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RANDOM ENCOUNTERS:
WILDERNESS II



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RANDOM ENCOUNTERS: WILDERNESS II

*Got barely enough time to prepare the module? Want to include cool, evocative random encounters in your games, but just don't have the time to prepare them? Bored of pointless random encounters comprising bands of generic monsters that only seem to exist to attack wandering PCs? Then *Random Encounters: Wilderness II* is for you!*

*Presenting eight ready-to-use random encounters suitable for use in the desert, *Random Encounters: Wilderness II* takes the pressure off the time-crunched GM, enabling him to concentrate on crafting cool, evocative adventures.*

Design: Mikael Berg, Fabian Fehrs, Mark Hoover, Kiel Howell, Jacob W. Michaels, Jens Demandt Mouritsen, Christopher Wasko and Nick Wasko

Development: Creighton Broadhurst

Editing: Creighton Broadhurst

Cover Design: Creighton Broadhurst

Layout: Creighton Broadhurst

Interior Art: William McAusland, Claudio Pozas, David Rabbitte, V Shane, Michael Syrigos and Maciej Zagorski (The Forge Studios). Some artwork copyright William McAusland, used with permission. Some artwork copyright Claudio Pozas, used with permission. Some artwork © Michael Syrigos, used with permission.

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ragingswan.com
gatekeeper@ragingswan.com

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ENCOUNTERS BY EL

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EL 6 Desert Rose, the Sting of Sun and Sand
EL 7 Lenate the Lovesick
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EL 10 Creeping Coins

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ABOUT THE DESIGNERS

Mikael Berg and Jens Demandt Mouritsen come from the same small town in Denmark, just north of Copenhagen. Both are married and they have a total of three daughters, but still try to play RPGs once a week with the original Friday nighters from 25 years ago. Jens has a degree in business and communication and is considering starting his own small consultancy firm, while Mikael is pursuing a career in some of the world's biggest shipping companies. With their total of half a century of RPG experience in a variety of systems, ranging from the mainstream to the really obscure, they usually have plenty of ideas for new RPG fun. This encounter is their first small step into getting some of these ideas out to the public, and considering the amount of fun they've had in designing "Desert Rose", it will probably not be the last you will see of the dynamic duo.

Fabian Fehrs lives in Berlin, Germany, where he works as a freelancing translator and editor for - among others - the German edition of the Pathfinder RPG. When he is not dealing with demons, devils and deadlines in that capacity, he takes turns running games for and with his friends. He is always on the look-out for stories he has not yet consumed and therefore can regale (or torment) other people with his knowledge of obscure bits of genre fiction.

Mark Hoover is a resident of Plymouth, MN in the U.S. His loving wife Caren and 2 daughters Lydia and Audrey endure his hobbies with him over long winters. Mark is a self-proclaimed beer snob, an ardent fan of most female vocalists with "weird voices" and a proud proponent of grognards.

This publication represents his first professional work. Mark once bumped into Gary Gygax at the Gen Con in 2000 where the creator gave Mark the piece of advice that informs his design ethic to date. "It's YOUR game; play what you want and keep playing because it's fun. Stop when it becomes work." Mark strives to create adventures and content both interesting yet versatile enough that they can adapt to most play styles so that the audience can play their own version of his work.

Kiel Howell lives in La Habra, California where he shares a house with six rentless roommates (fiancé, six-year-old daughter and four dogs). He has a hard time saying no to helping folks out and he is still failing at learning to paint miniatures well.

While spending most of his time at church, with his family or at work, Kiel finds time to write whenever possible. He has worked previously (and currently) on projects with Flying Pincushion Games, he has something in the works with LPJ

Designs for Obsidian Apocalypse, and is working with anyone that will let him when it comes to writing. He loves both sides of the GM screen and anything that makes players and GM's lives easier.

Jacob W. Michaels has been gaming for 30 years, since he was introduced to Advanced Dungeons and Dragons in the third grade. A newspaper editor in eastern Pennsylvania, he's a two-time finalist in Paizo's RPG Superstar, making the Top 16 in 2012 (when he garnered acclaim for his Unfettered) and 2014 (when his guttersnipe was among the top monsters). He had his first module, Ironwall Gap Must Hold, published in 2013 by AdventureWeek.com and his work has appeared in Wayfinder and with Jon Brazer Enterprises. He's excited to be working with Raging Swan Press again.

He lives with his faithful hound, Holiday, who hasn't inherited his interest in gaming, but enjoys when her dog friends come over during games. His parents and sister have always been supportive of his hobby, and he appreciates his fiancée's encouragement, even if her reaction to watching her first (and only) gaming session was "there are some things you can never unsee."

Christopher Wasko is a middle school music teacher in Greenwich, Connecticut. A long time tabletopper, Chris made the top 16 in Paizo's annual RPG Superstar competition in 2014, and has since been an active member of Mike Kimmel's Freelance Forge design forum and the Paizo messageboards. He is presently working on an adventure module to be published by William Ward.

Nick Wasko is a soon-to-be doctor currently at the University of Connecticut School of Medicine. He devotes most of his time to his academics, pursuing interests in neuroscience and stem cell research. When not studying, Nick enjoys reading, writing, exploring the wilderness with his girlfriend, and performing improvisational comedy - all of which synergize with his love for the Pathfinder RPG. He has spent the past four years designing a homebrew campaign setting with his identical twin brother Chris, and recently started exploring freelance design. Nick is delighted to be making his professional writing debut with Raging Swan Press, and is looking forward to more opportunities to contribute to the Pathfinder RPG community.



THE CARRION HUNTER (EL 4; XP 1,200)

Sarko, a rare vulture lycanthrope, scours the desert for the dead and dying. He is not above stalking and harrying small parties of humanoids who appear to be lost in the wastes. When the PCs spot Sarko, read:

A dark shape blemishes the otherwise barren skyline, circling slowly above the horizon. As it drifts closer, its form becomes more distinct, that of a slender humanoid with large black wings.

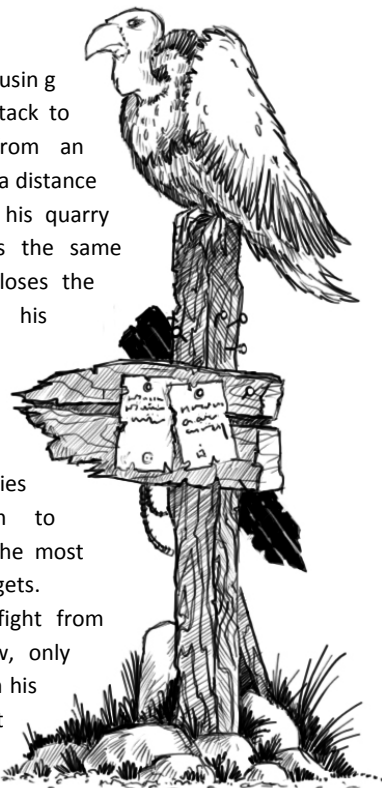
Sarko survived for many years as a scavenger, communing with buzzards to find carcasses on which to feed. When he consumed the corpse of a fallen hunter, however, Sarko fell in love with the taste of human flesh. The callous lycanthrope stole his victim's equipment and taught himself how to hunt, becoming a far more aggressive predator than his animal brethren (save for one particularly violent buzzard, which Sarko named Hookwing and trained as his hunting companion).

Sarko is a patient hunter, and prefers to observe his quarry from a distance until he has a decent understanding of their numbers and abilities. If his prey seems well armed and formidable, he may stalk them for days and wait for an opportune moment to strike, such as when they are exposed or otherwise preoccupied. When hungry or confident he outmatches his targets, Sarko attacks viciously and relentlessly.

TACTICS

Sarko begins his attack using Far Shot and Flyby Attack to fire strafing shots from an altitude of 50 feet and a distance of about 400 feet. If his quarry flees, Sarko maintains the same tactic but gradually closes the distance to reduce his attack penalties. If his prey counterattacks, Sarko drinks his *potion of protection from arrows* and applies his scorpion venom to arrows he shoots at the most physically imposing targets.

Sarko prefers to fight from the air using his bow, only closing for melee when his prey seems on its last legs. If his victims attack with magic, Sarko readies actions



to shoot spellcasters and interrupt their casting and orders Hookwing to attack the casters in melee. Sarko never willingly shifts out of his hybrid form, favouring the combination of flight and manual dexterity.

Sarko is not a brave hunter, and flees if reduced to 20 hit

SARKO (HYBRID FORM)

CR 4 (XP 1,200)

This hunched humanoid has gaunt torso shrouded in massive wings of tattered, black feathers sprouting from its slim shoulders. Its gangly limbs end in twisted hands resembling talons, and its head is oblong and bald with a face dominated by a crooked beak. It wears a dirty studded leather jerkin and clutches a longbow carved from white bone.

Male human natural werenvulture ranger 4

CE Medium humanoid (human, shapechanger)

Init +4 (+6 in deserts); **Senses** low-light vision, scent; Perception +8 (+10 in deserts, +10 vs. humans, +12 vs. humans in deserts), Sense Motive +1 (+3 vs. humans)

Speed 30 ft., fly 80 ft. (average); **ACP** 0; Fly +8, Stealth +11 (+13 in deserts)

AC 21, touch 14, flat-footed 17; **CMD** 20

(+4 armour [+1 studded leather], +4 Dex, +3 natural)

Fort +7, **Ref** +8, **Will** +4

hp 46 (4 HD); **DR** 10/silver

Space 5 ft.; **Base Atk** +4; **CMB** +6[+X size, +X BAB, +X Str]

Melee 2 talons +6 (1d6+2) and

bite +6 (1d6+2 plus curse of lycanthropy [DC 15])

Ranged mwk composite longbow (range 110 ft.; Far Shot) +9 (1d8+2/x3)

Atk Options Flyby Attack, favoured enemy (humans [+2])

Curse of Lycanthropy (Su) Sarko's bite attack infects a humanoid with lycanthropy (DC 15 Fortitude negates). If the victim is Large size or larger, this ability has no effect.

Special Actions change shape

Change Shape (Su [move; at will]) Sarko can shift between his human, hybrid or vulture forms (although he rarely leaves his hybrid form).

Ranger Spells Prepared (CL 1st; concentration +2; share spells)

1st—*endure elements* (already cast)

Combat Gear arrows (60), Large scorpion venom (3), *potions of cure moderate wounds* (2), *potion of protection from arrows*

Abilities Str 15, Dex 18, Con 16, Int 12, Wis 12, Cha 6

SQ favoured terrain (desert [+2]), lycanthropic empathy, track (+2), wild empathy (+2, -2 vs. magical beasts)

Feats Endurance^B, Far Shot^B, Flyby Attack, Iron Will, Toughness

Skills as above plus Bluff -2 (+0 vs. humans), Diplomacy -2 (+2 vs. vultures), Handle Animal +5, Intimidate +5, Knowledge (geography) +8 (+10 in deserts), Knowledge (local) +1 (+3 vs. humans), Knowledge (nature) +8, Survival +8 (+10 in deserts or tracking, +12 tracking humans, +14 tracking humans in deserts)

Languages Auran, Common; link

Gear as above plus 172 gp

points or fewer, firing parting shots to discourage pursuit. Once a safe distance away, Sarko uses his *potions of cure moderate wounds* to heal before pursuing his prey more cautiously, maintaining a greater distance and waiting for more favourable circumstances to attack. One of his favourite tricks is to sneak into camp during the night and bite particularly dangerous foes, afflicting them with lycanthropy. Sarko then bides his time until the next full moon, when his victim changes shape and flies into the night, so that he can follow the target and descend upon it once the sun rises and it returns to its natural shape confused, disoriented and alone.

AREA FEATURES

This encounter takes place potentially over miles of desert. Thus, the area has several features of note:

Spotting Sarko: In general, the maximum distance in desert terrain at which a Perception check for detecting the nearby presence of others can succeed is $6d6 \times 20$ feet; beyond this distance, elevation changes and heat distortion in deserts makes sight-based Perception impossible.

Sunlight: The bright desert sun makes it difficult to see airborne targets. Creatures on the ground gain the dazzled condition against airborne creatures 50 feet or higher.

Wind: The hot winds become stronger with altitude. Ranged attacks made by or against creatures at an altitude greater than 60 feet take a -2 penalty. This penalty increases to -4 at 120 feet or higher.

Light Undergrowth: Consisting of scrubby, hardy bushes and cacti, light undergrowth increases the DC of Acrobatics and Stealth checks by 2. It costs two squares of movement to enter such squares.

Light Rubble: Small rocks are strewn across the ground, making nimble movement more difficult. The DC of Acrobatics checks increases by 2.

Sand Dunes: Created by the action of wind on sand, dunes function as hills that move. If the wind is strong and consistent, a sand dune can move several hundred feet in a week's time. Sand dunes can cover hundreds of squares. They always have a gentle slope pointing in the direction of the prevailing wind and a steep slope on the leeward side.

DESERT DRESSING

Use these minor features, to add interesting minor features to this wide-ranging encounter.

D6	FEATURE
1	The bleached white bones of a camel lie atop the burning sands.
2	A sand-filled waterskin lies in the shade of a large boulder.
3	A mirage of an oasis shimmers on the horizon.
4	A slight breeze gives a needed respite from the sweltering conditions.
5	A tumbled stone wall stands at the base of a dune.
6	A small outcrop of boulders lies in a valley between two dunes.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 3 (XP 800): Sarko has gone for several days without a full meal, and is weakened from starvation; he has the fatigued condition, starts the encounter with 16 points of nonlethal damage and closes for melee combat rather than fighting from a distance.

EL 5 (XP 1,600): Sarko and Hookwing are accompanied by two standard buzzards, which aid Hookwing by flanking lightly armoured foes.

HOOKWING

CR —

This dark-feathered bird has a bald head and neck, and its long, hooked beak is stained with carrion.

Female vulture animal companion (bird)

N Small animal

Init +2; **Senses** low-light vision; Perception +6, Sense Motive +2
Speed 10 ft., fly 80 ft. (average); **ACP** 0; Fly +8, Stealth +5

AC 14, touch 13, flat-footed 12; **CMD** 12

(+2 Dex, +1 natural, +1 size)

Fort +4, **Ref** +5, **Will** +2

hp 11 (2 HD)

Space 5 ft.; **Base Atk** +1; **CMB** +0

Melee bite +4 (1d4) and
2 talons +4 (1d4)

Abilities Str 10, Dex 15, Con 12, Int 2, Wis 14, Cha 6

SQ link, tricks (attack, come, defend, down, fetch, heel, seek)

Feats Weapon Finesse

BUZZARDS (2)

CR 1/2 (XP 200)

This dark-feathered bird has a bald head and neck, and its long, hooked beak is stained with carrion.

N Small animal

Init +2; **Senses** low-light vision; Perception +10, Sense Motive +2

Speed 10 ft., fly 80 ft. (average); **ACP** 0; Fly +8, Stealth +5

AC 14, touch 13, flat-footed 12; **CMD** 11

(+2 Dex, +1 natural, +1 size)

Fort +3, **Ref** +4, **Will** +2

hp 5 (1 HD)

Space 5 ft.; **Base Atk** +0; **CMB** -1

Melee bite +3 (1d4) and
2 talons +3 (1d4)

Abilities Str 10, Dex 15, Con 12, Int 2, Wis 15, Cha 7

Feats Weapon Finesse

CHILDREN OF THE SKY (EL VARIES; XP VARIES)

To reach their destination, the PCs must travel through badlands terrain. Traversing the maze of cliffs, ravines and gullies is difficult enough. However, this particular area features another danger: an air elementals “nursery.” Read:

The terrain is getting rougher. The dunes of the deep desert give way to yellow sandstone formations of smoothly rounded cliffs, weird-looking columns and graceful arches. You hear the wind whistling and howling in the deep ravines and tunnels that offer a winding path through. Strangely, the ground is almost free of sand and dust.

This area is a playground of air elementals too small to be of any real danger to larger creatures. Here, they gather in large “schools” and chase each other around and over the rock. That is the reason for the lack of a sand layer on the ground. Sand and dust trail behind the schools, though, which can travel at speeds approaching storm strength. Additionally, travellers inside the nursery may attract the attention of “nursemaids”: larger air elementals tasked with keeping their smaller kin safe.

FIRST HINTS

Noting the lack of sand and dust on the sandstone floor of any given ravine or gully in the area as unusual requires a DC 15 Survival or Knowledge (nature) check. From the entrance of the labyrinth, a PC speaking Auran can — with a DC 22 Perception check — make out the air elemental’s shouts and giggles of pure joy within the howling of the wind.

TRAVEL

These badlands form a maze, albeit one that is not particularly hard to traverse if at least one PC knows wasteland terrain. A DC 15 Survival check or DC 18 intelligence check per hour suffices to stay on track. It is possible to climb the cliff walls and travel across the landscape. That route is not necessarily shorter, as the PCs must cross or go around ravines and gullies. They run a higher chance of running into any caretakers, as well.

THE CHILDREN

The tiny air elementals are quite harmless, even when gathered in schools.

Dangerous is what follows them. As the elementals race through the maze, they drag around all the sand and

dust normally lying on the ground.

Normal School: The elementals are incredibly fast and take one round to pass the party. Their passage batters the PCs with severe winds 75% of the time. This has the following effects:

- Unprotected flames are extinguished, 50% chance to extinguish protected flames, -4 penalty to ranged attacks, -4 penalty to Fly and Perception checks, small creatures are checked, tiny and smaller creatures are blown away.
- Treat their wake as a dust storm that passes in 2 rounds (in addition to severe wind effects, it obscures vision and leaves behind 1d6 inches of fine sand).

Fast School: The remainder of the schools are even faster (CR 2, XP 600). The elementals still take 1 round to pass the PCs, but their speed reaches windstorm strength. This has the following effects:

- Unprotected flames are extinguished, 75% chance to extinguish protected flames, ranged attacks are impossible, -8 penalty on Fly checks and Perception checks relying on sound, medium creatures are checked, small and smaller creatures are blown away.
- Treat their wake as a greater dust storm that passes in 2 rounds (in addition to windstorm effects, it obscures vision and leaves behind 2d3-1 inches of fine sand). In this case, the wake deals 1d3 nonlethal damage per round. PCs with an unprotected mouth (without a scarf or something similar) start

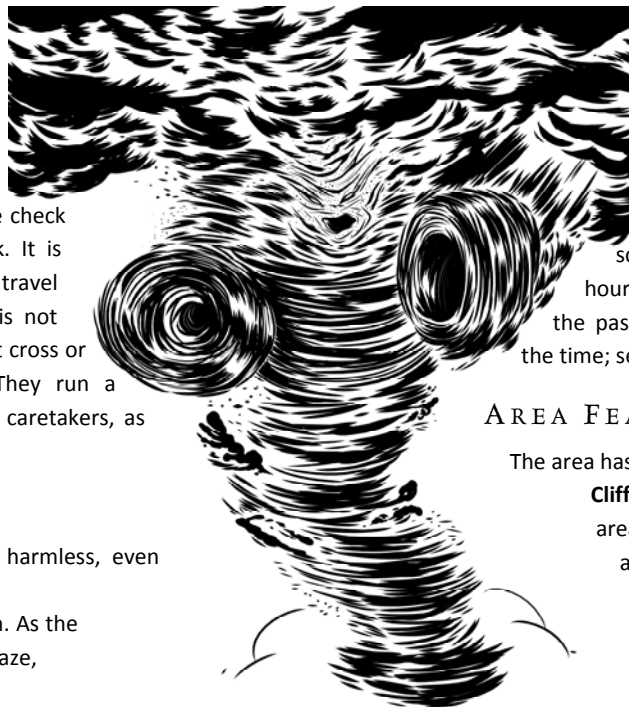
choking (DC 13 Fortitude check to hold breath; character falls unconscious on failure; 2 failed checks in a row means the character drops to -1 hit points and is dying).

The chance of encountering a school of air elementals is 50% per hour. How fast they are is modified by the passageways the PCs travel through at the time; see “Area Features” below.

AREA FEATURES

The area has several features of note:

Cliff: The cliffs and outcroppings in the area are fairly evenly high, averaging about 15 ft. The schools of elementals rarely come up here. The chance to encounter any kind of school decreases to 15% per hour.



Dead End: Dead ends are rare, because the elementals prefer interconnected “roads” to fly through. There are some nooks and crannies where a lot of sediment collects, as well as a few high speed 180 degree turns at the end of gullies.

Gully: Gullies are between 10 and 35 ft. wide, with their walls narrowing above. Elemental schools travel quicker here than elsewhere in the maze. The chance to encounter a fast school increases to 40%.

AIR ELEMENTALS CARETAKERS (2) CR 3 (XP 800)

These vaguely humanoid, cloud-like creatures hover before and behind. They seem to be assessing you.

N Medium outsider (air, elemental, extraplanar)

Init +9; **Senses** darkvision 60 ft.; Perception +7, Sense Motive +0
Speed fly 100 ft. (perfect); **ACP** 0; Acrobatics +11, Escape Artist +9, Fly +17, Stealth +10

AC 19, touch 16, flat-footed 13; **CMD** 22 (+5 Dex, +1 dodge [Dodge], +3 natural)

Immune bleed, critical hits, flanking, paralysis, poison, precision damage, *sleep* effects, and stunning

Fort +6, **Ref** +9, **Will** +1

hp 30 (4 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +6

Melee slam +9 (1d6+3)

Atk Options Flyby attack, air mastery, whirlwind

Air Mastery (Ex) Airborne creatures take a –1 penalty on attack and damage rolls against an air elemental.

Whirlwind (Su [Standard; 3/day, 2 rds.; DC 14 Reflex, 10-30 ft. high]) At its base, the whirlwind is 5 feet. It is at least 10 ft. high. The creature controls the exact height. A whirlwind’s width at its peak is always equal to half of its height. The whirlwind engulfs creatures, who cannot move except with the whirlwind. They can act normally, but need to make a concentration check (DC 15 + spell level) to cast spells. Creatures caught in the whirlwind take a –4 penalty to Dexterity and a –2 penalty on attack rolls. Creatures one or more size categories smaller than the whirlwind take damage as per the elemental’s slam attack (successful save to negate) when coming into contact with the whirlwind. Failure on a second save means the creature is picked up and held suspended as well as taking slam attack damage automatically each round. Creatures able to fly may make a save each round to escape the whirlwind but still take damage. The whirlwind can have only as many creatures trapped inside at one time as will fit inside the whirlwind’s volume. It can eject any creatures at any time as a free action, depositing them in its space. A whirlwind touching the ground creates a cloud of debris, with a diameter of half the whirlwind’s height. The cloud obscures all vision (including darkvision) beyond 5 ft. Creatures 5ft. away have concealment; those further away have total concealment. Creatures caught in the cloud must succeed on a concentration check (DC 15 + spell level) to cast a spell.

Abilities Str 14, Dex 21, Con 14, Int 4, Wis 11, Cha 11

Feats Dodge, Flyby Attack, Improved Initiative, Weapon Finesse

Skills as above plus Knowledge (planes) +1

Languages Auran

Ravine: These miniature canyons with a width of 3 to 6 ft. are fairly narrow. Travellers can pass through in single file. The chance to encounter a fast school decreases to 10%. However, travelling through ravines adds a half-hour to travel time.

Tunnel: Sometimes, gullies and ravines become short tunnels of a about 20 to 50 ft. length. The chance of encountering a fast school is 40%.

Walls: The walls are fairly steep, but rougher on the outside and can be scaled with a DC 25 Climb check. Inside the area, the walls are worn too smooth for climbing without gear.

CARETAKERS (CR 5, XP 1,600)

Throughout the area, several larger air elementals act as guardians. They keep their smaller cousins contained within and protect them when a sandstorm threatens to blow them away. (There may even be a portal to the elemental plane of air somewhere within the maze through which the smaller elementals are herded in times of danger.)

The caretakers confront any creature they deem dangerous. If the PCs travel through the maze, they run a 15% chance per hour of being stopped by two Medium air elementals. If the PCs travel on top of the maze, this chance increases to 50% per hour, although in this case, they may spot the caretakers first.

TACTICS

The air elementals do not attack initially, but rather block passages (one in front of and one behind the group) for one round. They can be spoken with, but they only understand Auran. Also, given their limited intelligence, diplomacy or subterfuge are likely to fail. Any such attempt does at least stall the elemental’s attack for one additional round.

In combat, the air elementals try to use their Whirlwind special attack to catch offending creatures and carry them outside the playground, if possible. They fight to the death.

SCALING THE ENCOUNTER

This encounter’s level depends on various factors, but is based on the assumption the party needs one hour to cross this particular badlands area. Depending on how long you want the PCs to remain in the area, a GM can create a whole series of encounters. A GM may also wish to forgo the random chances.

The normal air elemental schools should be merely an annoyance to the PCs.

EL 2 (XP 600): The PCs encounter one of the fast schools.

EL 3 (XP 800): The PCs encounter one caretaker.

EL 5 (XP 1,600): The PCs encounter two caretakers.

EL 6 (XP 2,400): The PCs encounter one fast school and two caretakers.

EL 7 (XP 3,200): Four caretakers are after the PCs.

CREEPING COINS (EL 10; XP 9,600)

The leader of a notorious group of thieves, Altirio "Riddleman" Z'anest, died ten years ago while counting his treasure hoard. The death of his beloved cousin, for which he was unwittingly responsible, drove him mad. His treasure hoard is a magnet for many adventurers or those just looking to get rich quick.

The entrance to the hoard is cleverly concealed with a permanent *minor image* of sand blowing and swirling (DC 12 Will disbelieves). A DC 15 Knowledge (nature) check reveals the sand blowing about the entrance is not in keeping with the natural sand around it. Read:

The sand whipping around this cave mouth follows a different wind.

The iron doors warding the cave were opened three weeks ago and haven't been closed properly, causing the permanent *minor image* spell to function incorrectly. This has caused a through draft that has deposited sand on the steps.

CAVE ENTRANCE

The iron doors blocking the cave entrance stand at the top of a set of stairs. A DC 20 Survival or Knowledge (nature) check reveals the amount of sand pooling on the top steps of the stairs is a result of the doors being improperly closed for almost a month.

Iron Doors: Opening the doors requires a DC 24 Strength check; the doors are big enough to allow four PCs to push at the same time.

Stairs: The ten-foot wide stone stairs lead down for 30 ft.

RIDDLED HALL

This sandy hallway ends abruptly in a stone wall marked with words and pictograms in many different languages.

Stone Wall of Riddles: Riddles fascinated Altirio. He paid the same wizard that created the *animated objects* trap to create this feature. A permanent *illusory script* (DC 15 Will negates) of riddles covers the wall. An unsuccessful Will save causes the *illusory script* to coalesce into the shape of a sphinx. The

ANIMATE OBJECTS TRAP CR 10 (9,600 XP)

A sudden sound of clinking metal permeates the air.

Search DC 25; **Type** Magic (*animate objects*)

Disarm DC 25 Disable Device (2d4 rounds); activates on DC 21 or less

Bypass DC 25 Perception (hidden switch)

Trigger Proximity (alarm); **Reset** Automatic

Effect The trap casts *animate objects* (CL 11; range 210 ft.; duration 11 rounds) on the treasure hoard, animating 11 pieces of treasure.

suggestion (DC 15 Will negates) of "Solve the riddles." implanted in the script is triggered and issues from the sphinx's mouth.

Secret Door: A DC 25 Perception check reveals a faint door-shaped outline in the stone wall (DC 18 Strength opens; there is enough room for two PCs to push it open). Beyond, lies Altirio's hoard.

ALTIRIO'S HOARD

A roughly circular, natural stone chamber is lit by flames contained in carved depressions in the walls. A sparkling mound of coins, jewels and chests lies in the middle of the cavern. One particularly large wooden chest, ornately carved, sits in front of the mountain of wealth. Mangled bones are scattered across the floor near the door.

This natural cavern has small depressions carved into the walls at regular intervals. The depressions have *continual flame* cast into them. The bones are the remains of two treasure hunters who set off the trap.

Large Treasure Chest: This chest is empty, although ornately decorated. It is a trap designed by Altirio Z'anest, to animate parts of the treasure hoard unless it is first deactivated.

TACTICS

The animated treasure mindlessly attack whatever creature triggered the trap, followed by any other creatures in the room. They fight to the death.

Altirio: After the trap is disarmed or the animated objects are defeated Altirio (now a ghost) rises out of the treasure hoard. He does not immediately attack; see "Altirio Z'anest" for more details.

ANIMATED TREASURE PIECES (11) CR 1/2 (XP 200)

Precious metals rock to life in a cacophony of tinkling sounds.

N Tiny construct

Init +2; **Senses** blindsight 60 ft.; Perception +0, Sense Motive +0

Speed 20 ft.; **ACP** 0; **Acrobatics** +1 (-3 jumping)

AC 18, touch 14, flat-footed 14; **CMD** 14

(+2 armour [natural], +2 Dex, +4 size)

Immune mind-affecting effects, bleed, disease, death effects, necromancy effects, paralysis, poison, sleep, stunning, ability damage, ability drain, fatigue, exhaustion, energy drain, nonlethal damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), massive damage

Fort -1, **Ref** 0, **Will** -6

hp 22 (4 HD); **hardness** 15

Space 2 1/2 ft.; **Base Atk** +4; **CMB** +6

Melee slam +6 (1d4+2)

Abilities Str 14, Dex 12, Con —, Int —, Wis 1, Cha 1

AREA FEATURES

The area has several features of note:

Animated Objects Trap: Altirio hired a wizard to enchant an enticing treasure chest with the *animate objects* spell as a trap to prevent theft and as a clever joke for a thief to contemplate during his last moments.

Treasure Hoard: The treasure hoard contains 75 pp, 500 gp, 8 gilded and jewelled goblets worth 200 gp total, an emerald and sapphire necklace worth 225 gp, 2 small diamonds (500 gp each), 2 *potions of cat's grace*, 2 *potions of pass without trace*, and a +1 *falchion*.

ALTIRIO Z'ANEST

A former law enforcement agent seduced into leading the thieving group, the Shifting Sands, Altirio now haunts the same treasure that drove him mad.

Background: Altirio was the leader of the Shifting Sand. The group was responsible for many famous burglaries and for never having a single member captured by agents of nearby kingdoms.

Altirio was one such agent, until he caught the former leader of the group while robbing his wealthy cousin's mansion. The former leader, Canaldar, offered to pay him handsomely to let him go and to train him to take over the gang. Altirio accepted and was wildly successful.

On his last robbery, Altirio was drugged by Canaldar with a

ALTIRIO Z'ANEST CR 4 (XP 1,200)

A translucent figure gazes sadly at the pile of treasure.

Male human ghost warrior 4

CN Medium undead (incorporeal)

Init +3; **Senses** darkvision 60 ft.; Perception +10, Sense Motive -1

Speed fly 30 ft. (perfect); Acrobatics +8, Fly +11, Stealth +14 (incorporeal)

AC 14, touch 14, flat-footed 10; **CMD** 18 (+3 Dex, +1 dodge [Dodge])

Immune mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless); critical hits and precision-based damage (except from *ghost touch* weapons); nonmagical attacks

Fort +4, **Ref** +4, **Will** +0 (+4 vs. channelling)

hp 22 (4 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +4

Incorporeal Melee Touch corrupting touch +8 (4d6; DC 12 Fortitude halves)

Atk Options Combat Reflexes

Abilities Str —, Dex 16, Con —, Int 10, Wis 8, Cha 13

SQ incorporeal, rejuvenation (2d4 days)

Feats Acrobatic, Combat Reflexes, Dodge

Skills Appraise +6, Disable Device +6, Intimidate +7

Languages Common

substance that makes its victim more susceptible to suggestions. Canaldar still secretly harboured resentment about the foiled caper, and had Altirio rob his cousin of all wealth, driving the family to destitution and starvation. After going mad with grief and disbanding the thieves, Altirio stayed behind in the treasure chamber to forever count his gold.

Personality: Altirio has a starting attitude of indifferent toward the PCs and is not violent unless attacked. After the trap is disarmed, or the animated objects are defeated, he rises out of the treasure hoard and moans about his lost cousin, how he was responsible for this death and curses the name of Canaldar. Any PC speaking with him gets the whole doom-laden story.

Mannerisms: Altirio speaks in riddles and enjoys attempting to confound those with whom he speaks.

Distinguishing Features: Altirio never looks happy; in fact he is the "living" embodiment of misery.

Development: Anyone convincing Altirio he is not responsible for his cousin's death with a DC 25 Diplomacy check causes him to finally go to his eternal rest.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 9 (XP 6,400): Apply the young creature template to the animated treasures (+2 to all Dex-based rolls, -2 to all other rolls; hp 14).

EL 11 (XP 12,800): Apply the advanced creature template to the animated treasures (+2 on all rolls [including damage]; AC 22, touch 18, flat-footed 18; CMD 18; hp 30).



DESERT ROSE (EL 6; XP 2,400)

The PCs are travelling through a rocky ravine (a wadi – or dry riverbed) in the desert when it starts to flood. The reason for the party being in the ravine could include seeking shelter from the wind or sun, tracking a quarry or following a map. The source of the floodwater can be as mundane as rain in faraway hills, filling up the ancient wadis of the desert for a day or two, or as elaborate as curses or traps set off by the party's quarry, possibly uncovering hidden tombs or structures in the desert.

The party is surprised when water suddenly starts to flow, rising rapidly. Around them, plant life begins to grow with amazing speed, including two assassin vines on the walls of the ravine the party must defeat to escape the rising water. Read:

Hiking through the rocky ravine, where you found shade from the burning sun, you become aware of a strange sound: running water! Water is flowing underneath the rocks and gravel on which you walk and is rising. Rapidly.

The ravine is 15 ft. wide where you are, and about 20 ft. deep. A few withered vines and small shrubs cling to the cliff side, possibly offering easier handholds.

The rising water is reviving the local plant life, including two assassin vines, getting ready to attack the party.

TACTICS

The assassin vines use their camouflage ability to hide among the other withered plants beginning to sprout to life. PCs making a DC 20 Perception, Survival or Knowledge (nature) check spot them before they attack.

One assassin vine lurks on either side of the ravine. With a facing of 10 feet and a reach of 10 feet, they can reach across the ravine, and even attack flying creatures in the ravine. If forced to move, they stay out of the water. They use their reach against anyone closing to melee. They focus attacks on any target trying to climb out of the ravine, using their entangle ability to make the shrubs and vines to hinder climbers. With their reach they can even grab someone from the opposite side and drag them closer.

AREA FEATURES

The area has several features of note:

The Ravine: The ravine is 15 ft. wide and has 20 ft. high sides on both sides. It is several miles long. This is quite consistent throughout the length.

Climbing the ravine requires a DC 15 Climb check. After making a single such check or being lifted by another character a climber can reach the vines, reducing the DC to 10.

Rising Water: The water in the ravine rises rapidly (1 foot every other round) and while it begins as a nuisance it quickly

becomes a very real danger. While it is not moving very fast, it is very powerful, threatening to trip and move characters along, pushing them into rocks and the sides of the ravine. The effects each round is listed below.

- **Round 1:** Water sloshes around the PCs' feet. No effect.
- **Round 2 (Water 1 ft. deep):** Tricky footing. The water pulls at the PCs' feet, threatening to pull them over (CMB +2 to trip every character standing on the ravine floor).
- **Round 3:** The water delivers a trip attack (CMB +4) to every character on the ravine floor.
- **Round 4 (Water 2 ft. deep):** Pushed along. The pressure of the water becomes powerful enough to push PCs along, and delivers a bull rush attack (CMB +6) against every character on the ravine floor.
- **Round 5:** The water delivers a bull rush attack (CMB +8) against every character on the ravine floor.
- **Round 6 (Water 3 ft. deep):** The water delivers a bull rush attack (CMB +10) against every character on the ravine floor.
- **Round 7:** The water delivers a bull rush attack (CMB +12)

ASSASSIN VINE

CR 3 (XP 800)

This gnarled vine is as thick as a man's arm.

N Large plant

Init +0; **Senses** blindsight 30 ft., low-light vision; Perception +1, Sense Motive +1

Speed 5 ft.; **ACP** 0; Acrobatics +0 (-8 jumping), Stealth +0 (camouflage)

Camouflage (Ex) An assassin vine looks like a normal plant; a DC 20 Perception notices the plant before it attacks. Anyone with ranks in Survival or Knowledge (nature) can use either skill to identify the plant instead of Perception.

AC 15, touch 9, flat-footed 15; **CMD** 19 (-1 size, +6 natural)

Immune electricity, mind-affecting effects, paralysis, poison, polymorph, sleep, stunning; **Resist** cold 10, fire 10

Fort +7, **Ref** +1, **Will** +2

hp 30 (4 HD)

Space 10 ft.; **Base Atk** +3; **CMB** +9 (+13 grapple)

Melee slam (reach 10 ft.) +7 (1d8+7 plus grab)

Atk Options constrict (1d8+7), grab

Constrict (Ex) The assassin vine can crush an opponent with a successful grapple check dealing 1d8+7 bludgeoning damage (in addition to any other effects of the successful check).

Grab (Ex) If the assassin vine hits a Medium or smaller target with its slam attack it can attempt to start a grapple as a free action without provoking an attack of opportunity.

Special Actions entangle

Entangle (Su [free]) An assassin vine causes plants within 30 ft. of it to entangle and grasp its foes. Otherwise, this ability is similar to *entangle* (CL 4; DC 13 Reflex).

Abilities Str 20, Dex 10, Con 16, Int —, Wis 13, Cha 9

- **Round 8 (Water 4 ft. deep):** The water delivers a bull rush attack (CMB +12) against every character on the ravine floor.
- **Round 9:** The water delivers a bull rush attack (CMB +12) against every character on the ravine floor. The water is now deep enough that DC 15 Swim checks must be made to move through the water though with no danger of going under, even if missed by 5 or more.
- **Round 10 (Water 5 ft. deep):** This and all following rounds a character counts as swimming and is moved 5 feet every round by the water current, and must make DC 15 Swim check to stay afloat. If a character misses this check by four or less, he is moved along by the current; if he misses by 5 or more he goes under and must hold his breath.

AFTER THE ENCOUNTER

If the party is leaving behind mounts or draft animals in the ravine, they can possibly find them downstream after the battle. Their animals are wet, tired and possibly injured, but have found a place where they could get out of the ravine and the water.

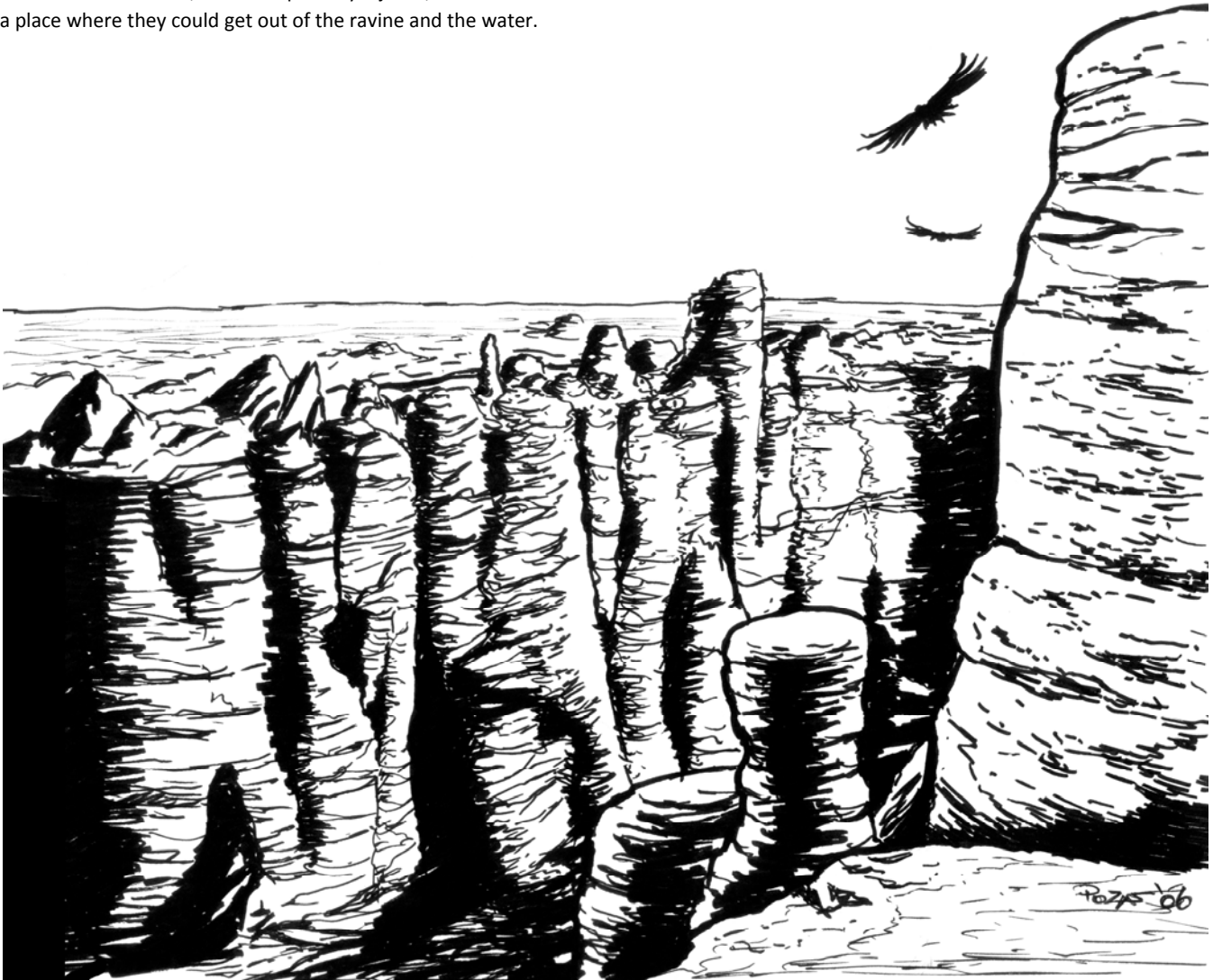
The water disappears quickly, but for the next week or so the area around the ravine is a blooming oasis as the plants of the desert struggle to get the most out of the rare water.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 5 (XP 1,600): Remove one assassin vine, and apply the advanced creature template to the remaining assassin vine (+2 on all rolls [including damage]; AC 19, touch 13, flat-footed 19; CMD 23; hp 38). Reduce the CMB of the water by 2.

EL 7 (XP 3,200): Apply the advanced creature template to both assassin vines (+2 on all rolls [including damage]; AC 19, touch 13, flat-footed 19; CMD 23; hp 38), and add 2 to the CMB of the water's attacks.



LENATE THE LOVESICK (EL 7; XP 3,200)

A long-dead priest's *animate objects* spell still protects an old desert shrine. The spell, given a never-ending duration with *permanency* magic, gives a semblance of life to a fearsome stone statue – an edifice that has romantically enamoured the resident gargoyle, Lenate. Obsessed with luring explorers close enough to cause the stone guardian to come to life (thus giving the lovesick creature a few precious moments with his “love”), Lenate is as intent on protecting the statue as he is on forcing hapless adventurers to engage it.

As the PCs approach his paramour's pedestal, the gargoyle lurks atop an alcove at the top of a nearby pillar, looking for all the world like an inanimate stone statue. When the PCs discover the shrine and pedestal, read:

At the centre of a short, stone dais stands an intimidating and ferociously-feminine figure, carved from stone and sporting a pair of fiendish horns atop her head. Rising nine feet tall, the winged statue-woman leers at you with a feral expression.

Whole and broken pillars lean and lurch in a rough circle around the low dais. Atop a few of these, decrepit – and in most cases half-crumbled – stone gargoyles peer down at you. At the rim of the dilapidated pedestal gleams a fine sword, and a heap of gold and silver coins.

A PC making a DC 20 Perception check notices one of the less-crumbled gargoyles (Lenate) is actually a living creature. If any PC seems to spot him or grow suspicious of the unattended treasure Lenate so brilliantly laid out (perhaps by casting spells and so on), the gargoyle swoops in intent on dragging the smallest, most feeble PC onto the dais to bring the guardian statue to life.

THE PERMANENCY OF LOVE

The priest that gave life to poor Lenate's “love” left the guardian statue with a set of very specific shrine-guarding instructions. Because many of the desert shrine's original guardians were – like the desert and the statue itself – made of earth, sand and stone, the statue's designated instructions are as follows:

“Slay any man or creature of flesh and blood that sets foot upon this pedestal. Pay no heed to creatures of bone or stone, or to small animals or vermin.”

Thus, the animated statue (which has no special knowledge of gargoyles, and can only assume that Lenate is “a creature of bone or stone”), leaves the lovelorn nuisance alone.

Tragically, the statue – the mere-and-mindless function of a very old spell, and possessed of no ability to feel or love – can never return or even acknowledge Lenate's unrequited feelings.

Clever PCs might skirt the encounter in a number of ways. Spell-savvy characters – knowing *animate objects* normally has

only a very brief duration – may attempt to dispel the ancient *permanency* effect maintaining the *animate objects* spell. The caster level for this *permanency* effect is 9th; a DC 20 dispel check finally ends the age-old spell.

Alternately, PCs might turn the statue's attention to Lenate, turning the gargoyle's oblivious paramour against him. Though an animated object can carry out instructions to the best of its limited ability as a mindless creature, it gains no special ability to see through a disguise as peerless as a gargoyle's stony hide. Any PC able to successfully deduce the reason for Lenate's apparent “immunity” to the guardian's aggression might be able to reveal the gargoyle as a creature of flesh and blood. If Lenate suffers bleed damage during the encounter, or if the gargoyle can be made to demonstrate any vulnerability unique to fleshy creatures (such as by gaining the nauseated condition – a stone cannot become physically ill), the statue may very well turn its hostile attention to this newly-revealed intruder.

PCs grasping the principles of the transmutation lending “life” to the mindless statue might – if possessed of cleverness and sympathy – simply try to explain to Lenate his love can never be reciprocated. Getting the lovesick gargoyle to pause and listen, requires a DC 23 Diplomacy check to convince him to hear reason. Furthermore, if any PCs takes a hostile action against the statue during this time, the check fails automatically

LENATE THE GARGOYLE

CR 5 (XP 1,600)

Seemingly carved from a dark grey stone, this sinister, crouching humanoid resembles a horned, winged demon.

Male fiendish gargoyle

CE Medium monstrous humanoid

Init +6; **Senses** darkvision 60 ft.; Perception +5, Sense Motive +0
Speed 40 ft., fly 60 ft. (average; Hover); **ACP** 0; Fly +5, Stealth +11 (+17 in stony areas; freeze)

Freeze (Ex) Lenate can hold himself so still he appears to be a statue. While doing so, he can take 20 on his Stealth check to hide in plain sight as a stone statue.

AC 16, touch 12, flat-footed 14; **CMD** 19

(+2 Dex, +4 natural)

Resist cold 10, fire 10

Fort +4, **Ref** +6, **Will** +4; **SR** 10

hp 42 (5 HD); **DR** magic/10 or good/5

Space 5 ft.; **Base Atk** +5; **CMB** +7

Melee 2 claws +7 (1d6+2),

bite +7 (1d4+2) and

gore +7 (1d4+2)

Atk Options smite good (1/day; +5 damage)

Abilities Str 15, Dex 14, Con 16, Int 6, Wis 11, Cha 7

SQ freeze

Feats Hover, Improved Initiative, Skill Focus (Fly)

Skills as above

Languages Common, Terran

Gear see Treasure & Rewards

– Lenate won't parley while his beloved is under attack. Conversely, Lenate is more likely to hear a diplomatically-minded PC out if his beloved has taken 30 points of damage or more, or if he's run out of *oils of make whole*. In this case, the DC to gain Lenate's ear is reduced by 5 points (DC 18). If Lenate can be convinced his love is doomed, he spends the remainder of the combat conflicted and grief-stricken, but non-hostile. After the battle is over, the PCs may be able to console or even befriend Lenate, (if they feel so inclined).

Of course, simply fighting back works too, and PCs may not have the time or inclination to devise a clever workaround once Lenate swoops in.

TACTICS

Lenate has lured more than one unlucky explorer to death-by-beloved-statue-woman before, and knows by now his darling only comes to life when intruders come close. Thus, Lenate swoops in on adventurers, attempting to grapple a Small or fragile-looking character and drag it onto the pedestal, thus provoking the animated object to action.

As Lenate's beloved comes to life, the gargoyle greets it with equal affection and desperation, calling out to the animate stone woman. Read:

My love! Aha! Awake again! We kill these ones! Then you please stay awake, this time! Please! Yes!

With his "beloved" sprung to life – and focused on a fragile opponent – Lenate begins to lift other foes into the air, dropping them to their doom. Alternately, Lenate might dip into his stash (see below), using a crossbow to take pot shots at heavy-hitting enemies or tending his love's "wounds" with *oils of make whole*.

The statue focuses its attacks on creatures on (or nearest to)

LENATE'S LOVE	CR 5 (XP 1,600)
<i>This nine-foot stone idol bears a solid, feminine form, a demonic wingspan, and a pair of curling horns.</i>	
N Large construct	
Init -1; Senses darkvision 60 ft.; Perception -5, Sense Motive -5	
Speed 40 ft.; ACP 0; Acrobatics -1 (+3 jumping)	
AC 15, touch 8, flat-footed 14; CMD 20	
(-1 Dex, +7 natural, -1 size)	
Immune mind-affecting effects, bleed, disease, death effects, necromancy effects, paralysis, poison, sleep, stunning, ability damage, ability drain, fatigue, exhaustion, energy drain, nonlethal damage, any effect requiring a Fortitude save (unless it affects objects or is harmless), massive damage	
Fort +1, Ref +0, Will -4	
hp 52 (4 HD); hardness 8	
Space 10 ft.; Base Atk +4; CMB +11	
Melee 2 slams +9 (1d6+9)	
Abilities Str 22, Dex 8, Con –, Int –, Wis 1, Cha 1	
SQ construction points (additional attack, faster, stone)	

the dais. It is indifferent to Lenate's heart-rending pleas.

Lenate fights to the death while his beloved is animate. If the statue is destroyed, he shrieks in heartbroken horror before swearing revenge against the PCs, and fleeing. Should Lenate survive, he's sure to return with a bitter vengeance.

AREA FEATURES

The area has several features of note:

Pillars: Several of the pillars in the area (AC 2, hardness 8, hp 720, DC 25 Climb) have toppled over; others stand up to 15 feet tall. A pillar provides cover (+4 AC, +2 Reflex).

The Raised Dais: Characters standing on the raised dais gain higher ground advantage (a +1 bonus on melee attack rolls) against targets standing on the ground.

TREASURE & REWARDS

In addition to the masterwork short sword and the heap of coins (54 gp and 49 sp) resting on the dais, Lenate has stashed some treasure behind a fallen pillar – all looted from slain explorers.

Lenate's treasure comprises two flasks of alchemist's fire, a masterwork chain shirt and a masterwork light wooden shield (both sized for a Small-sized creature), a masterwork crossbow and a quiver of 12 bolts (all sized for a Medium-sized creature), and a jar containing three doses of *oil of make whole*.

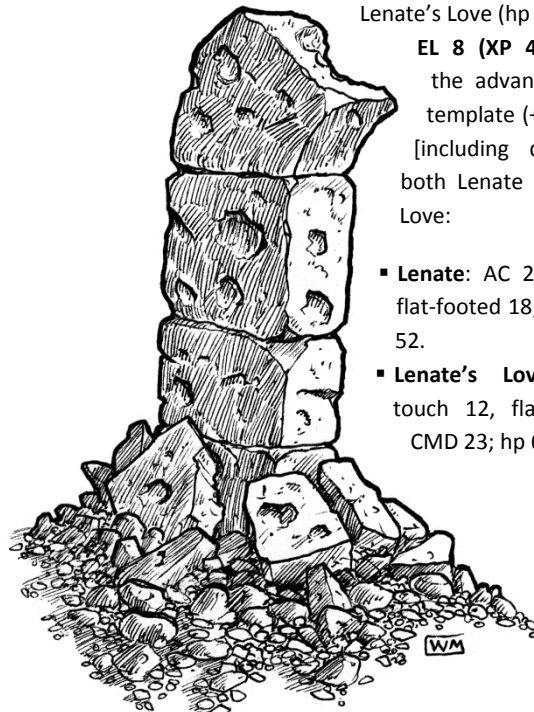
SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 6 (XP 2,400): Apply the young creature template (+2 on Dex-based rolls, -2 on all other rolls) to both Lenate (hp 32) and Lenate's Love (hp 42).

EL 8 (XP 4,800): Apply the advanced creature template (+2 on all rolls [including damage]) to both Lenate and Lenate's Love:

- **Lenate:** AC 20, touch 16, flat-footed 18; CMD 23; hp 52.
- **Lenate's Love:** AC 19, touch 12, flat-footed 18; CMD 23; hp 62.



MOJEPE'S GROVE (EL 9; XP 6,400)

The PCs stumble across a dense grove of cacti surrounded by sand dunes in an otherwise barren stretch of desert. They may be drawn to the site by the two vultures wheeling overhead (actually the Pinnitucks – a pair of halfling druids – in wild shape), or directed there by merchants who traded with the residents. Read:

Below you lies a wide expanse of loose sand in a field of cacti. Ranging from fifteen to thirty feet high, the scattered desert trees sport thick, spiny arms, several of which are crowned with rings of swollen red fruit. The largest cactus stands in the centre of the grove next to a domed, russet-red rock formation partially buried in the sand.

The grove's guardian is Mojepe, an ancient cactus who was awakened decades ago by a long-dead druid. Terse and xenophobic, the great plant has spent most of its enlightened life driving off creatures who would exploit its "family" to survive in the harsh terrain. The only beings Mojepe allows to reside in its copse are Timmen and Ronna Pinnituck, halfling druids even more stoic and insular than itself. The Pinnitucks use *create water* and *plant growth* spells to tend the cacti in exchange for permission to harvest their fruit (which they preserve via *goodberry* spells). They have carved out a simple home in the nearby rock formation using *stone shape*.

Every day the Pinnitucks cast *endure elements* on themselves and *soften earth and stone* on the surrounding area, keeping the topsoil loose and unstable (facilitating water absorption and providing a battlefield advantage). They use *wild shape* to watch over their territory as vultures.

NEGOTIATIONS

Despite their reclusive nature, Mojepe and the Pinnitucks do occasionally barter with passing caravans, trading information and provisions for supplies. Savvy PCs may be able to bargain for safe passage or even gear. The DC required to improve the residents' attitude by one step is noted in brackets.

- **Hostile (DC 25):** Mojepe and the Pinnitucks attack.
- **Unfriendly (DC 20):** Initial attitude; Mojepe demands the PCs leave, threatening to drive them off. If the PCs fail to improve its attitude within 1 minute, it becomes hostile.
- **Indifferent (DC 15):** Mojepe allow safe passage, so long as the PCs leave quickly. The Pinnitucks buy and sell gear at 20% and 150% of base price, respectively.
- **Friendly (DC 10):** The Pinnitucks buy and sell gear at 40% and 125% of base price, respectively.
- **Helpful (DC 0):** The PCs are allowed to stay overnight for one night (each additional night requires a Diplomacy check, DC 10 + 5 per night spent in the grove). The Pinnitucks buy and sell

gear at normal market prices (50% and 100% of base price, respectively).

If a PC fails a Diplomacy check by 5 or more, Mojepe's attitude worsens by one step. Referring to the cacti as objects or property imposes a -4 penalty. Threatening the cacti immediately makes Mojepe hostile.

The Pinnitucks store their wares within the walls of their home, using *stone shape* to retrieve them for trade. Their current stock includes 1,132 gp, 10 days' trail rations, scrolls of *haste*, *major image* and *stinking cloud*, and a *wand of false life* (6 charges).

Mojepe has lived for almost two centuries, and knows the locations of several ruins and treasures hidden in the desert. It is reluctant to share this knowledge, however, for fear of drawing bounty hunters and explorers near its home. If the PCs find a way to demonstrate their commitment to the grove's preservation, Mojepe directs them towards any destination they desire.

Alternatively, PCs can access Mojepe's knowledge using the two callused "cactus boots" that form its eyes. If Mojepe is slain, the calluses can be filled with water, creating a still, reflective surface. A DC 25 Spellcraft or Use Magic Device check allows the PCs to reveal Mojepe's memories about a single creature, item or location of interest. The memories reflect off the water surface, similar to a *scrying* spell.

TACTICS

Mojepe: The awakened cactus keeps as many targets within reach as possible, focusing attacks on those who most endanger the grove. Mojepe fights to the death.

Pinnitucks: If they spot trespassers, the Pinnitucks cast *barkskin*, *longstrider* and *resist energy* (fire) on themselves before confronting the intruders.

If combat ensues, the Pinnitucks conjure a *wind wall* before harassing foes with *call lightning* or *flaming sphere*. They attack divine casters first, aiming to cripple the survivability of magic-dependent parties; otherwise, they target whoever poses the greatest threat. If attacked, they use their wands to disarm warriors and *gust of wind* to blind opponents (see Area Features).

If reduced to 15 hp, a Pinnituck wild shapes into an air elemental, kicking up sand with a whirlwind while escaping. Once safe, the druid heals and watches from afar, waiting for the attackers to leave. If intruders damage Mojepe or the cacti, the Pinnitucks return and fight to the death.

AREA FEATURES

The area has several features of note:

Sand Dunes: Created by the action of wind on sand, dunes function as hills that move. If the wind is strong and consistent, a sand dune can move several hundred feet in a week's time. Sand

PINNITUCKS (2)

CR 5 (XP 1,600)

This 3-ft. tall humanoid is completely covered in layers of light, airy cloth streaked with earth. The desert wind reveals glimpses of hide armour and sun-scorched skin beneath the wrappings. Dark, suspicious eyes leer out from behind a linen veil.

Female/male halfling druid 6

N Small humanoid (halfling)

Init +2; **Senses** Perception +14, Sense Motive +6

Speed 25 ft. with *longstrider*, base speed 20 ft.; **ACP** -3; Acrobatics +1, Climb -1, Stealth +3

AC 23, touch 13, flat-footed 21; **CMD** 15

(+5 armour [+1 *hide armour*], +2 Dex, +3 natural [*barkskin*], +2 shield [heavy wooden shield], +1 size)

Resist acid 10, fire 10 (*resist energy*)

Fort +8, **Ref** +7, **Will** +9 (+11 vs. fear); +4 vs. fey's spells and supernatural abilities and plant-targeted effects

hp 48 (6 HD)

Space 5 ft.; **Base Atk** +4; **CMB** +3

Melee mwk club +6 (1d4)

Ranged mwk sling (range 50 ft.) +8 (1d3)

Ranged Touch *acid dart* (range 30 ft.; 6/day) +7 (1d6+3 acid)

Special Actions wild shape (used once)

Wild Shape (Su [standard; 2/day]) The Pinnitucks can use wild shape to change into a Large, Medium, Small or Tiny animal, as *beast shape II* or a Small elemental, as *elemental body I*. The effect lasts for 6 hours, or until they change back.

Druid Spells Prepared (CL 6th; concentration +9 [+13 casting defensively or grappling]; domain: Earth; Combat Casting, Natural Spell)

3rd—*call lightning* (DC 16), *cure moderate wounds*, *stone shape^D*, *wind wall*

2nd—*barkskin*, *flaming sphere* (DC 15), *gust of wind*, *resist energy*, *soften earth and stone^D* (cast)

1st—*cure light wounds*, *endure elements*, *goodberry*, *longstrider* (cast), *magic stone^D*

0—*create water*, *detect poison*, *know direction*, *purify food and drink*

Combat Gear antitoxin, bullets (20), *oil of shillelagh*, *potion of cure moderate wounds*, *scroll of lesser restoration*, *wand of heat metal* (10 chgs.), *wand of warp wood* (8 chgs.)

Abilities Str 10, Dex 15, Con 14, Int 10, Wis 16, Cha 10

SQ nature bond (Earth domain), nature sense, trackless step, wild empathy (+6), woodland stride

Feats Combat Casting, Lightning Reflexes, Natural Spell

Skills as above plus Appraise +3, Knowledge (geography) +6, Knowledge (nature) +8, Survival +14

Languages Common, Druidic, Halfling

Gear as above plus explorer's outfit, holly and mistletoe, spell component pouch, waterskin.

dunes can cover hundreds of squares. They always have a gentle slope pointing in the direction of the prevailing wind and a steep slope on the leeward side.

The presence of dunes in sandy deserts limits spotting distance to 6d6 × 10 feet. The scarcity of undergrowth or other elements that offer concealment or cover makes using Stealth more difficult.

Loose Sand: All creatures in the area move at half their normal speed and can't run or charge over the surface. Strong winds (including *gust of wind* and *wind wall*) kick up a stinging spray of sand, blinding those within their area of effect for 1d4 rounds (DC 14 Reflex negates).

Normal Cacti: A creature standing in the same square as a cactus gains partial cover (+2 AC, +1 Reflex). Any creature utilizing this cover takes 1d4 piercing damage from the spines.

Large Cacti: A large cacti takes up a whole square, and provides cover (+4 AC, +2 Reflex). A creature bull rushed into a large cacti suffers 1d8 piercing damage from the spines.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 8 (XP 4,800): Remove one of the Pinnitucks.

EL 10 (XP 9,600): Add two more Pinnitucks.

MOJEPE

CR 7 (XP 3,200)

This towering cactus stands thirty-five feet high, its thick base and arms bristling with spines. Two empty, callused bird nests on its central trunk stand out against its green flesh, like a mismatched pair of dark eyes.

Awakened cactus

N Huge plant

Init -2; **Senses** Perception +2, Sense Motive +2

Speed 30 ft.; **ACP** 0

AC 15, touch 6, flat-footed 15; **CMD** 27

(-2 Dex, +9 natural, -2 size)

Immune ability damage, ability drain, bleed, disease, death effects, effects that require a Fortitude save (unless the effect also works on objects, or is harmless), exhaustion, energy drain, fatigue, massive damage, mind-affecting effects, necromancy effects, nonlethal damage, paralysis, poison, sleep effects, stunning

Fort +2 (immune unless effect works on objects), **Ref** +0, **Will** +4
hp 78 (7 HD); **Hardness** 5

Space 15 ft.; **Base Atk** +7; **CMB** +19

Melee 2 slams (reach 15 ft.) +15 (1d8+15)

Abilities Str 30, Dex 6, Con —, Int 12, Wis 15, Cha 11

SQ construction points (additional attack, exceptional reach [15 ft., all attacks])

Languages Common

THE STING OF SUN AND SAND (EL 6; XP 2,400)

When a caravan mistakenly made camp near a pair of nesting giant scorpions, only one man survives the vicious attack. Hasom Sendaris staggers away but, unprepared, soon begins suffering the effects of the brutal desert heat. Hours later, delirious from the sun, he crests a dune to find the PCs travelling through the arid wilderness. Thinking they're evil "sand giants," he pulls his blade and waits for death to come for him. Read:

A hot wind blows over the desert, wicking away any hints of moisture left by the cruel, mercilessly sun. The heat causes the air itself to shimmer, distorting the sandy dunes that seem to stretch endlessly in all directions. A lonely figure, blade bared, stands atop a nearby dune.

THE MYSTERY MADMAN

Hasom taunts the PCs as if they were giants as he waits for them at the top of the dune, his words likely making it obvious he isn't in his right mind. A DC 15 Heal check or DC 20 Knowledge (nature) or Survival check reveals he's suffering from sun madness. Initially, he is hostile towards the PCs, but if they shift his attitude to indifferent (with a DC 31 Diplomacy check), he allows them to treat him, at which point he becomes coherent again. PCs can use the aid another action to help; if they offer water or healing, they get a +5 circumstance bonus to the Diplomacy check.

If healed, Hasom thanks the PCs, explains the situation and asks them for their help to find his caravan to see if any of his travelling companions survived. (This happens even if the PCs fight him first, as he accepts his madness forced their hand). He promises a reward for their aid, should they need convincing.

If the PCs kill Hasom, they can follow his tracks if they're curious where he came from.

If the PCs befriend Hasom, award them XP as if they'd defeated him in combat (note that due to being sickened and fatigued and not having access to much of his gear, Hasom is only a CR 1 challenge).

THE JOURNEY

The six-mile trip to the caravan is uneventful, but that doesn't mean it's without difficulty.

Hasom doesn't know what route he took, which means the PCs must follow his tracks. Doing so requires a DC 10 Survival check to move at half speed (DC 15 to move at normal speed). If Hasom is with the party, he provides a +2 circumstance bonus as he remembers landmarks he passed.

The shifting sands reduce land travel to half speed, meaning it takes a creature with a 30-foot speed about an hour to go a mile. During that time, the sun beats down on the PCs, requiring them to succeed at a Fortitude saving throw each hour (DC 15, +1 for each previous check) or take 1d4 nonlethal damage. Characters wearing heavy clothing or armour of any sort take a –4 penalty on their saves. A character with the Survival skill may receive a bonus on this saving throw and might be able to apply this bonus to other characters as well (see the skill description).

A character who takes any nonlethal damage is suffering from heatstroke and is fatigued (-2 Strength and Dexterity).

About an hour before the PCs arrive at the caravan, a hot wind begins to blow. A PC who makes a DC 15 Knowledge (nature) or Survival check realizes the conditions are ripe for a sandstorm. If the PCs abandon their effort to reach the caravan, they have time to take cover before it arrives, but the storm obliterates any traces of Hasom's trail.

THE CARAVAN

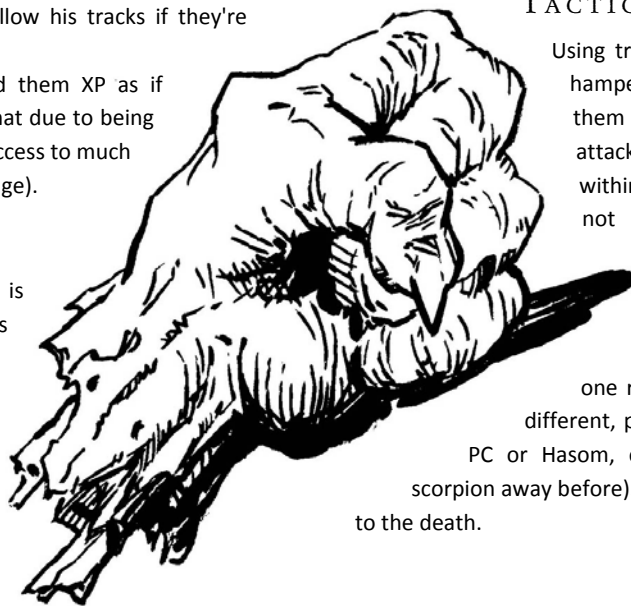
When the PCs reach the caravan, read:

Stinging sand fills the air, making it hard to see anything more than a stone's throw away. Barely visible through the gloom, three dark bulks rise out of the storm: wagons arranged as sides of a triangle.

Two giant scorpions remain among the wreckage of the three-wagon caravan, feasting on the slain horses and Hasom's companions.

TACTICS

Using tremorsense, the scorpions aren't hampered by the sandstorm, making them all the more dangerous. They attack as soon as the PCs approach within 30 feet. Fortunately, they're not intelligent enough to have advanced tactics, and merely attack the closest target until it harms them, at which point they flee into the sandstorm for one round before returning to attack different, potentially easier prey (any other PC or Hasom, even if that character drove a scorpion away before). The scorpions defend their prize to the death.



AREA FEATURES

The area has several features of note:

The Wagons: Three wagons form a triangle on a flat stretch of sand. Four dead horses remain attached to the yokes of each vehicle. Standing in a wagon provides the benefit of higher ground (+1 on melee attacks against targets on the ground).

Shifting sands: The soft sands of the desert make movement difficult. The entire area is considered difficult terrain.

Corpses: The partially eaten, sand-covered corpses of Hasom's companions lie scattered about the area. PCs entering a square containing a body must make a DC 10 Reflex save or fall prone as they stumble over the partially hidden body.

Sandstorm: The sandstorm arrives several minutes before the PCs reach the caravan, reducing visibility to 1d10x5 feet and imposing a -4 penalty to Perception checks.

HASOM SENDARIS

CR 1 (XP 400)

Grime covers this mountain of a man, his tan skin bearing a painful-looking red burn.

Male human barbarian 3 (fatigued and sickened)
NG Medium humanoid (human)

Init +1; **Senses** Perception +3, Sense Motive -1

Speed 40 ft.; **ACP** -1; **Acrobatics** +4 (+8 jumping), **Climb** +5, **Ride** +1

AC 15, touch 11, flat-footed 15; **CMD** 17; +1 vs. traps, uncanny dodge

(+4 armour [mwk chain shirt], +1 Dex, +1 dodge)

Fort +4, **Ref** -1 (+0 vs. traps), **Will** -2

hp 35 (3 HD) (currently suffering 6 nonlethal damage)

Space 5 ft.; **Base Atk** +3; **CMB** +5

Melee mwk greataxe +5 (1d12+1/x3)

Atk Options Cleave, rage

Rage (Ex [free; 10 rds./day]) +4 Str and Con, +2 morale bonus to Will saves (note that Hasom cannot rage when the PCs meet him because he is fatigued).

Abilities Str 15, Dex 11, Con 14, Int 10, Wis 8, Cha 12

SQ fast movement, trap sense (+1)

Feats Cleave, Dodge, Weapon Focus (greataxe)

Skills as above plus Survival +3

Languages Common

Gear as above plus traveller's outfit, belt pouch with 23 gp

When fully healed, Hasom has the following statistics:

Perception +5

Acrobatics +6 (+10 jumping), **Climb** +9, **Ride** +4

AC 16, touch 12, flat-footed 16; **CMD** 18;

(+4 armour, +1 Dex, +1 dodge);

Will +0

CMB +6

Melee mwk greataxe +8 (1d12+4/x3)

Str 17, **Dex** 13

Skills Survival +5

SURVIVING THE STORM

The sandstorm rages for 1d4+3 hours, dealing 1d3 nonlethal damage per hour to those caught in the open. PCs who defeat the scorpions and search the wagons find desert survival gear.

TREASURE

In addition to the desert survival gear, the caravan contains a week's worth of food and water for five people. It also contains several large statues, each of which weighs 200 lbs, that would be worth 2,000 gp total, if the PCs bring them to civilization.

If he's survived, Hasom offers the PCs his companions' gear and anything else they want in thanks for their efforts. He takes only a week's worth of food and water and his own gear.

A search of the area reveals Hasom's slain companions; among them, they have a masterwork falchion, a longsword, a compound shortbow (+1 Strength bonus) with 16 arrows, a *potion of cure light wounds*, a *wand of colour spray* (12 charges) and two *scrolls of endure elements*.

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 5 (XP 1,600): Hasom suffered several wounds when the giant scorpions attacked. When he sees the PCs, he's able to gasp out a cry for help and then falls unconscious in the sand due to the toll of nonlethal damage from the sun.

EL 7 (XP 3,200): Add a third giant scorpion.

GIANT SCORPION (2)

CR 3 (XP 800)

A 10-foot-long scorpion emerges from the whirling dust, ferocious claws clacking ominously, its stringer arcing over its armoured back.

N Large vermin

Init +0; **Senses** darkvision 60 ft., tremorsense 60 ft.; Perception +4, Sense Motive +0

Speed 50 ft.; **Acrobatics** +0 (+8 jumping), **Climb** +8, **Escape Artist** +0, **Stealth** +0

AC 16, touch 9, flat-footed 16; **CMD** 18 (30 vs. trip)

(+7 armour, -1 size)

Immune mind-affecting effects

Fort +7, **Ref** +1, **Will** +1

hp 37 (5 HD)

Space 10 ft.; **Base Atk** +3; **CMB** +8 (+12 grapple)

Melee 2 claws (reach 10 ft.) +6 (1d6+4 plus grab) and sting (reach 10 ft.) +6 (1d6+4 plus poison [DC 17 Fort {1 save}]; *freq.* 1 rd./6 rds.; *effect* 1d2 Strength damage)]

Atk Options constrict (1d6+4)

Constrict (Ex) The giant scorpion can crush an opponent with a successful grapple check dealing 1d6+4 bludgeoning damage (in addition to any other effects of the successful check).

Abilities Str 19, Dex 10, Con 16, Int —, Wis 10, Cha 2

THE VULTURE KING (EL 9; XP 6,400)

Water is life in the desert. This truism is mercilessly exploited by the corpulent Vulture King. Read:

The desert descends through tangled wilds surrounding a reeking bog. The din of dozens of vultures announces your arrival. Just beyond the near shore a limestone slab protrudes from the water; its weathered surface is stained with carrion. "Welcome my friends!" a rotund figure calls from the far end of the oasis as it rises from a seat of woven bones.

The Vulture King and his followers are the remains of a caravan of tengu pilgrims driven off their route by a sandstorm years ago. Trapped at this necrotic cyst they were forced to cannibalize the dead and eventually turned upon one another. They survive now as ghouls, lacedons and merchants of the most precious resource of all: water.

BARGAINING

Initially, the Vulture King and his followers attempt to bargain. They ask for one humanoid sacrifice for each eight-gallon water cask (each cask weighs 60 lbs.) The Vulture King purifies water from the pond then barter these casks for sentient beings to be slain on the altar. These sacrifices are both religious offerings and the group's food source.

The Vulture King begins the encounter with an attitude of indifferent and deals honestly with the PCs despite his alignment. During the negotiations he uses his *potion of water walk* to stand before the altar atop the water's surface 20 ft. from the party. He surrounds as much of the party as he can in a *zone of truth* if he suspects they are lying to him; if they speak a language he doesn't recognize he casts *comprehend languages*.

TACTICS

In battle the Vulture King uses his spells and abilities to support his minions. The lacedons seek to paralyze victims and drown them while the ghouls use pack tactics against a single foe. If a foe is paralyzed by a ghoul the victim is knocked prone. All of these creatures, including the Vulture King fight to the death.

THE OASIS

The pool is hemmed by 20 ft. of shoreline surrounded by tangled, wild vegetation. The pool itself is a 200 ft. radius deep bog within which lurks the Vulture King's lacedon minions. The water is foul, brackish and stinks of rot. The area has several features of note:

Vultures: Carrion bird circle above the oasis. They don't interfere in the battle, but they make such raucous noise they cause a -2 circumstance penalty to any Concentration checks or hearing-based Perception checks made in the vicinity.

Light Undergrowth: Light undergrowth surrounds the bog. A space covered with light undergrowth costs 2 squares of movement to move into, and provides concealment (20% miss chance). Undergrowth increases the DC of Acrobatics and Stealth checks by 2.

THE VULTURE KING

CR 4 (XP 1,200)

This avian humanoid has a jagged beak, scraggly feathers and pallid, rotten flesh stretched over a corpulent frame.

Male ghastr cleric 3

CE Medium undead

Init +4; **Senses** darkvision 60 ft.; Perception +9, Sense Motive +9
Speed 30 ft.; **ACP** -1; Acrobatics +6, Climb +8, Escape Artist +4, Fly +4, Ride +4, Stealth +9, Swim +4

AC 22, touch 14, flat-footed 18; **CMD** 20

(+4 armour [mwk chain shirt], +4 Dex, +4 natural)

Immune cold, mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +9, **Ref** +7, **Will** +12 (+20 vs. channelling)

hp 60 (5 HD)

Space 5 ft.; stench (10 ft.); **Base Atk** +3; **CMB** +6

Stench (Ex) All within the aura are sickened (DC 15 Fortitude negates) for 1d6+4 minutes.

Melee bite +9 (1d6+3 plus ghoul fever (DC 15 Fort) and paralysis [DC 15 Fort; duration 1d4+1 rds.]) and 2 claws +9 (1d6+3 plus paralysis [DC 15 Fort; duration 1d4+1 rds.]) or

Melee mwk scythe +10 (2d4+4/x4) or

Melee Touch bleeding touch (7/day) +6 (1d6 bleed/1 rd.)

Ranged hand of the acolyte (range 30 ft.; 7/day; mwk scythe) +10 (2d4+4/x4)

Atk Options Channel Smite, ghoul fever paralysis

Ghoul Fever (Su) Fort DC 15 [2 cures]; *onset* 1 day; *freq.* 1 day; *effect* 1d3 Con and 1d3 Dex damage. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul retains none of the abilities it possessed in life. A slain humanoid of 4 or more Hit Dice rises as a ghast.

Special Actions channel negative energy (7/day; 2d6; DC 15 Will halves)

Cleric Spells (CL 3rd; concentration +7; Domains: Death, Magic)
2nd—*aid*, *death knell*^D (DC 16), *zone of truth* (DC 16)

1st—*cause fear*^D (DC 15), *comprehend languages*, *obscuring mist*
0—*guidance*, *purify food and drink*, *resistance*, *virtue*

Combat Gear *potion of water walk*

Abilities Str 17, Dex 19, Con —, Int 17, Wis 18, Cha 18

Feats Channel Smite, Skill Focus (Diplomacy), Weapon Finesse

Skills as above plus Diplomacy +13, Knowledge (religion) +9, Linguistics +9, Profession (merchant) +7

Languages Common, Dwarven, Goblin, Orc

Gear as above plus spell component pouch, unholy symbol

Trees: Palm trees (AC 4, hardness 5, hp 150; DC 15 Climb) grow amid the light undergrowth. A creature standing in the same square as a tree gains partial cover (+2 AC, +1 Reflex).

The Bog: This pool is thoroughly rancid. The stone in the water serves as an altar to a profane power and the entirety of the pool and the shoreline are under the effect of a permanent *desecrate* effect (+6 profane bonus to negative channelled energy DCs, +2 profane bonus and +2 hit points per HD for undead created in the area).

SCALING THE ENCOUNTER

To modify this encounter, apply the following changes:

EL 8 (XP 4,800): Remove one ghoul and one lacedon as well as the *desecrate* effect; modify the undead in this manner: -2hp/HD, -6 channel resistance, -2 on all attack rolls, damage rolls and saves).

LACEDON ACOLYTE (2)

CR 2 (XP 600)

This avian humanoid is feminine but feral with rotten flesh bloated from immersion in water.

Female ghoul (lacedon) adept 2

CE Medium undead (aquatic)

Init +2; **Senses** darkvision 60 ft.; Perception +8, Sense Motive +2
Speed 30 ft.; **ACP** 0; Acrobatics +5, Climb +7, Escape Artist +2, Fly +2, Ride +2, Stealth +8, Swim +7

AC 14, touch 12, flat-footed 12; **CMD** 14
(+2 Dex, +2 natural)

Immune cold, mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +7, **Ref** +4, **Will** +10 (+18 vs. channelling)

hp 24 (4 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +4

Melee bite +7 (1d6+3 plus ghoul fever [DC 13 Fort] and paralysis [DC 13; duration 1d4+1 rds.; elves immune]) and 2 claws +7 (1d6+3 plus paralysis [DC 13; duration 1d4+1 rds.; elves immune])

Atk Options ghoul fever, paralysis

Ghoul Fever (Su) Fort DC 15 [2 cures]; *onset* 1 day; *freq.* 1 day; *effect* 1d3 Con and 1d3 Dex damage. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul retains none of the abilities it possessed in life. A slain humanoid of 4 or more Hit Dice rises as a ghast.

Cleric Spells (CL 2nd; concentration +4; Domains: Death, Magic)
1st—*cause fear* (DC 13), *obscuring mist*
0—*guidance*, *purify food and drink*, *resistance*

Abilities Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 14

SQ familiar (toad)

Feats Toughness, Weapon Finesse

Skills as above plus Handle Animal +6

Languages Common

Gear as above plus spell component pouch, unholy symbol

EL 10 (XP 9,600): Add two ghoul warriors and apply the simple giant creature template to the Vulture King:

- **The Vulture King:** +2 to all rolls based on Str or Con, -1 penalty on all Dex-based rolls; hp 70)

Apply the simple advanced creature template to all other undead (+2 on all rolls [including damage rolls]:

- **Ghoul Warriors:** AC 23, tough 16, flat-footed 21; CMD 18; ghoul fever (DC 15 Fort), paralysis (DC 15 Fort); hp 25.
- **Lacedon Acolytes:** AC 18, touch 16, flat-footed 16; CMD 18; ghoul fever (DC 15 Fort), paralysis (DC 15 Fort); hp 28.

GHOUL WARRIOR (4)

CR 2 (XP 600)

This corpse-like avian humanoid leers hungrily through its haggard beak, its talons scraping nervously on its scale armour

Male ghoul warrior 2

CE Medium undead

Init +2; **Senses** darkvision 60 ft.; Perception +8, Sense Motive +2
Speed 30 ft.; **ACP** -4; Acrobatics +5, Climb +7, Escape Artist +2, Fly +2, Ride +2, Stealth +8, Swim +4

AC 19, touch 12, flat-footed 17; **CMD** 14

(+5 armour [scale mail], +2 Dex, +2 natural)

Immune cold, mind-affecting effects, death effects, disease, paralysis, poison, sleep effects, stunning, nonlethal damage, ability drain, energy drain, damage to physical abilities, exhaustion, fatigue, massive damage, any effect requiring a Fortitude save (unless it affects objects or is harmless)

Fort +10, **Ref** +4, **Will** +7 (+15 vs. channelling)

hp 21 (4 HD)

Space 5 ft.; **Base Atk** +3; **CMB** +4

Melee bite +7 (1d6+3 plus ghoul fever [DC 13 Fort] and paralysis [DC 13; duration 1d4+1 rds.; elves immune]) and 2 claws +7 (1d6+3 plus paralysis [DC 13; duration 1d4+1 rds.; elves immune])

Ranged javelin (range 30 ft.) +7 (1d6+3)

Atk Options ghoul fever, paralysis

Ghoul Fever (Su) Fort DC 13 [2 cures]; *onset* 1 day; *freq.* 1 day; *effect* 1d3 Con and 1d3 Dex damage. A humanoid who dies of ghoul fever rises as a ghoul at the next midnight. A humanoid who becomes a ghoul retains none of the abilities it possessed in life. A slain humanoid of 4 or more Hit Dice rises as a ghast.

Combat Gear 2 javelins

Abilities Str 13, Dex 15, Con —, Int 13, Wis 14, Cha 14

Feats Toughness, Weapon Finesse

Skills as above plus Intimidate +6

Languages Common

Gear as above

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