CMB +3; CMD 14

Feats Alertness, Skill Focus (handle animal)

Skills Handle Animal +11, Heal +5, Knowledge (nature) +7, Perception +8, Ride +4, Sense Motive +2, Survival +6

Languages Common, elven

Gear Studded leather armor, club, healer's kit (1d4 uses remaining), 1d6 gp, 2d6 sp.

The following animals are contained in cages. The lion cage is locked (Disable Device check DC 20), but the other cages are only barred from the outside.

LIONS (2)

CR 3

XP 800

hp 32; (*Pathfinder RPG Bestiary* 193) The lions know the tricks come, down, fetch, heel, perform and stay. These lions are well-fed and trained, but they are not tame and could attack even if unprovoked.

PERFORMING DOGS (6)

CR 1/3

XP 135

hp 6; (*Pathfinder RPG Bestiary* 193) The performing dogs know the tricks come, down, fetch, heel, perform and stay. These are breeds such as terriers and poodles and only attack if threatened.

VIPERS (3)

CR 1

XP 400

hp 13; (*Pathfinder RPG Bestiary* 193) The snakes are not especially aggressive, and they are well-fed, but they attack if bothered.

BOA CONSTRICTOR

CR 2

XP 600

hp 19; (*Pathfinder RPG Bestiary* 193) The snake is not especially aggressive, and it is well-fed, but it attacks if bothered.

G7. Brallorn's Wondrous Menagerie

This thirty-foot diameter tent is striped in green and white and a man stands in front of the entrance to collect the fees. It costs 5 cp to enter the tent. Inside are an assortment of "freaks," people and animals unusual in some way. Exhibits include Solario, the world's smallest elf; Orran the strong man; Atteskra the tame vampire; Mirlan the unicorn; and Khureg the sword swallower.

Solario is a gaunt halfling disguised as an elf who also speaks fluent Elven. Orran is a commoner with a Strength of 22. Atteskra the tame vampire could be any of the commoners working for the circus, but the same woman serves as the "vampire" during the circus's stay in a town. Mirlan the unicorn is a fine bay mare with a real unicorn horn glued to her forehead. Khureg the sword swallower is a half-orc trained in sword swallowing. A DC 12 Perception check detects any of the disguises used in this tent.

G8. Acrobats' Tents (EL 1)

These four red-striped tents are the same size as the others, but the hammocks inside and the clothes tossed carelessly about indicate their owners are Small creatures. Each tent contains a hammock, a thick feather-filled exercise mat, and a locked footlocker.

ACROBATS (4)
XP 400

CR 1

Male and Female halfling rogue 1
N Small humanoid (halfling)
Init +3; **Senses** Perception +3

DEFENSE

AC 14, touch 14, flat-footed 11 (+3 Dex, +1 size)
hp 7 (1 HD; 1d8+1)
Fort +2, **Ref** +6, **Will** +0; +2 against fear

OFFENSE

Speed 20 ft.
Melee dagger +1 (1d3+1/19-20)
Ranged sling +4 (1d3+1 /19-20)
Special Attacks sneak attack +1d6

TACTICS

During Combat Because fights among the four of them are frequent, any combat in one tent is ignored by the others. They use their *potions of cure light wounds* only on themselves, never on an ally.
Morale They leave any allies to their fate if they feel they should escape.

STATISTICS

Str 12, **Dex** 17, **Con** 12, **Int** 10, **Wis** 8, **Cha** 13
Base Atk +0; **CMB** +0; **CMD** 13
Feats Skill Focus (acrobatics)
Skills Acrobatics +11, Climb +6, Escape Artist +8, Perception +3, Sleight of Hand +7, Stealth+11
Languages Common, halfling
SQ trapfinding
Combat Gear *potion of cure light wounds*; **Other Gear** Dagger, sling, 10 sling bullets, key to footlocker, 2d6 gp.
Personality: The four halflings: Milo, Hovitz, Athana and Veryl, are distant cousins. Although the acrobats work well together, they detest each other and their fights outside their performances are frequent and loud. They respect their craft and the circus too much to allow their hatred to spill over into their performances, however.
Treasure: The footlockers are locked (Disable Device check DC 20). Each contains satin motley costumes, clothes and personal effects. Characters can also collect a bag of six garnets (1d8 gp each), a box of saffron (8 gp), a book of songs by an unknown writer (5 gp), and a sack of 24 gp, 51 sp and 5 cp. In a secret compartment in the lid of each footlocker (Perception check DC 25) are 1d4 vials of oil of taggit and a Medium hand crossbow decorated with symbols of death. The crossbow is worth 125 gp.

G9. Musicians' Tents (EL 1 or 5)

These four tents are each painted a single brilliant color and face inward to create a private campsite. A campfire in the center of the four tents has recently been lit and the wooden stools tossed carelessly beside the pit are shiny from use. Inside each tent is a hammock, a footlocker and a portable desk.

MUSICIANS (4)
XP 400

CR 1

Male and Female human bard 1
CG Medium human
Init +1; **Senses** Perception +6

DEFENSE

AC 14, touch 11, flat-footed 13 (+3 armor, +1 Dex)
hp 7 (1 HD; 1d8+1)
Fort +1, **Ref** +3, **Will** +1

OFFENSE

Speed 30 ft.
Melee longsword +0 (1d8/19-20)
Spells Known (CL1st; concentration +3)
1st (2/day)—*cause fear* (DC 13), *ventriloquism*
0 (at will)—*dancing lights*, *mending*, *open/close*, *prestidigitation*

TACTICS

Before Combat The musicians know their fighting abilities are limited compared to some of their peers, so they first try to negotiate a truce. If the PCs leave them alone, they will neither fight nor call for help, and they agree to be tied up. They ask only that the PCs leave them their instruments but do not otherwise fight for their possessions.

During Combat If fighting is inevitable, one of the musicians uses her bardic music to inspire courage for her allies while the others attack. They assist each other and their allies whenever possible.

Morale The musicians flee when reduced to 50% of their hit points, but they won't leave their companions behind unless the cause seems lost.

STATISTICS

Str 10, **Dex** 13, **Con** 12, **Int** 14, **Wis** 8, **Cha** 15
Base Atk +0; **CMB** +0; **CMD** 11
Feats Skill Focus (bluff), Skill Focus (perform)
Skills Bluff +9, Diplomacy +6, Knowledge (local) +7, Linguistics +6, Perception +3, Perform (various) +9, Sense Motive +3, Sleight of Hand +5, Use Magic Device +6
Languages Common, dwarven, draconic, elven, gnome, halfling, orc
SQ bardic performance (6 rounds/day, countersong, distraction, fascinate DC 13, inspire courage +1)
Gear Studded leather armor, longsword, masterwork musical instrument (harp, lute, recorder or shawm), 2d6 gp, 3d6 sp
Personality: The four musicians who own these tents are as different from each other as night and day. Carobos is tall and slim, dark of skin and hair, and always quick with a smile or a jest. Terdoon's robust form frequently bursts the seams of his costumes, much to the annoyance of the troupe's tailors, but his quick wit and sharp japes makes him a favorite in any group. Evara is small and quick, with graying hair and watery blue eyes, who seems to meld into the background. Nilyn wears her blonde hair short and speaks in clipped sentences, never seeming to have much time for anything. Although not best of friends, they get along well, and they can often be found enjoying a tune around the campfire in the evenings.

Treasure: The portable writing desks are worth 10 gp, and a compartment inside the desks holds sheets of parchment, inks, and inkpens. Some of the parchment sheets contain partially written songs. The footlockers are locked (Disable Device check DC 20), and each contains several simple but brilliantly-colored costumes, clothes, musical instruments and personal effects. Characters can collect a drum, a flute, a bag of twelve gold nuggets (1d6 gp each), a book of love poems, and a sack holding 13 gp, 25 sp and 76 cp. In a secret compartment in the lid of each footlocker (Perception check DC 25) are 1d4 vials of arsenic and 1d3 cursed *potions of cure light wounds*. These potions function as normal, but spellcasters lose the ability to cast spells for 2d6 hours.

G10. Lion Tamer's Tent (EL 1)

This blue- and white-striped tent has no other decorations adorning it. A straw mat and a pile of wool blankets lie just inside the door, and a battered footlocker serves as a table for the tent's occupant. A wooden mug and plate, crusty with the remains of a prior meal, rest

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on the footlocker next to a thick book. The book's title suggests it discusses the ecology of lions and other great cats.

BORGAN THE FEARLESS

CR 1

XP 400

Male dwarf fighter 1

NE Medium humanoid (dwarf)

Init +1; **Senses** darkvision 60 ft., stonecunning; **Perception** -1

DEFENSE

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

hp 12 (1 HD; 1d10+2)

Fort +4, **Ref** +1, **Will** -1

Defensive Abilities defensive training, hardy

OFFENSE

Speed 20 ft.

Melee spiked chain +3 (2d4+3)

Special Attacks hatred

TACTICS

During Combat Borgan moves into range to use his spiked chain in the first round of combat.

Morale If reduced to fewer than half hit points, he takes his *potion of cure light wounds* before continuing to fight. He fights to the death.

STATISTICS

Str 15, **Dex** 13, **Con** 14, **Int** 10, **Wis** 8, **Cha** 12

Base Atk +1; **CMB** +3; **CMD** 14 (18 against bull rush or trip)

Feats Exotic Weapon Proficiency (spiked chain), Skill Focus (handle animal)

Skills Handle Animal +8, Intimidate +5, Perception -1

Languages Common, dwarf

Combat Gear *potion of cure light wounds*; **Other Gear** Studded leather armor, spiked chain, whip, keys to footlocker and lion cage, 18 gp, 32 sp, 9 cp.

Personality: Borgan the Fearless is known among the circus members as much for his exotic "embellished" stories as for his skill with animals. He is oftentimes cruel, though never to his lions or other animals, and he angers easily if things do not go his way. He considers his two lions, Tongar and Volfar, like children to him, and he's willing to do anything to protect them.

Treasure: Borgan's footlocker is locked (Disable Device check DC 20). Inside is a loosely-fitted costume of dark green that hides his armor, several sets of clothes, personal effects and a package of dried horsemeat. Characters can also collect a large uncut yellow crystal (26 gp), and a bottle of fine whiskey (5 gp).

In a secret compartment in the lid of the footlocker (Perception check DC 25) are 3 hand crossbows and 10 bolts coated with greenblood oil.

G11. General Living Quarters (EL 3)

Striped tents of every possible color and painted covered wagons serve as the living areas for the non-performing members of the circus. During the day, people can be seen mending garments, cooking food, and working at sundry other chores necessary for the care of a mobile village. Children, dogs and cats run about underfoot or work at chores. In the evenings small groups and families gather around campfires to enjoy meals, storytelling, singing and music. Almost everyone in the circus can be found here at mealtime.

The fifteen tents in this area each holds a single family. The wagons contain supplies of food and stores of ropes, nails, and various other supplies. Anything under the "Adventuring Gear" table in the *Pathfinder Core Rulebook* with a value of less than 5 gp is available in quantities of 1d10 items. In addition, each tent contains clothes, wooden dishes, and other personal effects in an unlocked footlocker

inscribed with the owner's names.

It is from one of these tents the goblinoids erupted to make their attack on the circus. Inside this tent are the remains of a dead commoner, one of the circus troupe's carpenters. He lived alone, having recently lost his wife and child in childbirth. In addition to the body, a five-foot wide hole in the middle of the room sets this tent apart from the others. The opening descends twenty feet at a gradual slope before opening up to a roughly-carved tunnel just five feet in height. A PC who makes a successful DC 12 Survival check notices that several creatures climbed out of the hole recently. See Chapter 6 for more information on the hole and the tunnel to the goblinoids' dungeon.

The commoners do not fight unless their families are in danger, and even then they try to escape if possible. The troupe's five guards share these living quarters and fight only if the PCs try to harm anyone or try to steal from the tents.

COMMON VILLAGERS (12)

CR 1/2

XP 200

Male and Female human commoner 1

TACTICS

Before Combat The common villagers are non-combative and seek only to flee danger.

hp 4 each

CIRCUS GUARDS (5)

CR 1/2

XP 200

Male human warrior 1

N Medium humans

Init +1; **Senses** Perception +4

DEFENSE

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

hp 8 each (1 HD; 1d10+2)

Fort +4, **Ref** +1, **Will** -1

OFFENSE

Speed 30 ft.

Melee shortsword +3 (1d6+2/19-20)

TACTICS

Before Combat The guard first calls for the others before moving into melee. The remaining guards arrive in 1d4 rounds.

During Combat The circus guards are not well trained, but will attempt to flank PCs if they can.

Morale The guards fight to the death if the PCs appear willing to attack the commoners.

STATISTICS

Str 15, **Dex** 13, **Con** 14, **Int** 10, **Wis** 8, **Cha** 12

Base Atk +1; **CMB** +3; **CMD** 14

Feats Alertness, Skill Focus (perception)

Skills Climb +6, Perception +4, Sense Motive +2

Languages Common

Gear Leather armor, short sword, 1d6 gp.

Treasure: PCs can collect 1d6 gp, 2d4 sp, and 2d6 cp from each of the fifteen footlockers.

G12. Clowns' Tents (EL 1 or 3)

These tents are decorated with motley patches in every color of the rainbow. The hammocks inside each tent are woven of multi-colored ropes, the quilts are red-and-green motley, and even the footlockers are splashed with a dozen different paints. The effect is a riot of color that assaults the eyes. Crates near the walls of the tents contain puppets and marionettes, and balls, hoops, and other toys for their dogs, which stay in Area G6 most of the time.

The two clowns, Hlaskan and Calph, can be found here between performances and practices, usually with several of the circus's

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children gathered around as they perform stories and puppet shows. When the PCs find them, the two are in their individual tents, resting or reading.

CLOWNS (2)

XP 400

Male human rogue 1

N Medium human

Init +2; Senses Perception +4

DEFENSE

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

hp 7 (1 HD; 1d8+1)

Fort +1, Ref +4, Will +0

OFFENSE

Speed 30 ft.

Melee dagger +2 (1d4+2 /18-20)

Ranged dagger +2 (1d4+2/19-20) or tanglefoot bags +2

Special Attacks sneak attack +1d6

TACTICS

During Combat Hlaskan and Calph throw their tanglefoot bags at separate attackers and then throw daggers at anyone caught within them. They work well together, flanking opponents in melee and protecting each other.

Morale Neither man abandons the other, and if the PCs kill one of the men his brother fights to the death.

STATISTICS

Str 14, Dex 15, Con 12, Int 8, Wis 10, Cha 13

Base Atk +0; CMB +2; CMD 14

Feats Skill Focus (disguise), Skill Focus (perform)

Skills Acrobatics +6, Bluff +5, Climb +6, Disable Device +6,

Disguise +8, Escape Artist +6, Perception +4, Perform (comedy) +8

Languages Common

SQ trapfinding

Gear 5 daggers, tanglefoot bag, key to footlocker, 2d6 gp, 3d4 sp

Personality: Hlaskan and Calph are twin brothers who always wanted to be in the circus, but their parents expected them to follow in their father's footsteps and become adjudicators. They ran away from home at the age of fourteen, joining first one circus and then another before they ended up with Brallorn's crew. They have been with this circus for eight years now and are very loyal to their ring master. The two performers often serve as Brallorn's scouts, sneaking into a town in disguise to scope out the town's attitude toward the circus, and learning if anyone has anything they need smuggled out of town.

Treasure: The footlockers are locked (Disable Device check DC 20) and each contains satin motley costumes, clothes, makeup, and personal effects. Observant characters (DC 15 Perception check) notice the trunks contain more costumes, wigs, and makeup than is needed for a circus performance. The characters can collect the equivalent of one disguise kit from each footlocker. Other treasures the PCs can collect include a small painting of a group of children (1 gp), a pair of ivory hoop earrings (3 gp for the pair), and a bag of 6 moss agates (2d6 sp each).

In a secret compartment in the lid of each footlocker (Perception check DC 25) are 1d3 vials of arsenic and 1d4 cursed *potions of cure light wounds*. These potions function as normal, but characters drinking them must make a DC 15 Fortitude save or take 1 point of temporary Strength damage.

Events

Attack At The Circus

After four uneventful days of performances, goblinoids attack the villagers and performers during a show. If the GM wishes to include the PCs at the time of the attack, ten goblins, two hobgoblins, and one ogren leader named Gabaruug rush into the main tent and attack

indiscriminately. Brallorn, all sixteen performers, five circus guards and forty-seven villagers are present at the time of the attack.

If you wish simplify the large-scale combat, set Gabaruug and two goblins against the PCs and roll randomly on the chart below to determine who among the others dies or falls unconscious each round. The goblinoids fight to the death. Brallorn should not die in this combat.

Table 5-1: Attack At The Circus

1d10	Result
1-2	1d4 villagers
3-4	1d3 goblins
5	A circus performer
6	A circus guard
7-8	A hobgoblin
9	no one
10	roll twice, ignoring rolls of 9 or 10

After the attack, the three village leaders meet with Brallorn near the circus to decide what to do. They speak with witnesses who saw the goblinoids come from inside the circus camp, so they decide to send the PCs in to investigate. Brallorn initially refuses, fearing the PCs would find his smuggled goods. He acquiesces only after the elders threaten to send two dozen guards into the camp instead.

If the characters want money for the investigation, the elders promise a reward of 200 gp if they discover from where the goblinoids came and another 300 gp if they eliminate the remaining threat.

COMMON VILLAGERS (1-4)

CR 1/2

XP 200

Male and Female human commoner 1

hp 4 each

GOBLIN WARRIORS (10)

CR 1/3

XP 135

hp 5; (*Pathfinder RPG Bestiary* 156)

HOBGOBLINS (4)

CR 1/2

XP 200

hp 8; (*Pathfinder RPG Bestiary* 175)

CIRCUS PERFORMERS: See individual areas for statistics on the performers.

CIRCUS GUARDS (5)

CR 1/2

XP 200

hp 8 each; See Area G11 for statistics on the guards.

GABARUUNG

CR 2

XP 600

hp 23; see the sidebar on ogrens.

Search For The Attackers (EL 3)

Brallorn first tries to steer the PCs toward areas G1, G3, G6, G7 and G11, since none of those areas have any smuggled goods within their tents. A PC who makes a successful DC 20 Sense Motive check recognizes that the ring master is deliberately trying to prevent them from searching the other areas of the camp. If the PCs insist on investigating those areas, Brallorn shows them to his tent first and attacks as soon as they are alone.

BRALLORN

CR 3

XP 800

hp 19; see Area G4 for details.

Because the camp is usually quite noisy, no one comes to investigate once combat begins. None of the other performers are aware of Brallorn's plans to kill the PCs, but they do know allowing them into their tents increases the likelihood of the characters uncovering their

CHAPTER 4: BRALLORN'S AMAZING CIRCUS TROUPE

OGREN

CR2

XP 600

Ogren fighter 1

NE Medium humanoid (ogre)

Init +0; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

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

hp 25 (3 HD; 2d8+1d10+6)

Fort +5, **Ref** +0, **Will** +0

OFFENSE

Speed 30 ft.

Melee longspear +6 (1d8+3/x3)

Ranged spear +2 (1d8+3/x3)

STATISTICS

Str 16, **Dex** 10, **Con** 14, **Int** 10, **Wis** 10, **Cha** 8

Base Atk +2; **CMB** +5; **CMD** 15

Feats Toughness, Weapon Focus (longspear)

Skills Perception +2, Stealth +4; **Racial**

Modifiers +4 Stealth

Languages Common, Goblin

SQ Ogre blood

SPECIAL ABILITIES

Ogre Blood (Ex) Fifty percent of ogrens have enough ogre blood in their veins to qualify as ogres. Those that qualify are considered ogres for all special abilities and effects.

ECOLOGY

Environment temperate hills or mountains

Organization solitary, pair, gang (3-8), warband (9-16), or tribe (17+ plus 50% noncombatants,

1 sergeant of 3rd level per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th–8th level, 6–12 leopards)

Treasure NPC Gear (longspear, spear, other treasure)

Description: Ogrens are a cross between an ogre and a hobgoblin. More intelligent than ogres and stronger than hobgoblins, they pride themselves on their combat prowess. See *Necromancer Game's The Tome of Horrors II* for more details on the ogren.

smuggled goods. If Brallorn is not with the group when they enter the performers' tents, the PCs are attacked unless noted otherwise in the description.

Down The Goblin Hole

Even if the PCs do not find the entrance to the goblin dungeon on their own, some children playing in the area discover it within a day after the circus leaves and report it to the authorities. The towns' elders send the adventurers to check the hole out and report on the potential dangers.

The five-foot wide opening descends twenty feet at a gradual slope before opening up to a roughly-carved tunnel five feet in height. A PC who makes a successful DC 12 Survival check notices that several creatures climbed out of the hole recently. See Chapter 6 for more information on the hole and the tunnel to the goblinoids' dungeon.

Chapter 5: Broken Hammer Dungeon Level 1

History of the Broken Hammer Dungeon

The Broken Hammer dungeon was the home to a group of svirfneblin who wanted to live “on the surface” but feared the people of the surface world and couldn’t abide the bright light of the sun. Many of these deep gnomes had been cast out from their own clans just as they would cast out a broken hammer. Thus the clan’s name was formed. Because many of the svirfneblin wished to see the surface, they built a three-level dungeon just beneath the earth in order to become acclimated to the conditions above ground, but their deep distrust of surfacers kept them from contacting any others. Three generations of deep gnomes lived and toiled in the earth unknown to those just above them.

One day a group of adventurous halflings stumbled upon this dungeon. They raced back to their village and reported the presences of “evil gnomes” near their home, and the villagers turned to some adventurers to root the “evil-doers” out.

The gnomes had known only peace for centuries and were unprepared for the slaughter the adventurers meted out. Many years after the destruction of the Broken Hammer clan, the halfling village was destroyed in an orc raid. It was a few decades later when the Three Points were created nearby, but by then no memory of the dungeon remained. Small groups of underground-dwelling creatures—orcs, goblins, and such—would stumble upon the east entrance of the dungeon and settle in the lower levels, only to be rooted out by another, larger band some weeks, months, even years later. The largest group yet, consisting of goblins, ogrens, hobgoblins and bugbears now occupies all three levels of the Broken Hammer dungeon, but for surfacers, it stands all but forgotten.

Features of the Broken Hammer Dungeon

The walls between rooms are three feet thick, with hardness 8, 540 hp, and a Break DC of 50. The floors between levels are one hundred and fifty feet thick. Unless otherwise noted, the doors are unlocked good wooden doors with hardness 5, 15 hp, and a Break DC of 18. The floors and ceilings are mortared with hand-carved marble blocks six inches thick, most of which have had some design carved into them, usually in bas relief. The design depends on the carver, but generally depicts some aspect of svirfneblin culture. Many of the bas relief sculptures have been defaced by the more recent inhabitants of the dungeon.

The Broken Hammer gnomes designed their underground home as a small city, with wide streets, shops and houses carved out of the rock. The first level held small shops, some with living quarters. Level two consisted entirely of living quarters, while level three was used for farms and storage. A stone plaque above each door gives the building’s address.

Three separate tribes of goblinoids now live on the different levels.

The tribes do not get along unless someone more powerful than their leaders orders them to fight together, and even then, “accidents” often happen to enemies. Level one holds the Murder Stone tribe, overseen by a pair of creatures: a bugbear fighter named Karhack Mashrock and an ogren fighter named Bham’dral Soulsplash. Level two, the Bone Smashers, is controlled by an ogren rogue named Dogbreath. Level three is controlled by the Gutswine tribe and ruled by Kolumsh, a bugbear sorcerer.

Resting and Retreating From Combat

If the PCs try to escape back through the tunnel four goblins follow, harrowing them the entire route. As Small creatures the goblins are not penalized for fighting in the narrow space.

Once the adventurers have taken out at least half their numbers, the Murder Stone tribe abandons the western half of the level and holes up in only those buildings east of Granite Avenue (Area 5). Six goblin guards are posted at the intersection of Granite Avenue and Diamond Street (Areas 5 and 7 respectively). As soon they spot anyone, one goblin runs to Area 14, another to Area 17, and a third to Area 21. The other three stand and fight.

If the tribe has had to abandon part of their level, the goblins also release the undead in Area 19 and lure them to Area 2 while others work to create a barrier at the intersection of Granite Avenue and Diamond Street. The barrier consists of furniture and bricks from Area 19. If this occurs, the two zombies are killed in the process but one goblin dies at the hands of the wight and rises as one. This raises the encounter to an EL 5. See Area 19 and the *Pathfinder RPG Bestiary*, page 276, for information on the wights.

The barrier is ten feet thick by twenty feet long and enough of the debris can be removed with half an hour of work for a Medium creature to squeeze through. With one hour of work a Medium creature can move through the hole at normal speed. Trying to work more quickly results in a 50% chance the debris falls, causing 2d6 points of damage to anyone within five feet of the barrier, but cuts the time in half.

If Karhack Mashrock and Bham’dral Soulsplash are killed, Trusk declares himself leader of the tribe. If all three are killed, the others surrender or attempt to escape.

If the PCs have not yet engaged them, the Bone Smashers become aware of the situation with the Murder Stone tribe two days after the tribe has been eliminated. They send six goblins and two hobgoblins to scout the area. They plan to move half their numbers to the level, but it takes them an additional five days to organize for the move.

Room Descriptions

General Melee

Once combat breaks out, if the goblins in Area 2 have an opportunity to warn the other inhabitants the PCs stand a chance of finding themselves up against the entire Murder Stone tribe. Use this table to determine what creatures arrive each round. Creatures with darkvision that have joined the combat may not be visible to the PCs if they attack from range.

Table 6–1: Murder Stone Tribe Combat Rounds

1	3 goblins from Area 2 run for help
2	4 goblins from Area 3 arrive, plus 1 goblin from Area 2
3	1 goblin from Area 3 and the giant fire beetles from Area 4
4–5	no one
6	2 goblin experts from Area 6 arrive
7	no one
8	Karhack Mashrock arrives with 1 goblin from Area 2
9	Bham'dral Soulmash arrives with 1 goblin from Area 2
10	The 3 hobgoblins from Area 11, and the 4 goblins from 17 arrive
11	The 2 goblins from Area 8, Trusk from Area 9
12	6 goblins from Area 12 and the 4 goblins from Area 14

1. Entrance

The hole from the Three Points Forest is five feet wide and descends at a gradual slope twenty feet before opening to a roughly-carved tunnel. The tunnel has been recently carved by the goblins and is only high enough for characters under five feet tall to walk upright. A PC who makes a successful DC 12 Survival check notices that several creatures climbed out of the hole recently. Characters travel for one-quarter of a mile before they see the tunnel widen and open into a hallway of carved marble ten feet wide and ten feet high. The tunnel continues for forty feet before opening to a wide road.

2. Limestone Road (EL 1)

The blocks along the walls give the name of this road in the Gnome language. PCs can just make out a faded red line down the center, dark brown arrows pointing east on the northern side of the road and more arrows pointing west on the southern side. Two piles of rotting meat lie just inside the entrance.

The Broken Hammer clan believed in organization and the red line and arrows indicated which direction someone should be traveling on that side of the road.

Currently three goblins stand guard here near the tunnel entrance. The goblins are usually engaged in a dice game and pay little attention to the tunnel. They are considered distracted for any Listen checks, but they immediately notice any light source fifty feet away. The rotting meat is used to attract the giant fire beetles in Area 4 whenever the door leading to their living quarters is opened.

3. 1 Limestone Road (EL 2)

This wide room once served as a shop for leather workers, and scraps of leather and rusty leather-working tools still lie among the detritus. Now the shop is the home of the goblins that serve to guard the tunnel entrance. The room is foul-smelling and covered in piles of straw and refuse.

GOBLIN WARRIORS
XP 135

CR 1/3

TACTICS

Before Combat Four of the goblins rush to enter the battle while a fifth opens the door to Area 4 to release the fire beetles before joining the fight.

During Combat The goblins attempt to flank any enemies.

Morale The goblins fight to the death.

hp 6; (*Pathfinder RPG Bestiary* 156)

Treasure: The goblins hide their personal wealth in the piles of straw that each claims as its own sleeping spot. A DC 15 Perception check of the room turns up 46 sp, 72 cp.

4. Giant Fire Beetle Room (EL 1)

This plain room once served as the sleeping quarters for the apprentice leather workers, but the beds have all been removed. Now three giant fire beetles live here, fed by the goblins and used to help guard the tunnel. The goblins can direct the beetles, usually by tossing food in the direction they need the creatures to go, though the mindless vermin are difficult to control and are nearly as dangerous to them as anyone else.

FIRE BEETLES (3)
XP 135

CR 1/3

TACTICS

Before Combat The fire beetles are kept half-starved by the goblins. The rotting meat near the entrance attracts their attention, so they try to reach it, attacking anyone in the way, including the goblins if they do not allow them by.

During Combat The beetles attack anyone in the way of the food.

Morale The beetles fight to the death.

hp 4; (*Pathfinder RPG Bestiary*)

5. Granite Avenue

This wide street has a faded red line down the middle, and small statues once lined the center of the street, but only remnants remain. Brown painted arrows on the western side of the road point north; those on the eastern side point south.

6. 2 Granite Avenue (EL 3)

A large baker's oven occupies the entire northern wall of this building, and butcher block tables have been shoved against the south wall to make room for straw mats and several roughly-made armor stands. Rusty pots, pans, and utensils still hang from hooks in the ceiling, and the room smells foul. The armor stands hold partially repaired suits of armor, and tools for repairing weapons lay on the tables.

The goblins who share this room are experts in the repair of armor and weapons and as such have a measure of status over the others. They have an arrogant attitude far out of proportion to either their skills or the treatment they receive at the hands of the tougher creatures of the complex.

GOBLIN EXPERTS (2)
XP 400

CR 1

Male goblin expert 3

NE Small humanoid (goblinoid)

Init +7; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 16, touch 14, flat-footed 13 (+2 armor, +3 Dex, +1 size)

hp 10 each (3 HD; 3d8-3)

Fort +0, **Ref** +4, **Will** +5

OFFENSE

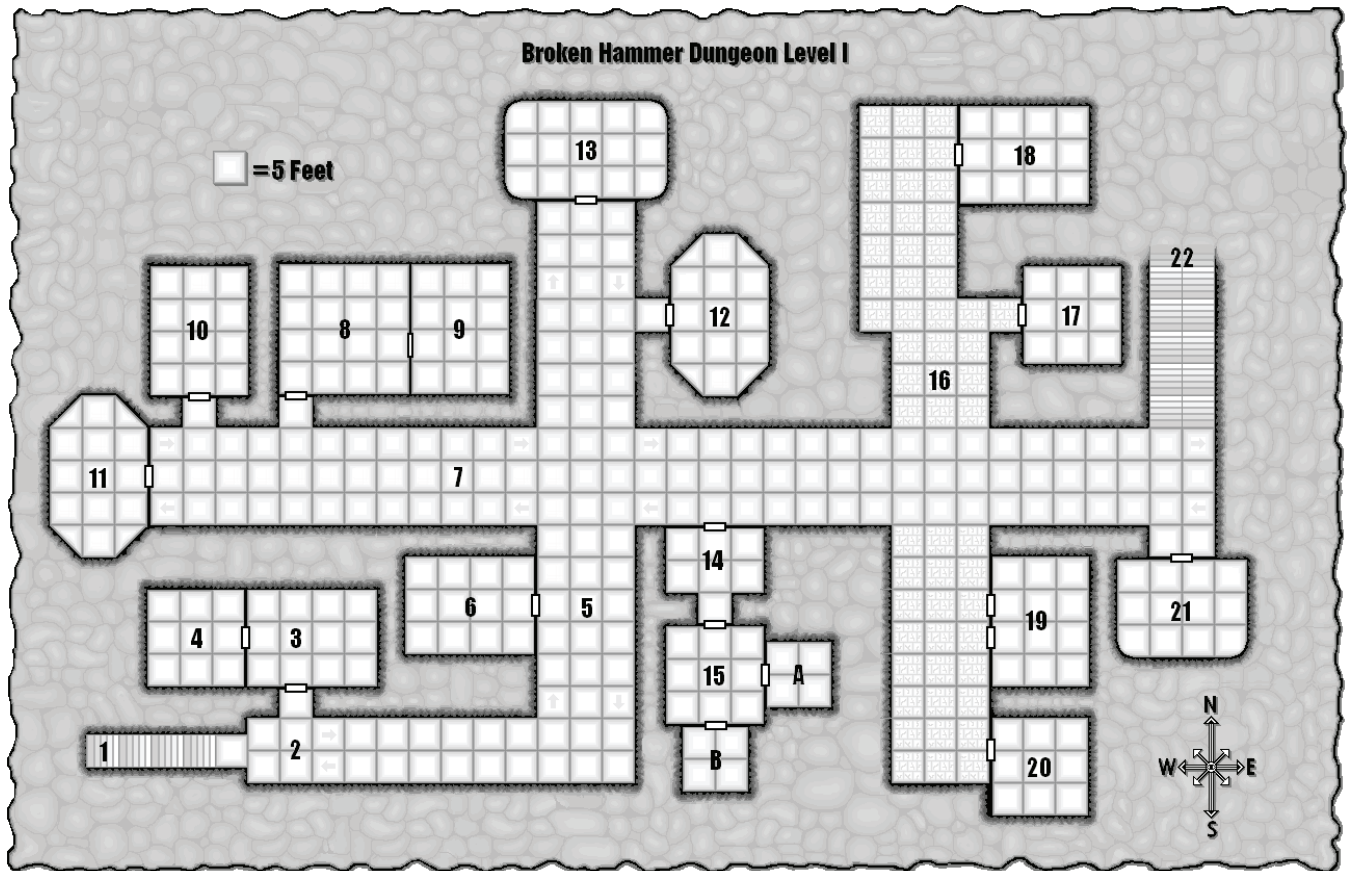
Speed 30 ft.

Melee morningstar +1 (1d6-1)

Ranged javelin +5 (1d4-1)

TACTICS

Before Combat The two goblin smiths firmly believe the other



members of the Murder Stone tribe will go to any lengths to protect them.

During Combat If they are surprised in their room, they yell for help while throwing their javelins. If they join an existing combat, they demand the other goblins guard them and try to stay at the back and throw their javelins. No one pays any attention to the demands these two make on them.

Morale These goblins fight until reduced to 25% of their hit points, then surrender.

STATISTICS

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

Base Atk +2; **CMB** +1; **CMD** 14

Feats Improved Initiative, Skill Focus (perception), Skill Focus (craft, weaponsmith)

Skills Craft (armorsmithing) +7, Craft (weaponsmithing) +10, Knowledge (dungeoneering) +7, Knowledge (nature) +7, Perception +11, Ride +7, Stealth +13, Survival +8; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Common, goblin, orc

Gear Leather armor, morningstar, 3 javelins.

Treasure: The goblins hide their personal wealth within the pots and pans hanging from the ceiling. A DC 15 Search of the room turns up 9 gp, 81 sp, 152 cp.

7. Diamond Street

Diamond Street is the main thoroughfare of the first level of the Broken Hammer dungeon. The red line that runs down the center and separates the two sides of the road is etched with runes that tell a svirfneblin children’s bedtime story if read from west to east. Brown painted arrows on the northern side of the road point east; those on the southern side point west.

8. 2 West Diamond Street (EL 1)

A fireplace dominates the north wall of this former dyer’s shop, and large iron cauldrons stained in a variety of colors rest in the ash. Bits

of broken furniture lie scattered around the room, and stained pieces of cloth hang from a rope stretched across the ceiling. Two goblins, personal guards to the ogren living in Area 9, live in this shop, which reeks of rotting food and fouled straw.

GOBLIN WARRIORS (2)
XP 135

CR 1/3

TACTICS

Before Combat Both goblins try to reach the door to Area 9 to warn Trusk as neither wishes to confront the PCs alone.

During Combat The goblins attempt to flank any enemies. They fight beside the ogren only as long as he is alive and conscious.

Morale If the ogren falls, the goblins either run or surrender. Both are prone to making outrageous statements claiming they were kidnapped and forced into slavery by Trusk.

hp 6; (*Pathfinder RPG Bestiary* 156)

Treasure: The goblins hide a small amount of personal wealth in the straw that each claims as its own sleeping mat. A DC 15 Perception check of the room turns up 18 sp, 32 cp.

9. Trusk’s Chambers (EL 2)

A bed made of marble has been carved from the eastern wall of this room. A parti-colored mattress filled with moldy straw covers the bed, and a dirty blanket has been tossed atop the mattress. Six niches in the north wall serve as cabinets for the inhabitant of the room.

This bedroom is the domain of Trusk, a mean ogren fighter whose temper is only surpassed by his ugliness.

TRUSK
XP 600

CR 2

Ogren fighter 1 (see the *New Monster Appendix*)
NE Medium humanoid (ogre)

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



DEFENSE

AC 15, touch 11, flat-footed 14 (+2 armor, +1 Dex, +2 natural)
hp 28 (3 HD; 2d8+1d10+2)
Fort +5, **Ref** +1, **Will** +2

OFFENSE

Speed 30 ft.
Melee mwk greataxe +8 (1d12+5/19-20)

TACTICS

Before Combat Trusk plans to rule the Murder Stone tribe some day, so he is slow to react if he learns the tribe is under attack in the hopes the leaders will be killed or wounded enough for a successful coup.

During Combat When he does fight, he overruns or bull rushes his opponents first and tries to flank them whenever possible. He uses his Power Attack feat only on unarmored opponents.

Morale Trusk fights to the death.

STATISTICS

Str 21, **Dex** 12, **Con** 14, **Int** 11, **Wis** 14, **Cha** 8
Base Atk +2; **CMB** +7 (+9 to bull rush and overrun); **CMD** 18 (20 against bull rush and overrun)
Feats Improved Bull Rush, Improved Overrun, Power Attack
Skills Intimidate +5, Perception +3, Stealth +6; **Racial Modifiers** +4 Stealth
Languages Common, Goblin
SQ Ogre blood

Combat Gear *potion of cure moderate wounds*; **Other Gear**

Leather armor, masterwork greataxe, 134 gp, 32 sp, 51 cp.
Personality: Trusk is a heavily-muscled, short-tempered ogren with a light brown hide and green eyes. He wears bone jewelry in his ears, nose, and lips, and his face is scarred by deep cuts he inflicted on himself as a child. He spends most of his free time plotting how to take over the Murder Stone tribe.

Treasure: Trusk has the largest collection of treasures next to those

of the two tribe leaders. He keeps everything in the niches on the north wall. PCs can find a *bag of tricks (gray)*, a pewter plate (20 gp), 5 faded and worn books on various subjects (1d6 gp each), a collection of 6 gold-plated inkpens (1d10 gp each), and a dozen knick-knacks of no discernable value.

10. 4 West Diamond Street

The floor of this glazier’s shop is covered with tiny shards of glass. Tools for glass-blowing and glazing are lined up on pegs along the walls, but any valuable glass objects have either been destroyed or taken.

Anyone attempting to walk through this room risks getting cut. Each five-foot section of floor is treated as if caltrops cover the area, except the base attack bonus increases to +2 and the armor bonus for wearing footwear increases to +4.

Treasure: PCs can collect 3 masterwork artisan’s tools for glass-working. The other tools have long since rusted.

11. 5 West Diamond Street (EL 2)

Scraps of leather, partially-finished shoes and sewing supplies line shelves of this shoemaker’s shop, but the air reeks of the hobgoblins who make their home here. A wooden fighting dummy in the center of the room is covered in deep gouges and cuts.

HOBGOBLINS (3)
XP 200

CR 1/2

TACTICS

Before Combat As soon as they hear fighting, these three join the battle.

During Combat They are fervent followers of the bugbear, Karhack Mashrock, and believe he should be the sole leader of the Murder Stone tribe. They are more than happy to turn on Bham’dral Soulsmash, the other leader, but they won’t do so without Karhack’s

CHAPTER 5: BROKEN HAMMER DUNGEON LEVEL 1

approval.

Morale The hobgoblins fight to the death.

hp 12; (*Pathfinder RPG Bestiary* 175)

Treasure: These hobgoblins hide their personal wealth in loose bricks around the room. A DC 15 Perception of the room turns up 10 gp, 31 sp, and 14 cp.

12. 3 Granite Avenue (EL 3)

Although the goblins living in this soapmaker's shop have spoiled this room, the air still smells faintly of mint, jasmine, and other pleasant odors. Clay jars and wooden boxes rest on shelves, and a large fireplace on the east wall holds several small cauldrons. The clay jars contain dried herbs and flowers that crumble to dust when touched, and the wooden boxes are waxed and once held animal blubber and other ingredients for soap, but they have long since dried up.

GOBLIN WARRIORS (6)
XP 135

CR 1/3

TACTICS

Before Combat These goblins only fight when ordered to by Karhack Mashrock, unless they are under attack. They first attempt to run to him for help, but if their attackers block the doorways, they make as much noise as possible in the hopes that someone will assist them.

During Combat The goblins attempt to flank any enemies as often as possible.

Morale If reduced to 25% of their hit points, or if more than half their number is killed, the goblins surrender.

hp 6; (*Pathfinder RPG Bestiary* 156)

Treasure: The goblins hide a small amount of personal wealth in the straw that each claims as its own sleeping mat. A DC 15 Perception check of the room turns up 37 sp, 66 cp.

13. 4 Granite Avenue (EL 4)

A loom lies in pieces in the northwest corner of the room and yards of rotting cloth have been piled into a bed in the southeast corner. The air reeks of wet fur, and a copper bathtub filled with stagnant soapy water stands in the center of the room next to a small stool holding a scrub brush, comb and a tin of soap.

KARCHAK MASHROCK
XP 1,200

CR 4

Male bugbear fighter 2

CE Medium humanoid (goblinoid)

Init +7; **Senses** darkvision 60 ft., scent; Perception +9

DEFENSES

AC 18, touch 13, flat-footed 15 (+2 armor, +3 Dex, +3 natural)

hp 43 (5 HD; 3d8+2d10+15)

Fort +7, **Ref** +8, **Will** +0; +1 against fear

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee mwk longsword +10 (1d8+3/19-20)

TACTICS

Before Combat Karhack first takes his *potion of shield* (increasing his AC to 22) before charging into melee.

During Combat If he has allies nearby, he orders them to attack the least armored foes while he takes on the heavily-armed enemies. Karhack never works with Bham'dral in combat, and if he thinks he can succeed in doing so without notice, he attacks the ogren himself.

Morale Karhack fights to the death.

STATISTICS

Str 19, **Dex** 16, **Con** 16, **Int** 10, **Wis** 8, **Cha** 10

Base Atk +4; **CMB** +8; **CMD** 21

Feats Improved Initiative, Intimidating Prowess, Lightning Reflexes, Skill Focus (perception), Weapon Focus (longsword)

Skills Climb +9, Intimidate +14, Perception +9, Stealth +12; **Racial**

Modifiers +4 Intimidate, +4 Stealth

SQ stalker

Languages Common, Goblin

Combat Gear *potion of levitate*, *potion of shield*, *potion of cure moderate wounds*; **Other Gear** Leather armor, masterwork longsword, small steel mirror, 38 gp, 51 sp, 49 cp.

Personality: Karhack is a rare blonde-haired bugbear obsessed with cleanliness. He bathes daily and his long hair is always neatly combed and braided. Many of the other creatures of the Murder Stone tribe have derogatory names for the bugbear, the most offensive of which compares him with elves, but none dare say them to his face. Karhack is equal in power to Bham'dral Soulmash and though both have clashed numerous times, neither has been able to defeat the other for complete control of the Murder Stone tribe. The two have kept an uneasy truce for months now out of fear one of the lower level tribes would take over if they kept fighting each other.

Treasure: A DC 20 Perception check uncovers a loose rock in the wall hiding a small wooden box. The box holds a *feather token* (*tree*).

14. 3 East Diamond Street (EL 2)

A potter's wheel stands broken and covered in clay in the southwest corner of this room, and chipped or broken clay mugs, bowls, vases and more rest on shelves along the walls. The straw covering the center of the floor is filthy and smells of the goblins who make their home here.

These goblins are responsible for caring for the violet fungi in Area 15.

GOBLINE WARRIORS (4)
XP 135

CR 1/3

TACTICS

Before Combat The goblins first run to Area 15 to try to release the violet fungi in order to distract the PCs.

During Combat After releasing the plants they attempt to avoid the PCs and reach Bham'dral Soulmash in Area 21.

Morale They beg for mercy if cornered, and if they have not yet released the violet fungi, they try to convince the PCs that great treasure lies beyond those doors.

hp 6; (*Pathfinder RPG Bestiary* 156)

Treasure: The goblins hide a small amount of personal wealth in the various broken mugs and vases on the shelves. A DC 10 Perception check of the room turns up 38 sp, 12 cp.

15. Violet Fungi (EL 3 or 5)

This room has been stripped of everything of value, but hooks from the ceiling hold mildly rancid haunches of meat of indeterminate origin. The doors to the east and south are closed. The meat is goat meat, from the goats in Area 18 and serves as food for the violet fungi hidden behind the doors. The aggressive plants were discovered in one of the other rooms and led to the bedrooms (Areas 15a and 15b) where they were locked in.

VIOLET FUNGI (2)
XP 800

CR 3

TACTICS

Before Combat The plants are kept in a state of near starvation and immediately attack anyone, including the inhabitants of this dungeon, who opens the door without first taking precautions (such as hiding behind the door as it's opened).

During Combat The creatures fight mindlessly.

Morale The creatures fight to the death.

CHAPTER 5: BROKEN HAMMER DUNGEON LEVEL 1

hp 30; (*Pathfinder RPG Bestiary* 274)

16. Gold Alley

The marble bricks of this alley are inlaid with gold veins, and it looks as if someone tried without success to remove the gold from some of the bricks.

17. 2 North Gold Alley (EL 2)

The smell in this room is especially rancid, and blood has soaked into the floor to permanently stain the marble. Thick heavy hooks coated with dried blood hang from the ceiling, and a marble table in the northeast corner shows dark stains.

Although this might appear to be a torture chamber or abattoir, this room was merely a butcher's shop. When the *svirfneblin* were killed, the meat was left to rot from the hooks, permeating the room with an odor that persists even centuries later.

Although eight goblins live here, only four are here at any one time. Three goblins keep watch over Area 22 to warn the tribe if anyone comes up from the lower levels. Another goblin cares for the goats in Area 18.

GOBLIN WARRIORS (3)
XP 135

CR 1/3

TACTICS

Before Combat These goblins only fight when ordered to by Bham'dral Soulmash, unless they are under attack.

During Combat The goblins first attempt to run to Bham'dral for help, but if their attackers block the doorway, they make as much noise as possible in the hopes someone will assist them.

Morale The goblins surrender if reduced to 50% of their hit points.
hp 6; (*Pathfinder RPG Bestiary* 156)

Treasure: The goblins hide a small amount of personal wealth in the straw that each claims as its own sleeping mat. A DC 15 Perception of the room turns up 4 gp, 75 sp, 83 cp.

18. 4 North Gold Alley (EL 1/3)

The overwhelming odor of dung hangs in the air of this large room, but whatever the shop once sold has been trampled under the feet of the goats crowded here. Piles of straw and kegs of stale water provide food for the beasts.

The goblins in Area 17 take care of twenty-four fainting goats, which provide the meat for the occupants of the tribe. This is the last food the Murder Stone tribe has, so they are eager to attack the surfacers before they are forced to assimilate with one of the larger tribes below.

Each five-foot square contains three goats and characters who maneuver through a square with two or more goats in it move at one-quarter speed.

Combat or loud noises frighten the goats, who stiffen and fall to the ground as if in a faint for 1d6 rounds. Only if cornered after a faint do the creatures bite.

GOBLIN WARRIOR
XP 135

CR 1/3

TACTICS

Before Combat The goblin has no desire to fight overwhelming odds, so he begs for quarter.

During Combat If the PCs seem intent on attacking him, he tries to put the goats between himself and his foes, all the while yelling for help.

Morale The goblin has no desire to fight overwhelming odds, so he begs for quarter.

hp 6; (*Pathfinder RPG Bestiary* 156)

19. 5 South Gold Alley (EL 4)

The double doors to this room have been barred from the outside by

numerous planks of wood, as if the goblinoids wanted to keep whatever was inside trapped. A wooden plaque hangs from a nail on one of the boards. In crude Goblin it reads, "Any who remove boards get fed to beasts inside." The doors are not locked, but ten thick planks of wood must be removed from the door before it can be opened. Each bar takes one minute to remove (half that with a crowbar or other appropriate tool).

As soon as the PCs begin making noise in this area, such as by removing the planks, the wight on the other side begins banging on the door, screaming incoherently. The noise is only barely humanoid. The zombies do nothing until they see a living creature.

This wide room served as storage for the marble bricks that decorated the walls, floors, and ceiling of the Broken Hammer dungeon. Stacks of bricks line the walls to a depth of five feet. Rubble covers the remaining surface of the floor, enough to make movement treacherous. Anyone charging or running must make a DC 10 Acrobatics check or fall prone 1d6 x 5 feet from their starting spot, halting all movement.

GOBLIN WIGHT
XP 800

CR 3

TACTICS

During Combat The wight attacks the first living creature it sees. It focuses on a single target, intending to kill it and create another wight. It is single-minded and does not make any attempts at using tactics.

Morale The wight fights to the death

hp 26; (*Pathfinder RPG Bestiary* 276) *Special:* As a Small creature, this wight gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Stealth checks, but its damage is only 1d3+1 plus energy drain.

GOBLIN ZOMBIES (2)
XP 200

CR 1/2

TACTICS

During Combat The zombies were ordered to kill every living thing, so they attack the first creatures they see and continue attacking until it falls.

Morale They attack the inhabitants of the dungeon as well as adventurers and continue until they are destroyed.

hp 12; (*Pathfinder RPG Bestiary* 288) *Special:* These creatures have only a slam attack. As a Small creature, use the statistics for the Small Zombie in the *Pathfinder Bestiary*

Treasure: Before the undead creatures were trapped in here, a goblin came across a cache of treasure and hid it behind some bricks. A DC 25 Perception check uncovers a bag containing 3 *potions of cure light wounds*, an *elixir of fire breath*, a masterwork silver dagger, 7 pp and 17 gp.

20. 7 South Gold Alley (EL 3)

The door to this room is locked (Disable Device check DC 30) and trapped, and the area surrounding the door is scorched and blackened. The Murder Stone tribe originally tried to gain entrance to this room, but every attempt set off the trap on the door. Numerous goblins died in the attempt until Karhack and Bham'dral finally declared the room off limits.

Any attempt to break down the door or pick the lock without first disabling the trap sets it off.

BURNING HANDS TRAP

CR 2

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

Trigger proximity (*alarm*); **Reset** none

Effect spell effect (*burning hands*, 2d4 fire damage, DC 11 Reflex save for half damage); multiple targets (all targets in a 15-ft. cone)

A light mold grows on the walls, but this room is in otherwise good condition. A low counter runs north-to-south and separates the room

CHAPTER 5: BROKEN HAMMER DUNGEON LEVEL 1

in two. A stone table on the east wall behind the counter glitters with gold nuggets and unfinished pieces of jewelry, and jewelry-making tools rest on a shelf above the table. A tall but narrow locked chest sits behind the counter.

Treasure: The table holds numerous bits of gold, silver and unfinished jewelry. PCs can collect 50 gp worth of gold and 15 sp worth of silver from the table. On the shelf is the equivalent of a masterwork artisan's toolkit for jewelry-making.

The chest is locked (Disable Device check DC 30) and trapped with another *burning hands* trap (see above). Inside are thin slate slabs covered in black velvet on which rest completed jewelry pieces and trinkets. The goldsmith could lift out individual trays to show a prospective customer without exposing her entire collection. The chest contains ten trays, and each piece is inscribed with the goldsmith's symbol: a triangle inset with a circle inset with a square.

Table 6–2: Goldsmith Trays

- 1 Set of five gold rings, each with a different gnomish symbol on them. The symbols stand for peace, hard work, mining, family, and clan, respectively. The rings are worth 60 gp for the set, or 8 gp individually.
- 2 Three thin silver wands, one-foot in length. The wands are empty but each contains 100 sp worth of silver.
- 3 A matched anklet, bracelet, and pair of earrings made of alternating chain links of gold and silver. The set is worth 75 gp. The pieces are worth 20 gp individually.
- 4 A thin gold square plate embossed with a silhouette of a svirfneblin. The plate is worth 125 gp for the gold or 135 gp as an art object.
- 5 Ten gold rings of various sizes, carved to resemble dogs biting their own tails. Each ring is worth 15 gp.
- 6 Three gold and silver figurines of svirfneblins at work (82 gp, 91 gp, 59 gp).
- 7 A matched necklace and two bracelets made of braided gold wire. The set is worth 85 gp. The pieces are worth 25 gp individually.
- 8 A gold pectoral (125 gp).
- 9 A gold charm bracelet and eight individual gold charms, each no bigger than one inch in height. The charms include a mining pick (18 gp), a svirfneblin (15 gp), a mushroom (15 gp), a money pouch (17 gp), a scroll (15 gp), a drow elf (18 gp), a suit of full plate armor (20 gp), and a dragon (22 gp). The bracelet is worth 20 gp.
- 10 Two complete sets of ten playing pieces for a board game, one in gold and one in silver. Each set is worth 100 gp. The individual pieces are worth 8 gp each.

21. 7 East Diamond Street (EL 4)

The wide bed in the center of this room is almost luxurious at first glance. Furs cover a mattress stuffed with feathers, but even from a distance the fleas crawling on the bed are visible. A footlocker peaks out from beneath the bed, and two worn but comfortable chairs rest against a wall. Casks in various sizes are stacked in the corners and shelves hold warped and rotting staves used to make additional casks.

BHAM'DRAL SOULSMASH

CR 4

XP 1,200

Ogren fighter 3 (see the **New Monster Appendix**)

NE Medium humanoid (ogre)

Init +0; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 14, touch 10, flat-footed 14 (+2 armor, +2 natural)

hp 58 (5 HD; 2d8+3d10+20)

Fort +9, **Ref** +1, **Will** +2; +1 against fear

Defensive Abilities bravery 1

OFFENSE

Speed 30 ft.

Melee mwk longsword +9 (1d8+5/19-20)

TACTICS

During Combat Bham'dral is not especially concerned with working with others, but he does order any nearby subordinates to surround his enemies. He prefers to take out weak, injured, or unarmored opponents first and uses his Power Attack feat on lightly or unarmored opponents. Bham'dral takes his *potion of cure moderate wounds* only when he is near death, and he refuses to surrender. If Karhack has been weakened, he gladly takes the opportunity to finish him off, but only if he thinks he can survive. **Morale** Bham'dral fights to the death.

STATISTICS

Str 20, **Dex** 10, **Con** 19, **Int** 8, **Wis** 12, **Cha** 12

Base Atk +2; **CMB** +7; **CMD** 18

Feats Cleave, Intimidating Prowess, Power Attack, Skill Focus (Intimidate), Weapon Focus (longsword)

Skills Intimidate +13, Perception +3, Stealth +5; **Racial**

Modifiers +4 Stealth

Languages Common, Goblin

SQ armor training 1, ogre blood

Combat Gear *potion of cure moderate wounds*; **Other Gear** Leather armor, masterwork longsword, key to footlocker.

Personality: At eight feet tall, Bham'dral is nearly as tall as a full-blooded ogre and looks almost identical to one, but he was raised by his hobgoblin mother. When the tribal leaders realized he wasn't going to grow to the size of a full ogre, they considered him a failure and attacked him, leaving him for dead. When he recovered he decided he would never be under the heel of another creature; instead he would rule others. He enslaved a goblin tribe, which eventually grew to include other ogrens, hobgoblins and more goblins. Only Karhack Mashrock has been able to challenge his reign, and their battles were bloody, but neither has been able to kill the other. They finally conceded joint reign of the tribe, but Bham'dral is always on the lookout for an opening to kill Karhack and take complete control.

Treasure: The footlocker beneath Bham'dral's bed is locked (Disable Device check DC 25). Inside is a pair of *goggles of minute seeing*, a sack of 15 tiny uncut rubies (1d10 gp each), a clay mug holding loose coins (35 gp, 51 sp, 81 cp), and a green silk shirt edged in gems and embroidered with elven symbols (25 gp).

22. Quartz Ramp (EL 1)

This ramp descends one hundred feet to a landing, which then turns and descends another one hundred feet to the second level of the Broken Hammer dungeon. A lit torch near the landing allows creatures to see anyone coming up the ramp. See Chapter 7 for information on the next level of this dungeon.

The goblins from Area 17 guard this entrance to prevent anyone from the Bone Smashers or the Gutswine tribes from sneaking past and causing mayhem. Three goblins keep watch here.

GOBLIN WARRIORS (3)

CR 1/3

XP 135

TACTICS

Before Combat If any creatures try to come up the ramp, one goblin runs to Area 21 to warn Bham'dral Soulsdash, another runs to Area 13 to warn Karhack Mashrock, and another stays to keep watch.

During Combat The goblins focus on one opponent at a time.

Morale They only fight if cornered or ordered to by their superiors, and they try to make as much noise as possible to bring help.

hp 6; (*Pathfinder RPG Bestiary* 156)

Chapter 6:

Broken Hammer

Dungeon Level 2

Most of the Broken Hammer clan lived in houses on level two of the dungeon. Now the Bone Smasher goblinoids live here under the control of the ogren rogue Dogbreath. They have converted several houses into storage areas for their meager food supplies and crammed the lesser creatures into tight quarters. The Bone Smashers are the largest of the three tribes, but Dogbreath fears an attack on one of the other tribes would mean a flank attack by the third. Their food supplies are running dangerously low, however, and they will soon be forced into a confrontation.

Bone Smashers are more dedicated to their tribe than most goblinoids and rarely surrender. Each tribe member wears a necklace made of bits of bone, preferably humanoid, and the higher status creatures wear crude bone jewelry in their cheeks, noses, ears, and eyebrows.

Resting and Retreating From Combat

If the PCs try to escape up the ramp (Area 23), the Bone Smashers retreat in order to regroup. The move their food supplies (Areas 41 and 42) to Area 62 and double the guards at the ramp.

Twelve hours after the PC have retreated, Dogbreath sends four of his people to scout the first level. As soon as they realize it is empty, they send two scouting groups to loot the level for food. PCs roaming around level one run a 50% risk of encountering one of the groups for every ten minutes they spend in the area. The second scouting group is 1d3 x 100 feet away from the first group and becomes aware of the combat after two rounds. The scouts also attempt to lead Vothraug from his room (Area 56) to the top of the ramp. The action costs three goblins their lives but places Vothraug on level one.

If Dogbreath is killed, a fight breaks out between Maug and Vong Garogh to become the leader of the tribe. If both are killed, the others band together for a final battle against the PCs.

The Gutswine tribe becomes aware of the situation on level two one day after the Bone Smashers have been decimated. They send six hobgoblins to scout the area. They intend to move the entire tribe to the level, but it takes them an additional three days to organize for the move.

Room Descriptions

23. Quartz Ramp (EL 3)

This ramp rises one hundred feet to a landing, which then turns and rises another one hundred feet to the first level of the Broken Hammer dungeon. A lit torch near the landing allows the Bone Smashers to see anyone coming down the ramp.

Hobgoblins from Area 27 guard this entrance to prevent anyone from sneaking past and causing mayhem.

HOBGOBLINS (4)
XP 200

CR 1/2

TACTICS

Before Combat If anyone appears at the landing, one hobgoblin

General Melee

Once combat breaks out, if the hobgoblins in Area 23 have an opportunity to warn the other inhabitants the PCs stand a chance of finding themselves up against almost the entire Bone Smasher tribe. Not all creatures leave their private quarters to join the general melee, but those that do not are still aware of the presence of the PCs (except the drunken goblins in Area 44) and cannot be surprised. Use this table to determine what creatures arrive each round. Creatures with darkvision that have joined the combat may not be visible to the PCs if they attack from range.

Table 7–1: Bone Smasher Tribe Combat Rounds

1	Three hobgoblins from Area 23
2	No one
3	Four hobgoblins from Area 27, four of the goblins from Area 32
4–5	No one
6	Five goblins from Area 32, four goblins from Area 37
7	Bloody Zarr from Area 37
8–9	No one
10	Six goblins from Area 50
11–12	No one
13	Six goblins from Area 45, two bugbears from Area 51
14	Throll and five goblins from Area 55
15	No one
16	Dogbreath (Area 61), two of his personal bodyguards (Area 62), one hobgoblin from Area 23

runs to Area 61 to warn Dogbreath, calling out a warning the entire time to alert the rest of the complex.

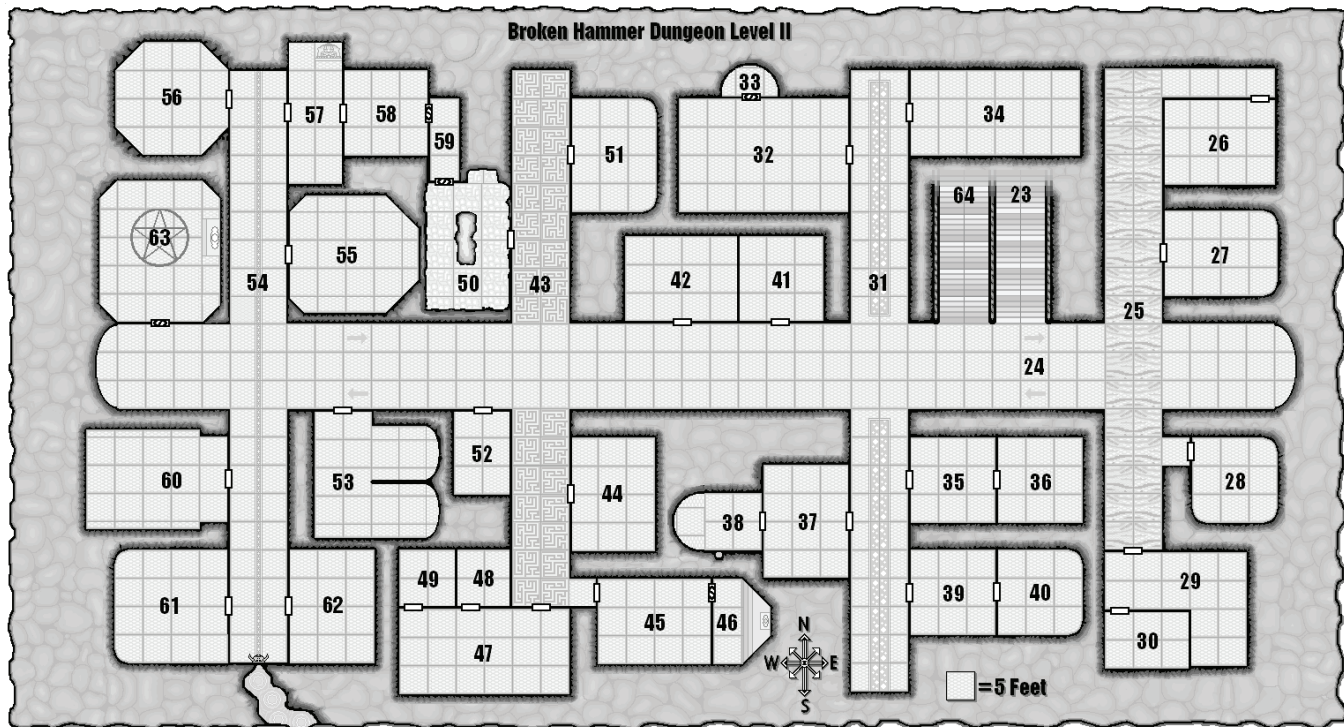
During Combat The other three are prepared to fight unless whoever approaches indicates they are there to parlay.

Morale The hobgoblins fight to the death.

hp 12; (*Pathfinder RPG Bestiary* 175) These creatures carry morningstars instead of longswords (1d8+1/x2 dmg).

24. Darkmantle Lane

This wide road is the main street of level two. The bricks in the floor are intricately carved and embossed with an alchemical substance that can only be seen with darkvision. The mosaic has faded with time, but someone following the road east to west can see if shows a massive battle between svirfneblin and drow. PCs can just make out a faded red line down the center, dark brown arrows pointing east on the northern side of the road and more arrows pointing west on the southern side.



25. Fingamlyn Road

The easternmost road on level two, Fingamlyn Road is also in the worst shape. At some time in the past, something tunneled beneath the road, causing cracks and fissures in the bricks and making navigation hazardous. Anyone charging or running must make a DC 15 Acrobatics check or fall prone 1d6 x 5 feet from their starting point, halting all movement.

26. 3 North Fingamlyn Road (EL 4)

From behind this closed door comes squeals, squeaks and the skittering of feet. When the door is opened, the ammonia stench of urine wafts out of the room. One of the goblins in Area 32 is trying to raise rats and dire rats for food, but he never bothers to clean up and the floor is covered in rat droppings.

All furniture and goods have been removed from the room, but the rats have made nests with rancid straw the goblin placed in the room. Three nests each hide 3d4 non-combative baby rats.

RATS (16) CR 1/4
XP 100

hp 2 each; (*Pathfinder RPG Bestiary* 132)

DIRE RATS (6) CR 1/3
XP 135

TACTICS

During Combat The dire rats attack immediately upon seeing anyone, surrounding a single foe and trying to bring him down. The normal rats are less aggressive and only attack creatures who are unconscious or who attack them first.

Morale The dire rats fight to the death, the normal rats flee when 50% of their number are killed.

hp 5; (*Pathfinder RPG Bestiary* 232)

27. 1 North Fingamlyn Road (EL 3)

This single-room home contains two narrow beds, a table and three chairs, and a fireplace, but all of the furnishings have been sized for small creatures. Spread around the floor are twelve straw mats covered in thin blankets and personal supplies for the creatures who make their home here.

Twelve hobgoblins live in this single-room house, but only four are ever here at a time. The other eight are on duty as guards for Areas 23 and 64.

HOBGOBLINS (4) CR 1/2
XP 200

TACTICS

Before Combat The hobgoblins stand and fight and rarely call for assistance, believing themselves to be tough enough to take on almost anything around.

During Combat They prefer to concentrate on unarmored or lightly armored foes first.

Morale The hobgoblins fight to the death.

hp 12; (*Pathfinder RPG Bestiary* 175) These creatures carry morningstars instead of longswords (1d8+1/x2 dmg).

Treasure: Each hobgoblin keeps a small cache of treasure within his or her personal goods. A DC 15 Search check uncovers a total of 27 gp, 42 sp, and 131 cp.

28. 2 South Fingamlyn Road (EL 3)

This small room is set back from a short hallway. A stack of small-sized furniture sits in a corner and has been replaced with a bed, table and chairs for the lone occupant of the room. The female hobgoblin living here has decorated the room in a surprisingly human manner, with rugs on the walls, a crude painting of a creature that resembles a unicorn over the fireplace mantle, and clothes hung on pegs. Even the stench of offal and unwashed goblin is missing.

MAUG CR 3
XP 800

Female hobgoblin sorceress 3

LE Medium humanoid (goblinoid)

Init +5; Senses darkvision 60 ft.; Perception +3

DEFENSE

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

hp 26 (3 HD; 3d6+9)

Fort +3, Ref +2, Will +5

OFFENSE

Speed 30 ft.

CHAPTER 6: BROKEN HAMMER DUNGEON LEVEL 2

Melee club +0 (1d6-1) or touch +0 (by spell)

Ranged ray +2 touch (by spell)

Special Attacks petrifying gaze, laughing touch 7/day

Spells Known (CL 3rd; concentration +9)

1st (6/day)—*identify*, *mage armor*, *magic missile*, *sleep* (DC 17)

0 (at will)—*detect magic*, *detect poison*, *light*, *ray of frost*, *touch of fatigue*

Bloodline Arcane

TACTICS

Before Combat Maug desires control of the Bone Smashers above all else and would prefer to speak with the PCs before engaging in battle. She is willing to provide limited help if they agree to work with her. She offers to draw a map of the complex pointing out the most dangerous opponents and explains which creatures must die for her to take charge (Dogbreath and Vong Garogh). Although Maug is evil, she knows it's in her best interest to keep her word with the PCs and won't betray them. With the right party, she can even become an ally, though her goals are likely to conflict with a good party soon after she gains control of the tribe.

During Combat If combat is inevitable, Maug first casts *mage armor* on herself (AC increases to 15) then she takes her *potion of cat's grace* (AC 17, Reflex save +4) followed by *sleep* on her enemies. She performs a coup de grace on anyone near her who fails their save against her *sleep* spell and uses her *magic missile* on anyone she can't reach.

Morale If reduced to 25% of her hit points, Maug will flee.

STATISTICS

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

Base Atk +1; **CMB** +0; **CMD** 11

Feats Combat Casting, Eschew Materials^b, Improved Initiative, Toughness

Skills Bluff +7, Diplomacy +3, Intimidate +7, Perception +3, Spellcraft +5, Stealth +6; **Racial Modifiers** +4 Stealth

Languages Common, goblin, dwarven

SQ bloodline arcane, bloodline power (arcane bond), metamagic adept

Combat Gear *potion of cat's grace*, *potion of levitate*; **Other Gear** Club, 82 gp, 3 sp.

Personality: Maug is one of the few female goblinoids in the complex to command the same respect as her male counterparts. Most of the females of her species are relegated to cooking, cleaning, and raising the young, but Maug determined at a young age that she would not follow in her foremothers' footsteps. When she discovered her latent magical abilities, she rose to her current level of prominence by marrying a succession of hobgoblin and ogren leaders and murdering them in their sleep. Maug is a charismatic individual, very attractive for her species, and commands the admiration of all the males of the Bone Smasher tribe. Many of the females would gladly see her dead, however.

Treasure: Maug keeps her treasures beneath a loosened brick in the floor. A DC 25 Perception check uncovers a clay jar filled with coins. The PCs can collect 21 pp, 255 gp, 291 sp and 452 cp.

29. 4 South Fingamlyn Road

Anyone within ten feet of this door smells the reek of dead bodies on the other side. When the door is opened, anyone within fifteen feet of the opening is overwhelmed by the stench and must make a DC 12 Fortitude save or be sickened for 1d4 minutes. A successful save means the character avoids the sickness for twenty-four hours.

The room is stacked with the dead and rotting bodies of Bone Smashers who have died for various reasons. No attempt has been made to give the creatures any sort of respectable burial or cremation; the bodies are simply tossed inside.

Since the Bone Smasher tribe is surrounded by two enemy tribes they have no way of removing their dead, so they designated this room and Area 30 to keep the bodies. When a Bone Smasher dies, his gear is stripped from his body and taken by whoever is nearest and strongest before the goblins toss the body on top of the heap.

This room contains nothing of value, but anyone who attempts to search risks coming down with filth fever unless they specifically indicate they are not touching any of the bodies.

FILTH FEVER

Type disease, injury; **Save** Fortitude DC 12

Onset 1d3 days; **Frequency** 1/day

Effect 1d3 Dex damage and 1d3 Con damage; **Cure** 2 consecutive saves

30. Bedroom

Even reaching the door to this room is a problem since bodies block most of it. Most of the bodies piled in here are little more than bones.

31. Mushroom Alley

A three-foot wide median filled with dirt and various mushrooms divides this road. Since the Bone Smashers' food sources are disappearing quickly, they have been forced to attempt to cultivate the mushrooms that grow wild here. Their efforts have been mixed, and many of the mushrooms they end up with are poisonous. If none of the PCs have ranks in Knowledge (nature), anyone who eats the mushrooms here has a 40% chance of picking a poisonous one. Roll 1d10 and consult the table below to determine the effects of the mushroom. The effects are cumulative for each mushroom eaten, and the Fortitude save to avoid each effect is DC 12. There are 12 uses of mushrooms.

Table 7-2: Poisonous Mushrooms

1-4	sickened for 1d3 days
5-6	gain one negative level
7-9	1d3 points of temporary ability score damage (roll randomly to determine which ability score)
10	one point of permanent ability score drain (roll randomly to determine which ability score)

32. 1 North Mushroom Alley (EL 4)

The ceiling of this long room has been painted with a mural depicting a svirfneblin creation story. Although the artwork is exquisite, the paint is peeling and the colors have degraded. In some areas, the artwork has been badly scratched where the goblins sharing this room have used it as a target for their javelins.

Three short beds and piles of straw provide sleeping places for the goblins living here. A table has been shoved into a corner, but the chairs have been broken and used for firewood for the fireplace on the south wall.

GOBLIN WARRIORS (9) CR 1/3

XP 135

TACTICS

Before Combat These goblins are braver than most and attack even if outnumbered.

During Combat Two or three of the creatures gang up on one opponent, attempting to flank whenever possible.

Morale The goblins fight to the death.

hp 6; (*Pathfinder RPG Bestiary* 156)

Treasure: The goblins each keep a pile of treasure in his or her bed or pile of straw. A DC 15 Perception of the room turns up a gold ring (30 gp), a pewter bowl (20 gp), 12 gp, 93 sp and 22 cp.

33. Secret Room

A DC 30 Perception check uncovers this little room. Even the adventurers who destroyed the Broken Hammer svirfneblin never uncovered this secret, and its treasures have remained safe inside for centuries.

This was a secret worship chamber for an evil god forbidden by the leaders of the Broken Hammer clan. A stone idol of a one-eyed gnome rests atop a small altar surrounded by candles and incense. A



small gold box lies beneath a silk altar cloth before the idol.

Treasure: The silk altar cloth is worth 20 gp. The gold box is filled with incense that has lost its scent, but the box itself is worth 75 gp.

34. 3 North Mushroom Alley (EL 3)

The female goblins here seem immune to the screaming and raucous laughter of the goblin children running around. The room smells foul, and the straw covering the floor is alive with the bugs crawling through it.

Goblins breed prolifically, and this is only the most recent batch. Most of the thirty children will not live to adulthood, and Dogbreath has considered slaughtering all of them, since the tribe's food sources are running low. These females make an effort to protect them even at the risk of their own lives.

FEMALE GOBLIN WARRIORS (6)
XP 135

CR 1/3

TACTICS

Before Combat These goblins know the other tribe members care little for the children and so they do not bother to go for assistance. The goblins stand before the children, ready to fight if the PCs make a threatening move toward them or the children, but they only fight if the PCs initiate the attack.

During Combat Two or three of the creatures gang up on one opponent, attempting to flank whenever possible.

Morale The goblins fight to the death to save the children
hp 6; (*Pathfinder RPG Bestiary* 156)

Treasure: The adult goblins each keep a pile of treasure in her pile of straw. A DC 15 Perception of the room turns up a *potion of cure moderate wounds* and 34 sp.

35. 2 South Mushroom Alley (EL 3)

The neatness of this room is at odds with the clutter and general mess seen in the rest of the complex. Two beds have been pushed

next to the north and south walls, and the sheets and blankets are clean and tucked neatly under the mattresses. A table near the door on the east wall holds three complete table settings, and though the quality of the dinnerware is poor, it is clean and stacked in orderly piles. Another oddity is the small pile of books placed near the fireplace next to a worn settee.

The two ogren siblings living here are considered quite strange by their brethren, since they prize neatness and orderliness above all else. Whenever they join the rest of the Bone Smashers, they often wear cloths covering their noses and mouths, claiming the stench offends them.

OBA AND KUURL

CR 2

Female and Male ogrens (see the *New Monster Appendix*)
XP 600

TACTICS

Before Combat Oba and Kuurl see surfacers as their opportunity to escape the oppression of the Bone Smasher tribe and first ask to speak with the PCs. They want only to escape, though they would even be willing to join a group of adventurers, especially if they promised to train them. Note that despite her willingness, Oba cannot learn more than zero level spells initially.

During Combat If forced, Oba and Kuurl attack with greatclubs. If the PCs insist on battle, the two first yell for their father, Yurth (Area 36), who arrives in one round. Oba directs Kuurl to first attack obvious spellcasters, and she readies actions to attack spellcasters if they attempt to cast spells.

Morale If reduced to 50% of their hit points, both children try to surrender.

hp 13 each; see the *New Monster Appendix Special*: These ogren children are of neutral alignment, and could become valuable allies to the PCs.

Personality: Oba is the older of the two by a few minutes. She can be polite, even friendly, to people of other races, and she prefers to spend her time reading and learning. She desires to be a wizard,

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though she knows her chances are slim with the Bone Smashers. Kuurl enjoys practicing with weapons and would love to adventure on the surface some day, but he fears he will be trapped in the Bone Smasher tribe forever. He and Oba talk often of escaping to the surface and trying to make it on their own, but they know little of the world above. Both siblings are honorable creatures and keep their word when they give it, but their views on life have still been shaped by living with the Bone Smashers. Oba and Kuurl are unaware their father would like for the three of them to escape and plan to reach the surface without telling him.

Treasure: The six books are basic tomes about magic and are worth 1d6 gp each. The siblings also keeps a small bag of coins beneath their mattresses (Perception check DC 15). The PCs can collect 91 gp, 32 sp and 112 cp.

36. Yurth's Room (EL 4)

This room is as clean and free of clutter as the previous room, and the odor is kept to a minimum. A ragged but clean quilt covers a wide bed, and a desk covered in scraps of parchment, chewed inkpens, and a half-empty bottle of ink stands against the south wall next to a chest.

Yurth considers himself a poet and the scraps of parchment contain horrid, anguished poems written in the Goblin language.

YURTH XP 800

CR 3

Ogren fighter 2 (see the **New Monster Appendix**)
NE Medium humanoid (ogre)

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

DEFENSE

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

hp 40 (5 HD; 2d8+2d10+16)

Fort +7, **Ref** +4, **Will** +1; +1 against fear

Defensive Abilities bravery 1

OFFENSE

Speed 30 ft.

Melee greatclub +9 (1d10+7)

Ranged heavy crossbow +5 (1d10/19-20)

TACTICS

Before Combat If his children are dead, Yurth makes no attempts to negotiate and simply attacks the nearest target.

During Combat He uses Power Attack whenever possible, but he doesn't spend the time to perform *coup de graces* on opponents unless they are all unconscious. If the PCs are open to negotiations, he is willing to work with them if it helps him and his children escape.

Morale Yurth fights to the death in defense of his children.

STATISTICS

Str 21, **Dex** 14, **Con** 18, **Int** 8, **Wis** 12, **Cha** 8

Base Atk +3; **CMB** +8 (+10 to bull rush); **CMD** 20 (22 against bull rush)

Feats Improved Bull Rush, Lightning Reflexes, Power Attack, Weapon Focus (greatclub)

Skills Climb +9, Intimidate +3, Perception +2, Stealth +6; **Racial Modifiers** +4 Stealth

Languages Common, giant, goblin

SQ armor training 1, ogre blood

Combat Gear *potion of cure moderate wounds*; **Other Gear**

Leather armor, greatclub, heavy crossbow, 20 bolts, 3 +1 bolts, key to chest, 27 gp.

Personality: When Yurth was young, he nearly drowned in a lake but was saved at the last second by a human cleric. Having been raised by a violent clan of ogres, he believed the cleric's actions were a sign of weakness and killed him, but the encounter emotionally scarred him, and he felt guilty for his actions. He decided to leave his clan soon after and wandered for some years

before he encountered a lone hobgoblin living in the forest. She, too, had become disenfranchised with her tribe and moved away before she could be killed. They lived together in relative peace for years until she died giving birth to their twin children, Oba and Kuurl. Yurth left the forest, intending to find someone with which to leave the children. Instead he stumbled upon the growing Bone Smasher tribe and decided to stay for a while, since it was the first time he had met other ogrens, and he wanted to see how the goblin half of his heritage lived. Yurth dislikes the ideals of his adopted tribe, but he knows any attempt to escape will likely mean his and his children's deaths.

Yurth acts cold toward his children, because he knows any sign of caring for others is seen as a weakness. If his children escape to the surface without him, he is willing to do whatever it takes, including torturing the PCs if he thinks they had a hand in it, to find out where they went.

Treasure: The chest is locked (Disable Device check DC 25) and trapped. Anyone attempting to unlock the chest without the key sets off the trap. Inside the chest are an assortment of Yurth's clothes, a book of poems written in Common, *goggles of minute seeing* (Yurth doesn't know what it is), and a box holding 132 gp, 145 sp and 523 cp.

HAIL OF NEEDLES TRAP

CR 3

Type mechanical; **Perception** DC 22; **Disable Device** DC 22

Trigger location trigger; **Reset** manual

Effect Atk +20 ranged (2d4)

37. 4 South Mushroom Alley (EL 4)

Someone has recently painted the marble walls of this room blood red and the odor lingers in the air. The ceiling and floor have also been painted the same color, though a small patch of the floor in the northwest corner remains unfinished. A thin bed covered in a red blanket and a wooden table and chair, all sized for a Small creature, dominate the middle of the room and a butcher block table covered in an assortment of pots, pans, knives, and the bloody carcass of an animal rests next to the fireplace on the south wall.

This is the room of Dogbreath's personal cook, a goblin named Bloody Zarr. While still a child, Bloody Zarr discovered a unique talent for cooking food pleasing to the palate of most goblinoids. Though cooking is usually the domain of the females of the tribe, he is never mocked for his ability and he enjoys a near reverence within the Bone Smashers, though perhaps the reason is that those few who once dared mocked him died in horrible agony.

Zarr has four personal guards attending him at all times. The goblins live in Area 38 but spend most of their time here or escorting Zarr to Dogbreath's quarters (are 61) with his meals. The goblins are utterly loyal to Zarr, due to the fact that they are better fed than almost any other creatures in the tribe.

BLOODY ZARR

CR 4

XP 1,200

Male goblin expert 4, fighter 1

CE Small humanoid (goblinoid)

Init +3; **Senses** darkvision 60 ft.; Perception +7

DEFENSE

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

hp 25 (5 HD; 4d8+1d10)

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

OFFENSE

Speed 30 ft.

Melee dagger +8 (1d4+1 plus poison/19-20)

Ranged thrown dagger +8 (1d4+1 plus poison/19-20)

Special Attacks poison (black adder venom)

TACTICS

Before Combat Zarr loves the sight of blood, so he rarely waits on his guards to step in before he fights.

During Combat In the first round he draws two daggers and moves

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into melee range to make an attack. Once he has successfully hit a target with one of his daggers, he discards it, either by throwing it at an enemy or dropping it on the ground, and draws another one. He continues in this manner until he only has two daggers remaining.
Morale Zarr fights to the death

STATISTICS

Str 13, **Dex** 16, **Con** 10, **Int** 14, **Wis** 12, **Cha** 6

Base Atk +4; **CMB** +5; **CMD** 18

Feats Point Blank Shot, Quick Draw, Two-Weapon Fighting, Weapon Finesse

Skills Climb +7, Craft (cooking) +8, Craft (poisonmaking) +8, Handle Animal +4, Knowledge (nature) +8, Perception +7, Ride +13, Sense Motive +7, Stealth +10, Survival +7; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Common, Goblin

Combat Gear 5 vials of black adder venom, *potion of delay poison*;

Other Gear 6 daggers coated with black adder venom, 42 gp.

Personality: Although goblins are usually on the bottom of the social ladder among the goblinoids, Zarr maintains a rare position just a few rungs below the Bone Smasher leader, both for his cruel nature and his incredible talent. No one knows about his ability to concoct poisons, but all know how many of his enemies have died in wracking agony after insulting him. Dogbreath respects his opinions and often seeks him out for advice, and Zarr enjoys his position, believing himself to be the true ruler of the Bone Smashers. He has no intention of ruling himself, because he knows he could never survive the battles others would demand of him for the right to rule, but he is looking to replace Dogbreath with a more tractable leader of his choosing. While he rules from the shadows, of course.

GOBLIN WARRIORS (4)

CR 1/3

XP 135

TACTICS

Before Combat These goblins are nearly fanatical in their devotion to Zarr and rush to his defense before any others, even Dogbreath.

During Combat The goblins surround the cook, trying to stave off any attempts to flank him.

Morale The goblins fight to the death and do not surrender even if Zarr is dead.

hp 6; (*Pathfinder RPG Bestiary* 156)

Treasure: A DC 25 Perception check uncovers a secret compartment in the butcher block table. Inside the compartment are three vials of dark reaver powder and enough supplies to make another three vials.

38. Goblin Guards Room

This room is far less luxurious than the preceding room, but the same blood red paint covers the walls. Straw mats and plain wool blankets cover the floor.

Treasure: Each goblin keeps a small supply of personal treasure hidden in a loose brick on the walls (DC 20 Perception check). The PCs can collect a set of ten carved toy animals (90 gp for the set), 8 gp, 27 sp and 62 cp.

39. 6 South Mushroom Alley (EL 4)

Soot coats the walls of this room and smoke hangs thick in the air. The fireplace has been modified to serve as a blacksmith's forge, though from the cracks in the bricks it was obviously never intended for such a purpose.

Resting on a table near the north wall are complete and partially complete weapons. Three armor stands hold sets of chain shirt armor, and straw mats have been stacked in the corner along with thin wool blankets. Forging tools are scattered about the room.

The hobgoblins living here are apprentices to the bugbear smith, Vong Garogh, who lives in Area 40. At the moment, Vong Garogh is also in the room, berating one of his apprentices.

APPRENTICE SMITHS (4)

CR 1/2

XP 200

Male hobgoblin expert 1

LE Medium humanoid (goblinoid)

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

DEFENSE

AC 15, touch 13, flat-footed 12 (+2 armor, +3 Dex)

hp 8 (1 HD; 1d8+2)

Fort +2, **Ref** +3, **Will** +1

OFFENSE

Speed 30 ft.

Melee club +2 (1d6+2)

TACTICS

Before Combat If he's not already in the room, the apprentice smiths yell for Vong Garogh (who arrives from Area 40 at the start of round 3) before moving into melee.

During Combat The hobgoblins attempt to team up to fight opponents, trying to flank if possible.

Morale They are as brave as most members of their tribe, so they do not surrender.

STATISTICS

Str 15, **Dex** 16, **Con** 15, **Int** 10, **Wis** 8, **Cha** 12

Base Atk +0; **CMB** +2; **CMD** 15

Feats Skill Focus (craft, armorsmith or weaponsmith)

Skills Craft (armorsmith or weaponsmith) +7, Disable Device +4, Perception +3, Stealth +11; **Racial Modifiers** +4 Stealth

Languages Common, Goblin

Gear Leather armor, club, 1d6 gp, 3d6 sp.

VONG GAROGH

CR 3

XP 1,200

Male bugbear expert 2

CE Medium humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft., scent; Perception +8

DEFENSES

AC 17, touch 12, flat-footed 15 (+2 armor, +2 Dex, +3 natural)

hp 16 (5 HD; 3d8+2d8+15)

Fort +4, **Ref** +6, **Will** +3

OFFENSE

Speed 30 ft.

Melee morningstar +6 (1d8+3)

TACTICS

Before Combat Vong first takes his *potion of shield* (AC increases to 21) before charging into melee.

During Combat If his apprentices aren't already engaged in combat he orders one of them to flank his opponent.

Morale Vong fights until reduced to 25% of his hit points, then surrenders.

STATISTICS

Str 20, **Dex** 14, **Con** 16, **Int** 12, **Wis** 8, **Cha** 8

Base Atk +1; **CMB** +6; **CMD** 18

Feats Intimidating Prowess, Skill Focus (craft, armorsmith), Skill Focus (perception)

Skills Climb +10, Craft (armorsmith) +10, Craft (weaponsmith) +7, Intimidate +14, Perception +7, Stealth +12; **Racial Modifiers** +4 Intimidate, +4 Stealth

SQ stalker

Languages Common, goblin, dwarven

Combat Gear *potion of shield*, *potion of cure light wounds*; **Other Gear** Leather armor, morningstar, key to room.

Personality: Vong Garogh bears thick scars on his face and back from years of working the forges as a slave of a dwarven cult. One

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scar cuts across his left cheek and splits his lip, giving his face a perpetual sneer. While working as an apprentice at the forges Vong proved to be a quick learner and soon reached journeyman status, which gave him a status above even some of the dwarves apprenticed. When he learned some of the dwarven apprentices were plotting his demise, he escaped, but not before killing most of the cult's smiths. His vicious and capricious nature kept him alive long enough to stumble upon the Bone Smasher tribe, but his life would have ended there if he had not convinced them of his value. His apprentices fear him, with good reason, because he's been known to toss them into the forge for making a mistake.

Treasure: PCs can collect 3 shortswords, 4 light maces, and 3 chain shirts from the finished supplies.

40. Bedroom

The door to this room is locked (Disable Device check DC 20) and only Vong Garogh has a key. The white walls are stained with the soot from the forge in the other room, and the blankets covering the thin bed on the east wall are grungy. A torn and stained leather chair and ottoman face the fireplace in the northeast corner. Niches cut into the wall on the north wall hold a mismatched variety of wooden and clay cups, bowls, plates, and spoons, and three high quality and well-polished swords hang from pegs on the south wall.

This is the room of Vong Garogh, the master smith of the Bone Smasher tribe. He only spends about half his time here; most of his time is spent in Area 39 crafting weapons and armor for the tribe.

Treasure: Although the Bone Smashers usually use bludgeoning weapons, Vong has created three masterwork longswords that he hangs on his walls. The pommels are skulls made of steel, and the quillons are in the shape of femurs. Vong also keeps a bag of 25 gp, 30 sp beneath his mattress (Perception check DC 15).

41. 10 Darkmantle Lane (EL 1/3)

The walls of this room are painted with a landscape mural of what appears to be a svirfneblin's idea of the outside world. Most of the trees and flowers are painted incorrectly, the sky is tinted a greenish color, and several of the animals are out of their element, with scenes of lions and tigers chasing rabbits and mule deer through a desert and wolves sleeping in trees. The overwhelming odor of dung hangs in the air.

The goblins in Area 32 take care of sixteen fainting goats stabled here, which provide most of the meat for the tribe. These animals and the crates of food in Area 42 are the last supplies the Bone Smasher tribe has, so they are eager to attack someone before they starve.

A goblin is here taking care of the goats, who have congregated at the back of the room.

Combat or loud noises frighten the goats, who stiffen and fall to the ground as if in a faint for 1d6 rounds.

GOBLIN WARRIOR
XP 135

CR 1/3

TACTICS

Before Combat The goblin has more than a little arrogance and believes himself superior to most foes.

During Combat He charges toward an unarmored or lightly armored opponent instead of trying to escape.

Morale The goblin fights to the death
hp 6; (*Pathfinder RPG Bestiary* 156)

42. 12 Darkmantle Lane (EL 4)

Crates and casks fill this room, with only a narrow path between the stacks of goods. The crates contain dried mushrooms, bags of flour and salt, dried beans, and other assorted foodstuffs. The casks contain a thick, foul mead and stale water.

Two of the bugbears from Area 51 stand guard here, because the Bone Smashers have been put on rationing to prevent the food stores from running low. The stores here and the goats in Area 41 provide only enough food to keep the tribe alive for another fifteen days, even with rationing.

BUGBEARS (2)
XP 600

CR 2

TACTICS

Before Combat These bugbears never leave this room until they are relieved of duty, even if combat breaks out in other parts of the complex.

During Combat They attack any Bone Smasher tribe member who enters and does not leave immediately, with the exception of Dogbreath (Area 61) and Bloody Zarr (Area 37) or their respective guards. Anyone else is attacked on sight.

Morale The bugbears fight to the death.
hp 16 each; (*Pathfinder RPG Bestiary* 38)

43. The Minotaur's Passage

The bricks in the floor of this road have been carved into an intricate labyrinth that runs from the northernmost wall to the door at the south end and broken only by Darkmantle Lane. Along the base of the walls, tiny painted minotaurs stand guard, though the paint has faded and peeled with age.

44. 2 South Minotaur's Passage (EL 1)

This building once served the Broken Hammer clan as a tavern. A counter near the south wall separates the room in half and two large kegs stand behind the counter. A few chipped wooden mugs remain on the shelves behind the counter, along with some dirty rags and a washing pan.

Four of the goblins from Area 45 snuck in here after one uncovered a cache of liquor in a secret compartment. They are currently sitting on the floor behind the counter, passing around a bottle of ale. They are chatting noisily and are considered distracted for any Listen checks. The four are very drunk and ignore any combat outside of the room.

DRUNKEN GOBLIN WARRIORS (4)
XP 135

CR 1/3

TACTICS

Before Combat The goblins receive a +2 morale bonus on all saving throws against fear effects, but a -2 penalty on saving throws to avoid enchantments and illusions. These goblins have these statistics for eight hours, after which they revert to the statistics in the *Bestiary*.

During Combat The goblins grab their shortswords, which are lying on the floor beside them, and stand, even if doing so provokes an attack of opportunity. They are too drunk to use tactics and simply attack the first person in their path.

Morale The goblin fights to the death
hp 6; (*Pathfinder RPG Bestiary* 156)

Treasure: The kegs are empty, but the cabinet contains two hidden compartments. The goblins have found one, which lies open and empty. The second can be found with a successful DC 25 Perception check. Inside are five bottles of fine wine.

45. 4 South Minotaur's Passage (EL 3)

The bricks of the walls of this one-room house have been meticulously painted with various scenes of svirfneblin life. Each individual brick contains a different scene. Much of the paint has cracked and peeled, and many of the paintings have been vandalized, some in rather obscene ways. The room reeks of the goblins living here, and the straw on the floor looks as if it hasn't been changed in years.

Ten goblins share this one-room house, but four are currently getting drunk in Area 44. The rest are squabbling over a pewter goblet one of them discovered behind a brick.

GOBLIN WARRIORS (6)
XP 135

CR 1/3

TACTICS

Before Combat The goblins are arguing, and take no action if there

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is a surprise round.

During Combat The goblins are angry with one another over who gets the pewter goblet, so they make no effort to work together. They aren't quite foolish enough to attack each other while the PCs outnumber them, however.

Morale The goblins fight to the death
hp 6; (*Pathfinder RPG Bestiary* 156)

Treasure: The goblins keep a small amount of treasure hidden in their straw. A DC 15 Perception check uncovers 13 gp, 59 sp and 39 cp. Also, a DC 25 Perception check uncovers a narrow but long secret compartment behind one of the bricks. In the very back of the compartment is a black velvet bag, but it cannot be seen by someone looking in; the PCs must reach into the back for it. Inside the bag are 10 small cut diamonds (20 gp each) and a *potion of water walk*. In addition, the pewter goblet is worth 25 gp.

46. Secret Altar (EL 3)

A DC 30 Perception check uncovers this room, which served the head priest and priestess of a forbidden cult as a secret worship chamber for their evil god. A marble idol of a one-eyed gnome rests atop a small altar surrounded by candles and incense. Anyone who removes the idol sets off a trap on the altar.

BURNING HANDS TRAP

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

Trigger proximity (*alarm*); **Reset** none

Effect spell effect (*burning hands*, 2d4 fire damage, DC 11 Reflex save for half damage); multiple targets (all targets in a 15-ft. cone)

Treasure: The marble idol is worth 50 gp, and three of the candles are especially nice (15 gp each). A DC 30 Perception check uncovers a secret drawer in the altar. Inside is a masterwork ceremonial dagger, the handle and quillons of which is made of gnome finger bones; a divine *scroll of desecrate* (CL 3); and a divine *scroll of lesser restoration* (CL 3).

47. 6 South Minotaur's Passage (EL 3)

A dozen straw mats are scattered around this room, but only half as many creatures reside here. The only furniture in the room is a single chair, currently occupied by a she-goblin who is ordering the other female goblins around. Her subordinates are sitting on the floor and mending shirts, pants, and other clothes. A pile of dirty clothes of various sizes lies in a corner.

The goblin in the chair is Voll, who is in charge of the mending of all the Bone Smashers' clothes. She believes she has more power than she does and rules her seamstresses with an iron fist.

GOBLIN WARRIORS (5)

XP 135

CR 1/3

TACTICS

Before Combat These goblins have no weapons or armor and are defenseless. They cower or run away if attacked.

hp 6; (*Pathfinder RPG Bestiary* 156)

VOLL

XP 1,200

Female goblin expert 5

NE Small humanoid (goblinoid)

Init +4; **Senses** darkvision 60 ft.; Perception +11

DEFENSE

AC 15, touch 15, flat-footed 11 (+4 Dex, +1 size)

hp 30 (5 HD; 5d8+10)

Fort +3, **Ref** +5, **Will** +6

OFFENSE

Speed 30 ft.

Melee morningstar +1 (1d6-2)

Ranged light crossbow +7 (1d6/×3)

TACTICS

During Combat Voll knows the other goblins will not fight, so she runs to Area 45 first. If those goblins are dead, she heads toward Dogbreath's quarters (Area 61). In combat she attempts to remain at range and fire her crossbow.

Morale Voll surrenders when reduced to 25% of her hit points.

STATISTICS

Str 6, **Dex** 18, **Con** 14, **Int** 10, **Wis** 13, **Cha** 10

Base Atk +3; **CMB** +1; **CMD** 15

Feats Alertness, Iron Will, Skill Focus (sense motive)

Skills Craft (needlework) +8, Diplomacy +7, Disguise +7, Perception +11, Ride +15, Sense Motive +11, Stealth +16, Swim +3; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Common, goblin

Combat Gear *potion of cure light wounds*; **Other Gear**

Morningstar, light crossbow, 10 bolts, 36 gp, 62 sp, 31 cp.

Personality: The goblins under her are completely terrified of Voll, who seems to have an uncanny sense of knowing what they are thinking. Despite being of no particular consequence in either looks or personality, Voll has managed to retain a position of power over others.

Treasure: Two keys hang from pegs on the wall next to Areas 48 and 49. Voll takes any coins the others attempt to collect and keeps it on her, so the weaker goblins have nothing of value on them.

48. Prison

Manacles have been bolted to the wall of this former bedroom, and filthy straw covers the floor. A single goblin slumped against the wall hangs from a pair of manacles, his wrists bloody and raw. He looks to be near death. The bones of a larger creature rests against another wall, still hanging from the manacles where it died.

The goblin left to die here is Ilrog. He tried to take another goblin's wife and killed the two of them when they fought back. He has been here for six days without food or water and is close to death by thirst.

If he is released, Ilrog tries to make it to Dogbreath's room in the hopes that warning him of the PCs will gain him a reprieve.

Ilrog has 0 hit points at the moment.

49. Bedroom (EL 4)

The door to this room is locked (Disable Device check DC 20) and the key hangs on a peg in Area 47. A DC 15 Perception check detects the sound of the skittering of the thousands of vermin trapped inside the room.

The room is barren other than the centipede swarm inside. A small hole in the wall allowed a few centipedes to find their way inside, which then bred into the swarm currently residing within. Dogbreath hasn't had the vermin eradicated yet, and he knows the tribe may have to turn to them as a food source if their other food runs out.

CENTIPEDE SWARM

XP 1,200

CR 4

hp 31; (*Pathfinder RPG Bestiary* 43)

50. 1 North Minotaur's Passage (EL 3)

Unlike the other areas of this dungeon, neither the walls, floor nor ceiling have been inset with marble bricks. Instead, the room is roughly carved of stone and thick, glittering dust coats the floor. Dull gold glitters deeply within the walls in the center of the room, which has been recently mined.

After attempts to carve out the center proved especially difficult, the svirfneblin took a closer look only to discover a thick vein of fool's gold ran through the area. The deep gnomes turned the room into a storage area but otherwise ignored it.

Any items stored here have been removed and buckets full of dull gold rocks are scattered around the room.

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Dogbreath is not aware the fool's gold in the room isn't real, so he has the goblins from Area 55 mining the center walls. Six goblins are on duty at the moment.

A DC 25 Perception check uncovers the secret door on the north wall.

GOBLIN WARRIORS (6)
XP 135

CR 1/3

TACTICS

Before Combat The goblins do not have shields (AC 15), shortbows or shortswords, but they wield their miner's picks as weapons. Treat these tools as light picks (dmg 1d3/x4). The creatures receive a share of the "gold" in the room, so they are more than willing to fight to defend it.

During Combat One of the goblins first tries to reach Dogbreath to warn him, but if the PCs are blocking the doorway, they group up and attack the first targets through.

Morale The goblins fight to the death.
hp 6; (*Pathfinder RPG Bestiary* 156)

51. 3 North Minotaur's Passage (EL 4)

Four narrow beds are spaced evenly along the east wall and a small chest rests at the foot of each one. Two bugbears are sitting at a table in the center of the room, playing a card game. Piles of copper coins are set before the two, though one has a significantly larger pile than the other.

The bugbears are so intent on their game they don't first notice the PCs, who can get a surprise round before they notice. A PC who succeeds at a DC 20 Spot check can see that the bugbear with the greater pile of coins is cheating.

The four bugbears who share this room work to protect the food stores in Area 42. The other two are currently in Area 42.

BUGBEARS (2)
XP 600

CR 2

TACTICS

Before Combat The bugbears have their morningstars beside them, and they are wearing their armor, but they don't have their shields (AC 16) or javelins near at hand.

During Combat The first round they become aware of the PCs they grab their weapons and move into melee range. Unless a PC points out that one of them was cheating at their card game, the bugbears work together, attacking the most heavily armed person first. If the PCs inform on the cheater, the duped bugbear turns on his companion, attacking him and ignoring the PCs unless they directly cause him damage.

Morale The bugbears fight to the death.
hp 16 each; (*Pathfinder RPG Bestiary* 38)

Treasure: Each of the chests is unlocked. They contain personal effects such as clothes, but the PCs can also find a gold-plated copper medallion in the shape of a star (1 gp), a bullseye lantern, a small steel mirror, a magnifying glass, a thunderstone, and 32 gp, 95 sp and 52 cp.

52. 2 Darkmantle Lane (EL 4)

A thick chain has been wrapped around the handle of this room and locked to posts driven into the floor. Unlocking the chains requires two DC 25 Disable Device checks; the chains have a hardness 10, 5 hp and a break DC of 26. A six-inch hole in the door near the handle is covered with a piece of thick cloth and smells of rotting meat, as if food were pushed through the hole. The noise from the other side is fearsome, a shrieking sound that chills to the bone.

Trapped in this room are two vargouilles that were living in this section of the dungeon when Dogbreath moved in. Instead of killing the creatures, he trapped them here in the hopes of convincing them to work for him.

VARGOUILLES (2)
XP 600

CR 2

TACTICS

Before Combat The vargouilles are angry at their imprisonment and attack the first creatures they see.

Druing Combat Although they are intelligent and speak Infernal, they care only for destruction, especially of their kidnappers. A PC who makes a DC 20 Diplomacy check (with a -10 penalty) can convince them to direct their attacks toward the goblins.

Morale The vargouilles fight until destroyed.
hp 19; (*Pathfinder RPG Bestiary* 272)

53. 4 Darkmantle Lane (EL 1)

This room is surprisingly luxurious for goblins. Two alcoves on the east hold two beds each and the main part of the room contains a torn, silk-covered couch, a narrow oak table, and four chairs, all of which are sized for Small creatures. One of two niches in the wall holds a tarnished silver serving platter, a silver pitcher, and three mismatched teacups; the other contains an assortment of wooden plates, spoons and bowls. Food bubbles in the cauldron in the fireplace on the south wall.

This is the room for the servants of Dogbreath's three wives. The four goblins living here dress in nicer clothes than the other members of their species, though they still smell as if they have never bathed.

GOBLIN WARRIORS (4)
XP 135

CR 1/3

TACTICS

Before Combat The goblins do not have shields (AC 15), shortbows or shortswords, but they wield their miner's picks as weapons. Instead they fight with daggers (dmg 1d3/19–20). They also carry a *potion of shield* and a *potion of cure light wounds*.

Because they live in relative luxury compared to many of the other goblins in the tribe, these servants are regarded with contempt and jealousy; they know they can expect no help from the others.

During Combat In the first round, each takes his *potion of shield* (AC 18) before drawing his dagger and moving into melee. These creatures recognize the value of helping their only allies and use their *potions of cure light wounds* on them.

Morale The goblins fight to the death.
hp 6; (*Pathfinder RPG Bestiary* 156)

Treasure: The silver platter and silver pitcher are worth 18 gp each. Hidden within the mattresses of the beds (DC 15 Perception check) are sacks of coins. The PCs can collect 21 pp, 78 gp, 312 sp, and 64 cp.

54. Silver Springs Alley (EL 2)

From the south wall of this road, water oozes from the mouth of a demon-headed spout and into a foot-wide channel that runs the length of the alley. The channel is six feet deep, but only a faint glistening of water covers the bottom. At the north end, the channel disappears into the wall.

At one time this natural spring fed the channel, which served as the primary water source for the Broken Hammer clan. Minerals have built up behind the spout and slowed the flow of liquid. The water is clean, though the mineral taste is strong. A character who makes a successful DC 15 Knowledge (architecture and engineering) check can figure out how to unplug the spout. The channel takes three days to completely fill.

One of Dogbreath's personal guards stands outside his room (Area 61) to protect against intruders.

DOGBREATH'S GUARD
XP 600

CR 2

Male hobgoblin fighter 2

LE Medium humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 16, touch 12, flat-footed 14 (+3 armor, +2 Dex, +1 shield)
hp 18 (2 HD; 2d10+6)

CHAPTER 6: BROKEN HAMMER DUNGEON LEVEL 2

Fort +6, Ref +2, Will +1

OFFENSE

Speed 30 ft.

Melee mwk warhammer +4 (1d8+2/19–20)

TACTICS

Before Combat The guard does not move from the door unless he is being attacked from a distance, at which point he moves into Area 61 to protect his leader.

During Combat The guard attacks a single target until defeated.

Morale This guard fights to the death.

STATISTICS

Str 15, Dex 15, Con 16, Int 10, Wis 12, Cha 8

Base Atk +2; CMB +4; CMD 16

Feats Toughness, Weapon Focus (warhammer)

Skills Perception +3, Stealth +6; **Racial Modifiers** +4 Stealth

Languages Common, Goblin

Combat Gear *potion of cure moderate wounds*; **Other Gear**

Leather armor, light steel shield, masterwork warhammer, 25 gp.

55. 1 Silver Springs Alley (EL 4)

Instead of piles of straw, the twelve goblins living here have real beds sized for Small creatures, a table and a few wobbly stools. Everything is covered in dirt and gold dust flakes.

These are the goblins who mine the fool's gold in Area 50. Half of them are at work; the other six are resting. These goblins live in better conditions than most thanks to Throll, a particularly charismatic goblin who styles himself the leader of the miners.

GOBLIN WARRIORS (6)

CR 1/3

XP 135

TACTICS

Before Combat The goblins do not have shields (AC 15), shortbows or shortswords, but they wield their miner's picks as weapons. (dmg 1d3/x4).

During Combat One of the goblins first tries to reach Dogbreath to warn him, but if the PCs are blocking the doorway, they group up and attack the first targets through.

Morale The goblins fight to the death.

hp 6; (*Pathfinder RPG Bestiary* 156)

THROLL

CR 2

XP 1,200

Male goblin bard 2

NE Small humanoid (goblinoid)

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

DEFENSE

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

hp 19 (2 HD; 2d8+5)

Fort +1, **Ref** +6, **Will** +2

Defensive Abilities well-versed

OFFENSE

Speed 30 ft.

Melee miner's pick +0 (1d3-2/x4)

Spells Known (CL 2nd; concentration +3)

1st (3/day)—*charm person* (DC), *cure light wounds*, *unseen servant*

0 (at will)—*dancing lights*, *daze*, *flare*, *lullaby*, *open/close*

TACTICS

During Combat Throll first casts *charm person* on the toughest-looking opponent (usually a fighter), before withdrawing his flute to use his inspire courage ability to assist his allies.

Morale If his allies are all dead, he pleads for quarter. He offers to tell the PCs where his hidden bag of gold is if they allow him to escape.

STATISTICS

Str 8, Dex 16, Con 12, Int 13, Wis 8, Cha 13

Base Atk +1; CMB +0; CMD 13

Feats Toughness

Skills Diplomacy +6, Escape Artist +8, Perception +4, Perform (wind instruments) +6, Ride +12, Sense Motive +4, Stealth +12; **Racial Modifiers** +4 Ride, +4 Stealth

Languages Common, goblin

SQ bardic performance (countersong, distraction, fascinate DC 12, inspire courage +1), versatile performance

Other Gear Miner's pick, masterwork flute, 15 gp, 32 sp, 41 cp.

Personality: Throll considers himself the leader of the goblin miners, so he doesn't feel as if he should dirty himself with manual labor. Unfortunately for him, the more powerful members of the tribe feel otherwise, so he grudgingly finds himself doing the work he dislikes. More than once, his flute and *lullaby* or *charm person* have gotten him out of some of the worst jobs, but he knows he risks death or worse if he is ever caught casting spells on his superiors.

Treasure: Throll hid a gold *ring of protection* +1 he found beneath his mattress, and a ruby pendant (30 gp) he discovered behind a loose stone inside a leg of one of the beds (DC 25 Perception check to find). The other goblins have a small amount of treasure hidden within their mattresses (DC 15 Perception check to uncover). The PCs can collect a pewter dog figurine (10 gp), a black silk cravat (5 gp), a set of ten ivory buttons carved in the shape of ships (4 gp each), 20 gp, 57 sp, and 31 cp. Throll has been slowly collecting more than his share of the "gold" he mines from Area 50. Inside the leg of his bed is a bag of fool's gold weighing twenty-five pounds. The other goblins also have a five pound sack of fool's gold. All of it is worthless.

56. 3 Silver Springs Alley (EL 3)

A thick chain has been wrapped around the handle of this room and locked to posts driven into the floor. Unlocking the chains requires two DC 25 Disable Device checks; the chains have a hardness 10, 5 hp and a break DC of 26. A six-inch hole in the door near the handle smells of rotting meat, as if food were pushed through it. Occasionally, a thick humanoid arm pushes through the hole, and the creature or creatures on the other side lets loose a bone-jarring growl filled with rage.

Inside the room are three hobgoblin bodies next to piles of shattered glass and a broken table. The odor is a nauseating blend of death, rotting food, and excrement.

This room once served a svirfneblin wizard as an alchemy lab. When the Broken Hammer clan was destroyed, he died before finishing one of his concoctions, and over time the brew mutated. When a hobgoblin fighter named Vothraug and some friends found it, Vothraug drank the vial of liquid on a dare. The mutated potion caused him to turn into a single creature with two heads and two forequarters; both halves with separate minds and goals striving to control the single body. The conversion and subsequent stress of two combating personalities have made him insane. The Bone Smashers managed to trap Vothraug inside the room and have kept him locked inside for months. Dogbreath wants to release him on the other tribes, but he hasn't yet figured out a method of controlling the beast.

VOTHRAUGH, THE MUTATED HOBGOBLIN

CR 3

XP 800

Male hobgoblin fighter 1

LE Medium humanoid (augmented goblinoid)

Init +2; **Senses** all-around vision, darkvision 60 ft.; Perception +1

DEFENSE

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

hp 26 (2 HD; 2d10+6)

Fort +5, **Ref** +2, **Will** +1

OFFENSE

Speed 30 ft.

CHAPTER 6: BROKEN HAMMER DUNGEON LEVEL 2

Melee unarmed strike +6/+6 (1d3+5)

TACTICS

Before Combat The former Vothraug has split into two personalities; Vothraug, similar to his previous personality, and Demogoblin, a maniacal beast of a humanoid bent on the utter destruction of all things. The Demogoblin personality can, strangely, also speak Abyssal, unlike Vothraug.

During Combat Vothraug is no longer capable of any kind of sophisticated tactics since the transformation, and Demogoblin is only interested in utter destruction. The body as a whole attacks anyone they see, focusing all attacks on that foe until they are unconscious.

Morale Demogoblin/Vothraug fight to the death.

STATISTICS

Str 20, **Dex** 14, **Con** 17, **Int** 10, **Wis** 8, **Cha** 12

Base Atk +1; **CMB** +6; **CMD** 18

Feats Alertness^b, Improved Unarmed Strike, Power Attack

Skills Climb +10, Perception +1, Sense Motive +1,

Stealth +6; **Racial Modifiers** +4 Stealth

Languages Common, Goblin, Abyssal (Demogoblin only)

SPECIAL ABILITIES

All-Around Vision (Ex)

Vothraug/Demogoblin gains a +4 bonus to Perception checks, and the Alertness feat. Also, the hobgoblin cannot be flanked.

Split Personality (Ex)

Vothraug/Demogoblin may take twice the amount of actions as normal, due to having two heads with distinct personalities, exactly as if he were two creatures.

Personality: Vothraug is insane and gibbers in a mixture of Goblin and Common. Any loyalties he once had to his tribe are gone and he now cares only for his own death. His other personality, Demogoblin, is a force of nature (as much as a hobgoblin can be) Hell-bent on the destruction of all things, most notably the PCs when encountered. Demogoblin rants in Abyssal on the destruction of the material plane and pure chaos. The differences in the personalities is chilling to observe.

Treasure: The three hobgoblin bodies still have their gear on them. The PCs can collect three suits of leather armor, three heavy wooden shields, three morningstars, 3 *potions of cure light wounds*, and a total of 23 gp, 21 sp, and 66 cp. Vothraug's armor has been torn, but his gear also lies scattered about the room. The PCs can collect a heavy wooden shield, a masterwork morningstar, a *potion of cure moderate wounds*, and 15 gp.

57. 5 Silver Springs Alley

Broken crates and barrels are strewn around the room, and a quick glance confirms nothing of value remains in them. This was once a storage area for basic tools, supplies, and other assorted goods, but the various invaders over the centuries have since destroyed or taken anything of value.

Standing in the corner is an apparently untouched, life-sized statue of a bear carved of wood. A close inspection reveals a myriad of tiny holes in the wood, which a DC 10 Knowledge (architecture and engineering) check identifies as termite holes. The statue is completely worthless, but it appears as if great care has been taken to polish it recently. One of the goblins living in Area 55 believes the statue is a representation of his totem animal, and he has a strange superstition regarding its care. He believes he should spend one hour each day polishing the object and that by doing so, he'll one day transform into the great beast. The goblin is very protective of the statue and has plans to move it into his quarters soon.

58. Privies

Privy seats line the walls of this room, though it appears no attempt has been made to keep sanitation in check and the room smells foul. A water pump is set into the middle of the room, and a rusty bucket

rests on its side beneath it. The water pump was once used to flush the waste properly into the sewer system, but the Bone Smashers don't bother with it.

A secret door behind one of the privies leads into a secret passageway (Perception check DC 25). The deep gnomes living in Area 56 used the passageway to steal goods from the general stores in Area 50. The current inhabitants are unaware of the door.

59. Secret Passageway

This five-foot wide narrow passageway is barely tall enough for a Small creature to walk through without crouching. Medium creatures must crouch and are considered squeezing for the purposes of combat. Reach weapons cannot be used in this space.

60. 2 Silver Springs Alley (EL 2)

Three narrow beds, well made but otherwise indistinguishable, stand along the west wall. The beds are separated by red curtains, and footlockers rest at the foot of each. A small painting of a cat lounging on a tree limb hangs above the southernmost bed. Near each bed is a chair and a small end table. One table holds a silver decanter, another a vase of dead flowers.

This room is the home of Dogbreath's harem of wives, Ugra, Ferl, and Krarm. These hobgoblins embody the goblinoids ideals of beauty. They are waited on by the goblins living in Area 53 and watched over by one of Dogbreath's personal guards.

UGRA, FERL, AND KRARM

CR 1/2

XP 200

TACTICS

During Combat The three females are non-combatants and hide beneath their beds if combat breaks out. They dislike each other immensely, feeling the others are competition for Dogbreath's attention.

Morale . If the guard dies and it seems the PCs are going to kill them, each pleads for her life, begging them kill the others and spare her.

hp 8 each; (*Pathfinder RPG Bestiary* 175)

HAREM GUARD

CR 2

XP 600

TACTICS

Before Combat The guard stands by the door inside the room and attacks anyone other than Dogbreath and the goblin servants who enter.

During Combat He tries to keep himself between the PCs and the wives and if possible he maneuvers the PCs away from the door in order to allow the females to escape.

Morale The guard fights to the death

hp 21; see the statistics in Area 54 for details.

Treasure: The painting over Ugra's bed was created by the elven artist, Corodolan Ielvian, which a character can determine with a successful DC 15 Appraise or DC 12 Knowledge (History) check. The painting, *Restful Repose*, is worth 75 gp. The silver decanter on Ferl's table is worth 15 gp, and the vase on Krarm's table is worth 40 gp. The footlockers contain only clothes and cheap toiletries.

61. 4 Silver Springs Alley (EL 4)

A blue-curtained, four-poster bed made of polished oak rests against the west wall next to a teak wardrobe and matching desk and chair. The furniture is carved with images of fairies, sprites, nymphs and other woodland creatures, but someone has defaced many of the figurines. At least two dozen deep notches are carved into one of the bed posts, and the skull of a goblin hangs from another.

The notches in the bed post reflect the number of creatures Dogbreath claims to have slain, and the goblin head belongs to a member of the Gutswine tribe who tried to destroy the tribe's food stores.

CHAPTER 6: BROKEN HAMMER DUNGEON LEVEL 2

DOGBREATH

CR 4

XP 800

Ogren rogue 3 (see the **New Monster Appendix**)

NE Medium humanoid (ogre)

Init +2; **Senses** darkvision 60 ft.; Perception +8

DEFENSE

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

hp 40 (5 HD; 2d8+3d8+16)

Fort +4, **Ref** +8, **Will** +1

Defensive Abilities evasion, trap sense +1

OFFENSE

Speed 30 ft.

Melee mwk morningstar +5 (1d8+2)

Ranged +1 *flaming shortbow* +7 (1d6+1 plus 1d6 fire/x3)

Special Attacks sneak attack +2d6

TACTICS

Before Combat If the PCs have been cutting a swath through his tribe members, Dogbreath knows his best chance of survival is to parlay with them. His goal is to maintain control of his tribe, but he sees the PCs as a means to accomplish his secondary goal: take control of the other tribes. Since the PCs have likely eliminated all or most of the Murder Stone tribe, he offers them a truce. In exchange for ceasing attacks on all Bone Smashers, Dogbreath allows the PCs to safely rest and recuperate within his dungeon, if they promise to eliminate the leader of the Gutswine tribe on level three. He tries to downplay the fact that he is offering the PCs something which they could take themselves, and if they point out that most of his tribe is already destroyed, he tries to bluff them into believing he still has plenty of reserves in hidden chambers. He also offers two fighters from his personal guards (Area 62) to escort the PCs, if they still live. Dogbreath will honor his end of the bargain, since he knows any group that can all but eliminate three entire tribes is not one to be trifled with. Only after the PCs eliminate the Gutswine does he consider attacking them, and then only if he thinks they have been weakened.

During Combat If combat is inevitable, Dogbreath first takes his *potion of shield* (AC 20) and tries to attack from range whenever possible. If any other members of his tribe are nearby, he orders them to keep the PCs occupied while he continues to make ranged attacks. He dislikes being in melee and avoids it whenever possible.

Morale Dogbreath flees the complex if reduced to 25% of his hit points.

STATISTICS

Str 14, **Dex** 14, **Con** 16, **Int** 13, **Wis** 10, **Cha** 13

Base Atk +3; **CMB** +5; **CMD** 17

Feats Point Blank Shot, Precise Shot, Weapon Focus (shortbow)^b

Skills Bluff +9, Disable Device +10, Intimidate +9, Perception +8,

Sense Motive +8, Stealth +14; **Racial Modifiers** +4 Stealth

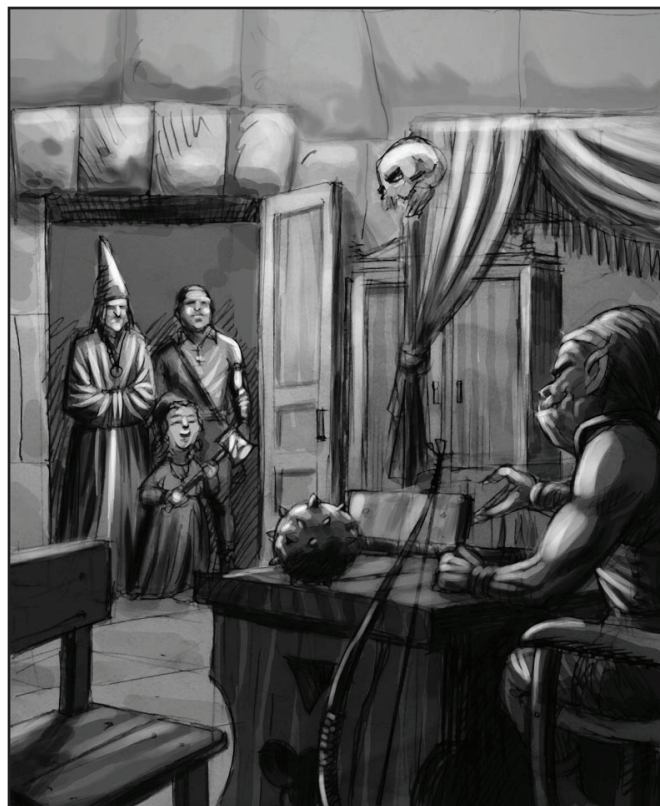
Languages Common, goblin, orc

SQ ogre blood, rogue talent (weapon focus), trapfinding

Combat Gear *potion of cure moderate wounds*, *potion of shield*;

Other Gear Leather armor, masterwork morningstar, +1 *flaming shortbow*, 20 arrows, masterwork lockpicks

Personality: Dogbreath was always something of a sickly creature as a youth and was left alone to die by his hobgoblin mother many times. He always managed to survive and make his way back to the tribe and he soon learned the value of resourcefulness. He killed his mother when he was barely an adolescent and found that his status within the tribe grew with every murder he committed. Despite not having the physical strength of many of his tribesmen, he has maintained control of the Bone Smashers for almost five years through sheer force of will and treachery. Dogbreath demands the utmost respect from his tribe, and he has been known to kill someone simply for being disrespectful. The last individual to feel his ire was a goblin who walked into him, forcing him to dodge the creature. The entire length of Darkmantle Lane had to be scrubbed



afterward.

Treasure: The wardrobe contains several plain sets of clothes and sturdy boots, but a chest at the bottom holds a few treasures Dogbreath has collected from slain enemies. PCs can find a blue silk shirt sized for a Small creature (23 gp), a cloth-of-gold hairnet studded with blue diamonds (35 gp), a costume diadem made of silver and garnets (10 gp), a bag of 25 ancient copper coins (25 sp), and a sack filled with 3 pp, 15 gp, 31 sp.

62. 6 Silver Springs Alley (EL 2)

Three plain beds line the east wall, each one precisely the same distance away from the next. Blankets, though faded and worn, are folded neatly around the mattresses and cloaks hang on pegs above each bed, the creases identical on each article of clothing. Footlockers at the head of the beds look new and are exactly the same distance from each bed.

Atop a table in the center of the room are a stack of wooden playing cards, a few bone dice, a wooden game board, and three wooden bowls and spoons. As with the rest of the room, the games lay in neat piles, and the chairs are pushed precisely beneath the table.

This is the room of Dogbreath's guards, three hobgoblins who prize order and conformity above all else. These hobgoblins are dedicated to their cause, protecting Dogbreath and his wives, and nothing distracts them from their goal.

Only one hobgoblin is here at a time. Another stands outside of Dogbreath's room, protecting him, and another stands inside the wives' room (Area 60).

DOGBREATH'S GUARD

CR 2

XP 600

TACTICS

Before Combat Since this hobgoblin is off duty, he does not have his shield or weapon at hand. If he hears combat outside his room, he takes the time to don his shield and grab his weapon before joining in the melee. If he is surprised in the room, he can be found sitting at the table, eating a bowl of stew. His sword and shield are within easy reach, so he goes for his weapon first and then dons his shield the next round.

CHAPTER 6: BROKEN HAMMER DUNGEON LEVEL 2

During Combat He tries to fight one opponent at a time.

Morale The guard fights to the death

hp 21; see the statistics in Area 54 for details.

Treasure: The footlockers are unlocked and contain perfectly folded clothes and personal effects. PCs can also collect a crystal wine bottle (15 gp), a ceramic serving platter painted with gold stars (35 gp), and a bottle of a musky cologne gone bad.

63. 7 Darkmantle Lane (EL 3)

A DC 25 Search check uncovers the secret door leading to this room. The door is locked (Disable Device check DC 25) and trapped. Anyone who opens the door without speaking the password sets off the trap.

ACID ARROW TRAP

CR 3

Type magic; **Perception** DC 27; **Disable Device** DC 27

Trigger touch trigger; **Reset** automatic

Effect spell effect (*ghoul touch*, CL 3, DC 13 Fortitude negates)

This room looks nearly untouched by the ravages of time. A wooden table near the north wall is covered in alchemical equipment and shelves on the walls hold vials both empty and full. Three comfortable leather chairs near the entrance are covered in a thick layer of dust but are otherwise in excellent condition. A small altar against the east wall holds a stone idol of a one-eyed gnome surrounded by candles and incense, and in the center of the room, gold runes form a ten-foot diameter circle on the floor.

This room was the laboratory and temple of a deep gnome wizard who worshipped a forbidden god. Even the gnomes of the time were unaware of the existence of the building.

Inside the summoning circle waits Wretch, a quasit who was summoned during a ritual centuries ago and then left alone after the Broken Hammer clan was destroyed.

WRETCH THE QUASIT

CR 2

XP 600

TACTICS

Before Combat If Wretch is aware of the PCs outside, he casts his *invisibility* on himself in the hopes they will accidentally cross the summoning circle and release him. If someone can see him, he drops his *invisibility* and pleads with the PCs to release him, claiming to be a fey creature trapped inside the circle by evil wizards.

During Combat If released, he cackles gleefully and casts *cause fear* in the hopes of removing a few of the PCs from the area. He uses his claw attack on remaining PCs. If none of the PCs are affected by his *cause fear* spell-like ability, he casts *invisibility* on himself and tries to escape.

Morale If he is reduced to 25% of his hit points, Wretch attempts to flee.

hp 16; (*Pathfinder RPG Bestiary* 66)

Treasure: Enough alchemical equipment remains on the table to form a complete alchemical laboratory. The three leather chairs are worth 65 gp each, but they weigh 200 pounds. Most of the vials on the shelves are empty. Of those that are filled, thirty-five contain liquids which have gone rancid, but two of the vials contain *potions of levitate*. The vials are labeled in Gnome.

64. Sky Ramp

Thousands of tiny, perfectly-cut yellow topaz gems line the length and breadth of this ramp, which has been painted with a dark blue enamel. Torches along the walls cause the gems to glitter, so that the ramp resembles the night sky. The effect is somewhat disorienting at first. Someone tried to chip out the topaz gems near the top of the landing, but they only succeeded in destroying them.

This ramp descends one hundred feet to a landing, which then turns and descends another one hundred feet to the third level of the Broken Hammer dungeon. The lit torches on the wall allows guards to see anyone coming up the ramp.

Hobgoblins from Area 27 guard the landing to prevent anyone from the Gutswine tribe from sneaking past and causing mayhem.

HOBGOBLINS (4)

CR 1/2

XP 200

TACTICS

Before Combat If anyone appears at the landing, one hobgoblin runs to Area 61 to warn Dogbreath, calling out a warning the entire time to alert the rest of the complex.

During Combat The other three are prepared to fight unless whoever approaches indicates they are there to parlay.

Morale The hobgoblins fight to the death.

hp 10 each; (*Pathfinder RPG Bestiary* 175) These creatures carry morningstars instead of longswords (1d8+1/x2 dmg).

Chapter 7:

Broken Hammer

Dungeon Level 3

Level three of the Broken Hammer dungeon was originally used for storage and farming. It has been taken by the Gutswine goblinoids, who live here under the control of Kolumsh, a bugbear sorcerer. The Gutswine tribe is the smallest but also the most powerful of the three tribes. Conditions in the few rooms are more crowded, but they have more than enough food and easy access to the surface through the tunnel that leads to the Silverblossom tree village.

Resting and Retreating From Combat

If the PCs escape back up the ramp (Area 64), the Gutswine tribe retreats in order to regroup. Kolumsh knows any group that can make it through the previous two levels is powerful, so he does not take any unnecessary risks. After a couple of hours without any activity from the PCs, he sends two scout groups of four creatures to the higher levels, hoping to ascertain the state of the other tribes. PCs on either level run a 20% risk of encountering one of the groups for every ten minutes they spend in the area. He also sends one of his people to the druids for backup. The next time the PCs arrive, they find the Gutswine tribe is supplemented by two 4th-level druid guards (see Chapter 9, Area 1 for statistics).

If the PCs have not yet engaged them, the Gutswine tribe still becomes aware of the situation on level two one day after the Bone Smasher tribe has been eliminated. Kolumsh sends four bugbears to scout the area. He intends to move the entire tribe to level two, but it takes the tribe an additional three days to organize for the move.

Room Descriptions

65. Sky Ramp (EL 5)

Thousands of tiny, perfectly-cut yellow topaz gems line the length and breadth of this ramp, which has been painted with a dark blue enamel. Torches along the walls cause the gems to glitter, so that the ramp resembles the night sky. The effect is somewhat disorienting at first.

This ramp rises one hundred feet to a landing, which then turns and ascends another one hundred feet to the second level of the Broken Hammer dungeon. The lit torches on the wall allows guards to see anyone coming down the ramp.

Bugbears from Area 67 guard this entrance to prevent anyone from the Bone Smashers tribe from sneaking past and causing mayhem.

BUGBEARS (4)
XP 600

CR 2

TACTICS

Before Combat If any creatures try to come down the ramp, the bugbears run to the four main rooms (Areas 67, 68, 72, and 73) to warn the inhabitants.

hp 16 each; (*Pathfinder RPG Bestiary* 38)

General Melee

Once combat breaks out, if the bugbears in Area 65 have an opportunity to warn the other inhabitants the PCs stand a chance of finding themselves up against about half of the Gutswine tribe. Not all creatures leave their quarters to join the general melee, but those that do not are still aware of the presence of the PCs and cannot be surprised. Use this table to determine what creatures arrive each round. Creatures with darkvision that have joined the combat may not be visible to the PCs if they attack from range.

Table 8-1: Gutswine Tribe Combat Rounds

1	The four bugbears from Area 65 run for help
2-3	No one
4	Two bugbears from Area 67, one bugbear from Area 65
5	Two bugbears from Area 67
6	Three goblins and two hobgoblins from Area 68, one bugbear from Area 65
7	Two hobgoblins and Udok from Area 68
8-9	No one
10	Arthra and Thack from Area 72, one bugbear from Area 65
11	Kolumsh from Area 73, one bugbear from Area 65

66. Scorpion Road

This wide avenue is the only road on this level. Unlike the roads on previous levels, no carvings or decorations indicate how it came by its name. The marble blocks on the floor are plain and smooth, with few cracks to catch cart wheels.

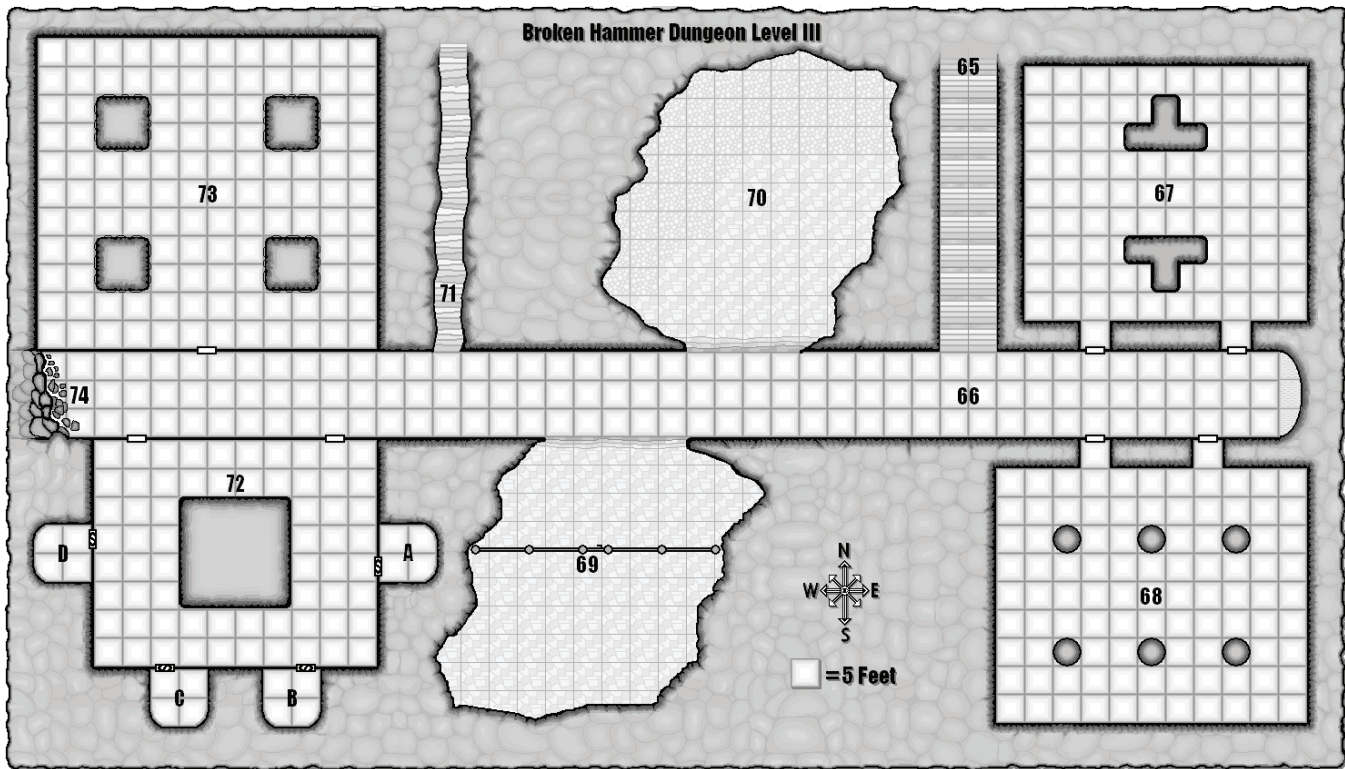
PCs can see a red line down the center of the road and dark brown arrows pointing east on the northern half of the road and more arrows pointing west on the southern half.

67. 1 Scorpion Road (EL 5)

Each of the corners of this room holds two narrow beds, footlockers, and a small chest of drawers. Three pallets lay on the floor between the two doors, and a single table near the western door is surrounded by four chairs. Stacks of barrels and crates fill the center of the room. None of the furniture is of any particular pattern or style.

The eight bugbears who guard the ramp live here, but only four are here at a time. At the moment two of the guards are sitting at the table playing cards and the other two are sleeping. Three goblin servants are sitting on their pallets, mending clothes or armor.

The four chests of drawers contain only clothes and repair tools for armor and weapons. The barrels and crates hold food and basic supplies.



BUGBEAR GUARDS (4)
XP 600

CR 2

TACTICS

Before Combat The two at the table yell to awaken their companions as they reach for their weapons and shields. The other two take a move action to awaken and stand and another to grab their weapons and spend the next round strapping on their shields before moving toward the combat.

During Combat If the PCs are blocking one doorway, they exit through the other, intending to flank them.

hp 16 each; (*Pathfinder RPG Bestiary* 38) These bugbears carry the keys to their footlockers on them.

GOBIN WARRIORS (3)
XP 135

CR 1/3

TACTICS

Before Combat The goblins wear armor and have weapons nearby, but they don't have shields (AC 15). They grab their weapons and stand to fight, though they are clearly reluctant to engage the PCs in combat.

During Combat They shoot with their shortbows first and try to stay out of melee if they can, but they won't risk the wrath of their bugbear masters by refusing to fight.

Morale If the PCs kill the bugbears, the goblins beg for their lives.
hp 6; (*Pathfinder RPG Bestiary* 156)

Treasure: If the PCs unlock the footlockers (Disable Device check DC 20), they can collect the following treasures:

Table 8–2: Bugbear Treasures

Footlocker	Treasure
1	a scroll of <i>identify</i> (CL 1), a scroll of <i>darkvision</i> (CL 3), 13 gp, 32 sp, 94 cp
2	a scroll of <i>water breathing</i> (CL 5), 3 pp, 35 gp, 77 sp, 1 cp
3	a wand of <i>web</i> (CL 3, 18 charges), 42 gp, 57 cp
4	a one-foot tall fertility symbol made of silver (150 gp), 10 pp
5	a portrait of a human family (see below for details), a set of high-quality paints and brushes (consider

these to be a set of masterwork artisan's tools), 88 gp, 54 sp, 72 cp

6 a magnifying glass, a wizard's spellbook (see below for spell list), 51 gp, 99 sp, 74 cp

7 a book of short adventure stories written in Gnome titled *The Ravenous Spectre*, by Silk Silverarm (75 gp), a bag of assorted gems: 3 emeralds (40 gp each), 7 rubies (25 gp each), 5 garnets (15 gp each), and one moonstone (93 gp)

8 a set of miniature ceramic teacups set in a polished leather case (50 gp for the set), 12 pp

Family Portrait: The family portrait is of the Binton family and shows a human family of a man, woman, and four young children. The portrait was crafted by a dwarven painter named Bennia Brightcolors, who was killed when the Gutswine tribe ambushed her on the road. A DC 20 Knowledge (History) check allows a PC to recognize the name and where the painter plied her craft most often. A successful DC 20 Diplomacy check finds the Binton family in a large city. They are grateful for the recovery of the painting and reward the PCs with 200 gp. No one else is interested in the portrait.

Wizard's Spellbook: 1st—*alarm*, *burning hands*, *color spray*, *expeditious retreat*, *identify*, *mage armor*, *magic missile*, *shield*; 2nd—*darkness*, *darkvision*, *invisibility*, *protection from arrows*, *web*; 3rd—*dispel magic*, *nondetection*, *heroism*, *hold person*, *wind wall*.

68. 2 Scorpion Road (EL 6)

In each corner of this room are two narrow beds, footlockers, and a small chest of drawers. A massive four-poster bed surrounded by dark blue velvet curtains dominates the center of the room. Three large chests lie at the foot of the bed and a long, heavily-scarred table rests near its head. Three straw pallets covered in thin blankets lay on the floor between the two doors, and a table near the western door is surrounded by four chairs. None of the furniture is of any particular pattern or style.

The chests of drawers contain clothes and tools for repairing and maintaining armor and weapons.

Eight hobgoblin fighters, Udok, and three goblin servants live here. The hobgoblin fighters take turns guarding the tunnel to the surface, so only four are here at a time. Udok spends much of his time training

CHAPTER 7: BROKEN HAMMER DUNGEON LEVEL 3

for battle, and the goblins are usually cleaning, mending, or doing other chores.

At the moment, two of the guards are at the back of the room, arguing over a missing set of dice. The fighters are about to come to blows and the other two hobgoblins are watching with interest. The three goblins are helping Udok train, an endeavor that puts their lives at risk as he swings his weapon in controlled attacks.

HOBGOBLINS (4) XP 200

CR 1/2

TACTICS

Before Combat As soon as the occupants of the room become aware of the PCs, all arguments cease. The PCs have a chance to surprise the creatures, since all of them are distracted and opening the door does not immediately gain their attention.

During Combat The hobgoblins try to stick close to Udok and follow his instructions. If the PCs are blocking the door they attempt to maneuver around behind them by going through the other door.

Morale The hobgoblins fight to the death.

hp 12; (*Pathfinder RPG Bestiary* 175)

Combat Gear *potion of cure light wounds*; **Other Gear** Leather armor, longsword, longbow, 20 arrows, 2d6 gp, 2d10 sp.

GOBLIN WARRIORS (3) XP 135

CR 1/3

TACTICS

Before Combat The goblins wear armor and have weapons nearby, but they don't have shields (AC 15). They grab their weapons and stand to fight, though they are clearly reluctant to engage the PCs in combat.

During Combat They shoot with their shortbows first and try to stay out of melee if they can, but they won't risk the wrath of their hobgoblin masters by refusing to fight.

Morale If the PCs kill the hobgoblins, the goblins beg for their lives.

hp 6; (*Pathfinder RPG Bestiary* 156)

UDOK XP 800

CR 3

Male hobgoblin fighter 3

LN Medium humanoid (goblinoid)

Init +2; **Senses** darkvision 60 ft.; Perception +3

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 armor, +2 Dex, +1 dodge)

hp 30 (3 HD; 3d10+6)

Fort +6; **Ref** +3, **Will** +2; +1 against fear

Defensive Abilities bravery +1

OFFENSE

Speed 30 ft.

Melee mwk heavy flail +7 (1d10+3/19-20)

Ranged shortbow +5 (1d6/x3)

TACTICS

Before Combat As soon as Udok becomes aware of the PCs, he takes his *potion of shield* (AC 20) before moving into melee.

During Combat Udok believes a true hobgoblin fights only those opponents worthy of battle, so he shuns spellcasters in favor of fighters, and directs the other hobgoblins to distract the spellcasters. If he is reduced to fewer than 10 hp, he uses his *potion of cure moderate wounds* on himself.

Morale Udok refuses to either give or receive quarter unless Kolumsh orders him to.

STATISTICS

Str 15, **Dex** 15, **Con** 16, **Int** 10, **Wis** 12, **Cha** 8

Base Atk +3; **CMB** +5; **CMD** 17

Feats Cleave, Dodge, Power Attack, Weapon Focus (heavy flail)

Skills Climb +7, Perception +3, Stealth +8; **Racial Modifiers** +4 Stealth

Languages Common, goblin

SQ Armor training 1

Combat Gear *potion of shield*, *potion of cure moderate wounds*;

Other Gear Chain shirt, masterwork heavy flail, shortbow, 20

arrows, key ring with 3 keys, 42 gp, 54 sp, 231 cp.

Personality: Udok believes in order with an almost religious fervor. He demands the strictest obedience from his underlings, not out of a desire for power, but out of a belief that a chain of command is the ultimate sign of order. He is one of Kolumsh's strongest and most dedicated followers, and his loyalty is unquestioned.

Treasure: The hobgoblin warriors' footlockers are locked (Disable Device check DC 20). The PCs can collect the following treasures from the lockers:

Table 8–2: Hobgoblin Treasures

Footlocker	Treasure
1	masterwork dagger, 14 gp, 3 sp, 21 cp
2	a <i>scroll of magic missile</i> (CL 3), 19 gp
3	masterwork buckler, 6 gp, 100 sp, 99 cp
4	20 ft. length of chain, climber's kit, 78 sp
5	masterwork thieves' tools, <i>potion of cure light wounds</i> , 14 gp, 6 sp
6	a <i>scroll of magic mouth</i> (CL 3), 90 sp, 4 cp
7	<i>potion of darkvision</i> , 69 cp
8	<i>elixir of love</i> , 9 gp, 12 sp

The three chests closest to Udok's bed are also locked (Disable Device check DC 25) and trapped. Anyone who attempts to open one of the chests without the correct key sets off its trap. A PC with at least one rank in Open Lock who spends one minute studying each chest's lock can determine which key fits which chest.

BURNING HANDS TRAP

CR 2

Type magic; **Perception** DC 27; **Disable Device** DC 27

Trigger proximity (*alarm*); **Reset** none

Effect spell effect (*acid arrow*, CL 3, ranged touch +2, 2d4 acid damage per round for 2 rounds)

Chest A: Small masterwork breastplate, Small masterwork buckler, Small masterwork dagger

Chest B: Spyglass wrapped in a bolt of blue cotton cloth

Chest C: 5 two-pound gold bars (100 gp each), 20 two-pound silver bars (10 gp each), 100 two-pound copper bars (1 gp each)

69. 4 Scorpion Road (EL 5)

This large cave smells of damp earth, moldy hay and dung. A crude fence made of logs separates the northern and southern halves of the room. The northern side contains pegs holding shovels, pitchforks, and other tools, and individual piles of straw covered in thin blankets cover the floor. The fenced-in area is filled with cattle, and the room echoes from the noise. Dozens of the creatures stand in close proximity to each other. The animals are in poor condition, thin and malnourished.

A dozen goblins live here to protect and care for the animals.

GOBLIN WARRIORS (12)

CR 1/3

XP 135

TACTICS

Before Combat The goblins know Kolumsh will kill them if their farm is damaged, so they attack without hesitation.

During Combat They do not go to the aid of others outside the room, since they are forbidden from leaving this cave without permission.

Morale If the PCs kill Kolumsh, the goblins beg for their lives.

hp 6; (*Pathfinder RPG Bestiary* 156)

Treasure: These goblins are very poor compared to goblins from

CHAPTER 7: BROKEN HAMMER DUNGEON LEVEL 3

other tribes, but each keeps a small pile of treasure in his or her personal sleeping area. The PCs can collect a total of 15 sp and 23 cp with a successful DC 15 Perception check. The back half of the room holds thirty-seven cattle. If the PCs wish to move the animals, a successful DC 25 Handle Animal check steers them in the direction the characters need them to go. The cattle can be sold for 6 gp each.

70. 3 Scorpion Road (EL 5)

This large cave smells of damp earth and the room is filled with mushrooms of different varieties. A pile of shovels, hoes, and other tools stand next to crates and barrels in the corner. Around the edges of the room, individual piles of straw covered in thin blankets seem to indicate the room also doubles as living quarters.

Twelve goblins farm and live in this cave, which provides some of the food the Gutswine tribe lives on. The barrels and crates contain dried mushrooms.

GOBLIN WARRIORS (12)
XP 135

CR 1/3

TACTICS

Before Combat The goblins know Kolumsh will kill them if their farm is damaged, so they attack without hesitation.

During Combat They do not go to the aid of others outside the room, since they are forbidden from leaving this cave without permission.

Morale If the PCs kill Kolumsh, the goblins beg for their lives.
hp 6; (*Pathfinder RPG Bestiary* 156)

Treasure: These goblins are very poor compared to goblins of other tribes, but each keeps a small pile of treasure in his or her personal sleeping area. The PCs can collect a total of 14 sp and 36 cp with a successful DC 15 Perception check. A successful DC 20 Perception check also uncovers a *potion of barkskin* +2 one of the goblins hid within a barrel of dried mushrooms.

71. Tunnel To The Surface (EL 5)

This five-foot wide tunnel of dirt and rock ascends gradually for a half mile before it opens to the surface. The tunnel is crude and the footing treacherous. Anyone attempting to run or charge through it must make a DC 10 Balance check. Failure by 5 or more means the character falls prone 1d6 x 5 feet from her starting spot, halting all movement.

Four hobgoblin fighters from Area 68 guard this tunnel, which is also guarded on the surface. See Chapter 9 for details on the Silverblossom tree village and its surroundings.

HOBGOBLINS (4)
XP 200

CR 1/2

TACTICS

Before Combat Since this is the Gutswine tribe's only exit from the dungeon, these hobgoblins take guarding it very seriously.

During Combat One stands twenty feet into the tunnel, and if combat breaks out, heads toward the surface to warn the druids. It takes him four minutes to reach the surface. The other three stand in front and to the sides of the entrance and try to prevent anyone from passing. These guards do not assist any others in combat unless ordered to by Kolumsh.

Morale The hobgoblins fight to the death.

hp 12; (*Pathfinder RPG Bestiary* 175) See **Area 68** for details.

72. 6 Scorpion Road (EL 4 or 6)

A twenty-foot block of stone rises to the ceiling in the center of the room. The marble bricks set into the wall are veined with different colors of minerals, and the runes carved into the stone seem to tell a story. Anyone who reads Gnome and spends at least one hour studying them can read the story of a lost underground pirate ship believed to hold great treasure taken from a drow stronghold. Whether the story

is simply a children's tale or an account of a historical event, the ending leaves the reader to wonder if this famous treasure still sits at the bottom of the underground lake.

Five blemished and overstuffed chairs face each other just inside the westernmost entrance, stacks of water-stained books resting on three of them. Dozens of skulls from various creatures both humanoid and other hang from ropes on the ceiling. Many of the skulls hang low enough to obstruct the vision of Medium creatures. Enemies have concealment against Medium creatures who are not prone or kneeling. A four-poster bed rests against the south wall, hidden behind the center post, and a chest has been pushed beneath it.

Four different secret doors lead to small rooms that served the Broken Hammer clan as storage for their weapons and valuable artifacts. Arthra, the hobgoblin necromancer who lives here, uses one of the secret rooms (72a) to keep her favorite "pet," a goblin wight she created from a scroll she found. Discovering the room requires only a DC 10 Perception check.

Area 72b stands open and empty, though the glittering dust on the floor leads one to believe gold or gems might have once been stored here.

Treasure: Area 72c requires a DC 25 Perception check to uncover. Inside is an armory of ranged weapons and ammunition. PCs can find 10 slings, 200 sling bullets, 5 heavy crossbows, 5 light crossbows, 200 bolts, 4 longbows, and 100 arrows. All weapons are sized for Small creatures.

Area 72d also requires a DC 25 Perception check to find. This room is locked and trapped. Anyone attempting to unlock the door (Disable Device check DC 30) without the key (long gone) sets off the trap.

BESTOW CURSE TRAP

CR 4

Type magic; **Perception** DC 28; **Disable Device** DC 28

Trigger touch (*alarm*); **Reset** automatic

Effect spell effect (*bestow curse*, CL 5, -6 to constitution, DC 14 Will save negates)

Inside the room is a single chest. The chest contains a *cloak of resistance* +1, 20 pp, 550 gp, 3,000 sp and 5,000 cp.

ARTHRA

CR 4

XP 1,200

Female hobgoblin cleric 3, wizard 1

NE Medium humanoid (goblinoid)

Init +4; **Senses** darkvision 60 ft.; **Perception** +5

Aura evil

DEFENSE

AC 10, touch 10, flat-footed 10

hp 23 (4 HD; 3d8+1d6+8)

Fort +5, **Ref** +1, **Will** +8

OFFENSE

Speed 30 ft.

Melee morningstar +2 (1d8) or touch +2 (by spell)

Ranged ray +2 touch (by spell)

Special Attacks bleeding touch (1d6 bleed, 1 round, 6/day), channel negative energy (2d6, DC 14, 6/day), command undead (5/day, DC 13), grave touch (shaken, 1 round, 5/day), touch of evil (sickened, 1 round, 6/day),

Arcane Spells Prepared (CL 1st; concentration +7)

1st—*chill touch* (DC 13), *enlarge person*, *mage armor*

0 (at will)—*acid splash*, *message*, *touch of fatigue* (DC 13)

Opposition Schools illusion, enchantment

Divine Spells Prepared (CL 3rd; concentration +9)

2nd—*cure moderate wounds*, *desecrate* (D), *hold person* (DC 15)

1st—*bane* (DC 14), *cause fear* (DC 15) (D), *divine power*, *entropic shield*

0 (at will)—*detect magic*, *guidance*, *detect poison*, *read magic*

D domain spell; **Domains** Death, Evil

TACTICS

Before Combat Arthra casts *mage armor* on herself (AC 14),

CHAPTER 7: BROKEN HAMMER DUNGEON LEVEL 3

followed by *enlarge person*.

During Combat She tries to reach Thack to release him and then casts *desecrate* on the area, but if that isn't possible, she casts *cause fear*. She tries to save her *inflict* spells to heal Thack.

Morale Arthra is not afraid of death and hopes to become a lich one day, but she has no desire for her death to be permanent and surrenders if she thinks her life will be spared.

STATISTICS

Str 10, **Dex** 10, **Con** 14, **Int** 14, **Wis** 16, **Cha** 13

Base Atk +2; **CMB** +2; **CMD** 12

Feats Command Undead^b, Combat Casting, Improved Initiative, Scribe Scroll^b, Spell Focus (necromancy)

Skills Knowledge (arcana) +7, Knowledge (geography) +7, Knowledge (religion) +7, Linguistics +7, Perception +5, Stealth +4, Spellcraft +7; **Racial Modifiers** +4 Stealth

Languages Common, Goblin, Dwarven, Giant, Gnome

SQ arcane bond (summon familiar)

Combat Gear *scroll of ray of enfeeblement* (CL 1, DC 14 save), *scroll of shield* (CL 1), *scroll of cure light wounds* (CL 3), *scroll of hold person* (CL 3), *scroll of animate dead* (CL 5); **Other Gear** Morningstar, spellbook (1st—*chill touch*, *enlarge person*, *mage armor*, *ray of enfeeblement*, *shield*).

Personality: Arthra is articulate and wise for a hobgoblin, but she rarely wastes her time trying to communicate with those she considers lesser beings (almost everyone). She enjoys reading and speaks multiple languages fluently. She has a fascination with death that makes even Kolumsh uncomfortable, since it usually involves very thorough examinations of bodies, sometimes before they have completely died. Her lifelong goal is to become a powerful lich and rule all of goblinkind, though she has surprisingly little ambition to rule as long as she still lives. Arthra stands out from other Gutswine tribe members by the sedate colors she wears, usually plain linens or light blue silks.

WIGHT
XP 800

CR 3

TACTICS

Before Combat The wight attacks the first living creature it sees, with the exception of Arthra.

During Combat It focuses on a single creature, intending to kill it and create another wight. It is single-minded and does not make any attempts at tactics, including provoking attacks of opportunity in its quest to kill something.

Morale The wight fights to the death.

hp 26; (*Pathfinder RPG Bestiary* 276) **Special:** As a Small creature, this wight gains a +1 size bonus to Armor Class, a +1 size bonus on attack rolls, and a +4 size bonus on Stealth checks, but its damage is only 1d3+1 plus energy drain.

Treasure: The chest beneath Arthra's bed is not locked and contains only clothes and personal effects. The only object of value the PCs can find is a masterwork lyre beneath the clothes.

73. 5 Scorpion Road (EL 6)

This large room is supported by four ten-foot square columns decorated with the heads of different humanoid. The center of the room is dominated by a canopy bed covered in thick quilts, and three wardrobes of different styles. A long wooden table and four mismatched chairs stand in the southwest corner and four sofas are scattered about.

This room was once a storage area for food and water, but Kolumsh claimed it for himself and his wives when his tribe moved in. Kolumsh's two wives, Neluth and Maura, are non-combatant bugbears.

KOLUMSH
XP 2,400

Male bugbear sorcerer 4

CE Medium humanoid (goblinoid)

CR 6



Init +1; **Senses** darkvision 60 ft., scent; Perception +6

DEFENSES

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

hp 43 (7 HD; 3d8+4d6+14)

Fort +4, **Ref** +5, **Will** +6

Defensive Abilities fated (+1)

OFFENSE

Speed 30 ft.

Melee +1 *morningstar* +5 (1d8+2) or touch +5 (by spell)

Ranged ray +5 touch (by spell)

Spells Known (CL 4th; concentration +7)

2nd (4/day)—*bull's strength*

1st (7/day)—*cause fear* (DC 16), *mage armor*, *magic missile*

0 (at will)—*detect magic*, *disrupt undead*, *message*, *open/close*, *read magic*, *touch of fatigue*

Bloodline Destined

TACTICS

Before Combat Kolumsh first casts *mage armor* on himself (AC 18) followed by *bull's strength*.

During Combat The bugbear prefers to alternate between attacking in melee and casting his *magic missile* at spellcasters. He always casts spells on the defensive.

Morale. Kolumsh knows his tribe would turn on him if he tried to surrender, so he fights to the death.

STATISTICS

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

Base Atk +4; **CMB** +5; **CMD** 16

Feats Brew Potion, Combat Casting, Eschew Materials^b, Scribe Scroll, Skill Focus (intimidate), Skill Focus (stealth)

Skills Intimidate +16, Knowledge (history) +4, Perception +6, Stealth +12, Use Magic Device +10; **Racial Modifiers** +4 Intimidate, +4 Stealth

SQ bloodline arcane (luck, 1 round), stalker, touch of destiny (+2,

5/day)

Languages Common, Goblin, Draconic

Combat Gear *potion of bull's strength* [x2] (CL 4); **Other Gear** +1 *morningstar*, *cloak of resistance +1*, pair of gold ear cuffs (25 gp for the pair), 12 pp, 87 gp, 43 sp.

Personality: Kolumsh always speaks of himself in the third person and has never been known to show even the slightest bit of fear or self-doubt. He believes he was chosen by his god to unite all the goblinoid clans, because of a vision he had in his youth (though in truth it was a hallucination brought on by bad mushrooms). He began gathering followers, and when his sorcerer powers exerted themselves soon after, he converted some to his beliefs. After numerous defeats at the hands of stronger tribes, many of Kolumsh's followers deserted him. Determined, he started anew, using his magic to "prove" to the others that his is a gods-given right to rule.

NELUTH and MAURA
XP 600

CR 2

TACTICS

Morale The two females are non-combatants and try to escape if combat breaks out. They have no armor or weapons.

hp 16 each; (*Pathfinder RPG Bestiary* 38)

Treasure: The wardrobes contain treasures Kolumsh has collected from his enemies. Most of the contents of the furniture are worthless to anyone else: bones, scalps and broken weapons make up the majority of the "treasures." In addition, PCs can find a masterwork short sword, a set of masterwork thieves' tools, a disguise kit, and six tindertwigs.

74. Collapsed Tunnel

Rubble from the ceiling covers this section of the tunnel. A goblin's bones lie in the heap, crushed by the heavy stones piled atop it. Anyone with darkvision can see that a tunnel exists beyond the rubble, though reaching it would require quite a bit of excavation.

A PC who makes a successful DC 25 Knowledge (architecture and engineering) check understands how to remove the rubble to make the tunnel passable again. Removing the rubble requires at least eighty man-hours of work and DC 20 Knowledge (architecture and engineering) checks each day to prevent further collapse.

Chapter 8:

Silverblossom Tree

Village — Ground Level

History of the Silverblossom Tree Village

Once the home of the Silverblossom elves, this village has been abandoned for a thousand years. The elves lived in harmony with nature, caring for the ground beneath them and nurturing the trees that held their homes. Their elevated position gave them an advantage against the orcs and goblins who occasionally raided the area, and they spent centuries without any serious threats to their way of life.

When a series of violent murders ran through the village, the elves used all their magic to uncover the responsible party. All their magics pointed to Faelthorn Shurn, a master leatherworker. Faelthorn had a reputation as a gentle elf, patient with children and always willing to lend a hand. He protested the charge, but the elves believed their spells and ordered Faelthorn's death by hanging.

He was hanged on a moonlit night, still protesting his innocence. His anger and despair with the unjust accusation turned him into a foul undead creature known as a hanged man, and he roamed the ground attacking any living being he could, always managing to avoid the archers in the village above him.

In truth, the murders were the work of another, a fey creature known as an insanity witch. Her power grew with each murder, and the killers knew nothing of their actions.

When the deaths continued and then grew more frequent after Faelthorn's death, the Silverblossom elves despaired and considered abandoning their home. Only when an elf maiden caught a glimpse of the insanity witch just before another villager was murdered were the elves able to piece together the truth.

Weeks passed and the fey creature eluded everyone sent to kill her. More murders occurred. Friends and family members turned on one another. Suspensions ran high and everyone was on edge. Still, the insanity witch lived, until the leaders of the village gathered the remaining elves and insisted they needed to leave. Sadly, the rest agreed and they gathered a few possessions and slipped out before the next nightfall.

Without the fear and paranoia she needed to feed, the insanity witch slipped into hibernation to await the next time a group moved into the village.

Silverblossom Tree Village Today

The Druidic Order of Talanis is ancient, and knowledge of the location of the Silverblossom tree village has been passed down through the centuries. When the druids were kicked out of the Three Points Forest, they headed for the village to nurse their anger and resentment. They discovered that the hanged man, Faelthorn, still wandered the village grounds, but instead of destroying the undead abomination, they left him alone to guard against attackers.

The Talanis druids made many plans for revenge against the Three Points, each discarded as impractical, until they discovered the tunnel that led to the Broken Hammer dungeon and the goblinoids living

within. They negotiated with the leaders of the three clans, promising great wealth and power in exchange for their help.

In the meantime, the insanity witch, Jalyn, who terrorized the elves centuries before has recently re-awakened and begun her reign of terror with the druids. Three druids have died at the hands of their companions so far, and tensions are starting to rise as they seek to learn the cause of these mysterious deaths.

Features of the Silverblossom Tree Village — Ground Level

Ancient magic still protects the Silverblossom tree village, making it nearly impossible to find. Characters who approach within a quarter mile of the village by land veer around it, unaware they are even doing so. To stumble upon the village by accident is not impossible, but a character must succeed at a DC 15 Will save to overcome the magic. If even one member of a group can overcome the magic, the others are able to follow, but they have a general feeling of unease, as if they're heading toward danger. This feeling of unease disappears once a person enters the village clearing. Those who know of the existence of the village need only make a DC 10 Will save. This magic only affects overland travel.

The clearing in which the tree village resides extends for nearly half a mile east to west and a third of a mile north to south. With few exceptions, the ground is barren of any trees too small to hold a building. The druids have also started to keep the grass cut to prevent enemies from sneaking up on them.

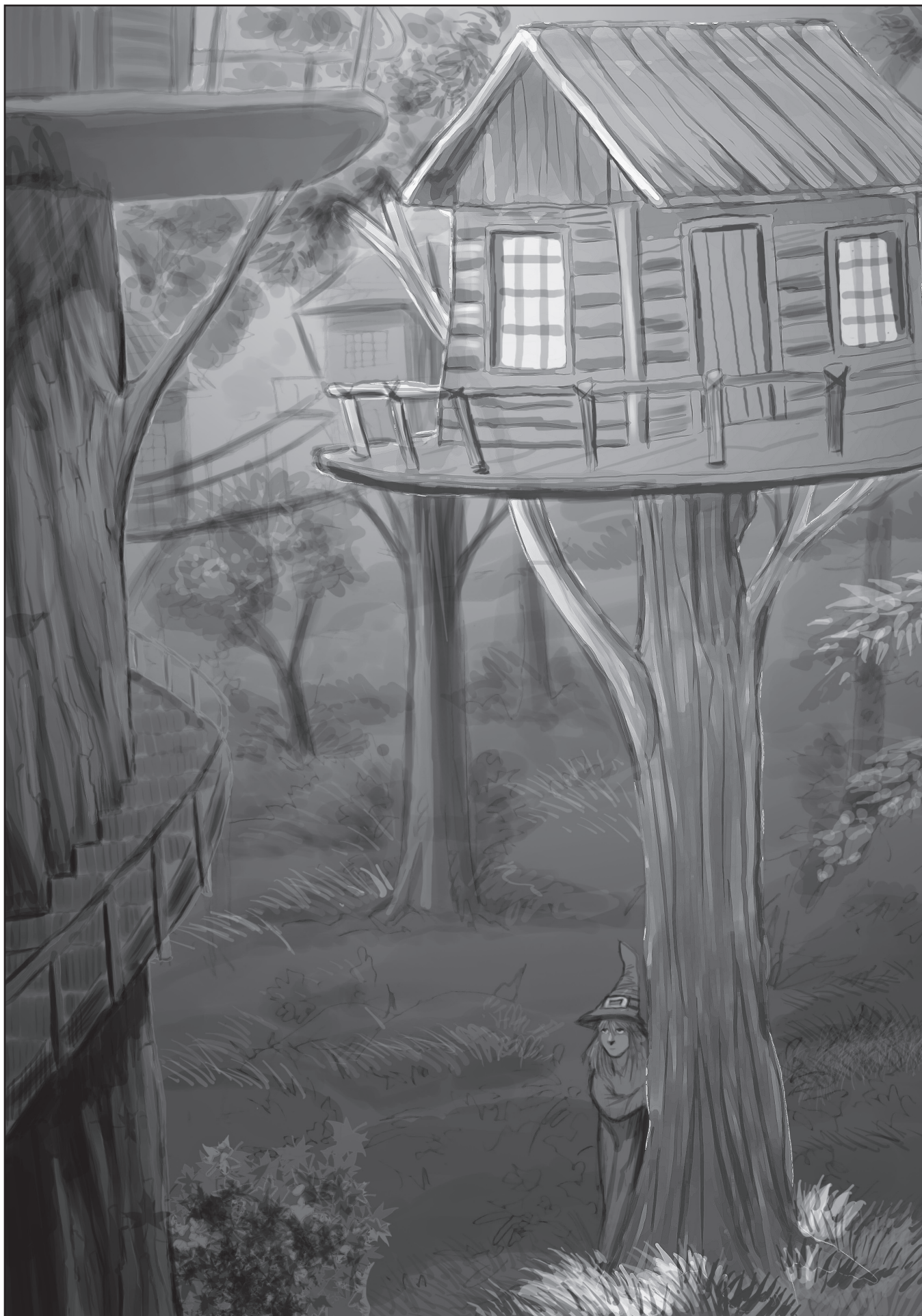
On the eastern edge of the clearing is a cluster of small abandoned houses that belonged to a group of halflings who lived there for a time. Only Faelthorn still walks those grounds. On the southwest side of the clearing stands a large pond covered in water lilies the elves and now the druids use for a water purifying system. A few small trees are scattered around the clearing, but the most notable aspects are the massive trees in which the village was built.

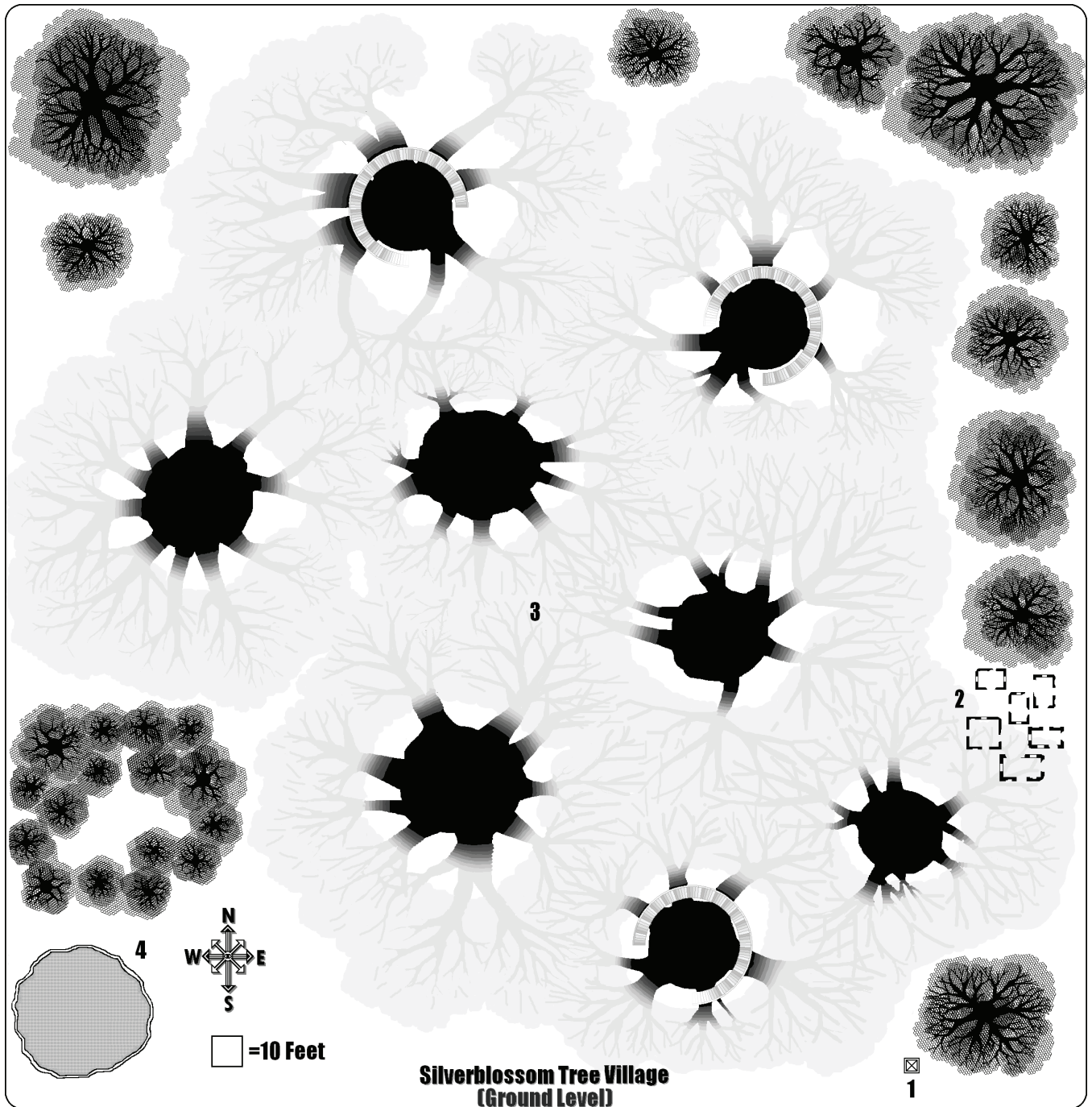
Strangely, no other trees around are as big as the ones here, leading some to suspect magic might have been involved in their creation. The smallest are fifty feet in diameter at the base, and the largest are nearly one hundred feet. The village is one hundred feet up and can be reached by stairs which circle three of the trees. At one time an elaborate lift system was also used to carry furniture, goods, and other large bulky items, but the mechanisms have since rotted or rusted and the Talanis druids have not bothered to repair them.

Area Descriptions

1. Tunnel Exit (EL 5)

The narrow opening is barely wide enough for a Medium creature to squeeze through, but it soon opens to a five-foot wide tunnel of dirt and rock that descends gradually for a half mile before it evens out and opens to the Scorpion Road (Chapter 8, Area 66). The tunnel is crude and the footing treacherous. Anyone attempting to run or charge through it must make a DC 10 Acrobatics check. Failure by 5





or more means the character falls prone 1d6 x 5 feet from her starting spot, halting all movement.

Two druids guard the tunnel at the exit point. The tunnel is also guarded at the other end (Chapter 8, Area 71).

DRUID GUARDS (3)

XP 800

Male human druid 3

N Medium human

Init +5; **Senses** Perception +7

DEFENSES

AC 16, **touch** 11, **flat-footed** 15 (+3 armor, +1 Dex, +2 shield)

hp 25 each (3 HD; 3d8+6)

Fort +5, **Ref** +3, **Will** +6

OFFENSE

Speed 30 ft.

Melee club +1 (1d6-1)

CR 3

Ranged shortspear +3 (1d6-1)

Spells Prepared (CL 3rd; concentration +4)

2nd—*barkskin*, *bull's strength*

1st—*detect animals or plants*, *entangle* (DC13), *longstrider*

0 (at will)—*detect poison*, *know direction*, *light*, *stabilize*

TACTICS

Before Combat The druids first cast their *barkskin* spells (AC 18), sharing the spell with their wolves (AC 19). Their next step is to cast *bull's strength* (again, shared with the wolves) before they move into combat, ordering their wolves to fight.

During Combat If they or their animal companions are badly injured, they withdraw and cast *entangle* in the area to hold the PCs while they go for help. The druids save their potions for their animal companions rather than using them on themselves.

Morale Due to the tension the druids are under, they fight to the death.

STATISTICS

Str 8, **Dex** 12, **Con** 13, **Int** 10, **Wis** 15, **Cha** 14

CHAPTER 8: SILVERBLOSSOM TREE VILLAGE - GROUND LEVEL

Base Atk +2; **CMB** +1; **CMD** 12

Feats Improved Initiative, Point Blank Shot, Skill Focus (perception)

Skills Handle Animal +7, Knowledge (nature) +7, Perception +7, Ride +5, Survival +9

Languages Common, Druidic

SQ nature sense, wild empathy (+5)

Combat Gear *potion of cure light wounds*; **Other Gear** Hide armor, heavy wooden shield, club, 3 shortspears, *cloak of resistance* +1, 4d6 gp, 4d12 sp, 4d12 cp.

WOLF COMPANIONS (3)

CR 1

XP 400

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +8

DEFENSE

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

hp 13 (3 HD; 3d8+4)

Fort +5, **Ref** +5, **Will** +2

Defensive Abilities evasion

OFFENSE

Speed 50 ft.

Melee bite +4 (1d8+2 plus trip)

STATISTICS

Str 14, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +2; **CMB** +4; **CMD** 16 (20 against trip)

Feats Improved Natural Attack (bite), Skill Focus (Perception)

Skills Perception +8, Stealth +6, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Survival when tracking by scent

SQ link, share spells, tricks (attack, come, defend, down, guard, heel, stay, track)

2. Deserted Halfling Village (EL 3)

Six tiny huts lie in a haphazard pattern on the eastern edge of the clearing. The huts appear to have been hastily constructed, but they have obviously been deserted for a long time. The roofs have fallen in and most of the walls have collapsed, and no furniture or clothes or other signs of habitation remain.

A group of tallfellow halflings discovered this tree village long after the elves left it and decided to move in once the rest of their people arrived. They built the huts while they waited, but soon after Faelthorn wandered over from the west side of the clearing and attacked the halflings. They abandoned the village and their belongings.

Faelthorn stays in the vicinity of the ruined halfling village now, wandering aimlessly among the buildings and attacking anyone who comes near. He never leaves the village unless someone gets too close to the buildings, but he attacks anyone who comes within fifty feet of the huts and never stops following them until they are dead.

FAELTHORN, THE HANGED MAN

CR 3

XP 800

hp 25, see the **New Monster Appendix**

3. Tree Village (EL 5)

The tree village lies in the center of the clearing. Eight trees provide the basis for the small buildings one hundred feet in the air. Stairs built around them provide access to the village at three different points, and rope bridges connect the buildings.

The three sets of stairs are guarded by rangers who sympathize with the druids and their situation. Each stairway has two guards keeping watch at the top.

STAIRWAY GUARDS (2)

CR 3

XP 800

Male Elf Ranger 3

N Medium humanoid (elf)

Init +5*; **Senses** Perception +9*

DEFENSES

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

hp 18 each (3 HD; 3d10-3)

Fort +5, **Ref** +3, **Will** +6; +2 against enchantment

Immune sleep

OFFENSE

Speed 30 ft.

Melee longsword +4 (1d8+2/19-20)

Ranged composite longbow +5 (1d8+2/x3)

Special Attacks favored enemy (goblinoid +2)

TACTICS

Before Combat As soon as the PCs are spotted, both guards first take their potion of *barkskin* +2 (AC 18). One guard retrieves his horn and sounds the alert.

During Combat They fire arrows at the PCs so long as they are within two range increments. The Talanis druids do not join the battle unless the horn is sounded a second time, though they become aware and cannot be surprised by the characters. The other two pairs of guards arrive ten rounds after the horn has been blown. See Chapter 10 for details on fighting on the bridges and balconies of the tree village.

Morale The rangers fight to the death.

STATISTICS

Str 14, **Dex** 17, **Con** 8, **Int** 8, **Wis** 12, **Cha** 13

Base Atk +2; **CMB** +4; **CMD** 17

Feats Endurance^b, Far Shot, Point Blank Shot, Precise Shot^b

Skills Handle Animal +7, Heal +7, Knowledge (geography) +7*,

Knowledge (nature) +5, Perception +9*, Stealth +11*, Survival +9*

Languages Common, elven

SQ Favored terrain (forest), nature sense, track, wild empathy (+5)

Combat Gear *potion of barkskin* +2, *potion of cure light wounds*;

Other Gear Studded leather armor, longsword, composite longbow (Str +2), 40 arrows, horn, key to footlocker (see Chapter 10, Area 7a), 1d6 pp, 3d12 gp.

*includes +2 favored terrain bonus

4. Pond (EL 6)

The pond is covered in water lilies which work to purify waste water. Pipes beneath the ground deposit wastewater into the pond, where the water lilies purify the water, which is then returned to the tree village through more pipes. Just north of the pond is a small grove of trees. The grove, perhaps two hundred feet in diameter, seems strangely foreboding to characters approaching it.

This is the grove where Jalyn lived when she was terrorizing the Silverblossom elves and where she returned to hibernate once the elves left. Hidden beneath the fallen leaves (DC 30 Perception check) is a narrow hole that opens to a four-foot tall, ten-foot diameter cave. The hole is only wide enough for a Small creature to enter without squeezing. The bottom of the cave is covered in a thick layer of fresh leaves, and a small pile of treasure glitters in one corner.

JALYN THE INSANITY WITCH

CR 6

XP 2,400

hp 9; see the **New Monster Appendix**

Treasure: Jalyn enjoys taking a small token from each of her victims, usually something shiny. Since she hasn't killed in centuries, the treasures she has are very old. PCs can collect a set of five matching pewter rings shaped into snakes biting their tails. The rings are worth 150 gp each, or 1,000 gp as a set. A DC 25 Appraise or Knowledge (History) check identifies the rings as once belonging to an ancient elven king, Elderis Thadell, who historians believe went mad and slaughtered his entire family before finally committing suicide by drinking poison. The rings are at least two millennia old. PCs can also find a gold and silver bracelet (200 gp), a masterwork Small short sword with a large ruby set into the pommel (450 gp), and a collection of loose gold coins from various ages (352 gp).

Chapter 9: Silverblossom Tree Village

Features of the Silverblossom Tree Village

The buildings are located one hundred feet into the trees and are built around the limbs, so many of the rooms have branches that snake through the floors, walls, and roofs. All of the buildings are made with naturally fallen logs and many of the cornices and railings are carved to resemble forest animals and fey folk. Three-foot wide balconies surround many of the buildings, and rope bridges of a similar width provide access between trees. Each building is named after an animal, indicated by plaques above the doorways.

All ceilings are seven feet high. Unless otherwise indicated, all doors are unlocked simple wooden doors, with hardness 5, 10 hp, and a Break DC of 13. Instead of windows, numerous six-inch portholes near the roofs provide fresh air to the occupants of the buildings.

Combat on the rope bridges is a treacherous affair. Anyone who takes damage, or who attempts to run or charge, risks losing his footing and falling over the edge. Characters who run or charge must succeed on a DC 15 Acrobatics check, or the swaying of the bridge may cause them to fall. A character who misses the check by 5 or more falls prone and must make a DC 15 Reflex save to catch himself before he falls to the ground, taking 10d6 points of falling damage.

Because the narrow bridges make movement difficult, anyone who takes damage while fighting on them must also make a DC 10 Acrobatics check to avoid falling, unless she declares herself flat-footed before the attack roll is made.

The balconies are sturdier than the bridges, but any characters who attempt to fight with a reach weapon takes a -2 to all attack and damage rolls with that weapon.

STAIRWAY GUARDS

XP 800

hp 18 each; see the statistics in Chapter 9, Area 3 for details.

CR 3

Building Descriptions

I. The Hawk

This redwood tree is the home of Teska Treedaughter, a halfling druid who would prefer the Order of Talanis make peace with the Three Points towns. Stairs wrap around the base of the tree to a platform outside of the home.

1a. Storage Room

Stacks of crates and barrels line the walls of this room. Neatly folded linens rest on shelves, and a string of garlic hangs from a hook near the door.

This room holds most of the spare supplies for the Order of Talanis. The crates contain bags of salt and flour, fresh vegetables, and goods for the repair of clothes, armor and weapons. Any goods of 2gp or less listed in the *Pathfinder Core Rulebook* are available in quantities

of 1d6-1.

Treasure: The value of all the goods is 200 gp but the contents of the room weighs a total of 300 pounds.

1b. Sitting Room (EL 4)

Three large burlap bags stuffed with beans and covered with wool blankets serve as chairs in this sitting room. A pile of books and a small potted plant is stacked next to one of the bag chairs, and a bowl of fruits, nuts, and berries sits beside another.

Teska Treedaughter prefers to spend her time here, reading, studying plants or enjoying the company of her wolverine animal companion, Ollath. A successful DC 20 Knowledge (nature) check identifies the plant beside the chair as an Ellerion's Heart, a rare edible plant not normally found in the area.

TESKA TREEDAUGHTER

CR 4

XP 1,200

Female halfling druid 4

N small humanoid (halfling)

Init +1; Senses Perception +13

DEFENSES

AC 16, touch 12, flat-footed 15 (+2 armor, +1 Dex, +2 shield, +1 size)

hp 25 (4 HD; 4d8+4)

Fort +6, Ref +3, Will +8; +2 against fear

Defensive Abilities resist nature's lure

OFFENSE

Speed 20 ft.

Melee sickle +1 (1d4)

Ranged ray +3 touch (by spell)

Spells Prepared (CL 4th; concentration +9)

2nd—*barkskin*, *flame blade*, *heat metal* (DC15)

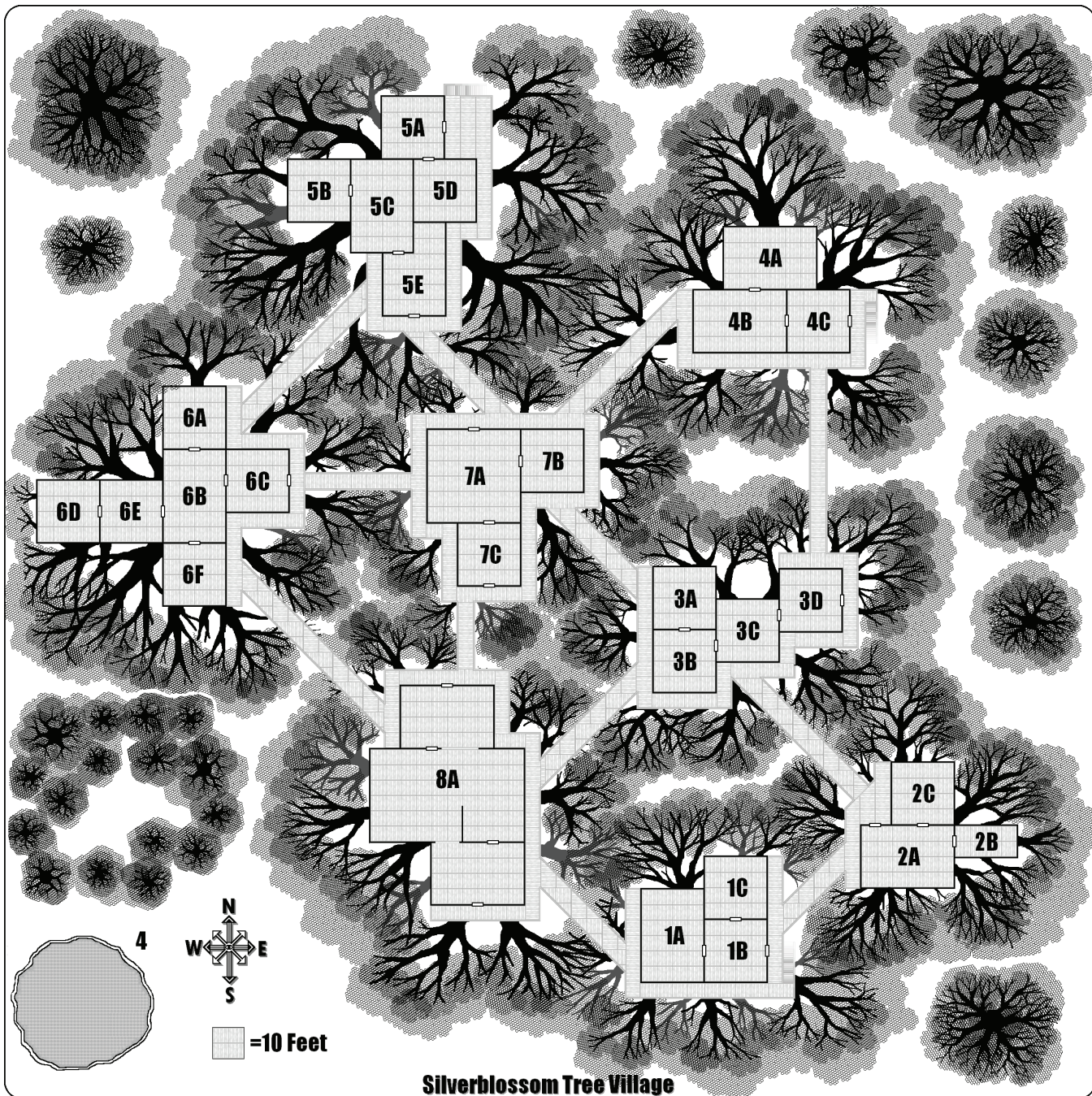
1st—*cure light wounds*, *entangle* (DC14), *longstrider*

0 (at will)—*flare* (DC14), *guidance*, *know direction*, *virtue*

TACTICS

Before Combat Teska tries to speak with the PCs first, asking them to try to resolve the issue without bloodshed if possible. She is loyal to her Order, but she believes they have been led astray by thoughts of persecution. If asked, she tells the PCs the reason behind the attacks, and explains that she thinks a persuasive speaker might be able to convince Esira to give up thoughts of revenge, especially if the goblin tribes are destroyed. If the PCs agree to help, she offers to escort them to Esira. Even as Teska tries to reason with the PCs, if she had prior warning of them, she has her weapons and shield ready, and she has cast *longstrider* and *barkskin* on herself (AC 18) and Ollath, her wolverine animal companion. If unaware, she has only her armor on and casts *longstrider*, then *barkskin* before

CHAPTER 9: SILVERBLOSSOM TREE VILLAGE



Silverblossom Tree Village

entering combat.

During Combat Teska attempts to flank an opponent with Ollath.

Morale Teska fights to the death.

STATISTICS

Str 10, **Dex** 12, **Con** 13, **Int** 8, **Wis** 16, **Cha** 14

Base Atk +3; **CMB** +2; **CMD** 13

Feats Combat Casting, Skill Focus (perception)

Skills Acrobatics +5, Climb +2, Handle Animal +7, Heal +8, Knowledge (nature) +6, Perception +13, Ride +6, Stealth +7, Survival +8

Languages Common, Druidic, Halfling

SQ nature bond (animal companion), nature sense, trackless step, wild empathy (+6), wild shape (*beast shape I*, 4 hours), woodland stride

Combat Gear *potion of fly*, *scroll of summon swarm* (CL 5); **Other Gear** Leather armor, heavy wooden shield, sickle, 3 daggers, *cloak of resistance +1*, bag of 5 square-cut sapphires (15 gp each)

Personality: Teska is one of the few druids who does not want

to punish the townsfolk of the Three Points for their misdeeds and as such, she isn't very popular with Esira or her followers. She believes the tree village in which they currently reside is an excellent home for them, and she would prefer the Order of Talanis concentrate on the flora and fauna of this forest instead of trying to punish wrongdoers.

OLLATH THE WOLVERINE

CR 3

XP 800

N Medium animal

Init +3; **Senses** low-light vision, scent; **Perception** +10

DEFENSE

AC 17, **touch** 13, **flat-footed** 14 (+3 Dex, +4 natural)

hp 40 (4 HD; 4d8+11)

Fort +6, **Ref** +6, **Will** +2

OFFENSE

Speed 30 ft., burrow 10 ft., climb 10 ft.

CHAPTER 9: SILVERBLOSSOM TREE VILLAGE

Melee 2 claws +6 (1d6+3), bite +6 (1d4+3)

Special Attacks rage

STATISTICS

Str 16, **Dex** 16, **Con** 15, **Int** 2, **Wis** 12, **Cha** 10

Base Atk +3; **CMB** +6; **CMD** 19 (23 against trip)

Feats Skill Focus (Perception), Toughness

Skills Climb +10, Perception +10

SQ Tricks (attack, come, defend, guard, heel, seek, stay)

Treasure: The potted plant is worth 75 gp, though only someone who can identify it (DC 20 Knowledge (nature)) would know that.

The six books on the floor all cover various nature topics and are worth 1d10 gp each.

1c. Teska's Bedroom

Two narrow beds and a single footlocker are the only furnishings in this bedroom. One of the beds is covered in a beautiful quilt, while the other has only a bearskin draped across it. Along the walls are beautiful wooden masks carved into animal shapes.

Teska rarely spends much time in her bedroom, so the austere surroundings do not bother her. The footlocker is unlocked and contains only a few changes of clothes.

Treasure: The twenty masks hanging on the walls are the works of the dwarven carver, Skaldin Gor, and are worth 15 gp each, or 350 gp for the entire set.

2. The Wolf

This maple tree is smaller than most of the others, though still larger than would be expected for its species. The tree is home to a large hive of velvet ants, a form of wasp.

2a. Storage Room

Bolts of cloth in a motley of colors are stacked along one wall, and rows of shelves hold bottles, jars and vials. Crates and barrels line the other walls. A few velvet ants crawl amongst the supplies, and the sound of thousands of the creatures in the next room can be heard through the walls.

Treasure: Most of the cloth and goods in this room have rotted, but a thorough search of the area (Perception check DC 33) turns up a five pound gold statue in the shape of an open book on a stand. Embossed onto the open pages in an ancient form of Elven (DC 25 Linguistics) is the phrase: "A wise elf takes nothing from the hands of man without giving in return, as humans are fickle and devious." The statue is worth 300 gp.

2b. Dilapidated Bedroom

The bed in this room lies broken, and mice have taken up residence in the mattress. A small wardrobe rests on its side, its doors broken off at the hinges, and a painting on the wall lies in ruins after apparently being used as a bird perch.

A search of the wardrobe turns up a mismatched pair of boots, a linen scarf, and a pair of cheap copper earrings.

2c. Velvet Ant Swarm Hive (EL 5)

Barrels and crates are stacked in the corners of this room, but they are barely visible beneath the mass of crawling, swarming insects covering nearly every square inch of the area. A ring glints beneath an empty crate at the back of the room.

The ring is magical, though it's impossible to reach without irritating the velvet ant swarm. The barrels and crates contain rotting bolts of cloth, rope, and food stuffs long since turned to dust.

VELVET ANT SWARM (2)

XP 800

N Diminutive vermin (swarm)

Init +2; **Senses** darkvision 60 ft., scent; Perception +4

CR 3

DEFENSE

AC 17, touch 13, flat-footed 14 (+4 size, +3 Dex)

hp 32 (5 HD; 5d8+5)

Fort +5, **Ref** +4, **Will** +1

Defensive Abilities swarm traits; **Immune** weapon damage

OFFENSE

Speed 30 ft., climb 20 ft.

Melee swarm (1d6 plus poison)

Space 10 ft.; **Reach** 0 ft.

Special Attacks cling, consume, distraction (DC 15)

TACTICS

Before Combat Velvet ants are not particularly aggressive, and so long as someone leaves these swarms alone, they do not attack.

During Combat If either swarm is attacked, the other swarm joins the combat

Morale The swarms fight until driven off or destroyed.

STATISTICS

Str 1, **Dex** 16, **Con** 13, **Int** —, **Wis** 11, **Cha** 4

Base Atk +8; **CMB** —; **CMD** —

Skills Climb +10, Perception +4; **Racial Modifiers** +4 Perception

VELVET ANT POISON

Type poison, injury; **Save** Fortitude DC 13

Frequency 1/round for 6 rounds

Effect 1d6 Dex damage; **Cure** 1 save

Treasure: Lying on the floor on the far side of the room is a *ring of protection* +1.

The Fox

This oak tree is the home of the druids who guard the entrance to the goblinoid dungeons and their captain, Imrisial Moruskar, an eccentric elf who believes herself to be a snake.

3a. Imrisial's Room (EL 5)

All the furniture in this room: bed, chest of drawers, sofa, desk, and table share a common theme: snakes have been carved into every square inch of wood. Small snakes adorn handles; large snakes adorn posts and feet. What seems to be almost a hundred real snakes also decorate the room, sleeping on the furniture, even in the bed, draped across the unlit wall sconces, and slithering across the floor.

The real snakes are all size Tiny or smaller and are non-venomous. Imrisial can usually be found in this room, either meditating, speaking with her pets, or eating. She rarely steps out, and she has little to do with the druids in Areas 3b and 3c, even though she is ostensibly in charge of them.

IMRISIAL MORUSKAR

CR 5

XP 1,600

Female elf barbarian1, druid 4

NE Medium humanoid (elf)

Init +1; **Senses** Perception +7

DEFENSES

AC 15, touch 11, flat-footed 14 (+2 armor, +1 Dex, +2 shield)

hp 30 (5 HD; 1d12+4d8)

Fort +6, **Ref** +2, **Will** +7; +2 against enchantment

Defensive Abilities resist nature's lure; **Immune** sleep

OFFENSE

Speed 40 ft.

Melee longsword +3 (1d8-1 plus poison/19-20)

Ranged shortspear +5 (1d6-1 plus poison)

Special Attacks poison (black adder poison)

Spells Prepared (CL 4th; concentration +8)

2nd—*barkskin*, *summon swarm*



1st—*calm animals* (DC 14), *detect animals and plants*, *longstrider*, *speak with animals*
 0 (at will)—*cure minor wounds*, *know direction*, *resistance*, *virtue*

TACTICS

Before Combat If Imrisial is unaware of the PCs, she is meditating on her bed. She wears her armor, but she does not have her shield or weapons. If aware, she is fully armed and armored, and as soon as she hears the PCs nearby, she casts *longstrider* on herself and drinks her *potion of barkskin* +3 (AC 18).

During Combat As soon as she sees the PCs, she casts *summon swarm* to summon a swarm of snakes. The elf prefers not to use her rage ability, seeing it as antithesis to the personality of a snake, but if she is reduced to fewer than 10 hp, she rages in the hopes of frightening off the PCs.

Morale Imrisial fights to the death.

STATISTICS

Str 8, **Dex** 12, **Con** 11, **Int** 12, **Wis** 16, **Cha** 14

Base Atk +4; **CMB** +3; **CMD** 14

Feats Animal Affinity, Combat Casting

Skills Climb +3, Craft (poisonmaking) +8, Handle Animal +10, Knowledge (nature) +8, Perception +9, Ride +5, Survival +9, Swim +1

Languages Common, Druidic, elven, goblin

SQ fast movement, nature bond (animal companion), nature sense, rage (4 rounds), trackless step, wild empathy (+6), wild shape (*beast shape I*, 4 hours), woodland stride

Combat Gear *potion of barkskin* +3, *potion of endure elements*, *potion of fly*; **Other Gear** Leather armor, heavy wooden shield, poison-coated longsword, 5 poison-coated shortspears, 2 pp, 35 gp, 183 sp.

Personality: Imrisial came from a wild tribe of elves, but she prefers to pretend that part of her life no longer exists. She now believes herself to be the reincarnation of a snake and is quite frustrated with her inability to shapechange into that creature. She

always wears clothes that match the patterns of different snake species and her jewelry is fashioned from the bones of dead snakes she finds in her trips through the forest. Most of the druids find her eccentricities disturbing, especially her need to consume live mice and her habit of speaking with a hiss.

VANGORTH

CR 1

XP 400

N Medium animal

Init +5; **Senses** low-light vision, scent; Perception +9

DEFENSE

AC 14, touch 11, flat-footed 13 (+1 Dex, +5 natural)

hp 13 (4 HD; 4d8+4)

Fort +6, **Ref** +5, **Will** +2

Defensive Abilities evasion

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee bite +5 (1d4–1 plus poison)

Special Attacks poison (DC 15)

STATISTICS

Str 8, **Dex** 15, **Con** 14, **Int** 1, **Wis** 13, **Cha** 2

Base Atk +3; **CMB** +2; **CMD** 13 (can't be tripped)

Feats Ability Focus (poison), Improved Initiative, Weapon Finesse^B

Skills Acrobatics +11, Climb +11, Perception +11, Stealth +11, Swim +9;

Racial Modifiers +4 Perception, +4 Stealth, +8 Acrobatics modifies Climb and Swim with Dexterity

SQ link, share spells, tricks (attack, bite, come, defend, guard, heel, stay, track)

SPECIAL ABILITIES

Poison (Ex)

CHAPTER 9: SILVERBLOSSOM TREE VILLAGE

Bite—injury; *save* Fort DC 15; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 1 save.

SNAKE SWARM XP 600

N Tiny animal (swarm)

Init +7; **Senses** low-light vision, scent ; Perception +5

DEFENSE

AC 16, touch 15, flat-footed 13 (+3 Dex, +1 natural, +2 size)

hp 18 (3 HD; 3d8)

Fort +1, **Ref** +5, **Will** +1

Defensive Abilities swarm traits

OFFENSE

Speed 20 ft., climb 20 ft., swim 20 ft.

Melee swarm (1d6 plus poison and distraction)

Space 10 ft.; **Reach** 0 ft.

Special Attacks distraction (DC 11), poison (DC 11)

STATISTICS

Str 4, **Dex** 17, **Con** 10, **Int** 1, **Wis** 13, **Cha** 2

Base Atk +2; **CMB** -1; **CMD** 12 (can't be tripped)

Feats Ability Focus (poison), Improved Initiative

Skills Climb +11, Perception +5; **Racial Modifiers** +4 Perception; uses Dexterity for Climb checks

SPECIAL ABILITIES

Poison (Ex)

Swarm—injury; *save* Fort DC 11; *frequency* 1/round for 6 rounds; *effect* 1d2 Con; *cure* 1 save.

Treasure: The chest of drawers holds a masterwork short sword and a sack of 5 tanglefoot bags. Hidden in a secret chamber (Perception check DC 30) is also a *pearl of power* (1st-level spell).

3b. Druid Guards' Bedroom (EL 5)

Three beds rest against the walls of this room, with footlockers at the head of each. A makeshift dartboard on the south wall holds a half dozen darts and hangs next to a framed slate used to keep track of the scores.

Some of the druids who guard the hole leading to the goblin dungeons live here. At the moment, only two druids and their animal companions are here, and they are currently resting in their beds.

DRUID GUARDS (2) XP 800

Male human druid 3

N Medium human

Init +5; **Senses** Perception +7

DEFENSES

AC 16, touch 11, flat-footed 15 (+3 armor, +1 Dex, +2 shield)

hp 25 each (3 HD; 3d8+6)

Fort +5, **Ref** +3, **Will** +6

OFFENSE

Speed 30 ft.

Melee club +1 (1d6-1)

Ranged shortspear +3 (1d6-1)

Spells Prepared (CL 3rd; concentration +4)

2nd—*barkskin*, *bull's strength*

1st—*detect animals or plants*, *entangle* (DC13), *longstrider*

0 (at will)—*detect poison*, *know direction*, *light*, *stabilize*

TACTICS

Before Combat The druids are wearing their armor but do not have their shields (AC 14) or their weapons at hand unless three rounds have past since combat began in Area 3c. They cast *barkskin* on themselves (AC 16, AC 18 with shield), sharing the spell with their wolf animal companions (AC 19) and then send the animals to

attack. They grab their weapons next, either their shortspears if they are at range from the PCs or their clubs, and cast *bull's strength* on themselves before they enter combat.

During Combat If they or their animal companions are badly injured, they withdraw and cast *entangle* in the area to hold the PCs while they go for help. The druids save their potions for their animal companions rather than using them on themselves.

Morale Due to the tension the druids are under, they fight to the death.

STATISTICS

Str 8, **Dex** 12, **Con** 13, **Int** 10, **Wis** 15, **Cha** 14

Base Atk +2; **CMB** +1; **CMD** 12

Feats Improved Initiative, Point Blank Shot, Skill Focus (perception)

Skills Handle Animal +7, Knowledge (nature) +5, Perception +7, Ride +5, Survival +7

Languages Common, Druidic

SQ nature sense, wild empathy (+5)

Combat Gear *potion of cure light wounds*; **Other Gear** Hide armor, heavy wooden shield, club, 3 shortspears, *cloak of resistance* +1, 4d6 gp, 4d12 sp, 4d12 cp.

WOLF COMPANIONS

CR 1

XP 400

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +8

DEFENSE

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

hp 13 (3 HD; 3d8+4)

Fort +5, **Ref** +5, **Will** +2

Defensive Abilities evasion

OFFENSE

Speed 50 ft.

Melee bite +4 (1d8+2 plus trip)

STATISTICS

Str 14, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +2; **CMB** +4; **CMD** 16 (20 against trip)

Feats Improved Natural Attack (bite), Skill Focus (Perception)

Skills Perception +8, Stealth +6, Survival +1 (+5 scent tracking)

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

SQ link, share spells, tricks (attack, come, defend, down, guard, heel, stay, track)

3c. Druid Guards' Bedroom (EL 5)

Three beds rest against the walls of this room, with footlockers at the head of each. A table in the center of the room holds several decks of playing cards and an equal number of small stacks of copper coins.

Some of the druids who guard the hole leading to the goblin dungeons live here. At the moment, only two druids and their animal companions are here, and they are currently resting in their beds.

DRUID GUARDS (2)

CR 3

XP 800

Male human druid 3

N Medium human

Init +5; **Senses** Perception +7

DEFENSES

AC 16, touch 11, flat-footed 15 (+3 armor, +1 Dex, +2 shield)

hp 25 each (3 HD; 3d8+6)

Fort +5, **Ref** +3, **Will** +6

OFFENSE

Speed 30 ft.

Melee club +1 (1d6-1)

CHAPTER 9: SILVERBLOSSOM TREE VILLAGE

Ranged shortspear +3 (1d6-1)

Spells Prepared (CL 3rd; concentration +4)

2nd—*barkskin*, *bull's strength*

1st—*detect animals or plants*, *entangle* (DC13), *longstrider*

0 (at will)—*detect poison*, *know direction*, *light*, *stabilize*

TACTICS

Before Combat These druids use the same tactics as those in Area 3b.

STATISTICS

Str 8, **Dex** 12, **Con** 13, **Int** 10, **Wis** 15, **Cha** 14

Base Atk +2; **CMB** +1; **CMD** 12

Feats Improved Initiative, Point Blank Shot, Skill Focus (perception)

Skills Handle Animal +7, Knowledge (nature) +5, Perception +7, Ride +5, Survival +7

Languages Common, Druidic

SQ nature sense, wild empathy (+5)

Combat Gear *potion of cure light wounds*; **Other Gear** Hide armor, heavy wooden shield, club, 3 shortspears, *cloak of resistance* +1, 4d6 gp, 4d12 sp, 4d12 cp.

WOLF COMPANIONS (2)

CR 1

XP 400

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +8

DEFENSE

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

hp 13 (3 HD; 3d8+4)

Fort +5, **Ref** +5, **Will** +2

Defensive Abilities evasion

OFFENSE

Speed 50 ft.

Melee bite +4 (1d8+2 plus trip)

STATISTICS

Str 14, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +2; **CMB** +4; **CMD** 16 (20 against trip)

Feats Improved Natural Attack (bite), Skill Focus (Perception)

Skills Perception +8, Stealth +6, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Survival when tracking by scent

SQ link, share spells, tricks (attack, come, defend, down, guard, heel, stay, track)

3d. Kitchen

Six stools are stacked on a large round table made of a single slice of a tree that fills most of the room, making it difficult to move around. A countertop on the west wall is stacked with dirty dishes, piles of vegetables, a hardened loaf of bread, and a cage of ten field mice. A light heat comes off the porcelain tiles surrounding the wood stove.

Only a three foot wide gap exists around the table, so PCs of Medium size must move at half speed through the area and cannot run or charge.

4. The Bat

This oversized hickory tree is the home to only one person, a halfling nature cleric named Rildar Vene, whose work in trying to find cheap forms of resurrection makes him very popular with the Order's leader. Stairs wrap around the base of the tree to a platform outside the home.

4a. Rildar Vene's Bedroom (EL 5)

The most notable aspect of this room is the ivy growing along the ceiling, all four walls and starting to creep along the floor. It is obvious the ivy has been carefully cultivated and the effect resembles

being inside a giant plant. A woven mat lies in the center of the room next to a low table. A bowl that looks to have been made from a piece of driftwood sits on the table next to a stack of parchments and an open book that shows drawings of different plants.

Most of the parchments are notes on different plants and animals, but one is a response from Esira regarding the order's plans to set the goblinoid tribes on the Three Points. The letter is written in Druidic.

Rildar,

I've decided your plan will work well. I've already sent Berian to communicate with the one called Koluumsh. He controls the third level. I'm sure we'll be able to convince all three tribes of the benefits of this plan. The Three Points will learn a harsh lesson.

In nature's defense,

Esira

RILDER VENE

CR 5

XP 1,600

Male halfling cleric 5

LN Medium humanoid (halfling)

Init -1; **Senses** Perception +7

DEFENSE

AC 12, touch 10, flat-footed 13 (+2 armor, -1 Dex, +1 size)

hp 35 (5 HD; 5d8+10)

Fort +6, **Ref** +0, **Will** +7; +2 against fear

OFFENSE

Speed 20 ft.

Melee Mwk morningstar +5 (1d6)

Special Attacks channel positive energy (4/day, 3d6, DC 13), wooden fist (+2 damage, 6/day)

Spells Prepared (CL 5th; concentration +6)

3rd—*bestow curse* (DC 16), *blindness/deafness* (DC 16), *plant growth* (D)

2nd—*barkskin* (D), *delay poison*, *hold person* (DC 15), *silence*

1st—*cause fear* (DC 14), *endure elements*, *entangle* (DC 14)(D), *sanctuary* (DC 14), *spiritual weapon*,

0 (at will)—*cure minor wounds*, *detect magic*, *purify food and drink*, *resistance*

D domain spell; **Domains** Animal, Plant

Spell-like Abilities (CL 5th; concentration +8)

1/day—*speak with animals* (8 rounds)

TACTICS

Before Combat Rildar casts *barkskin* on himself (AC 14) before engaging in combat.

During Combat Rildar uses *hold person* on anyone in metal armor, then *spiritual weapon* to attack the held person. He saves his *blindness/deafness* spell for someone causing him the most damage, and tries to cast it (choosing blindness) on someone at risk for being bull rushed to the ground below the tree house.

Morale Rildar fights to the death.

STATISTICS

Str 11, **Dex** 9, **Con** 13, **Int** 11, **Wis** 16, **Cha** 13

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

Feats Combat Casting, Scribe Scroll, Skill Focus (knowledge, nature)

Skills Acrobatics +1, Climb +2, Knowledge (nature) +8,

Knowledge (religion) +5, Perception +7, Spellcraft +5, Stealth +5

Languages Common, halfling

SQ Animal companion (currently none),

Combat Gear *scroll of remove disease* (CL 5), *scroll of searing light* (CL 5), *scroll of dominate animal* (CL 5), *scroll of spiritual weapon* (CL 3); **Other Gear** Leather armor, masterwork

morningstar, 61 gp, 95 sp.

Personality: Rildar Vene doesn't like to think of himself as a fanatic, but his zealotry about nature rivals Esira's. The only reason he became a nature priest instead of a druid was because he wanted to be able to resurrect animals killed by cruel and

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thoughtless people. After learning of the prohibitive cost of such spells, he became obsessed with researching cheaper methods of casting resurrection spells. When the leaders of the Three Points had the Order of Talanis thrown out of the forest, it was Rildar who convinced Esira to contact the goblinoid tribes and organize raids against the three towns. The halfling is sixty years old, with black hair peppered with gray. He is short even for one of his race at just under three feet tall.

Treasure: Rildar has very few valuables and most he keeps on him. The book on the table is titled, *The Encyclopedia of Flowerage*, by Wylenna Mestlos. Anyone who spends one week reading the book can gain a +2 circumstance bonus on Knowledge (nature) checks, but it must be kept with the character for her to retain the knowledge. The book is worth 100 gp.

4b. Kitchen

Someone has set empty crates, barrels, and stacks of wood on and around the wood stove in this kitchen, and a scratching sound behind the stove door would indicate a family of mice has set up home inside. The only food in the room seems to be a small pile of tubers and greens and a bottle of wine on a countertop.

Rildar doesn't use his kitchen much, and one of the druids from Areas 3b or 3c usually brings him food.

4c. Laboratory

The first thing someone notices upon entering this room is the odor of dead animals emanating from a table near the western door. A group of dead forest animals—a squirrel, two rabbits, and a field mouse—lie rotting on the table. Another table holds alchemical equipment and a dead squirrel that appears to be smeared in black oil and covered in gem dust. Shelves hold books, pots, and jars filled with herbs and chemicals.

Rildar Vene has spent decades looking for a way to cheaply bring creatures back to life. So far he hasn't come close to succeeding, but he continues his efforts with a feverish intensity.

5. The Snake

This redwood tree is one of the largest most people will ever see, easily spanning almost one hundred feet in diameter. The tree's five rooms are the homes of the Order's four acolytes and their guardian, a half-elf named Berian. Stairs wrap around the base of the tree to a platform outside the building.

5a. Living Room

A broken sofa stands upright against one wall of this living room. All but one of the four chairs are covered in draped clothes, books and sheets of parchment. Another pile of clothes sits next to a basket of sewing supplies.

The clothes, unadorned and made of common materials, are all in various states of cleanliness and are worthless.

Treasure: The ten books in the room all discuss subjects related to various types of plants and are worth 2d6 gp each. Most of the parchments contain notes from the books, but one of the parchments is a scroll of *tree shape* (CL 3).

5b. Collapsed Room

From the doorway, the flooring in here appears rotten and unstable. A closed and padlocked chest against the wall on the western side seems on the verge of falling through the floor.

Any weight greater than thirty pounds causes the floor to collapse and send everything in the room plummeting a hundred feet to the ground. Only a section of flooring nearest the walls about one foot in width is safe to walk on, which can be seen by a PC who makes a successful DC 20 Perception check. Anyone attempting to walk around the edge of the room must succeed on a DC 12 Acrobatics check to avoid stepping onto an unsafe section of the floor. Failure by 5 or more means the character's foot breaks through the flooring,

and he must make a DC 15 Reflex save to avoid falling through and taking 10d6 points of falling damage. If someone falls through the floor, everyone within five feet of the character must make a DC 10 Reflex save meet the same fate.

The chest is large enough that any attempts to move it without first securing it will cause it to break through the floor, which anyone within five feet of it can see. Ropes can be attached to the carry rings on either side of the chest, and it must be moved out of the room before it can be opened, since it sits firmly against the wall.

Treasure: The padlock is rusted shut but can be opened with a successful DC 30 Disable Device check. Inside the chest are a stack of ten books, a scroll case, a wooden box, and a cloth sack. Six of the books are empty journals; the others are titled *The Drover's Almanac*, *A Manual on the Adult Bronze Dragon*, *A Gazetteer of Dwarven Weapons*, and *A Treatise on Talismans and Charms of the Second Century*. Each of these books is worth 3d6 x 10 gp. The scroll case contains five scrolls: *sanctuary* (CL 1), *shield of faith* (CL 1), *enthral* (CL 3), *lesser restoration* (CL 3) and *zone of truth* (CL 3), and the wooden box holds three *potions of cure light wounds*. The sack contains an assortment of ancient coins: 75 gp, 240 sp, 2802 cp.

5c. Acolytes' Quarters (EL 5)

Six thick woven mats covered in blankets are stacked neatly in one corner of the room. A wood-burning stove set into the eastern wall gives off heat, and something bubbles in a pot on the stovetop. A counter next to the stove holds a neat pile of wooden plates, bowls, mugs and spoons, along with a tray of freshly-cut vegetables and bits of raw meat.

The insanity witch, Jalyn, has started enchanting the druids to kill their companions, and two of her first victims were acolytes. Anyone examining the mats notices a significant quantity of blood on the bottom two.

The four remaining acolytes have the day off and are studying at the moment.

DRUID ACOLYTES (4)

CR 1

XP 400

Male human druid 1

N Medium human

Init +1; **Senses** Perception +6

DEFENSES

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

hp 7 each (1 HD; 1d8+1)

Fort +3, **Ref** +1, **Will** +5

OFFENSE

Speed 30 ft.

Melee scimitar +0 (1d6/18-20)

Ranged sling +1 (1d4)

Spells Prepared (CL 1st; concentration +3)

1st—*calm animals*, *detect animals or plants*

0 (at will)—*detect poison*, *know direction*, *light*

TACTICS

During Combat The acolytes send their wolves to attack and then channel a first-level spell to cast *summon nature's ally I*. The acolytes always choose a wolf as the animal to summon. In the second round, they channel another first-level spell to cast another *summon nature's ally I*. They draw their scimitars and move into melee only after their summoned creatures have died or been unsummoned.

Morale Due to the tension the druids are under, they fight to the death.

STATISTICS

Str 10, **Dex** 12, **Con** 13, **Int** 8, **Wis** 15, **Cha** 14

Base Atk +0; **CMB** +0; **CMD** 11

Feats Alertness, Animal Affinity

Skills Handle Animal +8, Heal +3, Knowledge (nature) +1,

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Perception +6, Ride +3, Sense Motive +4, Survival +8

Languages Common, Druidic

SQ nature sense, wild empathy (+3)

Combat Gear *scroll of endure elements* (CL 3), *scroll of entangle* (CL 3); **Other Gear** Leather armor, scimitar, sling, 10 sling bullets, 3d6 gp, 5d6 sp, 5d6 cp.

WOLF COMPANIONS (4)

CR 1

XP 400

N Medium animal

Init +2; **Senses** low-light vision, scent; Perception +8

DEFENSE

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

hp 13 (2 HD; 2d8+4)

Fort +5, **Ref** +5, **Will** +2

OFFENSE

Speed 50 ft.

Melee bite +3 (1d6+2 plus trip)

STATISTICS

Str 14, **Dex** 15, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +1; **CMB** +3; **CMD** 15 (19 against trip)

Feats Skill Focus (Perception)

Skills Perception +8, Stealth +6, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Survival when tracking by scent

SQ link, share spells, tricks (attack, come, defend, down, heel, stay, track)

sd. Berian's Bedroom (EL 4)

A thick featherbed messily covered in several quilts rests against the wall next to an iron-bound footlocker. A stack of parchment sheets are held down on the footlocker's lid by a black rock. A small desk near the door is covered in more parchment sheets, and an ink vial lies on its side on the desk, a trail of dried ink running down several of the pages to a pool on the floor. Someone tried to clean the mess with a piece of cloth and succeeded only in smearing the ink across the top of the desk.

BERIAN

CR 4

XP 1,200

Male half-elf druid 4

N Medium humanoid (half-elf)

Init +1; **Senses** low-light vision; Perception +7

DEFENSES

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

hp 25 (4 HD; 4d8+4)

Fort +5, **Ref** +2, **Will** +7; +2 against enchantment

Defensive Abilities resist nature's lure; **Immune** sleep

OFFENSE

Speed 30 ft.

Melee scimitar +3 (1d6/18-20)

Ranged sling +4 (1d4)

Spells Prepared (CL 3rd; concentration +11)

2nd—*barkskin*, *flame blade*, *wood shape*

1st—*calm animals*, *cure light wounds*, *detect animals or plants*, *entangle* (DC14)

0 (at will)—*cure minor wounds*, *detect poison*, *know direction*, *light*

TACTICS

During Combat Berian first casts *barkskin* on himself (AC 15) and Indi (AC 19) before directing the wolf to attack. In the next round he casts *flame blade* and moves into melee.

Morale If reduced to 25% of his hit points, or if Indi is slain, Berian flees.

STATISTICS

Str 10, **Dex** 12, **Con** 13, **Int** 8, **Wis** 16, **Cha** 14

Base Atk +3; **CMB** +3; **CMD** 14

Feats Alertness, Combat Casting, Scribe Scroll, Skill Focus (knowledge)

Skills Diplomacy +4, Handle Animal +7, Heal +8, Knowledge (nature) +10, Perception +8, Sense Motive +5, Survival +10

Languages Common, druidic, elven

SQ nature bond (wolf companion), nature sense, trackless step, wild empathy (+6), wild shape (*beast shape I*, 4 hours), woodland stride

Combat Gear *scroll of bear's endurance* (CL 3), *scroll of entangle* (CL 3), *scroll of fog cloud* (CL 3); **Other Gear** Leather armor,

scimitar, sling, 10 sling bullets, key to footlocker, 4 pp, 74 gp, 22 sp, 78 cp.

Personality: Esira put Berian in charge of the acolytes despite the half-elf's lack of experience and knowledge, because he once expressed the opinion that bear meat was tasty, not realizing the ancient druid was nearby. Esira thought to punish the flighty and absent-minded half-elf with the responsibility. As it turns out, while Berian is a terrible teacher, he rather enjoys the job, though his acolytes are less than pleased with his teaching style. Berian can rarely be bothered to clean up after himself, and even his animal companion, a wolf he calls Indi, often seems bothered by the general disarray and messiness of his quarters.

INDI, WOLF COMPANION

CR 4

XP 1,200

N Medium animal

Init +3; **Senses** low-light vision, scent; Perception +8

DEFENSE

AC 15, touch 13, flat-footed 12 (+3 Dex, +2 natural)

hp 31 (4 HD; 4d8+8)

Fort +5, **Ref** +6, **Will** +2

Defensive Abilities evasion

OFFENSE

Speed 50 ft.

Melee bite +8 (1d8+2 plus trip)

STATISTICS

Str 14, **Dex** 16, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6

Base Atk +2; **CMB** +4; **CMD** 17 (21 against trip)

Feats Improved Natural Attack (bite), Skill Focus (Perception)

Skills Perception +8, Stealth +7, Survival +1 (+5 scent tracking); **Racial Modifiers** +4 Survival when tracking by scent

SQ link, share spells, tricks (attack, come, defend, down, guard, heel, stay, track)

Treasure: The footlocker is locked (Disable Device check DC 30) and trapped. Anyone opening it without the key sets off the trap. Inside is a set of *pipes of the sewers* wrapped in a bolt of green cotton cloth, a masterwork viol and a masterwork lute.

Poisoned Dart Trap CR 1

Type mechanical; **Perception** DC 20; **Disable Device** DC 20

Trigger touch; **Reset** none

Effect Atk +10 ranged (1d3 plus Giant Wasp Poison)

GIANT WASP POISON

Type poison, injury; **Save** Fortitude DC 18

Frequency 1/round for 6 rounds

Effect 1d2 Dex damage; **Cure** 1 save

se. Classroom

Rows of potted plants sit in neat lines on shelves around this classroom, and a lectern faces several narrow wooden stools, which surround the bones of an animal.

A successful DC 10 Knowledge (nature) check can identify the animal bones as those from a black bear. A successful DC 20 Knowledge (nature) check identifies the plants on the shelves. Most are used for healing remedies, while others are herbs commonly used for cooking and tea.

6. The Badger

This oak tree is the home of the Order of Talanis's leader, an elderly elven woman named Esira, and her private guards.

6a. Guard Room (EL 3)

A narrow bunk bed rests against the north wall, and footlockers stand in the corners. Stacked on a small table in the center of the room are wooden dishes and cutlery, and two stools are pushed beneath the table.

Two ranger guards share this room, though only one is here at a time. The other guard stands watch in Area 6c to protect against intruders.

GUARD
XP 800

CR 3

TACTICS

Before Combat If the guard has not already joined combat in one of the other rooms, she is lying in meditation on her bed. Her weapon is within reach, and she's wearing her armor.

During Combat She tries to reach Esira if possible.

Morale The guard fights to the death.

hp 18 each; see the statistics in Chapter 9, Area 3 for details.

Treasure: The footlockers contain clothes, toiletries, and other items of no particular value, but in one of the footlockers the PCs can find a bag of twelve wooden ornaments in the shapes of leaves, animals, and plants worth 10 gp each. The other footlocker contains a bag filled with a variety of semi-precious stones: 10 moss agates (4d4 gp each), 5 tiger eye turquoise (4d4 gp each), 5 citrines (2d4 x 10 gp each), and 2 silver pearls (4d4 x 10 gp each). The average total of all the gems is 600 gp. In addition, the PCs can collect a total of 35 gp, 210 sp, and 610 cp.

6b. Living Room (EL 8)

Four overstuffed chairs, a fainting couch, three end tables and a bookshelf fill this crowded living room. Torches near the north and south doors lick up the walls, but the flames give off no heat.

When not meeting with the other Talanis druids, Esira can usually be found here, either sitting on the floor near Daonisdhe or reading on the fainting couch.

ESIRA
XP 2,400

CR 6

Female elf druid 6

NE Medium humanoid (elf)

Init +6; **Senses** Perception +14

DEFENSES

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

hp 9 (6 HD; 6d8-24)

Fort +1, **Ref** +4, **Will** +8

Defensive Abilities resist nature's lure; **Immune** sleep

OFFENSE

Speed 30 ft.

Melee unarmed strike +3 (1d3-1)

Ranged ray +3 touch (by spell)

Spells Prepared (CL 6th; concentration +14)

3rd—*call lightning* (DC 15) x2, *quench*

2nd—*barkskin*, *bear's endurance*, *flaming sphere* (DC 15), *tree shape*

1st—*calm animals* (DC 15), *endure elements*, *entangle* (DC 15), *speak with animals*

0 (at will)—*create water*, *cure minor wounds*, *know direction*, *purify food and drink*

TACTICS

During Combat Esira first orders her animal companion, a black

bear she calls Daonisdhe, to attack before she uses her wild shape ability to change to a black bear herself. Her next action is to cast *barkskin* on herself (AC 17), followed by *bear's endurance* (hp 51, Fort save +9). If she is close enough to Daonisdhe to share her spells, she does so. She won't use her damage spells within the confines of a building, but if she has the opportunity to confront her attackers outside, she casts *entangle* followed by *call lightning*; otherwise she uses her natural attacks.

Morale Esira fights to the death.

STATISTICS

Str 9, **Dex** 14, **Con** 3, **Int** 13, **Wis** 18, **Cha** 16

Base Atk +4; **CMB** +3; **CMD** 15

Feats Combat Casting, Improved Initiative, Natural Spell

Skills Handle Animal +11, Knowledge (nature) +11, Perception +14, Ride +10, Survival +14, Swim +7

Languages Common, druidic, elven, sylvan, SQ nature sense, trackless step, wild empathy (+9), wild shape (*beast shape I*, 6 hours, 2/day), woodland stride

Combat Gear *potion of invisibility*, *potion of levitate*, *elixir of vision*; **Other Gear** *Bracers of armor +1*

ESIRA (BLACK BEAR FORM)

NE Medium animal

Init +5; **Senses** low-light vision, scent; Perception +14

DEFENSE

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

hp 32 (6 HD; 6d8+12)

Fort +7, **Ref** +5, **Will** +6

Defensive Abilities resist nature's lure

OFFENSE

Speed 40 ft.

Melee 2 claws +8 (1d4+4 plus grab) or bite +8 (1d4+4)

STATISTICS

Str 19, **Dex** 13, **Con** 15, **Int** 13, **Wis** 18, **Cha** 16

Base Atk +4; **CMB** +8 (+12 to grapple); **CMD** 19 (23 against trip)

Feats Combat Casting, Improved Initiative, Natural Spell

Personality: To call Esira fanatical about nature would be a massive understatement. The elf, who has lived her entire two hundred and seventy years without stepping foot in a city, believes humanoids are a pox on the land. She believes no punishment is too severe for one who desecrates nature, and she is more than willing to parcel out the judgment she feels others are too weak-minded to commit to. Esira is a frail, sickly elf, her black hair faded to a dull gray and the skin of her face stretched taut across her bones. Her green eyes spark with intelligence and wisdom, and—when she speaks of those who desecrate the forest, more than a hint of madness—and her druids follow her words and deeds with a zeal usually reserved for deities.

DAONISIDHE, BLACK BEAR COMPANION

CR 6

XP 2,400

N Medium animal

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

DEFENSE

AC 22, touch 14, flat-footed 18 (+4 Dex, +8 natural)

hp 42 (6 HD; 6d8+12)

Fort +7, **Ref** +8, **Will** +3

Defensive Abilities devotion, evasion

OFFENSE

Speed 40 ft.

Melee 2 claws +9 (1d4+5 plus grab) or bite +9 (1d4+5)

STATISTICS

Str 20, **Dex** 19, **Con** 15, **Int** 2, **Wis** 12, **Cha** 6



Base Atk +4; **CMB** +9 (+13 to grapple); **CMD** 23 (27 against trip)
Feats Diehard, Endurance, Run
Skills Perception +6, Survival +6, Swim +14; **Racial Modifiers** +4 Swim
SQ tricks (attack, come, defend, down, fetch, guard, heel, seek, stay, track and work)

Treasure: The two torches on the walls are *everburning torches*. The bookshelf contains four books, three scrolls, and a pile of loose parchment sheets. The language in the books and scrolls is in an ancient form of Elven and requires a DC 25 Linguistics check to comprehend. The four books are works of fiction and are worth 5d6 gp each. The three scrolls are non-magical and combined contain a complete epic poem, *The Brooding Giant*, by the elven bard, Helolitia Star Runner. A PC who makes a successful DC 25 Knowledge (history) check recognizes the bard's name. Because so many of Star Runner's works have been lost through the ages, the poem is quite valuable (250 gp) to someone who recognizes it. Most of the sheets of parchment are blank, but one contains a note from Rildar Vene (Area 4a), the halfling cleric whose idea it was to set the goblinoid tribes against the Three Points.

Esira,

I know the goblins and their ilk are a disgusting blight on the land, but I have a better plan: make them work for us. If I know you, you're ready to blast me out of my tree for writing that, but hear me out.

What do goblins love most of all? Destroying humans, right? Let's convince them to attack the Three Points, and we'll have solved two problems at once. They should easily be able to cause a lot of damage before the villagers kill them all.

And if by some chance the goblins win, I'm sure we'll be able to finish off any survivors. Then, the Three Points will be no more, and we'll have demolished the goblins with less risk to our own lives.

The letter continues with details of how Rildar plans to convince

the goblinoid tribes to join them before he signs off with

*In nature's defense,
 Rildar*

6c. Sitting Room (EL 3)

Ten plain wooden chairs are arranged haphazardly in a circle in this sitting room, as if a meeting were held here recently. Five side tables hold oil lamps made of clear blue glass and a sideboard near the western door holds a crystal decanter and wine glasses on a silver serving tray.

One guard is on duty in this room to protect Esira against intruders.

GUARD
XP 800

CR 3

TACTICS

Before Combat If the guard is aware of the PCs, she has her bow drawn and readied. She attacks the first enemy to enter before she moves into the next room to protect Esira. If she is unaware, she is sitting in a chair near the western door reading a book.

During Combat She stands and draws her longsword, yelling to warn Esira and the other guard. She tries to block the door, to give the others time to prepare.

Morale The guard fights to the death.

hp 18 each; see the statistics in Chapter 9, Area 3 for details.

Treasure: The five glass oil lamps are worth 35 gp each. The crystal decanter is worth 50 gp; the four wine glasses are 15 gp each; and the silver serving tray is 25 gp.

6d. Esira's Bedroom

Instead of a bed, the floor of this bedroom is covered in two piles of fresh leaves. The room smells of wet fur, and a pile of fish bones, nut shells, and insect carapaces rest beside the leaf piles. An ancient wardrobe and matching chest of drawers stand at opposite ends of the room. A few sets of plain, unadorned clothes are neatly folded atop the chest of drawers.

Someone pushing aside the piles of leaves can see a dark stain that tarnishes the floor. It looks suspiciously like old blood. The blood stain is centuries old.

This is Esira's bedroom, which she shares with Daonisdhe, her black bear animal companion. Esira enjoys few of the trappings of civilization, so she sleeps on the floor, usually in bear form.

The wardrobe and chest of drawers contain rotting clothes and shoes left over from the Silverblossom elves. Esira hasn't bothered to look inside them since she moved in.

Treasure: A DC 30 Perception check uncovers a hidden cabinet inside the chest of drawers. Inside the cabinet is a thin leather-bound diary, a gold link necklace with a silver oak leaf pendant (75 gp), and a small, flawless emerald (150 gp). The diary's script is faded in many places, and the language, an ancient form of Elven, is difficult to understand. A DC 25 Linguistics check is needed to comprehend the language. Most of the entries discuss the owner's personal relationships and are of no particular interest, but two entries are notable:

Faelthorn dies tonight. I'm not sure how I feel about [illegible]. The magic was pretty sure, but how could he [illegible] guilty? He was always very kind, and he swears he knows nothing of [illegible] ers's death. Star Runner says evil always hides behind a [illegible] sweet as honey, but I wonder if that's always the case.

A successful DC 25 Knowledge (history) check recognizes that Star Runner is likely Helolitia Star Runner, a famous bard whose works have been lost for centuries.

The second entry comes five days later.

They haven't stopped. Lilies On The [illegible] says she saw something, a small fey creature with glowing [illegible], just before Duibollo died. It was standing in the doorway of Duibollo's house. The Silver Sentries are going to search for it. My thoughts are with them. I wish I could help in [illegible] way.

That was the last entry in the diary.

6e. Study

An oak desk sits in the middle of the room, a chair pushed beneath it. Playful nymphs and dryads are carved into the legs of the desk, and small animals and insects are carved into the chair. The furniture is covered in dust, as if it hasn't seen much use.

Esira rarely uses this room, preferring to conduct her business in the living room or sitting room.

Treasure: The three desk drawers are locked and the locks appear to have rusted shut. A successful DC 25 Disable Device check can open each drawer, though the drawers can also be broken open with a success DC 17 Break check. Two of the drawers contain crumbling bits of parchment, dried ink vials, and old quill pens, but the third contains a silver-handled letter opener in the shape of a tree (50 gp) and an empty spellbook.

6f. Kitchen

A wood-burning stove is set into a wall covered in ceramic bricks, but the stove is cold and doesn't appear to have been used in a long while. Strings of dried fruits and vegetables hang from pegs in the wall, and a countertop near the stove is covered with dirty dishes and bits of wild vegetables. The washing tub in the center of the room is full of dishes and foul water.

Neither Esira nor her guards care to keep this room cleaned and

what remains are several days' worth of rotting vegetable meals. Esira eats only vegetables, grains, fruits, and nuts and refuses to allow the wood stove or any type of fire to be used in her tree.

7. The Bear

This narrow hickory tree is the home to the rangers who guard the stairs and bridges of the Silverblossom Tree Village.

7a. Guards' Room (EL 5)

Four sets of bunk beds are pressed head to foot on the west wall of this room. Eight footlockers peek out from beneath the bottom bunks, and longswords and composite longbows hang from hooks near the northern door. A round table in the center of the room has seats for four people. A board game sits on the table, surrounded by empty wooden mugs and a half-empty bottle of wine.

These are the barracks for the guards who protect the outer stairways. Six guards are on duty at the three stairways, so only two are in the room at any one time.

GUARD
XP 800

CR 3

TACTICS

Before Combat If caught unaware, the two guards are sitting at the table playing the board game. They are wearing their armor, but their weapons are hanging on the wall.

During Combat Before they stand, they take their potions of *barkskin* +2 (AC 18). If they are aware of the PCs, they already have their longswords and composite longbows and have taken their potions of *barkskin* +2 (AC 18). They attack as soon as the PCs open the doors.

Morale The guard fights to the death.

hp 18 each; see the statistics in Chapter 9, Area 3 for details.

Treasure: The eight footlockers are locked (Disable Device check DC 25) and mostly contain clothes and repair tools for armor and weapons. In addition, the PCs can collect the following treasures:

Table 10–1: Guard Treasures

Footlocker	Treasure
1	a scroll of <i>cat's grace</i> (CL 3), a feather token (<i>fan</i>), 5 pp, 24 gp
2	gold serving spoon (80 gp), Tiny-sized, ruby-studded animal collar (50 gp), 65 sp
3	nothing
4	a scroll of <i>silence</i> (CL 3), 13 gp, 90 sp, 32 cp
5	nothing
6	set of four crystal candle holders painted with various flowers (100 gp for the set)
7	1,300 cp
8	bag of 25 blue crystals (87 gp total)

7b. Kitchen

The smell of freshly-baked bread fills the air, and a loaf of steaming bread rests on the counter of this kitchen. A pot of stew boils on the wood stove and a tray of fresh vegetables sits next to the bread. Bins along the south wall hold various vegetables, and a shank of meat hangs from the ceiling.

7c. Sitting Room

Large tapestry pillows in a variety of designs and colors dot the floor of this room. A book lies face down next to one pile of pillows, and a foot-tall, unfinished wooden carving of a horse rests beside another pillow. A series of ten paintings on the walls depict a deity and her worshippers engaged in various tasks, such as building a temple, feeding the hungry and fighting undead armies.

Treasure: The ten paintings are by an unknown artist, but they are

CHAPTER 10: CONCLUSIONS

well done. The entire set is worth 100 gp, though a worshipper of the deity (any good-aligned deity from the DM's campaign world would fit) might pay 200 gp for the set.

8. The Deer

This beautiful redwood tree was struck by lightning at some point in the distant past. Many of the larger branches are burned or dead, and the building housed within its branches sustained some fire damage.

8a. Burned Out House

All of the rooms in this house are open to each other through burned holes in the walls. The furniture that remained when the

previous occupants left include a bed, footlocker in one room, a sofa and several chairs in another, and a dining table and chairs in another. A half-burned portrait on one of the walls shows an elven family, but neither the artist's name nor any identifying marks on the family remain to indicate who they were. None of the furniture was left undamaged by the fire that tore through the house.

The center of the house sustained the greatest amount of damage, and years of water and weather have taken their toll on the burned flooring. Any weight greater than thirty pounds causes the floor to collapse and send everyone standing near the hole plummeting a hundred feet to the ground unless they succeed on a DC 15 Reflex save to avoid falling through. Anyone who falls takes 10d6 points of damage. A successful DC 20 Perception check can identify the areas of greatest danger in order to avoid the risk.

Chapter 10: Conclusions

Smugglers Foiled

If the PCs foil the smuggling operation run by Brallorn's circus, the Senelast Clan will continue to try to kill Lord Craldan in order to gain access to his mines. If they learn who was responsible for the loss of their valuable goods, they might send assassins after the PCs. They could prove a thorn in the characters' sides for a long while.

The Three Points Forest

Lawful PCs may feel the druids should have their land returned to them, but the druids are no longer interested. Instead, they demand the Three Points villages make an active effort to rebuild the forest, with the druids overseeing the project. The Three Points elders agree to the demand, so long as the druids promise never to return there to live.

If the PCs do not negotiate a peaceful resolution between the two factions, the arguments over grazing rights continues for years among the three villages.

The Broken Hammer Dungeon

Several of the more scholarly villagers in the Three Points want to study the dungeon, while others want it closed off permanently to prevent others from entering. A few would like to move in.

The debates could draw on for months if the PCs stay out of the discussion.

The druids are willing to leave their entrance to the dungeon open if the villagers make a pact to protect the surrounding forests. The dungeon can become an easy way for the people of the Three Points and the druids of the Silverblossom tree village to visit each other.

If the PCs wish to claim a part of it for their own domain, both the druids and village elders agree, so long as they do not try to claim the entire dungeon for themselves. The druids also require the PCs to sign the same pact to protect the surrounding forests.

The Silverblossom Tree Village

So long as most of the druids and their allies live, the Order of Talanis claims the Silverblossom tree village for itself. They allow others to live with them, but only if they subscribe to their belief system.

If the druids are dead, the Three Points elders have no interest in the village, especially since it cannot easily be found by overland travel. The PCs can claim the entire village for themselves, though the elders are not willing to allow them both the dungeon and the tree village.

Descendants of the original Silverblossom elves still live and might want to lay claim to it if they learn of its existence.

New Monster Appendix

INSANITY WITCH

XP 2,400

CE Small fey

Init +3; **Senses** life sense 120 ft., low-light vision; Perception +8

DEFENSE

AC 15, touch 14, flat-footed 12 (+3 Dex, +1 natural, +1 size)

hp 9 (2 HD; 2d6)

Fort +0, **Ref** +6, **Will** +3

DR 10/cold iron; **SR** 15

OFFENSE

Speed 20 ft.

Ranged shortbow +5 (1d4/×3)

Special Attacks madness gaze (DC 14)

Spell-Like Abilities (CL 8th; concentration +11)

1/day (special)—*confusion*, *detect good*, *detect law*, *polymorph* (self only), *suggestion*

STATISTICS

Str 7, **Dex** 16, **Con** 11, **Int** 9, **Wis** 11, **Cha** 17

Base Atk +1; **CMB** -1; **CMD** 12

Feats Skill Focus (perception)

Skills Acrobatics +8, Bluff +8, Intimidate +8, Perception +8, Stealth+12

Languages Common, Sylvan

SQ hibernation, spell-like ability boost

Gear shortbow, 20 arrows, 1d6 gp.

SPECIAL ABILITIES

Hibernation (Ex)

An insanity witch feeds on the fear and paranoia caused by the murders her victims commit. If the witch loses access to a steady stream of victims, she slips into a hibernating sleep until such time as her victims return. An insanity witch must cause a victim to kill at least once every ten days. If more than ten days pass, the witch goes into hibernation, which can last indefinitely, but must last at least ten days. The insanity witch knows immediately if new victims have moved into her surroundings, but she can patiently wait months or even years before waking, to give the victims time to settle in and become comfortable with their new surroundings.

Lifesense (Su)

An insanity witch notices and locates living creatures within 120 feet, just as if she possessed the blindsight ability.

Madness Gaze (Su)

As a standard action, an insanity witch can make a gaze attack against a target. Anyone meeting her gaze must make a DC 14 Will save or be overcome with the urge to kill one of his friends. A character who fails the Will save attacks the nearest ally, not stopping until that creature is dead. Once the victim has selected a target, that person becomes the focus of his rage, and he can do nothing but attempt to kill him.

The victim of an insanity witch's madness gaze gains the barbarian's rage ability whenever he is within sixty feet of his target. This rage ability works only against the target and lasts as long as the victim is under the effects of the madness gaze. Once the target has died, the victim is no longer under the effect of the gaze attack and remembers nothing of the actions he just took, though he can fall prey to the witch's gaze again. Creatures who make their saves only remember seeing two tiny red lights that filled them with rage. Once a victim has saved against an insanity witch's attack, he is immune to that witch's gaze for twenty-four hours. Victims under the effect of the insanity witch's gaze can

CR 6

make another DC 14 Will save each day to break the effect. Only creatures with an Intelligence score of 3 or higher can be affected. The save DC is Charisma-based.

Spell-Like Ability Boost (Su)

With every death the insanity witch's actions cause, she gains another use per day of her spell-like abilities as long as she is within 120 feet of the victims when it occurs. The extra spells last until used or the witch goes into hibernation. Most witches have an extra 1d4 uses per day of their spell-like abilities when they are discovered. Caster level 8th. The save DCs are Charisma-based.

ECOLOGY

Environment any

Organization solitary

Treasure no coins; 50% goods, 50% items

This being resembles a small elf with unkempt hair. Its eyes glow with an unnatural red light and it gibbers in a low voice.

Insanity witches are evil fey creatures who thrive on fear and paranoia. Some scholars believe the creatures are pixies who became so enamored with the tricks they played that they started to enjoy the fear they caused. Since insanity witches do not have wings, this theory is usually dismissed as folly. Others have noted that every insanity witch ever killed or captured has been female, which leads to the discussion of whether male witches exist.

Whatever their true origins, the insanity witch is feared for the tragedies their appearance causes in areas of high populations.

Insanity witches prefer dark clothes and rarely bother with shoes. They stand three feet tall and weigh about twenty-five pounds.

They speak Sylvan and the languages most frequently used in their territory, usually Common, though it's rare to hear them speak anything but nonsense. These fey creatures must sleep twice as long as most creatures. They require at least sixteen hours of sleep a day, else they slip into hibernation.

Insanity witches prefer to avoid direct combat, since creatures rarely feel the sort of fear during a confrontation these evil fey enjoy.

If they do find themselves in a combat situation, they use their madness gaze on a heavily-armored target in the hopes of turning her against her companions. The insanity witch then uses her Bluff skill to divert the attention of her opponents in order to hide and use her *polymorph* spell-like ability to change into an animal of a type common in the area. Only then does she attempt to escape.

HANGED MAN

CR3

XP 800

CE Medium undead

Init +5; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

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

hp 25 (4 HD; 4d8+4)

Fort +1, **Ref** +2, **Will** +4

OFFENSE

Speed 30 ft.

Melee 2 claws +4 (1d4+2)

Ranged rope +3 ranged touch (drag)

Space 5 ft; **Reach** 5 ft. (20 ft. with rope)

Special Attacks drag

STATISTICS

Str 15, **Dex** 13, **Con** -, **Int** 9, **Wis** 11, **Cha** 13

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

NEW MONSTER APPENDIX

Feats Improved Initiative, Weapon Focus (rope)
Skills Climb +, Perception +2, Stealth +4; **Racial Modifiers** +10 climb (with the hanged man's rope)
Languages Common (cannot speak)
SQ hanged man's rope

SPECIAL ABILITIES

Drag (Ex) If a hanged man hits with its rope attack, the rope latches onto the opponent's body. This deals no damage, but drag the opponent 10 feet closer each subsequent round (provoking no attack of opportunity) unless that creature breaks free, which requires a DC 18 Escape Artist or a DC 14 Strength check. The check DCs are Strength-based, and the Escape Artist DC includes a +4 racial bonus. A hanged man can draw in a creature within 5 feet of itself and attack with both claws with a +4 attack bonus in the same round.

Hanged Man's Rope (Su) The rope of a hanged man is about 30 feet long and can lash forward 20 feet or upward 10 feet to Grab a victim and drag it closer to the hanged man (see the drag ability, above). The rope has AC 22, hardness 10, 10 hit points and damage reduction 5/slashing. If the hanged man's rope is Severed (by reducing it to 0 or less hit points), both the rope and the hanged man are destroyed.
Upon the hanged man's destruction, the rope crumbles to dust.

ECOLOGY

Environment any

Organization solitary

Treasure 50% standard

A hanged man is the restless corpse or spirit of an evil humanoid that was hanged, or another wrongfully accused and hanged in error. The hanged man is a malevolent and vengeful creature that attacks the living on sight.

Hanged men are usually encountered near the area where they were killed or in cemeteries, mausoleums, or graveyards where their bodies were laid to rest. Rarely, they can be found wandering aimlessly, looking for living beings to punish. They prey on the living and are found near civilized areas where their food sources are plentiful.

Its lair is either its final resting place or a secluded and overgrown area near the place of its Death. Its lair is always scattered with the remains of its victims, including any treasure a former meal happened to be carrying.

Hanged men are not capable of speech, but may utter choked gurgles, gasps and moans.

A hanged man attacks primarily with its rope, an evil extension of the hanged man himself. It uses this rope to capture victims and draw them closer where it rips and tears the hapless prey to shreds. See **Necromancer Game's The Tome of Horrors II** for more details on the hanged man.

OGREN

CR2

XP 600

Ogren fighter 1

NE Medium humanoid (ogre)

Init +0; **Senses** darkvision 60 ft.; Perception +2

DEFENSE

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

hp 25 (3 HD; 2d8+1d10+6)

Fort +5, **Ref** +0, **Will** +0

OFFENSE

Speed 30 ft.

Melee longspear +6 (1d8+3/x3)

Ranged spear +2 (1d8+3/x3)

STATISTICS

Str 16, **Dex** 10, **Con** 14, **Int** 10, **Wis** 10, **Cha** 8

Base Atk +2; **CMB** +5; **CMD** 15

Feats Toughness, Weapon Focus (longspear)

Skills Perception +2, Stealth +4; **Racial Modifiers** +4 Stealth

Languages Common, Goblin

SQ Ogre blood

Gear longspear, 2 spears, 1d6 gp

SPECIAL ABILITIES

Ogre Blood (Ex) Fifty percent of ogrens have enough ogre blood in their veins to qualify as ogres. Those that qualify are considered ogres for all special abilities and effects.

ECOLOGY

Environment temperate hills or mountains

Organization solitary, pair, gang (3-8), warband (9-16), or tribe (17+ plus 50% noncombatants, 1 sergeant of 3rd level per 20 adults, 1 or 2 lieutenants of 4th or 5th level, 1 leader of 6th–8th level, 6–12 leopards)

Treasure NPC Gear (longspear, spear, other treasure)

Ogrens are a cross between an ogre and a hobgoblin. More intelligent than ogres and stronger than hobgoblins, they pride themselves on their combat prowess. See **Necromancer Game's The Tome of Horrors II** for more details on the ogren.

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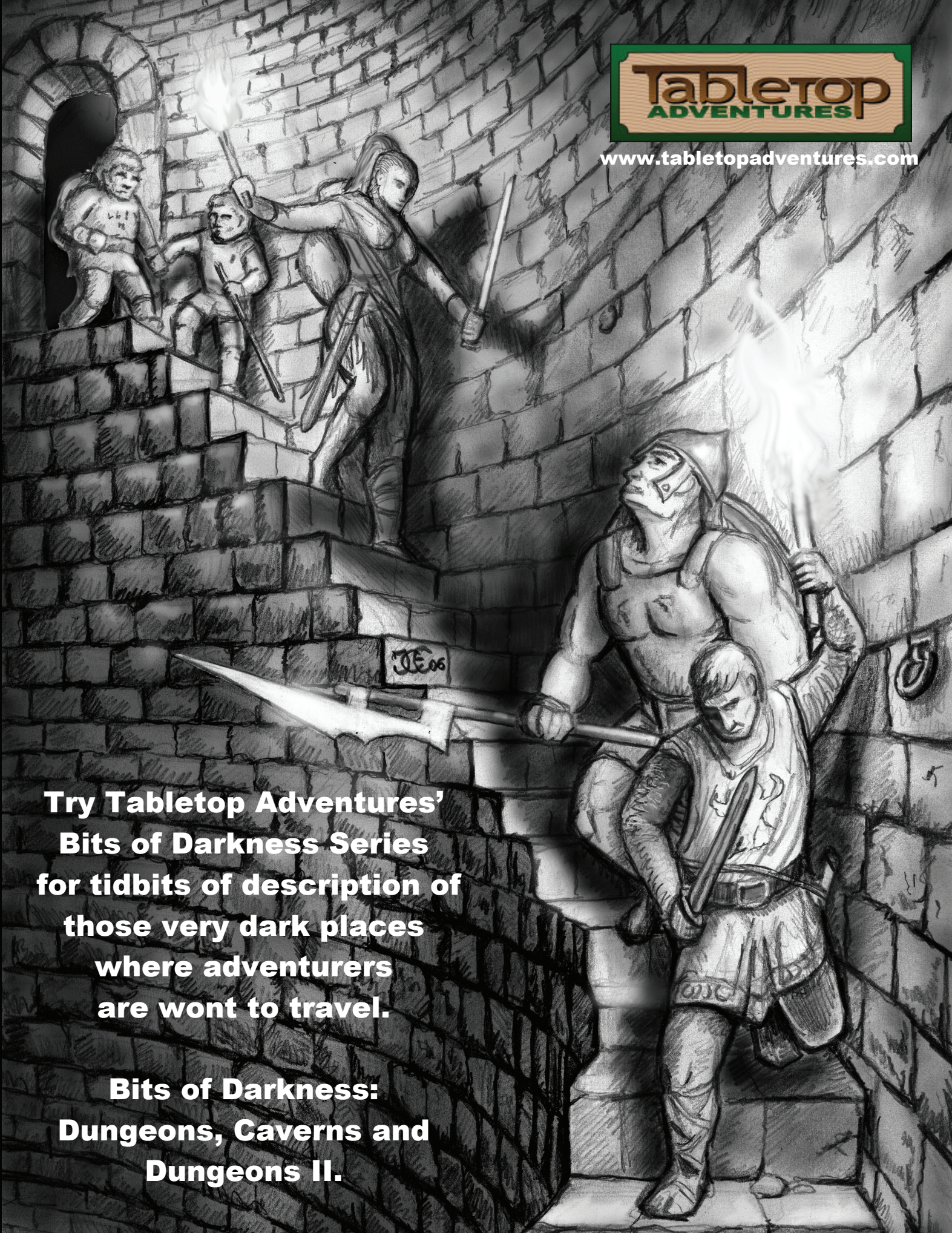
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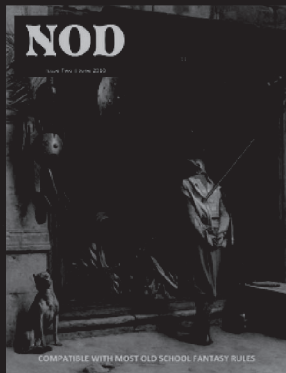
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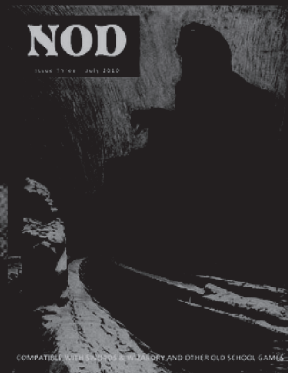
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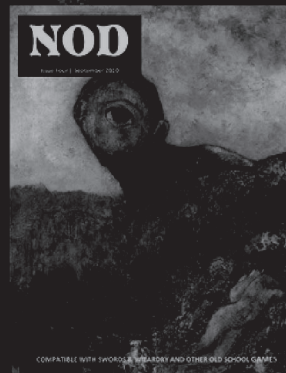
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