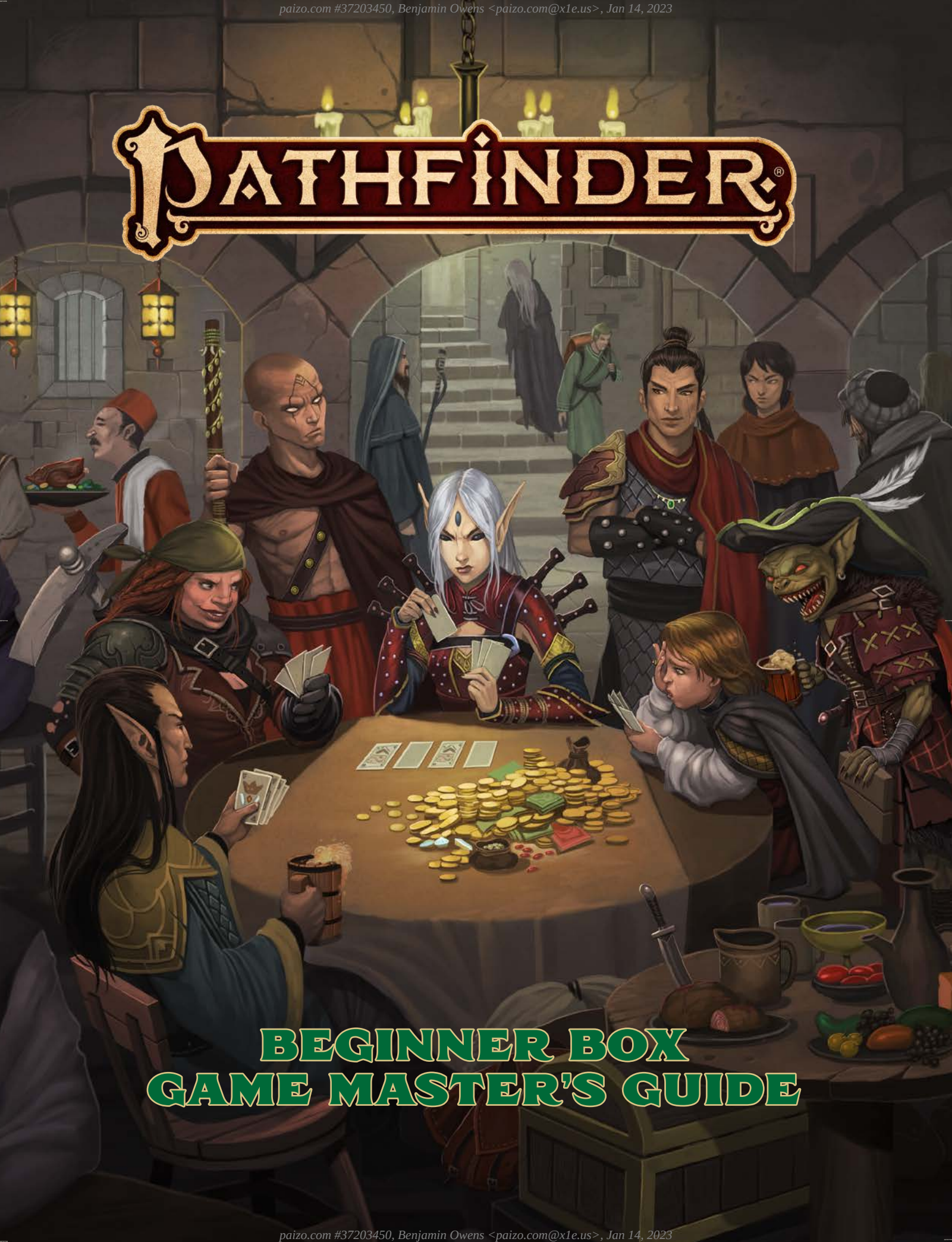
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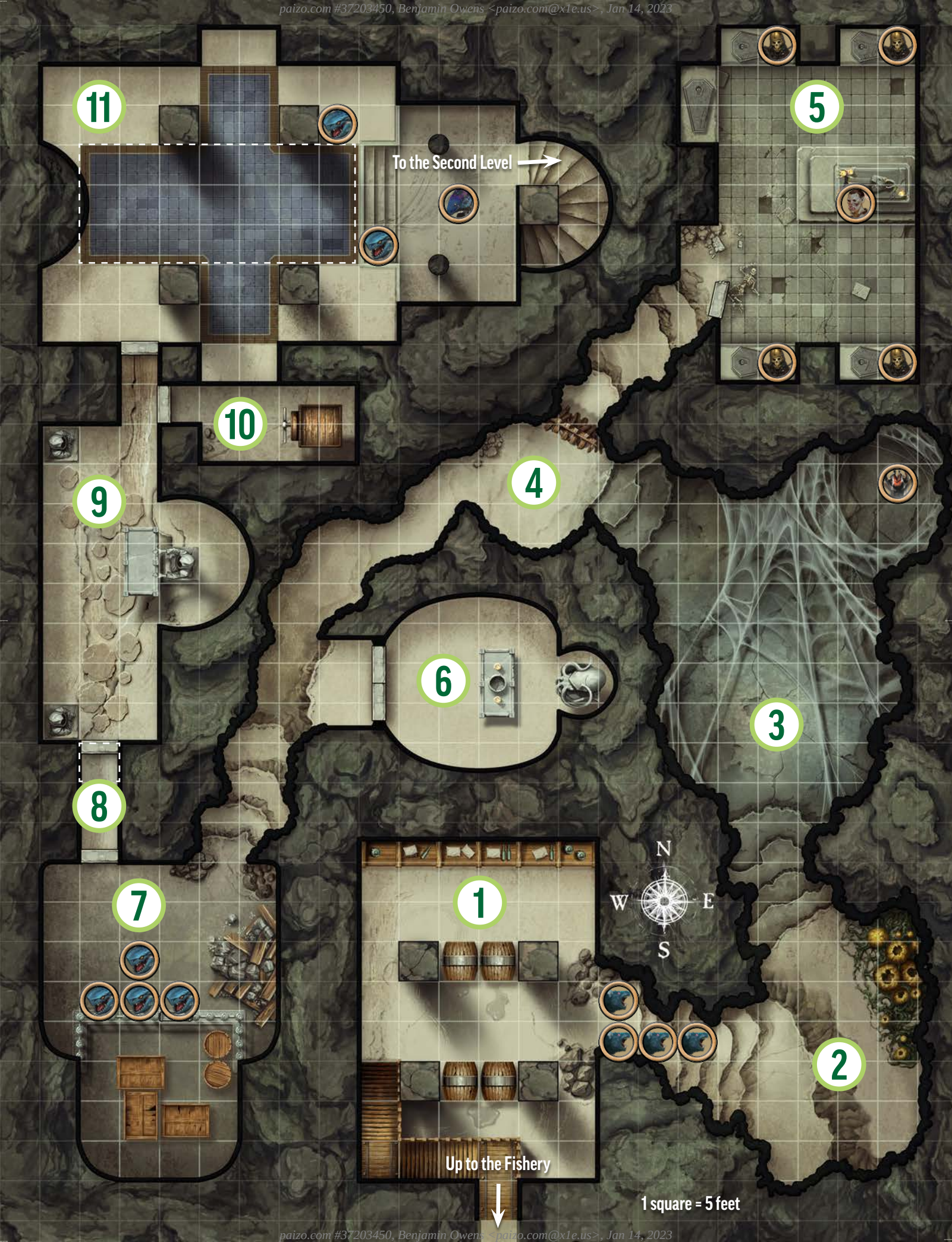


# PATHFINDER®

# BEGINNER BOX GAME MASTER'S GUIDE

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# Menace Under Otari



## This Book Is for Game Masters!

Inside this book, you will find wondrous adventures, deadly monsters, and fantastical treasures! These are secrets that the other players will discover through you, the Game Master (or GM for short). Your job at the game table is to act as a narrator and referee for the rules of the game, while each other player takes on the role of one individual hero. As the GM, you'll take on the roles of the monsters, resolve traps, and play any other characters the heroes encounter in their journey. If you would rather play a hero, **stop reading now** and give this book to a friend so they can be the GM.

## Being a Game Master

As the Game Master, you get to work with all the other players to see how the story of the adventure unfolds. While they'll each play their individual heroes, you'll assume the role of all the monsters, villagers, and other characters that they encounter. You decide how those people and monsters act, what they do in combat, and what intriguing clues they might give to the heroes. You'll also describe each area the heroes explore so the other players can imagine the setting and decide how their heroes respond to what's going on around them. These are the tools you use to help shape the story with the other players.

It's important to remember that **you're not playing against the other players**. This is a game where **everyone wins if everyone has a fun time**. Monsters are meant to be defeated, and treasure is there to be found. Try to make the players feel like they have earned their success without being too tough on the heroes they're playing.

## The First Adventure

If you're the Game Master and you want to play with your friends right now, start with this adventure. It walks you and the other players through how to play, giving you a chance to learn together. If you don't want to play right away, turn to page 28 to learn more about being a GM.

This adventure is designed to be played by four 1st-level heroes, but it will work for two or three heroes with only a few slight adjustments. Each player should pick one of the pregenerated heroes included in this box or build their own hero using the rules found in the *Hero's Handbook*.

Give the players 10–15 minutes to look over their character sheets so they can learn how their characters work. During this time, you should read through the introduction and first encounter (pages 3–4) to get ready to run it. If you have extra time, you might also want to read the Combat Guide on page 5 and the full rules for how to play on pages 60–71 of the *Hero's Handbook*.



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## Running This Adventure

"Menace under Otari" is designed to teach new Game Masters and players how to play Pathfinder. Each section of the adventure will teach new concepts as you need them, adding more and more to the game. Meanwhile, the other players each have an entire hero to roleplay as, learning how to use their abilities and how to succeed in the dangerous world that they find themselves exploring.

This adventure, like most published adventures, is presented as a series of areas to explore and challenges to face. Each one is tied to a location on the map of the dungeon and coded with a number. The dungeon in this adventure consists of two levels. The map for the first level is located on the inside front cover of this book, and the map for the second level is on page 16. This box includes a folded-up map containing both levels (one on each side).

Place the map in the center of the table, with the first level face-up. It's OK if the players can see the entire map—they won't know what's in each room until they explore it.

Each player should choose a cardboard pawn to represent their hero. You'll use some of the monster pawns, but you can assemble them as needed rather than assembling them all in advance. They should also take a Player Reference Card.

As the game proceeds, the players take turns moving their pawns around the map as they explore the dungeon. Whenever the heroes enter a new area of the map, refer to the section in this book that corresponds to the number on the map. Each entry begins with a brief introduction so you know what to expect, followed by text set in green for you to read aloud. The rest of the area's text includes all the information you need about what the heroes will come across in this area. This text contains spoilers for the room—it gives you information about the challenges the heroes face as they explore the area. If the area includes combat, traps, hazards, or treasure, the rules for those are in this text.

As they move through the dungeon levels, the players will use their heroes' skills and abilities to explore the area and overcome its obstacles. It's likely they'll have questions and try actions that aren't covered by the rules in this book. As the GM, you get to make up the answers and decide what happens, but always try to be fair, and remember that the goal of the game is for everyone to have a fun time. You should encourage the heroes to try new things as they learn, but don't forget that, as new adventurers, their heroes' abilities are limited.

If the players get stuck or confused about what to do next, you can give them a few hints or ideas to get them started, like "Do you want to open the door?" or "Who wants to look for hidden treasure?" Remember that this is their first game, too, and they will have more fun if everyone is participating.



Tamily Tanderveil

## Getting Started

Once each player has chosen their hero and everyone is ready to play, it's time to begin the game. Make sure everyone has their character sheet, and put the dice where everyone can reach them. The map should be in the middle of the table, and each player should place the pawn for their hero just off the map, near **Area 1** on the first level of the dungeon.

Once everyone is ready to begin, start by reading the text in green below to set the scene.

The small seaside town of Otari is known for its fresh fish and skilled sailors, but above all, it's a big logging town, providing valuable wood to the nearby metropolis of Absalom. But for you, Otari is home. You grew up playing on the docks, getting lost in the nearby woods, and hearing the fantastical stories of travelers from faraway lands, tales of terrifying dragons and virtuous knights. Such adventure always seemed so distant–until today!

Word has begun to spread around Otari that there's a problem down at the Otari Fishery. Some are saying that some sort of beast is lurking in the basement, feeding on the stores of salted fish. Folks are worried that whatever is eating the fish might get hungry enough to eat the fishers next!

You've received a letter from Tamily Tanderveil, the owner of the Fishery. Inside is a desperate plea for help. With the town guard busy protecting the loggers, she needs a few brave souls to venture down into the basement of her warehouse and put an end to the beast that's feasting on her fish! Do you have the courage to face the menace under Otari?

After you finish reading, have the players introduce their heroes to one another, including their name, ancestry, background, and class. Players might also want to describe what their hero looks like, what kind of gear they carry, and maybe a bit about their personality. You can also show them the picture of Tamily on this page so they can see who's asking them to take on this task.

After the introductions, have the players place their pawns on the stairs leading down into the basement in **Area 1**. The order is up to them to decide, but it's smart to put characters with more Hit Points or a higher Armor Class in front. Make sure that one character is at the bottom of the stairs, then turn to **Area 1** on page 4.

### Experience Points

After overcoming various challenges in the game, the heroes earn **Experience Points** (**XP**) to represent their growing skills. These awards always appear in green boxes like this one.

Whenever the heroes earn XP, each hero gets the listed amount and adds it to the XP they already have. When a hero gets 1,000 XP, they go up a level!



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# FIRST LEVEL

## 1 Hungry Rats

The first encounter happens in the basement of the Otari Fishery. Before starting, get the giant rat pawns from the box. You'll need one giant rat for each player. When you're ready, read the following to the players.

The stairs leading into the basement of the Otari Fishery creak with age as you make your way downstairs to find the beast that has been eating all the fish. In the center of the room, between stone pillars holding up the fishery overhead, are barrels filled with salted fish. Two of these barrels have been smashed open, spilling their contents on the floor. In the east wall is a large hole, opening into darkness.

Just a few hours ago, you gathered with a few other adventurers in the office of Tamily Tanderveil's office, where she offered you ten gold pieces each if you could put an end to this menace. She was thrilled when you agreed to help her with this simple task, but as you make your way downstairs, you can't help but wonder if this might be a lot more adventure than you bargained for.

Go around the table and ask each player the first thing they want their hero to do in the room. As each player describes their action, allow them to move their pawn around this area, but don't let them leave the room just yet.

The shelves along the walls on the north and south sides of the room are piled high with general supplies that belong to the fishery. Heroes who investigate the hole in the wall on the east side of the room find piles of loose rock and dirt on the inside of the room. It looks like something has broken open the wall from the other side!

After each player has had a chance to do one thing, an ominous skittering noise comes from the hole in the wall—giant rats emerge to attack! Read the following to the players.

A strange chittering comes from the hole in the wall. Suddenly, a massive rat the size of a dog emerges from the darkness—and it isn't alone! The giant rats rush toward you, their huge teeth snapping.

### THE FIRST COMBAT

The heroes are now in combat with four giant rats. Place the pawns for the rats on the map as shown on the map above, near the hole in the east wall. In combat, each player takes turns and follows specific rules about what they can and can't do. See the next page for step-by-step instructions on how to handle combat.

The giant rats' statistics are below. Only the statistics relevant to this combat are included, but you can find the rest on page 75 if you need them.

Roll a d20 and add the giant rats' Perception to find their initiative. The rats all take their turns at the same time, but each one acts independently. On its turn, each rat moves toward a different hero and attacks. If a hero falls unconscious, the rat moves to the next nearest and attacks.




**EXPERIENCE POINTS**
For defeating the giant rats, give each hero 80 XP.

### Attacks

When a creature uses the Strike action to make an attack, first pick a target. A creature must be in a space next to its target (including diagonally) to use a melee Strike, such as the rats' jaws Strike. Roll a d20 and add the statistic for that attack. For the giant rats' Strike, you'll add 7 to the number that comes up on the die. Then compare the total against the Armor Class (AC) of the hero being attacked. If the rat's total is equal to or higher than the hero's AC, the rat hits! It deals the amount of damage listed in the Damage section of that Strike. In this case, roll 1d6 and add 1 to determine the damage it deals—the hero loses that many Hit Points.

If you roll a 20 on the die, or the total is at least 10 more than the hero's Armor Class, it's a critical hit! These deal twice as much damage: roll 1d6 and add 1, then double the number to determine the damage.

### RATS, GIANT (4)

**Perception** +5; low-light vision
**AC** 15; **Fort** +6, **Ref** +7, **Will** +3
**HP** 8

**Stride** ❖ 30 feet
**Melee Strike** ❖ jaws +7 (agile), **Damage** 1d6+1 piercing

### AFTER COMBAT

Once one side is defeated or flees, you don't need to track actions anymore and heroes no longer need to act in order. Instead, go around the table and ask the players what the heroes would like to do next. If the heroes return to talk to Tamily, she's relieved to learn that the rats are dead, but she is certain that rats couldn't have caused all of the destruction below. The heroes will have to explore further if they want to earn their reward. When the players decide to explore beyond this room, turn to **Area 2** on page 6.



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# Combat Guide

Whenever combat erupts during the game, take the following steps. Combat happens over several rounds. Each round, every hero and monster gets one turn to act.

## 1. Roll Initiative

**Initiative** determines the order in which heroes and monsters act during combat. To determine everyone's initiative, have each player roll a d20 and add their Perception. You roll for the monsters, rolling once for each group of the same kind. Write down all of these scores in order from highest to lowest—that's the order for everyone's turn. Monsters win ties, but if there is a tie between heroes, their players decide who goes first.

## 2. Take Turns

Each hero and monster gets one turn per round, in initiative order. On its turn, a creature can use 3 actions. Everyone can use the basic actions, and most creatures have special actions that only they can use. These are listed on a hero's character sheet, or in the monster's information (called a stat block). Things that cost actions use the symbol ◆ for 1 action, ◆◆ for 2 actions, and ◆◆◆ for 3 actions. You can't save actions between turns.

In addition, everyone can use 1 reaction each round. Reactions are marked with the ↩ symbol. Reactions can be used only at certain times, and each reaction specifies when it can be used—sometimes even when it's not the creature's turn. Once a creature has used a reaction in a round, it can't use another reaction until the start of its next turn. Not every creature has a reaction they can use.

Every creature can do common tasks using basic actions, like Interact, Stride, and Strike. Monster stat blocks have entries that give details for their Stride and Strike actions. Speaking or dropping something doesn't take an action. You can find a full list of basic actions in the Player Reference Cards, and the full rules on page 65 of the *Hero's Handbook*.

## 3. Start a New Round

Once each creature has taken its turn, the round is over. Start a new round by returning to Step 2, using the same initiative order established in Step 1. Combat continues until one side is defeated or runs away.

## Additional Rules

The following rules come up frequently in combat.

### Success and Failure

Each time you roll a d20, add the appropriate statistic and compare the total to the **Difficulty Class (DC)**, or **Armor Class (AC)** for an attack, to see how well you did against the challenge! If you meet or exceed the DC, you **succeed**. If you exceed the DC by 10 or more, you get a **critical success**! If your result is lower than the DC, you **fail**. If the result was 10 lower than the DC (or even less), you get a **critical failure**.

Pay attention to the number you roll on the die! If you roll a **20** on the d20, use a result one step better than what you'd normally get based on your roll: critical failure becomes failure, failure becomes success, and success becomes critical success. Usually, this means you critically succeed! If you roll a **1** on the d20, do the opposite and use a result one step worse. This changes a critical success to success, success to failure, or failure to critical failure. Usually, this means you critically fail.

### Multiple Attacks

A creature can spend any number of its actions making attacks, but each additional swing gets less accurate. The second attack a creature makes on its turn has a –5 penalty to the d20 roll, while the third attack has a –10 penalty. Some weapons have the **agile** trait, meaning they're better at making additional attacks. The penalties to second and third attacks in one turn with an agile weapon are –4 and –8, respectively.

### Spells

Clerics, wizards, and some monsters can cast spells. Spells usually require 2 actions to cast, but some use 1 or even 3. Each spell offers the full rules for its effects in its description. Most spells require the target to attempt a **saving throw** (see below) to see how well they resist its effects. Some instead ask you to attempt a **spell attack roll**: roll a d20 and add the creature's spell attack, then compare the total to the target's AC to determine the effects.

### Saving Throws

Some spells, traps, and abilities, like a dragon's fiery breath, require creatures to attempt a **saving throw** (also called a **save**) to see how well they resist. Saving throws come in three types: **Fortitude** saves to resist diseases and poisons, **Reflex** saves to dodge lightning and fireballs, and **Will** saves to resist illusion magic and mental control. To attempt a saving throw, roll a d20 and add the specified statistic. Compare the result to the DC, and apply the effects listed for that spell, trap, or ability. Many have special effects on a critical success or critical failure!

### Dying

When a monster is reduced to 0 Hit Points, it is removed from play. When a hero is reduced to 0 HP, they fall unconscious instead. That hero gains the dying 1 condition (dying 2 if the attack was a critical success). The hero's initiative moves to right before the turn when they were knocked out.

On the dying hero's turn, the player must roll a d20 without adding anything to see if they get better or worse. The DC is 10 + the value of their dying condition. If they succeed, the dying condition value goes down by 1 (or down by 2 on a critical success). If they fail, the dying condition value goes up by 1 (up by 2 on a critical failure). If a hero ever gets to dying 4, they die. If they get to dying 0, they lose the dying condition but remain unconscious. Healing a hero who is at 0 HP also removes the dying condition, and the hero returns to consciousness (although they have the prone condition). In either case, they gain the wounded 1 condition. The full rules for conditions are on page 71 of the *Hero's Handbook*.



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## 2 Drop into Darkness

After dealing with the rats, the heroes are free to explore the hole in the east wall of the storeroom. It is big enough for a human to crawl through with ease. Once the first hero enters the area beyond, read the following aloud.

Squeezing through the hole, you find yourself in a cavern that seems to stretch endlessly beneath the streets of Otari. Who knows what menace could be lurking down here? Up ahead, the passageway ends in a cliff that plunges sharply into the darkness.

The monsters that broke into the storeroom used this passageway to break through the wall, but they came from much deeper parts of the vast series of caverns beneath Otari.

### SKILL CHECKS

To continue on their adventure, the players must find a way to climb down a short, slippery cliff. Instead of using combat abilities, the heroes each need to attempt a skill check to see if they succeed or fail. This check requires the **Athletics** skill, which is used for climbing up and down walls, ropes, and trees. When a character attempts a skill check, they roll a d20 and add the relevant skill. Compare the total to the Difficulty Class (or DC) of the task to determine whether or not they succeed. As with attack rolls, characters can get critical successes and critical failures on skill checks (page 5).

The cliff is only 10 feet tall, but the surface is slick with moisture. The DC of the Athletics check to climb safely is 15. Whenever a character tries to climb up or down this cliff, refer to the table at the bottom of this page to determine the results.

### Rope and Other Forms of Aid

The players might decide to use rope to help them scale the cliff. They can easily tie a rope to one of numerous sturdy stalagmites nearby. Once this is done, the Athletics check to climb up or down is only DC 10; a character critically fails only by rolling a 1 on the die, and they score a critical success if the total is 20 or higher.

The heroes might also try and help each other get up and down. A character helping someone else climb must attempt their own Athletics check to assist. If they succeed, the character climbing gets a +1 circumstance bonus to their check (+2 if the assisting character critically succeeds). A hero providing assistance must still roll their own Athletics check to climb up or down themself.




### EXPERIENCE POINTS

Once the heroes have all climbed down the cliff, award them each 10 XP for overcoming this challenge.

### EXPLORING THE DUNGEON

Once the heroes climb down the cliff, they can continue onward to the next area. There is little of interest in this tunnel, but anyone who looks can find a trail in the dust and grime, making it clear that creatures have come this way in the recent past. Moisture and time have obscured any details such as footprints, however. The mushrooms in the lower part of the chamber are particularly bitter, but edible.

From this point onward, the characters are free to explore the dungeon at their own pace. They can continue to press forward, or they can retreat back to the town above to rest and get new supplies.

Once the heroes have explored an area, that area remains as the heroes left it the last time they were there. Any monsters left alive recover lost Hit Points, but those that were killed remain dead upon the heroes' return.

### Light

From this area onward, the chambers are completely dark unless their descriptions state otherwise. Characters who have darkvision from their ancestry or heritage can see normally. Others need to provide their own source of light so that they can see. As long as one character is holding a torch, most of the rooms are small enough that the torch illuminates the entire area. More precise rules for light can be found on page 63 of the *Hero's Handbook*, should you need them.

| |
|---|
| **Critical Success** (The die roll was a 20 or the total was 25 or more.) |
| The character climbs up or down the cliff, reaching their destination safely. |
| **Success** (The result of the check was 15 or more.) |
| The character climbs 5 feet up or down the wall. They must roll another check to complete the journey. |
| **Failure** (The result of the check is less than 15.) |
| The character makes no progress at all. They stay where they are at on the wall. |
| **Critical Failure** (The die roll was a 1 or the total was 5 or less.) |
| The character falls to the ground. If they were at the top, they take 5 damage from the fall. If they were halfway up, they take only 2 damage from the fall. If the character was trying to climb up and this was their first check, they simply fall prone and take no damage. |

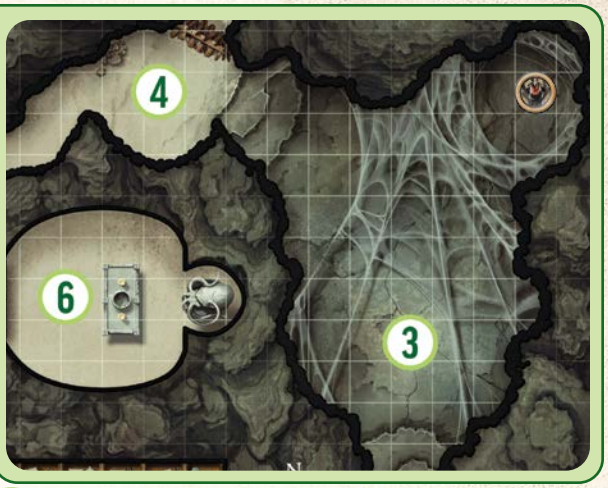


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## 3 The Spider's Web




This room contains thick webs and an enormous spider. You'll need the giant spider pawn from the box. When the heroes enter this area, read the following aloud.

The tunnel continues deeper underground, eventually opening into a large chamber. Patches of glowing blue fungus cling to the ceiling and provide dim light. You can just barely make out vast strands of webbing across the floor and walls of this cavern, stretching between stalactites like shimmering curtains.

This fight uses the same rules as the first fight against the rats, but it also incorporates skill checks when dealing with webs and includes a new kind of roll—a saving throw—to resist the spider's poisonous bite!

This chamber is home to a very big spider, waiting to ambush anything that wanders through its web. The webs aren't sticky enough to make anyone who touches them unable to move, but they do slow characters down. Each square that has webbing in it is **difficult terrain**—terrain that's particularly hard to move through. Moving into a square of difficult terrain costs an extra 5 feet of movement, and a creature can't Step into a square of difficult terrain. The spider isn't affected by its webs and can move normally throughout the chamber.

When the players enter the chamber, the spider is in its lair in the northeast corner of the room. It does not emerge to attack until someone touches one of its webs. Anyone trying to cross through the room without touching the webs must attempt an **Acrobatics** skill check to carefully balance on rocks and narrow ledges. The Difficulty Class of this check is 15. If anyone fails the check, the spider senses them in the room and emerges to attack.

### SPIDER FIGHT

The fight with the spider plays out very much like the combat with the rats. As soon as someone touches one of the webs or fails an Acrobatics check to balance while crossing the room, call for everyone to roll for initiative—usually using Perception, or Stealth for anyone who was hiding at the time. The spider rolls Perception for its initiative (its stat block appears on page 8).

After you have everyone's initiative results, start the first round of combat with the character who rolled the highest initiative result. Each character gets to use 3 actions when their turn comes up, and when everyone has had a turn, start over again at the beginning.

The heroes might avoid this fight by carefully moving around the webs. They might also flee from the spider. The spider refuses to leave this area, retreating to its webbed den in the northeast if all the heroes flee.

### Saving Throws

Whenever the spider manages to successfully attack a character with its fangs, it injects poison as part of the attack.

#### EXPERIENCE POINTS

Sometimes challenges offer multiple ways for the heroes to overcome them. No matter how the heroes overcome a challenge, they earn XP for doing so—but only the first time they overcome it! If the heroes avoid the fight with the spider and you award them XP for doing so, they don't get more XP if they later go back and fight the spider.

The first time the heroes get past the spider, whether by defeating or avoiding it, award them each 40 XP.

Whenever a character is subjected to poison, they must attempt a special check called a **saving throw** to resist its effects. There are three types of saving throw: a Fortitude save is typically for resisting poison or disease, a Reflex save is for dodging away from falling debris or avoiding a deadly beam from a spell, and a Will save is usually for resisting spells and magic that befuddle the mind.

Anyone who is bitten by the spider must immediately attempt a Fortitude saving throw by rolling a d20 and adding their Fortitude. If the result is equal to or greater than 16, they resist the poison and suffer no ill effect. If the result is less than 16, the poison takes hold! A poisoned character takes 1d12 additional damage and gains a **condition**, a special effect that adjusts their statistics as long as it remains. In this case, they gain the flat-footed condition for 1 round—this means they are slow to react to threats, so they take a –2 status penalty to their Armor Class.

### Ranged Strikes

The giant spider in this room also has a special ranged Strike that lets it throw webbing to trap a nearby creature. Unlike for a melee Strike, the giant spider doesn't have to be adjacent to a hero to target them with a ranged Strike—it can target a hero anywhere in the room. Otherwise, a ranged Strike works just like a melee Strike. Choose a target, roll a d20 and add 7 for the giant spider's web Strike, and then compare the total to the Armor Class of the target hero to see if it hits.



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While ranged Strikes normally deal damage just like melee Strikes, this web Strike is special. If the attack roll is a success, the target doesn't take any damage. Instead, the target can't move out of their square until they successfully use the Escape basic action. The target can attempt a check to Escape using the Acrobatics skill or Athletics skill, or a fists attack roll, and the DC is 17. Each attempt to Escape is a single action.

If the total result of the check to Escape is 17 or greater, the target breaks free from the webs and can move freely. A stuck hero can still attack, cast spells, and otherwise act normally, but they can't move from their current space on the map.

### SPIDER, GIANT

**Perception** +7; darkvision
**AC** 17; **Fort** +6, **Ref** +9, **Will** +5
**HP** 16

**Stride** ❖ 25 feet
**Melee Strike** ❖ fangs +9, **Damage** 1d6+2 piercing plus giant spider venom
**Ranged Strike** ❖ web +7 (range increment 30 feet), **Effect** web trap
**Giant Spider Venom** (poison) A target damaged by the spider's fangs must succeed at a DC 16 Fortitude save or take 1d12 poison damage and gain the flat-footed condition for 1 round.
**Web Trap** A creature hit by the giant spider's web Strike gets stuck to the nearest surface. It can't move until it successfully Escapes (DC 17).

### SEARCHING THE SPIDER'S LAIR

Once the heroes defeat the spider, the players might think to check the spider's lair to see if there is anything of value hidden in the webs. Ask anyone who explores the area to attempt a DC 15 Perception check. If they succeed, they spot a wrapped up bundle of bones and dried skin that looks like it was some sort of small, reptilian creature (in fact, it's a kobold, one of the creatures responsible for breaking into the basement of the fishery). The bundle also contains a few items of value. The first is a shortsword that has a small emerald in the pommel. While the sword isn't magical, the fine craftsmanship and precious gem make it worth 5 gp if sold. There is also a *healing potion* that restores 1d8 Hit Points instantly when consumed (see page 52 for details).

### AVOIDING THE THREAT

If the heroes are very careful moving around this room, they might avoid the fight with the spider entirely. They might also flee from the spider, moving past the encounter in this area without defeating it. In either case, the spider remains a threat every time the heroes pass through this chamber.

In some adventures, the situation changes if the players take too long or rest too often, but this adventure and its encounter remain the same no matter how long the players take in exploring this dungeon. Any creatures the heroes defeat remain dead or destroyed, and any creatures they avoid remain in the same place—potentially posing a danger if the heroes pass through that area again later!

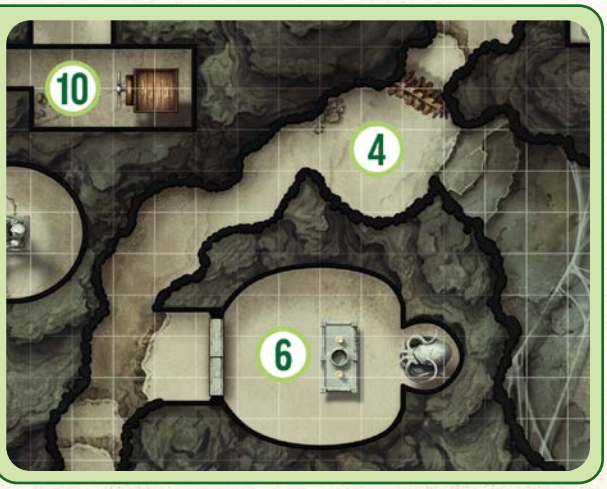
## 4 The Barricade

This intersection presents the heroes with a choice of which direction to go, and it includes a skill challenge that can affect their encounters further within the dungeon.

After the web-infested cave, the passageway leading deeper underneath the streets of Otari appears to be mostly natural, but someone, or something, has worked to open the cavern and level out the floor, making the passage easily traveled. A crude barricade made from old wooden planks and part of a barrel blocks the entrance to a side tunnel, while the main passage continues off into the gloom.

If any hero examines the barricade, ask them to attempt a Perception check—rolling a d20 and adding their Perception. If the total is 15 or greater, they hear a faint clattering noise coming from somewhere beyond the barricade. The area is totally unlit, but characters with a torch or darkvision can tell that the tunnel opens up into a larger room ahead, with a large rectangular object in the middle.

There two ways the heroes can take apart the barricade. They can easily destroy the barrier with their weapons, but this makes a great deal of noise and alerts the monsters in **Area 5** of the heroes' approach.




**EXPERIENCE POINTS**

If the heroes quietly take apart the barricade, award them each 10 XP.

They can also try to take the barricade apart quietly by rolling a DC 15 Crafting or Thievery skill check. Their effort removes the barricade whether they succeed or fail, but if they fail, they make enough noise to alert the enemies in **Area 5**. If they succeed, they avoid alerting the monsters.



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## 5 Forgotten Crypt

This chamber contains a number of undead creatures, and it could make for a very dangerous encounter if the players aren't careful. Grab four pawns for skeleton guards and the zombie shambler pawn from the box. When the heroes enter this area, read the following aloud.

Beyond the barricade, an old cavern corridor winds down into the earth, ending in an ancient burial vault lit by a strange torch with a blue flame. Alcoves line the walls, each one containing a rotten wooden coffin, while the center of the room has a raised platform holding a stone sarcophagus.




### Experience Points

This fight is especially challenging! For destroying the undead creatures here, award each hero 100 XP.

### Undead Fight

This crypt holds foul undead creatures that rise to attack any living thing foolish enough to disturb their slumber. If the players made a lot of noise breaking through the barricade in **Area 4**, the skeletons and zombie have already broken free from their coffins and are standing, ready for a fight. But if the heroes were quiet when they took apart the barricade, the undead are still in their coffins, and combat begins when they push aside their lids as soon as the heroes enter. In this case, each undead must use their first action on their first turn just to Stand.

Like for the other fights, first ask the players to roll Perception for initiative. Since this fight is against two different types of enemies, roll initiative once for the skeletons, and once for the zombie. This means they probably take their turns at different times during the round. The skeletons and zombie both roll Perception for initiative.

### Undead Abilities

These undead have special rules that affect how they take damage. Both types of undead have **immunities** that prevent certain types of damage and abilities from affecting them. They aren't affected by anything with the mental trait, they don't take poison damage, and they can't fall unconscious—even from effects with the nonlethal trait.

Skeletons have **resistances** that reduce the amount of damage they take from certain damage types. Each time a skeleton takes damage of a type listed in its Resistances entry, reduce the amount of damage it takes by the number after the type. For example, if a hero hits a skeleton with a longsword Strike and would deal 8 slashing damage, the skeleton would take only 3 damage.

Zombies have **weaknesses**, which work in the opposite way. Whenever the zombie takes any damage of the listed types, increase the damage it takes by the number listed after it. The zombie would take 13 damage from same hero's longsword Strike that originally dealt 8 damage, because of the zombie's weakness to slashing damage!

Zombies have one more special ability called slow that represents their ponderous, staggering movements. A zombie can use only 2 actions on its turn each round instead of 3, and can't use reactions at all!

### Skeleton Guards (4)

**Perception** +2; darkvision
**AC** 16; **Fort** +2, **Ref** +8, **Will** +2
**HP** 4; **Immunities** mental, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5
**Stride** ❖ 25 feet
**Melee Strike** ❖ claw +6 (agile, finesse), **Damage** 1d4+2 slashing

### Zombie Shambler

**Perception** +0; darkvision
**Slow** A zombie has only 2 actions on its turn, and it can't use reactions.
**AC** 12; **Fort** +6, **Ref** +0, **Will** +2
**HP** 20; **Immunities** mental, poison, unconscious; **Weaknesses** positive 5, slashing 5
**Stride** ❖ 25 feet
**Melee Strike** ❖ fist +7, **Damage** 1d6+3 bludgeoning



### Lost Treasure

After the fight, the heroes have time to look around the room for treasure. The torch is a special magic item called an *everburning torch* that emits light constantly. Although it looks like fire, it emits no heat and can't be extinguished!

In addition, one of the skeletons was buried with a polished shield carved to look like a roaring lion. It can be used as a shield, or the heroes can sell it for 5 gp due to its fine artistry.



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## 6 Forgotten Shrine




The door to this small shrine is hard to see from the passage, as the ledge is about 10 feet off the ground. A hero must succeed at a DC 10 Athletics check to climb up to the ledge. When the heroes enter the room, read the following aloud.

The ancient wooden door creaks open on rusty hinges, revealing a ruined chamber. Mold and rot stain every surface. On the far side of the room is stone statue of a giant squid, its tentacles reaching toward an altar in the center of the chamber. The scum covers almost everything, but it hasn't touched the silver bowl sitting atop the stone altar. The water in the bowl is perfectly clear.

If the players ask about the shrine, ask them to roll a DC 15 Religion skill check. If they succeed, they identify the shrine as one dedicated to Gozreh, the god of nature and the fury of the ocean. If anyone casts *detect magic* in this chamber, they sense the presence of magic.

The water in the silver bowl is pure and clean, but it carries a touch of Gozreh's magic. Anyone who drinks from the bowl regains 1d8 Hit Points, but they must roll a DC 20 Fortitude save. If they fail, they feel the ocean's waves crash through their stomach, which makes them feel sick for the next hour. They take a –1 status penalty to all d20 rolls, their Armor Class, and spell DCs until the hour has passed. If they succeed at the Fortitude save, they feel the power of the ocean surge through them. In the next hour, they can call upon the ocean's might to fortify themself against harm. This power is a reaction that the hero can use when hit by a critical hit on an attack. This ability turns the critical success into an ordinary success (so the attack deals normal damage instead of double damage).

Each hero can get the bowl's benefits once per day; drinking a second time in a day has no effect. The bowl loses all of its magic if removed from this shrine, but can be sold for 5 gp.



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## 7 Abandoned Storeroom




This room has a small group of kobolds, small reptilian humanoids. Get four kobold warrior pawns and put them on the map near the cage. Read the following aloud.

This large room looks like it was once a storeroom for a building above. At the far side, you can make out what might have been a cage or cell at some point, but it is now full of crates and barrels. Four lizardlike creatures the size of human children are clustered around the door to the cell, trying to pry it open.

### KOBOLD FIGHT

These kobolds are so busy trying to pry open the cell that they don't notice the heroes enter, but the moment someone moves within 10 feet of any of the kobolds, they turn around, snarl, and attack—have everyone roll for initiative!

**EXPERIENCE POINTS**
For defeating the kobolds, award each hero 80 XP.

### Flanking

The kobolds here are cunning foes, using tactics and special abilities (shown in their stat block below) to gain an edge. When moving, the kobolds try to **flank** the heroes, standing on opposite sides of a single hero. A hero who is flanked has the flat-footed condition (giving it a –2 circumstance penalty to AC) to all attacks made by the flanking kobolds.

The kobolds have a special ability called sneak attack that lets them deal an extra 1d4 damage each time they hit a hero with the flat-footed condition. A hero can stop being flanked on their turn by moving away from the kobolds, or if one of the kobolds is reduced to 0 Hit Points.

### KOBOLD WARRIORS (4)

**Perception** +3; darkvision
**Items** dried fish, leather armor, spear (3)
**AC** 16; **Fort** +4, **Ref** +7, **Will** +3
**HP** 8
**Stride** ❖ 25 feet
**Melee Strike** ❖ spear +3, **Damage** 1d6+1 piercing
**Ranged Strike** ❖ spear +5 (thrown 20 feet), **Damage** 1d6+1 piercing
**Hurried Retreat** ❖ If the kobold is adjacent to at least one enemy, the kobold Strides up to 30 feet and gains a +2 circumstance bonus to AC against reactions to this movement. It must end this movement in a space that's not adjacent to any enemy.
**Sneak Attack** The kobold warrior deals an extra 1d4 damage to creatures that have the flat-footed condition.

### LOCKED STORAGE

After the fight, the heroes can examine their foes. Some of the kobolds are carrying dried fish stolen from the fishery—clearly they were involved in the thefts, but more fish are missing than can be explained by four kobolds.

The treasure in this room is in the locked steel cell. The heroes can open this cell in either of two ways. They can use a set of thieves' tools to roll a DC 15 Thievery skill check to pick the lock—it opens on a success! Alternatively, they can force open the door, which requires a successful DC 25 Athletics skill check. Inside the cell is a pile of old crates and a few barrels. While most of these contain long-spoiled food and stained cloth, one of them contains a small pile of treasure: 200 sp, a gold ring worth 5 gp, and a beautiful *+1 shortsword*—a magic weapon! The hero using this weapon increases their bonus to attack rolls by 1!





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## 8 Trapped Hallway

This short hallway contains a simple trap. When the heroes enter this hallway, read the following aloud.

This short hallway has smooth walls of worked stone with a door at either end, though the door at the far end is closed. The floor is tiled with large, square stone tiles.

### Simple Trap

This hallway contains a simple trap that drops stone blocks onto heroes who don't watch their step!

When the heroes first enter this hallway, ask each player to roll a Perception check. If anyone gets a 20 or higher, they notice something strange about the square closest to the northern door, as though the floor tile were a little loose, and suspect that it might be trapped. If they know the trap is there, a hero can roll a DC 18 Thievery skill check to Disable a Device, either by jamming the floor tile or by bracing the ceiling. If they succeed, they disarm the trap and the heroes can move through the hallway normally. If they fail, they can keep trying until they manage to disable the trap—but if they critically fail, the trap goes off and the ceiling falls on them!

If no one notices the trap, its reaction happens the first time a hero steps on the trigger: the square closest to the north door. When triggered, the trap drops stone blocks from the ceiling onto the heroes, making one Ranged Strike against each hero in the hallway. If any of these Strikes are critical hits, they deal double damage, just like any Strike. Afterwards, the trap poses no further harm, and the heroes can continue their exploration.




**Experience Points**

Whether the heroes disable the trap or simply endure the damage it deals, award them each 8 XP.

### Falling Ceiling

**Notice** DC 20 Perception check

**Disable** A hero must succeed at a DC 18 Thievery check on the triggering square or the ceiling to prevent the stone blocks from falling.

**Falling Stones** ↻ When a creature steps on the square closest to the north door, the trap drops blocks of stone all along the hallway. It makes one ranged Strike against each creature between the two doors.

**Ranged Strike** falling block +8, **Damage** 1d8 bludgeoning

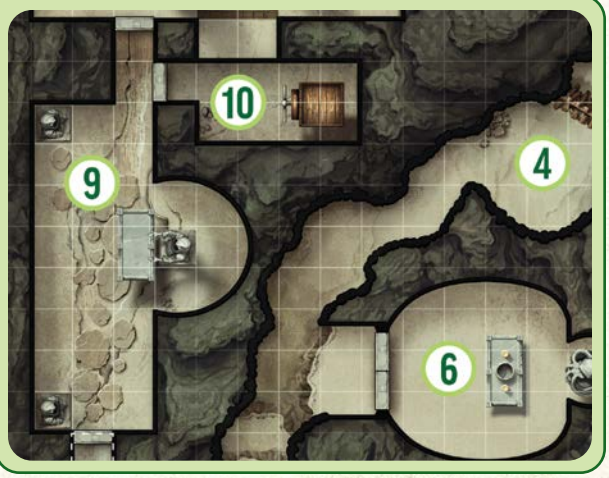
## 9 Gold Puzzle

This chamber contains a puzzle. If the heroes solve the puzzle, they can gain extra treasure and make their explorations safer! Read the following aloud when the heroes enter this room.

The door to this chamber silently glides open to reveal a long room. Two stone statues of priests stand in the corners along one side of the room, facing a towering statue of a man holding out both of his hands, palms up. In front of this statue is a stone altar holding nine golden coins. A voice booms out from the statue.

"In my hands I judge the value of all wealth, raising up whichever is greater. One of these coins is a deception. Find it using only two judgments and receive my blessing."

Players curious about the statue can attempt a DC 10 Religion skill check. On a success, they know the statue depicts Abadar, the god of wealth and civilization.




**Experience Points**

Not all challenges are dangerous! If the heroes solve the puzzle, award them each 80 XP.

### The Puzzle

The statue and the coins represent a puzzle. The challenge here is to identify which of the coins is fake. All of them look identical and they all weigh exactly the same, but the fake coin is worth less than the others. Explain to the players that when the heroes place coins in the statue's hands, it will raise the hand that has a higher value. So if the heroes



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put four coins in each hand and the right hand contains the fake, the statue will raise the left hand. After two attempts, the statue asks the heroes to identify the fake.

If they fail to identify the fake coin, all the coins vanish and reappear in a random order atop the altar. If the coins are taken from the altar and not placed in the hands, they also vanish and the puzzle resets. Any real coins added to the puzzle vanish immediately, added to the vault in **Area 10**. The heroes can try again as many times as they'd like. Failing to solve this puzzle doesn't prevent the heroes from completing the adventure, but it does make the next combat a bit more challenging because of the trap in **Area 11**.

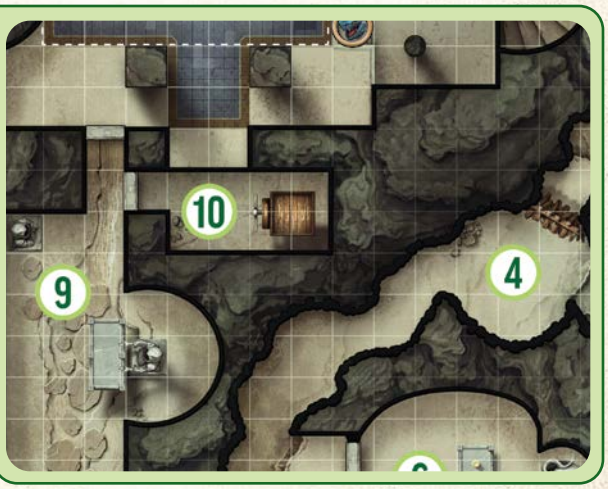
If they succeed, the real coins fall to the floor and the heroes can take them as treasure (each is worth 1 gp), while the fake coin turns to lead. In addition, the door to **Area 10** slowly swings open, which gives the heroes access to Abadar's treasure and allows them to adjust the traps in **Area 11** to work in their favor.

When running this puzzle for the players, tell the players they must decide how they want to weigh coins numbered 1 through 9, and secretly pick which number represents the fake coin. If they fail to identify the fake coin and decide to try again, pick a new number (since the puzzle resets). The players might accidentally pick the fake coin without solving the puzzle, and that's okay—adventurers get lucky sometimes! To make this puzzle simpler, you might want to provide props, like pieces of paper with a coin drawn on each one, numbered 1 through 9.

### The Solution

The trick to solving the puzzle is to split the coins into three groups of three coins each. By placing one group of three in each hand and leaving the third group on the altar, the players can determine which group contains the fake coin. If one hand rises, the other hand contains the fake. If neither rises, then the fake is in the three coins that were left on the altar. The heroes then need to repeat this process with the group containing the fake, by placing one coin in each hand and leaving the third on the altar. If one hand rises, the coin in the other hand is the fake. If neither rises, the coin on the altar is the fake.

## 10 Abadar's Vault




The door leading into this chamber is made from stone, making it impossible to break or force open. The only way to open this door is to solve the puzzle in **Area 9**. If the players accomplished this feat, the door is open. In that case, read the following aloud.

This small chamber contains an old wooden chest emblazoned with the symbol of a key. Behind the chest is a massive contraption of gears and pulleys that looks like the inner workings of some unseen device.

This chamber holds the blessings of Abadar and the control mechanism for the traps in **Area 11**.

Although the room is dark when the heroes first enter, they can see tiny shafts of light coming from the wall on the north side. Tiny holes in the wall allow them to peek into **Area 11**. On the far side of this area is a kobold, standing watch. If the heroes listen, they can hear fragments of a quiet conversation between a few other kobolds, out of sight, talking about "the boss's new pet" and plans for "the town above."

### Abadar's Blessings

The unlocked chest contains the blessing of Abadar. Inside is a pile of coins, a rolled-up piece of parchment, and a small glass box containing a single emerald. The coins consist of 214 cp, 22 sp, and 3 gp, plus any coins that the heroes lost to the puzzle in **Area 9**.

The piece of parchment is a *scroll of magic missile*. A wizard can use this scroll to cast the spell *magic missile* without expending a spell slot or even having it prepared. Once used, the scroll crumbles to dust.

**Experience Points**

Sometimes the heroes might earn XP for taking actions to make things easier later on. If the heroes find the lever and set it to activate the trap, give them each 30 XP for their accomplishment.

The heroes can sell the emerald for 20 gp.

### Control Mechanism

If a hero examines the chest, they notice a lever protruding from the back of it. Have them roll a DC 15 Crafting check. If the hero succeeds, they realize that this mechanism controls a trap hidden in **Area 11**, though from here they can't tell precisely how the trap is triggered or what it does.

The lever is currently set to the "disarmed" position. If the heroes set it to the "active" position, the trap in **Area 11** activates.



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## 11 Kobolds and Traps

This chamber holds more of the scaly lizard-people called kobolds, plus a pair of deadly traps. You need pawns for two kobold warriors and the kobold trapmaster. When the heroes enter this room, read the following aloud.

The door opens with a creak, revealing a massive chamber that looks like an audience hall. On the far side, a broad set of stairs leads up to where a throne might once have been. Pillars support the high ceiling, and the ruined tatters of once decorative banners still hang from them. A decorative tile pattern centered in the middle of the room shows through the grim coating the floor.




**Experience Points**

For overcoming the kobolds and the hazards in this room, give each hero 136 XP.

### Deadly Traps

This encounter includes two different kinds of traps that might attack the characters—or the kobolds! The first time a hero moves next to a trapped area, have them roll a Perception check. If their total is higher than the DC in the Notice entry for that trap, the hero notices the trap and can avoid that area.

If they know the trap's location, a hero next to a trapped area can spend 2 actions to roll a Thievery check to disable that hazard. The DC of this check is listed in the trap's Disable entry. Remember, if they critically fail, the trap goes off!

#### Central Spears

The first trap in this chamber is the central spears trap. This trap is active only if the heroes set the lever in **Area 10** to "active." Otherwise, it has no effect.

This trap affects part of the floor in this chamber. If the trap is active, the first creature to step on a floor tile in the white-outlined area triggers the trap—and it's most likely the kobolds, who don't realize the heroes have activated the trap! The trap shoots spears from the western wall, making a ranged Strike against the first creature in each row. Unlike the earlier trap, this trap has a Reset entry—if it's not disabled, it resets after 1 minute and fires again the next time a creature moves in the outlined area.

**CENTRAL SPEARS** **HAZARD 1**

**Notice** DC 20 Perception check

**Disable** A hero must succeed at a DC 18 Thievery check on the triggering floor tiles or the wall sockets in the western wall.

**Spear Barrage** ↷ When a creature moves into any of the squares in the outlined area, the trap shoots three spears from the western wall. It makes one ranged Strike against the westernmost creature in each row.

**Ranged Strike** spear +10, **Damage** 1d8+4 piercing

**Reset** The central spears reset after 1 minute.

#### Trapmaster's Snares

The kobold trapmaster also has traps of her own—snares she can set up as mobile traps. She sets them on the three squares located at the top of the stairs just to the east of the outlined area. Once set up, these snares can be disarmed, but they can't be reused—once they go off, they're no longer a threat. For more details on how these traps work, see the Spike Trap entry in the kobold trapmaster's stat block (page 15).

### Kobold Fight

Two kobold warriors are stationed here, along with a kobold trapmaster. All three kobolds have orders to make sure that no one reaches the kobold lair below.

The kobolds hear the door creak as it opens, so as soon as the heroes enter the room, the kobolds are ready to fight. Roll initiative (using Perception) for the kobold warriors and the trapmaster separately.

The two warriors start the combat at either side of the spiral staircase leading down, but they move to block the stairs at the start of their first turn. If the heroes activated the central spears trap using the control mechanism in **Area 10**, the kobolds set off that trap the moment they move into the outlined area to block the stairs. See Central Spears above for more information.

The kobold trapmaster stays where she is, spending all of her actions to lay down small spike traps. If she puts down all three of her spike traps, she then uses her spears to attack the heroes from afar until they approach.

**KOBOLD WARRIORS (3)**

**Perception** +3; darkvision

**Items** dried fish, leather armor, spears (3)

**AC** 16; **Fort** +4, **Ref** +7, **Will** +3

**HP** 8

**Stride** ❖ 25 feet

**Melee Strike** ❖ spear +3, **Damage** 1d6+1 piercing

**Ranged Strike** ❖ spear +5 (thrown 20 feet), **Damage** 1d6+1 piercing

**Hurried Retreat** ❖ If the kobold is adjacent to at least one



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enemy, the kobold Strides up to 30 feet and gains a +2 circumstance bonus to AC against reactions triggered by this movement. They must end this movement in a space that's not adjacent to any enemy.

**Sneak Attack** The kobold warrior deals an extra 1d4 damage to creatures that have the flat-footed condition.

### KOBOLD TRAPMASTER

**Perception** +6; darkvision

**Items** eggshell necklace, leather armor, shortsword, spear (3), spike trap (3)

**AC** 19; **Fort** +7, **Ref** +10, **Will** +5

**HP** 28

**Stride** ❖ 25 feet

**Melee Strike** ❖ shortsword +8 (agile, finesse, versatile S), **Damage** 1d6 piercing

**Ranged Strike** ❖ spear +10 (thrown 20 feet), **Damage** 1d6 piercing

**Hurried Retreat** ❖ If the kobold is adjacent to at least one enemy, the kobold Strides up to 30 feet and gains a +2 circumstance bonus to AC against reactions triggered by this movement. They must end this movement in a space that's not adjacent to any enemy.

**Quick Trap** ❖❖❖ The kobold trapmaster deploys one spike trap in an adjacent square.

**Sneak Attack** The kobold trapmaster deals an extra 1d6 damage to creatures that have the flat-footed condition.

**Spike Trap** Once this trap is deployed in a square, it deals 2d8 piercing damage to anyone who steps on that square and they must attempt a DC 17 basic Reflex saving throw. A hero takes no damage on a critical success, half damage on a success, full damage on a failure, and double damage on a critical failure.

## STRANGE JEWELRY

After defeating the kobolds, the players can examine their fallen foes. The kobolds' gear is listed in their stat blocks.

The kobold trapmaster is wearing a special necklace: a simple copper chain and a cracked piece of a large eggshell. The shell is ivory in color, but it has strange green veins running through it. This piece is only about 3 inches across, but the egg it came from must have been at least 2 feet wide. Even if the heroes take this piece back to town, no one can identify what sort of creature would lay such a massive egg, although Tamily speculates that it might have come from a giant turtle or another reptile. The heroes have the chance to learn more about this strange egg later in the dungeon.

## GOING DOWN?

After defeating the kobolds, the heroes can take their belongings (noted in each creature's stat block). The heroes won't find other treasure in the room, but there's another exit: the spiral staircase in the back of the room descends even deeper into the earth.

This is a great time for the heroes to rest and regain their spells and Hit Points before pressing onward. You should remind them of this option and encourage them to head back up to Otari to report what they discovered. They can also use this time to sell any treasure they've found and purchase additional gear.

If the heroes report to Tamily Tanderveil about the scaly creatures creeping around the caverns, she's shaken by the story of what they found underneath her fishery, and she implores the heroes to press on to put an end to this menace. She can identify the creatures as kobolds, small reptilian humanoids related to dragons who live in small tribes and have a fondness for traps. She also notes the amount of fish that has gone missing is far greater than what could have been eaten by a handful of kobolds. Tamily is worried that there's something far hungrier beneath the city, and she shares her concern with the heroes.

If the players have had a particularly hard time with the adventure thus far, you can also use this opportunity to give them a bit of help. Tamily has a pair of *potions of healing* stored away in case of emergency. A hero who drinks one of these potions immediately regains 1d8 Hit Points. Tamily gladly gives both potions to the heroes if they agree to continue their exploration.

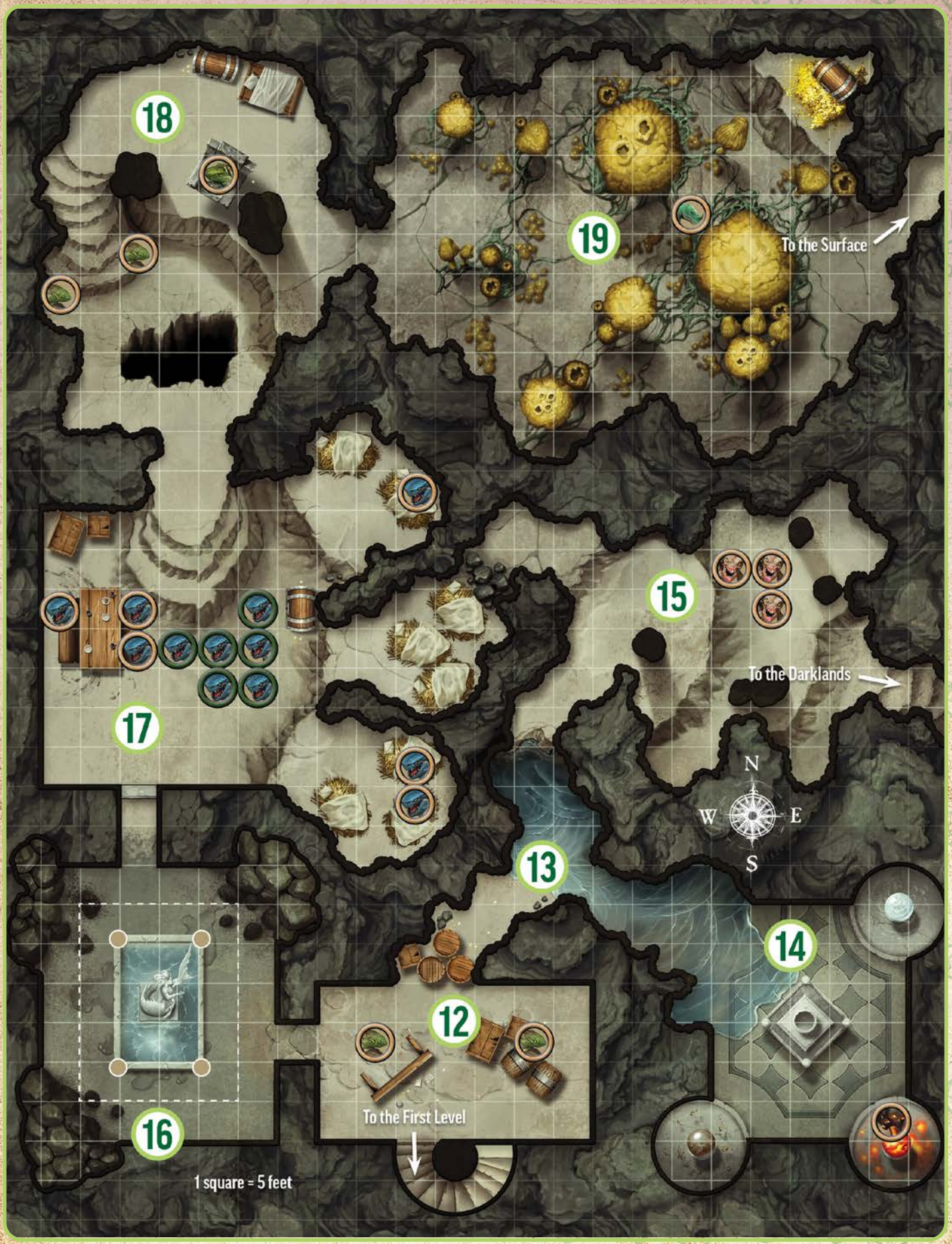




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# Second Level

The challenges in the second level of the dungeon are more dangerous than those in the first level. In their explorations of this level, the players will learn the truth behind the missing fish. A band of kobolds under the city has recently hatched a green dragon wyrmling, and have been raiding the Otari Fishery to provide a steady diet for their growing charge. If the heroes don't defeat this menace, the dragon might grow up to spell doom for the town of Otari!

The players will have to use all their skills and abilities if they hope to defeat the kobolds—and the dragon. As with the first level, unless noted otherwise, the chambers in this level aren't lit. The kobolds all have darkvision and have little need for light.

Flip over the map so the second level is face-up, and have the players each place their pawns on the staircase leading down.

## 12 Kobolds and Traps

The kobolds prepared this room to defend against any intruders and stationed two of their more capable guards to defend this place. Grab two kobold scout pawns from the box, but don't put them on the map yet. When the heroes descend the spiral staircase, read the following aloud.

The stairs spiral down deep into the earth before ending in a chamber that looks like it's been prepared specifically to defend against intruders. On one side of the room, a table has been turned on its side to provide cover, while on the other, crates and barrels have been piled up to create a second barrier.

The kobold scouts begin this encounter hidden. Ask each player to tell you their Perception DC: their Perception + 10. Then roll a d20 and add the kobolds' Stealth. If the total is equal to or higher than the highest Perception DC from the heroes, the heroes don't notice the kobolds before they attack—the room looks like it's empty! Don't put the pawns on the map until the kobolds attack or they move out from behind their barricades, or until a hero moves around the barricades enough to see a hiding kobold. But if any hero's Perception DC is higher than the total of the kobold's Stealth check, the kobolds are spotted! Put the pawns on the map.

Either way, ask the players to roll initiative (using Perception unless a hero was hiding). Use the total from the kobolds' Stealth check for their initiative. If any heroes have their turn before the kobolds but the kobolds successfully hid themselves, the heroes know there are foes nearby, but they don't know where—they'll have to Seek to find their enemies.

If a kobold's turn starts while they're hidden, they fire their crossbow at a hero. That character has the flat-footed condition against the attack, which gives them a –2 status penalty to AC and allows the kobold to deal extra damage from their sneak attack ability. After this ranged Strike, the kobold is no longer hidden (set the pawns on the map if you haven't already), and the fight proceeds normally.

### Kobold Scouts (2)

**Perception** +8; darkvision
**Skills** Acrobatics +7, Crafting +3, Nature +6, Stealth +7, Survival +6
**Items** crossbow (20 bolts), eggshell necklace, leather armor, shortsword

**AC** 18; **Fort** +5, **Ref** +9, **Will** +6
**HP** 16




**Experience Points**
For overcoming the kobolds in this room, award each hero 80 XP.

**Stride** ❖ 25 feet
**Melee Strike** ❖ shortsword +9 (agile, finesse, versatile S), **Damage** 1d6 piercing
**Ranged Strike** ❖ crossbow +9 (range increment 120 feet, reload 1), **Damage** 1d8 piercing
**Hurried Retreat** ❖ If the kobold is adjacent to at least one enemy, the kobold Strides up to 30 feet and gains a +2 circumstance bonus to AC against reactions triggered by this movement. They must end this movement in a space that's not adjacent to any enemy.
**Sneak Attack** The kobold scout deals an extra 1d6 damage to creatures that have the flat-footed condition.

### Smelly Barricade

There is a makeshift barricade in the back of this room. If the heroes examine this barricade, ask for a Perception check. If the total is 10 or higher, they notice a foul stench coming from the passage behind the barricade—like rotten fish and sweat. If the total is 20 or higher, they also hear a faint sound of dripping water coming from somewhere in the distance.

If the heroes take this barricade apart, ask them if they tear it down or carefully disassemble it—just like in **Area 4**. The creatures in the other rooms are too far away to hear any noise the heroes make, but the heroes have no way of knowing that!

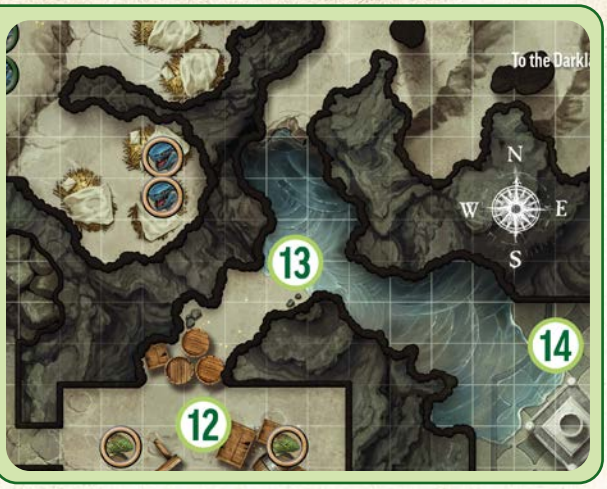


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## 13 Soggy Crossroads




This intersection offers the heroes a choice of which way they'd like to go first.

Beyond the barricade, the passageway meanders briefly. The floor descends slightly and soon becomes flooded by a shallow pool of water. The water appears to be flowing out of a passageway to the right, and a shimmering blue light in that direction reflects off of the water there. The main passageway continues to the left, over the slight depression in the floor where the water has pooled. An overpowering stench drifts from around a bend.

The light coming from **Area 14** shimmers and fades, as if it were a reflection off the water. If the players stop to study it for a while, they notice faint glimmers of firelight in the reflections, but these seem further away. Heroes who stop to listen here also note a faint growling noise coming from further up the main passageway (**Area 15**).

## 14 Elements of Chaos




This chamber holds a cinder rat, a creature of pure elemental fire. Get the cinder rat pawn from the box. When the heroes enter the room, read the following aloud.

On the far side of the puddle of water is a strange chamber, crackling with magical energy. Pulsing orbs float in three of the four corners of this room. The orb in the southwest is made of brown earth and stone, whereas the one in the northeast looks to be made of glass, and is filled with a swirling cloud. The orb in the far corner holds a roaring flame; opposite that orb are shattered remains and the water that flows down the passageway to the northwest.

While the heroes might want to learn more about this room, they must first deal with the creature trapped here: an elemental made of pure fire that emerges from the fire orb as soon as the heroes enter.

**Experience Points**

If the heroes encounter and defeat the cinder rat, award each hero 80 XP.

### Cinder Rat

The magic in this room summoned a small elemental creature that looks just like a rat, made up entirely of burning coal and smoldering flame. It can't go into the water, so it's trapped here and spends most of its time hiding within the fire orb. As soon as the first character passes through the water into this room, the fiery orb shatters and the cinder rat attacks. Have the players roll for initiative while you place the cinder rat pawn on the map and roll Perception for its initiative.

### Smoke and Concealed Creatures

The cinder rat emits a cloud of smoke around itself. This gives it the concealed condition, making it hard to hit with attacks. Whenever a hero attempts a spell attack roll or Strikes the rat, first ask the player to roll a **flat check**—a d20 roll with nothing added. If the die comes up with a 5 or higher, the hero can attack normally. If the roll is a 4 or less, the attack misses.

The smoke also chokes nearby creatures. Anyone next to the rat must roll a Fortitude save against a DC of 22. If they fail, they choke and take a –1 status penalty to all d20 rolls, AC, and DCs for 1 round.

### Persistent Damage

Whenever the cinder rat hits a hero, that hero catches on fire! This deals **persistent damage**, a special type of damage that doesn't happen right away. Instead, that hero takes 1d4 fire damage at the end of their turn (not the rat's turn). The hero can then attempt a flat check (roll a d20 without adding anything) to see if the fire goes out—if the result is a 15 or higher, the flames are extinguished! If not, they'll take the damage again at



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the end of their next turn (rolling 1d4 each time they take this damage), and then roll a new flat check. This happens at the end of every turn until the fire goes out.

There are other actions a hero can use to put out the fire. A hero can spend an action to pat out the flames. If they do, they can roll a flat check right away, before they take the damage, as described above. A hero might also think to go jump in the puddle of water. If they drop to the ground in a square filled with water (gaining the prone condition), the flames go out automatically.

### ELEMENTAL, CINDER RAT

**Perception** +9; darkvision, smoke vision
**Skills** Acrobatics +10, Stealth +10, Survival +9
**Smoke Vision** The cinder rat ignores the concealed condition from smoke.

**AC** 18; **Fort** +9, **Ref** +12, **Will** +6
**HP** 45; **Immunities** bleed, fire, poison, sleep; **Weaknesses** cold 5
**Fetid Fumes** A cloud of smoke surrounds a cinder rat. All creatures within 5 feet, including the cinder rat, gain the concealed condition from this smoke. A creature that comes within 5 feet of the cinder rat or begins its turn within 5 feet must succeed at a DC 22 Fortitude save or take a –1 status penalty to all checks and DCs for 1 round.

**Stride** ❖ 40 feet
**Melee Strike** ❖ jaws +10 (finesse), **Damage** 1d8+4 fire plus 1d4 persistent fire

### ELEMENTAL AID

After the fight with the rat, the heroes can investigate the other two orbs. Both are intact and appear to be relatively stable. If anyone casts *detect magic* in this chamber, they sense the presence of magic.

The air orb is filled with a swirling cloud. If anyone touches it, a rush of wind fills the room, carrying a voice like a whisper. It says, "Call upon the wind to gain my blessing and soar through the sky." This gives the heroes a special ability they can each use once within the next 24 hours. By spending 1 action to call upon the wind, that hero can fly for their next action, moving up to 40 feet. They have to end the movement on solid ground—if they don't, they fall and take bludgeoning damage equal to half the distance they fell.

If the heroes touch the earth orb, they hear grinding and grumbling, like boulders falling down a hill. In this cacophony, they hear another voice that says, "Call upon the earth to gain its strength." The heroes gain a second ability they can each use once within the next 24 hours. If a hero spends an action to call upon the earth, all their melee Strikes deal 2 extra damage from a sudden surge of strength. This bonus lasts until the start of the hero's next turn.

The orb's magical effects happen only once. If the players come back here again, the orbs are silent and don't offer any benefits.



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## 15 Xulgath Cave

This chamber is the den of a trio of xulgaths, which are smelly reptilian humanoids. Get three xulgath warrior pawns from the box and set them together in the center of the cavern. Read the following aloud.

There is an overpowering stench in this chamber, like rotten fish mixed with oily sweat. The warm, humid air only adds to the foul atmosphere. Unlike the previous chambers, this one appears to be a natural cavern, dotted with limestone stalactites and stalagmites, making it hard to see where the room ends.

The horrid stench in this room comes from the xulgaths and can make other creatures sick. Have each player roll a Fortitude save as soon as they enter the room. Anyone who gets a 19 or better can ignore the smell. A hero who fails this saving throw gets sick and takes a –1 status penalty to all their d20 rolls and DCs (including their Armor Class) until they spend an action to retch.

### Surprised Xulgaths

The reptilian creatures in the center of the room are xulgaths, reptilian humanoids who dwell underground in large family groups called clutches, fighting others for territory and resources. They're known for their aggressive nature and their horrid stench—which they're immune to.

These three xulgaths are bickering with each other over a piece of meat and haven't noticed the heroes. Ask the players to roll for initiative while you roll Perception for the xulgaths' initiative.

The xulgaths start off combat seated without their weapons drawn. Until they spend an action to Stand, they're flat-footed (taking a –2 circumstance penalty to their Armor Class). They also have to spend an action to draw their clubs before they can attack. Once they've stood and drawn their clubs, the xulgaths move forward to attack with whatever actions they have left. The xulgaths fight until slain.

### Xulgath Warriors (3)

**Perception** +6; darkvision
**Skills** Athletics +7, Stealth +5
**Items** club, javelin (3)

**AC** 16; **Fort** +8, **Ref** +7, **Will** +4
**HP** 21

**Stench** A creature that comes within 30 feet of the xulgath and can smell the xulgath must attempt a DC 19 Fortitude save. On a failure, the creature takes a –1 status penalty to all checks and DCs until it uses an action to retch. A creature that succeeds at its saving throw isn't affected by any xulgaths' stenches for 1 minute.

**Stride** ❖ 25 feet
**Melee Strike** ❖ club +9, **Damage** 1d6+4 bludgeoning
**Ranged Strike** ❖ javelin +7 (thrown 30 feet), **Damage** 1d6+4 piercing




**Experience Points**

If the heroes defeat the xulgaths in this room, award each hero 120 XP.

### After the Fight

After the fight, the heroes can check whether the xulgaths have any treasure. If they do, they find a small bag tied to the waist of one of the foul creatures. Inside the leather pouch is a handful of strange coins, minted in some faraway kingdom deep underground—the coins show a tower inside a cave on one side and a sinister-looking elf's head on the other. These coins amount to 38 sp and 4 gp.

### Passage into Darkness

Two passages lead out of this room, other than the way the heroes came in. One leads off the map, heading steadily down, deep into the earth. This tunnel leads into the Darklands, a vast subterranean realm deep underground filled with all sorts of deadly creatures and sinister monsters. This is where the xulgaths came from, but it's beyond the scope of this adventure.

If the heroes travel down this way, tell them that after an hour of travel, they see no sign of the creatures that broke into the fishery and should probably turn back before getting hopelessly lost. The Darklands are for more experienced adventurers, and the players should explore the surface more before delving into these lightless realms.

The other passageway exiting this room looks like it was dug recently. This tunnel curves up and around before ending in a thin wall of loose stones and dirt. A tiny hole in the wall allows creatures to look into the room beyond (**Area 17**). If a hero peeks through the wall, they can see the kobolds in that area going about their daily routines. If they spend time listening to the kobolds' chatter, the heroes overhear a few phrases, including "when we stole the egg" and "more fish for the pet." A hero who wants to break open this wall can attempt a DC 20 Athletics check. On a success, they break down the wall! On a failure, the wall remains intact, and the kobolds in **Area 17** notice the sound and prepare for a fight.



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## 16 Mermaid Fountain

This chamber contains a devious trap. When the heroes enter this area, read the following aloud.

While much of this rectangular chamber is in ruins, the center contains a fountain of pristine water with something glittering at the bottom. In the middle of the fountain is a marble statue of a mermaid, her lips pursed as if she were about to blow a kiss, or maybe whistle. Each corner of the pool has some sort of mechanism embedded in the stones, but the one in the southwest corner appears to be smashed.

### FOUNTAIN TRAP

The mermaid statue in the center of the room is the center of a devious trap. When the heroes enter the room, ask each player to roll a Perception check—roll a d20 and add their Perception. Write down these results, because you'll also use them to determine the heroes' initiative.

If anyone's total is 20 or higher, they notice the trap before setting it off. If not, the heroes don't notice anything unusual. They can act normally—but if anyone steps on any of the tiles adjacent to the pool, the trap goes off!

This trap is complex, which means it works like a monster. If the heroes trigger the trap, use the Perception results you wrote down before to determine their initiative. The fountain rolls Stealth for its initiative.

On its turn, the statue in the middle of the fountain spins around, shooting a stream of high-pressure water from its mouth. The exact effects are different each round and target random parts of the room. The trap's Routine entry describes how this works.

#### Overcoming the Trap

The heroes can overcome this trap in a variety of ways. If someone notices it before it goes off and everyone avoids the squares adjacent to the fountain, they can safely bypass the trap.

Once the trap goes off, the heroes can try to disable the control mechanisms located at each corner of the pool. If any of these stones are still active, the trap continues to act on its turn, but fortunately for the heroes, the mechanism in the southwest corner has already been destroyed (leaving only those in the other three corners to deactivate). To deactivate a mechanism, a hero must stand in an adjacent square and spend 2 actions to attempt a DC 20 Thievery skill check. On a success, that mechanism is disabled.

The heroes can also physically destroy the three remaining mechanisms by attacking them individually (using the AC and Hit Points in the trap's stat block). The fountain, being made of stone, has **Hardness**. Each time a hero hits a mechanism, subtract this number from the damage roll before reducing the mechanism's Hit Points.

Once there are no functioning mechanisms left, whether the heroes have disabled or destroyed them, the trap stops working, and the heroes can continue their exploration.




**Experience Points**

If they heroes bypass the fountain, disable it, or destroy it, award each hero 80 XP.

### MERMAID FOUNTAIN

**Notice** DC 20 Perception check
**Initiative** Stealth +10
**Disable** DC 20 Thievery on each corner mechanism (must disable all three working corners to disable the trap)

**AC** 18; **Fort** +7, **Ref** +5
**Corner Mechanism Hardness** 8; **Corner Mechanism HP** 15
**Routine** Each turn, the fountain uses 1 action. Roll a d10 and look up the result on the following list to determine which action it uses that round.

- **1–4 Single Target** The statue spins about and sprays water at a single random target in the room. Roll a d4 and count to the number you rolled, starting with the player on your left, to determine which hero gets attacked. The spray is a ranged Strike with +10 to hit. On a hit, it deals 2d6 bludgeoning damage (doubled on a critical hit as normal).
- **5–7 Corner Spray** The statue spins about, firing a spray of water at each corner of the room that still has a functioning corner mechanism. This hits any creature adjacent to the corner mechanism, dealing 2d6 bludgeoning damage. Each hero must attempt a DC 15 basic Reflex save, taking no damage on a critical success, half damage on a success, full damage on a failure, and double damage on a critical failure.
- **8–9 Half Room** The statue spins about, spraying half of the room with water. Roll any die. If the result is even, it sprays the west half; otherwise, it sprays the east half. This deals 2d6 bludgeoning damage to each creature in that half of the room, and each hero must attempt a DC 15 basic Reflex save.
- **10 Full Room** This works just like the half-room attack, but it targets everyone in the room.

### LOOTING THE FOUNTAIN

Once the trap is deactivated, a hero can easily climb into the fountain and get the coins. The water is only 1 foot deep, and while it's very cold, it's not dangerous. Inside the fountain are 28 cp, 8 sp, and 2 gp.



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## 17 Kobold Warren

This chamber houses the majority of the kobold band dwelling here. Get six kobold warrior pawns from the box. When the heroes enter the room, read the following aloud.

As the door opens, the smell of rotten fish and mold wafts out. On the west side of this vast room is a large table with benches on either side. Old food scraps, dirty knives, and broken plates cover the table. Off to the east side, burrows have been dug into the wall to make small sleeping chambers filled with straw mats. This must be the kobolds' warren!




### Experience Points

For overcoming the kobolds in this room, award each hero 120 XP. Note that the heroes can earn additional XP depending on how they handle the last remaining kobold.

### Kobold Fight

The kobolds beneath Otari have claimed this chamber as their home. Six of them are here, but their exact location depends on the heroes' actions in other areas. If the heroes made lots of noise breaking through the wall between this area and the xulgath den (**Area 15**) or by destroying the mechanisms for the mermaid fountain trap (**Area 16**), place all six of the kobolds in the center of the room, ready to attack, as shown on the map by the kobolds with gray outlines. If the heroes were quiet, the kobolds are relaxing when the heroes enter. Place three of them at the table, and put the other three in the sleeping alcoves, as shown on the map by the kobolds with orange outlines.

Wherever the kobolds are, they're not happy about having visitors. They spring to attack! Ask each player to roll initiative, and roll Perception once to determine when the kobolds get their turn.



Though the kobolds all take their turns at the same time, they don't focus on any one character. Pairs of kobolds might try to flank one hero to use their sneak attack, while others use the unconventional tactics described below.

While fighting the heroes, the kobolds boast of their mighty lineage and combined power, assuring the "soft-skin" heroes that they'll surely come to regret trespassing into the kobolds' domain. However, they remain just as cowardly as the kobolds the heroes have already defeated in these caverns.

Unlike all the foes the heroes have faced so far, the last remaining kobold tries to surrender.

### Unconventional Tactics

These kobolds use tactics in their fight, such as attempting to flank the heroes whenever possible. Since this is their home, they have a few other tricks they can use against the heroes. Use these throughout the fight to add variety and keep the players on their toes!

**Bed Cover:** A kobold in one of the sleeping chambers can spend 1 action to pull a sleeping mat off the floor and hide behind it. Doing so grants the kobold a +1 circumstance bonus to its AC until they move or the start of their next turn.

**Food Fight:** A kobold adjacent to the table can spend 1 action to pick up a scrap of rotting meat and throw it at a hero within 20 feet. This is a ranged Strike with a +5 to hit. If the Strike hits, it doesn't deal damage. Instead, the hero takes a –1 status penalty to d20 rolls and DCs until they spend an action to clean the gross food off.

**Oil Attack:** The chest between two of the sleeping alcoves contains, among other things, three jars of slippery oil. A kobold must spend an action to open the chest before they can use the oil stored inside. Once the chest is open, a kobold next to it can spend 1 action to pick up and throw



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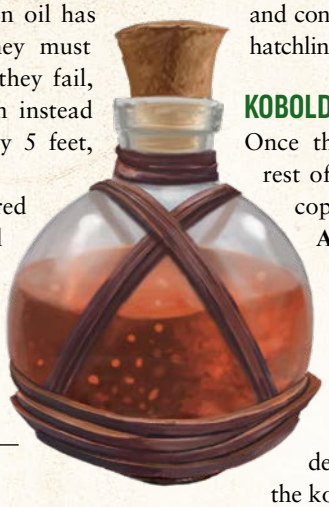
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one of these jars of oil. This is a ranged Strike with a +5 to hit. If it hits a hero, that hero and the square they're in are coated in slippery oil. On a miss, the oil covers the ground but not the hero. The kobold can also throw the oil at an empty square to make just the square slippery.

For the rest of the fight, a hero covered in oil has trouble moving. Each time they Stride, they must attempt a DC 10 Acrobatics skill check. If they fail, they fall over and gain the prone condition instead of moving. The hero can Step, moving only 5 feet, without this check.

Anyone who moves through a square covered in oil must attempt a DC 10 Acrobatics skill check. If they fail, they stop moving and fall.



### KOBOLD WARRIORS (6)

**Perception** +3; darkvision
**Skills** Acrobatics +5, Crafting +2, Stealth +5
**Items** leather armor, spear (3)

**AC** 16; **Fort** +4, **Ref** +7, **Will** +3
**HP** 8

**Stride** ❖ 25 feet
**Melee Strike** ❖ spear +3, **Damage** 1d6+1 piercing
**Ranged Strike** ❖ spear +5 (thrown 20 feet), **Damage** 1d6+1 piercing
**Hurried Retreat** ❖ If the kobold is adjacent to at least one enemy, the kobold Strides up to 30 feet and gains a +2 circumstance bonus to AC against reactions triggered by this movement. They must end this movement in a space that's not adjacent to any enemy.
**Sneak Attack** The kobold warrior deals an extra 1d4 damage to creatures that have the flat-footed condition.

### KOBOLD SURRENDER

When only one kobold remains, he immediately drops his weapons and surrenders to the heroes, begging and groveling for his life with a raspy, high-pitched voice. If the heroes spare the kobold, the creature promises to leave and never return, but he also quietly adds that he's willing to share secrets in exchange for gold.

The heroes have two options if they want to learn what the kobold knows. The first is to offer the kobold the gold he requests. If they give the kobold 10 gp, he shares what he knows about the boss, and if they give him 20 gp (total, not in addition), he also shares what he knows about the dragon.

But parting with their hard-earned wealth isn't the only solution. A hero can try to persuade the kobold to share what he knows by rolling a Diplomacy skill check, or they can bully the kobold with an Intimidation skill check. If a hero's total is 10 or more, they learn about the boss, and if their total is 20 or more, they learn about the dragon, too.

**About the Boss:** The kobold says the following about their warren's boss. "Boss Zolgran is the big leader of the mighty kobolds, and she has powerful magics to roast you alive! She's very angry all the time and demands much from her servants. Especially now that we have a powerful new friend!"

**About the Dragon:** The kobold says the following about the dragon. "The friend is a dragon and a blessing from the gods, a sign that kobolds are destined to return to the surface and conquer the pathetic human town. As soon as the hatchling is all grown, we'll rise up to take what is ours!"

### KOBOLD LOOT

Once the fight ends, the heroes can examine the rest of the warren. Each kobold here is wearing a copper-and-eggshell necklace like those found in **Area 12**.

In addition to the kobolds' gear, there's a chest filled with trinkets and collected valuables. It holds a bolt of fine silk cloth worth 5 gp, a painting of an adventurer on a horse worth 2 gp, a sack filled with 20 sp, a crystal decanter filled with old, sour wine (the decanter is worth 1 gp), 3 jars of oil (minus any the kobolds threw during the fight), a *ladder feather token* (page 53), and a *healing potion* (page 52).

### EXPERIENCE POINTS

If the heroes get the surrendered kobold to tell them about the boss, award each hero an additional 10 XP. If they get him to tell them about the dragon, increase this bonus to 30 XP instead.

### LEVEL UP!

If the heroes overcame all of the challenges through **Area 17**, they should have enough XP to gain a level! Going up to 2nd level gives each hero the boost of power they'll need to face the final two encounters against the kobold boss and the dragon! You might also encourage the party to rest at this point.

You can help the players level up their heroes by telling them the following information.

- Each hero increases their maximum Hit Points based on their class (6 for the wizard, 8 for the cleric and rogue, and 10 for the fighter). Everyone also gets to add their Constitution to their maximum Hit Points.
- For any statistic where a hero is trained or an expert, increase that statistic by 1. This includes AC, all three saving throws, Perception, many skills, spell DCs (for spellcasters), and attack rolls. Don't increase ability modifiers, damage rolls, or attacks and skills that the hero isn't trained or expert in.
- Each character gains new abilities from their class! Clerics and wizards also gain an additional 1st-level spell slot, allowing them to cast one more spell each day.

All of these details are summarized on the pregenerated character sheets, and further details can be found in the *Hero's Handbook*.



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## 18 Dragonkeeper

The kobolds' boss lives in this chamber, accompanied by two kobold scouts. Get those three pawns from the box. Place the boss on the throne, and put the two scouts at the bottom of the stairs. When the heroes enter the room, read the following aloud.

A gaping pit opens in the floor in the center of this large, natural chamber. On the far side, a ledge overlooks the entry. Atop this ledge is an ornate stone throne that looks entirely out of place for this room. A regal kobold wearing an oversized crown made of fish bones sits atop the throne. "Kill the intruders!" she snarls at the two kobold guards at the foot of the stairs.




### Experience Points

If the heroes defeat Zolgran and her guards, award each hero 100 XP. If the heroes are still level 1 when they defeat this encounter, they each gain a bonus of 40 XP due to the additional challenge.

Things have been rough for the band over the past few years, but their fortune changed when they got the chance to steal a dragon's egg! With the precious treasure spirited away to the kobold hideout, the boss, Zolgran, has devised grand plans for her band now that it has a dragon patron. After raising the dragon, she hopes to use the beast to subjugate the entire region and finally reclaim the town of Otari for her people. Fortunately for the citizens of Otari, the baby dragon isn't fully grown yet—but the new hatchling is always hungry. That's why the band moved into these caverns, and why they've been raiding the Otari Fishery. Without a steady supply of food, the young dragon might turn to having kobolds for a snack!



### The Pit

This pit in the center of this chamber is 20 feet deep. Heroes attempting to leap across the pit must spend 2 actions and attempt a DC 15 Athletics skill check. If they fail, they fall down into the pit, taking 10 damage. A hero in the pit has to climb out, which requires them to succeed at two DC 10 Athletics skill checks in a row.

### Fighting the Boss

The dragon isn't yet tame enough to do the boss's bidding, so the kobolds have kept the creature in a nearby mushroom cave, safely tucked away from rest of the band. Unfortunately for the heroes, the boss and her guards are more than dangerous enough on their own.

The two kobold scouts move to either side of the pit to block the heroes from getting to their boss, but they chase any hero who manages to get past them. Meanwhile, Zolgran assaults the groups using spells! The crafty kobold can cast spells just like a wizard. The spells she has prepared are listed in her stat block. A complete description of what these spells do can be found on page 36 of the *Hero's Handbook*.

On her first turn, she spends all 3 actions to cast *magic missile*. This spell fires three missiles, which she aims at the



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closest three heroes to deal 1d4+1 force damage each. If anyone gets past her guards, she casts *fear* on that hero, hoping to make them run away. If she runs out of 1st-level spells to cast, she casts *ray of frost*. Zolgran attacks with her staff only if she runs out of other options.

### KOBOLD SCOUTS (2)

**Perception** +8; darkvision
**Skills** Acrobatics +7, Crafting +3, Nature +6, Stealth +7, Survival +6
**Items** crossbow (20 bolts), eggshell necklace, leather armor, shortsword
**AC** 18; **Fort** +5, **Ref** +9, **Will** +6
**HP** 16
**Stride** ❖ 25 feet
**Melee Strike** ❖ shortsword +9 (agile, finesse, versatile S), **Damage** 1d6 piercing
**Ranged Strike** ❖ crossbow +9 (range increment 120 feet, reload 1), **Damage** 1d8 piercing
**Hurried Retreat** ❖ If the kobold is adjacent to at least one enemy, the kobold Strides up to 30 feet and gains a +2 circumstance bonus to AC against reactions triggered by this movement. They must end this movement in a space that's not adjacent to any enemy.
**Sneak Attack** The kobold scout deals an extra 1d6 damage to creatures that have the flat-footed condition.

### ZOLGRAN, KOBOLD BOSS

**Perception** +5; darkvision
**Skills** Arcana +6, Deception +8, Diplomacy +8, Dragon Lore +10, Intimidation +8, Stealth +7
**Str** –1, **Dex** +3, **Con** +0, **Int** +2, **Wis** +1, **Cha** +4
**Items** eggshell necklace, iron key, staff
**AC** 17; **Fort** +4, **Ref** +7, **Will** +7
**HP** 25; **Resistances** poison 5
**Stride** ❖ 25 feet
**Melee Strike** ❖ claw +7 (agile, finesse), **Damage** 1d6–1 slashing
**Melee Strike** ❖ staff +3, **Damage** 1d8–1 bludgeoning
**Spells** Zolgran can cast these wizard spells (spell DC 20, spell attack +12). **1st Level** *fear*, *magic missile* (×3); **Cantrips** *detect magic*, *ghost sound*, *mage hand*, *ray of frost*
**Sneak Attack** Zolgran deals an extra 1d6 damage to creatures that have the flat-footed condition.

### ZOLGRAN'S TREASURE

The ledge the throne sits on also serves as Zolgran's personal resting area. A straw pallet rests here, like those in **Area 17**. Heroes who examine the out-of-place throne can match its design to the decor of **Area 11** on the floor above, which is where the kobolds took it from. Most importantly, there's an old, rusty iron chest. Atop this chest is a large, broken eggshell that's almost 2 feet tall. Ivory in color, the shell has green veins running through it, and it's clear that the pieces of eggshell worn by the boss and many of the kobolds here came from this egg. Although it's still not entirely clear what was inside, there are large claw marks, bigger than any kobold could make, down one side of the shell.



The chest is locked, but Zolgran has the key tied at her waist. If the heroes don't find the key, a character with a set of thieves' tools can attempt a DC 25 Thievery skill check, and the lock opens on a success! Inside the chest are some of the more interesting treasure that the kobolds found during their exploration of these tunnels. The treasure includes a silver bracelet with a fish pattern worth 5 gp, a very old map that depicts some strange-looking dungeon, a *smoking sword* with a dwarven face carved into the hilt (page 51), a *wand of heal* (page 53), 2 *healing potions* (page 52), and a *hat of disguise* (page 55).

### A HARD FIGHT

This might be a very tough fight for the heroes, especially if they haven't reached level 2 yet. If they're forced to retreat, Zolgran doesn't follow them, but she orders her guards to do so. If the heroes slay these guards but still retreat, Zolgran recruits two kobold warriors to serve as her new guards for the next time the heroes arrive. See **Area 17** for kobold warrior statistics. They aren't as powerful as kobold scouts, but they still help defend their boss.

### ARE WE DONE?

If the PCs defeat the kobolds and their boss, they might return to the Otari Fishery. If they decide not to explore any further, the adventure can easily end here. Tamily happily pays the heroes for completing the job, even if she does wonder what was in that mighty egg. She's also curious as to what happened to all the fish, as the kobolds couldn't possibly have eaten it all, but such mysteries will have to wait for another day.

In this case—or if the heroes don't end up fleeing from the next encounter—the young dragon in the kobolds' care survives! Eventually the dragon leaves the cave and starts hunting in the countryside, becoming a menace for years to come. Fortunately, dragons grow in power very slowly. The heroes might find themselves chasing down this beast in the future! If they've gained a few more levels, they'll have an edge in the fight.

More likely, though, the players might push on to explore the next cavern—**Area 19**. That encounter is the most dangerous fight of the entire adventure, so feel free to encourage the heroes to rest if they're out of limited resources, such as spells.



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## 19 Mushroom Grotto

This cavern is the home of the wyrmling green dragon hatched by the kobold band. Get that pawn from the box, but don't put it on the map yet. When the heroes enter the room, read the following aloud.

Towering yellow mushrooms cover the floor of this vast cave, some reaching over ten feet in height. They seem to emit a pale light, giving the entire chamber an eerie glow. Shattered remnants of barrels—torn open with their contents nowhere to be seen—lay scattered around the base of the mushrooms. Somewhere off on the far side of the chamber, something stirs, and a faint snarl comes from the shadows.

The towering mushrooms block the view of the far side of the room, but the heroes might try to climb the mushrooms to get a better look. Due to their slippery caps, climbing a mushroom is a tricky task, requiring a successful DC 20 Athletics skill check.

Give the heroes a chance to prepare themselves, but when one of them climbs atop a mushroom or reaches the center of the room, the dragon leaves their lair in the far corner to attack. Place the dragon pawn on the map and read the following aloud.




### Experience Points

Once the heroes manage to defeat the dragon, award each hero 120 XP.

A bright-green dragon leaps into view, and although the beast isn't much larger than you, large leathery wings and snapping jaws make the hatchling look like an ancient wyrm. The creature gazes at you with cunning eyes and snorts a cloud of yellow vapor. With a fierce roar, the dragon charges forward to attack!



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Ask the players to roll Perception for initiative (but heroes who were hiding roll Stealth instead) while you roll Perception to determine the dragon's initiative.

## DRAGON FIGHT

Dragons are one of the fiercest and most challenging types of opponents in the game, and while only a wyrmling, this one is still a deadly threat. The dragon uses many abilities in the fight against the heroes and is fiercely territorial of the cave. However, the kobolds have trained the hatchling to stay in this area, so the heroes can retreat if they need to recover.

### Breath Weapon

The dragon can spend 2 actions to breathe out a cloud of deadly gas that deals 5d6 poison damage to everyone in a 30-foot cone starting from the dragon's space. Anyone caught in this breath must roll a **basic Reflex save** against a DC of 24. As with all basic saves, a creature takes no damage on a critical success, half damage on a success, full damage on a failure, and double damage on a critical failure. You'll roll damage only once and determine how much damage everyone takes based on their saving throw.

This attack could spell doom for the party, but the wyrmling doesn't have much experience using their breath weapon effectively. The dragon doesn't try to catch all the heroes with this attack, but focuses on just the nearest opponent. Once the dragon uses the breath weapon ability, they can't use it again for 1d4 rounds or until they get a critical hit on a Strike.

### Special Attacks

The dragon's favorite tactic (and most reliable attack) is to Stride forward and then use Draconic Frenzy, an ability that allows the beast to spend 2 actions to make two claw Strikes and a tail Strike in any order. The second and third Strikes during the Draconic Frenzy take the multiple attack penalty: –5 on the second attack (or –4 if the second attack uses a claw Strike), and –10 on the third attack (or –8 if using a claw).

The dragon also has a special Twisting Tail reaction. When someone within 10 feet tries to move, the dragon can spend their reaction for that round to make a tail Strike (but with only +10 on the roll instead of the usual +12) against that foe. If the dragon hits, the target stops moving and loses the rest of that action (though the target can use another action to move again if they want).

### DRAGON, WYRMLING GREEN

**Perception** +11; darkvision

**Skills** Acrobatics +8, Arcana +11, Athletics +12, Deception +9, Diplomacy +11, Intimidation +11, Nature +9, Occultism +12, Society +9, Stealth +10

**AC** 22; **Fort** +11, **Ref** +11, **Will** +12

**HP** 60; **Immunities** sleep

**Twisting Tail** ↷ When a creature within 10 feet uses a move action or leaves a square during a move action it's using, the dragon can use their reaction to make a tail Strike at the creature with a –2 penalty. If it hits, the creature stops moving in the square it was in when this reaction happened.

**Stride** ❖ 30 feet, or fly 80 feet, or swim 20 feet

**Melee Strike** ❖ jaws +14 (poison), **Damage** 2d8+4 piercing plus 1d4 poison

**Melee Strike** ❖ claw +14 (agile), **Damage** 2d6+4 slashing

**Melee Strike** ❖ tail +12 (reach 10 feet), **Damage** 1d8+4 bludgeoning

**Melee Strike** ❖ horn +12, **Damage** 1d12+4 bludgeoning

**Breath Weapon** ❖❖ (arcane, evocation, poison) The dragon breathes a toxic cloud that deals 5d6 poison damage in a 30-foot cone. Each creature in the area must attempt a DC 24 basic Reflex save. The dragon can't use their Breath Weapon again for 1d4 rounds.

**Draconic Frenzy** ❖❖ The dragon makes two claw Strikes and one tail Strike in any order.

**Draconic Momentum** When the dragon gets a critical success on a Strike, they recharge their Breath Weapon.

## DRAGON'S LAIR

The ledge in the northeast corner of the room holds the treasure the kobolds offered to the dragon. The heroes can catch a glimpse of this treasure even from the floor, but anyone who wants to climb up to the ledge must succeed at a DC 15 Athletics skill check. Atop the ledge sits a small chest and a huge pile of coins. There are 429 cp, 63 sp, and 18 gp in this vast pile. There's also a single giant emerald atop the heap that vaguely looks like the dragon's eye, which can be sold for 20 gp.

## TUNNEL TO THE SURFACE

The back of the mushroom grotto has a tunnel leading to a long, winding passageway. If the heroes explore this way, they find that it gently slopes upward, and they can feel a fresh breeze coming from this direction. After following this path for over an hour, they emerge from a small cave in a ravine outside the town of Otari. Remnants of a camp around the cave's entrance indicate that the kobolds had stayed here for some time before heading under the town to work their mischief.

# WRAPPING UP

With a lot of courage and a bit of luck, the adventurers hopefully survived their encounter with the kobolds and their "pet," returning to the town as triumphant heroes! Tamily feels truly relieved to learn that the threat is gone, especially after learning just how dangerous it was.

Over the coming weeks, news of the heroes' exploits travel all across town, and soon they receive opportunities for more adventuring work. Such adventures are up to you, the GM, to determine. This book contains a wealth of resources to help you build your own adventures, but if you're looking for some additional help, look for *Pathfinder Adventure: Troubles in Otari* at your local game store or online at **paizo.com**. That adventure is a direct sequel to this story, and your players can use the same heroes they used for this adventure!



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# Game Mastering

*Every Pathfinder game needs a Game Master (GM for short). As Game Master, you run each game session, providing the link between the players and the world of the game. It's up to you to set the scene as the heroes battle monsters, interact with other people, and explore the world.*

Being a GM is like organizing a party for your friends. You want to make sure they arrive on time, have plenty to do, and have a good time. You're in charge of...

- Telling the story of the group's adventures in a compelling and consistent way.
- Fleshing out the world in which the game takes place.
- Entertaining the players and yourself and rewarding creative ideas.
- Preparing for game sessions by studying or building adventures and creating characters and plots.
- Improvising the reactions of characters the heroes meet as the players do unexpected things.
- Making rules decisions to ensure fairness and keep the game moving at a good pace.
- Rewarding the heroes for their deeds with Experience Points (XP) and treasure.

You're not trying to "win" the game by beating the heroes. Your job is to provide a fun story with some challenges. Those challenges can be tough to beat, and the heroes can fail sometimes or even die on occasion. But they should always have a fighting chance!

## Preparing an Adventure

Before you can run a game, you need to prepare the adventure your group will play through. An adventure is a self-contained collection of story elements, characters, and settings that become the basis for the story you and the other players tell. Think of the adventure as an outline for your story. You'll have major plot points you want to include, some consistent characters, and themes you want to convey, but all sorts of things can change during the process of turning the outline into a completed story!

The "Menace under Otari" adventure has much of the preparation done for you. Reading the adventure and looking over the materials in the *Beginner Box* gives you enough preparation to run that adventure. "Menace Under Otari" and other prewritten adventures are built for groups of a specific level. They include setup information and nonplayer characters (NPCs) needed for the story, plus all the locations, maps, and monster groups; they also give out the appropriate amount of XP and treasure. Running one as your first game can help you see how adventures are structured, which makes it easier to write your own later if you choose. Though a published adventure is prewritten, its events aren't set in stone. Changing the details of an adventure to suit your group isn't just OK, it's preferred! Adjust things to make the adventure appeal to your players more, and add to the adventure in ways that will make your players happy.

### Common Terms

The following terms are used to describe certain common game elements.

**Challenge:** A challenge is one short scene that puts the heroes to the test. This could be anything from fighting a monster to chasing a thief or getting past a deadly trap.

**Encounter:** An encounter is a combat that plays out in a series of rounds with creatures taking actions in turn.

**Exploration:** Between encounters, heroes are exploring. Usually, this means exploring an environment, but they might explore a social situation, a puzzle, or something else.

**Session:** A session is a single period of gaming, ranging from about 2 hours up to an entire weekend. In a session, you might complete a whole adventure or just part of one.

**Adventure:** An adventure is one story that the heroes experience. It's made up of a series of explorations broken up by a series of encounters. Adventures might take one or more sessions to complete.

**Campaign:** Campaign is a term used to describe all of the adventures that the heroes experience. The adventures might relate to one another, but not all of the adventures have to be tied into the same overarching plot.

When writing your own adventures, you'll need to prepare further by picking monsters, drawing maps, and coming up with NPCs that live in the world. This takes more time on your part but also lets you customize your game to your group. You'll find more about creating your own adventures in Building Adventures on page 38.

## Character Creation

Before you start running your adventure, the players should create their heroes. It's usually best to get all the players together and talk through the characters they're making. This process can even be part of the first session of your game. Players can share story ideas with one another, and you can contribute too. These discussions can help give the players an idea of where the adventure begins so they can make characters that fit. Talking through the process together also helps everyone understand the rules!

## Game Sessions

You play out an adventure over a series of sessions, which usually last several hours and involve multiple encounters and some exploration. Each session can noticeably differ from the last. Think of a session as an episode of a TV show—it should include some twists, turns, and changes so that the players are excited about what comes next.



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## Planning a Session

Often, the responsibility of scheduling the game falls on you as the GM since you have to prepare the game between sessions. Choose a time everyone can attend and a place to gather, whether it's around the kitchen table or in an online space. Many games have a set schedule, such as once per week, once every 2 weeks, or once per month. (Your first game might not be so predictable, though!) The less frequently your group meets, the better notes and recaps you'll need to keep everyone on the same page. If another player wants to take session notes, that's great too, especially if they set up a shared document everyone can reference online.

Plan a time for everybody to arrive, and also try to set a time when playing the game will begin. Having this planned can make it easier for everyone to finish catching up so you can start playing the game. Having an end time in mind is also important. A typical game session lasts about 4 hours. Less than 2 hours usually isn't enough time to get much done.

## Starting a Session

Once everyone is ready to play and has all their supplies on hand (page 30), get everyone's attention and cover the following topics. These are in a rough order that you can change based on your group's style or a session's needs.

- Recap what happened during the previous sessions (if this isn't the first session).
- Establish where the heroes are at the beginning of this session. Have they been resting since their last challenge? Did you leave off with them in a hallway, preparing to raid the next room of a dungeon? Tell players whether their heroes had time to rest or recover since the last session.
- Establish goals. Repeat any goals the group already had, then let the players weigh in on whether these goals still apply and on whether there's anything else they hope to accomplish during the session.
- Commence adventuring! Usually the first thing you'll do in a session is describe the environment and sensations that surround the heroes, allowing them to react in the moment.

### Types of Adventures

Adventures can be structured in different ways. A **linear** adventure has a set path with one encounter leading to another. A **nonlinear** adventure involves creating an environment with multiple paths the heroes can explore in any order. Finally, a **sandbox** adventure takes place over a wide environment with the players setting their own goals. For your first adventures, start simple with either a fully linear adventure or one with only a small number of optional paths.



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## SUPPLIES

You'll want the following materials on hand for a game session.

**Rulebooks:** You'll need both the *Hero's Handbook* and this book. The players can either share your copy of the *Hero's Handbook* or bring their own. Digital versions of the books can be purchased on **paizo.com**.

**Dice:** There should be at least one set of dice for everyone to share. Many gamers like to bring their own dice and create fun superstitions about them.

**Writing Materials:** You'll want pencils and scratch paper or notepads.

**Character Sheets:** Each player other than you needs a character sheet, either one of the premade sheets or a blank sheet on which they can make their own character.

**Pawns:** You need a cardboard pawn and plastic base for each hero. Let the players choose which one looks most like their hero. You also need pawns and bases for each monster in the adventure. It helps to set aside the ones you plan to use before the session! If you don't have pawns handy, you can use other tokens to represent heroes and monsters, like coins, toys, or gaming miniatures.

**Map:** For "Menace under Otari," you'll need the Flip-Mat included in the *Beginner Box*. For your own maps, you might need some other form of battle map. Usually this means picking up a gaming map with a 1-inch grid, such as a blank Pathfinder Flip-Mat. But you can use whatever you want, from drawing a map by hand to making a diorama with toys or cardboard.

## RUNNING A SESSION

During a session, you're in charge of keeping the game's action moving, answering questions, and making rules decisions. You'll also want to keep a rough eye on the time, so you can end when it's most convenient for the group.

You're the one who customizes the rules you need from the imagined world you and the other players share. It's up to you to establish what's true in the world, but you have help in doing so! You're informed by the setting's backstory, your preparations, and the suggestions the other players make. You can adjust things on the fly from what you planned, too. You might have an idea in your notes that changes when a player does something unexpected.

You'll determine when heroes and foes need to attempt checks as well as what happens as a result of their rolls, which comes up most often during exploration. In an encounter, a player can usually determine their own hero's turn with you chiming in only to say whether an attack hits or if something in the environment requires a hero to attempt a check.

### The Spotlight

As you run the game, keep track of which player has the spotlight. You can easily keep attention on the most outgoing player or hero, but you need to check in with all the players. If a player hasn't contributed in some time, stop and ask, "What's your hero doing at this point?" If the player isn't sure, add a detail or NPC to the scene that the player might find interesting.

### Distractions and Interruptions

Maintaining the players' attention keeps a game moving and leads to memorable moments when everyone's in the zone. Too many interruptions break the flow. Some distractions will always happen, like jokes at the table, but make sure interruptions aren't too frequent. It helps to plan breaks into the game. A 10-minute break is a great time to grab a snack, use the restroom, or look up something on your phone.

### Secret Checks

Some rolls work better if the player doesn't know the result of their roll. For instance, the Recall Knowledge action from skills can give false information on a critical failure, so the player shouldn't know whether their hero's check succeeded or not! These actions have the secret trait. For a secret check, ask the player what their statistic for the skill is. Roll the d20 somewhere the players can't see and calculate the result normally. Then tell the player what they learned or what happens.

### Using the Rules

As the GM, you're responsible for resolving any questions or disputes about the rules. Remember that keeping your game moving is more important than being 100% correct. Looking up rules at the table can slow the game down, so in many cases, it's better to make your best guess rather than scour the book for the exact rule. To make calls on the fly, use the following guidelines.

- If you don't know how long a quick task takes, go with 1 action, or 2 actions if a character shouldn't be able to perform it three times per round.
- If you're not sure what action a task uses, look for the most similar basic action.
- When two sides are opposed, have one roll against the other's DC. Don't have both sides roll (initiative is the exception to this rule). The character who should roll is the one acting, except in the case of saving throws.
- If something a character does raises or lowers the chances of success, grant a +1 circumstance bonus or a –1 circumstance penalty.
- If you don't know what check to use for something a hero is attempting, pick the most appropriate skill.
- When a hero accomplishes something noteworthy that doesn't have already give XP, award them XP for a minor or moderate accomplishment (10 to 30 XP; page 35).
- When the heroes fail at a task, look for a way they might fail forward, meaning the story moves forward with a negative consequence rather than the failure halting progress entirely.

## ENDING A SESSION

It's best to have a planned end time before your session starts. As your game goes on, keep an eye on the time.



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When you have around 20 minutes left in your session, start looking for good stopping places. Unless you're finishing up an adventure, try to find a good cliffhanger to end on. This can be just before a fight starts, the moment the heroes find out a new piece of information or enter a new area, or any other point that creates suspense!

Before everybody leaves, have them tally up their XP. They'll need to level up before the next session if it's over 1,000! The characters can also divide treasure and items.

Before your next session, you might need to prepare for the next stage of the adventure. If the adventure concluded this session, talk with the players about whether they want to start a new adventure. If so, start preparing the next adventure for your upcoming session!

## Exploration

Between encounters, the heroes often explore dungeons or other environments. Time is more flexible during exploration than in encounters and is measured in 10-minute intervals or more. You tell the players what happens, and you can skip over any parts of their travels that aren't interesting!

As the group explores, describe the sights, sounds, and sensations. Encourage the other players to have their heroes truly explore, and reward their curiosity. The things they try to do in exploration mode show you what they're interested in and what they consider important. As you play, you should get a good feel for what intrigues certain players, and you can add more of those things to your adventures or emphasize these points in published adventures.

### Set a Party Order

When the group starts exploring, let the players decide among themselves where in the group their heroes are while exploring. This order can determine who gets attacked first when enemies or traps threaten from various directions. It's up to you to determine the specifics of who gets targeted based on the situation.

When an encounter starts, the group usually remains in the same general formation. With the heroes' input, decide their positions when you put the pawns on the grid. If they get the drop on their enemies or detect a hazard in advance, they can move around as they see fit before dealing with it.

### Exploration Activities

While the party explores, each player who wants to do something beyond just traveling chooses an exploration activity for their character. Players usually choose from the default activities, but there's no need for them to memorize the exploration activities and use them exactly. Instead, allow each player to describe what their character does. Then as the GM, you can determine which activity applies. Here's the list of exploration activities from page 62 of the *Hero's Handbook*, with the most common ones in bold.

- **Avoid Notice**
- Defend
- **Detect Magic**
- **Hustle**
- Investigate
- Scout
- **Search**
- Sense Direction (Survival skill, *Hero's Handbook* 59)
- Track (Survival skill, *Hero's Handbook* 59)

Activities like Detect Magic, Investigate, and Search can tip off a player that something is odd about an area. But that doesn't mean they know exactly what it is! Instead, use these as a starting point for a roleplaying scene. For instance, if a character finds something magical with *detect*





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### Social Interactions

Some conversations and other social interactions are important enough that you should treat them with the same importance as encounters. If major consequences can come from the conversation, success or failure really matters. These interactions should be worth XP. It's usually a moderate accomplishment, but it might be a major one for something like talking a king out of going to war!

Social interactions don't follow the same rules as combat. Roleplay them as a conversation, and have the heroes roll skill checks as appropriate. These are usually Deception, Diplomacy, and Intimidation, but players might think of something clever, like using Religion to make friends with a local priest. Remember that you can give heroes circumstance bonuses (usually +1 or +2) if their approach is really likely to work on the person they're talking to.

*magic*, the party likely still needs to stop and look at the surroundings in more detail to figure out what it is.

Similarly, if a character got a 22 on their Perception check to Search while traveling through an area containing a trap that needs a DC 20 to detect it, you should tell the player that their character noticed a trap in the area, and you can give a rough idea of the trap's location and nature. The party needs to stop and examine the area more to learn specifics about the trap.

### Improvising New Activities

If a player wants to do something not on the list of exploration activities above, you can let them if they could reasonably do it while walking around. If the activity is similar to an action someone could use in an encounter, it usually consists of a single action repeated roughly 10 times per minute. You might find that a player wants to do something equivalent to spending 3 actions every 6 seconds (18 times per minute), just like they would in combat. However, heroes can't maintain that level of exertion in exploration mode without getting exhausted. They can do so in combat only because combat lasts such a short time.

### Environments

Exploration gets slower or harder when the party faces dense jungles, deep snow, sandstorms, extreme heat, or similar conditions. You decide how much these factors impact the heroes' progress. The specific effects of certain types of terrain and weather are described starting on page 44.

### Hazards

Exploration can get broken up by traps and other hazards (see Hazards on page 48). Most hazards, like the falling ceiling on page 12, pose a threat to the heroes only once and can be dealt with in exploration mode without needing to start an encounter. Heroes have a better chance to detect hazards while exploring if they use the Search exploration activity.

### Rolling Initiative

An encounter starts with rolling for initiative, and you're the one who calls for the roll! Players each roll for their characters, and you roll for their enemies. Call for the roll as soon as two opposing groups come into contact or when a creature on one side decides to take action against the other. Here are some examples:

- A group of heroes are exploring a cavern. They enter a narrow passage patrolled by a group of hostile kobold warriors. Now that the two groups are in the same area, it's time to roll initiative.
- Kyra, Valeros, and Ezren are negotiating with the kobold king while Merisiel sneaks up along a ledge. Things aren't going well with the negotiation, so Merisiel launches a surprise attack from hiding. As soon as she says this is her plan, you call for initiative, letting Merisiel use Stealth for her initiative.

### Character Placement

When calling for initiative for an encounter, you also need to decide where the participants in the encounter go on the battle map. Use the party's traveling order as a starting point. You can move forward heroes who are using Stealth to get into position, placing them where they could reasonably have moved before they had a chance to be detected. Consult with each player to make sure their position makes sense to both of you.

## Encounters

In encounters, you should keep track of every action the heroes and monsters use while they fight. The rules for rounds, turns, and actions start on page 63 of the *Hero's Handbook*. Rules for building your own encounters appear on page 40 of this book. You start an encounter with a roll for initiative, as mentioned above.

### Choosing Monster Actions

As the GM, you roleplay monsters and choose their tactics. Players often coordinate and plan to be as efficient as possible, but monsters might not! Most creatures have a basic grasp of simple tactics like flanking or focusing on a single target. But remember that they also react based on emotions and make mistakes! Some creatures have only animal intelligence or are mindless, and you should play them that way.

Monsters usually don't attack a hero who's knocked out. Even if a creature knows a fallen hero might come back into the fight, only the most vicious creatures focus on helpless foes rather than the more immediate threats around them.

### Ending Encounters

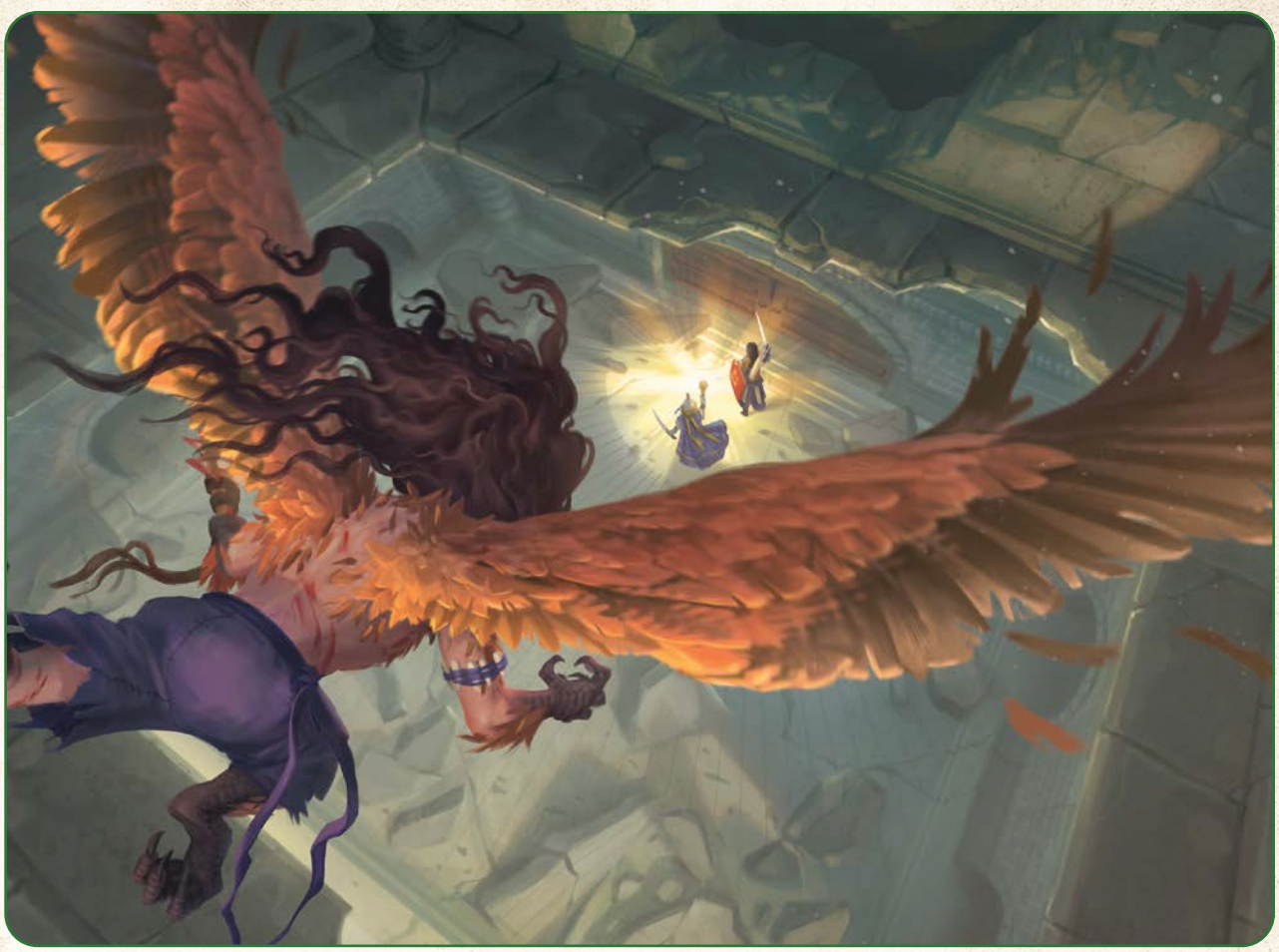
An encounter typically ends when all the creatures on one side are killed or knocked unconscious. Once this happens, you can stop acting in initiative order—unless any heroes are dying or in some other situation where every moment matters for their survival.



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**Surrender:** One side might surrender when almost all its members are defeated or if spells or skills thoroughly demoralize them. Once there's a surrender, come out of initiative order and have the heroes enter into a short negotiation to see whether the winners show mercy.

**Escape:** Having enemies flee can cause problems. Heroes often want to pursue foes that flee because they think an enemy might return as a threat later on. If you run this round-by-round, your game will get boring quickly! Instead, ask anyone who wants to pursue their fleeing enemy how they pursue. If they use an ability or spell that seems really helpful, and if their Speed isn't much slower than the escaping enemy, they catch the enemy. If not, the enemy escapes for now unless it's much slower than the heroes.

If the heroes decide to flee, it's usually best to let them do so. Pick a particular location on the map and allow them to escape once they all reach it.

### Bypassed Encounters

What happens if you plan a fight or challenge and the heroes find a way to avoid it entirely? This could leave them behind on XP or cause them to miss important information or treasure.

In the case of XP, the guidelines are simple: If the heroes avoided the challenge with smart thinking and planning, award them the normal XP they would have received! If they did something that was more of a lucky break, like finding a secret passage past the fight, instead award them XP for a minor or moderate accomplishment.

If information or items get skipped, look for another reasonable place elsewhere in the adventure to place the information or item. If it makes sense, move the original encounter to another part of the adventure and give the heroes a major advantage when they reach that encounter since they bypassed the original encounter.

## Downtime

When the heroes return home or otherwise aren't adventuring, they're in downtime. This is their time to do everyday activities, such as buying gear. You might not have any downtime in your games at all! If the heroes do have some time off between adventures, just ask the players to spend a few minutes describing what their heroes do in that time. You probably won't need to roleplay any scenes. Downtime is a bigger focus of the full Pathfinder game since the choices the heroes make carry across all 20 levels of play.

Two things heroes can likely do during downtime are shop for magic items and rest long enough to recover from ailments. Suggestions for buying and selling items appear on page 35. A hero who does nothing but rest for a full 24-hour period recovers Hit Points equal to double their Constitution instead of the normal amount from an 8-hour rest (*Hero's Handbook* 62). Heroes above 1st level multiply this amount by their level.



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## Experience Points

As heroes adventure, they earn Experience Points (XP). These awards result from achieving goals, exploring new places, fighting monsters, overcoming hazards, and other similar deeds. When a hero reaches 1,000 XP or more, they level up! They reduce their current XP by 1,000 and increase their level by 1. This process is explained on page 72 of the *Hero's Handbook*. Once heroes are 3rd level, they can't level up further using the *Beginner Box* rules; your group will need to switch to the full game to reach 4th level.

There are two main ways you'll award XP.

1. The heroes **defeat monsters** or **get past hazards**, each of which awards an amount of XP based on the threat's level compared to the heroes' level.
2. The heroes **accomplish important things in the story**, gaining accomplishment XP. A prewritten adventure usually has these written in, but you might find you want to give out more as you play.

Any XP awarded goes to all members of the group. For instance, if the party wins a battle worth 80 XP, they each get 80 XP, even if the party's rogue was off in a vault stealing treasure during the battle. If the rogue collected a splendid and famous gemstone, which you've decided was a moderate accomplishment worth 30 XP, each member of the party gets 30 XP, too.

### Adversaries and Hazards

Encounters with adversaries and hazards grant a set amount of XP based on their difficulty. When the group overcomes challenges from creatures or hazards, each hero gains XP equal to the total XP of the creatures and hazards in the encounter. (XP works a bit differently if you have more or fewer than four heroes; see Party Size on page 35 for details.)

The XP for each creature depends on its level relative to the heroes. The full breakdown is on page 41, but a 1st-level party gets the following amounts of XP.

#### 1st-Level XP

| Creature Level | XP |
|---|---|
| –1 | 20 |
| 0 | 30 |
| 1 | 40 |
| 2 | 60 |
| 3 | 80 |
| 4 | 120 |

The XP for hazards can be found on page 49.

If an encounter would be worth a total of 40 XP or fewer, it's usually not much of a threat! These fights are occasionally worth including to show how strong the heroes are, but they aren't worth XP.



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## Accomplishments

Heroes' actions that move the story forward—like securing a major alliance or causing an NPC to have a change of heart—are considered accomplishments and should be rewarded with XP. The significance of the accomplishment determines the size of the XP award. You choose whether the achievement was a minor, moderate, or major accomplishment, and refer to the table to award an appropriate amount of XP. Minor accomplishments include all sorts of significant, memorable, or surprising moments in the game. A moderate accomplishment typically represents a goal that takes most of a session to complete, and a major accomplishment is usually the result of the heroes' efforts across many sessions.

### Accomplishment XP

| Accomplishment | XP Award |
|---|---|
| Minor | 10 XP |
| Moderate | 30 XP |
| Major | 80 XP |

In a given game session, you'll typically give several minor awards, one or two moderate awards, and only one major award, if any.

## Party Size

The rules for advancement assume a group of four heroes. The rules for making encounters (page 40) describe how to accommodate groups of a different size, but the XP awards don't change—always award the amount of XP listed for a group of four heroes. You don't need to make many adjustments for a differently sized group when it comes to accomplishment or hazard XP.

## Party Level

Party level is the level of the PCs, which you use to determine the strength of their opponents. Keep all the heroes at the same XP total, even if someone misses a session. This makes it much easier to know what challenges are suitable for your players. Having heroes at different levels can mean weaker heroes die more easily and their players feel less effective, which in turn makes the game less fun for those players.

If a new player joins the group partway through, start their hero at the current level and XP total of the other heroes. They should build their hero as normal, then go through the level up process to get to the right level. They also get extra treasure: one 1st-level permanent item if they start at 2nd level or one 2nd-level permanent item and one 1st-level permanent item if they start at 3rd level. Work with the player to decide what items work best for them. For a 3rd-level fighter or rogue, a *+1 weapon* is usually the best choice for the 2nd-level item.

# Treasure

As the GM, it's your job to distribute treasure to the heroes. Treasure appears throughout an adventure, and the heroes obtain it by raiding treasure hoards, defeating foes who carry valuable items or currency, getting paid for successful quests, and any other way you can imagine. Prewritten adventures specify the treasure the heroes can find, and planting treasure in your own adventures is described on page 43.

## Buying and Selling

After an adventure yields a windfall, the heroes might have a number of items they want to sell. Likewise, when they're flush with cash, they might want to stock up on gear. It usually takes 1 day of downtime to sell off a few goods or shop around to buy a couple items. This assumes the heroes are at a decent-sized settlement during their downtime.

An item can usually be **purchased at its full Price** and **sold for half its Price**. Supply and demand might adjust these numbers, but only occasionally.





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# Difficulty Classes

As the Game Master, it's up to you to set the difficulty classes (DCs) for checks that don't already say what the DC is. Most adventures include the most important DCs in them, but the players will improvise and try things the adventure writer didn't think of! Always base the DC on how hard the task is, regardless of how good at it the heroes are. Sometimes the players will attempt something that's really easy for them, and that's okay!

If the DC is for something with a level, like a spell or item, see Level-Based DCs below. In other cases, select a simple DC from the table below by estimating which proficiency rank best matches the task (that rank isn't required to succeed at the task, just used for guidance).

- If pretty much anyone would have a decent chance, use the **untrained DC**.
- If anyone with some training has a solid chance, use the **trained DC**.
- If someone has to be highly skilled, use the **expert DC**.
- If this task is highly unlikely for a hero to be able to achieve, use the **master DC**.

### SIMPLE DCS

| Proficiency | DC |
|---|---|
| Untrained | 10 |
| Trained | 15 |
| Expert | 20 |
| Master | 30 |

You can further customize the DC as described under Adjusting Difficulty below.

### LEVEL-BASED DCS

When you're determining a skill DC based on something that has a level, such as when a hero needs to Recall Knowledge about a creature or Identify a Spell, use a level-based DC. Find the level of the subject on the table, and assign the corresponding DC. Creatures and spells use different scales, so make sure you use the correct column.

### LEVEL-BASED DCS

| Creature Level | DC | Spell Level | DC |
|---|---|---|---|
| 0 or –1 | 14 | 1st | 15 |
| 1 | 15 | 2nd | 18 |
| 2 | 16 | | |
| 3 | 18 | | |
| 4 | 19 | | |
| 5 | 20 | | |

You can further customize the DC as described under Adjusting Difficulty.

### ADJUSTING DIFFICULTY

You might decide a DC should differ from the baseline. For instance, maybe when the heroes reached a cliff, they climbed it with a DC of 15, but when they came back, it was raining. You could adjust the DC up to 17 because it's harder to climb in these conditions.

### DC ADJUSTMENTS

| Difficulty | Adjustment |
|---|---|
| Incredibly easy | –10 |
| Very easy | –5 |
| Easy | –2 |
| Hard | +2 |
| Very hard | +5 |
| Incredibly hard | +10 |

### EXAMPLE DCS

Several parts of this book, most notably Skills, state that you as the GM set the DCs for certain checks or determine other parameters. Here are guidelines for the most common tasks, with Deception, Diplomacy, and Intimidation grouped together under "Social Skills." Anything more difficult than what's listed here uses the master DC of 30. Remember that all of these are guidelines, and you can adjust them as necessary to suit the situation.

#### Balance (Acrobatics)

Use simple DCs based on what the character is trying to balance across.

**Untrained (DC 10)** tangled roots, uneven cobblestones
**Trained (DC 15)** wooden beam
**Expert (DC 20)** deep, loose gravel

#### Climb (Athletics)

Use simple DCs based on what the character is trying to climb up or across.

**Untrained (DC 10)** ladder, low-branched tree, steep slope
**Trained (DC 15)** rigging, rope, typical tree
**Expert (DC 20)** wall with small handholds and footholds

#### Decipher Writing

Base the DC on how complex and hard to understand the text is. A hero doesn't need to roll to read a text that's written in plain language.

**Trained (DC 15)** entry-level philosophy treatise
**Expert (DC 20)** complex code, such as a cipher

#### Gather Information (Diplomacy)

To set the DC to Gather Information, use a simple DC representing the availability of information about the subject. Adjust the DC upward if the hero seeks in-depth information.

**Untrained (DC 10)** talk of the town
**Trained (DC 15)** common rumor
**Expert (DC 20)** obscure rumor, poorly guarded secret

#### Identify Magic or Learn a Spell

The DC to Identify Magic or Learn a Spell is the level-based DC for the spell or item's level.



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### Perform (Performance)

Consider the audience's exposure to the arts when picking the simple DC. How easy are they to impress?

**Untrained (DC 10)** audience of commoners
**Trained (DC 15)** audience of artisans
**Expert (DC 20)** audience of merchants or minor nobles

### Recall Knowledge

On most topics, you can use simple DCs for checks to Recall Knowledge. For a check about a specific creature, trap, or other subject with a level, use a level-based DC. You might adjust the difficulty down, maybe even drastically if the subject is famous.

**Untrained (DC 10)** name of a ruler, key noble, or major deity
**Trained (DC 15)** line of succession for a major noble family, core doctrines of a major deity
**Expert (DC 20)** genealogy of a minor noble, teachings of an ancient priest

Sometimes a hero might want to follow up on a check to Recall Knowledge by attempting another check to discover more information. This can sometimes work, but you should adjust the difficulty to be higher for each follow-up attempt. Once a hero has attempted an incredibly hard check or failed a check, further attempts are fruitless—the hero has recalled everything they know about the subject.

Information on using Recall Knowledge to identify monsters is on page 56.

### Sense Direction (Survival)

Pick the most appropriate simple DC when someone uses Survival to Sense Direction.

**Untrained (DC 10)** determine a cardinal direction using the sun
**Trained (DC 15)** find an overgrown path in a forest
**Expert (DC 20)** navigate a hedge maze

### Social Skills

When a hero uses Deception, Diplomacy, or Intimidation to influence or impress someone whose level or Will DC you don't know, estimate the level of the creature and use that DC. A commoner's level is usually 0 or 1. Don't worry about being exact. It often makes sense to adjust the DC based on the target's attitude, using one of the easy DC adjustments if the creature is more friendly or a hard DC adjustment if they dislike the hero. Remember that NPCs aren't robots. If they'd be unlikely to do something, you can make the DC harder or even impossible!

### Swim (Athletics)

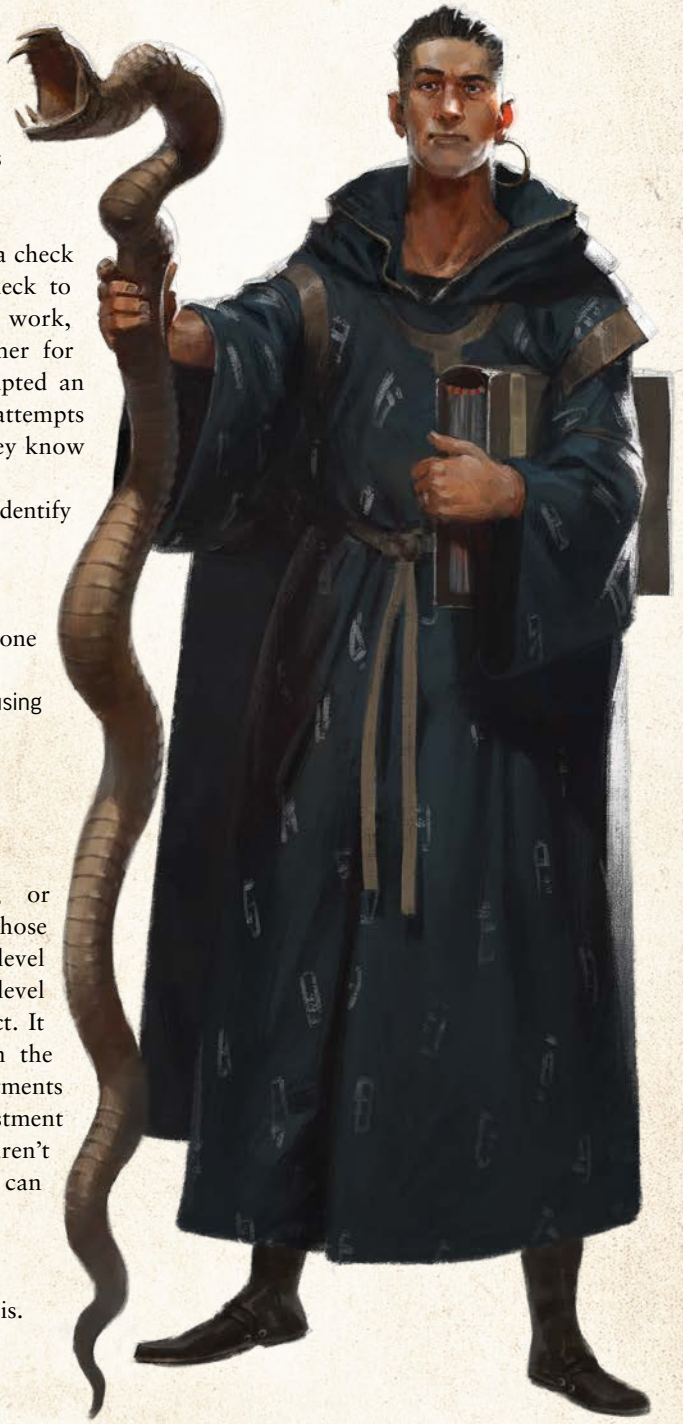
Use simple DCs based on how turbulent the water is.

**Untrained (DC 10)** lake or other still water
**Trained (DC 15)** flowing water, like a river
**Expert (DC 20)** swiftly flowing river

### Track (Survival)

Pick a simple DC. You can adjust the DC to Track based on weather, terrain, and other factors.

**Untrained (DC 10)** the path of a large army following a road
**Trained (DC 15)** relatively fresh tracks of a rampaging bear across the tundra
**Expert (DC 20)** a nimble panther's tracks through a jungle, tracks obscured by rainfall





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# Building Adventures

*Building your own adventure is more challenging than using a published one, but it lets you express yourself, apply even more creativity, and tailor the game directly to the players and their heroes! You can also use these guidelines to alter the adventure in this book or other published adventures to suit your preferences.*

## The Story

When you decide to build an adventure, first come up with a basic plot or theme for it. Think of this step like casting a play rather than writing out every scene. You're picking enemies and places where cool things can take place, but only by improvising with the other players during play will you find out what happens!

Adventure plotting can start at many different points. You might begin with a particular antagonist, then construct an adventure that fits that villain's theme and leads the group to them. Alternatively, you could start with an interesting location for exploration, then populate it with adversaries and challenges appropriate to the setting.

If you're stuck for ideas, roll a d8 and look up the result on the Starter Stories table below! You can customize and change these ideas however you like.

### Starter Stories

| d8 Roll | Storyline |
|---|---|
| 1 | Something in the town's water is making animals go feral. The heroes must travel to the river's source in a mountain cave and apprehend the pugwampi gremlins responsible. |
| 2 | Dwarven miners got caught in the crossfire of a squabble between an orc hold and an alliance of goblin tribes, and they need someone to negotiate or take care of the danger in the mines. |
| 3 | Doppelgangers have replaced museum staff and are trying to unlock a strange puzzle-box in the museum's collection to free an evil bound inside. |
| 4 | A local who likes to feed the sewer rats is concerned they've become aggressive. A sewer ooze has occupied the rats' home, driving them out. |
| 5 | Residents of a large estate whose owner recently inherited several pieces of antique furniture are found murdered, as one of the inherited pieces is a mimic. |
| 6 | A noble hires the heroes to slay an owlbear so that she can harvest the rare ore in its cave. |
| 7 | Travelers coming from the crossroads speak of strange statues there, the number increasing with every new account. A basilisk has made a lair nearby and is turning wanderers into stone. |
| 8 | A jeweler claims kobolds are bothering him, but they're just trying to reclaim a pendant he stole from them. |

## Locations

Bring out the players' curiosity through memorable settings that include mysterious and fantastical locations for the heroes to visit! Exploring each location should be a treat in itself, not just a step the players must complete to get from one fight to the next. As you create a locale, picture it in your mind's eye, and write down details you can include as you narrate the game. Describing decorations, natural landmarks, wildlife, peculiar smells, and even temperature changes makes a place feel more real.

Beyond monsters and loot, your locations can include challenges based on the environment, from weather conditions like blizzards to puzzles, traps, or other hazards. These challenges should suit your adventure's location: walls of brambles in a castle ruin overrun with vegetation, pools of acid in a cursed swamp, or magical traps in the tomb of a paranoid wizard. Rules for environments appear on page 44, and rules for hazards start on page 48.

## Drawing a Map

Most adventures focus on a single location or dungeon. Once you know your adventure's story, you can start drawing the map to make it easier to keep track of where everything is. It's best to draw the map on a sheet of graph paper first, with each square on the graph paper representing a 5-foot square. Then, when you run the game, you can use a map with a 1-inch grid (where every square inch represents a 5-foot square).

When you first draw your map, you should use a pencil so you can make changes easily. You can also jot down notes for each room as they come to you, like "guard post" or "spider nest."

### Mapping Tips

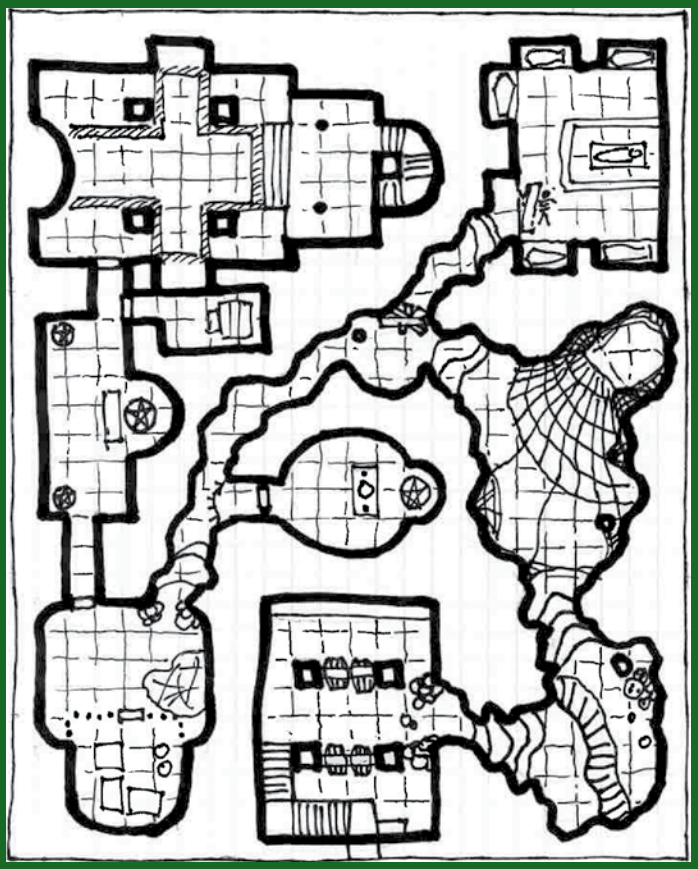
- **Avoid Empty Rooms:** Don't add too many empty rooms, as they can clutter your map and get boring and repetitive quickly.
- **Leave Room for Expansion:** Unless you're certain you don't want to return to your dungeon, allow for places to expand later for future adventures. A tunnel running off the edge of the map, a flight of stairs leading down, or a large pit can all lead the way to new areas.
- **Avoid Symmetry:** Refrain from creating symmetrical dungeons in which one half is an exact mirror image of the other—it's unrealistic, and the players might be disappointed when they realize that they only have to explore half of a dungeon to see it all.
- **Vary Room Shapes:** Instead of just a bunch of rectangles, include strangely shaped rooms, alcoves, multilevel



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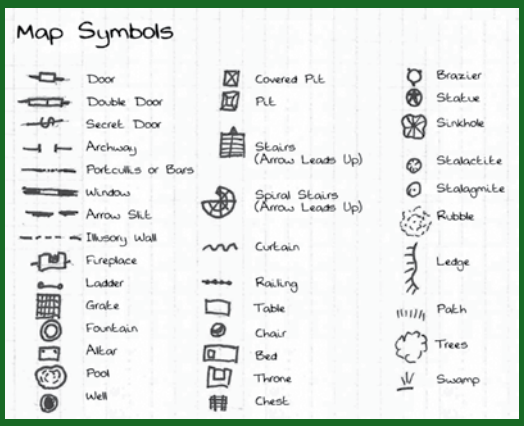
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## Sample Map

Here you can see the sketch used to make the first level of the "Menace under Otari" map! Below it is a set of symbols you can use to represent common features found in most dungeons: doors, stairs, traps, pillars, and more.




rooms, irregular caverns, and other variations. You can look at maps of real-world locations to get some ideas.

- **Use Wide Corridors:** Remember that combat in Pathfinder is based on 5-foot squares. If you fill your dungeon with 5-foot-wide hallways, you might end up with combats in which some of the heroes or monsters can't actually get into the fight!
- **Don't Make a Maze:** Avoid the temptation to make your map into a maze—exploring one gets old quick once you're playing, especially if you spend most of your time during the game drawing twisted corridors on your mat when you could be running combat!

## Finishing the Map

Once you're happy with your map, inking in the pencil lines makes the map a lot easier to read. You can use a fat-tipped pen to draw solid walls. Thinner pens are great for drawing doors and map symbols. Adding color (whether with pens or colored pencils) makes your map even easier to read.

If you have a computer and scanner, you can scan your map and then use an image-editing program to refine it. This is handy if you make an error on the map with ink and need to fix things. Details such as furniture, fire pits, pillars, and so on add a touch of realism to inhabited dungeons, but you can also add these when you draw it on a battle grid if you feel comfortable doing so on the fly.

Number each room so you can easily refer to it in your notes. If possible, use a pen of a different color from anything else on your map so the number tags are easy to see.

When it's time to play, sketch your map onto a sheet with a 1-inch grid. Your best bet is to pick up a blank battle mat (such as a blank Pathfinder Flip-Mat) to draw on during a game, but you can drawn your own grid with a ruler if you need to. Reproduce your graph paper map on the 1-inch grid. You might want to fill it in or reveal it one piece at a time as the group explores your dungeon!

## Strange Rooms

If you're having a hard time coming up with ideas for your map, you can take ideas from "Menace under Otari," or use some of these classic ideas.

- Monster barracks full of filthy straw nests.
- Narrow ledge overlooking a chasm.
- Natural chimney in the rock that the heroes can climb up to reach a higher level.
- Ancient library covered in dust.
- Long hallway with rows of statues or suits of armor.
- Sewer chamber blocked by gates on each side, with the levers to open them in another room.
- Feasting hall with a large fire pit in the center.
- Pens where guard animals are kept.
- Museum with art made of permanent illusions.
- Don't forget the latrines!



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## Encounter Groups

To build encounters more quickly, use these encounter groups that add up to the right amount of XP!

### Encounter Groups

| Low-Threat Fights (60 XP) | Party Level 1 | Party Level 2 | Party Level 3 |
|---|---|---|---|
| Weak pair | Two 0-level creatures | Two 1st-level creatures | Two 2nd-level creatures |
| Gang | Three –1-level creatures | Three 0-level creatures | Three 1st-level creatures |
| Mob | N/A | Four –1-level creatures | Four 0-level creatures |
| **Moderate-Threat Fights (80 XP)** | **Party Level 1** | **Party Level 2** | **Party Level 3** |
| Solo threat | One 3rd-level creature | One 4th-level creature | One 5th-level creature |
| Pair | Two 1st-level creatures | Two 2nd-level creatures | Two 3rd-level creatures |
| Troop | One 1st-level, two –1-level | One 2nd-level, two 0-level | One 3rd-level, two 1st-level |
| **Severe-Threat Fights (120 XP)** | **Party Level 1** | **Party Level 2** | **Party Level 3** |
| Solo boss | One 4th-level creature | One 5th-level creature | N/A |
| Boss and lackeys | One 3rd-level, two –1-level | One 4th-level, two 0-level | One 5th-level, two 1st-level |
| Boss and lieutenant | One 3rd-level, one 1st-level | One 4th-level, one 2nd-level | One 5th-level, one 3rd-level |
| Elite enemies | Three 1st-level creatures | Three 2nd-level creatures | Three 3rd-level creatures |

# Building Challenges

Challenges are the big, dramatic points in your adventure. They often feature combat encounters with other creatures, but they can also include hazards, or you might create social challenges in which characters duel only with words. The rules for building challenges appropriate to your group's level begin below.

Some adventures have a clear and direct progression, with challenges occurring at specific times or in a specific order. Others, such as a dungeon filled with interconnected rooms the group can investigate in any order, are nonlinear, and the group can face challenges in any order—or even avoid them entirely. Most adventures are somewhere in between, with some keystone challenges you know the heroes must contend with and some optional ones that the heroes could avoid.

# Encounters

The most common type of challenge is a combat encounter, where the heroes fight other creatures. As you plan your adventure, think about the kinds of creatures that fit your story. Not all of them have to be important to the plot. It's okay to include monsters you think would just be fun to use! Think about your players, too. Include monsters you think they'd like going up against based on the players' personalities.

While you're picking encounters for your adventure, make notes about which area each encounter appears in and details about the creatures involved. This includes notes on their place in the adventure's plot and any treasure you want them to carry. You can look at the rooms in "Menace under Otari" for the types of information to include, though you can just use brief notes instead of writing everything out in detail.

To build a combat encounter, first decide how the encounter fits into the adventure as a whole. Then, estimate how much of a threat you want the encounter to pose. An encounter has an **XP budget**. This is how much XP all the monsters in it are worth. This budget depends on how much of a threat the foes are. A group worth less than 60 XP isn't much of a fight, and one above 120 XP might be too deadly!

**Low-threat encounters (budget = 60 XP)** use some of the party's resources, but they aren't that scary. It would be unlikely (or the result of very poor tactics) for the entire party to be seriously threatened.

**Moderate-threat encounters (budget = 80 XP)** are a serious challenge to the heroes, though unlikely to overpower them completely. Heroes usually need to use sound tactics and manage their resources wisely.

**Severe-threat encounters (budget = 120 XP)** are the hardest encounters most groups of heroes can consistently defeat. These encounters should be save for important moments in your story, such as confronting a final boss. Bad luck, poor tactics, or lack of resources due to prior encounters can easily turn a severe-threat encounter against the heroes, and a wise group keeps the option to disengage open.

You might warn the players when they enter a severe fight, especially if they're new to Pathfinder. Their heroes likely can tell when they're up against an enemy that looks really tough, even if the players aren't sure yet!

## Choosing Creatures

Monsters are worth an amount of XP that depends on their level relative to the party's level. To make an encounter, add the XP for the monsters together to make sure it's in the ranges listed above, or just use the suggestions in the Encounter Groups table above to make groups quickly!



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### INDIVIDUAL MONSTER XP

| Creature Level | XP |
|---|---|
| Party level – 3* | 15 |
| Party level – 2 | 20 |
| Party level – 1 | 30 |
| Party level | 40 |
| Party level + 1 | 60 |
| Party level + 2 | 80 |
| Party level + 3 | 120 |

* Applies only to 2nd- or 3rd-level groups.

A balanced adventure mixes up its encounter difficulty. Mostly use low- and moderate-threat fights, saving severe-threat fights for the most important enemies. Remember that the party usually has multiple fights in a day. If you put in too many severe-threat fights, they might have to rest after every battle and your game can seem repetitive.

### DIFFERENT PARTY SIZES

The normal guidelines are for a typical party of four heroes. If you have more or fewer heroes, make these adjustments.

- **If you have more than four players**, add extra monsters without increasing the XP the encounter awards.

  **For five players**, add 15–20 XP worth of extra monsters (one monster of the party's level – 3 or of the party's level – 2).

  **For six players**, add 30–40 XP worth of extra monsters (one monster of the party's level – 1 or of the party's level). You can often approximate by treating an encounter group as one category easier for a group of 6, using a moderate-threat group for a low-threat fight and a severe-threat group for a moderate-threat fight.
- **If you have fewer than four players**, use fewer monsters but still give the same amount of XP!

  **For three players**, you can use low-threat encounter groups for moderate-threat fights and moderate-threat groups for severe-threat fights. To make low-threat fights, use one creature of the party's level, two of their level – 2, or three of their level – 3.

  **For two players**, each monster is basically worth double XP! This means you can use any of the low-threat encounter groups as severe-threat fights, and for other fights you should use just a single monster of the party's level or lower.

### HAZARDS IN ENCOUNTERS

You might want to add some traps or other hazards to your encounters. Remember these make your fights harder! If you use a hazard with a level 1 higher than the party's level (or even higher than that), you might need to remove a weak monster from the combat to stay within your XP budget and avoid overcomplicating the fight.

### ALTERNATE ENCOUNTERS

Depending on how the story of your adventure plays out, some encounters might go differently than you planned. For instance, if the party finds a secret route to sneak up on an orc commander, that enemy might face the heroes alone instead of having her orc soldiers at her side! This gives the party a big advantage. But make sure that if the heroes do things the hard way, the fights aren't so difficult that they're beyond severe difficulty. As another example, you might have a setup in which the party could ally with either side of a rivalry between orcs and goblins. You need to prepare for encounters against both groups, with the players' choices determining which you use.

## Other Challenges

Though encounters are the most common challenge the heroes in your game will face, other types of challenges add great variety to your game.

### OBSTACLES

An obstacle is a dangerous condition or location the heroes must navigate in order to proceed. A room filled with poisonous mold, a chasm with a rotten rope bridge, a pool of lava, an unstable chamber with a crumbling ceiling, or even something as simple as a locked door can serve as an obstacle. For the heroes to progress safely, they generally need to attempt a skill check or saving throw with a DC that's either given in the adventure or set by you (using the advice on page 36). If the heroes succeed, they make it past the obstacle safely. If they fail, that could mean they simply didn't make it through and can try again, but often it means they take damage or face some sort of setback.

Sometimes, you can put in optional obstacles that give an advantage to heroes who can get past them. For example, they might successfully pick the lock on a door to sneak past a guard outpost or scale a cliff to get on a ledge where they can sneak up on enemies.

### HAZARDS

These challenges are similar to obstacles in that they're dangerous and can be overcome with a combination of skill checks, saving throws, attack rolls, or spells. A hazard's main difference from an obstacle is that hazards are hidden from view and can strike with little or no warning. Traps are the main type of hazard for adventures, and you can find a number of examples on page 49.

You should use hazards sparingly—including a lot of them slows down the game as increasingly paranoid players check every 5-foot square for hidden perils. You might want to give the players some kind of warning (perhaps from an NPC) that they're heading into a trapped area, so that they don't overly worry about hazards the rest of the time. Like monsters, traps have a level and heroes gain XP for beating them.

### PUZZLES

Puzzles present the players, not the characters, with a challenge. Puzzles can take the form of riddles, shifting tiles, mazes, word puzzles, or anything else that must be solved by brain power, logic, or experimentation. You can enhance



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a puzzle by giving players a handout or prop that lets them directly manipulate or study the puzzle.

A puzzle generally can't be solved with die rolls, but if your group gets stuck, consider letting them attempt appropriate skill checks to learn clues (or even the solution), especially if they're getting frustrated. After all, even if a player is stumped by a puzzle, their character might not be!

## Roleplaying

Roleplaying scenes are among the more complex types of challenges. They happen most often when heroes are presented with a monster or NPC who doesn't immediately want to start a fight. This could be a prisoner who wants to be rescued, a rival dungeon explorer who wants to trick the heroes into entering a dangerous room first, or a creature who might tell the heroes something useful about the dungeon if they bribe or befriend it. Roleplay occurs practically whenever the players need to engage in conversation with you to resolve the situation.

One particularly useful kind of roleplaying scene introduces a quest—in such a scene, the heroes can learn of a task that they can then try to complete. Usually, a quest-giving NPC promises a reward if the heroes manage to successfully complete the quest the for NPC. This reward could even be favors instead of coins; for example, the players could receive permission to delve deeper into the dungeon the quest-giving NPC is guarding.

You can combine roleplaying with other types of challenges. For example, a scene where the heroes must succeed at Diplomacy checks to convince a guardian to let them pass without a fight is both a roleplaying and obstacle challenge, while a challenge in which the heroes must answer a ghostly spirit's three riddles is a roleplaying and puzzle challenge. Most roleplaying scenes combine well with story scenes. You can also include a roleplaying encounter with the potential to turn into a combat encounter. Perhaps a hungry ogre wants to interrogate the heroes about which one of them tastes best before she attacks! Or perhaps if a conversation with a monster goes in the heroes' favor, it chooses not to attack them, but if they seem weak, it strikes!

## Story

Story scenes provide opportunities for heroes to learn about your dungeon and world. They rarely involve any actual danger or impediment to physical progress through a dungeon, but they're often the most important type of scene—there's no point in creating a great history for a dungeon if the players have no way to learn about it! A story scene can come in the form of finding an old journal, examining a carving on a wall, having a conversation with a friendly monster or talkative ghost, or any similar opportunity to use actions like Recall Knowledge or Decipher Writing that enable the players to learn more about their surroundings.



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## Rewards

The most basic reward for any challenge is the XP (Experience Points) the heroes earn. You give out the XP once the encounter ends. More information on XP can be found on page 34. Remember that XP goes to all members of the group, and you can give out XP for achieving goals in the story in addition to the XP from encounters.

### Treasure

The other main type of reward in an adventure is treasure. You can place treasure in your adventure as you want. The more treasure the heroes find, the more powerful they become! The table below shows what you can consider a normal amount of treasure for an encounter, but you can also add treasure hoards elsewhere and even put in higher-level treasures as a special reward for the most important encounters of your adventure!

The Extra Treasure column shows you how much treasure earned outside of combat you should put in an adventure for each level of play. This treasure might come from treasure hoards, rewards from NPCs who the heroes help, and other sources. If your group has more than four heroes, add this extra treasure amount again for each hero beyond the fourth.

| Party Level | Low | Moderate | Severe | Extra Treasure |
|---|---|---|---|---|
| 1 | 13 gp | 18 gp | 26 gp | 35 gp |
| 2 | 23 gp | 30 gp | 45 gp | 60 gp |
| 3 | 38 gp | 50 gp | 75 gp | 100 gp |

Instead of giving the heroes all of the gp as coins, it's best to turn most of the amount into magic items using the Treasures by Level and Price table. Since treasure is more flexible than XP, you can tweak these amounts. You can even assign all of one encounter's treasure to another encounter. For example, if the party fights a viper, it probably wouldn't have any treasure, so you could add the amount of money for that fight to an encounter with a doppelganger or drow. Permanent magic items don't lose their power when you use them, but consumable magic items can only be used once.

### Treasures by Level and Price

| Permanent Magic Items | Level | Price | Page |
|---|---|---|---|
| *Everburning torch* | 1 | 15 gp | 54 |
| *Hand of the mage* | 2 | 30 gp | 55 |
| *Hat of disguise* | 2 | 30 gp | 55 |
| *Pyrite rat* | 2 | 32 gp | 54 |
| *+1 magic weapon* | 2 | 35 gp | 51 |
| *Hat of the magi* | 3 | 50 gp | 55 |
| *Bracelet of dashing* | 3 | 58 gp | 54 |
| *Hunter's bow* | 3 | 60 gp | 51 |
| *Retribution axe* | 3 | 60 gp | 51 |
| *Smoking sword* | 3 | 60 gp | 51 |
| Wand (1st-level spell) | 3 | 60 gp | 54 |
| *Returning weapon* | 3 | 90 gp | 51 |
| *Healer's gloves* | 4 | 80 gp | 55 |
| *Belt of good health* | 4 | 85 gp | 54 |
| *Demon mask* | 4 | 85 gp | 54 |
| *+1 striking weapon* | 4 | 100 gp | 51 |
| *Sturdy shield* | 4 | 100 gp | 50 |
| *Returning weapon II* | 4 | 155 gp | 51 |
| *Ghost touch weapon* | 4 | 175 gp | 51 |
| *Necklace of fireballs* | 5 | 44 gp | 55 |
| *Goggles of night* | 5 | 150 gp | 55 |
| *Poisonous dagger* | 5 | 150 gp | 51 |
| *+1 magic armor* | 5 | 160 gp | 50 |
| Wand (2nd-level spell) | 5 | 160 gp | 54 |
| *+1 slick armor* | 5 | 205 gp | 50 |
| *+1 shadow armor* | 5 | 215 gp | 50 |

| Consumable Magic Items | Level | Price | Page |
|---|---|---|---|
| *Holy water* | 1 | 3 gp | 53 |
| *Ladder feather token* | 1 | 3 gp | 53 |
| Scroll (1st-level spell) | 1 | 3 gp | 53 |
| *Shining ammunition* | 1 | 3 gp | 52 |
| *Healing potion* | 1 | 4 gp | 52 |
| *Bird feather token* | 3 | 8 gp | 53 |
| *Potion of water breathing* | 3 | 11 gp | 53 |
| *Healing potion II* | 3 | 12 gp | 52 |
| Scroll (2nd-level spell) | 3 | 12 gp | 53 |
| *Climbing bolt* | 4 | 15 gp | 52 |
| *Invisibility potion* | 4 | 20 gp | 52 |
| *Potion of leaping* | 5 | 21 gp | 52 |
| *Potion of resistance* | 6 | 45 gp | 52 |
| *Healing potion III* | 6 | 50 gp | 52 |

## Building a Campaign

Just because an adventure ends, it doesn't mean the whole game has to! You can continue with the same group and heroes in an ongoing **campaign**. A campaign is a connected series of adventures. You can build new adventures based on what happened in the last one, or you can adapt prewritten adventures to carry on the story.

Campaigns work better if you carry forward some NPCs, themes, and villains from adventure to adventure. For example, after "Menace under Otari," you can use the Otari section (page 82) to get some ideas for what you might include in your next adventure. You can also get more adventures for your campaign with the Pathfinder Adventures book *Troubles in Otari*. You can find out more about *Troubles in Otari* in the flier in the *Beginner Box*.

As you get more used to being a Game Master, you can start planning out campaigns from the start, with different themes and styles. But for your first game, it's usually best to start with one adventure and expand from there to get the hang of GMing.



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# Environments

*Environment rules bring the locales your party travels through to life. You can often just use common sense as you run the game in different environments, but you need special rules for ones that really stand out. The entries below provide rules for special types of terrain, plus a few suggestions of sensory details you can add in as the heroes explore that environment. Many places have elements from multiple environments—for example, a snow-covered mountain might use both the arctic and mountain environment rules. The DCs here are typical ones provided for convenience. You can change the DCs as needed, using the normal rules for setting DCs (page 36), and you can always choose to use just the environment rules that work best for your game.*

Many adventures take place in dungeons—underground strongholds, warrens, or crypts that have become the dens of dangerous creatures. A dungeon could be constructed or naturally occurring, but either way, it combines the features of underground and urban environments found on page 46. Regardless, your adventure can be set anywhere!

## Aquatic

Aquatic environments are among the most challenging for heroes, short of other worlds and unusual dimensions.

- **Swimming:** Athletics skill to Swim (DC 10 for still water, 15 for flowing water, and 20 for swiftly flowing water).
- **Currents:** Ocean currents, flowing rivers, and similar moving water are difficult terrain for a creature swimming against the current (see the Difficult Terrain sidebar on page 45). If a creature's in a current at the end of its turn, it moves a certain distance depending on the speed of the current (usually 5 feet or 10 feet). For instance, a 10-foot current moves a creature 10 feet in the current's direction at the end of that creature's turn.

**Sights** choppy water, rolling waves, sunlight glinting, the curve of the horizon, driftwood
**Sounds** waves lapping against a ship, seabirds' cries, fluttering sails, creatures breaching the surface
**Smells** salt water, crisp fresh air, dead fish
**Textures** frigid water, slimy seaweed, crusty salt collecting on surfaces



## Arctic

The main challenge in an arctic environment is the low temperature (page 47), but arctic environments also contain ice and snow.

- **Ice:** Acrobatics skill to Balance without falling down (DC 12).
- **Snow:** Difficult terrain.

**Sights** blinding reflected sunlight, snowy plains, distant glaciers, deep crevasses, rocky cliffs, ice floes and bergs, animal tracks in snow
**Sounds** howling winds, drips of melting ice, utter quiet
**Smells** clean air, half-frozen bog, lichen, seaweed
**Textures** crunching snow, hard ice
**Weather** frigid gales, light snowfall, pounding blizzard

## Desert

Desert encompasses both sandy and rocky deserts as well as rugged badlands.

- **Rubble:** Rocky deserts are strewn with rubble, which is difficult terrain (see the Difficult Terrain sidebar on page 45). Rubble dense enough to be walked over rather than navigated through requires Acrobatics to Balance as well (DC 15).
- **Sand:** Packed sand doesn't impede movement, but loose sand is difficult terrain. Especially deep or loose sand requires a creature crossing it to use Acrobatics to Balance (DC 20).



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**Sights** blinding reflected sunlight, rolling dunes, a mirage, circling vultures
**Sounds** rustling winds, cascading sand, insects at night
**Smells** dust, desert herbs
**Textures** coarse sand, warm rock, dry brush
**Weather** direct heat, dust devil, sandstorm

## Forest

These environments include jungles and other wooded areas.

- **Trees:** Athletics to Climb a tree (DC 15). Trees that take up an entire 5-foot square on the map (or more) are big enough to provide standard cover; narrower trees don't.
- **Undergrowth:** Difficult terrain. Heavy undergrowth gives standard cover to anyone in it, but it's even harder to move through. Each square costs 10 extra feet of movement, not just 5!
- **Vines:** Acrobatics or Athletics skill to swing on a vine (DC 15).

**Sights** towering trees, dense undergrowth, verdant canopies, colorful wildlife, dappled sunlight through the trees, mossy tree trunks, twisted roots
**Sounds** rustling leaves, snapping branches, animal calls
**Smells** decomposing vegetation, flowering plants, pine trees, earthy mushrooms
**Textures** leaves crunching underfoot, scraping branches, water dripping from above, rough bark
**Weather** still air, cool shade, sporadic breeze, rain on the canopy, branches coated in thick snow

## Mountain

Mountain environments also include hills, which share many aspects of mountains, though not their more extreme features.

- **Chasms:** Athletics to make a Long Jump across a chasm or similar natural pit (DC 15 for a chasm 10 feet across; add 5 to the DC for every 5 feet wider). Failing to make the jump means taking bludgeoning damage from the fall equal to half the distance fallen. Alternatively, creatures can take the safer but slower route of Climbing down the near side of the chasm and then ascending the far side to get across. Good depths for chasms are 30 feet or 50 feet. Much deeper, and the fall is likely to kill a hero!
- **Cliffs and Slopes:** Athletics to Climb a cliff (DC 10 for sloped cliffs, 15 for steep cliffs, or 20 for sheer cliffs or steep ones with few handholds). Without extensive safety precautions, such as having a creature farther up secure a rope, a critical failure can result in significant falling damage.
- **Lava:** A volcano might have small lava flows. Just the heat from being near lava is harmful, dealing 1d6 fire damage each round to anyone within 10 feet. Going into the lava is almost certain death for anyone not immune to fire. It deals 20d6 fire damage every round!

### Difficult Terrain

Whenever creatures need to cross terrain that's hard to move through, such as snow or underbrush, you can use the rules for difficult terrain. Difficult terrain costs 5 more feet of movement to move into. See page 67 of the *Hero's Handbook*.

- **Rubble and Scree:** Difficult terrain. Especially deep or pervasive rubble requires Acrobatics to Balance as well (DC 15).
- **Undergrowth:** Difficult terrain. Thick undergrowth on mountains is rare and follows the rules found under forests.

**Sights** bare cliffs, snow caps, hardy trees, slopes littered with scree, fallen rocks, birds flying on currents, fog among the peaks
**Sounds** howling wind, falling rocks, clear echoes, crunch of rocks underfoot, distant avalanche
**Smells** blowing dust, pine trees, fresh snow
**Textures** rough stone, powdery snow, unstable rubble
**Weather** swirling clouds, chill of high altitude, direct sunlight, powerful wind and rain

## Plains

The plains environment encompasses grasslands, such as savannas and farmland. Such terrain is usually fairly flat and easy to traverse.

- **Undergrowth:** Difficult terrain. Thick undergrowth in plains is rare (usually planted hedges or tall crops like corn) and follows the rules found under forests.

**Sights** grass waving gently, scattered wildflowers, rocky outcroppings or boulders, the curve of the horizon
**Sounds** rustling wind, birdsong, distant sounds carried far
**Smells** fresh air, earthy soil, distant carcasses
**Textures** touch of tall grass, rasp of scrub brush, crunch of dry dirt
**Weather** cooling of gentle wind, heat of direct sunlight, massive black thunderclouds

## Swamp

Wetlands are the most common kind of swamp, but this category also includes drier marshes such as moors.

- **Bogs:** Shallow bogs are difficult terrain for Medium creatures. Squares in deep bogs cost Medium creatures 10 extra feet of Speed per square, not just 5! If a bog is deep enough that a creature can't reach the bottom, the creature has to use Athletics to Swim (DC 12).
- **Undergrowth:** Difficult terrain. Heavy undergrowth gives standard cover to anyone in it, but it's even harder to move through. Each square costs 10 extra feet of movement, not just 5!



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**Sights** lush leaves, clouds of gnats, algae-coated water, shacks on stilts, darting fish
**Sounds** croaking frogs, chirping insects, bubbling waters, splashing
**Smells** rich moss and algae, pungent swamp gases
**Textures** pushing through floating detritus, tangling creepers, thick mud
**Weather** oppressive humidity, still air, pouring rain, rays of sunlight

## Underground

Most underground environments consist of caves and other natural formations. Artificial dungeons and ruins combine underground features with urban features, like stairs and walls. Deep underground vaults have some of the same terrain features as mountains, such as chasms and cliffs.

- **Cliffs and Slopes:** Athletics to Climb a cliff (DC 10 for sloped cliffs, 15 for steep cliffs, or 20 for sheer cliffs or steep ones with few handholds). Without safety precautions like a creature farther up securing a rope, a critical failure can result in significant falling damage (bludgeoning damage equal to half the distance fallen).
- **Floors:** Natural cavern floors are rarely flat. They tend to have abrupt changes in elevation that are difficult terrain or require using Acrobatics to Balance (DC 10 or 12).
- **Ledges:** Moving across a narrow ledge requires using Acrobatics to Balance (DC 12).
- **Magma:** Caverns deep underground might have magma flowing within. Just the heat from being near magma is harmful, causing 1d6 fire damage each round to anyone within 10 feet. Going into the magma is almost certain death for anyone not immune to fire. It deals 20d6 fire damage every round!
- **Rubble:** Difficult terrain. Especially deep or pervasive rubble requires Acrobatics to Balance on when crossing it as well (DC 17).
- **Walls:** Athletics to Climb a natural cave wall (DC 20). Since most caves are formed by water, cave walls are often damp, making the DC 22 or 25.

**Sights** winding passages, sputtering yellow torchlight, uneven or cracked floors, ancient writings or architecture, stalagmites and stalactites
**Sounds** dripping condensation, scurrying rats or insects, distant clunks of machinery, tinny echoes of your voices and footsteps
**Smells** staleness of still air, sulfur, tang of metal deposits
**Textures** rough rock walls, stone smoothed by erosion, cobwebs
**Weather** chill of underground air, geothermal heat

## Urban

Urban environments include open city spaces as well as buildings. The building information in this section also applies to ruins and constructed dungeons.

- **Crowds:** Crowded thoroughfares and similar areas are difficult terrain. You might allow a creature to persuade a crowd to part and allow it to pass using Diplomacy, Intimidation, or Performance.

  A crowd exposed to an obvious danger, like a fire or a rampaging monster, attempts to move away from the danger as quickly as possible, but a crowd is slowed by its own mass. A fleeing crowd typically moves at a Speed of 25 feet, potentially trampling or leaving behind slower-moving members of the crowd.
- **Doors:** Opening a door takes an Interact action. Locked doors require a creature to use Thievery to Pick the Lock. The DC and number of successes required to open the lock depend on the quality of the lock. Remember that a critical success is worth two successes!

  **Poor lock** DC 15, 2 successes
  **Simple lock** DC 20, 3 successes
  **Average lock** DC 25, 4 successes
  **Good lock** DC 30, 5 successes
- **Rooftops:** Flat roofs are easy to move across. Angled roofs require creatures to use Acrobatics to Balance (DC 13) or, if they're especially steep, Athletics to Climb (DC 13).

  Hurtling from roof to roof often requires using Athletics for a Long Jump, though some buildings are close enough to Leap between. A High Jump might be necessary to reach a higher roof.
- **Sewers:** Sewers are generally 10 feet or more below street level and are equipped with ladders or other means to ascend and descend. Raised paths along the walls allow sewer workers access, while channels in the center carry waste. Sewers grates require 2 or more Interact actions to open, though they might be locked using the rules for locked doors above.
- **Stairs:** Difficult terrain for creatures moving up them, normal for creatures moving down.
- **Walls:** Athletics to Climb (DC 18 for a constructed stone wall, DC 20 for a brick wall).

**Sights** milling crowds, domesticated animals, multi-story buildings, trash blowing in the streets
**Sounds** town criers, shouting children, rattling wagon wheels
**Smells** freshly baked bread, chimney smoke, industrial fumes, perfume, sewage
**Textures** smooth cobblestones
**Weather** rain on the rooftops

### In Otari

These details are especially pronounced in Otari, the settlement detailed on pages 82–87.
**Sights** docked boats laden with fish, lumber sliding down the road toward the dock
**Smells** caught fish, freshly cut lumber
**Sounds** sawmill blades whirring



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## Climate

Weather can be combined with the environments in the previous pages to establish a mood or to make more memorable encounters. Weather can impose circumstance penalties on certain checks, from –1 to –4 based on severity.

### Fog

Fog imposes a circumstance penalty on visual Perception checks: –1 for light fog or –2 for heavy fog. Creatures viewed through significantly thick fog have the concealed condition. You decide the distance of that concealment, but it's usually around 30 feet for a light fog and 15 feet for a heavy fog.

### Precipitation

Precipitation includes rain, snow, sleet, and hail. Wet precipitation douses flames, and frozen precipitation can create areas of snow or ice on the ground. Drizzle or light snowfall has little mechanical effect beyond limited visibility.

#### Visibility

Most forms of precipitation impose circumstance penalties on vision-based Perception checks, usually a –1 circumstance penalty or –2 for heavier precipitation. Hail often is sparser but loud, instead causing a –2 circumstance penalty on hearing-based Perception checks. Especially heavy precipitation, such as a downpour of rain or heavy snow, might make creatures concealed if they're far away.

### Thunderstorms

High winds and heavy precipitation accompany many thunderstorms. There's also a very small chance that a creature might be struck by lightning during a storm. A lightning strike usually deals 5d6 electricity damage.

### Temperature

In most places, even if it's very cold or hot, the weather isn't actively dangerous. However, temperatures of 105° F and above or 12° F or below can be harmful! For every hour spent in temperatures from 105° to 114°, a creature takes 1d6 fire damage. For every hour spent in temperatures from –21° to 12°, a creature takes 1d6 cold damage. Temperatures beyond those ranges are too dangerous for characters of levels 1–3.

### Wind

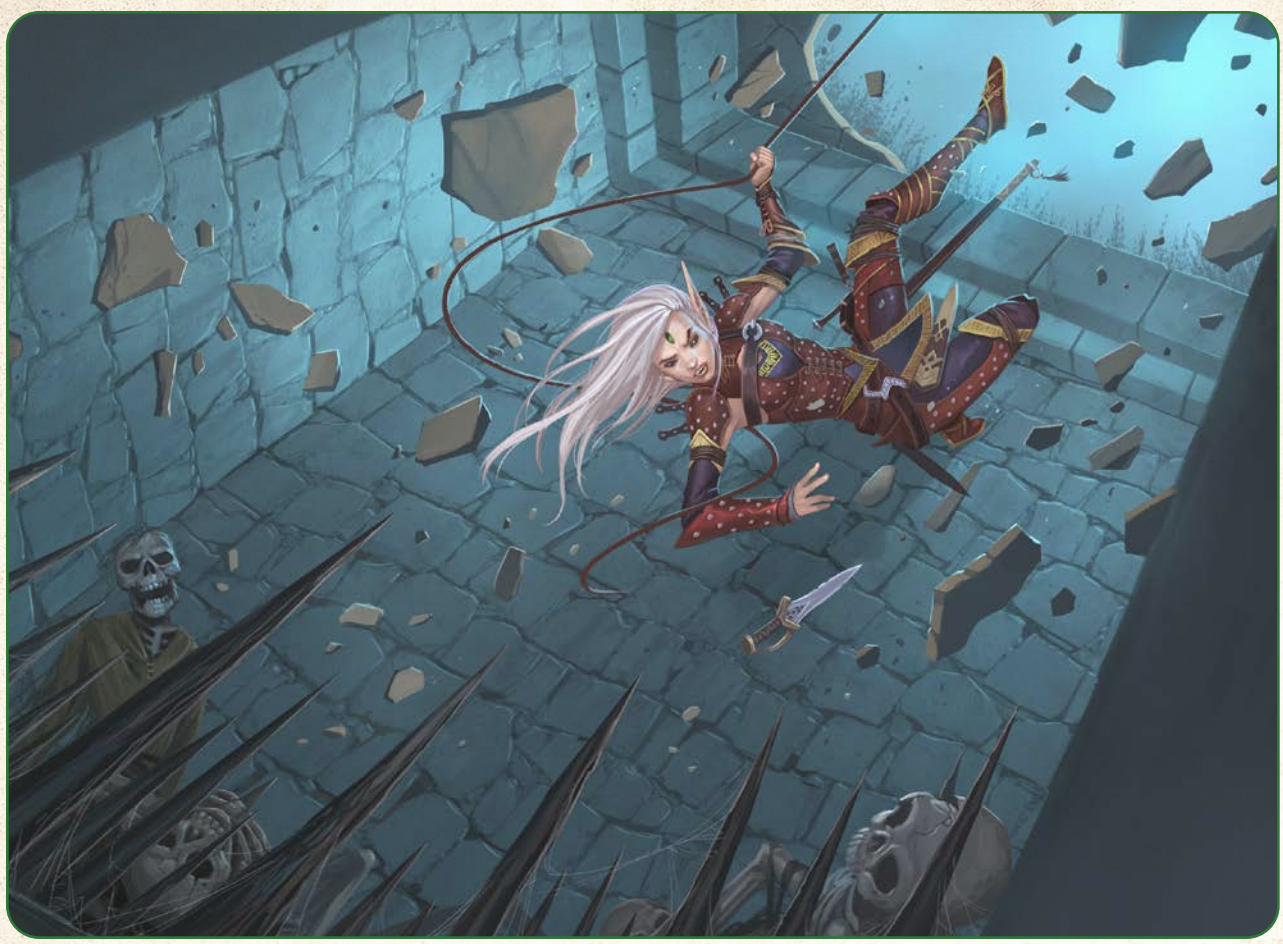
Wind imposes a penalty on Perception checks to hear and on physical ranged attacks such as arrows. This circumstance penalty is –1 for a weak wind or –2 for a stronger wind. Powerful windstorms can make physical ranged attacks impossible! Wind snuffs out handheld flames. Particularly strong winds might require a creature to succeed at a DC 15 Athletics check each time it attempts to move. On a failure, the creature doesn't move on that action, and on a critical failure, it's knocked back 5 feet and falls prone. Any moderate or strong wind is difficult terrain for a flying monster moving against the wind.



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# Hazards

Dungeons are rife with devious traps meant to protect the treasures within, ranging from devices that shoot darts to those that drop heavy blocks or expose hidden pit traps.

## Detecting a Hazard

Every hazard has a trigger of some kind, like a trip wire or a pressure plate. When characters approach a hazard, they have a chance of finding the mechanism before triggering the hazard. During exploration, determine whether the party detects a hazard when the heroes first enter the area in which it appears. Only someone actively searching (using the Search activity while exploring or the Seek action in an encounter) has a chance to notice them. Anyone who succeeds becomes aware of the hazard, and you can describe what they notice.

## Triggering a Hazard

If the group fails to detect a hazard and the hazard's trigger depends on a standard part of traveling (such as stepping on a floor plate), the hazard's reaction occurs. Hazards that would be triggered only when someone directly manipulates the environment—by opening a door, for example—use their reactions only if a hero explicitly takes that action.

## Disabling a Hazard

The most versatile method for deactivating traps is the Disable a Device action of the Thievery skill. The DC is listed in the hazard's stat block. As noted in skills, a creature must be trained in Thievery to use the Disable a Device action. Fully disarming some traps requires multiple successful Disable a Device actions. For example, disabling scythe blades requires a successful check on each of two blades. A critical failure on any roll to disable a hazard triggers it.

A character must first detect a hazard (or have it pointed out to them) to try to deactivate it. They can attempt to deactivate a hazard whether or not it has already been triggered, though most hazards no longer pose a danger once their reactions have occurred.

### Damaging a Hazard

Damaging a trap works like damaging a shield: the trap reduces the damage it takes by its Hardness. If a hazard's Hit Points are reduced to its **Broken Threshold** (BT) or lower, the hazard becomes broken and can no longer be activated. If it's reduced to 0 HP, it's destroyed and can't be repaired. Usually, the trap is triggered when attacked, though it isn't triggered if it's destroyed in one hit because there's not enough left to harm anyone! If it's broken in one hit but not destroyed, you decide whether it triggers based on the type of trap.

Hazards' AC, saving throws, Hardness, HP, and BT are listed in their stat blocks. A hazard that doesn't list one of these statistics can't be affected by anything targeting that statistic. For example, a hazard that has HP but no BT can't be broken, but it can still be destroyed. Hazards can be targeted



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only by things that specifically say they can target objects. Certain abilities like bleed damage, poison, mental effects, and the sickened condition don't work against a hazard, nor do any other effects that wouldn't reasonably work on an object.

## Hazard Experience

Characters gain XP for overcoming a hazard, whether they disable it, avoid it, or simply endure its attacks. If they trigger the same hazard later on, they don't gain XP for the hazard again. The XP a hazard gives depends on the party's level, as shown below. For example, a 0-level hazard faced by a 1st-level party is worth 6 XP because level 0 is the party's level – 1.

### HAZARD XP

| Level | XP Award |
|---|---|
| Party level – 3 | 3 XP |
| Party level – 2 | 4 XP |
| Party level – 1 | 6 XP |
| Party level | 8 XP |
| Party level + 1 | 12 XP |
| Party level + 2 | 16 XP |
| Party level + 3 | 24 XP |

## Hazard Stat Blocks

Hazards are presented in a stat block format similar to those used for monsters. The Notice entry indicates the DC for someone using Search or Seek to find the trap. The hazard entry ends with the hazard's reaction.

### HIDDEN PIT — HAZARD 0

**Notice** DC 18 Perception check (or DC 0 if the trapdoor is disabled or broken).

**Description** A wooden trapdoor covers a 10-foot square pit that's 20 feet deep.

**Disable** DC 12 Thievery to remove the trapdoor

**AC** 10

**Fort** +1, **Ref** +1

**Trapdoor Hardness** 3, **Trapdoor HP** 12 (BT 6)

**Immunities** critical hits, sneak attack

**Pitfall** ↷ If a creature walks onto the trapdoor, that creature falls in unless it succeeds at a DC 16 Reflex save to grab hold of the edge. The pit is 20 feet deep, dealing 10 bludgeoning damage to anyone who falls to the bottom.

### ENVENOMED LOCK — HAZARD 1

**Notice** DC 17 Perception check

**Description** A spring-loaded, poisoned spine is hidden near the keyhole of a lock. Disabling or breaking the trap doesn't disable or break the lock.

**Disable** DC 17 Thievery on the spring mechanism

**AC** 15

**Fort** +8, **Ref** +4

**Hardness** 6, **HP** 24 (BT 12)

**Immunities** critical hits, sneak attack

**Spring** ↷ (attack) When a creature tries to unlock or Pick the Lock, a spine extends to attack that creature. The trap makes a melee attack with +13 to its attack roll. On a hit, it deals 1 piercing damage and 1d6 persistent poison damage (on a critical hit, 2 piercing damage and 2d6 persistent poison damage).

### SLAMMING DOOR — HAZARD 1

**Notice** DC 17 Perception check

**Description** Pressure-sensitive panels in the floor connect to a stone slab hidden in a hallway's ceiling.

**Disable** DC 15 Thievery on the floor panels before the slab falls

**AC** 16

**Fort** +10, **Ref** +2

**Hardness** 5, **HP** 20 (BT 10)

**Immunities** critical hits, sneak attack

**Slam Shut** ↷ When pressure is placed on any floor tile, the door falls, closing off the hallway. The stone slab deals 3d8 bludgeoning damage to anyone beneath or adjacent to the slab when it drops and pushes them out of its space in a random direction. A creature that succeeds at a DC 17 Reflex save takes no damage and rolls out of the way in a random direction. On a critical success, they roll out of the way and can choose which direction.

Lifting the fallen slab requires a successful DC 25 Athletics check. Hitting the floor panels triggers the trap. The slab uses the same AC and saves as the trap, but it has Hardness 12, HP 48 (BT 24).

### SPEAR LAUNCHER — HAZARD 2

**Notice** DC 20 Perception check

**Description** A wall socket loaded with a spear connects to a floor tile in one 5-foot square.

**Disable** DC 18 Thievery on the floor tile or wall socket

**AC** 18

**Fort** +11, **Ref** +3

**Hardness** 8, **HP** 32 (BT 16)

**Immunities** critical hits, sneak attack

**Spear** ↷ (attack) When pressure is applied to the floor tile, the trap shoots a spear, making an attack against the creature or object on the floor tile. The trap makes a ranged attack, rolling a d20 and adding 14. On a hit, it deals 2d6+6 piercing damage (doubled on a critical hit as normal).

### SCYTHE BLADES — HAZARD 4

**Notice** DC 23 Perception check

**Description** Two blades, each hidden in a 15-foot-long ceiling groove, are both connected to a trip wire.

**Disable** DC 21 Thievery to disable each blade

**AC** 21

**Fort** +12, **Ref** +8

**Hardness** 11, **HP** 44 (BT 22)

**Immunities** critical hits, sneak attack

**Falling Scythes** ↷ (attack) When the trip wire is pulled or severed, both blades swing down, each one attacking all creatures under the ceiling grooves. The trap makes a melee attack with each blade with +17 to each attack roll. There's no multiple attack penalty on these attacks. On a hit, a blade deals 2d12+4 slashing damage. On a critical hit, the damage is doubled plus 6 extra damage.



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# Magic Items

*Treasure is one of the big rewards characters get by adventuring. It comes in all sorts of forms, from humble copper coins to powerful magic items. Magic items can grant characters bonuses to their statistics, allow them to cast more spells, and create all sorts of unique effects. Many are permanent items that can be used repeatedly, others items called consumables work only once—like potions.*

Every magic item has a level that's comparable to a character's level or a monster's level. For example, a 3rd-level item is a solid item for a 3rd-level character. If you want to give a special reward to a hero, drop in an item of a higher level than the hero!

## Buying and Selling Magic Items

A magic item lists its Price, but that doesn't mean characters can buy magic items any time they want! If the heroes have enough money to buy a magic item, they might still have to search for a shop, a merchant, or another NPC that has the item. The bigger the settlement, the more likely the heroes can find some good shops that carry magic items in additional to the usual mundane stock. In Otari (page 82), they can purchase permanent items of 4th-level or lower and consumables of any level from this section, which covers all but a few of these items.

Selling a magic item is much like selling any other item: a player can sell it for half its Price. Just as it can be tricky to find a place to buy magic items, it can be hard to find someone to purchase an expensive item!

## Using Items

Some magic items have abilities that always stay on. You don't have to use any actions to do anything special (beyond wearing or wielding the item) to make these abilities work. For example, an *everburning torch* always sheds light, and a *returning weapon* comes back to you every time you throw it.

Other items give you special actions listed in the item. You have to spend the number of actions shown to activate the item. The special action might also have traits, which appear in parentheses after the action symbol. If an action can be used only a certain number of times per day, the limit resets when you make your daily preparations every morning. The limit is part of the item, so if you give the item to someone else, they can't activate it if it's already been used up for the day.

### Held Items

Many magic items must held to be used. Held items range widely, from magic weapons to potions. Their stat blocks say "**Usage** held" just after the Price and list how many hands you need to use the item. Weapons and shields don't have a Usage entry since you hold magical versions the same way you do non-magical ones, but they're both still items you hold.

### Worn Items

Some items have to be worn on your body to function. They have a "**Usage** worn" entry just after the Price. The Usage entry might also say what kind of item it is, such as a belt or a pair of shoes. You can wear only one item of the same kind. If this entry doesn't list a kind of item, there's no limit to how many you can wear. If a worn item has a special action, you can use that action only if you're wearing the item.

## Armor

Magic armor provides more protection than normal armor and might have other abilities. The most basic magic armor is *+1 magic armor*. Special magic armor has the abilities of *+1 magic armor* plus other benefits. Magic armor can be any kind of armor, from hide to chainmail, unless the description says otherwise.

**+1 Magic Armor** **Item 5**

Abjuration | Magical

**Price** 160 gp

This armor protects you better than normal armor due to the magical runes on its surface. Its item bonus to AC is 1 higher. The Price is the same for all types of armor.

### Special Magic Armor

**+1 Shadow Armor** **Item 5**

Abjuration | Magical

**Price** 215 gp

This *+1 magic armor* must be leather armor or hide armor; it has a hazy black appearance, giving you a +1 item bonus to Stealth checks.

**+1 Slick Armor** **Item 5**

Abjuration | Magical

**Price** 205 gp

This *+1 magic armor* is slippery, as though coated with a thin film of oil. You gain a +1 item bonus to Acrobatics checks to Escape.

## Shields

Magic shields can have a wide variety of protective effects—here's a common example.

**Sturdy Shield** **Item 4**

Abjuration | Magical

**Price** 100 gp

With a superior design and excellent craftsmanship, this shield is harder to break and destroy. The shield has Hardness 8, HP 64, and BT 32.



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## Weapons

Magic weapons give you a bonus to attack rolls and might deal more damage or have other extra abilities. The most basic magic weapons are *+1 magic weapons* and *+1 striking weapons*. Some special magic weapons say they're *+1 magic weapons* or *+1 striking weapons*, meaning they have the effects of that weapon in addition to their other abilities. A magic weapon can be any kind of weapon, from a sword to a bow, unless the description says otherwise.

### +1 Magic Weapon — Item 2

EVOCATION | MAGICAL

**Price** 35 gp

A *+1 magic weapon* is more accurate than other weapons due to its magic. It grants you a +1 item bonus to attack rolls you make with it. The Price is the same for all types of weapons.

### +1 Striking Weapon — Item 4

EVOCATION | MAGICAL

**Price** 100 gp

This weapon grants you a +1 item bonus to attack rolls you make with it, and it deals two dice of damage instead of one. The Price is the same for all types of weapons.

### Special Magic Weapons

### Ghost Touch Weapon — Item 4

MAGICAL | TRANSMUTATION

**Price** 175 gp

This item can be any type of melee weapon. It's a *+1 striking weapon* that's particularly effective against incorporeal creatures, which have a specific weakness to *ghost touch* weapons. Incorporeal creatures can touch, hold, and wield *ghost touch* weapons (unlike most physical objects).

### Hunter's Bow — Item 3

EVOCATION | MAGICAL

**Price** 60 gp

Stealthy hunters and rogues can use this *+1 magic shortbow* to attack from hiding. If you use this bow to Strike a target that can't see you and you get a critical hit, the target takes an extra 1d6 damage (this is in addition to sneak attack damage if you're a rogue).

### Poisonous Dagger — Item 5

MAGICAL | NECROMANCY | POISON

**Price** 150 gp

This *+1 striking dagger* has an image of a snake emblazoned on its blade. When you critically succeed at an attack roll with the dagger, magical fangs emerge and poison the target, dealing 1d4 persistent poison damage.

### Retribution Axe — Item 3

ENCHANTMENT | MAGICAL

**Price** 60 gp

The blade of this *+1 magical greataxe* bears a design of a human skull. Whenever a creature damages you with an attack, the skull changes its appearance to look like the face of that creature. You gain a +2 circumstance bonus to your next damage roll against that creature before the end of your next turn. Because the face reshapes each time you're damaged, you get the additional damage only if you attack the creature that damaged you most recently.



### Returning Weapon — Item 3

EVOCATION | MAGICAL

**Price** 90 gp

This item can be any type of thrown weapon (club, dagger, hatchet, javelin, light hammer, spear, starknife, or trident). It's a *+1 magic weapon*, and when you make a thrown Strike with it, it flies back to your hand after the Strike is complete.

### Returning Weapon II — Item 4

EVOCATION | MAGICAL

**Price** 155 gp

This weapon is like a returning weapon, but is a *+1 striking weapon* instead of a *+1 magic weapon*.

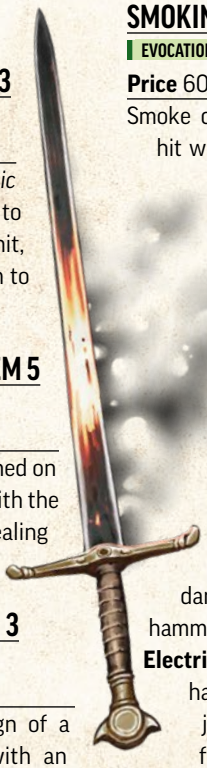
### Smoking Sword — Item 3

EVOCATION | FIRE | MAGICAL

**Price** 60 gp

Smoke constantly belches from this *+1 magic longsword*. Any hit with this sword deals 1 extra fire damage. You can use a special action while holding the sword to command the blade's edges to light on fire.

**Stoke Flames** ❖ (concentrate) Until the end of your turn, the blade deals 1d6 extra fire damage instead of just 1. After you use this action, you can't use it again for 10 minutes.



### Storm Hammer — Item 3

ELECTRICITY | EVOCATION | MAGICAL

**Price** 60 gp

Sparks of crackling electricity arc from this *+1 magic warhammer*, and the head thrums with distant thunder. Any hit with this hammer deals 1 extra electricity damage. You can use a special action while holding the hammer to transform the sparks into lightning bolts.

**Electrify** ❖ (concentrate) Until the end of your turn, the hammer deals 1d6 extra electricity damage instead of just 1. After you use this action, you can't use it again for 10 minutes.

### The Magical Trait

Magic items have the magical trait because they're imbued with magical energies and have a trait for their magical school (abjuration, conjuration, divination, enchantment, evocation, illusion, necromancy, or transmutation). Some items are closely tied to a particular tradition of magic. In these cases, the item has the arcane, divine, occult, or primal trait instead of the magical trait. Any of these traits indicates that the item is magical.



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# Consumables

This section includes magic items that work only once before losing their magic afterward. They have the consumable trait.

## Ammunition

These magic items are ammunition for ranged weapons. On a hit, magic ammunition applies any listed effects in addition to dealing damage normally using your weapon's usual damage die. Regardless of whether an attack with magic ammunition hits or misses, launching the ammunition consumes its magic.

### Climbing Bolt — Item 4

CONJURATION | CONSUMABLE | MAGICAL

**Price** 15 gp

The shaft of this bolt is wrapped with fine twine. When the bolt strikes a solid surface, the twine unwinds and enlarges into a 50-foot-long rope, securely fastened to the surface the bolt struck. The rope can be pulled free with an Interact action, which requires a successful DC 20 Athletics check.

### Shining Ammunition — Item 1

CONSUMABLE | EVOCATION | LIGHT | MAGICAL

**Price** 3 gp

This ammunition can be either an arrow or a bolt. When shot, it sheds bright light in a 20-foot radius (and dim light over the next 20 feet) for 10 minutes. If it hits a target, it sticks, causing the target to shed light in the same radius. A creature can remove the ammunition by spending an Interact action, but the ammunition itself continues to glow for the rest of the duration or until destroyed.

### Spellstrike Ammunition — Item 3

CONSUMABLE | MAGICAL | TRANSMUTATION

**Price** 12 gp

Mystic patterns create a magic reservoir within this ammunition. You activate *spellstrike ammunition* by casting a 1st-level spell into the ammunition, using the spell's normal casting actions. The spell must be able to target a creature other than the caster. If you activate the ammunition and successfully Strike a creature with it that same turn, the creature is targeted by the spell. If the creature isn't a valid target for the spell, the spell is lost.

The ammunition affects only the target hit, even if the spell would normally affect more than one target. If the spell requires a spell attack roll, use the result of your ranged attack roll with the ammunition to determine the degree of success of the spell. If the spell requires a saving throw, the target attempts the save against your spell DC.

## Potions

A potion is a magical liquid activated when you drink it. Potions have the potion trait. Using a potion is an Interact action (costing 1 action), allowing a creature to drink it or feed it to another creature that's willing to drink it.

### Healing Potion — Item 1

CONSUMABLE | HEALING | MAGICAL | NECROMANCY | POSITIVE | POTION

**Price** 4 gp

**Usage** held in 1 hand

When you drink this ruby-red liquid, your wounds heal rapidly. You regain 1d8 Hit Points.

### Healing Potion II — Item 3

CONSUMABLE | HEALING | MAGICAL | NECROMANCY | POSITIVE | POTION

**Price** 12 gp

**Usage** held in 1 hand

This stronger healing potion causes you to regain 2d8+5 Hit Points when you drink it.

### Healing Potion III — Item 6

CONSUMABLE | HEALING | MAGICAL | NECROMANCY | POSITIVE | POTION

**Price** 50 gp

**Usage** held in 1 hand

This potent healing potion causes you to regain 3d8+10 Hit Points when you drink it.



### Invisibility Potion — Item 4

CONSUMABLE | ILLUSION | MAGICAL | POTION

**Price** 20 gp

**Usage** held in 1 hand

When you drink this potion, you turn invisible for 10 minutes. Creatures can't see you, but they might be able to Seek to figure out your location (though they still need to succeed at a DC 11 flat check to target you; see *Hero's Handbook* page 58). If you attack a creature or use another hostile action, the potion's magic ends as soon as your hostile action is completed.

### Potion of Leaping — Item 5

CONSUMABLE | MAGICAL | POTION | TRANSMUTATION

**Price** 21 gp

**Usage** held in 1 hand

For 1 minute after you drink this fizzy potion, you can jump 30 feet in any direction each time you take the Leap action.

### Potion of Resistance — Item 6

ABJURATION | CONSUMABLE | MAGICAL | POTION

**Price** 45 gp

**Usage** held in 1 hand

Drinking this thick, fortifying potion grants resistance against a single damage type for 1 hour. Each potion of resistance is made to defend against acid, cold, electricity, fire, or sonic damage (and is called *potion of cold resistance*, *potion of fire resistance*, or the like). Each time you would take damage of that type, reduce the damage by 5.



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### POTION OF WATER BREATHING ITEM 3

CONSUMABLE | MAGICAL | POTION | TRANSMUTATION

**Price** 11 gp

**Usage** held in 1 hand

This filmy gray potion smells like an old fish midden, and tastes even worse. After drinking this potion, you can breathe underwater for 1 hour.



### GREEN WYRMLING BREATH POTION ITEM 5

CONSUMABLE | EVOCATION | MAGICAL | POISON | POTION

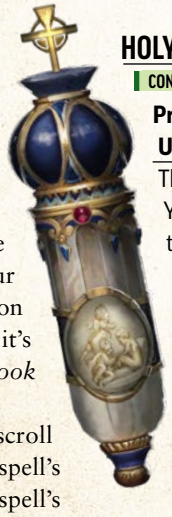
**Price** 30 gp

**Usage** held in 1 hand

This liquid contains blood from a wyrmling green dragon. For 1 hour after you drink it, you can unleash a cloud of poison as a breath weapon. Exhaling dragon breath uses a single action. The breath weapon deals 2d6 poison damage in a 15-foot cone, and each creature in the area must attempt a DC 23 basic Fortitude save. After you use the breath weapon, you can't do so again for 1d4 rounds.

## SCROLLS

A scroll contains a single spell that you can cast without having to expend a spell slot! A scroll can contain any spell except cantrips and wizards' school spells. The spell is added when the scroll is made—you can't pick it when you use the scroll. This means you might have a *scroll of heal* or a *scroll of magic missile*. The spell on a scroll can be cast only once, and the scroll is destroyed as part of the casting. If you find a scroll, you can try to figure out what spell it contains. If the spell is from your class, you can spend a single Recall Knowledge action to automatically succeed at identifying the spell. If it's not, you must use Identify Magic (*Hero's Handbook* page 50) to learn what spell the scroll holds.



Casting a spell from a scroll requires holding the scroll in one hand. Everything else is the same as the spell's action, including the number of actions and the spell's traits. You can cast a spell from a scroll only if the spell is in the section of spells in your class entry, but you don't have to have it prepared, and it doesn't have to be in your spellbook if you're a wizard. Use your own spell attack roll and spell DC because you're casting the spell.

### SCROLL, 1ST-LEVEL SPELL ITEM 1

CONSUMABLE | MAGICAL | SCROLL

**Price** 3 gp

**Usage** held in 1 hand

This scroll contains magical inscriptions allowing you to cast a specific 1st-level spell.

### SCROLL, 2ND-LEVEL SPELL ITEM 3

CONSUMABLE | MAGICAL | SCROLL

**Price** 12 gp

**Usage** held in 1 hand

This scroll contains magical inscriptions allowing you to cast a specific 2nd-level spell.

## OTHER CONSUMABLES

These magic items don't fall into any of the other categories of consumables, but they still only work once.

### BIRD FEATHER TOKEN ITEM 3

CONJURATION | CONSUMABLE | MAGICAL

**Price** 8 gp

**Usage** held in 1 hand

You can Interact with this feather to transform it into a small sparrow that you can use to deliver messages to a distant recipient. The sparrow waits on your finger for you to relay a message up to 1 minute in length, along with the name of the recipient and their rough location. The recipient must be someone you've met, and the location must be somewhere you previously visited.

After receiving your message, the bird flies off to deliver it, traveling at 30 miles per hour and then searching for the target in the location you provided. If the bird finds the target, it relays your message, then flies off and vanishes. The bird also vanishes if it fails to find your target after 10 hours of searching for the recipient at the location you specified.

### HOLY WATER ITEM 1

CONSUMABLE | DIVINE | GOOD | SPLASH

**Price** 3 gp

**Usage** held in 1 hand

This vial contains magical water blessed by a good deity. You can throw it as a ranged Strike. *Holy water* is a simple thrown weapon with a range increment of 20 feet. It shatters on a hit, dealing 1d6+1 good damage to the target and 1 good damage to every other creature within 5 feet of the target. *Holy water* damages only undead.

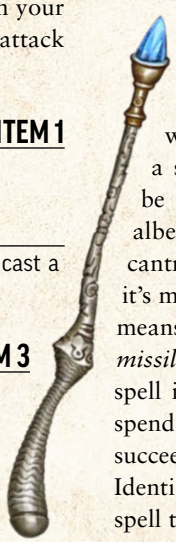
### LADDER FEATHER TOKEN ITEM 1

CONJURATION | CONSUMABLE | MAGICAL

**Price** 3 gp

**Usage** held in 1 hand

You can Interact with this vibrant, colorful bird feather to make it grow much larger, transforming it permanently into a 20-foot-long wooden ladder.



## WANDS

Short, slender items typically made of wood, wands let you cast a specific spell without expending a spell slot. They can be used once per day, but can be overcharged to attempt to cast their spell again, albeit at great risk. A wand can contain any spell except cantrips and wizards' school spells. It has the spell when it's made—you can't pick it when you use the wand. This means you might have a *wand of heal* or a *wand of magic missile*. If you find a wand, you can try to figure out what spell it contains. If the spell is from your class, you can spend a single Recall Knowledge action and automatically succeed at identifying the spell. If it's not, you must use Identify Magic (*Hero's Handbook* page 50) to learn what spell the wand holds.



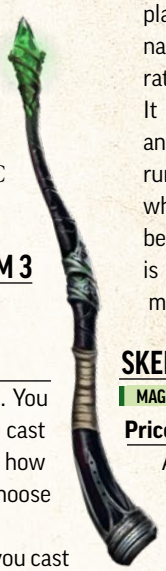
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## CASTING SPELLS FROM A WAND

Casting a spell from a wand requires holding the wand in one hand. Everything else is the same as the spell's action, including the number of actions and the spell's traits. You can cast a spell from a wand only if the spell is in the section of spells in your class entry, but you don't have to have it prepared, and it doesn't have to be in your spellbook if you're a wizard. Use your own spell attack roll and spell DC because you're casting the spell.



### WAND, 1ST-LEVEL SPELL — ITEM 3

MAGICAL | WAND

**Price** 60 gp

**Usage** held in 1 hand

This foot-long baton and contains a single 1st-level spell. You can spend the required number of actions for the spell to cast it without using a spell slot. If the spell lets you choose how many actions to spend, like *heal* or *magic missile*, you choose the number of actions when casting it, as normal.

Casting the spell from a wand once each day is safe. If you cast the spell from a wand a second time in the same day, you have to roll a DC 10 flat check. On a failure, the wand is destroyed! On a success, the wand is broken, but it can be repaired (using the Craft skill to Repair it, with a DC of 18). If you fail to Repair it, the wand is destroyed. If anyone tries casting a spell from a wand for a third time in the same day, the spell isn't cast and the wand is automatically destroyed.

### WAND, 2ND-LEVEL SPELL — ITEM 5

MAGICAL | WAND

**Price** 160 gp

**Usage** held in 1 hand

This item works just like a 1st-level wand does, except for two differences: first, it holds a 2nd-level spell, and second, the DC to Repair it is 20.

# Held Items

These items need to be held to use them. (Shields, weapons, and wands follow their own special rules and have their own sections.)



### EVERBURNING TORCH — ITEM 1

EVOCATION | LIGHT | MAGICAL

**Price** 15 gp

**Usage** held in 1 hand

This torch sheds light constantly, requiring no oxygen and generating no heat. The flame can be covered or hidden, but it can't be smothered or quenched.

### PYRITE RAT — ITEM 2

CONJURATION | MAGICAL

**Price** 32 gp

**Usage** held in 1 hand

This lustrous, rat-shaped pyrite statuette is 1 inch tall. When activated, the statuette transforms into a flesh-and-blood giant rat. You can use the following action when you hold the *pyrite rat*. You can use this action only once per day, and the rat remains transformed for 1 hour.

**Transform Statue** ❖❖ (concentrate, manipulate) **Effect** You place the statue on solid ground and speak the rat's secret name, causing the statuette to transform into a living giant rat (page 75). In creature form, the giant rat acts on your turn. It gets 2 actions and can't use reactions. You have to spend an action each turn to tell it what to do; otherwise, it tries to run away from danger or cowers where it is. If the rat is slain while in animal form, it reverts to its statue shape and can't be transformed again until 1 week has passed. If the figurine is destroyed while in its statue form, it's shattered and its magical properties are lost forever.

### SKELETON KEY — ITEM 3

MAGICAL | TRANSMUTATION

**Price** 12 gp

A grinning skull tops the bow of this macabre key. This key can be used in place of thieves' tools when attempting to Pick a Lock, and it grants a +1 item bonus to the Thievery check. If the *skeleton key* becomes broken due to a critical failure on the check, it works as normal thieves' tools and loses its benefits until Repaired. Once per day, when you're using the key to Pick a Lock, you can activate the key to magically make the lock easier to overcome. You gain a +4 status bonus to your attempt to Pick the Lock, and for 1 minute, anyone who tries to Pick the Lock or break it with Athletics gains a +4 status bonus on their checks.

# Worn Items

This section includes magic items you wear other than armor (which is on page 50).

### BELT OF GOOD HEALTH — ITEM 4

MAGICAL | NECROMANCY

**Price** 85 gp

**Usage** worn belt

When you put on this belt, its silver buckle begins to glow, which slowly spreads into the heart-shaped jewel in the center. You increase your maximum Hit Points and current Hit Points by 4. If you remove the belt, you immediately decrease both your maximum and current HP by 4.

### BRACELET OF DASHING — ITEM 3

MAGICAL | TRANSMUTATION

**Price** 58 gp

**Usage** worn

This jangling, silvery bracelet makes you lighter on your feet, giving you a +1 item bonus to Acrobatics checks. Once per day, you can use the following action.

**Activate** ❖ (concentrate) **Effect** Increase your Speed by 10 feet for 1 minute.

### DEMON MASK — ITEM 4

ENCHANTMENT | MAGICAL

**Price** 85 gp

**Usage** worn mask



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This terrifying mask resembles the visage of a leering demon and grants a +1 item bonus to Intimidation checks. Once per day, you can use the following activity.

**Terrify** ❖❖ (manipulate) **Effect** The mask casts a *fear* spell with a DC of 20. You choose the target.

## GOGGLES OF NIGHT ITEM 5

MAGICAL | TRANSMUTATION

**Price** 150 gp

**Usage** worn eyepiece

The opaque crystal lenses of these sleek goggles don't obscure vision, but rather enhance it. While wearing the goggles, you gain a +1 item bonus to Perception checks involving sight. Once per day, you can use the following action.

**Go Dark** ❖ (manipulate) **Effect** You carefully rotate the lenses 90 degrees, and you gain darkvision. For 1 hour, you can see just as well in darkness as you can in the light.



## HAND OF THE MAGE ITEM 2

EVOCATION | MAGICAL

**Price** 30 gp

**Usage** worn

This mummified elf hand hangs on a golden chain, its gnarled fingers locked in a peculiar pattern.

**Mage Hand** ❖❖ (concentrate) **Effect** You cast the *mage hand* wizard spell (*Hero's Handbook* page 36).

## HAT OF DISGUISE ITEM 2

ILLUSION | MAGICAL

**Price** 30 gp

**Usage** worn headwear

This ordinary-looking hat allows you to cloak yourself in illusions—perfect for pretending to be someone you're not. Once per day, you can use the following activity.

**Illusory Disguise** 1 minute (manipulate); **Effect** Over the course of 1 minute, the hat changes your visual appearance to look like another type of creature you choose. You're still roughly the same height and weight, and the disguise doesn't change your voice, scent, or mannerisms, only your visual appearance. The disguise isn't good enough to impersonate a specific person. While setting up the disguise, you can magically alter the hat to appear as a comb, ribbon, helm, or other piece of headwear. If someone tries to see through your disguise, they need to Seek against your Deception DC, but you get a +4 status bonus to your DC (making your DC 14 + your Deception).

## HAT OF THE MAGI ITEM 3

ARCANE | CONJURATION

**Price** 50 gp

**Usage** worn headwear

This hat comes in many forms, such as a colorful turban or a pointy hat with a brim, and can bear symbols or runes. In all its forms, the hat is the symbol of a stylish and professional mage. It grants you a +1 item bonus to Arcana checks. You can also cast the *detect magic* wizard cantrip (*Hero's Handbook* page 36) as often as you like, using the normal actions to do so.

## HEALER'S GLOVES ITEM 4

MAGICAL | NECROMANCY

**Price** 80 gp

**Usage** worn gloves

These clean white gloves never show signs of blood, even when used to stitch up wounds or treat other ailments. They give you a +1 item bonus to Medicine checks. Once per day, you can use the following action.

**Soothe Wounds** ❖ (manipulate) **Effect** You heal an adjacent living creature by touching them with the gloves, restoring 2d6+7 Hit Points to that creature. This is a positive healing effect.

## NECKLACE OF FIREBALLS ITEM 5

EVOCATION | MAGICAL

**Price** 44 gp

**Usage** worn

This hemp string has several lustrous, red beads of various sizes hanging from it. When activated, it briefly appears in its true form: a golden chain with golden spheres attached by fine threads. There's one large sphere and two smaller ones. You can use the beads one at a time to create magical fireballs. When all the beads are gone, the necklace becomes a non-magical hemp string.

**Pluck a Sphere** ❖ (manipulate) **Effect** You detach a sphere from the necklace, causing it to glow with orange light. If you or anyone else hurls it (an Interact action with the ranged trait), it detonates where it lands in a 20-foot burst. A large sphere deals 6d6 fire damage, and a small one deals 4d6 fire damage. Any creature in the area must attempt a DC 21 basic Reflex save (*Hero's Handbook* page 61). Your toss can place the center of the fireball anywhere within 70 feet. If no one hurls the sphere by the start of your next turn, it turns into a non-magical red bead.

## VENTRILOQUIST'S RING ITEM 3

ILLUSION | MAGICAL

**Price** 30 gp

**Usage** worn headwear

This elegant copper ring has miniature images of songbirds engraved around its circumference, and while you wear it, you sometimes can swear that you hear the sound of songbirds singing from somewhere within 60 feet, even when you're sure there aren't any birds around. You gain a +1 item bonus to Deception checks.

**Ventriloquism** ❖❖ (concentrate) **Effect** You can throw your voice for 10 minutes. Whenever you speak or make any other sound vocally, you can make your vocalization seem to originate from somewhere else within 60 feet, and you can change that apparent location freely as you vocalize. Any creature that hears the sound can attempt a DC 19 Perception check to overcome the illusion and determine the truth.



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# CREATURES

*Creatures range from the mundane to the extraordinary, from dragons to wolves. While they're most often opponents in combat, creatures can provide interesting situations outside of encounters.*

## Reading Creature Statistics

Each creature's rules appear in a stat block. Below is an example stat block that explains how to read one. The top of a creature's stat block lists its name and its level. While heroes start at 1st level, some weak creatures can be level 0 or even level –1. Underneath this heading is the creature's traits line. The first entry is the creature's alignment, given as an abbreviation (L is lawful, C is chaotic, G is good, E is evil, and N is neutral). Next is the creature's size. The creature's other traits are then listed alphabetically. The stat block also lists all the actions and abilities the creature can use other than the basic actions available to every creature. Action icons note how many actions an ability requires.

**CREATURE NAME** **LEVEL**

ALIGNMENT ABBREVIATION | SIZE | OTHER TRAITS

**Perception** The creature's Perception is followed by special senses.

**Skills** The creature is trained or better in these skills. For checks with untrained skills, roll that skill's ability modifier.

**Ability Modifiers** The creature's ability modifiers are listed here.

**Items** Any significant gear the creature carries is listed here.

**AC**; **Saving Throws**

**HP**, followed by automatic abilities that affect the creature's Hit Points or healing; **Immunities**; **Weaknesses**; **Resistances**

**Stride** ❖ This is how far the creature moves with a Stride action, followed by any other Speeds or movement abilities. If a creature has "climb" listed, it can move that far along a vertical surface. Fly lets it move that far through the air, and swim lets it move that far through the water.

**Melee Strike** ❖ (traits) The name of the weapon or other attack the creature uses for a melee Strike, followed by the attack roll. The Strike's traits are listed in parentheses. A creature that can attack enemies further away has a reach trait that lists the distance it can make attacks from. **Damage** amount and damage type, plus any additional effects (this entry is **Effect** if the Strike doesn't deal damage).

**Ranged Strike** ❖ As Melee, but it also lists the range increment and reload time with its traits. **Damage** as Melee.

**Spells** If a creature can cast spells, they're listed in this entry, which includes the creature's spell DC (and spell attack, if any spells require spell attack rolls). The spells a creature can cast are listed by level, followed by cantrips. Like a hero, a creature can cast its cantrips as often as it likes. For other spells, the creature can cast each spell only once unless the spell lists a different number of times in parentheses—for example, "(×2)."

## Creature Size

Creatures can be Tiny, Small, Medium, or Large. Medium creatures, like the heroes, take up one square on a grid, as do Small creatures. Up to four Tiny creatures can fit in one square, and a Tiny creature can share a square with a Small or larger creature. Large creatures take up a 2 × 2 area.

## Identifying Creatures

The Recall Knowledge action can be used to identify a creature. The DC is based on the creature's level.

| Creature Level | DC |
|---|---|
| –1 or 0 | 14 |
| 1 | 15 |
| 2 | 16 |
| 3 | 18 |
| 4 | 19 |
| 5 | 20 |

The skill used depends on that creature's most important trait, as shown below. A hero who identifies a creature learns one of its abilities—such as a troll's regeneration. On a critical success, the hero also learns a second detail that's less commonly known, like the trigger for the creature's reaction.

| Creature Trait | Description | Skill to Identify |
|---|---|---|
| Aberration | Strange corruptions of the natural order | Occultism |
| Animal | Mundane animals with low Intelligence | Nature |
| Beast | Creatures similar to animals but more intelligent | Arcana, Nature |
| Construct | Artificial creatures, neither living nor undead | Arcana, Crafting |
| Dragon | Reptilian creatures, often with wings and a breath weapon | Arcana |
| Elemental | Creatures directly tied to air, earth, fire or water | Arcana, Nature |
| Fey | Creatures of the First World | Nature |
| Humanoid | Intelligent creatures, typically bipedal with two arms | Society |
| Ooze | Creatures with simple, usually malleable anatomies | Occultism |
| Undead | Creatures infused after death with soul-corrupting evil magic | Religion |



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## ANIMATED ARMOR CREATURE 2

N MEDIUM CONSTRUCT MINDLESS

**Perception** +6; darkvision

**Skills** Athletics +9

**Str** +3, **Dex** –3, **Con** +4, **Int** –5, **Wis** +0, **Cha** –5

**AC** 17 (13 after its construct armor breaks), construct armor; **Fort** +10, **Ref** +3, **Will** +4

**HP** 20; **Immunities** bleed, healing, mental, necromancy, nonlethal attacks, poison, unconscious

**Construct Armor** The animated armor reduces all damage it takes by 9. However, after a critical hit that deals damage, or after its HP drops below 10, its construct armor breaks. Its AC drops to 13 and it no longer reduces damage by 9.

**Stride** ❖ 20 feet

**Melee Strike** ❖ longsword +11 (magical, versatile P), **Damage** 1d8+4 slashing

**Melee Strike** ❖ armored fist +9 (agile, magical), **Damage** 1d6+4 bludgeoning

Objects can be given a semblance of life through the use of rituals or other strange magic, turning them into animated objects. These objects move, work, and fight based on the commands given to them by their creators, who usually set them on guard duty or have them perform menial labor.

Suits of animated armor might serve as guardians, but sometimes high-end martial academies use them as training partners. They're most often found in wizards' laboratories and ancient dungeons.



## BASILISK CREATURE 5

N MEDIUM BEAST

**Perception** +11; darkvision

**Skills** Athletics +13, Stealth +8

**Str** +4, **Dex** –1, **Con** +5, **Int** –3, **Wis** +2, **Cha** +1

**AC** 22; **Fort** +14, **Ref** +8, **Will** +11

**HP** 75

**Petrifying Glance** ↷ (arcane, transmutation) When a creature the basilisk can see within 30 feet starts its turn, the basilisk can use its reaction to glance at the creature. The creature must attempt a DC 20 Fortitude save. If it fails, it gains the slowed 1 condition for 1 minute as its body slowly stiffens.

**Stride** ❖ 20 feet

**Melee Strike** ❖ jaws +15, **Damage** 2d8+4 piercing

**Petrifying Gaze** ❖❖ (arcane, concentrate, transmutation) The basilisk stares at a creature it can see within 30 feet. If the creature can see the basilisk, that creature must attempt a DC 22 Fortitude save. If it fails and hasn't already gained the slowed condition from Petrifying Glance or this ability, it gains the slowed 1 condition. If the creature fails this save when it already has the slowed condition from this ability or Petrifying Glance, the creature is permanently turned to stone.

A creature petrified in this manner that is coated with fresh basilisk blood is instantly restored to flesh. A single basilisk contains enough blood to coat up to 2 creatures in this manner.

A basilisk is an eight-legged reptile that can turn creatures to stone just by looking at them.





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## BOAR CREATURE 2

N MEDIUM ANIMAL

**Perception** +8; low-light vision
**Skills** Acrobatics +5, Athletics +8, Survival +8
**Str** +4, **Dex** +1, **Con** +4, **Int** –4, **Wis** +2, **Cha** –3

**AC** 18; **Fort** +10, **Ref** +5, **Will** +8
**HP** 30

**Ferocity** ↻ When the boar is reduced to 0 Hit Points, it can use its reaction to remain conscious with 1 Hit Point, but it gains the wounded 1 condition (or increases its wounded value by 1 if it already has that condition). It can't use this ability at wounded 3.

**Stride** ❖ 40 feet
**Melee Strike** ❖ tusk +10, **Damage** 2d6+4 piercing
**Boar Charge** ❖❖ The boar Strides twice and then makes a tusk Strike. As long as it moved at least 20 feet, it gains a +2 circumstance bonus to its attack roll.

Foul-tempered and tough, boars are far more dangerous than domesticated pigs. These omnivorous mammals are hunted heavily because their meat is considered a delicacy. Boars are most likely to attack humanoids in self-defense or during their mating season in the winter months, when the males grow an extra inch of tissue to protect their organs as they fight off rivals. In some cultures, boars are trained to become much more aggressive for use as war beasts and guardians. When such boars escape back into the wild, they can become true terrors of the region.



## BUGBEAR MARAUDER CREATURE 2

NE MEDIUM GOBLIN HUMANOID

**Perception** +7; darkvision
**Skills** Acrobatics +6, Athletics +7, Intimidation +4, Stealth +6
**Str** +4, **Dex** +2, **Con** +3, **Int** –1, **Wis** +1, **Cha** +0
**Items** javelin (3), leather armor, longsword

**AC** 17; **Fort** +9, **Ref** +8, **Will** +5
**HP** 34

**Stride** ❖ 25 feet
**Melee Strike** ❖ longsword +10 (versatile P), **Damage** 1d8+4 slashing
**Melee Strike** ❖ fist +10 (agile, nonlethal), **Damage** 1d4+4 bludgeoning
**Ranged Strike** ❖ javelin +8 (thrown 30 feet), **Damage** 1d6+4 piercing
**Bushwhack** ❖ The bugbear marauder Strides up to 10 feet and attempts to Grapple a creature that can't see them and doesn't know where they are. If the bugbear succeeds, they also deal damage from their fist Strike to that creature.
**Mauler** The bugbear marauder gains a +3 circumstance bonus to damage rolls against creatures they have grabbed.

These stealthy and cruel creatures delight in spreading fear and tormenting their victims. Bugbears are the monsters lurking in the closet and hiding under the bed. Preying on remote farmsteads, bugbears reveal their presence with thumps in the night or creaking boards, inspiring dread, suspicion, and fear in those they torment.





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## CAT, LEOPARD CREATURE 2

N MEDIUM ANIMAL

**Perception** +7; low-light vision

**Skills** Acrobatics +8, Athletics +7, Stealth +8 (+11 in undergrowth)

**Str** +3, **Dex** +4, **Con** +2, **Int** –4, **Wis** +1, **Cha** –2

**AC** 18; **Fort** +8, **Ref** +10, **Will** +5

**HP** 30

**Stride** ❖ 30 feet, or climb 20 feet

**Melee Strike** ❖ jaws +10 (finesse), **Damage** 1d10+3 piercing plus Grab

**Melee Strike** ❖ claw +10 (agile, finesse), **Damage** 1d6+3 slashing

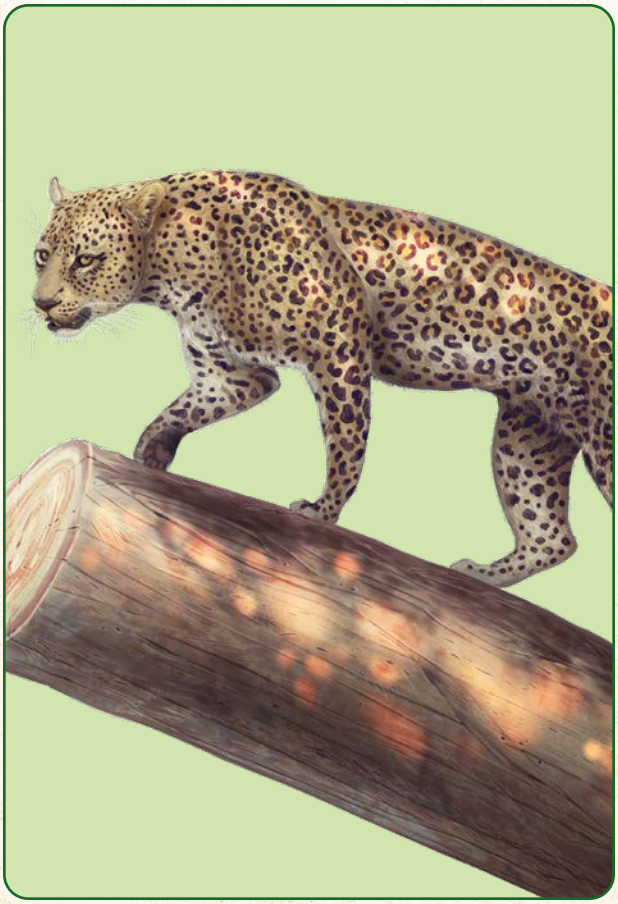
**Grab** ❖ When the leopard succeeds at its jaws Strike, it can use this action immediately after to automatically give the target the grabbed condition until the end of its next turn.

**Maul** ❖ The leopard makes two claw Strikes against a creature it has grabbed. The second attack uses the same multiple attack penalty as the first, but attacks it makes after this take a –10 multiple attack penalty (or a –8 multiple attack penalty for its claws).

**Pounce** ❖ The leopard Strides and makes a Strike at the end of that movement. If the leopard successfully used Hide before this action, the target has the flat-footed condition against this Strike.

**Sneak Attack** The leopard deals an extra 1d4 damage to creatures that have the flat-footed condition.

Leopards range from the iconic yellow with black spots to black panthers and white-furred, black-spotted snow leopards.



## CENTIPEDE, GIANT CREATURE –1

N MEDIUM ANIMAL

**Perception** +6; darkvision

**Skills** Acrobatics +6, Athletics +2, Stealth +6

**Str** –1, **Dex** +3, **Con** +1, **Int** –5, **Wis** +1, **Cha** –4

**AC** 15; **Fort** +7, **Ref** +6, **Will** +2

**HP** 8

**Stride** ❖ 30 feet, or climb 30 feet

**Melee Strike** ❖ mandibles +6 (finesse), **Damage** 1d4–1 piercing plus giant centipede venom

**Giant Centipede Venom** (poison) A target that takes piercing damage from the centipede's mandibles Strike must succeed at a DC 14 Fortitude save or take 1d10 poison damage.

Centipedes are relatively common arthropods that live, hunt, and scavenge amid dung and detritus. Scurrying about with surprising speed on the scores of legs attached to their long, segmented bodies, centipedes strike with poisoned mandibles.

Most giant centipedes (known as sewer centipedes when found in cities) nest in small groups but hunt alone. Attempts to domesticate giant centipedes to use as guardians or pets generally end poorly, but some goblin and kobold societies have developed effective methods of utilizing these vermin as guardians. Some societies roast and eat centipedes, often with pungent peppers, as a savory delicacy, although care must be taken in preparing the meal to avoid contaminating the flesh with the creature's venom.





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## DOPPELGANGER CREATURE 3

N MEDIUM HUMANOID

**Perception** +7; darkvision

**Skills** Deception +11, Diplomacy +11, Society +8, Stealth +8

**Str** +3, **Dex** +3, **Con** +0, **Int** +1, **Wis** +2, **Cha** +4

**AC** 18; **Fort** +5, **Ref** +10, **Will** +11

**HP** 50

**End the Charade** ↷ When the doppelganger is transformed with Change Shape and another creature moves adjacent to them or uses a Strike or another hostile action against them, the doppelganger can use its reaction to revert to its natural form and make a Strike against that creature. If the creature was unaware the doppelganger was in disguise, that creature has the flat-footed condition against this Strike.

**Stride** ❖ 25 feet

**Melee Strike** ❖ claw +10 (agile), **Damage** 2d6+5 slashing

**Change Shape** ❖ (arcane, concentrate, polymorph, transmutation) The doppelganger takes on the specific appearance of any Small or Medium humanoid it has seen. This doesn't change the doppelganger's Stride speed or their attack and damage bonuses with their Strikes, but it might change the damage type their Strikes deal (typically to bludgeoning).

**Mind Reading** ❖❖ (arcane, manipulate) The doppelganger attempts to read the surface thoughts of one creature within 30 feet. The target resists if it succeeds at a DC 21 Will save.

Doppelgangers can transform into perfect copies of other creatures but have indeterminate forms in their natural states.



## DRAGON, WYRMLING GREEN CREATURE 4

LE MEDIUM AMPHIBIOUS DRAGON

**Perception** +11; darkvision

**Skills** Acrobatics +8, Arcana +11, Athletics +12, Deception +9, Diplomacy +11, Intimidation +11, Nature +9, Occultism +12, Society +9, Stealth +10

**Str** +4, **Dex** +1, **Con** +3, **Int** +1, **Wis** +1, **Cha** +3

**AC** 22; **Fort** +11, **Ref** +11, **Will** +12

**HP** 60; **Immunities** sleep

**Twisting Tail** ↷ When a creature within 10 feet uses a move action or leaves a square during a move action it's using, the dragon can use their reaction to make a tail Strike at the creature with a –2 penalty. If it hits, the creature stops moving in the square it was in when the dragon used this reaction.

**Stride** ❖ 30 feet, or fly 80 feet, or swim 20 feet

**Melee Strike** ❖ jaws +14 (poison), **Damage** 2d8+4 piercing plus 1d4 poison

**Melee Strike** ❖ claw +14 (agile), **Damage** 2d6+4 slashing

**Melee Strike** ❖ tail +12 (reach 10 feet), **Damage** 1d8+4 bludgeoning

**Melee Strike** ❖ horn +12, **Damage** 1d12+4 bludgeoning

**Breath Weapon** ❖❖ (arcane, evocation, poison) The dragon breathes a toxic cloud that deals 5d6 poison damage in a 30-foot cone. Each creature in the area must attempt a DC 24 basic Reflex save. The dragon can't use Breath Weapon again for 1d4 rounds.

**Draconic Frenzy** ❖❖ The dragon makes two claw Strikes and one tail Strike in any order.

**Draconic Momentum** When the dragon gets a critical success on a Strike, they recharge their Breath Weapon.





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## DROW WARRIOR CREATURE 1

CE MEDIUM DROW ELF HUMANOID

**Perception** +6; darkvision

**Skills** Acrobatics +7, Athletics +5, Intimidation +3, Stealth +7

**Str** +2, **Dex** +4, **Con** +2, **Int** +0, **Wis** +1, **Cha** +0

**Items** dagger, hand crossbow (10 bolts), leather armor, rapier

**Light Blindness** When first exposed to bright light, the drow can't see until the end of their next turn. All squares are difficult terrain for them, and they take a –4 status penalty to Perception. If they try to attack a creature, the attack fails unless they succeed at a DC 11 flat check. Light doesn't blind them again for 1 hour.

**AC** 18; **Fort** +7, **Ref** +9, **Will** +4

**HP** 18; **Immunities** sleep

**Stride** ❖ 30 feet

**Melee Strike** ❖ rapier +9 (deadly 1d8, finesse), **Damage** 1d6+2 piercing

**Melee Strike** ❖ dagger +9 (agile, finesse, versatile S), **Damage** 1d4+2 piercing

**Ranged Strike** ❖ hand crossbow +9 (range increment 60 feet, reload 1), **Damage** 1d6+1 piercing

**Quick Draw** ❖ The drow warrior draws a weapon using the Interact action, then Strikes with that weapon.

**Skewer** ❖❖ The drow warrior Strikes with their rapier, and they gain a +1 circumstance bonus to the attack roll. If they succeed, the target takes 1d6 persistent bleed damage.

Drow are the descendants of elves corrupted by a great evil when they fled deep underground long ago.



## DROW PRIESTESS CREATURE 3

CE MEDIUM DROW ELF HUMANOID

**Perception** +9; darkvision

**Skills** Deception +8, Intimidation +8, Religion +9, Society +5, Stealth +7

**Str** +1, **Dex** +2, **Con** +1, **Int** +0, **Wis** +4, **Cha** +1

**Items** chain shirt, hand crossbow (10 bolts), shield, rapier, religious symbol

**Light Blindness** When first exposed to bright light, the drow can't see until the end of her next turn. All squares are difficult terrain for her, and she takes a –4 status penalty to Perception. If she tries to attack a creature, the attack fails unless she succeeds at a DC 11 flat check. Light doesn't blind her again for 1 hour.

**AC** 20 (22 with shield raised); **Fort** +8, **Ref** +7, **Will** +11

**HP** 39; **Immunities** sleep

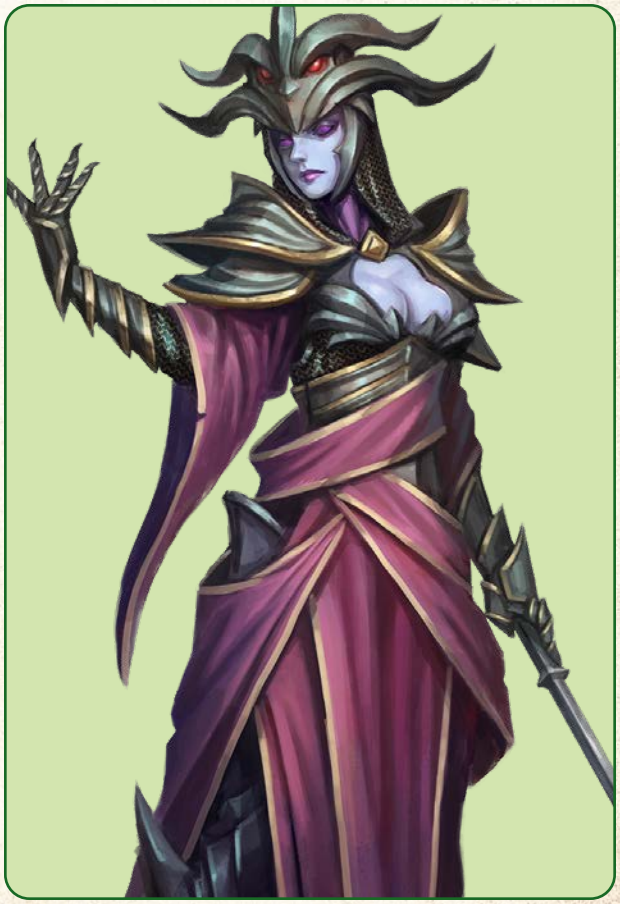
**Shield Block** ↷ If she Raised a Shield since her last turn, the priestess can spend her reaction to block a Strike. Reduce the Strike's damage by 5, but then she and the shield both take the remaining damage, possibly breaking or destroying the shield.

**Stride** ❖ 30 feet

**Melee Strike** ❖ rapier +9 (deadly 1d8, finesse), **Damage** 1d6+2 piercing

**Ranged Strike** ❖ hand crossbow +9 (range increment 60 feet, reload 1), **Damage** 1d6 piercing

**Spells** The drow priestess can cast these cleric spells (spell DC 21). **2nd Level** *dispel magic*, *heal* (×3), *resist energy*; **1st Level** *command*, *fear*, *magic weapon*; **Cantrips** *detect magic*, *guidance*, *message*, *shield*, *stabilize*





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## DROW SNEAK CREATURE 2

CE MEDIUM DROW ELF HUMANOID

**Perception** +6; darkvision

**Skills** Acrobatics +8, Deception +7, Society +4, Stealth +10, Thievery +8

**Str** +2, **Dex** +4, **Con** +2, **Int** +0, **Wis** +0, **Cha** +1

**Items** hand crossbow (10 bolts), shortsword, leather armor

**Light Blindness** When first exposed to bright light, the drow can't see until the end of their next turn. All squares are difficult terrain for them, and they take a –4 status penalty to Perception. If they try to attack a creature, the attack fails unless they succeed at a DC 11 flat check. Light doesn't blind them again for 1 hour.

**AC** 19; **Fort** +6, **Ref** +10, **Will** +6

**HP** 26; **Immunities** sleep

**Stride** ❖ 30 feet

**Melee Strike** ❖ shortsword +10 (agile, finesse, versatile S), **Damage** 1d6+4 piercing

**Ranged Strike** ❖ hand crossbow +10 (range increment 60 feet, reload 1), **Damage** 1d6 piercing

**Quick Draw** ❖ The drow sneak draws a weapon using the Interact action, then Strikes with that weapon.

**Sneak Attack** The drow sneak deals an extra 1d6 damage to creatures that have the flat-footed condition.

Loners at heart, drow sneaks trust no one—least of all fellow drow. These drow rely on awareness and adaptation to survive the cutthroat nature of their society.



## ELEMENTAL, BRINE SHARK CREATURE 3

N MEDIUM AQUATIC ELEMENTAL WATER

**Perception** +8; darkvision

**Skills** Athletics +10, Stealth +11, Survival +8

**Str** +3, **Dex** +2, **Con** +2, **Int** –4, **Wis** +1, **Cha** +0

**AC** 19; **Fort** +9, **Ref** +11, **Will** +6

**HP** 45; **Immunities** bleed, poison, sleep; **Resistances** fire 5

**Stride** ❖ 15 feet, or swim 50 feet

**Melee Strike** ❖ jaws +11, **Damage** 1d12+7 piercing plus Grab

**Deep Plunge** ❖ The brine shark dives straight down into the water, swimming up to 100 feet in a straight vertical line. It can use this ability while grabbing a creature.

**Grab** ❖ When the brine shark succeeds at its jaws Strike, it can use this action immediately after to automatically give the target the grabbed condition until the end of its next turn.

Water elementals roam the endless oceans of the Plane of Water. They can be brought to the world with summoning magic or through natural disasters like floods or hurricanes. Though water elementals can be very destructive, they aren't always malicious. Just as water can bring life to those in need, its waves can pound shores and its rains flood cities. Water elementals are similarly difficult to predict.

Brine sharks, fierce but among the weaker water elementals, take forms resembling sharks made entirely of water. When encountered, they're usually on their own or following the commands of a spellcaster who summoned them to this plane.





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## ELEMENTAL, CINDER RAT CREATURE 3

N SMALL ELEMENTAL FIRE

**Perception** +9; darkvision, smoke vision

**Skills** Acrobatics +10, Stealth +10, Survival +9

**Str** +2, **Dex** +3, **Con** +2, **Int** –4, **Wis** +2, **Cha** +0

**Smoke Vision** The cinder rat ignores the concealed condition from smoke.

**AC** 18; **Fort** +9, **Ref** +12, **Will** +6

**HP** 45; **Immunities** bleed, fire, poison, sleep; **Weaknesses** cold 5

**Fetid Fumes** A cloud of smoke surrounds the cinder rat. All creatures within 5 feet, including the cinder rat, gain the concealed condition from this smoke. A creature that comes within 5 feet of the cinder rat or begins its turn within 5 feet must succeed at a DC 22 Fortitude save or take a –1 status penalty to all checks and DCs for 1 round.

**Stride** ❖ 40 feet

**Melee Strike** ❖ jaws +10 (finesse), Damage 1d8+4 fire plus 1d4 persistent fire

Fire elementals are destructive manifestations of the Plane of Fire. They sometimes come to the world in powerful places of heat and flame where elemental vortexes form, such as in volcanoes.

Cinder rats are oversized rodents made of smoldering charcoal and elemental fire. Noxious fumes continually bellow from their flaming flesh. Much like terrestrial rats, cinder rats seek out secluded dens and can quickly multiply in number if left unchecked.



## ELEMENTAL, SOD HOUND CREATURE 3

N SMALL EARTH ELEMENTAL

**Perception** +9; darkvision, crystal sense

**Skills** Athletics +11, Survival +9 (+11 to Track)

**Str** +4, **Dex** –1, **Con** +3, **Int** –4, **Wis** +2, **Cha** –1

**Crystal Sense** A sod hound can sense crystals or gems within 60 feet.

**AC** 19; **Fort** +12, **Ref** +6, **Will** +7

**HP** 44; **Immunities** bleed, poison, sleep

**Stride** ❖ 30 feet

**Melee Strike** ❖ jaws +11, **Damage** 1d10+6 piercing plus Knockdown

**Earth Glide** ❖ The sod hound burrows through any earthen matter, including rock. It moves up to 20 feet, leaving no tunnels or signs of its passing.

**Knockdown** ❖ When the sod hound succeeds at its jaws Strike, it can use this action immediately after to automatically knock over the target, giving the target the prone condition.

Earth elementals such as sod hounds make excellent bodyguards for spelunkers and are ideal protectors of important subterranean locations, such as vaults and treasuries. Coming from the Plane of Earth, they can appear in caverns deep underground or in other stony environments.

Sod hounds take the form of mossy canines made of packed dirt and pebbles. They can band together with other sod hounds, traveling as a pack. They're loyal to a fault, eagerly following their summoners' commands.





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## ELEMENTAL, ZEPHYR HAWK CREATURE 3

N SMALL AIR ELEMENTAL

**Perception** +7; darkvision

**Skills** Acrobatics +13, Stealth +11

**Str** +2, **Dex** +4, **Con** +1, **Int** –4, **Wis** +0, **Cha** +0

**AC** 21; **Fort** +6, **Ref** +13, **Will** +7

**HP** 36; **Immunities** bleed, poison, sleep

**Stride** ❖ fly 50 feet

**Melee Strike** ❖ wing +11 (agile, finesse), **Damage** 1d8+4 slashing

**Circling Attack** ❖❖ The zephyr hawk flies up to half its Speed, makes two wing Strikes, then flies up to half its Speed again to return to its original location. The second half of this movement doesn't trigger reactions like Attack of Opportunity. The second attack uses the same multiple attack penalty as the first, but attacks it makes after this take a –8 multiple attack penalty.

Air elementals, such as the zephyr hawk, appear in a variety of sizes and shapes. From the Plane of Air, zephyr hawks are often summoned to be used as airborne messengers. Air elementals can also arrive spontaneously during powerful storms and tornadoes where elemental vortexes form.

Zephyr hawks appear to be made of clouds, with distinct shapes that give them the appearance of having the wings and beaks of birds. When one sees clouds that resemble animals, they're often unknowingly observing air elementals. Zephyr hawks sometimes drift among wind currents in great flocks called casts.



## GARGOYLE CREATURE 4

CE MEDIUM BEAST EARTH

**Perception** +10; darkvision

**Skills** Acrobatics +10, Athletics +9, Stealth +12

**Str** +3, **Dex** +2, **Con** +3, **Int** –2, **Wis** +2, **Cha** –2

**AC** 21; **Fort** +13, **Ref** +10, **Will** +10

**HP** 40; **Resistances** bludgeoning 5, piercing 5, slashing 5

**Clawed Feet** ↷ If the gargoyle is flying and a creature moves into an adjacent square below them, the gargoyle can use their reaction to make a claw Strike against that creature.

**Stride** ❖ 25 feet, or fly 40 feet

**Melee Strike** ❖ jaws +13, **Damage** 2d8+3 piercing

**Melee Strike** ❖ claw +13 (agile), **Damage** 2d6+3 slashing

**Statue** ❖ (concentrate) Until the next time they use an action, the gargoyle appears to be a statue. A creature must succeed at a DC 32 Perception check to figure out that the statue is really a creature.

Gargoyles are monstrous hunters made entirely of stone. They look like decorative statues and use this as camouflage to hide in plain sight in cities during the day and descend upon unlucky pedestrians at night. Their most common form is that of a horned humanoid with batlike wings, but individual gargoyles vary a great deal, with some appearing more or less humanoid and others resembling something else entirely.

Though most hunt alone, they sometimes form into groups called "wings." All the monstrous statues atop an old building could actually be living gargoyles.





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## GHOST COMMONER CREATURE 4

CE MEDIUM GHOST INCORPOREAL SPIRIT UNDEAD

**Perception** +10; darkvision

**Skills** Stealth +12

**Str** –5, **Dex** +3, **Con** +0, **Int** +0, **Wis** +2, **Cha** +2

**Site Bound** A ghost can stray no more than 120 feet from where it was killed or the place it haunts. Some are bound to items or creatures that were special to them rather than a location.

**AC** 20; **Fort** +8, **Ref** +11, **Will** +8

**HP** 30, rejuvenation; **Immunities** poison, sneak attack, unconscious; **Resistances** all damage 5 (except force, *ghost touch*, or positive; double resistance vs. non-magical)

**Incorporeal** A ghost has no body and can pass through physical objects, though it can't end its turn inside one. Most checks that use Strength and require a body, such as Grapple and Shove, don't work against a ghost, and a ghost can't attempt such checks.

**Rejuvenation** (divine, necromancy) Setting right the injustice that led to the ghost's death allows it to move on to the afterlife. Otherwise, when destroyed, the ghost re-forms after 2d4 days within the location it's bound to, fully healed.

**Stride** ❖ fly 25 feet

**Melee Strike** ❖ ghostly hand +13 (agile, finesse, magical), **Damage** 2d6+2 negative

**Frightful Moan** ❖❖ (divine, enchantment, fear, mental) Each living creature within 30 feet who hears the ghost must attempt a DC 21 Will save. On a failure, a creature gains the frightened 2 condition (or frightened 3 on a critical failure). On a success, a creature can't be affected by this ghost's Frightful Moan for 1 minute.



## GHOUL CREATURE 1

CE MEDIUM GHOUL UNDEAD

**Perception** +7; darkvision

**Skills** Acrobatics +7, Athletics +4, Stealth +7, Survival +5

**Str** +1, **Dex** +4, **Con** +1, **Int** +1, **Wis** +2, **Cha** +2

**AC** 16; **Fort** +4, **Ref** +9, **Will** +5

**HP** 20; **Immunities** poison, unconscious

**Stride** ❖ 30 feet

**Melee Strike** ❖ jaws +9 (finesse), **Damage** 1d6+1 piercing plus paralysis

**Melee Strike** ❖ claw +9 (agile, finesse), **Damage** 1d4+1 slashing plus paralysis

**Consume Flesh** ❖ (manipulate) The ghoul devours a chunk of a creature that died within the last hour and regains 1d6 Hit Points. The ghoul can regain Hit Points from a given body only once.

**Paralysis** (occult, necromancy) Any living creature (except an elf) that takes damage from the ghoul's Strike must succeed at a DC 15 Fortitude save or gain the flat-footed condition for 1 round and lose its next turn. If the creature is level 3 or higher, this happens only on a critical failure.

**Swift Leap** ❖ (move) The ghoul jumps up to half its Speed. This movement doesn't trigger reactions.

The flesh-eating undead known as ghouls haunt sinister locations such as lonely graveyards and ruined crypts, making meals of corpses. Legends say that even those who survive a ghoul attack risk contracting a fever that eventually transforms them into ghouls.





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## GOBLIN COMMANDO CREATURE 1

CE SMALL GOBLIN HUMANOID

**Perception** +5; darkvision

**Skills** Acrobatics +6, Athletics +6, Intimidation +5, Nature +5, Stealth +6

**Str** +3, **Dex** +3, **Con** +2, **Int** –1, **Wis** +0, **Cha** +2

**Items** greatsword, leather armor, shortbow (20 arrows)

**AC** 17; **Fort** +7, **Ref** +8, **Will** +5

**HP** 18

**Goblin Scuttle** ↷ If a goblin ally ends a move action adjacent to the goblin commando, the commando can use their reaction to Step.

**Stride** ❖ 25 feet

**Melee Strike** ❖ greatsword +8 (versatile P), **Damage** 1d12+3 slashing

**Ranged Strike** ❖ shortbow +8 (deadly 1d10, range increment 60 feet), **Damage** 1d6 piercing

Most goblin communities teeter in a state of barely controlled disarray—a collective of creatures operating largely on gut instinct rarely follows any clear direction. Even goblin leaders tend to be impulsive, irresponsible, and generally just not that good at actually leading.

In theory, goblin commandos lead goblin raids. In practice, goblin commandos rarely continue to lead their comrades once a battle has begun. Most shirk their responsibilities in favor of wading into the fray and claiming glory from their kin.



## GOBLIN IGNITER CREATURE 1

CE SMALL GOBLIN HUMANOID

**Perception** +4; darkvision

**Skills** Acrobatics +7, Fire Lore +7, Stealth +7

**Str** +0, **Dex** +4, **Con** +2, **Int** +0, **Wis** –1, **Cha** +3

**Items** torch

**AC** 17; **Fort** +5, **Ref** +9, **Will** +4

**HP** 15

**Goblin Scuttle** ↷ If a goblin ally ends a move action adjacent to the goblin igniter, the igniter can use their reaction to Step.

**Stride** ❖ 25 feet

**Melee Strike** ❖ torch +7, **Damage** 1d4 bludgeoning plus 1 fire

**Spells** The goblin igniter can cast these wizard spells (spell DC 16, spell attack +6). **1st Level** *burning hands* (×3); **Cantrips** *light*, *mage hand*, *shield*

Goblins find fire totally fascinating. It makes light. It's great for cooking. It's a fun toy! Some goblins take their people's admiration of fire a little bit too far and into the realm of deadly obsession.

Goblins who turn their attentions to magic so they can learn to make fire from nothing are known as goblin igniters. These flame fanatics can be a great boon to a band of goblin raiders eager to torch their enemies and wreak havoc. More often, however, their presence is a double-edged sword. In the heat of the moment, goblin igniters sometimes lose sight of their goals and simply set fire to anything that will burn—including their own allies!





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## GOBLIN WARRIOR CREATURE -1

CE SMALL GOBLIN HUMANOID

**Perception** +2; darkvision
**Skills** Acrobatics +5, Athletics +2, Nature +1, Stealth +5
**Str** +0, **Dex** +3, **Con** +1, **Int** +0, **Wis** –1, **Cha** +1
**Items** shortsword, leather armor, shortbow (10 arrows)

**AC** 16; **Fort** +5, **Ref** +7, **Will** +3
**HP** 6
**Goblin Scuttle** ↷ If a goblin ally ends a move action adjacent to the goblin warrior, the warrior can use their reaction to Step.

**Stride** ❖ 25 feet
**Melee Strike** ❖ shortsword +8 (agile, finesse, versatile P), **Damage** 1d6 slashing
**Ranged Strike** ❖ shortbow +8 (deadly 1d10, range increment 60 feet), **Damage** 1d6 piercing

The frontline fighters of goblin tribes prefer to fight in large groups—especially when they can outnumber their foes at least three to one. One doesn't need intense training or great toughness to become a goblin warrior. Anyone can aspire to this role, or be drafted into it during an emergency.

Goblin warriors delight in wreaking havoc. They think nothing of slaughtering livestock, stealing infants, or burning down buildings purely for momentary delight. They revel in playing malicious tricks on taller humanoids, whom they call "longshanks." What the goblins lack in consistency, long-term planning, and good sense, they make up for in sheer bravery and commitment.



## GREMLIN, PUGWAMPI CREATURE 0

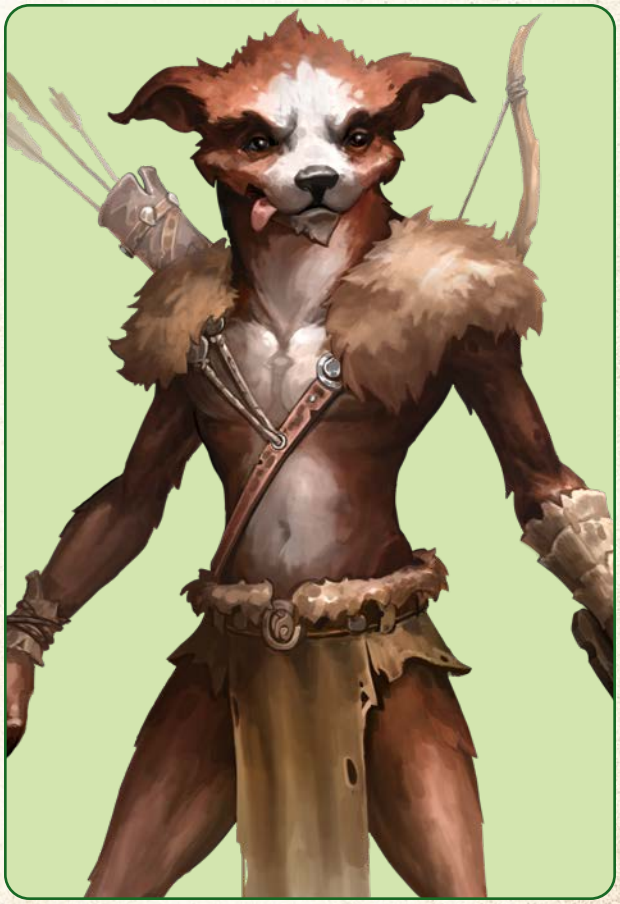
NE TINY FEY GREMLIN

**Perception** +6 (–2 to hear things); darkvision
**Skills** Crafting +2, Deception +2, Nature +4, Stealth +5, Thievery +5
**Str** –3, **Dex** +3, **Con** +0, **Int** +0, **Wis** +2, **Cha** –2
**Animal Talker** Pugwampis can talk to and understand animals.
**Items** shortbow (60 arrows), shortsword

**AC** 16; **Fort** +5, **Ref** +8, **Will** +6
**HP** 19
**Unluck Aura** (divination, mental, primal) Creatures other than animals, gremlins, and gnolls within 20 feet become extremely unlucky. They must attempt a DC 16 Will save, rolling this Will save twice and using the worse result. On a successful save, the creature can't be affected by pugwampi unluck auras for 24 hours. On a failure, the creature must roll twice and use the worse result on all checks as long as it's within 20 feet of the pugwampi. Multiple pugwampis don't create any increased effect.

**Stride** ❖ 25 feet
**Melee Strike** ❖ shortsword +8 (agile, finesse, magical, versatile S), **Damage** 1d6–1 slashing
**Ranged Strike** ❖ shortbow +8 (deadly 1d10, magical, range increment 60 feet), **Damage** 1d6–1 piercing

Gremlins are cruel fey tricksters and saboteurs who enjoy causing inventive destructiveness. Dog-faced pugwampis are craven, and they take great joy in the accidents and missteps caused by the ill fortune they magically project.





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## HARPY CREATURE 5

CE MEDIUM HUMANOID

**Perception** +12; darkvision

**Skills** Acrobatics +13, Deception +13, Intimidation +11, Performance +14 (+16 singing)

**Str** +1, **Dex** +4, **Con** +0, **Int** –1, **Wis** +1, **Cha** +4

**Items** club

**AC** 22; **Fort** +9, **Ref** +15, **Will** +12

**HP** 68

**Stride** ❖ 20 feet (or fly 60 feet)

**Melee Strike** ❖ club +12, **Damage** 1d6+4 bludgeoning

**Melee Strike** ❖ talon +15 (agile, finesse), **Damage** 2d6+4 slashing

**Ranged Strike** ❖ club +15 (thrown 10 feet), **Damage** 1d6+4 bludgeoning

**Captivating Song** ❖ (concentrate, enchantment, mental, primal) The harpy cries out an eerie, compelling melody. Each non-harpy creature within 300 feet who can hear the song must attempt a DC 21 Will save. On a failure, the creature becomes captivated and must spend each of its actions to move closer to the harpy as expediently as possible, while avoiding obvious dangers. If a captivated creature is adjacent to the harpy, it stays still and doesn't act. If attacked by the harpy, the creature is freed from captivation at the end of the harpy's turn.

The effect lasts for 1 round, but if the harpy uses this ability again on subsequent rounds, it extends the duration by 1 round for all affected creatures. Once a creature succeeds at any save against Captivating Song, that creature is temporarily immune to Captivating Songs for 24 hours.



## HELL HOUND CREATURE 3

LE MEDIUM BEAST FIEND FIRE

**Perception** +9; darkvision

**Skills** Acrobatics +8, Athletics +9, Stealth +8, Survival +9 (+11 to Track)

**Str** +4, **Dex** +3, **Con** +2, **Int** –2, **Wis** +2, **Cha** –2

**AC** 19; **Fort** +9, **Ref** +10, **Will** +7

**HP** 40; **Immunities** fire; **Weaknesses** cold 5

**Stride** ❖ 40 feet

**Melee Strike** ❖ jaws +13 (magical), **Damage** 1d8+4 piercing plus 1d6 evil and 1d6 fire

**Breath Weapon** ❖ (divine, evocation, fire) The hell hound breathes flames that deal 4d6 fire damage to all creatures in a 15-foot cone. Each affected creature must attempt a DC 19 basic Reflex save. The hell hound can't use Breath Weapon again for 1d4 rounds. If the hell hound would take fire damage or is the target of a fire effect, its Breath Weapon recharges.

**Evil Damage** The hell hound's evil damage harms only characters of a good alignment.

Temperamental and quick to aggressive behavior, hell hounds are fiendish canines from a hellish plane. They're skilled hunters and can breath supernatural gouts of flame from their maws. A hell hound's appearance leaves no doubts as to its infernal origins—flesh the color of burning pitch, teeth as sharp as any fiend's pitchfork, and a shroud of ever-burning hellfire are all trademark features. Though they can't speak, they understand the Infernal language of Hell.





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## HOBGOBLIN WARRIOR CREATURE 1

LE MEDIUM GOBLIN HUMANOID

**Perception** +7; darkvision

**Skills** Athletics +6, Stealth +6

**Str** +3, **Dex** +3, **Con** +2, **Int** +0, **Wis** +2, **Cha** –1

**Items** hide armor, longsword, shortbow (10 arrows), shield

**AC** 18 (20 with shield raised); **Fort** +5, **Ref** +6, **Will** +5

**HP** 20

**Formation** When they're adjacent to at least two other allies, the hobgoblin warrior gains a +1 circumstance bonus to AC and saving throws.

**Shield Block** ↷ If they Raised a Shield since their last turn, the hobgoblin can spend their reaction to block a Strike. Reduce the damage by 5, but the hobgoblin and the shield both take the remaining damage, possibly breaking or destroying the shield.

**Stride** ❖ 25 feet

**Melee Strike** ❖ longsword +8 (versatile P), **Damage** 1d8+3 slashing

**Ranged Strike** ❖ shortbow +8 (deadly 1d10, range increment 60 feet), **Damage** 1d6 piercing

Hobgoblins are singularly devoted to war, and their entire civilization is built upon fostering and maintaining conflict while simultaneously proving their superiority in battle. Highly organized, they work efficiently and effectively in groups, whether that group is a small raiding party, a roving war band, or a fully regimented army. Physically, hobgoblins stand about as tall as humans and have gray, ashen skin.



## KOBOLD DRAGON MAGE CREATURE 2

LE SMALL HUMANOID KOBOLD

**Perception** +5; darkvision

**Skills** Arcana +6, Deception +8, Diplomacy +8, Dragon Lore +10, Intimidation +8, Stealth +7

**Str** –1, **Dex** +3, **Con** +0, **Int** +2, **Wis** +1, **Cha** +4

**Items** staff

**AC** 17; **Fort** +4, **Ref** +7, **Will** +7

**HP** 25; **Resistances** poison 5 (see dragonscaled)

**Dragonscaled** A kobold dragon mage's resistance depends on the color of its scales: **Black** acid 5, **Blue** electricity 5, **Green** poison 5, **Red** fire 5, **White** cold 5.

**Stride** ❖ 25 feet

**Melee Strike** ❖ claw +7 (agile, finesse), **Damage** 1d6–1 slashing

**Melee Strike** ❖ staff +3, **Damage** 1d8–1 bludgeoning

**Spells** The dragon mage can cast these wizard spells (spell DC 20, attack +12). **1st Level** *fear*, *magic missile* (×3); **Cantrips** *detect magic*, *ghost sound*, *mage hand*, *ray of frost*

**Sneak Attack** The dragon mage deals an extra 1d6 damage to creatures that have the flat-footed condition.

Kobolds are small, reptilian humanoids with physical similarities to dragons. They lurk in dark places, usually tunnels and mines, and use their cunning to even the playing field between themselves and stronger creatures. Kobold dragon mages use magic to carry out their schemes. The presence of one in a kobold warren is powerful evidence for the kobolds' claim to draconic heritage.





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## KOBOLD SCOUT CREATURE 1

LE SMALL HUMANOID KOBOLD

**Perception** +8; darkvision

**Skills** Acrobatics +7, Crafting +3, Nature +6, Stealth +7, Survival +6

**Str** +0, **Dex** +4, **Con** +1, **Int** +0, **Wis** +3, **Cha** +1

**Items** crossbow (20 bolts), leather armor, shortsword

**AC** 18; **Fort** +5, **Ref** +9, **Will** +6

**HP** 16

**Stride** ❖ 25 feet

**Melee Strike** ❖ shortsword +8 (agile, finesse, versatile S), **Damage** 1d6 piercing

**Ranged Strike** ❖ crossbow +8 (range increment 120 feet, reload 1), **Damage** 1d8 piercing

**Hurried Retreat** ❖ If the kobold is adjacent to at least one enemy, the kobold Strides up to 30 feet and gains a +2 circumstance bonus to AC against reactions triggered by this movement. The kobold must end this movement in a space that's not adjacent to an enemy.

**Sneak Attack** The kobold scout deals an extra 1d6 damage to creatures that have the flat-footed condition.

Most kobolds encountered outside of a well-defended warren or lair are kobold scouts, trained for stalking and the hunt. They're charged with bringing back food and valuable goods to the community. Kobolds are skilled at working together by necessity, and they often set up ambushes or hit-and-run assaults that allow them to do the most damage possible without putting themselves at much risk.



## KOBOLD TRAPMASTER CREATURE 2

LE SMALL HUMANOID KOBOLD

**Perception** +6; darkvision

**Skills** Acrobatics +7, Crafting +8, Stealth +7

**Str** +2, **Dex** +4, **Con** +1, **Int** +4, **Wis** +3, **Cha** +1

**Items** leather armor, shortsword, spear (3), spike trap (3)

**AC** 19; **Fort** +7, **Ref** +10, **Will** +5

**HP** 28

**Stride** ❖ 25 feet

**Melee Strike** ❖ shortsword +8 (agile, finesse, versatile S), **Damage** 1d6+2 piercing

**Ranged Strike** ❖ spear +10 (thrown 20 feet), **Damage** 1d6+2 piercing

**Hurried Retreat** ❖ If the kobold is adjacent to at least one enemy, the kobold Strides up to 30 feet and gains a +2 circumstance bonus to AC against reactions triggered by this movement. The kobold must end this movement in a space that's not adjacent to an enemy.

**Sneak Attack** The kobold trapmaster deals an extra 1d6 damage to creatures that have the flat-footed condition.

**Quick Trap** ❖❖❖ The kobold trapmaster deploys one spike trap in an adjacent square.

**Spike Trap** Once this trap is deployed, anyone who steps on the square it's in takes 2d8 piercing damage and must attempt a DC 17 basic Reflex saving throw.

Kobold trapmasters are the masterminds behind crafting and implementing wily traps in kobold lairs, and are widely respected among their kind.





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## KOBOLD WARRIOR — CREATURE -1

LE SMALL HUMANOID KOBOLD

**Perception** +3; darkvision
**Skills** Acrobatics +5, Craft +2 (+4 traps), Stealth +5
**Str** +1, **Dex** +3, **Con** +0, **Int** +0, **Wis** +1, **Cha** –1
**Items** leather armor, spear (3)

**AC** 16; **Fort** +4, **Ref** +7, **Will** +3
**HP** 8

**Stride** ❖ 25 feet
**Melee Strike** ❖ spear +3, **Damage** 1d6+1 piercing
**Ranged Strike** ❖ spear +5 (thrown 20 feet), **Damage** 1d6+1 piercing
**Hurried Retreat** ❖ If the kobold is adjacent to at least one enemy, the kobold Strides up to 30 feet and gains a +2 circumstance bonus to AC against reactions triggered by this movement. The kobold must end this movement in a space that's not adjacent to any enemy.
**Sneak Attack** The kobold warrior deals an extra 1d4 damage to creatures that have the flat-footed condition.

A typical kobold trains with simple weaponry. Kobolds are capable of landing sneaky strikes against unsuspecting foes, but they're just as quick to scamper off to safety if their group wouldn't outnumber their enemies at least two to one.

Kobolds believe in pragmatism, and a defeated kobold would rather surrender than face death. One might even abandon their kobold kin and concede to serve the victor if the alternative is an untimely demise.



## MIMIC — CREATURE 4

N MEDIUM ABERRATION

**Perception** +9; darkvision
**Skills** Athletics +12, Deception +8
**Str** +4, **Dex** +1, **Con** +3, **Int** +0, **Wis** +1, **Cha** +0

**AC** 20; **Fort** +11, **Ref** +9, **Will** +9
**HP** 75

**Adhesive** Any creature that touches the mimic (usually from a fist Strike, the mimic's pseudopod, or a Grapple or Shove) must succeed at a DC 23 Reflex save or gain the grabbed condition. The DC to Escape is 23. A melee or thrown weapon that hits the mimic sticks to it. A character can spend an action to attempt a DC 23 Athletics check, removing the weapon on a success. The adhesive dissolves 1 minute after the mimic dies.
**Object Lesson** ↷ If a creature touches the mimic while the mimic is transformed into an object, the mimic can spend its reaction to use its adhesive with no saving throw. The mimic then makes a pseudopod Strike. Object Lesson can't be used again until the mimic escapes and takes on a new disguise.

**Stride** ❖ 10 feet
**Melee Strike** ❖ pseudopod +14, **Damage** 2d8+4 bludgeoning plus adhesive
**Mimic Object** ❖ (concentrate) The mimic assumes the shape of any Medium object. This alters its visual appearance but not its size. It takes a DC 28 Perception check to tell the object is a creature.

Mimics are voracious eaters, who ambush their prey through their uncanny ability to mimic the forms of common furniture.





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## OGRE WARRIOR CREATURE 3

CE LARGE GIANT HUMANOID

**Perception** +5; darkvision
**Skills** Athletics +12, Intimidate +9
**Str** +5, **Dex** –1, **Con** +4, **Int** –2, **Wis** +0, **Cha** –2
**Items** greataxe, hide armor, javelins (6)

**AC** 17; **Fort** +11, **Ref** +6, **Will** +5
**HP** 50

**Stride** ❖ 25 feet
**Melee Strike** ❖ greataxe +12 (reach 10 feet, sweep), **Damage** 1d12+7 piercing
**Ranged Strike** ❖ javelin +6 (thrown 30 feet), **Damage** 1d6+7 piercing

Ogres embody cruelty and brutish, amoral violence. Standing 10 feet tall and densely muscled, ogres are as strong as they are cruel. They typically enjoy remorseless violence in all of its forms. Although they prefer to vent their violent urges on smaller humanoids—the smaller, the better—ogres promise a horrifying fate for anyone unlucky enough to fall within their meaty grasp.

Always eager for mayhem and murder, ogre warriors are quick to turn on their kin when there's a shortage of smaller folk to torment, so those who lead ogres do their best to keep them constantly distracted with new opportunities for raids and ruin. An ogre's deficits in both patience and intelligence make them easy to trick, giving cunning captives many ways to get the better of them.



## OOZE, SEWER CREATURE 1

N MEDIUM MINDLESS OOZE

**Perception** +3; motion sense 60 feet, no vision
**Skills** Stealth +1 (+4 in sewers)
**Str** +2, **Dex** –5, **Con** +4, **Int** –5, **Wis** +0, **Cha** –5
**Motion Sense** A sewer ooze can sense nearby motion through vibration and air movement, allowing it to fight as well as if it could see. However, a sewer ooze can't see, so effects that depend on vision or seeing don't work on it.

**AC** 8; **Fort** +9, **Ref** +1, **Will** +3
**HP** 40; **Immunities** acid, critical hits, mental, sneak attack, unconscious

**Stride** ❖ 10 feet
**Melee Strike** ❖ pseudopod +9; **Damage** 1d6+1 bludgeoning plus 1d4 acid
**Filth Wave** ❖ The sewer ooze unleashes a wave of filth, covering all creatures within 20 feet of itself. Each creature in the area must succeed at a DC 17 Reflex save or take 1d4 acid damage and a –10-foot penalty to its Speeds for 1 minute (on a critical failure, the creature also falls over and gains the prone condition). A creature can Interact to clean someone off. This decreases the Speed penalty to –5 feet after 1 action, or to no penalty after 2 actions. After using Filth Wave, the ooze can't use it again for 1 minute.

These amorphous masses of sewage and detritus make their way through filthy culverts beneath cities. Some grow to enormous sizes and have insatiable appetites.





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## ORC COMMANDER CREATURE 2

CE MEDIUM HUMANOID ORC

**Perception** +11; darkvision
**Skills** Athletics +8, Intimidation +6, Survival +5
**Str** +4, **Dex** +2, **Con** +1, **Int** –1, **Wis** +1, **Cha** +2
**Items** hide armor, javelin (6), maul

**AC** 19; **Fort** +7, **Ref** +6, **Will** +7
**HP** 32

**Ferocity** ↻ When the orc is reduced to 0 Hit Points, they can use their reaction to remain conscious with 1 Hit Point, but they gain the wounded 1 condition (or increases the wounded value by 1 if they already have that condition). The orc can't use this ability at wounded 3.

**Stride** ❖ 25 feet
**Melee Strike** ❖ maul +10 (shove), **Damage** 1d12+4 bludgeoning
**Melee Strike** ❖ fist +10 (agile, nonlethal), **Damage** 1d4+4 bludgeoning
**Ranged Strike** ❖ javelin +8 (thrown 30 feet), **Damage** 1d6+4 piercing
**Battle Cry** ❖ (concentrate, mental) Bellowing mightily, the commander gives themself and all orc allies within 60 feet who can hear them a +1 status bonus to attack rolls and damage rolls until the start of the orc commander's next turn.

When orcs raid, the strongest is chosen as the leader. Bonds of blood are especially strong among orcs, and the mightiest orc holds are typically made up of siblings who have chosen a strong commander to protect their kinfolk.



## ORC SCRAPPER CREATURE 0

CE MEDIUM HUMANOID ORC

**Perception** +5; darkvision
**Skills** Athletics +5, Intimidation +2
**Str** +3, **Dex** +2, **Con** +3, **Int** –1, **Wis** +1, **Cha** +0
**Items** battle axe (2), hide armor, javelin (3)

**AC** 15; **Fort** +6, **Ref** +4, **Will** +2
**HP** 15

**Ferocity** ↻ When the orc is reduced to 0 Hit Points, they can use their reaction to remain conscious with 1 Hit Point, but they gain the wounded 1 condition (or increases the wounded value by 1 if they already have that condition). The orc can't use this ability at wounded 3.

**Stride** ❖ 25 feet
**Melee Strike** ❖ battle axe +7 (sweep), **Damage** 1d8+3 piercing
**Melee Strike** ❖ fist +7 (agile, nonlethal), **Damage** 1d4+3 bludgeoning
**Ranged Strike** ❖ javelin +4 (thrown 30 feet), **Damage** 1d6+3 piercing

Orcs are proud, strong humanoids that live by the rule that might makes right. They amass in warbands both large and small, conquering territory and robbing those unlucky enough to cross their path. Countless small settlements, outposts, and forts have fallen at the hands of orc raiders, whose sheer destructiveness leaves an indelible mark on the lands they conquer. The furious and undisciplined rank-and-file scrappers make up the bulk of an orc warband.





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## ORC TROOPER CREATURE 1

CE MEDIUM HUMANOID ORC

**Perception** +6; darkvision
**Skills** Athletics +7, Intimidation +4, Survival +4
**Str** +4, **Dex** +2, **Con** +3, **Int** –1, **Wis** +1, **Cha** +0
**Items** battle axe, breastplate, javelin (4), shortsword (2)
**AC** 18; **Fort** +8, **Ref** +7, **Will** +4
**HP** 23

**Ferocity** ↻ When the orc is reduced to 0 Hit Points, they can use their reaction to remain conscious with 1 Hit Point, but they gain the wounded 1 condition (or increases the wounded value by 1 if they already have that condition). The orc can't use this ability at wounded 3.

**Stride** ❖ 25 feet
**Melee Strike** ❖ battle axe +8 (sweep), **Damage** 1d8+4 slashing
**Melee Strike** ❖ shortsword +8 (agile, versatile P), **Damage** 1d6+4 slashing
**Melee Strike** ❖ fist +8 (agile, nonlethal), **Damage** 1d4+4 bludgeoning
**Ranged Strike** ❖ javelin +5 (thrown 30 feet), **Damage** 1d6+4 piercing

The typical orc trooper is a violent combatant familiar to many adventurers. Orc warriors fight for their holds, for riches, and—perhaps most of all—for glory. Proving their own strength improves their station within their orc hold, so battle is a crucial part of life for any orc who aspires to one day lead or go down in history.



## OWLBEAR CREATURE 4

N LARGE ANIMAL

**Perception** +13; low-light vision
**Skills** Acrobatics +7, Athletics +14, Intimidation +10
**Str** +6, **Dex** +1, **Con** +5, **Int** –4, **Wis** +3, **Cha** +0
**AC** 21; **Fort** +13, **Ref** +7, **Will** +11
**HP** 70

**Stride** ❖ 25 feet
**Melee Strike** ❖ talon +14 (agile), **Damage** 1d10+6 piercing plus Grab
**Melee Strike** ❖ beak +14, **Damage** 1d12+6 piercing
**Bloodcurdling Screech** ❖ (fear, mental) Each creature within 80 feet who can hear the owlbear's screech must attempt a DC 20 Will save. The creatures can't be affected by another screech for 1 minute. On a critical success, the creature is unaffected; on a success, the creature gains the frightened 1 condition; on a failure, the creature gains the frightened 2 condition; on a critical failure, the creature gains the frightened 3 condition and must spend its next turn running away from the owlbear.
**Grab** ❖ When the owlbear succeeds at its talon Strike, it can use this action immediately after to automatically give the target the grabbed condition until the end of its next turn.
**Screeching Advance** ❖❖ (auditory, fear, mental) The owlbear makes a Bloodcurdling Screech and Strides twice. All creatures within 80 feet of the owlbear at any point during this movement are subjected to the effects of Bloodcurdling Screech.

The owlbear is a territorial predator with the body of a brown bear but the head—and resultant keen senses—of an owl.





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## RAT, GIANT — CREATURE –1

N SMALL ANIMAL

**Perception** +5; low-light vision

**Skills** Acrobatics +5, Athletics +2 (+4 to Climb or Swim), Stealth +5

**Str** +1, **Dex** +3, **Con** +2, **Int** –4, **Wis** +1, **Cha** –3

**AC** 15; **Fort** +6, **Ref** +7, **Will** +3

**HP** 8

**Stride** ❖ 30 feet, or climb 10 feet

**Melee Strike** ❖ jaws +7 (agile, finesse), **Damage** 1d6+1 piercing

Giant rats are enormous versions of the common vermin. They're typically found in abundant numbers, but since they can't fit in the nooks where ordinary rats typically hide, they're much easier to locate and exterminate. In fact, finding and slaying a giant rat is a rite of passage for many an adventurer. Such tasks get tiresome quickly, so many veterans subcontract extermination to new adventurers.

Giant rats mostly live in sewers where they can scavenge from the streets above, but some families of giant rats live in more remote locations, such as dank caves, forests, or hills. Rats are incredibly adept survivors and can be found nearly anywhere in the world, though they tend to favor temperate or warm climates as opposed to cold regions.

Although their bite alone isn't lethal except to the very weak, some giant rats carry a dangerous disease common to rodents around the world—a pestilence more than capable of ravaging rural communities. The rats are merely carriers with no risk of succumbing to the disease themselves.



## SHADOW — CREATURE 4

CE MEDIUM INCORPOREAL UNDEAD

**Perception** +10; darkvision

**Skills** Acrobatics +10, Stealth +14

**Str** –5, **Dex** +4, **Con** +0, **Int** –2, **Wis** +2, **Cha** +3

**AC** 20; **Fort** +8, **Ref** +14, **Will** +12

**HP** 40; **Immunities** poison, sneak attack, unconscious; **Weaknesses** light vulnerability; **Resistances** all 5 (except force, *ghost touch*, or positive; double resistance against non-magical)

**Incorporeal** A shadow has no body and can pass through physical objects, though it can't end its turn inside one. Most checks that use Strength and require a body, such as Grapple and Shove, don't work against a shadow, and a shadow can't use them.

**Light Vulnerability** A weapon with a *light* spell cast on it gains the magical trait when used to attack the shadow.

**Stride** fly 30 feet

**Melee Strike** ❖ shadow hand +15 (finesse, magical), **Damage** 2d6+3 negative

**Slink in Shadows** The shadow can Hide or end its Sneak in a creature's or object's shadow.

**Steal Shadow** ❖ (divine, necromancy) If the shadow hit a living creature with a Strike on its previous action, it can use this action to pull at the target's shadow, imposing a –1 status penalty to Athletics and to attack rolls and damage rolls that use Strength. The penalty increases each time a shadow uses this ability to a maximum of –4. The penalty decreases by 1 every hour.

Undead shadows feed on those who stray from the light.





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## SKELETON GUARD CREATURE -1

NE LARGE MINDLESS SKELETON UNDEAD

**Perception** +2; darkvision
**Skills** Acrobatics +6, Athletics +3
**Str** +2, **Dex** +4, **Con** +0, **Int** –5, **Wis** +0, **Cha** +0
**Items** scimitar, shortbow (20 arrows)

**AC** 16; **Fort** +2, **Ref** +8, **Will** +2
**HP** 4; **Immunities** mental, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

**Stride** ❖ 25 feet
**Melee Strike** ❖ scimitar +6 (forceful, sweep), **Damage** 1d6+2 slashing
**Melee Strike** ❖ claw +6 (agile, finesse), **Damage** 1d4+2 slashing
**Ranged Strike** ❖ shortbow +6 (deadly 1d10, range increment 60 feet), **Damage** 1d6 piercing

Made from bones held together by foul necromancy, skeletons can often be found haunting old dungeons and patrolling forgotten cemeteries. Many evil masterminds prefer to keep eternally vigilant undead as minions to avoid the upkeep required to feed and satisfy the psychological needs of living guardians.

Simple skeleton guards remain the most common skeletal minions. These skeletons are mindless, meaning they can't truly reason but can execute their basic guard duties of watching out for and attacking intruders. A group of several skeletons defending the same location usually consists of melee fighters and archers who shoot arrows from afar.



## SKELETON, SKELETAL GIANT CREATURE 3

NE LARGE MINDLESS SKELETON UNDEAD

**Perception** +7; darkvision
**Skills** Athletics +12, Intimidation +9
**Str** +5, **Dex** +1, **Con** +3, **Int** –5, **Wis** +0, **Cha** +2
**Items** greatsword, half plate armor

**AC** 17; **Fort** +10, **Ref** +8, **Will** +7
**HP** 50; **Immunities** mental, poison, unconscious; **Resistances** cold 5, electricity 5, fire 5, piercing 5, slashing 5

**Stride** ❖ 30 feet
**Melee Strike** ❖ greatsword +12 (reach 10 feet, versatile S), **Damage** 1d12+7 slashing
**Melee Strike** ❖ horns +12 (agile), **Damage** 1d10+5 piercing
**Broad Swipe** ❖❖ The skeletal giant makes two Strikes with its greatsword against two adjacent foes, both of whom are within its reach. The second attack uses the same multiple attack penalty as the first, but attacks it makes after this take a –10 multiple attack penalty (or a –8 multiple attack penalty for its horns).
**Terrifying Charge** ❖❖ The giant Strides and makes a horns Strike with a +4 circumstance bonus to damage. If the Strike hits, the giant attempts to Demoralize the target.

The reanimated bones of giants make excellent necromantic thralls, and the skeletal giants made out of bull-headed minotaurs are no exception. Mindless skeletons use similar tactics, so using a bigger, more durable skeleton is the only way a necromancer can obtain a more powerful thrall.





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## SNAKE, GIANT VIPER CREATURE 2

N MEDIUM ANIMAL

**Perception** +7; low-light vision

**Skills** Acrobatics +9, Athletics +8, Stealth +8, Survival +6

**Str** +3, **Dex** +4, **Con** +3, **Int** –4, **Wis** +1, **Cha** –2

**AC** 19; **Fort** +8, **Ref** +11, **Will** +6

**HP** 26

**Coiled Opportunity** ↷ If the giant viper is coiled and a creature moves into or through a square adjacent to it, the giant viper can use its reaction to make a fangs Strike against that creature.

**Stride** ❖ 20 feet, or climb 20 feet, or swim 20 feet

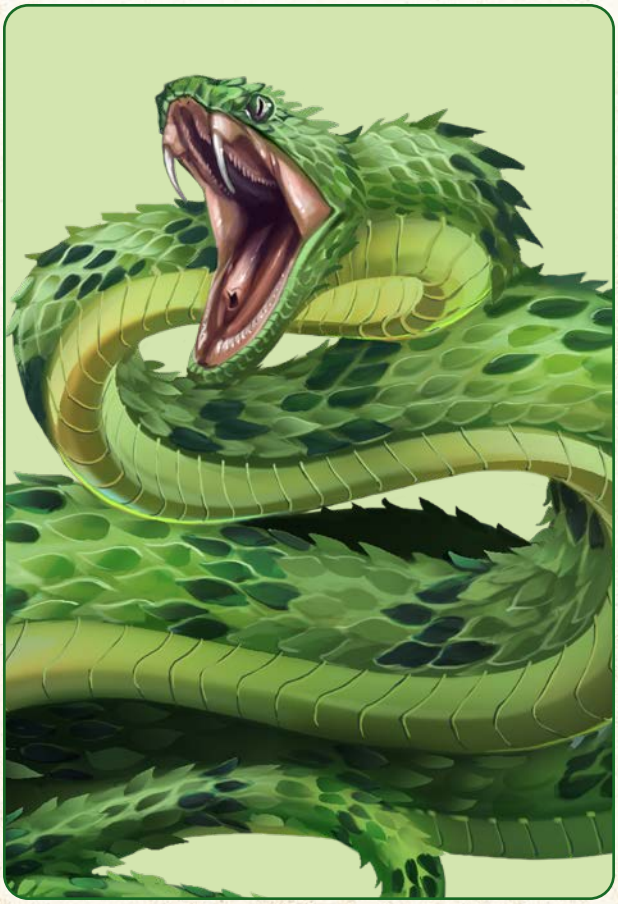
**Melee Strike** ❖ fangs +11 (finesse), **Damage** 1d8+3 piercing plus giant viper venom

**Coil** ❖ The giant viper uses an action to coil itself. While coiled, it can target a creature up to 10 feet away with its fangs Strike. After the giant viper Strikes with its fangs, it becomes uncoiled.

**Giant Viper Venom** (poison) A target damaged by the snake's fangs must succeed at a DC 17 Fortitude save or take 1d12 poison damage.

Snakes come in an array of forms, from jungle-dwelling constrictors that wrap around their prey to venomous vipers with deadly bites. Regardless, all snakes consume their prey whole by unhinging their jaws and using powerful muscles to move the food down their throats and into their stomachs.

The giant viper's fangs, nearly as long as daggers, easily inspire fear. The venom injected by a giant viper can cause severe blood clotting and inflict tremendous damage.



## SNAKE, VIPER CREATURE –1

N TINY ANIMAL

**Perception** +5; low-light vision

**Skills** Acrobatics +5, Athletics +1 (+4 to Climb), Stealth +5, Survival +3

**Str** –3, **Dex** +4, **Con** +0, **Int** –4, **Wis** +1, **Cha** –2

**AC** 15; **Fort** +2, **Ref** +7, **Will** +5

**HP** 8

**Slink** ↷ If a creature ends its movement adjacent to the viper or within the viper's space, the viper can use its reaction to Stride, Climb, or Swim up to 10 feet. It must end its movement in a location that isn't within 5 feet of a foe. This movement doesn't trigger reactions.

**Stride** ❖ 20 feet, or climb 20 feet, or swim 20 feet

**Melee Strike** ❖ fangs +8 (agile, finesse), **Damage** 1d8–3 piercing plus viper venom

**Viper Venom** (poison) A target damaged by the viper's fangs must succeed at a DC 16 Fortitude save or take 1d10 poison damage.

Each member of this family of venomous snakes has long, hinged fangs that inject potent venom in their prey. Different vipers inject different types of venom, which might result in paralysis, extreme pain and swelling, blood clotting, or even the sudden stopping of the victim's heart.

Though far less of an imposing physical threat than a giant viper, a common viper poses far more danger than its size would suggest. A viper mainly hunts small mammals or lizards but will attack a humanoid it perceives as a threat.





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## SPIDER, GIANT CREATURE 1

N MEDIUM ANIMAL

**Perception** +7; darkvision

**Skills** Acrobatics +7, Athletics +5, Stealth +7

**Str** +2, **Dex** +4, **Con** +1, **Int** –5, **Wis** +2, **Cha** –4

**AC** 17; **Fort** +6, **Ref** +9, **Will** +5

**HP** 16

**Stride** ❖ 25 feet, climb 25 feet

**Melee Strike** ❖ fangs +9 (finesse), **Damage** 1d6+2 piercing plus giant spider venom

**Ranged Strike** ❖ web +7 (range increment 30 feet), **Effect** web trap

**Descend on a Web** ❖ (move) The giant spider moves straight down up to 40 feet, suspended by a web line. It can hang from the web or drop off. The distance it Descends on a Web doesn't count for falling damage. A creature can Strike the web, which has AC 20 and 8 HP. If the web is reduced to 0 HP, the spider falls.

**Giant Spider Venom** (poison) A target damaged by the spider's fangs must succeed at a DC 16 Fortitude save or take 1d12 poison damage and gain the flat-footed condition for 1 round.

**Web Trap** A creature hit by the giant spider's web Strike gets stuck to the nearest surface. It can't move until it successfully Escapes (DC 17).

Few everyday vermin inspire as much dread as the infamous spider. Giant spiders vary in size. The human-sized versions, sometimes called hunting spiders, are the most common type of giant spider, though not the largest.



## TROLL CREATURE 5

CE LARGE GIANT TROLL

**Perception** +11; darkvision

**Skills** Athletics +12, Intimidation +12

**Str** +5, **Dex** +2, **Con** +6, **Int** –2, **Wis** +0, **Cha** –2

**AC** 20; **Fort** +17, **Ref** +11, **Will** +7

**HP** 115, regeneration 20 (deactivated by acid or fire); **Weaknesses** fire 10

**Regeneration** The troll regains 20 Hit Points at the start of their turn unless they've taken acid or fire damage since their last turn. The troll can't die unless their regeneration is deactivated when they're reduced to 0 HP.

**Stride** ❖ 30 feet

**Melee Strike** ❖ jaws +14 (reach 10 feet), **Damage** 2d10+5 piercing

**Melee Strike** ❖ claw +14 (agile, reach 10 feet), **Damage** 2d8+5 slashing

**Rend** ❖ If the troll succeeds at two claw Strikes against the same creature in the same turn, they can use this ability to automatically deal claw Strike damage to that creature.

Common trolls are dim-witted, gangly giants who stalk the fringes of civilization. They rely on their incredible strength to overpower foes with their vicious claws and toothy maws. A troll's endless hunger drives them to consume all variety of living creatures, and this ravenous eating fuels a troll's legendary regenerative abilities. Trolls stand anywhere from 12 to 16 feet tall, though they prefer to hunch for comfort and to lull foes into a false sense of security.





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## WEB LURKER CREATURE 3

NE MEDIUM ABERRATION

**Perception** +10; darkvision

**Skills** Acrobatics +9, Athletics +9, Crafting +8, Stealth +11

**Str** +4, **Dex** +4, **Con** +3, **Int** +1 **Wis** +3, **Cha** –1

**Spider Speak** The web lurker can speak with and understand spiders.

**AC** 19; **Fort** +10, **Ref** +11, **Will** +8

**HP** 45

**Stride** ❖ 25 feet, or climb 25 feet

**Melee Strike** ❖ fangs +11, **Damage** 1d8+6 piercing plus web lurker venom

**Melee Strike** ❖ claw +11 (agile), **Damage** 1d8+6 slashing

**Melee Strike** ❖ web +11, **Effect** web trap

**Web Lurker Venom** (poison) A target damaged by the web lurker's fangs must succeed at a DC 19 Fortitude save or take 1d12 poison damage and gain the flat-footed condition for 1 round.

**Web Trap** A creature hit by the web lurker's web attack gets stuck to the nearest surface. It can't move until it successfully Escapes (DC 20).

Web lurkers, sometimes called ettercaps, are spidery monsters that dwell within the lairs of spiders and swarms, and actively cultivate and shepherd such vermin. Web lurkers hunt in forests, swamps, or scrubby hill lands. They construct structures from their webs high up in trees or within craggy, high canyons, and they surround their territory with traps constructed of the same webbing and natural material.



## WIGHT CREATURE 3

LE MEDIUM UNDEAD WIGHT

**Perception** +10; darkvision

**Skills** Athletics +11, Intimidation +9, Stealth +6

**Str** +4, **Dex** +1, **Con** +4, **Int** +0, **Wis** +3, **Cha** +2

**AC** 18; **Fort** +11, **Ref** +6, **Will** +10

**HP** 50; **Immunities** poison, unconscious

**Final Spite** ↷ When the wight is reduced to 0 Hit Points, it can use its reaction to make a Strike before being destroyed. It doesn't gain any Hit Points from drain life on this Strike.

**Stride** ❖ 25 feet

**Melee Strike** ❖ claw +12, **Damage** 1d6+4 slashing plus drain life

**Drain Life** (divine, necromancy) When the wight deals damage to a living creature with its claw Strike, the wight regains 2 Hit Points and the target must succeed at a DC 17 Fortitude save or take 2 damage that can't be healed. The wight can use drain life multiple times, but a single creature can't take more than 8 unhealable damage.

Each full night of rest heals 2 of the unhealable damage, and a full day of bed rest increases the recovery to 4 of the unhealable damage.

Wights are undead humanoids that can drain the life from living creatures with but a touch. They arise as a result of necromantic rituals, especially violent deaths, or the sheer malevolent will of the deceased. Wights lurk in burial grounds, catacombs, or other places of the dead, where few living visitors dare to go.





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## WOLF CREATURE 1

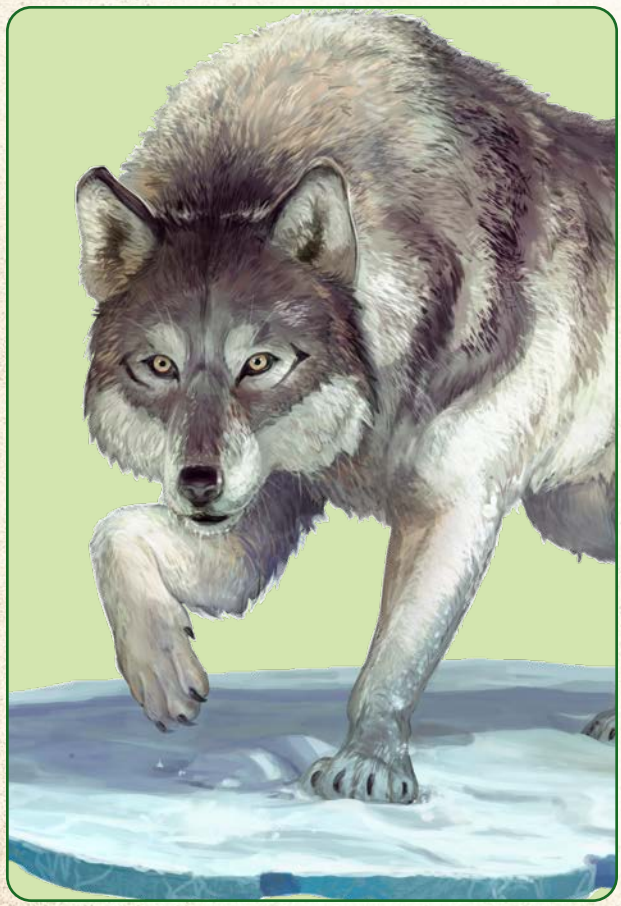
N MEDIUM ANIMAL

**Perception** +7; low-light vision
**Skills** Acrobatics +7, Athletics +5, Stealth +7, Survival +7
**Str** +2, **Dex** +4, **Con** +1, **Int** –4, **Wis** +2, **Cha** –2

**AC** 15; **Fort** +6, **Ref** +9, **Will** +5
**HP** 24

**Stride** ❖ 35 feet
**Melee Strike** ❖ jaws +9, **Damage** 1d6+2 piercing plus Knockdown
**Knockdown** ❖ When the wolf hits with its jaws Strike, it can use this action immediately after to automatically knock over the target, giving it the prone condition.
**Pack Attack** If the wolf Strikes a target that at least two of the wolf's allies could reach with a melee attack, the wolf deals 1d4 extra damage on that Strike.

Wolves live and hunt in packs. Contrary to popular belief, these packs aren't led by the strongest in the group, but typically consist of a mated pair, their pups, and juvenile offspring from previous mating seasons. Offspring generally leave their parents' pack upon reaching maturity, at which point they seek out mates of their own to form their own packs elsewhere. Wolves don't typically view humanoids as prey animals, but extraordinary circumstances can lead wolves to attack people, especially in winter months and other situations where traditional prey (such as deer and elk) are scarce. Some beings, such as powerful vampires, can call upon wolves to aid them in combat.



## XULGATH BOSS CREATURE 3

CE MEDIUM HUMANOID XULGATH

**Perception** +9; darkvision
**Skills** Athletics +11, Intimidation +6, Stealth +6
**Str** +4, **Dex** +1, **Con** +2, **Int** –1, **Wis** +2, **Cha** +1
**Items** breastplate, greataxe, javelin (4)

**AC** 20; **Fort** +9, **Ref** +6, **Will** +9
**HP** 44

**Stench** A creature that comes within 30 feet of the xulgath and can smell the xulgath must attempt a DC 19 Fortitude save. On a failure, the creature takes a –1 status penalty to all checks and DCs until it uses an action to retch. A creature that succeeds at its save isn't affected by any xulgaths' stenches for 1 minute.

**Stride** ❖ 25 feet
**Melee Strike** ❖ greataxe +11 (sweep), **Damage** 1d10+6 slashing
**Melee Strike** ❖ jaws +11, **Damage** 1d6+6 piercing
**Melee Strike** ❖ claw +11 (agile), **Damage** 1d4+6 slashing
**Ranged Strike** ❖ javelin +8 (thrown 30 feet), **Damage** 1d6+4 piercing
**Swipe** ❖❖ The xulgath boss makes two Strikes with their greataxe against two adjacent foes, both of whom are within their reach, with a +1 circumstance bonus. The second attack uses the same multiple attack penalty as the first, but attacks the xulgath boss makes after this take a –10 multiple attack penalty (or a –8 multiple attack penalty for its claw).

Xulgath bosses exhibit greater strength and more affinity for violence than other members of a xulgath community.





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## XULGATH WARRIOR CREATURE 1

CE MEDIUM HUMANOID XULGATH

**Perception** +6; darkvision
**Skills** Athletics +7, Stealth +5
**Str** +4, **Dex** +2, **Con** +3, **Int** –1, **Wis** +1, **Cha** +0
**Items** club, javelin (3)

**AC** 16; **Fort** +8, **Ref** +7, **Will** +4
**HP** 21
**Stench** A creature that comes within 30 feet of the xulgath and can smell the xulgath must attempt a DC 19 Fortitude save. On a failure, the creature takes a –1 status penalty to all checks and DCs until it uses an action to retch. A creature that succeeds at its save isn't affected by any xulgaths' stenches for 1 minute.

**Stride** ❖ 25 feet
**Melee Strike** ❖ club +9, **Damage** 1d6+4 bludgeoning
**Melee Strike** ❖ jaws +9, **Damage** 1d6+4 piercing
**Melee Strike** ❖ claw +9 (agile), **Damage** 1d4+4 slashing
**Ranged Strike** ❖ javelin +7 (thrown 30 feet), **Damage** 1d6+4 piercing

Reptilian humanoids living underground, xulgaths (known as troglodytes to many surface dwellers) attack intruders in their territory on sight. They live in familial communities, battling rival groups and other aggressive underground inhabitants to survive. They occasionally raid surface settlements, usually at the behest of cruel, bloodthirsty leaders. A typical xulgath has dull gray, dark gray, or ashen scales with a long tail and bony protrusions down the length of their spine.



## ZOMBIE SHAMBLER CREATURE –1

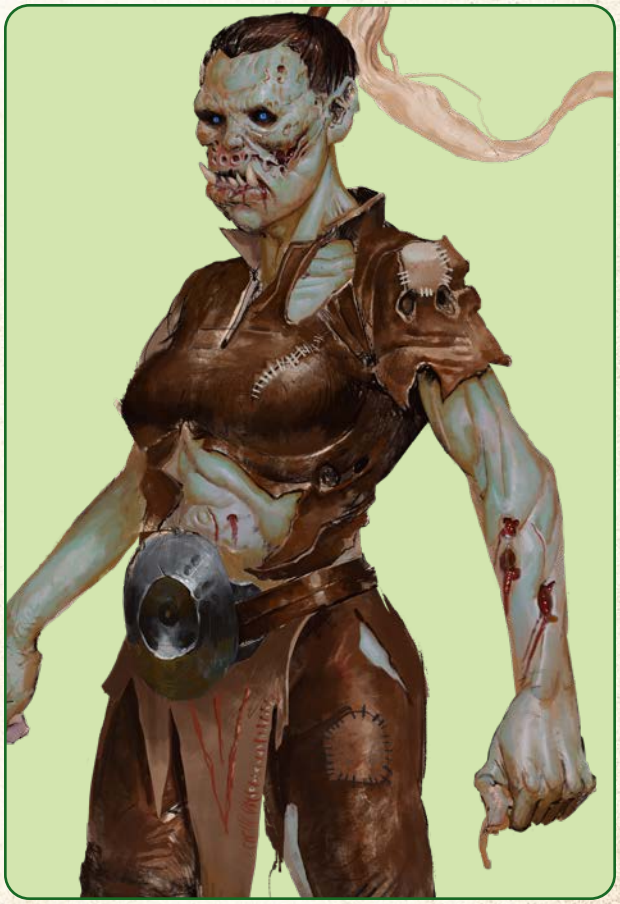
NE MEDIUM MINDLESS UNDEAD ZOMBIE

**Perception** +0; darkvision
**Skills** Athletics +5
**Str** +3, **Dex** –2, **Con** +2, **Int** –5, **Wis** +0, **Cha** –2
**Slow** A zombie has only 2 actions on its turn, and it can't use reactions.

**AC** 12; **Fort** +6, **Ref** +0, **Will** +2
**HP** 20; **Immunities** mental, poison, unconscious; **Weaknesses** positive 5, slashing 5

**Stride** ❖ 25 feet
**Melee Strike** ❖ fist +7, **Damage** 1d6+3 bludgeoning plus Grab
**Jaws** ❖ If the zombie has a creature grabbed or restrained, it can make a special Strike against the grabbed or restrained creature. This Strike has an attack statistic of +7 and deals 1d8+3 piercing damage on a success.
**Grab** ❖ When the zombie hits with its jaws Strike, it can use this action to automatically give the target the grabbed condition until the end of its next turn.

A zombie's only desire is to consume the living. Unthinking and ever-shambling harbingers of death, zombies stop only when they're destroyed. A zombie shambler is a slow-moving horror most dangerous in larger groups. Among the living dead, zombies are most often used as fodder, wearing down defenses before more powerful undead arrive to deal the killing blow. Zombies can be commanded by intelligent undead and powerful necromancers.





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# Otari

*Otari is a small coastal town a few days' travel from a major city. It's a good place to start a Pathfinder campaign, and you can use it as an example of how to create a settlement for your heroes to call home as they start their adventures.*

Otari is a thriving, diverse lumber town and trade port with a storied past and its fair share of sinister secrets. Founded by a group of adventurers over 400 years ago, the town has weathered attacks from kobolds and strange monsters, economic woes and windfalls, and cycles of prosperity and strife. Today, the town is a prosperous community and one of the largest settlements along the coast, but outside groups have their eye on Otari's fortunes, and centuries-old threats still lie buried beneath the cobblestones!

Otari is nestled in a coastal valley between two looming cliffs. The Osprey River flows into the sea in the middle of this valley, and the sturdy stone to either side of this river supports hundreds of buildings and a deep harbor. Otari rarely floods, but the numerous caves, warrens, and channels dug beneath the town do so regularly.

Though day-to-day life in Otari resembles that in any small town, its skyline stands out due to the enormous waterwheel at its eastern edge, the ingenious and enormous flume that brings lumber down the cliffside for easy transportation, and a stunning library to the west. The town's location near a major highway and its long history as a home to various adventuring parties lead visitors and travelers alike to seek it out. Lively trade passing through means unusual wares (and even magic items) aren't too difficult to find.

Just over 1,200 people live in Otari, drawn from all over the world. While most of these residents are humans, some dwarves and elves also live here. Most residents work in the local fishing and lumber industries. For the most part, people in Otari are friendly and welcoming, though they prefer its small-town feel and make lighthearted fun of visitors from big cities. Coffee is a mainstay, a favorite drink among the hardworking and early-rising townsfolk.

Oseph Menhemes, a descendant of one of Otari's founders, has served multiple terms as the town's elected mayor thanks to his easygoing efficiency and the townspeople's general deference to tradition. He also runs one of the town's main lumber companies, making him wealthy as well as influential.

Otari serves as an excellent springboard for adventure as well as an exciting place for adventures right in town!



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# Otari




1. **The Giant's Wheel**
   An enormous waterwheel that powers the lumber equipment in the Otari Mill.
2. **Loading Flume**
   This long wooden chute takes lumber from the Giant's Wheel down a flume into the harbor.
3. **Stone Ring Pond**
   A mysteriously clear pool surrounded by ancient standing stones.
4. **Wrin's Wonders**
   A peculiar curio shop run by an eccentric woman who collects rumors.
5. **Gallentine Deliveries**
   A delivery service always in need of fast, reliable help.
6. **Blades for Glades**
   Otari's primary smithy, which sells armor and weapons in addition to saws and axes.
7. **Odd Stories**
   A bookstore run by a fiction-loving wizard.
8. **Otari Garrison**
   A squat, bunker-like stone building that houses Otari's civic guards.
9. **Crow's Casks**
   A brewery and tavern popular among local farmers and merchants.
10. **Crook's Nook**
    A sailors' tavern built as a bridge across the Osprey River.
11. **Otari Market**
    The one-stop shop for food, tools, and other everyday gear.
12. **Otari Fishery**
    Fishery and shipyard by day, gathering place for games and entertainment by night.
13. **Ruins of the Thirsty Alpaca**
    Once the largest tavern in town, until it suddenly collapsed in a recent disaster.
14. **The Rowdy Rockfish**
    A surprisingly calm and quiet tavern.
15. **Dawnflower Library**
    A large library and temple to Sarenrae, with shrines to many other deities.
16. **Otari Graveyard**
    A clifftop cemetery that's mostly quiet but has a sinister atmosphere.



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## Who's Who in Otari

The heroes are likely to encounter some of the following groups or individuals during their adventures in or near Otari. You can use these as examples to create your own NPCs, too!

### Lardus Longsaddle

The Otari Guard keeps the peace in town, and their leader is the gruff and stout Captain Lardus Longsaddle. Any heroes who get in trouble with the Otari Guard should hope to deal with anyone other than the captain—his curse-laden tirades are legendary, and he's inclined to issue short jail sentences for minor infractions. Conversely, heroes who catch criminals earn a rare (though often short-lived) position on Captain Longsaddle's good side, earning bounties from the captain's pay chest. Fighters might have trained with the Otari Guard or aspired to join their ranks.



Vandy Banderdash

### Lumber Companies

The biggest business in Otari is lumber, and three families control the industry. The largest operator is Otari Lumber, owned by Mayor Oseph Menhemes, which operates the massive Giant's Wheel and the Loading Flume. Whistledown Cutters is Otari's most financially successful lumber company due to the cunning business sense of its owner, Alymora Inkleholtz. Chertel Timber, the third company, has recently struggled due to a combination of poor management, labor issues in its lumber camps, and difficulties with financing. All three lumber companies have a not-so-secret enemy in the Kortos Consortium, an externally based organization that wants to control the timber industry in Otari and many nearby communities. The Kortos Consortium isn't above sabotage or worse to seize control of local interests. Heroes might find work for any of these lumber companies, often against the others!

### Vandy Banderdash

The head priestess of Otari's largest temple, the Dawnflower Library, is a chatty woman named Vandy Banderdash. Always eager to greet newcomers, regardless of their faith or vocation, Vandy has a surprising knack for recommending the perfect bit of reading to people she's only just met. She's open-minded on almost every subject, but has no patience for thievery, as her sister stole several valuable books from the temple and fled not long ago. Vandy is a useful contact for any hero, especially clerics.

### Yanyismera

The lanky and shrewd Yanyismera owns Crook's Nook, making her one of the town's most prominent business owners. The fact that she's also the head of the Osprey Club, Otari's thieves' guild, only increases her influence. She's loyal to her town and rarely permits her thieves to target locals, although outsiders are fair targets for con games or robberies. Heroes unafraid to step outside the law eventually come to Yanyismera's attention, and she might arrange illicit smuggling jobs or daring raids on visiting ships. Rogues from Otari might know Yanyismera or might even currently be in her employ!

## Gathering Places

Gathering places are at the heart of every settlement, and quite a few adventuring parties first meet up in a tavern.

### Crow's Casks

A sign over the door to this two-story stone building depicts a group of drunk crows perched on a leaky cask. Crow's Casks is more than just a tavern—it's a brewery and a shrine to Cayden Cailean, the god of heroes, bravery, and ale. Its proprietor, Magiloy, is a retired pirate who enjoys experimenting with new drinks. She's always looking for enthusiastic customers to taste her newest concoctions.

### Crook's Nook

Crook's Nook serves several purposes in town—the large wooden structure functions as a bridge over the Osprey River, as a cheap place to get a room for the night, and as a tavern well known for serving the best seafood in town. Trapdoors in the tavern's floor allow direct access to the river below for fishing, but foolhardy (or inebriated) patrons sometimes wrestle over these openings to determine who's stronger and who's getting wet. The building's attic serves as the guildhall for Otari's thieves' guild, the Osprey Club—a function that's perhaps the town's worst-kept secret, as evidenced by the building's very name.

### Otari Fishery

Every night, from an hour before sundown to an hour before midnight, Tamily Tanderveil opens the ground floor of the town's main fishery to sailors, laborers, and travelers alike, offering a comfortable and welcoming place to gather for games and entertainment. A small menu is offered for those who wish to have drinks or snacks while gaming here, the proceeds of which Tamily frequently gives back in the form of contests and prize money for various impromptu gaming tournaments.

### Otari Garrison

The headquarters of the Otari Guard is a sturdy stone building hung with green-and-white banners that match the guards' uniforms. These guards keep the peace in town and patrol the surrounding roads to ensure they stay free of banditry and trouble. The guards also serve as the town's firefighters. Heroes might visit the garrison to hear about bandits or other adventure opportunities—or they might



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end up in one of the jail cells in the basement if they cause a ruckus in town!

### Rowdy Rockfish

Despite its name, the Rowdy Rockfish is the quietest and quaintest of Otari's taverns. A sign depicting a rockfish with its fins up in a boxing pose hangs outside, but within, the calm demeanor of the tavern's patrons might make someone wonder if it ever actually hosts barroom brawls. The Rockfish's current proprietor is a dignified dwarf named Brelda Venkervale, a stoic but shrewd businesswoman who took over the bar after her son, Lasda—the previous owner—vanished without a trace.

## Landmarks

Whether approached by sea or by land, Otari has several distinctive landmarks that everyone in town knows.

### Dawnflower Library

Otari's largest temple is built at the town's westernmost edge, atop an upraised shelf that's nevertheless far below the clifftop. The library's position allows it to catch the rays of the rising sun, which transform its central dome into a brilliantly glowing testament to the sun goddess Sarenrae—at least when the sky is clear.

While principally dedicated to Sarenrae, the Dawnflower Library welcomes all non-evil faiths. The building's two wings contain shrines, and the center houses a wide range of books, including histories, satires, textbooks, and maps to innumerable exciting locales.

### The Giant's Wheel

This towering waterwheel is truly a sight to behold. With a diameter of 30 feet, the immense wooden wheel generates the torque needed to power a mechanized lumber mill and turn the treadmill that transports cut logs. The Giant's Wheel has belonged to the Menhemes family for generations, but it isn't exclusively used by the Otari Mill. The other two lumber companies pay to use the mill, allowing Oseph to keep an eye on his competition. The constant noise of the wheel's grinding and churning competes with the whine of the saws and the clatter of the loading ramp. At night, the busywork of the mill can be heard in the town below.

Day-to-day operation of the Giant's Wheel and its mill fall to its foreman, the heavily scarred ex-gladiator named Klorte Hengus. In his youth, Klorte made a name for himself as a gladiator in a distant metropolis, fighting with paired hatchets as "the Lumberjacker." The serious Klorte considers that violent past behind him, and he fails to see any irony in the fact that he now works for actual lumberjacks.

### Loading Flume

This long flume sends water diverted from the Osprey River and timber from the Giant's Wheel hundreds of feet south to the harbor for easy loading onto ships. The loading flume has long been a draw to local youths who enjoy "riding the chute," but Klorte keeps a wary eye out for such foolishness.

### Stone Ring Pond

A total of two dozen standing stones, each exactly 12 feet high, stand like sentries around the shores of a shallow pond. The site is usually occupied by polite but aloof pilgrims of Desna or of Gozreh, the god of nature. A kindly nature priest named Worliwynn is the site's only permanent resident, and she helps the loggers work harmoniously with nature.

### Mayor Oseph Menhemes

The current mayor of Otari is Oseph Menhemes, patriarch of one of three local lumber companies and owner of Otari's famous lumber flume and mill. Though dedicated to his role as a public servant, Oseph is ambitious and wants to expand the town's lumber-processing capacities.





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### Connections in Town

A good way to connect heroes who grew up in or near Otari to the town is through their backgrounds. Heroes with the acolyte background might have served in the Dawnflower Library and perhaps tended the Otari Graveyard, or they might have had a less-regulated religious upbringing with Magiloy at Crow's Casks. Heroes with the criminal background might know Yanyismera and be former (or current!) members of the Osprey Club. Deckhands or gamblers probably know Tamily Tanderveil at the Otari Fishery, even though she hasn't been in town long. Scholars have likely studied alongside Morlibint at Odd's Stories or Vandy Banderdash at the Dawnflower Library. Warriors might have served in the Otari Guard under Lardus Longsaddle (or his better-liked predecessor) or worked as muscle for one of the local lumber companies.

## Goods and Services

Heroes need quality equipment for their adventures, so your party might look to make some purchases while they're in Otari. If you'd like, the following shops can serve as more than just places for heroes to spend their hard-earned wealth; their proprietors are interesting people who can aid the heroes in other ways. You can use these shops and shopkeepers as presented, or make up your own!

Descriptions for normal armor, shields, weapons, and adventuring gear begin on page 42 of the *Hero's Handbook*. Magic items and their rules begin on page 50 of this book.

### Blades for Glades

The primary smithy in town specializes in crafting saws, axes, and other tools used in the lumber trade, but the skilled smiths here also produce quality armor, shields, and weapons. The owner of Blades for Glades is a misanthropic man named Carman Rajani, who's as happy to sell a sword to split an orc as a hatchet to fell a tree. He's descended from one of Otari's founders and believes himself entitled to better treatment from the townspeople than his surly demeanor earns him.

### Crow's Casks

This brewery's proprietor, Magiloy, creates magical potions in addition to delicious (but sometimes questionable) beverages. You can find a list of potions for sale on pages 52–53 of this book. Magiloy might reserve special potions or good deals for those who fetch rare ingredients for her or for those who break up the tavern's occasional bar fights.

### Dawnflower Library

Otari's largest temple contains more than ordinary books; the clerics also sell scrolls of cleric spells, wands with cleric spells, and *+1 magic weapons* (page 51). True to her reputation of being unusually knowledgeable, the high priestess Vandy Banderdash can often direct visitors to exactly the scroll or weapon they need.

The clerics here can also cast spells for the heroes, such as healing magic: a *heal* spell or another 1st-level cleric spell costs 3 gp, while *heal level 2* or another 2nd-level cleric spell costs 7 gp. Heroes need to meet the clerics at the Dawnflower Library to receive such services, though; the clerics are much too busy with their daily duties to travel alongside the heroes.

### Gallentine Deliveries

Oloria Gallentine is a seventh-generation citizen of Otari and the owner of the fastest and most reliable delivery service in the area. Oloria can probably acquire anything the heroes need that they can't find in Otari, although the price for such orders might be steep. Heroes in need of coin can also find opportunities at Gallentine Deliveries. Oloria has a regular need for reliable couriers, and she'll pay heroes who seem trustworthy to deliver dangerous cargo to unusual locations.

### Odd Stories

The wizard Morlibint specializes in fanciful fiction, but he and his husband also sell textbooks, teaching tools, and scrolls (page 53) of wizard spells. Morlibint is incredibly well-read and can help the heroes decipher tomes in ancient or unusual languages they might encounter in their adventures. He eagerly purchases rare books the heroes come across in their adventures, hoping to resell them at a profit (after reading them himself, of course).

Morlibint can also cast wizard spells for the heroes: a 1st-level wizard spell costs 3 gp, while a 2nd-level wizard spell costs 7gp. However, he isn't willing to accompany the heroes on their adventures—they'll have to come to him to obtain his spellcasting services.

Morlibint likes talking shop with other wizards. A wizard hero on good terms with Morlibint can Learn a Spell from him (see page 52 of the *Hero's Handbook*).

### Otari Market

One part open-air farmer's market, one part log-cabin trading post, the Otari Market is a one-stop shop for most basic goods. Available wares usually include all adventuring gear, light armor, and simple weapons.

The market's owner is the dour, humorless Keeleno Lathenar. Keeleno pays handsomely for wolf pelts, as a wolf-like monster slew his wife years ago, and he hopes to one day acquire the skin of her killer.

### Wrin's Wonders

This odd, domed building is always open. The proprietor, Wrin Sivinxi, sells adventuring gear, consumable magic items (except ammunition), held magic items, magic wands, and worn magic items. Wrin is a bit unusual, seeing menace in every corner and truths in the constellations above, but she's eager to get to know adventurers and show off the many magical trinkets in her collection. She also gathers rumors and therefore makes a good contact for a group of heroes looking for their next adventure!



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## Dangerous Locales

Even a town as small and comfortable as Otari has its fair share of dangerous places nearby that many locals know to avoid. That makes them perfect places for adventurers to investigate!

### Gauntlight Keep

About a half hour's walk north of Otari is a sprawling swamp called the Fogfen. The ruined Gauntlight Keep lies within, overgrown with moss and overrun with vermin. The most mysterious feature of Gauntlight Keep is a lighthouse that towers above the ruins, curiously far from the shore.

### Otari Graveyard

High on the cliff above the Dawnflower Library, the Otari Graveyard holds crumbling mausoleums and groves of leafless trees. Few enter this ancient cemetery other than the acolytes who tend it, as it's hard to reach even though it looms over the town. Rumors of undead roaming the cemetery at night persist among Otari's most superstitious townspeople.

### Otari Hinterlands

The old hills and forests around Otari have been inhabited since long before the town existed. Fallen fortresses of would-be warlords, dank barrows crawling with undead, and caves filled with monsters and forgotten treasure lie within a few hours' walk of Otari. Many locals have heard the rumors of danger and treasure in the Otari hinterlands, and it's up to adventurers to discover whether these tales hold any truth!

### Ruins of the Thirsty Alpaca

Once the largest tavern in Otari, the Thirsty Alpaca collapsed suddenly only a few weeks ago. Several employees and a few visitors from out of town perished in the collapse, and the tavern's owner has gone missing. Today, locals avoid the ruins, for strange lights and eerie sounds have given the place the reputation of being haunted.

## Story Seeds

The heroes might end up spending some time in Otari, and adventures can happen in town just as easily as in a dungeon or the wilderness. Here are possible encounters and seeds for larger stories.

### A Bad Day at the Market

Laborers laying the foundation for an expansion to the Otari Market unearth a nest of giant centipedes that spill into the market stalls and must be exterminated. The centipedes' lair connects to a disused sewer system, where a group of goblins are planning a sneaky raid on the market. If the heroes act quickly, they can catch the goblin thieves by surprise.

### The Fire God

An arsonist captured by the Otari Guard insists that her crimes were commanded by a divine being she met in the ruins of a building that had burned down year earlier. The building contains a hell hound, cinder rats, and a creature of shimmering fire who claims to be a god. This "god" is the malevolent ghost of an actor who died in the earlier fire and hopes to deceive the living.

### More Adventures in Otari

The adventure in this book and the story seeds below aren't the only adventures this town offers. The standalone Pathfinder Adventure *Troubles in Otari* continues the story begun here and brings heroes all the way to 5th level. The Abomination Vaults Adventure Path is a separate series of three linked adventures, starting with *Ruins of Gauntlight*, set in Otari and a dangerous dungeon just to the north. Of course, you can also invent adventures of your own!

### Grim Harvest

Two acolytes from the Dawnflower Library are acting suspiciously, opening the graves in the Otari Graveyard they're supposed to be tending. Investigation shows the acolytes have been murdered and replaced by doppelgangers. They've been exhuming the graves to feed a gluttonous band of ghouls, who lair within a mausoleum the doppelgangers have filled with traps and other dangers. If the heroes defeat the ghouls, they recover a strange idol the ghouls used to command the doppelgangers; the heroes can then use the idol to discover who else in town has been replaced.

### Honor of Thieves

At Crook's Nook, a brine shark elemental leaps right into the tavern from one of the trapdoors. The heroes are on hand to defeat it, earning the gratitude of the Osprey Club. The thieves decide to thank the heroes by committing minor crimes against the heroes' rivals (or anyone they perceive to be the heroes' rivals) and give the heroes the "credit." These gestures undoubtedly land the heroes in trouble with Lardus Longsaddle, and the heroes must clear up the confusion.

### Under the Thirsty Alpaca

The Thirsty Alpaca's collapse was inadvertently caused by a tribe of kobolds digging out tunnels beneath it while seeking treasures they believed were still hidden there. Their biggest mistake was allying with a gang of pugwampi gremlins, whose ill luck caused the collapse. The surviving kobolds try to keep townspeople away from the ruins with their spooky tricks and traps. The kobolds seek to re-excavate the passages and also fight against the surviving gremlins, who have decided to betray them! The PCs could try to negotiate a truce, evict both the kobolds and the gremlins, or find another solution.

### Wrin's Surprise Gift

While meeting with the heroes, Wrin Sivinxi receives a large, unlabeled package. She opens it to reveal animated armor that runs amok. After the heroes stop it, Wrin asks them to track down the person who shipped it. Their investigation leads to a ship at the harbor, where an old enemy of Wrin's is hiding out with her hobgoblin warrior bodyguards.



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# Experience Points

## Creature and Hazard XP

| Creature Level | Creature XP | Hazard XP |
|---|---|---|
| Party level – 3* | 15 | 3 |
| Party level – 2 | 20 | 4 |
| Party level – 1 | 30 | 6 |
| Party level | 40 | 8 |
| Party level + 1 | 60 | 12 |
| Party level + 2 | 80 | 16 |
| Party level + 3 | 120 | 24 |

* Applies only to groups of 2nd- or 3rd-level.

## Accomplishment XP

| Accomplishment | XP Award |
|---|---|
| Minor | 10 |
| Moderate | 30 |
| Major | 80 |

# Difficulty Classes

## Simple DCs

| Proficiency | DC |
|---|---|
| Untrained | 10 |
| Trained | 15 |
| Expert | 20 |
| Master | 30 |

## Level-Based DCs

| Creature Level | DC | Spell Level | DC |
|---|---|---|---|
| –1 or 0 | 14 | 1st | 15 |
| 1 | 15 | 2nd | 18 |
| 2 | 16 | | |
| 3 | 18 | | |
| 4 | 19 | | |
| 5 | 20 | | |

## DC Adjustments

| Difficulty | Adjustment |
|---|---|
| Incredibly easy | –10 |
| Very easy | –5 |
| Easy | –2 |
| Hard | +2 |
| Very hard | +5 |
| Incredibly hard | +10 |

# Identifying Creatures

## Simple DCs

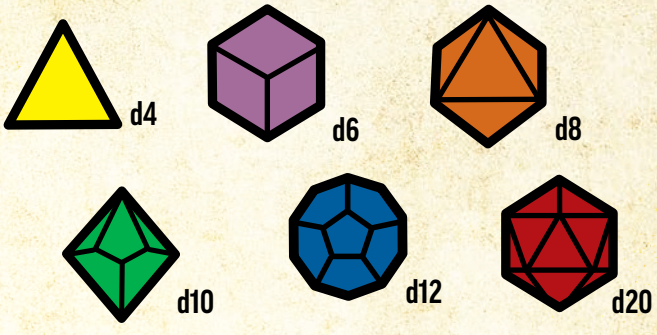
| Creature Level | Recall Knowledge DC |
|---|---|
| –1 or 0 | 14 |
| 1 | 15 |
| 2 | 16 |
| 3 | 18 |
| 4 | 19 |
| 5 | 20 |

| Creature Trait | Skill to Identify |
|---|---|
| Aberration | Occultism |
| Animal | Nature |
| Beast | Arcana, Nature |
| Construct | Arcana, Crafting |
| Dragon | Arcana |
| Elemental | Arcana, Nature |
| Fey | Nature |
| Humanoid | Society |
| Ooze | Occultism |
| Undead | Religion |

# Exploration Speed

| Hero's Speed | Miles per Hour | Miles per Day |
|---|---|---|
| 20 feet | 2 | 16 |
| 25 feet | 2-1/2 | 20 |
| 30 feet | 3 | 24 |

## Dice




## Actions

One Action

Two Actions

Three Actions

Reaction

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# Quick Rules Reference

## Common Rolls

### Strike Attack Roll
d20 + attack statistic against Armor Class (AC)
**Note:** Attack rolls take a multiple attack penalty. The second attack on your turn is at –5, and the third is at –10. (These penalties are –4 and –8 if you use an agile weapon.)

### Strike Damage Roll
One die of the weapon's size + Strength (if it's a melee attack)

### Spell Attack
d20 + spell attack roll against Armor Class (AC)

### Saving Throw Against a Spell
d20 + Fortitude, Reflex, or Will against caster's spell DC
**Note:** A "basic" saving throw means you take no damage if you critically succeed, half damage if you succeed, full damage if you fail, or double damage if you critically fail.

### Perception Check
d20 + Perception against Stealth DC (10 + Stealth) of a hiding creature, or against the DC to find an object

### Stealth Check
d20 + Stealth against observers' Perception DC (10 + Perception)

### Skill Check
d20 + skill's statistic against the DC

### Initiative Roll
d20 + Perception (or Stealth if you were sneaking up)

## Combat Round Sequence

1. **Roll Initiative:** The GM calls for initiative. Each player rolls for their hero, and the GM rolls for anyone else. The results of initiative rolls are ranked from highest to lowest. The GM writes down the initiative roll results and puts them in order.
2. **Play a Round:** Take turns in initiative order, from highest to lowest. If results are tied, enemies go before the heroes. Creatures on the same side who tie choose what order to go. Once everyone in the encounter has taken a turn, the round ends, and the next one begins.
3. **Begin the Next Round:** Loop back to the highest initiative roll and take turns in the same order in the new round.
4. **End the Encounter:** When everyone on one side is defeated or something else ends the combat, the encounter ends.

## Bonus and Penalty Types

Bonuses and penalties usually have types (such as circumstance bonus, status penalty, item bonus, etc.). If you have more than one bonus of the same type to the same statistic, apply only the highest. If you have more than one penalty of the same type to the same statistic, apply only the worst one. If a penalty has no type, like the multiple attack penalty or range increment penalty of a weapon, you apply all of them.

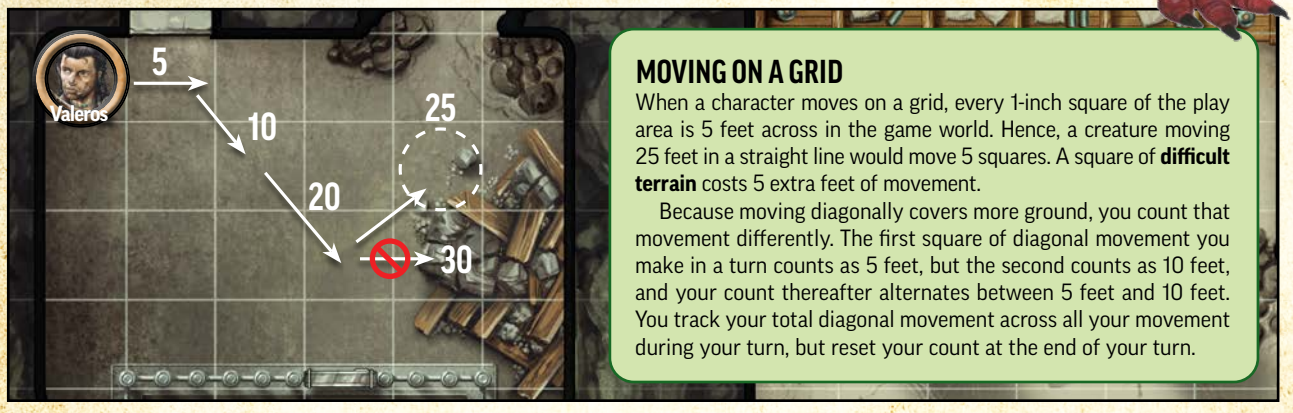
## Cover

Creatures and objects grant cover against attacks made against creatures behind them.

**Lesser cover**, typically given by a creature in the way, gives a +1 circumstance bonus to AC.

**Standard cover**, from an object in the environment, gives a +2 circumstance bonus to AC, Reflex, and Stealth. It also allows a creature behind it to use the Stealth skill to Hide.






### Moving on a Grid

When a character moves on a grid, every 1-inch square of the play area is 5 feet across in the game world. Hence, a creature moving 25 feet in a straight line would move 5 squares. A square of **difficult terrain** costs 5 extra feet of movement.

Because moving diagonally covers more ground, you count that movement differently. The first square of diagonal movement you make in a turn counts as 5 feet, but the second counts as 10 feet, and your count thereafter alternates between 5 feet and 10 feet. You track your total diagonal movement across all your movement during your turn, but reset your count at the end of your turn.