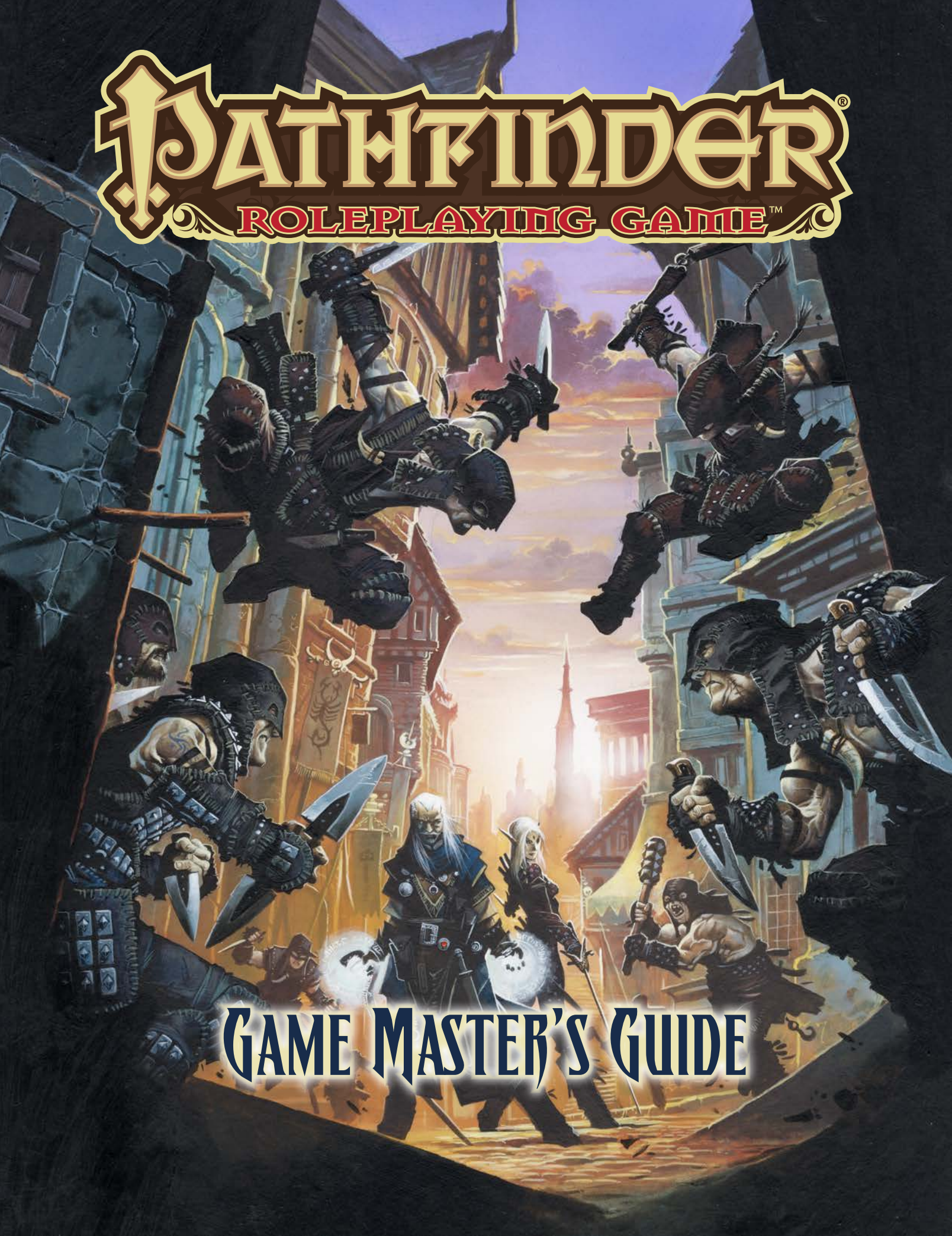
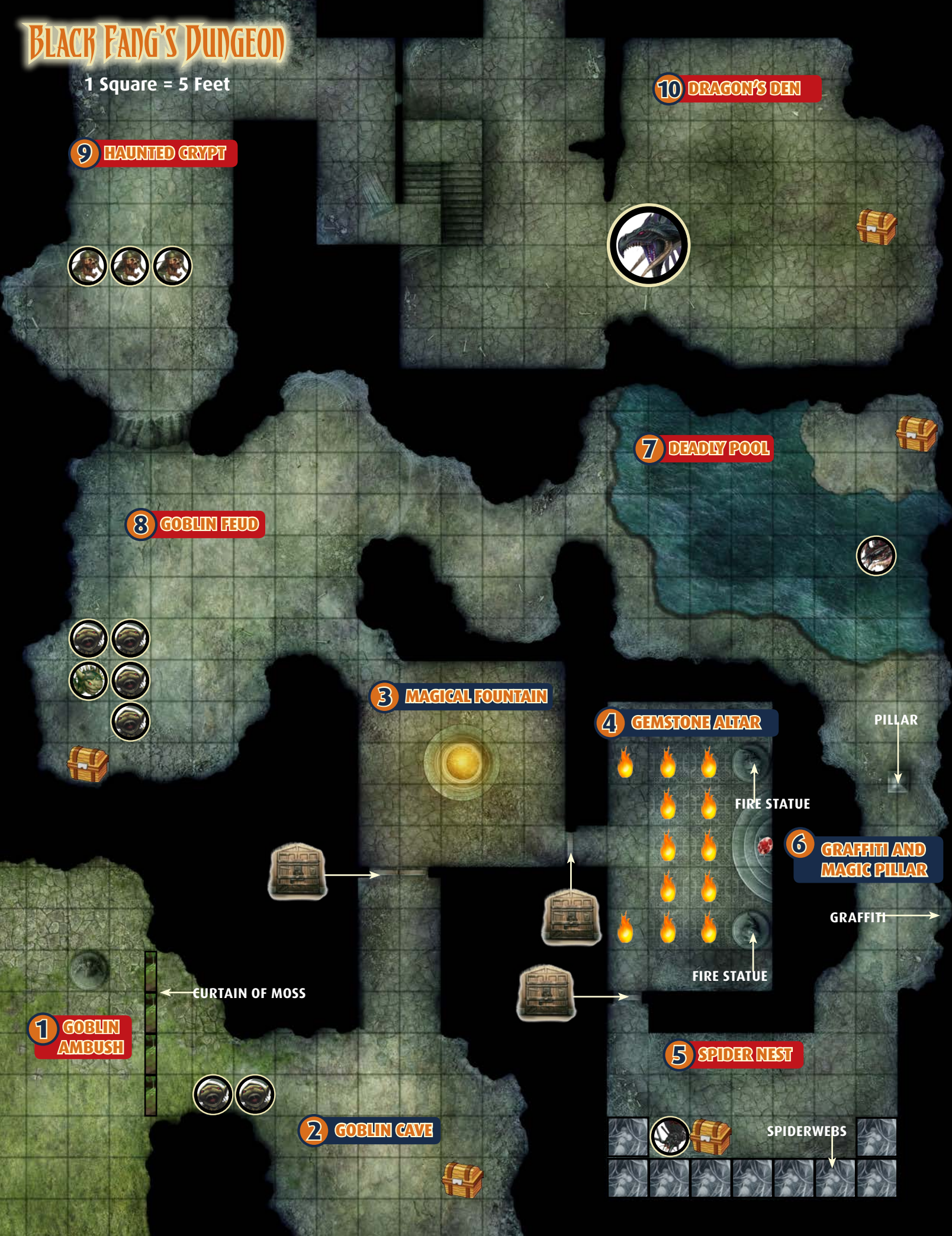
Pathfinder®

Roleplaying Game™



Game Master's Guide


BLACK FANG'S DUNGEON
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Pathfinder Roleplaying Game

Game Master's Guide

This book is exclusively for Game Masters.
Game Masters should be familiar with this book and the Hero's Handbook.
Find more free *Beginner Box* content at **paizo.com/beginnerbox**.

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Black Fang's Dungeon

!! GAME MASTERS ONLY!

Welcome to a world of exciting adventure, deadly monsters, and brave heroes! If you are reading this book, then you are the **Game Master** (or GM for short). It is your job to run the adventure as a sort of referee. Every game has to have one GM and one or more players. As GM, you'll take the role of the monsters, traps, and other characters that the heroes of the story must overcome to succeed in their quest. The other players take the role of adventurers exploring your world. If you would rather be a player, **stop reading now** and give this book to a friend to read so that person can be the GM.

If you're the Game Master and you want to run an adventure right now with your friends, you can start with this adventure—it walks you through 10 encounters to help you get the hang of being a GM. If you don't wish to run an adventure right now and want to read more about being a GM, turn to page 16.

This adventure is designed with four 1st-level characters in mind, but it will work with two or three characters. Each player should pick one of the pregenerated characters included in this box or build his or her own character by using the rules found in the *Hero's Handbook*.

Give the players 10–15 minutes to look over their character sheets. You should use that time to read pages 4–7 and skim pages 8–15. If you have extra time, you can look over the full rules for combat on pages 53–62 of the *Hero's Handbook*, since there are going to be a lot of fights in this adventure!

THE GAME MASTER'S ROLE

As the Game Master, it's your job to help the players explore the world and the adventure. While they play the roles of individual player characters (PCs), you control every other aspect of the world—the hungry goblins, the elderly king, the villainous dragon, and all the others. It is also your job to respond to questions from the players during the game. If the characters look around a room, you should be able to describe it to the players. If the characters try to climb a steep cliff, you decide what happens if they fail and how much damage they take from the fall.

It is important to note that **you are not competing with the players**. You don't win the game by killing all the characters. This is a game where **everyone wins if everyone has a fun time**. Your role is to challenge the players, not defeat them.

RUNNING THIS ADVENTURE

This adventure is specifically designed with new players and new GMs in mind. The players are free to attempt to do anything they can imagine, but there are limits to what their characters can accomplish. After all, they're brand-new adventurers!

The adventure is organized into a series of encounters, which are labeled on the map on the inside front cover. This map is also presented on a fold-out Flip-Mat included in the *Beginner Box*. Lay this map out on the center of the table. In this adventure, it's okay for the players to see the entire map, since they won't know exactly what's in each room until they explore those rooms. Each player should choose a cardboard pawn to represent his character during the game. You will need many of the monster pawns throughout this game, but you can assemble them as needed.

As the game proceeds, the players take turns moving their pawns around the map as they explore the dungeon. As the characters reach a numbered area on the map, turn to the numbered encounter in this book for that area. Encounter areas with red headings involve combat with monsters, while areas with blue headings feature traps and other challenges. Each encounter begins with a description of how to set up the encounter, followed by text in a blue box that you should read aloud to the players (that text has no spoilers).

After this text is a section that describes how the encounter unfolds. This text contains spoilers for the room—it gives you information about the challenges the PCs face as they explore the area. If the encounter includes a combat, trap, hazard, or treasure, the rules for that come next. It is possible for the PCs to attempt to do something not covered in these rules, but for this first adventure, it is best to stay within the bounds of the adventure. If the players seem to be stuck and don't know what to do next, you can give them hints like, "Do you want to open the door?" or "Who wants to look for hidden treasure?"

STARTING THE ADVENTURE

Once the players have characters and are ready to play, you should begin the game. Make sure everyone is within easy reach of the dice and their character sheets. The map should be in the middle of the table and all of the player character pawns should be set to the side, next to the map. When you are ready to start, read aloud the text in the blue box at the bottom of this page.

Have the players introduce their characters to each other, including name, race, and class. To help the other players better imagine being part of the world, the players may want to describe what their characters look like and what sort of gear they carry.

After introductions are done, have the players place their pawns in squares near the edge of the map in **Area 1** of the dungeon. Tell them they've reached the dungeon and they didn't run into any danger along the way. Then turn to **Area 1** on page 4.

BEGIN READING OUT LOUD TO START THE ADVENTURE!

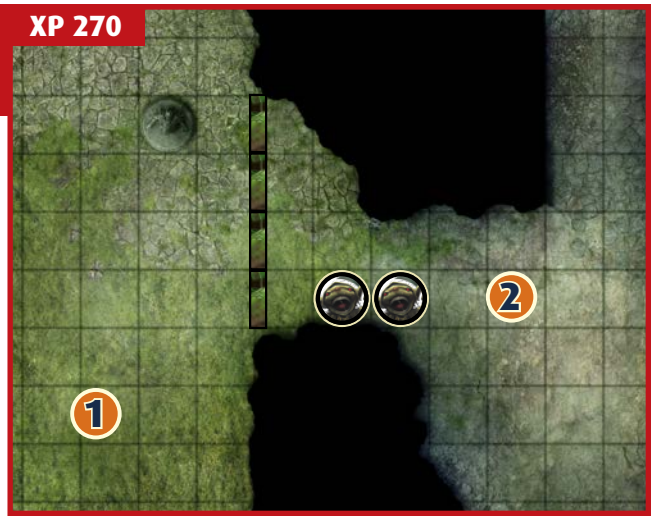
"Your hometown of Sandpoint is a quaint seaside settlement that periodically has problems with monsters, such as wicked goblins and hungry ghouls, but the citizens always manage to endure and survive. Lately, however, a far greater danger has come to threaten the town.

A few weeks ago, livestock started to disappear from nearby farms. Sometimes a half-eaten corpse is found, sometimes only bloodstains. The people of Sandpoint are afraid, and mayor Kendra Deverin is growing desperate. She hopes some heroes will volunteer to search out this menace and put an end to it before it kills a person. She's offered a reward of 1,000 gold pieces to the group that stops this mysterious creature. Although no one has seen the killer directly, a long black fang was found in one of the animal corpses, prompting the locals to dub the unseen killer "Black Fang."

You have decided to go on a quest to put an end to these brutal killings. Rumor holds that Black Fang is living in an old cave not too far from town, which has been used as a den for many monsters over the years. You've gathered your gear and are now approaching the entrance to this dungeon, but you still have a few moments to get to know your fellow adventurers."

1 GOBLIN AMBUSH

XP 270



The first encounter occurs just outside the dungeon entrance, where a pair of drunk goblins are hiding. Make sure to have two of the goblin pawns ready and read the following text to the players.

> At last! The dungeon is in sight up ahead! Its entrance looks more like a cave than the front door of an underground fortress. A curtain of thick, green moss hangs over the entrance, hiding what lies beyond. Standing in front of the entrance is a menacing old stone statue of a warrior.

Draw the mossy curtain on the Flip-Mat using a dry-erase or wet-erase marker. While the area just outside the dungeon is empty, two drunk goblins lurk inside the cave (**Area 2**). These goblins can see the PCs through the moss curtain and are waiting for the PCs to get a bit closer before they attack.

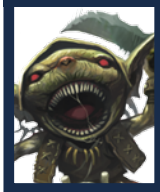
Ask each player in turn what she would like to do, such as move to any square outside the cave, draw a weapon, examine the statue, or take any other simple action. The statue has stood here for well over 100 years. Anyone who examines the statue discovers that its features have been melted away by acid.

Allow each character to do one thing, but don't allow anyone to enter the cave just yet—the PCs can approach the moss curtain, but shouldn't pass through it.

After each character has had a chance to do one thing, the goblins open up the moss curtain and attack, starting combat. Read the following to the players.

> The curtain of moss suddenly parts and a pair of small, green creatures with melon-shaped heads and toothy mouths charge out, swinging crude swords. These are goblins, a common pest that lives in these hills. Howling battle cries, they charge to attack!

UNARMORED GOBLINS (2) — HIT POINTS 6



INITIATIVE +6 | SPEED 30 FT. (6 SQUARES)

DEFENSE

ARMOR CLASS 13, touch 13, flat-footed 11
FORTITUDE SAVE +3, **REFLEX SAVE** +2, **WILL SAVE** –1

OFFENSE

MELEE (standard action) short sword +2 attack bonus (1d4 damage; possible critical hit on a 19 or 20)

ITEMS

EQUIPMENT (each goblin) short sword, dead lizard, empty jug of wine, belt pouch containing 2 gold pieces

COMBAT!

The characters are now in combat with the goblins. Combat occurs in a specific order, as outlined in the instructions on page 5. During combat, each character acts in turn, following a specific order. On a character's turn, she can take a limited number of actions. Combat continues until one side (either the PCs or the goblins) is defeated. See the next page for step-by-step instructions on how to handle combat.

CREATURES: The two goblins use the same initiative roll, but they can each take different actions. Goblins are straightforward in combat. They usually spend their move action to get close to a PC and their standard action to attack. The unarmored goblins are weaker than the others in the dungeon.

The goblins' combat statistics are above, in what is called a **stat block**. When the PCs attack the goblins or cast spells at them, the information you need is in the stat block's Defense section. When it is the goblins' turn, the information you need is in the Offense section. The goblins fight until they are dead.

AFTER COMBAT: Once the combat is over, you don't need to keep tracking the game in rounds anymore. Instead, ask each player in turn what she would like her character to do. They may wish to cast healing spells, ready equipment, or search the dead goblins for treasure. If they search the goblins, they find everything listed in the "Items" entry on the goblin stat block, and should divide these items evenly to keep or perhaps to sell when they get back to town. Once the PCs go through the moss curtain, proceed with **Area 2**.

WHEN COMBAT HAPPENS, FOLLOW THESE STEPS!

1. INITIATIVE

Initiative determines the order characters and monsters take their turns in combat. Each player should roll 1d20 and add his initiative modifier. The sum is that PC's initiative. Each group of similar monsters also rolls to determine its initiative. Write down the initiative of each PC and group of monsters, sorted from highest to lowest. In case of a tie, roll randomly to see who goes first.

2. TURNS

The player characters and the monsters each get a turn to act during each round of combat, in order of initiative, starting with the highest and moving to the lowest. On its turn, a creature can take one free action, one move action, and one standard action (in any order). Each monster in a group acts on the same initiative, but they can each take different actions.

FREE ACTIONS: A creature can drop a held item, speak to other characters, or move 5 feet (1 square) in any direction. A creature that uses a free action to move cannot take any other action to move on its turn.

MOVE ACTIONS: A creature can move a distance up to its speed, draw a weapon, or get an item ready to use (such as a healing potion).

STANDARD ACTIONS: A creature can make an attack with a melee or ranged weapon, cast a spell (if a cleric or a wizard), or move up to its speed (even if the creature used a move action to move).

3. END OF ROUND

Once each creature has taken a turn, a new round of combat begins. Repeat steps 2 and 3. Combat continues until one side is defeated or runs away.

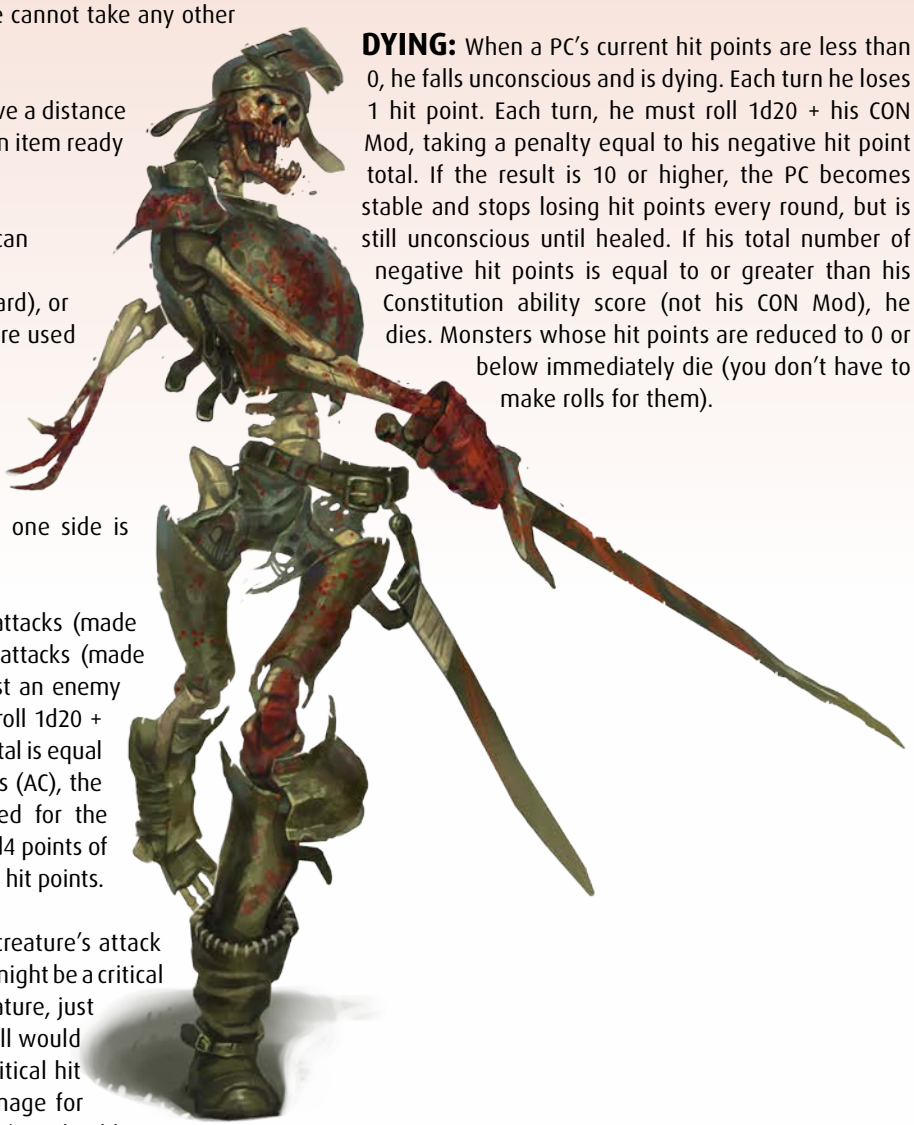
ATTACKS: Attacks are either melee attacks (made against an adjacent enemy) or ranged attacks (made using a weapon that has a range against an enemy that's not adjacent). To make an attack, roll 1d20 + the attack bonus for the weapon. If the total is equal to or higher than the target's Armor Class (AC), the attack hits and deals the damage listed for the weapon (for the goblin warriors, that's 1d4 points of damage). The target loses this number of hit points.

CRITICAL HIT: Whenever a creature's attack roll is a 20 on the d20, the attack might be a critical hit. Make another attack roll for the creature, just like the first one. If this second attack roll would hit the target, the original attack is a critical hit and does double damage—roll the damage for the weapon twice (including modifiers) and add the rolls together to find out how much damage you do. Some weapons (like a goblin's short sword) can cause a critical hit on a natural roll of 19 or 20. Some do triple (×3) damage on a critical hit. This is noted after the weapon's damage.

SPELLS: Each spell has unique rules that detail how it works, as detailed in the *Hero's Handbook* or on the pregenerated character sheets. Unless a spell requires a melee attack to hit, spells can only be cast when a spellcaster is not adjacent to an enemy. Some spells and class features require the target to attempt a saving throw.

SAVING THROW: A saving throw is a roll a creature attempts to resist a spell, trap, or other special attack. There are three kinds of saves (Fortitude, Reflex, and Will), and the attack tells you what kind of save the target has to attempt. To attempt a saving throw, roll 1d20 + the save Total for the creature. If the result is equal to or higher than the Difficulty Class (DC) of the special attack, the attack has a reduced or even negated effect.

DYING: When a PC's current hit points are less than 0, he falls unconscious and is dying. Each turn he loses 1 hit point. Each turn, he must roll 1d20 + his CON Mod, taking a penalty equal to his negative hit point total. If the result is 10 or higher, the PC becomes stable and stops losing hit points every round, but is still unconscious until healed. If his total number of negative hit points is equal to or greater than his Constitution ability score (not his CON Mod), he dies. Monsters whose hit points are reduced to 0 or below immediately die (you don't have to make rolls for them).



2 GOBLIN CAVE

XP NONE

This is the cave the goblins in **Area 1** used as a home. When the PCs enter this area, read the following to them.

> The moss curtain parts to reveal a small cave with a low ceiling. On the far side of the cave are a pair of straw mats, with a battered treasure chest sitting between them. Off to one side, a passageway leads to a pair of stone doors.

The PCs are free to explore this chamber uninterrupted, as there are no monsters to fight here. There are a few things here in particular that the PCs are likely to investigate.

STRAW MATS: These filthy mats are where the goblins slept. Although they smell nasty, they are comfortable enough to sleep on should the PCs want to rest. PCs who sleep here regain 2 hit points each night they rest—see the Resting sidebar on page 8. If any PC searches the straw mats, ask that player to attempt a **Perception** skill check (see the Attempting Skill Checks section on this page). The **Difficulty Class** (DC) of this check is 10. If the result of the Perception skill check is equal to or higher than 10, the PC finds a rusted iron key under one of the straw mats. This key can be used to open up the treasure chest.

TREASURE CHEST: This battered wooden chest is where the goblins keep their treasure. The chest is locked, but it can be opened with the rusted iron key that can be found in the straw mats. Alternatively, a character with thieves' tools can attempt a DC 15 **Disable Device** skill check to open the lock. If the result of the skill check is equal to or greater than 15, the chest opens. Finally, the PCs can simply smash open the chest with a weapon. Hitting the chest does not require an attack roll, and the PC should still roll damage normally. The chest has 20 hit points—it will probably take several hits to break the chest open!

The contents of the chest are listed in the Treasure! sidebar (above right). The glass vial of magical orange liquid is a *potion of cure light wounds*. If a character drinks it, he or she is healed 1d8+1 points of damage, just like if the cleric spell (*Hero's Handbook*, page 19) was cast on her. If the PCs bash open the chest, the potion shatters and is ruined.

The masterwork dagger (*Hero's Handbook*, page 44) adds +1 to attack rolls made while using it (the dagger isn't magical, just very well made). A fighter or rogue can tell that the dagger is high quality.

DOORS: These smooth stone doors lead deeper into the dungeon. The doors do not have a lock. Anyone can spend a move action to open or close the doors. When the PCs open the doors, proceed to **Area 3**.

TREASURE!

- Small sack of 20 gold pieces
- Masterwork dagger
- Small ruby worth 50 gold pieces
- Glass potion vial of orange liquid (magic)

EXPLORATION

When the PCs are not in combat, they can explore their environment. Unlike combat, exploration is not done in rounds, but you should make sure that everyone gets a chance to do something before letting a player act again. The players should still move their pawns around the map to show where they are as they explore. They can only explore areas they've already been—the PCs shouldn't enter a new area until all of them decide they're ready to do so. (Groups that split up make your job as GM harder, and the PCs risk having to face a room full of monsters alone.)

ATTEMPTING SKILL CHECKS

Skills are things creatures can learn to do and get better at with practice, such as climbing, sneaking, and swimming. When a character wants to use a skill, he or she attempts a **skill check**: roll 1d20 + skill Total.

If the result of the skill check is equal to or greater than the **Difficulty Class** (DC) of the task, then the character succeeds. If the character fails the check, she can usually try again, unless the encounter says otherwise. Using a skill normally requires the character to use a standard action. To keep things simple in this first adventure, if a PC or monster doesn't have the skill listed, she can still try a skill check but can only roll 1d20 with no modifiers.

The GM attempts skill checks for monsters. Sometimes it's a good idea to roll these checks secretly, so the players aren't suspicious.

MAGIC ITEMS

Encourage cleric and wizard PCs to use the *detect magic* spell to help find and identify magic items. By casting *detect magic* while holding a magic item, they can learn what it does.

3 MAGICAL FOUNTAIN

XP 135

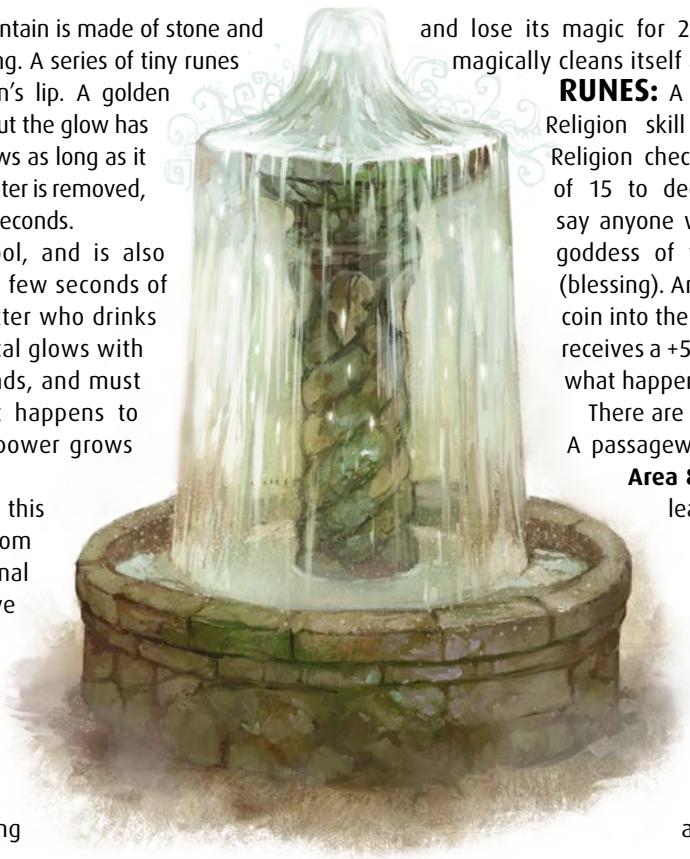
This chamber contains a magic fountain that can be dangerous or beneficial to those who drink from it. When the PCs enter this room, read the following to them.

> The stone doors swing open, revealing a room bathed in a shimmering golden radiance like sunlight reflecting off the ocean. The light emanates from a rune-covered fountain in the center of the room. Faint talking noises can be heard.

FOUNTAIN: This magic fountain is made of stone and filled from an underground spring. A series of tiny runes are carved around the fountain's lip. A golden light shines from the fountain, but the glow has no visible source. The water glows as long as it remains in the fountain. If the water is removed, the glow fades after just a few seconds.

The water is clean and cool, and is also magical if swallowed within a few seconds of leaving the fountain. A character who drinks the water while it's still magical glows with a golden aura for a few seconds, and must roll 1d10 to determine what happens to him as the fountain's magic power grows inside him (see below).

A character can only roll on this chart once when drinking from the fountain. Any additional drinks from the fountain have no magical effect, though the water is still cool and fresh, and safe to drink. The water can be used to wash things, but putting dirt, blood, oil, or other messy things in the fountain makes it stop glowing and lose its magic for 2d6 hours (after that time, it magically cleans itself and regains its power).



RUNES: A character with the Knowledge Religion skill can attempt a Knowledge Religion check with a Difficulty Class (DC) of 15 to decipher the runes. The runes say anyone who offers gold to Desna, the goddess of fortune, will receive a boon (blessing). Any PC who drops at least 1 gold coin into the fountain before taking a drink receives a +5 bonus on the roll to determine what happens to him.

There are two ways out of this chamber. A passageway to the northwest leads to **Area 8**, and an unlocked stone door leads east to **Area 4**.

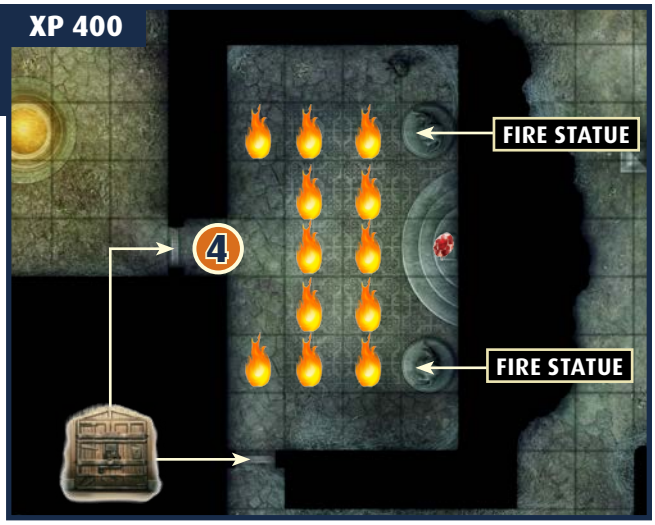
NOISES: Any PC who stops to listen for noises in this room can attempt a Perception skill check with a Difficulty Class (DC) of 15. Those who succeed realize that the talking noises are coming from the northwest passageway. It sounds like more goblins, arguing in their own language.

MAGIC FOUNTAIN EFFECTS

d10 ROLL	FOUNTAIN RESULTS
1	The drinker takes a –2 penalty on all attack rolls during the next combat.
2	The drinker takes a –2 penalty to Armor Class during the next combat.
3	The drinker takes a –2 penalty on all saving throws during the next combat.
4	The drinker takes 1d4 points of damage.
5	Nothing happens.
6	The drinker is healed to full hit points.
7	The drinker gets a +2 bonus on all saving throws during the next combat.
8	The drinker gets a +2 bonus to Armor Class during the next combat.
9	The drinker gets a +2 bonus on all attack rolls during the next combat.
10 or higher	The drinker chooses a +2 bonus on attack rolls, on saving throws, or to Armor Class, and receives that bonus for the rest of this adventure.

4 GEMSTONE ALTAR

XP 400



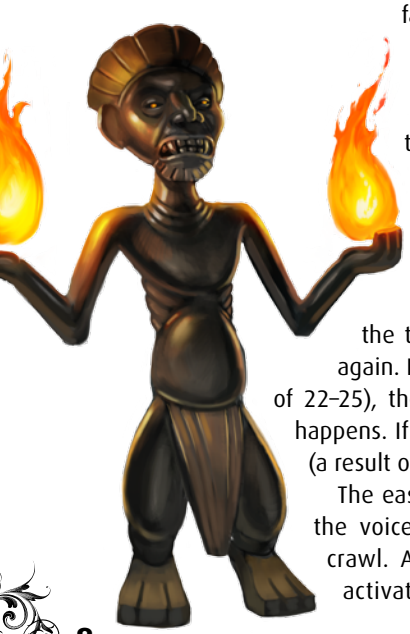
Both of the stone doors leading into this room are unlocked and can be easily opened from either side. When the PCs first enter the room, read the following to them.

> The door silently swings open to reveal a chamber bathed in red light. On the east side of the room, a pair of stone statues stand on either side of a dusty altar that is inscribed with runes. Atop the altar sits a large red gemstone. The creepy red light comes from this gemstone.

The magic gemstone in this chamber is protected by a magic trap that burns anyone who approaches too closely. The moment a character enters this room, a loud voice booms from the two statues. It says, "Approach with humility and live!" This voice is created by magic and repeats whenever anyone enters the room. It does not change what it says or answer questions—it simply repeats the same words.

Should anyone approach to within 5 feet (1 square) of the altar, the statues breathe out a horizontal sheet of flame that fills the entire room. If anyone moves that close to the altar, make sure to ask all the PCs to confirm their locations before resolving the trap's effects!

TRAP: If a cleric or wizard casts *detect magic* in this room, both statues and the red gemstone are revealed to be magical. When the trap activates, each statue unleashes a 15-foot, cone-shaped fan of flame at a height of about 3 feet (see the mini-map for the squares that are affected by the trap). Anyone in the area of the flames must attempt a Reflex saving throw with a Difficulty Class (DC) of 11. Anyone who fails takes 3d4 points of fire damage. Anyone who succeeds takes only half of that damage. Roll once for the trap's damage each time it activates, and use that damage for everyone in the area.



A rogue character can attempt to disarm the trap by making a Disable Device skill check with a Difficulty Class (DC) of 26 on either one of the statues. If the rogue succeeds, the trap is disabled and doesn't activate again. If the rogue fails by 4 or less (a result of 22–25), the disable attempt fails, but nothing happens. If the rogue's check fails by 5 or more (a result of 21 or less), the trap goes off again.

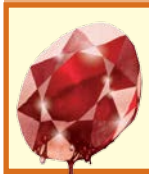
The easy way to avoid the trap is to follow the voice's implied command and kneel or crawl. Approaching the altar this way still activates the trap, but the fire whooshes over the kneeling character's head, missing her entirely, and the character takes no damage.

Unless a rogue disables it, the trap resets after 5 seconds, but that gives a PC enough time to grab the gem and then move out of reach of the trap before it goes off again. The gem is very hot, and whoever grabs it takes 1 point of fire damage. Once it's removed from the altar, the gem cools down and is safe to handle. It stops glowing when removed from the altar.

TREASURE: At first inspection, the gemstone is just a large, flawless ruby worth 1,000 gold pieces. However, if a cleric or wizard casts *detect magic* while holding the gem, he learns that it is actually a magic item called an *energy heart* (see the Treasure! sidebar for its powers). The gem's powers automatically protect it from the fire trap, which is why the trap doesn't hurt it. Anyone carrying the gem gains its protection, even if she doesn't know what it does. The gem may be useful when the PCs fight the dragon in **Area 10**, as it protects against the dragon's acid breath weapon (make note of who carries the gem, just in case the players forget).

TREASURE!

- A large, flawless ruby (magic)



ENERGY HEART 1,000 GP

The first time each day that you take acid, cold, electricity, or fire damage, the gem reduces the amount by 10 points (minimum damage is 0).

RESTING

At some point, the characters may run low on hit points, spells, and daily uses of class features. If the PCs rest for 8 hours, they heal hit points equal to their class level, regain all of their uses per day of class features, and clerics and wizards can spend 1 hour to prepare spells again. In this adventure the PCs can rest without danger. They can also return to Sandpoint to buy equipment with their gold and return for more adventure.

5 SPIDER NEST

XP 400

This chamber is home to a human-sized spider. When the PCs first enter this room, read the following to them.

> Thick webs hang from the corners and ceiling of this room. Dozens of tiny spiders crawl about on the webs, but they're far too small to be the source of the large webs.

WEBS: The webs are sticky, but only the thick webs marked on the GM's map can trap a character. Whenever a character tries to leave one of these marked squares, he must attempt a STR check (1d20 + his STR Mod) with a Difficulty Class (DC) of 12. If successful, the character can leave the space. If the character fails, the move action is wasted and he can't move (he can still spend a standard action to try to move). The spider doesn't have to attempt Strength checks to move through the webs. The webs don't interfere with any other actions. A character can spend a standard action to use a torch to burn an adjacent 5-foot square of webs, but this deals 1d4 points of fire damage to anyone in that square.

CREATURE: A giant spider lives in this room, but it remains hidden until the PCs come within 5 feet (1 square) of its hiding spot in the southwest corner (marked on the mini-map). When a PC gets that close, all PCs must attempt Perception skill checks. Secretly roll a Stealth skill check for the spider (1d20+11). PCs whose result on the check is equal to or greater than the result of the spider's Stealth check see the spider before it attacks and are not surprised. Those who fail are surprised.

DEAD GOBLIN: In the web is the body of a dead goblin the spider killed a few days ago. The items in the Treasure! sidebar are on the goblin's body. A wizard can use the magic wand as a standard action to cast *magic missile* (1d4+1 damage, *Hero's Handbook*, page 29). After four uses, the wand loses its magic. The dragon toy is cleverly built—when its tail is pulled, its hinged wings and jaw move. The toy belongs to the goblins in **Area 8**.

COMBAT!

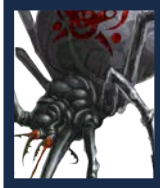
This combat begins with a **surprise round**. A surprise round works just like normal combat, except that characters who are surprised can't take any actions in the surprise round, and characters that are not surprised can only take one move action **or** one standard action in the surprise round, not both.

Have everyone roll initiative as normal (even if they are surprised). The spider and any PCs who aren't surprised take their actions in the surprise round, in initiative order (skip anyone who is surprised). After the surprise round, everyone can act normally—nobody is surprised, and everyone can take a standard action, move action, and free action each round.

TREASURE!

- Wooden dragon toy worth 50 gold pieces
- *Wand of magic missile* (4 charges, magic)
- Pouch with 14 gold pieces

GIANT SPIDER — HIT POINTS 16



INITIATIVE +3 | SPEED 30 FT. (6 SQUARES)

DEFENSE

ARMOR CLASS 14, touch 13, flat-footed 11
FORTITUDE SAVE +4, **REFLEX SAVE** +4, **WILL SAVE** +1
SPECIAL mindless creature

OFFENSE

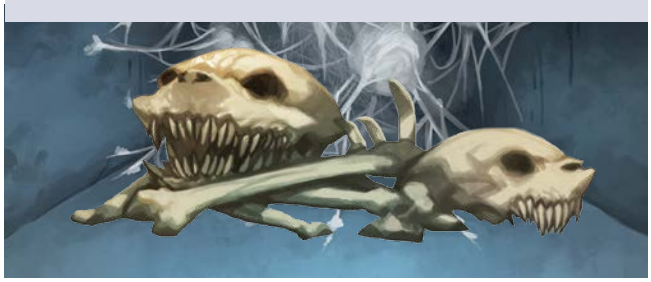
CLIMB 30 ft. (6 squares)
MELEE (standard action) bite +2 attack (1d6 damage plus poison—see below)

STATISTICS

SKILLS Climb +16, Perception +4, Stealth +7 (+11 when in webs)

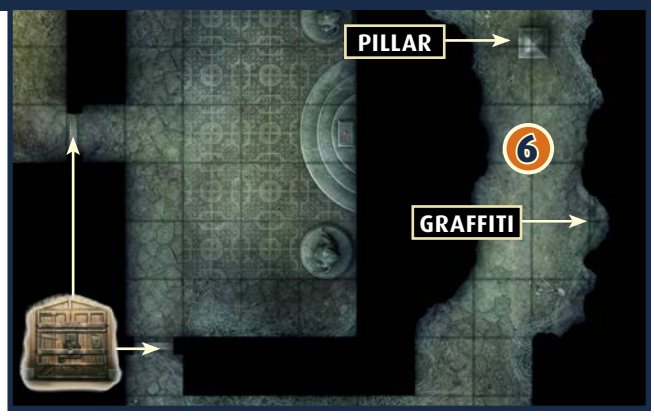
POISON

Each time the spider bites a character, the character must attempt a Fortitude saving throw with a Difficulty Class (DC) of 14. If the character is successful, he resists the poison. If the character fails the save, he is sickened for 1 minute (10 rounds). A sickened character takes a –2 penalty on attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks. If bitten again, another failed save increases the duration by 1 minute.



6 GRAFFITI AND MAGIC PILLAR

XP 135



In the middle of this cavernous passageway stands a strange pillar covered in magic symbols. Nearby, a recent explorer wrote a few cryptic warnings on the wall about a monster elsewhere in the dungeon. When the PCs approach this area, read the following to them.

> "Standing in the middle of the cavernous corridor up ahead is a strange stone pillar. Odd symbols and faintly glowing glyphs run up and down the ten-foot-tall obelisk's sides. On the east wall, it looks like someone used chalk to write on one of the rough stones. It reads "The goblins fear the wyrm and do not venture through the crypt to its lair. Its breath is death."

PILLAR: This magic pillar was placed here long ago by a wizard who wanted to use the island on the far side of the nearby pool (**Area 7**) to store her valuables. Unfortunately, she was not a very good swimmer, so she made this pillar to help her with the task of crossing the water.

The symbols on the pillar make up a simple puzzle. On each side of the pillar are a number of different symbols, but there is only one symbol that appears in more than one place: the symbol for water, which appears once on each side of the pillar. Anyone who successfully makes a Knowledge Arcana skill check against a DC of 15 can identify this repeated symbol as meaning "water." If a character touches that symbol on all four sides of the pillar, the symbols briefly glow blue and the character gains the ability to breathe underwater for 10 minutes (the character knows she now has this magic ability and that it will only last a few minutes). In addition, the character gains a +5 bonus on any Swim skill checks made during this time. This pillar can only grant this bonus to one creature at a time. If another creature touches all four symbols before the previous bonus has expired, nothing happens.

GRAFFITI: If any PCs are elves, they know that "wyrm" is an old term for dragon. Others can remember this fact if they succeed at a Knowledge History skill check against a DC of 15.

7 DEADLY POOL

XP 400

This cavern contains a large pool of water, an island, and a dangerous aquatic creature. When the PCs first enter this room, read the following to them.

> A large pool of water dominates this chamber. On the far side of the pool is a small island, on which something glitters in the faint light.

The only way to get to the island is to swim through the pool.

POOL: The lighter blue water on the map is only 10 feet deep. The dark blue water is 20 feet deep. Characters can swim half their normal speed as a move action by making a successful DC 10 Swim skill check. Failing this check means the character doesn't move through the water at all. Failing by 5 or more means that the character sinks 10 feet underwater and must hold his breath.

An underwater character can hold her breath for a number of rounds equal to 2 x her Constitution ability score (not her CON Mod). Each round, the character can attempt another DC 10 Swim check as a move action. Success means she can move 10 feet toward the surface and can then swim horizontally. If she fails by 5 or more, she sinks another 10 feet. If she runs out of breath underwater, she must succeed at a DC 10 CON check (1d20 + her CON Mod) each round or fall unconscious. If she falls unconscious, she drowns on her next turn. The CON check DC increases by +1 each round after the first one.

COMBAT!

CREATURE: A reefclaw hides in the pool, waiting to attack the first character who reaches the island. The reefclaw can breathe underwater and never has to attempt Swim skill checks. It can swim up to 40 feet as a move action without making a roll. As soon as a character makes it to the island, the reefclaw crawls out of the water to attack on the shore. The reefclaw does not attack characters in the water, so if a PC retreats to the water, the monster swims across to attack other targets on the other shore.

The reefclaw can spend both its move action and standard action together to make an attack with both of its claws, rolling separately for each. Otherwise, it can attack with only one claw as a standard action.

TREASURE: A small pile of treasure sits on the island (see the Treasure! sidebar). The longsword gives its wielder a +1 bonus on attack and damage rolls made while using it. For more information, see the Treasure! sidebar on page 14. The two potions act just like the respective wizard spells on page 30 of the *Hero's Handbook*. Each potion lasts for 3 minutes (the *potion of invisibility* ends if the drinker attacks).

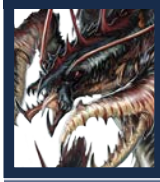
TREASURE!

- *+1 dragon-bane longsword* (magic)
- *Potion of invisibility* (magic)
- *Potion of levitate* (magic)
- 175 gold pieces in a leather sack

VITAL TREASURE

The treasure found in this area is vital to the success of the characters when they face the dragon, as the *+1 dragonbane longsword* may be their only chance of driving the dragon away. Make sure that the PCs end up with this sword before they proceed toward **Area 10**, but you do not want to be too obvious about it. Encouraging them to explore the rest of the rooms before going deeper in the dungeon should be enough.

REEFCLAW — HIT POINTS 13



INITIATIVE +5 | SPEED 5 FT. (1 SQUARE)

DEFENSE

ARMOR CLASS 14, touch 12, flat-footed 13
FORTITUDE SAVE +2, **REFLEX SAVE** +1, **WILL SAVE** +4

OFFENSE

SWIM 40 ft. (8 squares)
MELEE (standard action) claw +2 (1d4 plus grab)
MELEE (move and standard action) 2 claws +2 (1d4 plus grab)

STATISTICS

SKILLS Perception +6, Swim +8
DEATH FRENZY When killed, the reefclaw immediately makes two claw attacks before it collapses. These attacks do not have to be made against the creature that killed the reefclaw.
GRAB Whenever a reefclaw hits an enemy with its claw attack, it grabs that enemy until its next turn. The grabbed creature cannot move from its current square and can't break free while the reefclaw is grabbing it. If the reefclaw dies, it lets go of the grabbed creature.

8 GOBLIN FEUD

XP 800

This large cave is used by the goblin king as a lair. When the PCs enter the chamber, read the following to them.

> The walls of this large cavern are covered with crude drawings of goblins. In the southwest corner is a throne made from animal bones, with a goblin wearing a crown of bones and feathers. Four more goblins are nearby, arguing violently with each other. The goblin on the throne appears annoyed, and is covering his ears as the four other goblins shove and scream at each other.

CREATURES: The PCs can talk to the goblins instead of fighting. When the PCs enter the room, the arguing goblins stop and stare at the intruders. The chief composes himself, sits up straight, and attempts to impress his goblin minions by addressing the scary heroes in a loud voice, saying, "Who you? This throne room of me, King Fatmouth!"

TALKING TO THE GOBLINS: The goblins don't look like they're getting ready to fight. If the PCs introduce themselves, have them attempt Diplomacy checks. If a PC doesn't have that skill, she instead attempts a Charisma check (1d20 + her CHA Mod). If at least one PC gets a 15 or higher, King Fatmouth is pleased with their response—otherwise he harrumphs and orders his goblins to attack. If the PCs please King Fatmouth, he says, "Me sister Bucktooth stole dragon toy. Her missing now. These idiots too scared to go find toy. If you go find toy, me let you live. And me let you go through throne room as much as you want!"

King Fatmouth explains that the missing toy is a little dragon whose mouth and wings move. He says that Bucktooth was last seen going into a cave with spiderwebs (**Area 5**). If the PCs bring the toy to the goblins, the goblins shriek in delight. Happy that his minions aren't fighting, King Fatmouth warns the PCs, "If you here to fight dragon, aim for belly. Got soft belly scales." Fatmouth confirms that the north exit from the room leads to the dragon's lair, but has no other information.

COMBAT!

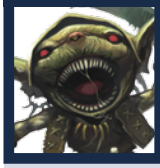
If a battle starts, roll initiative once for King Fatmouth and once for his four goblin warrior subjects. The normal goblins all go on the same initiative roll, but Fatmouth goes on his own roll. The four goblins move up to attack the PCs. Fatmouth casts spells from his throne, then uses his short sword when he is out of spells.

TREASURE: A cleric can use the magic wand as a standard action to cast *cure light wounds* (1d8+1 damage healed). After nine uses, the wand loses its magic.

TREASURE!

- 3 pearls worth 100 gold pieces each
- *Wand of cure light wounds* (9 charges, magic)
- *Gold ring of protection +1* (magic) (adds +1 to AC)
- 422 gold pieces

GOBLIN WARRIORS (4) — HIT POINTS 6



INITIATIVE +6 | SPEED 30 FT. (6 SQUARES)

DEFENSE

ARMOR CLASS 16, touch 13, flat-footed 14
FORTITUDE SAVE +3, **REFLEX SAVE** +2, **WILL SAVE** –1

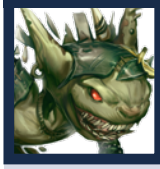
OFFENSE

MELEE (standard action) short sword +2 attack (1d4 damage; critical threat on a 19 or 20)

POSSESSIONS

GEAR leather armor, light wooden shield, short sword, belt pouch containing 2 gold pieces

KING FATMOUTH — HIT POINTS 14



INITIATIVE +3 | SPEED 30 FT. (6 SQUARES)

DEFENSE

ARMOR CLASS 16, touch 13, flat-footed 14
FORTITUDE SAVE +1, **REFLEX SAVE** +4, **WILL SAVE** +3

OFFENSE

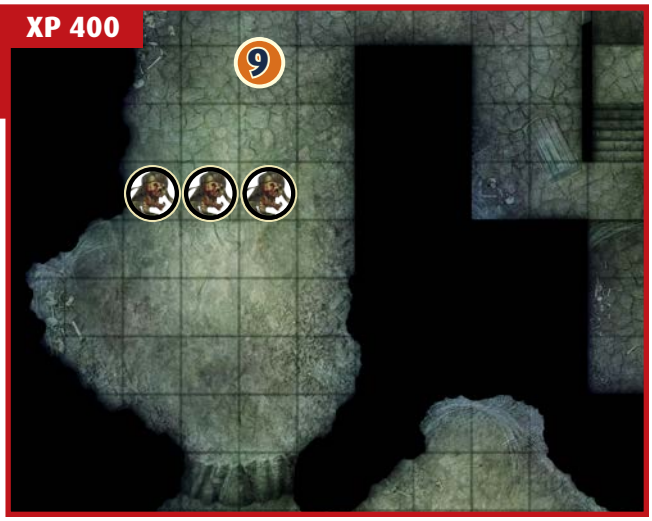
MELEE (standard action) short sword +2 attack (1d4 damage; critical threat on a 19 or 20)
SPELLS (standard action) *cause fear* (one target, DC 13 Will saving throw or target runs away for 1d4 rounds), or *magic missile* (prepared twice, 1d4+1 damage)

POSSESSIONS

GEAR short sword, "fancy" goblin crown

9 HAUNTED CRYPT

XP 400



Getting into this chamber from the south is not easy. Between **Area 8** and this area there is a 20-foot-high cliff that the PCs must climb. This cliff is relatively smooth, and climbing it requires DC 20 Climb skill checks. Each successful check allows a character to climb upward a distance equal to half his speed. If a character fails a check by 5 or more, he falls from where he was when he made the check. If the character falls 10 feet or more, he takes 1d6 points of damage from the fall. Atop the cliff, a previous explorer hammered a piton into the floor and tied a rope to it. Once someone makes it to the top, he can lower the rope, which makes the wall much easier to climb (DC 5). If a character uses the *potion of levitate* from **Area 7**, he can get to the top of the cliff with ease.

At the top of the cliff, the chamber is an old, musty crypt that was once used to house the honored dead. Now, however, the dead do not rest easy. When the PCs, as a group, explore this room, read the following to them.

> "The chamber at the top of the cliff looks like it was once some sort of ceremonial burial chamber, but it's now just a ruin with bones and cobwebs littering the place. A gentle wind blows through, carrying with it the faint sound of something shuffling in the darkness."

The shuffling noise is from a group of skeletons that lurk in this chamber. These undead creatures hate all living creatures and attack on sight. Place three skeleton pawns on the north side of the room.

COMBAT!

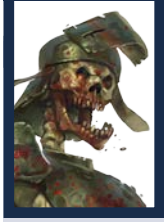
CREATURES: Skeletons are dangerous foes because they are hard to hurt with most weapons. See the Damage Reduction section of the skeleton stat block for information on how this works. Monsters with abilities like this encourage players to think outside the box and come up with new tactics.

Skeletons are also immune to cold damage, so any spell or effect that deals cold damage (like the *ray of frost* wizard cantrip) does not affect them.

Skeletons are undead, which means clerics can use channel energy to harm them. Remember that using channel energy this way does not heal living creatures. Skeletons are mindless creatures, which means they are immune to spells like *cause fear*, *charm person*, and *doom* (these spells all say they can't be used on mindless creatures).

Players may get frustrated when dealing with a hard-to-hurt monster. Encourage them to use flanking and their other abilities to defeat these creatures.

HUMAN SKELETONS (3) — HIT POINTS 4



INITIATIVE +6 | SPEED 30 FT. (6 SQUARES)

DEFENSE

ARMOR CLASS 16, touch 12, flat-footed 14
FORTITUDE SAVE +0, **REFLEX SAVE** +2, **WILL SAVE** +2
DAMAGE REDUCTION 5/bludgeoning
IMMUNE cold damage, sleep
SPECIAL mindless creature

OFFENSE

MELEE (standard action) claw +2 attack (1d4+2 damage)
MELEE (move and standard action) 2 claws +2 attack (1d4+2 damage)

DAMAGE REDUCTION

A skeleton's damage reduction ability (DR) reduces the damage it takes from piercing and slashing weapons.

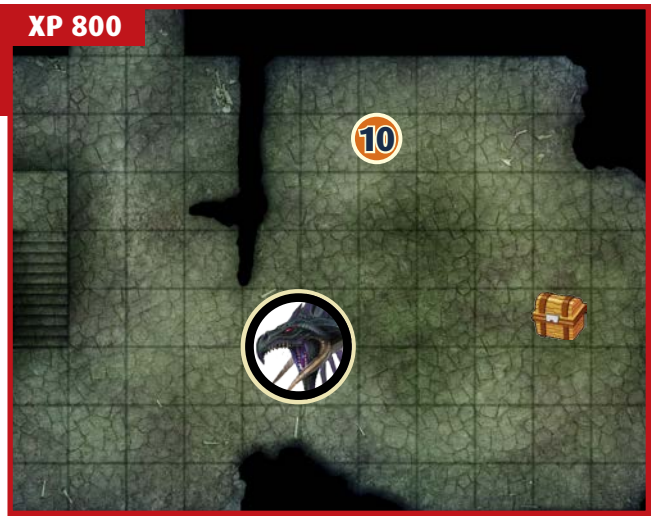
Whenever a character deals damage to a skeleton with a piercing (P) or slashing (S) weapon, subtract 5 from the damage (to a minimum of 0 damage) before subtracting the damage from the skeleton's hit points. When this happens, describe how the attack seems to do less damage than the character thought it would—this gives the players a hint that they should try a different type of weapon against the skeletons.

If the damage is from a bludgeoning (B) weapon, the damage reduction has no effect and the skeleton takes damage normally.

Damage reduction doesn't affect damage from spells, channel energy, force missile, alchemist's fire, or holy water—only damage from piercing and slashing weapons.

10 DRAGON'S DEN

XP 800



This large chamber is the current lair of Black Fang, the young black dragon that has been terrorizing Sandpoint as of late. When the PCs enter this area, read the following to them.

> The winding passageway ends in a staircase in the back of an ancient warren set inside the hillside. Open to the sky above, this crumbling ruin is littered with debris.
>
> On the far side of the chamber, a pile of glittering gold and sparkling trinkets is piled up into a sizable hoard. The view of the treasure is suddenly obscured as a terrible winged dragon swoops into view. As it snarls, its black fangs drip with green acid that burns the floor wherever it lands.

Place the black dragon pawn on the east side of the map and show the PCs the cover of the *Beginner Box* to impress upon them the terror and excitement of the fight to come.

CREATURE: This is the lair of Black Fang, a very dangerous black dragon. Unlike red dragons, which live in mountains and breathe a cone of fire, black dragons live in swamps and breathe a line of acid. This is a very difficult fight for the PCs, and you should be very careful when running this encounter (see the Deadly Encounter section below).

COMBAT!

DEADLY ENCOUNTER

Black Fang is a very deadly foe. He can easily reduce PCs' hit points below 0 with just a few attacks. You should be very careful when running this encounter. It is meant to showcase one of the more dangerous monsters in the game, not to kill all the PCs. If Black Fang knocks out half the PCs, consider having him flee the battle so that some might survive to fight another day. Note that this version of the dragon is weaker than the version found the monster section of this book so that it is not completely overwhelming. Should the PCs encounter Black Fang again sometime after they have gained a few levels, you should use the actual version of the dragon (see page 63).

Everyone rolls initiative. There is no surprise round during the combat with the dragon.

Black Fang is an intelligent foe, and he is not here to fight to the death. He stays for at least 2 rounds (one to use his breath weapon and one to make melee attacks with his claw and bite attacks). After that, if he has taken at least 25 points of damage or has been hit by the *+1 dragon-bane longsword* from **Area 7**, he flies away through the hole in the ceiling.

TREASURE!

- *+1 light steel shield* (magic, see page 49)
- Half-plate armor
- *Potion of bull's strength* (magic, see page 51)
- *Scroll of fireball* (magic, see page 53)
- *Scroll of new life* (magic, see page 53)
- 600 gold pieces

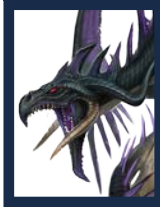
+1 DRAGON-BANE LONGSWORD

8,310 GP **WEAPON**

This *+1 longsword* grants a +1 bonus on its attack and damage rolls, and is even more powerful when used to fight dragons. Against dragons, the sword adds a +3 bonus on attack and damage rolls (instead of +1), and deals +2d6 damage. This extra damage isn't multiplied on a critical hit.

BLACK FANG

HIT POINTS 54



INITIATIVE +4 | SPEED 60 FT. (12 SQUARES)

DEFENSE

ARMOR CLASS 21, touch 11, flat-footed 19
FORTITUDE SAVE +7, **REFLEX SAVE** +6, **WILL SAVE** +5
IMMUNE acid, paralysis, sleep

OFFENSE

SPEED fly 120 ft., swim 60 ft.
MELEE (standard action) bite +10 (1d10+3)
MELEE (move and standard action) bite +10 (1d10+3), 2 claws +9 (1d8+2)
SPECIAL ATTACKS (standard action) breath weapon (60-ft. line, 3d6 acid damage, Reflex DC 16 half, usable once)
SPECIAL long reach (make melee attacks 2 squares away)

STATISTICS

SKILLS Perception +12, Stealth +10, Swim +21

Black Fang's most powerful ability is his **breath weapon**, which he uses on his first turn. When the dragon uses his breath weapon, draw a line from Black Fang's current location to the nearest PC, then continue that line for a total of 12 squares between the dragon and the end of the line (stop when you hit a wall). Any PC in a square that the line passes through takes 3d6 points of acid damage, but may attempt a DC 16 Reflex saving throw to take only half the damage (roll the total and divide by 2, rounding down).

Black Fang's **long reach** ability means he can use his melee attacks against PCs who are 1 or 2 squares away from him (unlike most melee attacks, which must be made against adjacent foes). He prefers to split up his attacks among multiple targets if more than one is in reach when he attacks.

If the PCs take the advice of Fatmouth the goblin king (from **Area 8**) and aim for the dragon's belly, they get a +2 bonus on all attack rolls to hit the dragon. (When Black Fang gets older, all his scales harden to full strength, and this tactic no longer works.)

TREASURE: After the PCs chase the dragon away, they can loot its treasure hoard. They've finished their first adventure!

EXPERIENCE POINTS: The PCs earn experience points (XP) for challenges they overcome, whether defeating a monster, surviving a trap, negotiating a truce, or figuring out a magic puzzle. Each room's map has an XP value for that encounter. Add up the XP awards for all the encounters the PCs faced in this adventure. Divide this XP total by the number of PCs and give each PC that amount of XP. Eventually, after more adventures, the PCs will gain enough XP to level up and become more powerful (see the *Hero's Handbook*, page 63).

CONCLUDING THIS ADVENTURE

This is a good time for the PCs to return to town, collect their reward, spend some of their treasure, and recuperate from their struggles. If they drove off the dragon, the mayor thanks them greatly and offers to throw a feast in the town square for them. However, many townsfolk are still worried, and ask the PCs to track down the dragon and put an end to it once and for all.

FUTURE ADVENTURES

The further adventures the PCs undertake are up to you, as GM, and the players. You should start by asking them what they would like to do next. There are many options.

- They could hunt down some of the goblin tribes that live nearby and drive out the vile pests.
- They could continue to explore the dungeon that Black Fang was using. There was a small passageway in the back of his lair that might lead to deeper dungeon levels and further adventures.
- Many in town are worried about a cruel ogre that has moved into the area recently and has been harassing local merchants and travelers, demanding payment to use the roads leading out of town.
- Some people in town are worried about a rash of robberies occurring in the dead of night. Are there thieves in town or is some monster breaking into shops and stealing things?
- Eventually, rumors begin to surface again about Black Fang. The PCs are not ready to take him on again just yet, but they could begin to scout out the area where his new, larger lair might be.
- Ultimately, you should work with your players to determine the route they want to explore next. Then, using the materials in this book, develop your own adventures for everyone to enjoy (see page 24). Make sure to read up on the area around Sandpoint on pages 88–91 as well.

GAMEMASTERING

The Game Master's role is the hardest, but also the most rewarding. A Game Master is host, mastermind, mediator, actor, and patron for the players—like a writer, director, and producer on a TV show or movie.

A WORLD AT YOUR FINGERTIPS

This chapter gives you the tools you need to become a Game Master and run a fun and fair session of the Pathfinder Roleplaying Game. The kind of world you build is up to you—it can be a place of medieval knights and wizards, deserts and genies, piracy on the high seas, mummy-filled pyramids, backstabbing politicians, ancient terrors from other dimensions, hordes of axe-wielding barbarian raiders, tangled jungles hiding lost cities, or anything else you want!

GUIDE TO GAMEMASTERING

Every game of Pathfinder needs a Game Master (or GM for short). If you're reading this book, you're probably interested in being the GM. The GM is the person who controls every creature, character, and event in the game, while helping determine the outcome of the actions of the player characters (PCs for short). The GM runs the game, working with the players to create a fun and exciting fantasy world. Being the GM is a big responsibility, and a GM has to be fair and play by the rules, challenging the characters while providing a thrilling adventure.

Being a GM is like organizing a party for your friends. You want to make sure they arrive on time, that they have plenty to do, and that they have a good time while they're there. Just as people remember a good party, they'll remember a good adventure, whether it's because the fighter scored a critical hit or the wizard was turned to stone by a medusa!

While the players are responsible for maintaining their characters, as the GM you have a number of different duties.

HOST: You help to organize the game by finding players and organizing a time and place to play. The players frequently help in these duties, but you make sure they get done.

MASTERMIND: You have to keep the game moving, deciding what lies behind the next door or over the faraway mountains. This duty includes planning out adventures, determining the plots of villains, and deciding what sort of challenges the heroes will face.

MEDIATOR: You are responsible for solving any rules disputes or questions the players might have. The rules try to cover the most common situations, but sometimes the situation calls for a ruling on something that isn't so clear. You must make these decisions in a way that is fair to everyone.

ACTOR: From the peasant farmer to the noble king, you must portray every person and creature in the game that is not a player character. You decide what they look and sound like, how they behave—and most importantly, how they interact with the PCs.

PATRON: Finally, you reward the PCs when they complete adventures by giving them experience points (XP) and telling them about any treasure they found. It's important for the player characters to feel rewarded for overcoming the challenges that you put before them. It keeps them coming back for more.

COMMON TERMS

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

ENCOUNTER: An encounter is one short scene that the PCs experience. This could be anything from fighting a monster to chasing a thief or getting past a deadly trap. Most encounters take place during adventures, but some happen between adventures, creating a continuous story.

SESSION: A session is a single period of gaming, ranging from about 2 hours up to an entire weekend. Adventures sometimes take more than one session to complete.

ADVENTURE: An adventure is one story that the PCs experience. It is made up of a series of encounters, and might take one or more sessions to complete.

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

RUNNING THE GAME

Being a great Game Master is a skill that takes some time to perfect, but you can learn the basics relatively quickly. If you have never been a GM before, start by running a group through the sample adventure found on page 2 of this book. That adventure covers most of the basic concepts of being a Game Master. This section of the book gives you ideas, tips, and tricks that will make you a better GM. You do not have to read this entire section to play, but you should read this section before you begin making your own adventures and campaigns.

SETTING THE STAGE

Before the first character is made and the dice start rolling, you should put together a good group of players. Ideally, a group should have four players; this number allows you to easily plan your encounters, and it's not so many players that things become crowded. You can play with up to six, but more than that can make things difficult. On the other hand, a group could be as small as one player and one GM, though two players is a much more reasonable number (because if one character is knocked unconscious, the other character can defend and revive the fallen one).

Once you have the group assembled, you should set a time for your first session. Pick a time when everyone can attend and find a place where everyone can sit down, like a dining room or kitchen table. Avoid playing near distractions like televisions or other things that might interfere with the game. You may want to encourage the players to bring snacks and drinks to the game; not only does this add to the social aspect of the game, but it means players won't have to leave in the middle of the game to make or pick up food.

Before this session begins, you should be familiar with the adventure you're going to run. Players should create their characters at the first session, or use the pregenerated characters from the *Beginner Box* (if you have experienced players, they can create characters before getting together for the first session, allowing you to jump right into the action).

PREPARING FOR THE GAME

The most important thing you can do before the game is familiarize yourself with the adventure you're about to run. Ideally, you've had time to read through the entire adventure, but if time is short you can just read the encounters the PCs are going to experience this session. It's also a good idea to look at the maps to understand how all of the encounters fit together. Reading in advance also gives you a chance to look up any rules that might be a bit unclear and read up on the monsters that the PCs are sure to face. For more information on reading the adventure, see Using a Published Adventure on page 21.

Before the game you should assemble all of the tools needed to run the game. These typically include the following.

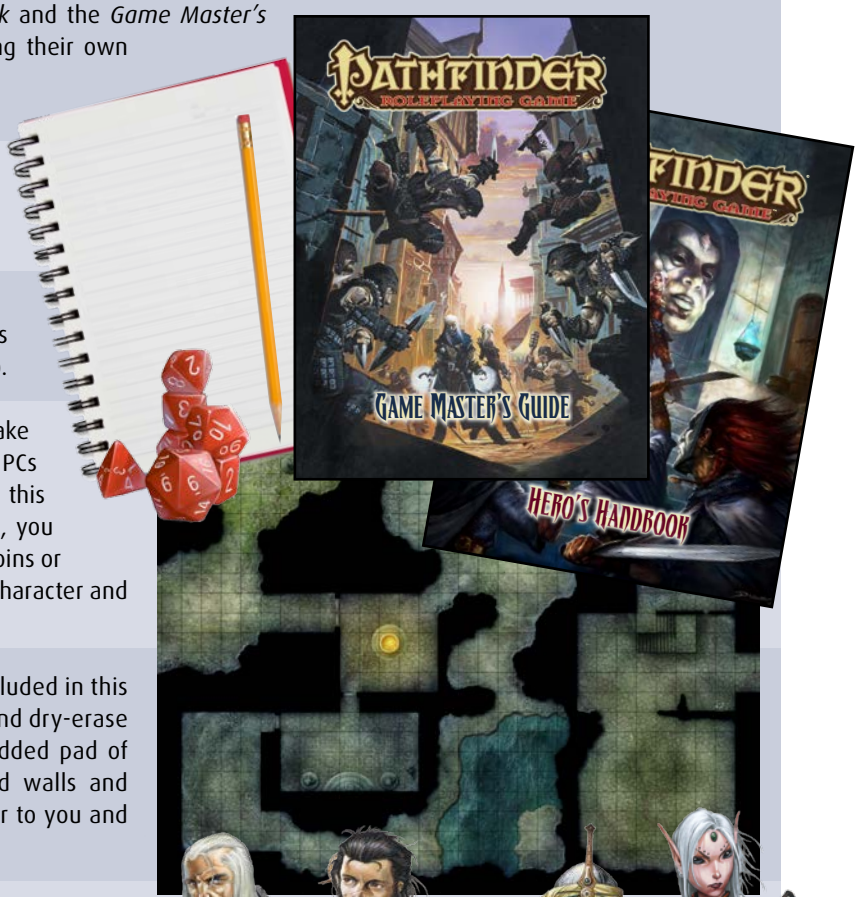
RULEBOOKS: You'll need the *Hero's Handbook* and the *Game Master's Guide* (this book). It's all right if the players bring their own copies of the *Hero's Handbook,* because that means nobody has to take turns using the book.

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

WRITING MATERIALS: This includes pencils, scratch paper or a notepad, and character sheets (either the pregenerated characters or custom PCs).

PAWNS OR CHARACTER MARKERS: Make sure you have one cardboard pawn for each of the PCs and each monster that the PCs are going to face this session. If you don't have any appropriate pawns, you can use plastic or metal miniatures, toys, or even coins or extra dice, just as long as you can represent each character and monster on the map.

MAP: You can use the large gridded Flip-Mat included in this box to draw out the encounters (both wet-erase and dry-erase pens work on it). You could also use a large gridded pad of paper, aquarium decorations, toys, or cardboard walls and floors instead of the mat—just as long as it's clear to you and the players what's happening.



Finally, you should note anywhere the adventure might go off course and do a basic bit of preparation for that. For example, if the PCs might get lost in the forest and wander into an area with no detail, you might want to invent a new encounter to put there. There may be several places where you could use that encounter. For example, if the PCs are supposed to go north in the forest, but they end up going east or west, you could place this encounter in their path. The point is to have it ready so you don't have to make up something on the spot. If the PCs have the option of going to town, you should make note of the town's name, the name of an inn where they might stay, a few shops and temples they might visit, and the names and basic details of any nonplayer characters (NPCs) they might meet. If the adventure or the setting material does not provide this information, you should invent it as you need it. The amount of preparation needed for a session really depends on the adventure and the PCs playing it, but should not take more than an hour or two.

If the players are making characters at the first session, tell them a little bit about the beginning of the adventure so that they can plan accordingly. For example, if the adventure takes place in a desert, the players may decide to not put any ranks into their characters' Swim skills, and spend some of their starting gold on extra waterskins. If there are any special rules for the game you are planning to run (such as "all PCs are dwarves"), you should tell the characters about them now.

RUNNING A SESSION

Once everyone has gathered and created their characters (or reviewed the pregenerated characters), it's time to begin the game. During the game, you control the pace and flow of the action, describing the scene, asking the players what their characters attempt to do, and helping to decide how those actions play out. You take all the elements of the game and weave them together into a story as the session unfolds, flowing from one encounter to the next. The players make the choices about where to go and what to do, but you set the scene and decide the outcome of those choices, always keeping the game moving and the encounters challenging.

There are several tasks that every GM must perform while running the game. Keep these in mind as you plan your adventures. These tasks are detailed on the following pages.

ACTING: While the players take on the roles of their characters, you must assume the roles of all of the monsters and other characters in the game. A good GM might talk in a different voice for each character, growling for monsters, talking with a wheeze for the old wizard in town, and cracking jokes as the local dwarf bartender. It's your job to bring these characters to life. You may want to use props to help the players visualize certain characters. Handwritten messages, wands, and old books are great for this purpose.

INITIATIVE: Whenever combat begins, have everyone roll for initiative. The players roll for their characters, you roll for the monsters (or groups of similar monsters, to keep things simple). Write all of these initiatives in order on a piece of scratch paper. As the combat progresses, you announce whose turn it is and help resolve their actions or, in the case of monsters, decide their actions and resolve them.

ROLLING DICE: Normally, the players roll the dice for any actions their characters take. However, if something happens that their characters wouldn't know about, you should roll for them. For example, if a PC is looking for a trap in a room, you should roll his or her Perception check in secret. This is because if the PC doesn't find a trap, the player shouldn't know if there actually is no trap in the room, or if he or she just rolled too poorly to notice a trap (which is why telling the players "you don't find any traps" is more clever than saying "there aren't any traps").

You roll the dice for all of the monsters, nonplayer characters (NPCs), and traps—any creature or thing other than the PCs. Some GMs like rolling behind a GM screen so the players don't see the actual results, while others roll openly.

TRACKING: You have to keep track of several important pieces of information throughout the game. You track the time of day in the game (and in real life so the session doesn't go longer than it should), how much time passes as the PCs explore, the location of the PCs in relation to the encounters, the hit points and condition of the monsters, and the rewards that PCs have earned (in terms of experience points and treasure). Having extra scratch paper or a markerboard at your disposal can make tracking a lot easier.

PACING: Keeping the game moving at a good pace is very important. If you go too fast, mistakes may happen and you may overlook vital details. If you go too slow, the game can get boring. Preparing before the game is important, but during play, you have to make sure that you are ready for whatever comes next, and you should be able to help the players make decisions in a timely fashion.

THE MOST IMPORTANT GM DUTY

It's important to note that your job is not to "win" by beating the player characters. Your job is to provide a fun, challenging story for the players to enjoy. That's not to say that the PCs should succeed at everything they do—they might even die on rare occasions—but if they never succeed and they die all the time, you'll soon find you have no one to play with. Any GM can create a deadly encounter that is way too hard; a skilled GM creates challenging encounters that the PCs have a chance of defeating, providing a rewarding experience. The goal is for everyone to have fun playing the game. It's not a competition.

Part of this duty involves being fair. You should know the rules of the game quite well and should enforce those rules fairly and evenly for PCs and monsters alike. When you roll dice, even in secret, you should abide by the result. If there is a dispute over the rules, you make the final call, but you should listen to the views of the players. If there is no clear answer, you should probably side with the ruling that makes the game more fun for everyone.

WRAPPING UP A SESSION

As the session draws to a close, you should find a good dramatic point to pause the action until the next session. This might be after the dramatic conclusion to an adventure, or it might be right before a fight is about to begin, ending the session on a "cliffhanger." Once the PCs reach that point, tell them that the game is paused until the next session. You should calculate the total amount of experience points earned by the PCs and divide it up evenly among them. If the PCs were in a safe place, and you were keeping track of the treasure as they found it, this is a good time to give them the list of what they found (most players will want to track such treasure as it is discovered). Likewise, if they need to divide up any treasure or magic items, this is a good time for them to do so. Finally, you should schedule the next session with the group within a few weeks so that no one forgets what was happening in the game.

Between games, you should prepare for the next session, reviewing what happened in the previous session and looking for any loose ends that need to be tied up. This process continues until the PCs reach their goals and complete the campaign. From there, it's up to you and the players to decide what to do. Together, you can start a new campaign, create new characters, or even give another player a chance to be GM.

USING A PUBLISHED ADVENTURE

If you don't have time to write your own adventures, or need inspiration for your campaign, there are dozens of published adventures for the Pathfinder Roleplaying Game that you can buy in game stores or from **paizo.com**. These adventures include multiple encounters (usually about 20 for a 32-page adventure) for you to use during a session. You can play the adventure all the way through, or borrow cool encounters to fit into your campaign. The adventure's encounters are usually tied together with a single plotline. If you're not ready to run or convert a published adventure, you can download a free adventure for the *Pathfinder RPG Beginner Box* by going to **paizo.com/beginnerbox**.

When reading an adventure, keep these points in mind.

LEVEL: Published adventures are designed to challenge characters of a specific level or small range of levels (such as levels 2–3). You should make sure that the characters are of an appropriate level to take on the challenges in the adventure.

BACKGROUND: Most adventures include a background at the very beginning that describes what is going on in the adventure. At first, the background is only for you to know, and the PCs discover the events as they go through the adventure. You should make sure to read the background so that you can properly reveal information to the players as the adventure progresses.

OVERVIEW: Most adventures include an overview meant to give you an idea of how the adventure is supposed to play out. Things might change due to decisions made by the players, but this at least gives you an understanding of what needs to happen for the story to progress as written.

ENCOUNTERS: All adventures are designed around encounters. From a talk with the town guards to a fight to the death against vicious goblins, encounters form the backbone of every adventure. Most encounters start with text that you can read to the players in order to set the scene, followed by rules to help you run the encounter. If there are monsters, traps, or other obstacles, their abilities and statistics can be found there.

ADJUSTING THE ADVENTURE

Sometimes the adventure needs a bit of adjustment to run smoothly or to provide an appropriate challenge. The most common example of this is adjusting an adventure to provide more challenging encounters because your game's PCs are of a higher level than is recommended for the adventure.

Adjusting an adventure is simple, but you should pay careful attention to the ramifications of these changes. You can make an adventure more challenging by adding more monsters to each encounter. For example, if an encounter involves three goblins, you can make it quite a bit more challenging by adding another three goblins. However, if the adventure later says there are only 20 goblins in the tribe, you should adjust this total according to how many goblins you added elsewhere in the adventure. For more information on building encounters, see page 26.

One of the most common alterations happens when the players change something in the adventure that makes later parts no longer work. For example, if the PCs burn down the local inn, but the adventure has another encounter scheduled to occur in the inn later, you should move that encounter to another location that keeps the basic storyline intact.

USING AN ADVANCED ADVENTURE

Many adventures exist for the Pathfinder Roleplaying Game, but these adventures are written using the full version of the game, not the *Beginner Box* rules. You can use the *Beginner Box* rules to run one of these adventures, but you'll need to make many adjustments. The full version of the game has races, character classes, skills, feats, combat options, spells, and magic items that aren't available in the *Beginner Box*, which means you'll need to replace these things with appropriate rules from the *Beginner Box*, or (if you are an experienced GM and familiar with the full Pathfinder Roleplaying Game) convert the material to work with the *Beginner Box*.

EXPANDING THE ADVENTURE

Adventurers don't always go where you want or do what you expect. Sometimes the adventure assumes that the group goes into the forest, but instead the PCs decide to take the road that goes the long way around, skipping the encounters set to take place in the forest. This is not a bad thing, but it does force you to think on your feet and alter the adventure to fit. Resist the urge to force the characters to follow the assumed course of the adventure unless you have no other choice. Forcing them to take specific actions just to fit a story ruins the fun of exploring the world and the adventure.

When the adventure does not cover the actions of the characters, you need to add or alter encounters to keep things moving. This might be as simple as adjusting encounters that the PCs would miss so that they still take place, but more often than not, you have to design new encounters to fill the gap. For example, you can move a forest encounter with goblins to a nearby road, but if the PCs bypass an encounter with a fortune-teller, you may have to design an encounter with a wise talking tree that gives the PCs the same information the fortune-teller would have.

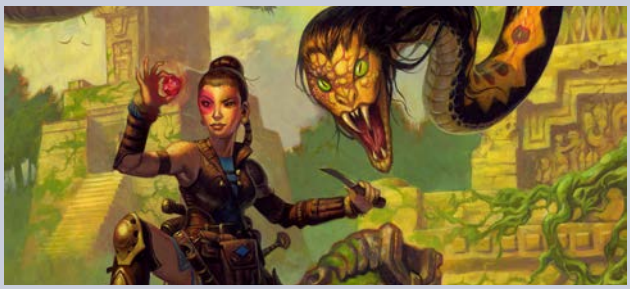
Expanding the adventure follows the same general guidelines as designing an adventure. See page 24 in this book for guidelines, tips, and tricks that are useful when designing encounters and adventures.

GAME MASTER RULES

This book contains many rules to help you create and run adventures. While it helps to be familiar with them, these rules are organized into the following easy-to-reference categories so you do not need to memorize them all. Remember, the rules are here to help you solve problems. If something's too complicated, simplify it! Never let the rules get in the way of having fun.

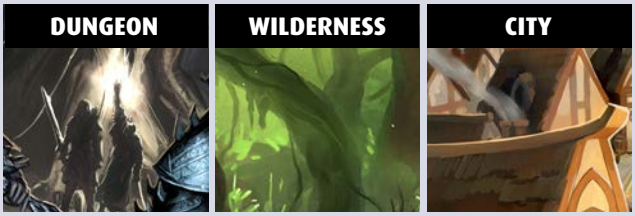
BUILDING AN ADVENTURE (PAGES 24–31)

This section of the book helps you understand the process of creating an adventure, including examples and useful guidelines. While you don't normally use these rules while running a game, they're important for designing fun and balanced encounters.



ENVIRONMENT (PAGES 32–47)

This section addresses running adventures in dungeons, wilderness areas, and cities, including rules for obstacles and hazards unique to those kinds of locations.



MAGIC ITEMS (PAGES 48–59)

From swords that burst into flame on command to rings that protect you from attacks, magic items are an important part of the game. As the PCs explore the world and defeat challenges, they eventually collect treasure and magic items to help them against more powerful monsters.

MONSTERS (PAGES 60–87)

This section gives descriptions and rules for a wide variety of monsters that the PCs can encounter. After that are random encounter tables for common terrain types, so you can quickly create a terrain-appropriate monster encounter.

SANDPOINT (PAGES 88–91)

This small gazetteer details a town called Sandpoint and the surrounding wilderness. (The sample adventure "Black Fang's Dungeon" on pages 2–15 is set near Sandpoint). This section also gives ideas for further adventures.

CONDITIONS (PAGES 94–95)

Conditions represent effects that can happen to PCs or monsters, such as being frightened, sickened, or stunned. Most conditions give penalties to the affected creature until the condition is removed or its duration runs out. For example, a PC who stays up all night gains the fatigued condition the next day.

Building an Adventure

Playing a game of Pathfinder can be great fun, whether you're a player directing your heroic character through an unexplored dungeon or a Game Master running all the monsters, traps, and NPCs the players get to meet. But if you're the GM, building adventures can be as rewarding as running them!

START WITH A STORY

When you decide to build an adventure, you should come up with a story for it. Is it about a haunted house hiding an old family heirloom? An abandoned mine that's become infested with giant bugs? If you're stuck, randomly roll up a storyline from the table below.

A DOZEN DUNGEON STORYLINES

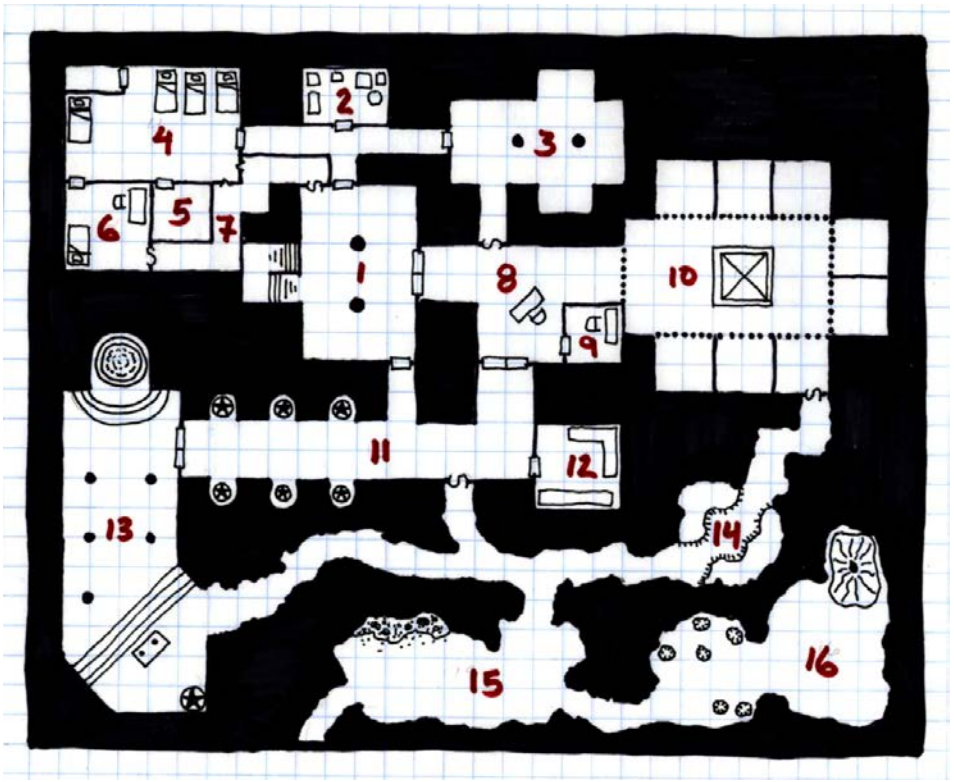
d12 ROLL	STORYLINE
1	The wolves in the nearby forest are led by werewolves who have taken over a remote forest watchtower.
2	An old ring of standing stones on the hill sits above a dungeon that has become infested with elementals.
3	A tribe of goblins led by a barghest moves into an old shipwreck near a partially collapsed lighthouse.
4	A noble hires the PCs to investigate a supposedly haunted house at the edge of town that he's interested in buying—but only if the PCs can defeat the ghost that haunts it first.
5	An ancient mummy brought from a distant pyramid awakens in the basement of a large museum and begins using its magic to animate statues and skeletons.
6	The town jail has been taken over by shapeshifting doppelgangers who are rounding up people and robbing their homes.
7	A group of boggards led by a green hag has been attacking river merchants. Their hideout is built among the roots of a giant swamp tree.
8	An evil cleric has moved into a creepy abandoned temple so he can start raising zombies and skeletons to attack the town.
9	A tribe of orcs has overrun a castle at the edge of the kingdom. Someone must invade the castle and reclaim it from the orcs.
10	An ancient dwarven mine has been taken over by a den of troglodytes. A dwarf merchant hires the PCs to clear out the mine.
11	A recent earthquake exposed a warren of monster-infested caves overlooking a well-traveled trade route. The manticore that rules these caves is merely the toughest of many monsters, which include numerous giant spiders.
12	The thieves' guild in the city sewers has become more aggressive—it's been infiltrated by serpentfolk who are using the guild as a hideout to raid the slums for humans they can eat.

DRAWING A DUNGEON MAP

Most adventures focus on a single location or dungeon. Once you know your adventure's story, you can start drawing the map.

The easiest way to draw a dungeon map is to start with a sheet of graph paper. If you keep your dungeon in an area of 24 squares by 30 squares, you'll be able to draw the entire dungeon on your Flip-Mat.

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." Here are several other things to keep in mind while drawing your map.



MAP SYMBOLS

Use symbols to represent common features found in most dungeons—doors, stairs, traps, pillars, and more. Using these standardized map symbols keeps your maps from becoming too cluttered with written notes and tags. Common map symbols are shown on the inside back cover of this book.

AVOID EMPTY ROOMS

Unless you're specifically designing a dungeon that is partially abandoned or you're trying to lull your PCs into a false sense of security, don't add too many empty rooms, as they can clutter your map and get boring fast.

LEAVE ROOM FOR EXPANSION

Unless you're certain you don't want to return to your dungeon later or want it to serve as a truly enclosed area, it's a good idea to 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 will be disappointed when they realize that they only have to explore half of a dungeon to see it all.

VARY ROOM SHAPES

Just as symmetry is bad, so is overreliance on square or rectangular rooms. By including strangely shaped rooms, alcoves, multilevel rooms, irregular caverns, and other variations, you provide each room's combat encounters with different tactical elements and your map becomes a more interesting location.

WIDE CORRIDORS

Remember that combat in the Pathfinder RPG 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 player characters can't actually get into the fight! Mix it up a little by including 10-foot-wide hallways or wide spots in a narrow hallway where PCs can move past each other.

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 a combat!

FINISHING THE MAP

Once you're happy with your map, inking 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) for things like water or fire makes your map even easier to read.

If you have a computer, 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.

Adding additional elements to your map can make it more attractive. Details such as furniture, fire pits, pillars, and so on add a touch of realism to inhabited dungeons.

All that's left is to number each room—doing this makes it easy for you to keep track of which encounters go where in your dungeon. If possible, use a pen of a different color from anything else on your map so the numbers (also called "tags") stand out and are easy to see. Alternatively, you can circle the number tags or mark them with a highlighter.

ENCOUNTER TYPES

Your dungeon should feature a variety of encounters so that things don't get repetitive when you play it. By making sure to include many types of encounters in your dungeon, you not only keep things interesting, but you also have a much better chance at giving the players at least one thing that they'll really enjoy. Keep the players guessing—it's a lot easier to keep their attention if they're not sure how the next room will challenge them.

As you create encounters, jot down any bits of information you think you'll need to remember for each one. This includes a description of the room you can read to the players, lists of monsters in the room (with page numbers for their stat blocks), what treasure can be found in the room, and any other notes that could be helpful once you're running the encounter in the game. Use the encounters in "Black Fang's Dungeon" at the start of this book as examples when writing up encounters.

The different types of encounters are listed below.

COMBAT ENCOUNTERS

In a combat encounter, the PCs are faced with a foe or foes that block their progress—in order to complete the encounter, the PCs must defeat these foes in combat. A combat encounter can be with a single opponent or a group. In most dungeons, combat encounters are the most common kind of encounter.

When you put a combat encounter in a dungeon, you should first pick what **Challenge Rating** (CR) you want that encounter to be. It's best to pick a CR that's the same as the average level of the PCs in your group—an encounter whose CR score is equal to the party's average character level is considered a "normal" encounter. You can make an easier encounter by picking a CR for your encounter that's lower than your party's average level. If you want a particularly tough encounter, make its CR 1 higher than the party's level. For a climactic encounter, you might want to make it 2 or even 3 higher than the party's level—don't go beyond this, though, if you want your heroes to have a fighting chance to win the encounter! For especially difficult encounters, you should consider including other encounters in the dungeon that give the PCs some treasure or clues to help them out, similar to how the PCs can learn about Black Fang's weakness from the goblins in **Area 8** of "Black Fang's Dungeon," or how they can find the *+1 dragon-bane longsword* in **Area 7**.

Once you know what CR your encounter should be, take note of your "encounter budget," as listed on the table on page 27, then look through the creatures in the Monsters section (see pages 60–83). When you start choosing monsters for the encounter, find the XP value listed in each monster's description, then add up all the monsters' XP values. Once that total is equal to your encounter's encounter budget, stop—you've built an encounter of that particular CR. If you're a little bit over or under your budget, that's okay, but try to get as close to your budget as possible. You can add obstacles (page 27) and traps (page 38) to encounters with monsters as well—just add in the obstacle or trap XP to your budget as if it were a monster of its CR.

For example, say you wanted to build a CR 2 encounter. Looking at the encounter budget table, you see that you have 600 XP to spend on monsters. Since this is a dungeon infested with giant bugs, you decide to have this encounter be with giant centipedes (page 71). A giant centipede is worth 200 XP, so you can afford to put 3 of them in this encounter (200 × 3 = 600). Later in the dungeon, you want a climactic CR 5 encounter. Looking at the table, you see that a CR 5 encounter has a budget of 1,600 XP, and decide that the giant centipedes are the pets of a serpentfolk (page 79). Since a serpentfolk is only worth 1,200 XP, you add some more giant centipedes to the encounter. Adding 2 brings the encounter's total up to 1,600 XP—a perfect CR 5 encounter!

ENCOUNTER BUDGETS

ENCOUNTER CR	ENCOUNTER BUDGET
1/4	100 XP
1/3	135 XP
1/2	200 XP
1	400 XP
2	600 XP
3	800 XP
4	1,200 XP
5	1,600 XP
6	2,400 XP
7	3,200 XP
8	4,800 XP

OBSTACLE ENCOUNTERS

This kind of encounter presents the characters with a dangerous condition they need to 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 PCs to progress safely through an obstacle, they generally need to make a skill check or saving throw—success means that they make it past the obstacle safely (see page 93 for some common skill check DCs). Failure could mean that they simply didn't make it through and can try again, but often failure brings with it damage or some sort of condition (see pages 94–95).

INSIGNIFICANT OBSTACLES: An obstacle that only requires a DC 10 skill check or saving throw is generally an insignificant one—on average, a typical character will be able to pass such an obstacle.

STANDARD OBSTACLES: An obstacle that requires a DC 15 skill check or saving throw is relatively difficult. A skilled character has a fairly good chance of passing this type of obstacle, but a character who's not good at the obstacle's associated skill will probably have a tough time.

SIGNIFICANT OBSTACLES: An obstacle that requires a DC 20 skill check is difficult for even a skilled character to pass, and often nearly impossible for one who's not skilled at all. These obstacles should generally be ones where one single successful roll allows the entire party to progress.

PUZZLE ENCOUNTERS

Puzzle encounters present the players, not the characters, with a challenge. These can be riddles, shifting tiles, mazes, word puzzles, or anything else that must be solved by brain power, logic, or experimentation. You can enhance a puzzle encounter 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 on a puzzle, you should consider letting them make 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 certain puzzle, his character might not be!

ROLEPLAYING ENCOUNTERS

Roleplaying encounters are among the more complex types of encounters. They most often occur when the player characters are presented with a creature or NPC who doesn't immediately want to start a fight. This could be an encounter with a prisoner who wants to be rescued, a fellow dungeon explorer who wants to trick the player characters into entering a dangerous room first, or a monster who might tell something useful about the dungeon if the PCs bribe or befriend it—virtually any situation where the players need to engage in conversation with you to resolve the situation.

You can combine roleplaying encounters with other types of encounters. For example, an encounter where the PCs must make Diplomacy checks to convince a guardian to let them pass without a fight is a roleplaying and obstacle encounter, while an encounter in which the PCs must answer a ghostly spirit's three riddles is a roleplaying and puzzle encounter. Most roleplaying encounters combine well with story encounters (page 28), but you can combine them with combat encounters by having the player characters enter a room where a potential ally is fighting against a common enemy. You can also begin a combat encounter with a roleplaying encounter—perhaps the hungry ogre wants to interrogate the PCs about which one of them is tastiest before she attacks!

One particularly useful kind of roleplaying encounter is the quest encounter—in such an encounter, the PCs can learn of a task that they can then attempt to undertake. Usually, a quest-giving NPC promises a reward if the player characters manage to successfully complete the quest he offers—but such a reward can merely be permission to delve deeper into the dungeon the NPC is guarding.

STORY ENCOUNTERS

Story encounters rarely involve any actual danger or impediment to physical progress through a dungeon, but they are often the most important encounter type, for they allow the players to learn about your dungeon and world. There's no point in creating a great history for a dungeon if there's no way for players to learn about it! A story encounter can come in the form of an old journal, a carving on a wall, a conversation with a friendly monster or talkative ghost, or any such opportunity for a player to make a Knowledge check to learn more about the dungeon.

TRAP ENCOUNTERS

These encounters are similar to obstacles in that they are dangerous and can be defeated with a combination of skill checks, saving throws, attack rolls, or spells. Their primary difference from obstacles is that traps are hidden from view and can strike with little or no warning. You should use traps sparingly, as including a lot of traps slows down the game as increasingly paranoid players check every 5-foot square for hidden perils. Often, it's a simple matter of giving the players some kind of warning (such as a story encounter) that they're heading into a trapped area.

Like monsters, all traps have a CR value (see pages 38–39). Unlike monsters, you should usually have the PCs encounter one trap at a time.

ENCOUNTER REWARDS

When PCs defeat an encounter (whether by scaring away monsters, bypassing a trap, or learning information in a story encounter), award them experience points (XP) equal to the encounter budget of the encounter (divide this amount evenly among the PCs in the group). Story and roleplaying encounters are considered to have a CR equal to the average party level.

OTHER TYPES OF ADVENTURES

While the advice above is specifically for adventures that take place in dungeons or similar environments (caves, castles, buildings, and the like), you can also set adventures in the wilderness, in bustling cities, or anywhere else. The big advantage a dungeon adventure has is that the dungeon's rooms and corridors serve as a sort of "track" the PCs can travel along: you know where the PCs can go, and don't have to worry about where they won't go. But moving out of the dungeon allows for a number of exciting new adventure opportunities. Consider the following two types of adventure locations if you're looking for a challenge!

WILDERNESS ADVENTURES

A wilderness adventure presents the PCs with wildlands that they must explore, but you can also use a wilderness adventure as a prelude to a dungeon, in which case the PCs must travel through an inhospitable land even before they set foot in the dungeon itself. The easiest way to build an adventure like this is to build the wilderness almost as a dungeon, with the corridors and rooms becoming trails, clearings, ledges, bridges, and other areas of open ground, and the stone walls becoming dense undergrowth, cliffs, water, or other difficult-to-navigate obstacles. With effort (and lots of Acrobatics, Climb, or Swim checks), persistent PCs can push through these obstacles and explore the encounters in any order they wish. Building wilderness adventures can be tricky, since you can't be sure what order the PCs will experience the encounters in, but the added freedom of choice can be a liberating and exciting new element once players have grown accustomed to dungeons.

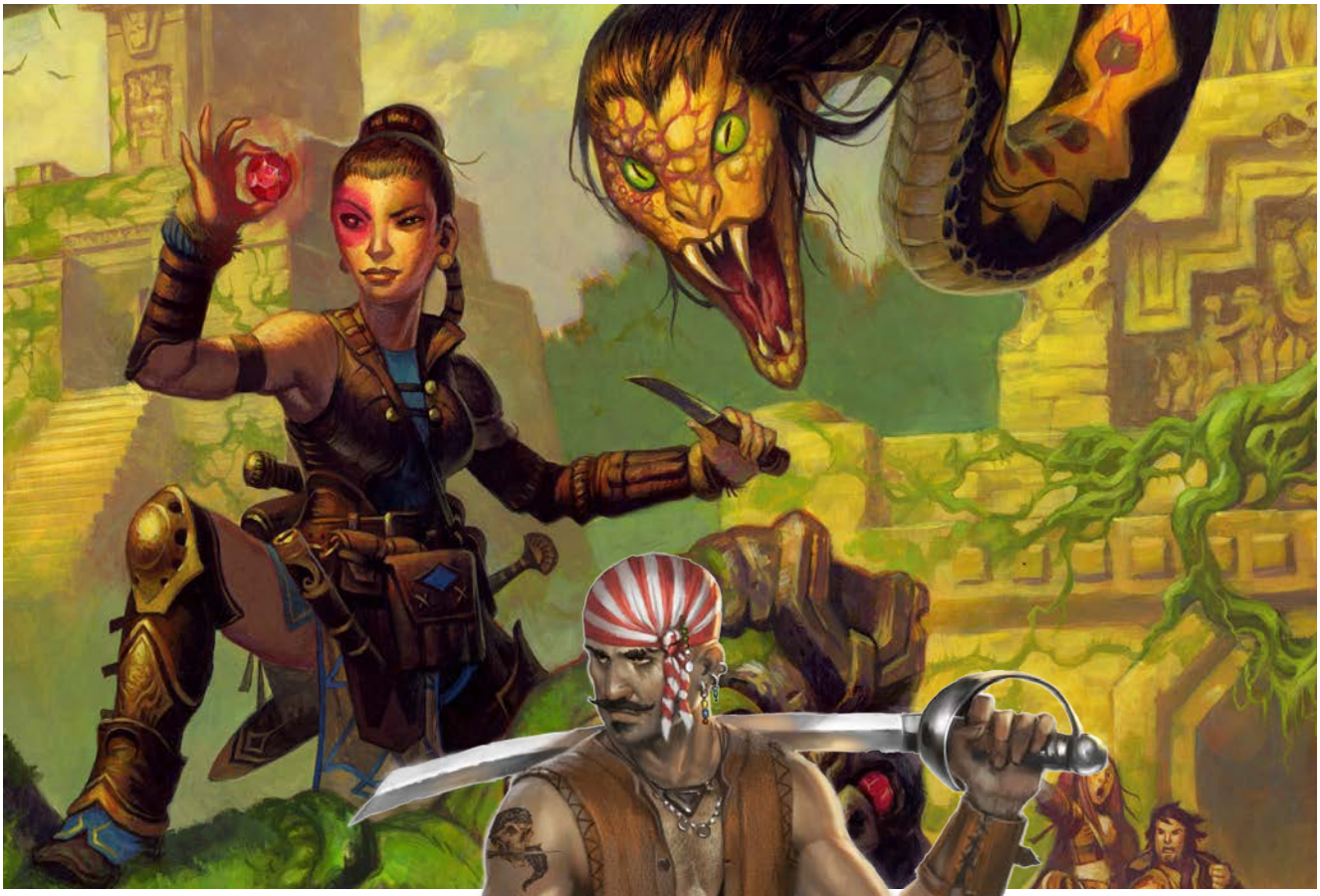
URBAN ADVENTURES

In some ways, town and city adventures are a mix between wilderness and dungeon adventures, in that the city's streets and buildings function like dungeon halls and rooms, but the easy access to the buildings allows the players to move about however they want. Roleplaying encounters should be quite common in urban adventures, but this doesn't mean that dangerous encounters like combat and traps can't occur, especially if the PCs blunder into a part of the city where thieves lurk.

BUILDING A CAMPAIGN

One of the great parts about this game is that players don't have to stop playing their favorite characters once an adventure ends—there are always more adventures to go on. Over time, they form a series of linked adventures called a campaign.

While you can certainly just build a campaign out of a series of adventures and let



the overall story evolve from there, it can be even more satisfying for you to come up with an overarching storyline for your adventures. In this way, you can think of your whole campaign almost as a television show, with each adventure as a single episode. Taken as a whole, the adventures should lead into each other in a logical manner, starting small but building over the course of several adventures to a large and satisfying climax.

One thing that's important to keep in mind is the fact that you as the GM aren't the only one telling the campaign's story. The characters themselves are the stars of the show, and you can expect that their players will come up with unexpected solutions to the problems you present them with, and may even decide to explore areas of an adventure you hadn't planned for. While you as the GM get to build the adventure, it's the players who actually decide how the story ends. Don't try to force them down any path that they don't want—if the players decide to turn left, missing the dungeon ahead to the right, you can either move the dungeon to the left, or you can roll with it and see where the adventure takes you next.

BUILDING A WORLD

If you let the players decide where they want their characters to adventure next, the best way to keep things manageable is to build up an imaginary world for their characters to live in. As an example, pages 88–91 present details on the town of Sandpoint and the surrounding wilderness—there are enough adventure possibilities in this region to keep any group of adventurers busy well into 5th level. You can use Sandpoint as the setting for your adventures—not only does the town provide the player characters with a place to sell loot, buy gear, and interact with friendly NPCs, but it's also a great place for the PCs to hear rumors about new quests and opportunities for adventure.

You can also use Sandpoint as a template or inspiration for your own creation. Perhaps your world is a vast desert, with the PCs based in a town at the edge of an oasis. Maybe you'd rather have your world be a spooky mountainous region where villagers are plagued by undead. Or perhaps you'd rather start in large city, complete with vast sewers and dungeons underfoot.

TREASURE

As PCs gain levels, they acquire treasure and better equipment, including magic items. The Pathfinder RPG assumes that all PCs of equivalent level have roughly equal amounts of treasure and magic items. It's important to moderate the wealth and magic you place in your adventures—too little and the PCs are struggling to survive, but too much and they have an easy time defeating difficult challenges. How much treasure the PCs should get is determined by the Challenge Rating (CR) of the encounters they face—the higher an encounter's CR, the more treasure it can award.

The Character Wealth by Level table lists the amount of treasure each PC is expected to have at a specific level. Every time the PCs level up, check how much money, equipment, and magical treasure they have. If it's lower than the amount in the table, give out more treasure for the next few sessions. If it's higher than this amount, give out less treasure for the next few sessions.

CHARACTER WEALTH BY LEVEL

PC LEVEL*	WEALTH
2	1,000 gp
3	3,000 gp
4	6,000 gp
5	10,500 gp

* For 1st-level PCs, see the *Hero's Handbook*, page 44.

The Treasure Values per Encounter table lists the amount of treasure each encounter should award based on the encounter's CR. Easy encounters (where the CR is below the average PC level) give less treasure, while difficult challenges (where the CR is above the average PC level) give more treasure. Remember that this is an *average* treasure award, and you can award more or less treasure for a particular encounter as long as it averages out over time to about this much.

For example, the average treasure value for CR 2 encounters is 600 gp, so an adventure could have three encounters worth 600 gp each, or two encounters worth 900 gp and one worth 0 gp, and so on, as long as the average overall is about 600 gp. Animals, constructs, mindless undead, oozes, and traps are good choices for "low treasure" encounters.

TREASURE VALUES PER ENCOUNTER

ENCOUNTER CR	TREASURE VALUE
1	300 gp
2	600 gp
3	900 gp
4	1,200 gp
5	1,600 gp
6	2,000 gp
7	2,600 gp
8	3,400 gp

BUILDING A HOARD

While a treasure chest overflowing with coins is certainly a great reward, it's more interesting to mix up what kind of loot PCs get—gems, jewelry, luxury trade goods, treasure maps, and magic items are exciting, too!

GEMS AND JEWELRY

There are many kinds of gems, ranging from low-quality ones worth 10 gp (obsidian or turquoise) to medium-quality ones worth 100 gp (amethyst, jade, or pearls) to jewels worth 1,000 gp (emeralds, opals, or diamonds). Jewelry may use exotic wood, furs, ivory, or precious metal, and can be plain or adorned with gems.

TRADE GOODS

A small crate of salt or spices may be worth good money to a noble, rich merchant, or famous chef. Likewise, rare wines, silk, tea, and other luxuries are valuable and portable.

TREASURE MAPS

These items are an easy way to start a new adventure. Throw in some Knowledge History checks about who made the map and rumors about what the treasure contains, and the PCs have a reason to explore a new location.

MAGIC ITEMS

These are often the most useful sort of treasure for adventurers. Descriptions of magic items start on page 48. Generally, you should think about what magic items to place in a hoard rather than generating them randomly—a fighter who uses a longsword will get frustrated if she keeps finding magical battleaxes. However, it can be fun and save time to generate magic items in a treasure hoard randomly.

RANDOM TREASURE

If you need to quickly create a random treasure hoard, roll d% on the appropriate table below. Remember that some monsters have equipment listed (such as armor and weapons)—this equipment is separate from treasure, but the PCs can still get money for selling the equipment (though at higher levels, most PCs stop selling every cheap sword or piece of armor they find, as this extra gold is insignificant). Just remember to keep an eye on character wealth by level!

MINOR RANDOM TREASURE (CR 1–3)

d% ROLL	TREASURE
01–20	3d6 gp
21–48	5d10 gp
49–63	5d10 gp, 5d10 gp worth of gems/jewelry/goods
64–73	2d10 gp, 8d10 gp worth of gems/jewelry/goods
74	Masterwork weapon (see *Hero's Handbook*, page 44)
75–99	Minor magic item (see page 48)
100	Roll again, add treasure map

MAJOR RANDOM TREASURE (CR 4–5)

d% ROLL	TREASURE
01–05	Two rolls on the Minor Random Treasure table
06–15	Three rolls on the Minor Random Treasure table
16–37	10d6 gp
38–49	10d6 gp, 20d6 gp worth of gems/jewelry/goods
50–54	Masterwork weapon (see *Hero's Handbook*, page 44)
55–79	Minor magic item (see page 48)
80–99	Major magic item (see page 48)
100	Roll again, add treasure map

Ruins of Raven's Watch

This section will help you create your own adventure set near Sandpoint (see pages 88–91). The craggy hills known as Ravenroost lie just east of town. They're home to large flocks of ravens and a few goblin tribes. Rumor has it that the dragon Black Fang, recently driven from his dungeon, has been seen at a ruined tower called Raven's Watch, speaking to a mysterious, dark-robed figure. Whoever the dragon is talking to can't be a friend of Sandpoint! Mayor Kendra Deverin comes to the PCs once again, asking them to travel to Raven's Watch and find out why Black Fang is so interested in the area. When the PCs arrive at the site, they find the tower to be only a crumbled pile of stone. A search turns up two points of interest. First, human footprints and the unmistakable clawprints of Black Fang are scattered throughout. Second, some of the ruins have been cleared away, exposing a closed trap door in the ground. If the characters lift this trap door, they see a flight of stairs leading down into the dungeons below.

Raven's Watch Map

The map presented on page 25 shows the layout of the dungeon below Raven's Watch, and consists of an old prison connected to a few ancient caves dug recently by a pack of ghouls. This is a simple, hand-drawn dungeon map that will fit perfectly on the back of your flip mat. Your dungeon maps don't need to look professionally drawn like the map for Black Fang's Dungeon—the hand-drawn map of Raven's Watch works just as well.

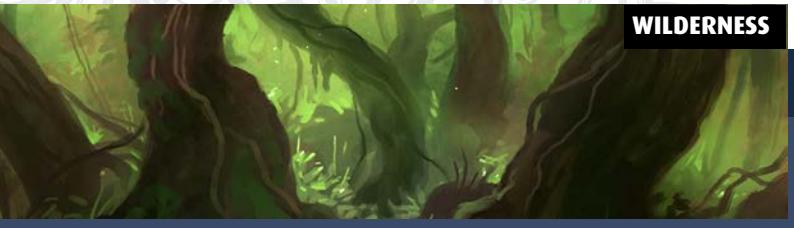
Raven's Watch Story

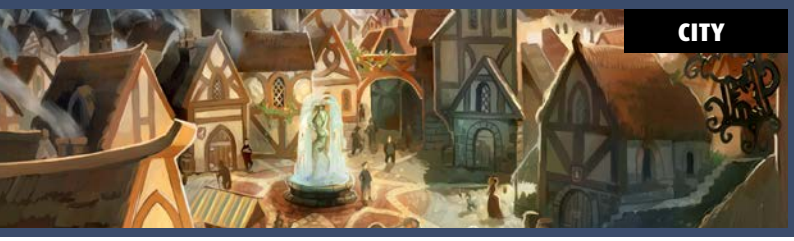
Originally intended to serve as a prison for local criminals, Raven's Watch was abandoned many years ago when Sandpoint built a jail below the town garrison. Now this dungeon is the home of a vile priest named Thelsikar, an evil cleric (see page 67) who worships a hideous demon goddess named Lamashtu, the goddess of monsters and nightmares. Thelsikar is using the dungeon to collect monsters, with the aid of several stupid goblins and a few ghouls. The demon goddess also gave Thelsikar a vision of how to brew a potent elixir that greatly empowers a dragon's strength. Thelsikar has already given Black Fang the first dose of this elixir, and has promised Black Fang another dose, but it'll take many days to brew it. Black Fang has grown in power as a result of the first potion (his description now matches that of the black dragon on page 63).

As the PCs explore the dungeon below Raven's Watch, they should be able to piece together Thelsikar's plan (both from the goblin minions as well as from the detailed journals hidden throughout the dungeon). By defeating the evil cleric, they can prevent Black Fang from growing even more powerful—and among Thelsikar's treasures they'll find a map that reveals the location of Black Fang's newest lair!

Adding Details

That's all we're going to do for you! We've given you the basic plot for the adventure, along with a map of the chambers. What's left for you to do is to decide what each of the rooms is—an evil temple, a spooky cave, old prison cells, or whatever you think fits the adventure. Next, write down encounters for those rooms, including picking monsters and placing treasure. Don't forget to place a few story encounters so the PCs can piece together the dungeon's story. As for where the campaign goes from here, and where exactly Black Fang's new lair is located—that's up to you!





Environment

The environments you use in your adventures help define your world. This chapter has the rules for dungeon, wilderness, and city environments.

STORYTELLING WITH SETTING

Trap-filled dungeons, haunted forests, deadly deserts, eerie swamps, forbidding mountains, and exotic cities are all staples of fantasy adventure. The environment of a campaign is almost as important as the characters and the plot—describing the environment is essential to a great game, and bringing these locations to life creates a vibrant and immersive experience for your players.

DUNGEONS

These labyrinths, full of deadly traps, hungry monsters, and priceless treasure, test every skill a character possesses. Dungeons can be almost anything, from a vast cave complex to a ruined castle or the wreck of a sunken ship.

WILDERNESS: FOREST

This type of environment includes temperate forests, frozen timberland, steaming jungles, haunted groves, and mystical woods with lurking fairies—any area with significant plant growth and low visibility.

WILDERNESS: SWAMP

Swamp environments include dry areas with frequent flooding, coastal deltas with slow-moving rivers, and tangled overgrown areas with standing water. Swamp terrain is much like forest terrain, but less hospitable.

WILDERNESS: MOUNTAIN

This type of environment includes snow-capped peaks, dangerous ravines, volcanoes, and other high, rocky elevations. Mountains tend to have caves and waterfalls, with many places for monsters to hide.

WILDERNESS: DESERT

Desert environments see little rainfall, whether hot deserts in the rain shadow of mountains, cold tundra where the ground is permanently frozen, or cursed lands where old magic has ruined the earth and storms are rare.

CITY

City environments include bustling metropolises, thriving frontier towns, remote villages, and rustic farmsteads. Depending on the country, a city may have knights and wizards or pyramids and mummies.

TYPES OF DUNGEONS

The four basic dungeon types are defined by their current status. Many dungeons are variations on these basic types or combinations of more than one of them. Sometimes old dungeons are used over time by different inhabitants for different purposes.

RUINED STRUCTURE

This place is now abandoned by its original creator or creators, and other creatures have wandered in. Many monsters look for abandoned dungeons to live in. Any traps there have probably been triggered, but monsters wandering the halls may be common.

OCCUPIED STRUCTURE

This type of dungeon is still in use. Creatures (usually intelligent) live there, although they might not be the dungeon's creators. An occupied structure might be a home, a fortress, a temple, an active mine, a prison, or a headquarters. This type of dungeon is less likely to have traps or wandering beasts, and more likely to have organized guards. Traps or wandering monsters that might be encountered are usually under the control of the occupants. Occupied structures have furnishings to suit the inhabitants, as well as decorations, supplies, and the ability for occupants to move around. The inhabitants might have a communication system, and they almost certainly control an exit to the outside.

Some dungeons are partially occupied and partially empty or in ruins. In such cases, the occupants are typically not the original builders, but instead a group of intelligent creatures that have set up their base or lair within an abandoned dungeon.

SAFE STORAGE

When people want to protect something, they sometimes bury it underground. Whether the item they want to protect is a fabulous treasure, a forbidden artifact, or the dead body of an important

DUNGEON TERRAIN

This section on dungeons includes descriptions of common features such as walls, doors, and traps, as well as rules for how to handle breaking objects, finding secret doors, moving through rubble, and so on. These features may also appear in other types of terrain, and the rules about them apply there. For example, you can treat a line of large, overgrown trees as a wall, and orcs can build a pit trap in the forest or mountains just as easily as they could in a dungeon.

GO TO PAGE 85 FOR A LIST OF DUNGEON MONSTERS.

person, these valuable objects are placed within a dungeon and surrounded by barriers, traps, and guardians. The safe storage dungeon is the most likely to have traps but the least likely to have wandering monsters. This type of dungeon is normally built for function rather than appearance, but sometimes it has ornamentation in the form of statuary or painted walls. This is particularly true of the tombs of important people.

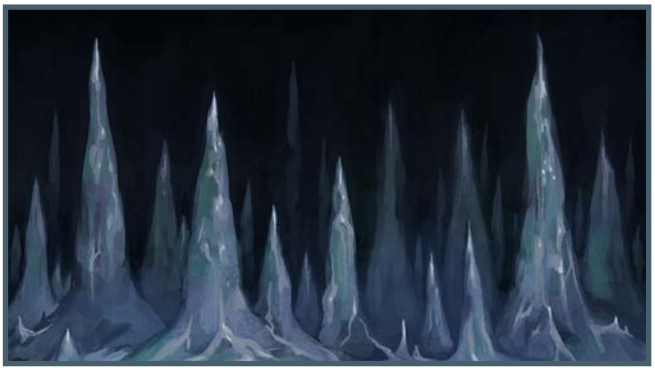
Sometimes, however, a vault or a crypt is constructed in such a way as to house living guardians. The problem with this strategy is that something must be done to keep the creatures alive while they guard the place. Magic is usually the best solution to provide food and water for these creatures. Builders of vaults or tombs often use undead monsters because they have no need for sustenance or rest. Magic traps can attack intruders by summoning monsters into the dungeon that disappear when their task is done.

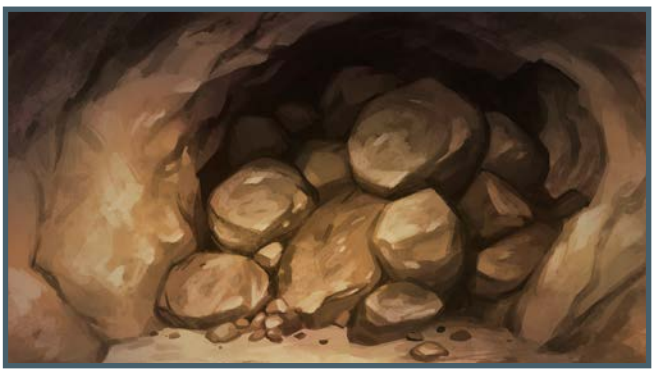
NATURAL CAVERN COMPLEX

Cave complexes provide homes for all sorts of subterranean monsters. Created naturally and connected by winding tunnels, these caverns lack any sort of pattern, order, or decoration. As it wasn't built by an intelligent creature, this type of dungeon is the least likely to have traps (or even doors).

Fungi of all sorts thrive in caves, sometimes growing in huge forests of mushrooms and puffballs. Subterranean predators prowl these forests, looking for weaker creatures feeding upon the fungi. Some varieties of fungus give off a phosphorescent glow, providing a natural cavern complex with its own limited light source. In other areas, a *daylight* spell or similar magical effect can provide enough light for green plants to grow.

Natural cavern complexes often connect with other types of dungeons. For example, a dwarven mine may break into a series of natural caves. The cavern may even connect different dungeons at either end, like an underground road.





BREAKING OBJECTS

Sometimes the best way to deal with an obstacle is to smash your way through it. Attacking an object—whether it's a door, a rope holding a chandelier, or a magic stone idol—works just like attacking a creature. The attacker makes an attack roll. If the attack is a hit, the attacker makes a damage roll, and the object takes hit point damage.

ARMOR CLASS

Objects are easier to hit than creatures because they don't usually move, but you still have to hit them well enough to deal damage. Use the Object Armor Class table on page 39 to determine the AC of an object by comparing its size to a common creature. If you take a full-round action to line up a good shot against the object, you get an automatic hit (if using a melee weapon) or a +5 bonus on the attack roll (for a ranged weapon).

HARDNESS

Each object has hardness—a number that represents how well it resists damage. When an object is damaged, subtract its hardness from the damage. If this reduces the damage to 0, the object takes no damage from that attack.

HIT POINTS

An object's hit point total depends on what it is made of and how big it is (see the Object Hardness and Hit Point table on page 39). When an object's hit points reach 0, it's ruined.

Very large objects have separate hit point totals for different sections (for example, a wagon has separate hit point totals for each wheel and for the wagon bed).

ENERGY ATTACKS

Energy attacks deal half damage to most objects. Divide the damage by 2 before applying the object's hardness. Some energy types might be particularly effective against certain objects, subject to GM discretion. For example, fire might do full damage against paper.

RANGED WEAPON DAMAGE

Objects take half damage from ranged weapons. Divide the damage dealt by 2 before applying the object's hardness.

INEFFECTIVE WEAPONS

Certain weapons just can't effectively deal damage to certain objects. For example, a warhammer isn't going to damage a rope. Likewise, most melee weapons have little effect on stone walls and doors because they're designed to damage flesh, not stone.

IMMUNITIES

Objects are immune to critical hits and sneak attacks.

SAVING THROWS

Nonmagical, unattended items (objects not being held by a creature) automatically fail their saving throws. Magic items always get saving throws. A magic item's Fortitude, Reflex, and Will save bonuses are equal to +2 + half its caster level. If you don't know the item's caster level, treat it as caster level 5.

WALLS

Walls are the most common obstacle in a dungeon, steering monsters and adventurers with sturdy stone. There are several kinds of common dungeon walls.

MASONRY WALLS

The most common kind of dungeon wall, masonry walls are usually at least 1 foot thick. They stop all but the loudest noises. It takes a DC 20 Climb check to climb a masonry wall.

HEWN STONE WALLS

Hewn stone walls are created when a chamber or passage is tunneled out from solid rock. The rough surface of a hewn wall frequently provides minuscule ledges where fungus grows and fissures where vermin, bats, and subterranean snakes live. When such a wall has an "other side" (meaning it separates two chambers in the dungeon), the wall is usually at least 3 feet thick; anything thinner risks collapsing from the weight of all the stone overhead. It takes a DC 25 Climb check to climb a hewn stone wall.

UNWORKED STONE WALLS

Unworked stone walls are uneven and rarely flat. They are smooth to the touch but filled with tiny holes, hidden alcoves, and ledges at various heights. They're also usually wet or at least damp, since it's water that most frequently creates natural caves. When such a wall has an "other side," the wall is usually at least 5 feet thick. It takes a DC 15 Climb check to climb an unworked stone wall.

PAPER WALLS

Paper walls are placed as screens to block line of sight, but nothing more.

IRON WALLS

Iron walls are placed within dungeons around important places, such as vaults.

WOODEN WALLS

Wooden walls often exist as recent additions to older dungeons, used to create animal pens, storage bins, and temporary structures, or just to make a number of smaller rooms out of a larger one. Wooden walls may be free-standing or attached to stone walls with iron spikes.

FLOORS

Dungeon floors come in many types.

FLAGSTONE

Like masonry walls, flagstone floors are made of fitted stones. They are usually cracked and only somewhat level. Slime and mold grow in the cracks. Sometimes water runs in rivulets between the stones or sits in stagnant puddles. Flagstone is the most common dungeon floor.

UNEVEN FLAGSTONE

Over time, some floors can become so uneven that a DC 10 Acrobatics check is required to charge across the surface. Failure means the character can't move that round. Floors as treacherous as this should be the exception, not the rule.

HEWN STONE

Rough and uneven, hewn floors are usually covered with loose stones, gravel, dirt, or other debris. A DC 10 Acrobatics check is required to charge across such a floor. Failure means the character can still act, but can't charge in this round.

LIGHT RUBBLE

Small chunks of debris litter the ground. Light rubble adds 2 to the DC of Acrobatics checks.

DENSE RUBBLE

The ground is covered with debris of all sizes. It costs 2 squares of movement to enter a square with dense rubble. Dense rubble adds 5 to the DC of Acrobatics checks, and it adds 2 to the DC of Stealth checks.

SMOOTH STONE FLOORS

Finished and sometimes even polished, smooth floors are found only in dungeons made by capable and careful builders.

NATURAL STONE FLOORS

The floor of a natural cave is as uneven as the walls. Caves rarely have flat surfaces of any great size. Rather, their floors have many levels. Some adjacent floor surfaces might vary in elevation by only a foot, so that moving from one to the other is no more difficult than negotiating a stair step, but in other places the floor might suddenly drop off or rise up several feet or more, requiring Climb checks to get from one surface to the other. Unless a path has been worn and well marked in the floor of a natural cave, it takes 2 squares of movement to enter a square with a natural stone floor, and the DC of Acrobatics checks increases by 5. Running and charging are impossible, except along paths.

SLIPPERY

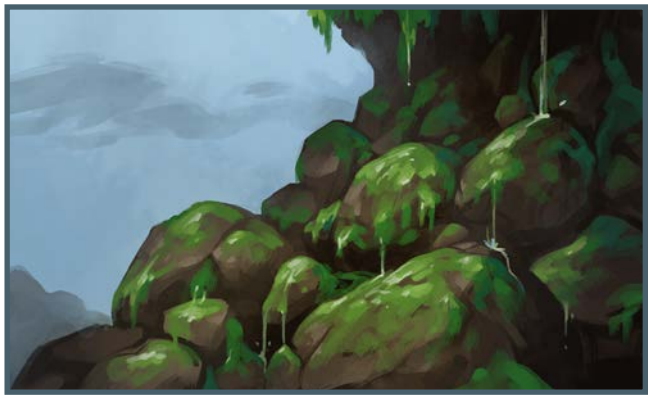
Water, ice, slime, or blood can make any of the dungeon floors described in this section more treacherous. Slippery floors increase the DC of Acrobatics checks by 5.

LEDGE

Ledges allow creatures to walk above some lower area. They often circle around pits, run along underground streams, form balconies around large rooms, or provide places for archers to stand while firing upon enemies below. Narrow ledges (less than 12 inches wide) require those moving along them to make Acrobatics checks (*Hero's Handbook*, page 35). Failure means the moving character falls off the ledge.

Ledges sometimes have railings along the wall. In such a case, characters gain a +5 bonus on Acrobatics checks to move along the ledge.

Ledges can also have low walls 2 to 3 feet high along their edges (especially if they were built for archers to fire upon creatures below). Such walls provide cover against attackers within 30 feet on the other side of the wall, as long as the target is closer to the low wall than the attacker is.



SLIDING FLOORS

A sliding floor is a type of trap door, designed to be moved and thus reveal something that lies beneath it. A typical sliding floor moves so slowly that anyone standing on one can avoid falling into the gap it creates, assuming there's somewhere else to go. If such a floor slides quickly enough that there's a chance of a character falling into whatever lies beneath—a spiked pit, a vat of burning oil, or a pool filled with sharks—then it's a trap.

TRAP FLOORS

Some floors are designed to become suddenly dangerous. With the application of just the right amount of weight, or the pull of a lever somewhere nearby, spikes protrude from the floor, gouts of steam or flame shoot up from hidden holes, or the entire floor tilts. These strange floors are sometimes found in arenas, designed to make combats more exciting and deadly.

DOORS

Dungeon doors come in three basic types: wooden, stone, and iron. The break DC for a door depends on whether it is just stuck shut or if it is actually locked.

WOODEN DOOR

Constructed of thick planks nailed together, sometimes bound with iron for strength, wooden doors are the most common type of door.

STONE DOOR

Carved from solid blocks of stone, these heavy, unwieldy doors are often built so that they pivot when opened, although dwarves and other skilled artisans are able to fashion hinges strong enough to hold up a stone door. A secret door in a stone wall is usually a stone door.

IRON DOOR

Rusted but sturdy, iron doors in a dungeon are hinged like wooden doors. These doors are the toughest form of nonmagical door. They are usually locked or barred.

HINGES

Most doors have hinges, but sliding doors do not. Standard hinges are metal, joining one edge of the door to the doorframe or wall. PCs can take the hinges apart one at a time with DC 20 Disable Device checks (assuming the hinges are on their side of the door). Most have hardness 10 and 30 hit points. The break DC for a hinge is the same as for breaking down the door.

Typically found on stone doors, nested hinges are built into the wall and allow the door to swing open in either direction. PCs can't get at the hinges to fool with them unless they break through the doorframe or wall.

Pivots are simple knobs jutting from the top and bottom of the door that fit into holes in the doorframe, allowing the door to spin. The advantages of pivots are that they can't be dismantled like hinges and they're simple to make. Secret doors in walls often turn on pivots, since the lack of hinges makes it easier to hide the door's presence.

LOCKS

Dungeon doors are often locked. Locks are usually built into the door, either on the edge opposite the hinges or right in the middle of the door. Built-in locks either control an iron bar that juts out of the door and into the wall of its frame, or else a sliding iron bar or heavy wooden bar that rests behind the entire door. By contrast, padlocks are not built-in but usually run through two rings, one on the door and the other on the wall.

The Disable Device DC to pick a lock is usually between 20 and 30. Some locks are trapped, usually with a poison needle that extends out to stab the person's finger. In an occupied dungeon, every locked door should have a key somewhere.

BREAKING DOORS

All but the weakest characters can eventually knock down a door with a heavy tool such as a warhammer or battleaxe. Attempts to literally chop down a door with a slashing or bludgeoning weapon use the hardness and hit points given in the Doors table on page 39.

Dungeons are often damp, and sometimes doors get stuck, particularly wooden doors. Assume that about 10% of wooden doors and 5% of non-wooden doors are stuck.

It takes a DC 25 Strength check to break through a door with a wooden bar, or DC 30 for an iron bar. Having a bar doesn't change the door's hardness or hit points (breaking the door leaves an open doorway with a bar across it).

Some doors are held shut by magic. It takes a *knock* spell, a *dispel magic* spell, or a successful Strength check to open such a door.

SECRET DOORS

Disguised as a bare patch of wall (or floor or ceiling), a bookcase, a fireplace, and so on, a secret door leads to a secret passage or room. Examining the area with a secret door finds it with a successful Perception check (DC 20 for a typical secret door to DC 30 for a well-hidden secret door).

Many secret doors require special methods of opening, such as hidden buttons or pressure plates. Secret doors can open like normal doors, or they might pivot, slide, sink, rise, or even lower like a drawbridge to permit access. Builders might put a secret door low near the floor or high in a wall, making it difficult to find or reach.

PORTCULLISES

These special doors consist of iron or thick, ironbound wooden shafts that descend from recesses in the ceilings above archways. Sometimes a portcullis has crossbars that create a grid, sometimes not. Typically raised by means of a winch, a portcullis can be dropped quickly, and the shafts end in spikes. Lifting a typical portcullis requires a DC 25 Strength check.

WALLS, DOORS, AND DETECT SPELLS

Stone walls, iron walls, and iron doors are usually thick enough to block most detect spells, such as *detect evil*. Wooden walls, wooden doors, and stone doors are usually not thick enough to do so. A secret stone door built into a wall and as thick as the wall itself (at least 1 foot) blocks most detect spells.

STAIRS

Stairs are the most common means of traveling up and down within a dungeon. A character can move up or down stairs as part of his or her movement without penalty. Increase the DC of any Acrobatics skill check made on stairs by +4. Some stairs are particularly steep and are treated as difficult terrain.

SLIMES, MOLDS, AND FUNGI

In a dungeon's damp, dark recesses, molds and fungi thrive. For purposes of spells and other special effects, all slimes, molds, and fungi are treated as plants. Like traps, dangerous slimes and molds have CRs, and PCs earn XP for overcoming them.

A form of glistening sludge coats almost anything that remains in the damp and dark for too long. This kind of slime, though it might be repulsive, is not dangerous, and PCs can ignore it once they realize what it is.

Molds and fungi flourish in dark, cool, damp places. While some are as inoffensive as the normal dungeon slime, others are quite dangerous. Mushrooms, puffballs, yeasts, mildew, and other sorts of bulbous, fibrous, or flat patches of fungi can be found throughout most dungeons. They are usually safe, and some are even edible (although most are unappealing or odd-tasting).

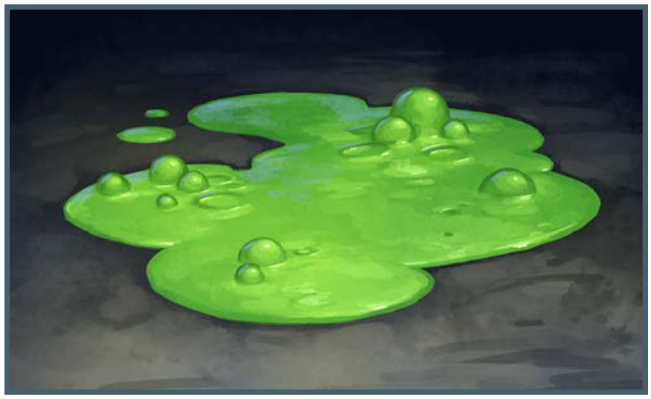
BROWN MOLD (CR 2)

Brown mold feeds on warmth, drawing heat from anything around it. It is normally found in patches 5 feet in diameter, and the temperature is always cold in a 30-foot radius around it. Living creatures within 5 feet of it take 3d6 points of cold damage each round. Fire brought within 5 feet of brown mold causes the mold to instantly double in size. Cold damage, such as from a *ray of frost*, instantly destroys a 5-foot-diameter patch of it.

GREEN SLIME (CR 4)

This is a dangerous variety of normal slime. Green slime devours flesh and soft materials (such as wood, rope, and leather) on contact and is even capable of dissolving metal. Bright green, wet, and sticky, it clings to walls, floors, and ceilings in patches, reproducing as it consumes organic matter. It drops from walls and ceilings when it detects movement (and possible food) below.

A single 5-foot square of green slime deals 2d6 points of damage per round while it devours flesh. On the first round of contact, the slime can be scraped off a creature (destroying the scraping device), but after that it must be frozen, burned, or cut away (dealing damage to the victim as well). Anything that deals cold or fire damage, sunlight, or a *remove disease* spell destroys a patch of green slime. Against wood or metal, green slime deals 2d6 points of damage per round (this damage ignores metal's hardness but not wood's hardness). It does not harm stone.



PHOSPHORESCENT FUNGUS

This strange underground fungus gives off a soft violet glow that illuminates underground caverns and passages as well as a candle does. Rare patches of fungus illuminate as well as a torch does.

SHRIEKER

This human-sized purple mushroom emits a piercing sound that lasts for 1d3 rounds whenever there is movement or a light source within 10 feet. This shriek makes it impossible to hear any other sound within 50 feet. The sound often attracts nearby creatures. Some creatures that live near shriekers learn that this noise means there is food or an intruder nearby.

TRAPS

Traps are a common danger in dungeon environments.

All traps have the following elements: CR (and XP value), type, Perception DC, Disable Device DC, trigger, reset, and effect. Some traps might also include optional elements, such as poison or a bypass. These characteristics are described below.

TYPE

A trap can be either mechanical or magic.

MECHANICAL: A mechanical trap doesn't use magic to detect its targets or create its effect, such as spring-loaded spears, sweeping blades, and spiked pits.

MAGICAL: Some traps are just spells waiting to be triggered by intruders. These work exactly like a cleric or wizard casting a spell, and have a caster level and saving throw DC.

PERCEPTION

A character must actively search to find a trap. Every trap has a Perception DC to detect it before it's triggered. For a mechanical trap, making this DC means the character notices the mechanism that activates it, such as a pressure plate or gears attached to a door handle. Beating this check by 5 or more also gives some indication of what the trap is designed to do. For a magical trap, making the Perception check DC means the character gets an odd sensation, such as goosebumps.

DISABLE DEVICE

Every trap has a Disable Device DC to disarm the trap. Anyone with at least 1 rank in the skill can try to disarm a mechanical trap, but only rogues can disarm magical traps.

TRIGGER

A trap's trigger determines how it is sprung.

LOCATION: A location trigger springs a trap when someone moves onto a particular square.

PROXIMITY: This magical trigger works like the wizard *alarm* spell (*Hero's Handbook*, page 29) and activates when a creature enters the protected area (even if it doesn't touch the ground). Some magic traps have special proximity triggers that activate only when certain kinds of creatures approach. For example, a dwarf's tomb may have traps that activate only if a non-dwarf approaches.

TOUCH: A touch trigger springs the trap when something touches the object or location.

RESET

This explains how easy it is to reset the trap once it's triggered. "None" means the trap only works once. "Automatic" means the trap resets itself, either immediately or after a short period of time. "Manual" means someone who knows how the trap works has to spend 1 minute resetting it.

EFFECTS

This is what the trap does to the creature that springs it. This is usually damage or a spell effect. A trap usually makes an attack roll against a creature, or the creature must make a saving throw to avoid the trap.

The following traps are samples of what PCs may face.

ARROW TRAP — CR 1 (XP 400)

Type mechanical; **Perception** DC 20; **Disable Device** DC 20
Trigger touch; **Reset** none

EFFECTS

Attack +15 ranged (1d8+1/×3)

PIT TRAP — CR 1 (XP 400)

Type mechanical; **Perception** DC 20; **Disable Device** DC 20
Trigger location; **Reset** manual

EFFECTS

20-ft.-deep pit (2d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

POISONED DART TRAP — CR 1 (XP 400)

Type mechanical; **Perception** DC 20; **Disable Device** DC 20
Trigger touch; **Reset** none

EFFECTS

Attack +10 ranged (1d3 plus Fort DC 13 or 10 poison damage)

SWINGING AXE TRAP — CR 1 (XP 400)

Type mechanical; **Perception** DC 20; **Disable Device** DC 20
Trigger location; **Reset** manual

EFFECTS

Attack +10 melee (1d8+1/×3); multiple targets (all targets in a 10-ft. line)

BURNING HANDS TRAP — CR 2 (XP 600)

Type magic; **Perception** DC 26; **Disable Device** DC 26
Trigger proximity (*alarm*); **Reset** none

EFFECTS

Spell effect (*burning hands* [*Hero's Handbook*, page 29], 2d4 fire damage, DC 11 Reflex save for half damage); multiple targets (all targets in a 15-ft. cone)

JAVELIN TRAP — CR 2 (XP 600)

Type mechanical; **Perception** DC 20; **Disable Device** DC 20
Trigger location; **Reset** none

EFFECTS

Attack +15 ranged (1d6+6)

SPIKED PIT TRAP — CR 2 (XP 600)

Type mechanical; **Perception** DC 20; **Disable Device** DC 20
Trigger location; **Reset** manual

EFFECTS

10-ft.-deep pit (1d6 falling damage); pit spikes (Attack +10 melee, 1d4 spikes per target for 1d4+2 damage each spike); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

ACID ARROW TRAP CR 3 (XP 800)

Type magic; **Perception** DC 27; **Disable Device** DC 27
Trigger proximity (*alarm*); **Reset** none

EFFECTS

Spell effect (*acid arrow* [*Hero's Handbook*, page 30], Attack +2 ranged touch, 2d4 acid damage for 4 rounds)

CAMOUFLAGED PIT TRAP CR 3 (XP 800)

Type mechanical; **Perception** DC 25; **Disable Device** DC 20
Trigger location; **Reset** manual

EFFECTS

30-ft.-deep pit (3d6 falling damage); DC 20 Reflex avoids; multiple targets (all targets in a 10-ft.-square area)

ELECTRICITY ARC TRAP CR 4 (XP 1,200)

Type mechanical; **Perception** DC 25; **Disable Device** DC 20
Trigger touch; **Reset** none

EFFECTS

Electricity arc (4d6 electricity damage, DC 20 Reflex save for half damage); multiple targets (all targets in a 30-ft. line)

WALL SCYTHE TRAP CR 4 (XP 1,200)

Type mechanical; **Perception** DC 20; **Disable Device** DC 20
Trigger location; **Reset** automatic

EFFECTS

Attack +20 melee (2d4+6/×4)

FALLING BLOCK TRAP CR 5 (XP 1,600)

Type mechanical; **Perception** DC 20; **Disable Device** DC 20
Trigger location; **Reset** manual

EFFECTS

Attack +15 melee (6d6); multiple targets (all targets in a 10-ft. square)

FIREBALL TRAP CR 5 (XP 1,600)

Type magic; **Perception** DC 28; **Disable Device** DC 28
Trigger proximity (*alarm*); **Reset** none

EFFECTS

Spell effect (*fireball* [*Hero's Handbook*, page 31], 6d6 fire damage, DC 14 Reflex save for half damage); multiple targets (all targets in a 20-ft.-radius burst)

OBJECT HARDNESS AND HIT POINTS

SUBSTANCE	HARDNESS	HIT POINTS
Glass	1	1/in. of thickness
Paper or cloth	0	2/in. of thickness
Rope	0	2/in. of thickness
Ice	0	3/in. of thickness
Leather or hide	2	5/in. of thickness
Wood	5	10/in. of thickness
Stone	8	15/in. of thickness
Iron or steel	10	30/in. of thickness

OBJECT ARMOR CLASS

OBJECT'S SIZE	AC
Housefly	11
Toad	7
Chicken	5
Goblin	4
Human	3
Ogre or horse	2
Elephant	1
House	–1

WALLS

WALL TYPE	TYPICAL THICKNESS	BREAK DC	HARDNESS	HIT POINTS[1]	CLIMB DC
Masonry	1 ft.	35	8	90 hp	20
Hewn stone	3 ft.	50	8	540 hp	25
Unworked stone	5 ft.	65	8	900 hp	15
Paper	Paper-thin	1	0	1 hp	30
Iron	3 in.	30	10	90 hp	25
Wooden	6 in.	20	5	60 hp	21

[1] Per 10-foot-by-10-foot section.

DOORS

DOOR TYPE	TYPICAL THICKNESS	HARDNESS	HIT POINTS	STUCK[1]	LOCKED[1]
Simple wooden	1 in.	5	10 hp	13	15
Good wooden	1-1/2 in.	5	15 hp	16	18
Strong wooden	2 in.	5	20 hp	23	25
Stone	4 in.	8	60 hp	28	28
Iron	2 in.	10	60 hp	28	28
Portcullis, wooden	3 in	5	30 hp	25[2]	25[2]
Portcullis, iron	2 in.	10	60 hp	25[2]	25[2]
Lock	—	15	30 hp	—	—
Hinge	—	10	30 hp	—	—

[1] This is the Strength DC to break open the door.
[2] This is the DC to lift the portcullis. If trying to break open the portcullis, use the DC for an iron or strong wooden door.

FOREST TERRAIN

The primary terrain features of a forest are trees and other plants. A forest may be sparse, medium, dense, or a combination of all of these. An immense forest could be sparse at its outer edge, dense at its heart, and medium in between. A forest may be warm, cold, dry, damp, bright, or dark.

GO TO PAGE 85 FOR A LIST OF FOREST MONSTERS.

TREES

The presence of a typical tree in a square doesn't otherwise affect a creature's ability to fight in that space, because it's assumed that the creature is using the tree to its advantage when it can. Larger and older forests may have massive trees that take up entire squares, and provide cover just like a wall does.

TYPICAL TREE **HP** 150
AC 4, touch 4, flat-footed 4
DEFENSIVE ABILITIES hardness 5

MASSIVE TREE **HP** 600
AC 3, touch 3, flat-footed 3
DEFENSIVE ABILITIES hardness 5

CLIMBING The DC to climb either kind of tree is 15.

UNDERGROWTH

Vines, roots, and short bushes cover much of the ground in a forest. Undergrowth is difficult terrain. Heavy undergrowth is easy to hide in. Charging through heavy undergrowth is impossible. Squares with undergrowth are often clustered together. Undergrowth and trees aren't mutually exclusive; it's common for a 5-foot square to have both a tree and undergrowth.

LIGHT UNDERGROWTH
EFFECTS
MOVEMENT 2 squares
SKILLS increase Acrobatics and Stealth DCs by +2
SPECIAL provides concealment

HEAVY UNDERGROWTH
EFFECTS
MOVEMENT 4 squares, no charging
SKILLS increase Acrobatics DCs by +5, +5 bonus on Stealth checks
SPECIAL provides concealment (30% miss chance instead of 20%), no charging

OTHER FOREST TERRAIN

Fallen logs generally stand about 3 feet high and provide cover just as low walls do. They cost 5 feet of movement to cross. Forest streams average 5 to 10 feet wide and no more than 5 feet deep. Pathways wind through most forests; creatures can move normally on pathways, and pathways don't allow cover or concealment.

STEALTH AND DETECTION

The forest blocks line of sight after a certain distance, making it impossible to use the Perception skill to see anything farther than that (though you can still hear beyond this distance). In a sparse forest, this maximum distance is 3d6 × 10 feet. In a medium forest, this distance is 2d8 × 10 feet, and in a dense forest it is 2d6 × 10 feet.

Because any square with undergrowth provides concealment, it's usually easy for a creature to use the Stealth skill in the forest. Logs and massive trees provide cover, which also makes hiding possible. The background noise in the forest makes Perception checks that rely on sound more difficult, increasing the DC of the check by +2 per 10 feet, not +1.

SWAMP TERRAIN

A swamp may be anything from a relatively dry moor to a soggy marsh. Both are often bordered by lakes (see the Aquatic Terrain section on page 43). Like forests, swamps have sparse, medium, or dense vegetation. They may be warm or cold, but tend to be wet, misty, and dark.

GO TO PAGE 86 FOR A LIST OF SWAMP MONSTERS.

BOGS

Bog squares are deep mud or standing water of about 1 foot in depth. A deep bog square has roughly 4 feet of standing water (characters can walk through it at the cost of extra squares, or swim across it at normal speed).

TREES AND UNDERGROWTH

Marshes have trees and undergrowth, just like forest terrain. A bog square doesn't count as undergrowth.

HEDGEROWS

Hedgerows are tangles of stones, soil, and thorny bushes. Narrow hedgerows count as low walls. Wide hedgerows are more than 5 feet tall.

QUICKSAND

Patches of quicksand look like undergrowth or open land. A character approaching a patch of quicksand at a normal pace can make a DC 8 Knowledge Nature or Perception check to spot the danger before stepping in, but charging characters don't have a chance to detect a hidden patch before blundering into it. A typical patch of quicksand is 20 feet in diameter; the momentum of a charging or running character carries him 1d2 × 5 feet into the quicksand. (For 1d2, roll 1d4 and divide by 2.)

A character in quicksand must make a DC 10 Swim check every round to simply tread water in place, or a DC 15 Swim check to move 5 feet horizontally. If you fail this check by 5 or more, you sink below the surface and begin to drown whenever you can no longer hold your breath (see Suffocation on page 47).

Characters below the surface of quicksand may swim back to the surface with a successful Swim check (DC 15 + 1 per consecutive round of being under the surface).

Pulling out a trapped character requires a pole, rope, or similar tool that enables the rescuer to reach the victim with one end of it. The rescuer must make a DC 15 Strength check to successfully pull the victim, and the victim must make a DC 10 Strength check to hold on. If both characters succeed, the victim is pulled 5 feet closer to safety. If the victim fails to hold on, he or she must immediately make a DC 15 Swim check to stay above the surface.

SHALLOW BOG

EFFECTS

MOVEMENT 2 squares

SKILLS increase Acrobatics and Stealth DCs by +2

DEEP BOG

EFFECTS

MOVEMENT 4 squares

SKILLS increase Acrobatics and Stealth DCs by +2, no tumbling

SPECIAL provides cover

QUICKSAND

KNOWLEDGE NATURE/PERCEPTION DC 8 to avoid

EFFECTS

MOVEMENT Swim DC 10 to stay in place, Swim DC 15 to move 5 feet

NARROW HEDGEROW

EFFECTS

MOVEMENT 3 squares

SPECIAL acts as low wall (see Ledges, page 35)

WIDE HEDGEROW

EFFECTS

MOVEMENT 4 squares

SKILLS Climb DC 10 means it only costs 2 squares

SPECIAL provides total cover

STEALTH AND DETECTION

In an open marsh, the maximum Perception distance for seeing creatures is 6d6 × 10 feet. In a dense swamp, this distance is 2d8 × 10 feet. Undergrowth and deep bogs provide plentiful concealment, so it's easy to use Stealth in a marsh.

MOUNTAIN TERRAIN

Mountains include snow-capped peaks, volcanoes, and other high, rocky elevations. Trees are rare in the mountains (most wooded areas are actually hills). Mountain terrain can include active streams and dry streambeds. High-altitude areas tend to be colder than the lowland areas that surround them, and sometimes have glaciers.

GO TO PAGE 86 FOR A LIST OF MOUNTAIN MONSTERS.

SLOPES

A gradual slope isn't steep enough to affect movement, but creatures gain a +1 bonus on melee attacks against foes downhill from them. On a steep slope, creatures moving uphill must spend 2 squares of movement to enter a square that is uphill of their current square. Creatures charging downhill must succeed at a DC 10 Acrobatics check upon entering the first steep slope square. Mounted characters make a DC 10 Ride check instead. Characters who fail this check stumble and must end their movement 1d2 × 5 feet later. Characters who fail by 5 or more fall prone in the square where they end their movement. A steep slope increases the DC of Acrobatics checks by + 2.

CLIFFS

A typical cliff requires a DC 15 Climb check to scale and is 2d6 × 10 feet tall, although the needs of your map might mandate a taller cliff. A cliff isn't perfectly vertical, and takes up 5-foot squares if it's less than 30 feet tall, 10-foot squares if it's 30 feet or taller, and 20-foot squares if it's 80 feet or taller. The steepest cliffs are called rock walls, require a DC 25 Climb check, and are drawn on the edges of map squares instead of taking up their own squares.

CHASMS

Chasms work like pits in a dungeon setting. Chasms aren't hidden, so characters usually won't fall into them by accident. A typical chasm is 2d4 × 10 feet deep (though in some mountains 2d8 × 10 feet deep is typical), at least 20 feet long, and anywhere from 5 feet to 20 feet wide. It takes a DC 15 Climb check to climb out of a chasm.

CAVE ENTRANCE

Cave entrances are typically between 5 and 20 feet wide and 5 feet deep. A cave could be anything from a simple chamber to the entrance to an elaborate dungeon. Caves used as monster lairs typically have 1d3 rooms that are 1d4 × 10 feet across.

SCREE

EFFECTS

SKILLS increase Stealth DCs by +2, increase Acrobatics DCs by +2 (gradual slope) or +5 (steep slope), no tumbling

DENSE RUBBLE

EFFECTS

MOVEMENT 2 squares

SKILLS increase Acrobatics DCs by +5, increase Stealth DCs by +2

LIGHT RUBBLE

EFFECTS

SKILLS increase Acrobatics DCs by +2

ICE SHEET

EFFECTS

MOVEMENT 2 squares

SKILLS increase Acrobatics DCs by +5; Acrobatics DC 10 to charge

OTHER MOUNTAIN FEATURES

Mountains may have light undergrowth (see Forest Terrain), scree (areas of loose rock), rubble (areas of larger rocks), and ice sheets. Avalanches can move creatures, deal falling damage (8d6, Reflex half), and bury things in their path (a buried creature takes 1d6 points of damage per minute).

STEALTH AND DETECTION

Usually, the maximum distance at which you can spot someone in the mountains with a Perception check is 4d10 × 10 feet. Peaks and ridgelines give better vantage points with longer sight distances. Valleys and canyons may have much shorter visibility.

A ridge or peak provides enough cover to hide from anyone below the high point.

The DC of Perception checks that rely on sound increases by +1 per 20 feet instead of +1 per 10 feet.

DESERT TERRAIN

Deserts are dry areas that get little rain, whether sandy deserts in hot lands, frozen tundra in cold lands, or cursed wastelands ruined by magic. Life is harsh in the desert. The creatures that live there are tough survivors, and typically much more dangerous than native creatures of other terrains.

GO TO PAGE 87 FOR A LIST OF DESERT MONSTERS.

SAND DUNES

Dunes are hills that move up to 5d10 feet per hour with the wind. They have a gentle slope in the direction of the wind and a steep slope in the other direction (see Mountain Terrain).

OASES

In hot deserts, natural springs or wells provide water for animals and people—and are popular hunting grounds for monsters and other predators. A typical oasis is surrounded by light undergrowth and sparse forest for 10–30 feet.

In cold deserts, hot springs fill the ecological role of the oasis, providing water and a reprieve from the cold. A hot spring may be drinkable water, or just mud (treat as a shallow or deep bog, drinkable if you set some aside to let the mud settle out).

OTHER DESERT TERRAINS

The occasional tree or cactus isn't out of place in the cold wastes, and some regions have areas of hardy shrubs that count as light undergrowth (see Forest Terrain). Rocky deserts have wind-carved towers and mesas consisting of flat ground surrounded on all sides by cliffs and steep slopes (see Mountain Terrain). Sandy deserts sometimes have quicksand (see Swamp Terrain).

Deserts are often crisscrossed with dry streambeds that flood when it rains. Dry streambeds and lakebeds have light rubble (see Mountain Terrain). Cold deserts may have ice sheets (see Mountain Terrain), which thaw in spring and become shallow bogs (see Swamp Terrain). Sandstorms reduce visibility and deal 1d3 damage per hour to exposed creatures.

STEALTH AND DETECTION

In general, the maximum distance at which you can spot someone in the desert with a Perception check is 6d6 × 20 feet. Sand dunes reduce this distance by half. In warm deserts, elevation changes and heat distortion sometimes make sight-based Perception impossible.

OTHER TERRAINS

Other wilderness terrains include the following.

AQUATIC: This category includes ocean and river travel. Rivers move everything in them 10–40 feet per round, or 60–90 feet for rapids. Fast rivers are always at least rough water (Swim DC 15), and whitewater rapids are stormy water (Swim DC 20). Visibility is 4d8 × 10 feet through clear water, or 1d8 × 10 feet in murky water. An invisible creature displaces water and leaves a visible, body-shaped "bubble" where the water was displaced. The creature still has concealment (20% miss chance), but not total concealment (50% miss chance).

HILLS: Hills are often a transition between plains and mountains. Hills include slopes, undergrowth, trees, and streams. Visibility in hills is the same as in mountains, or half that if trees are present.

PLAINS: This is flat terrain such as farms, grasslands, and battlefields. Plains include undergrowth, light rubble, low earthen walls, fences (wood or stone), and occasional trees.

UNDERWATER: Brave adventurers may explore underwater (which obviously requires magic such as the *water breathing* wizard spell). Water visibility is an issue (see Aquatic terrain). If PCs move along the bottom rather than swimming, they can encounter forest terrain (beds of seaweed), swamp terrain (areas of thick mud), mountain terrain (though falling is not a significant risk), cities (whether of fish-men or domed cities full of air), and dungeons.

UNDERWATER
EFFECTS
MELEE WEAPONS –2 attack penalty, half damage
RANGED WEAPONS –2 attack penalty for every 5 feet
SPELLS Spellcraft DC 15 to successfully cast
THROWN WEAPONS can't be used

CITY ADVENTURES

Adventures that take place in cities have two important differences from ones set in other dungeons: PCs have greater access to resources, and they must contend with law enforcement. This radically changes how PCs can deal with encounters, and the consequences of solving problems with combat.

GO TO PAGE 87 FOR A LIST OF CITY MONSTERS.

ACCESS TO RESOURCES

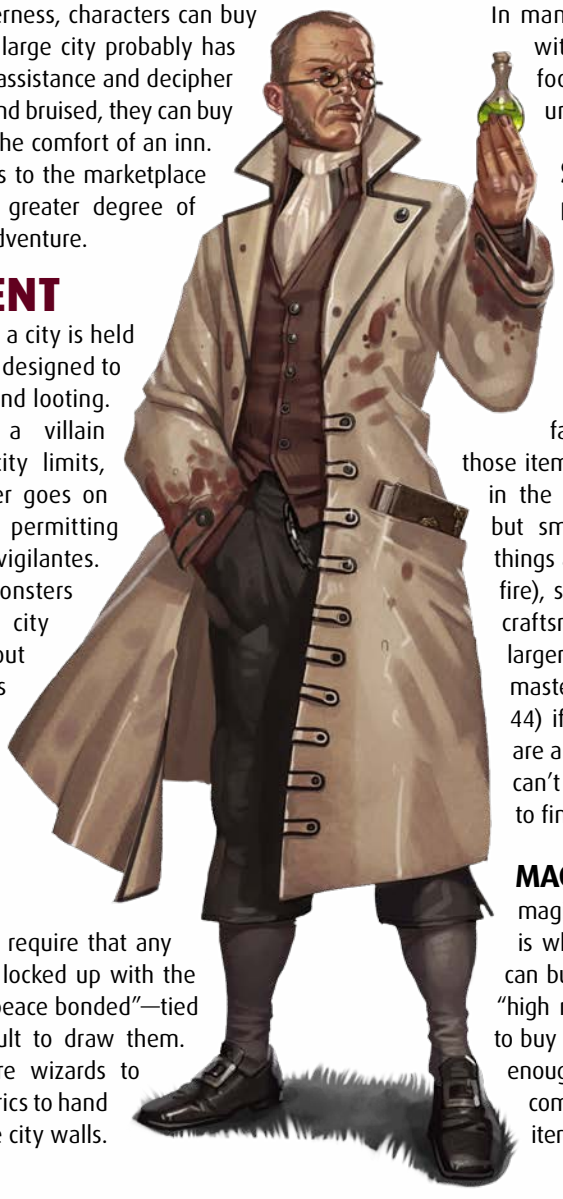
Unlike in dungeons and the wilderness, characters can buy and sell gear quickly in a city. A large city probably has high-level NPCs who can provide assistance and decipher clues. When the PCs are battered and bruised, they can buy healing at a temple or retreat to the comfort of an inn. The freedom to retreat and access to the marketplace means that the players have a greater degree of control over the pacing of a city adventure.

LAW ENFORCEMENT

A dungeon is a lawless place, but a city is held together by a code of laws, many designed to prevent adventurer-style killing and looting. When adventurers encounter a villain performing some evil in the city limits, the law prefers that the evildoer goes on trial for his crimes, rather than permitting adventurers to kill him like vigilantes. Most cities' laws recognize monsters as a threat to the stability the city relies on, and prohibitions about murder rarely apply to dangerous monsters.

WEAPON AND SPELL RESTRICTIONS

To keep citizens safe, some cities require that any weapon larger than a dagger be locked up with the city guard, or that weapons are "peace bonded"—tied with leather cords so it is difficult to draw them. A magic-fearing city may require wizards to relinquish their spellbooks and clerics to hand over their holy symbols within the city walls.



URBAN FEATURES

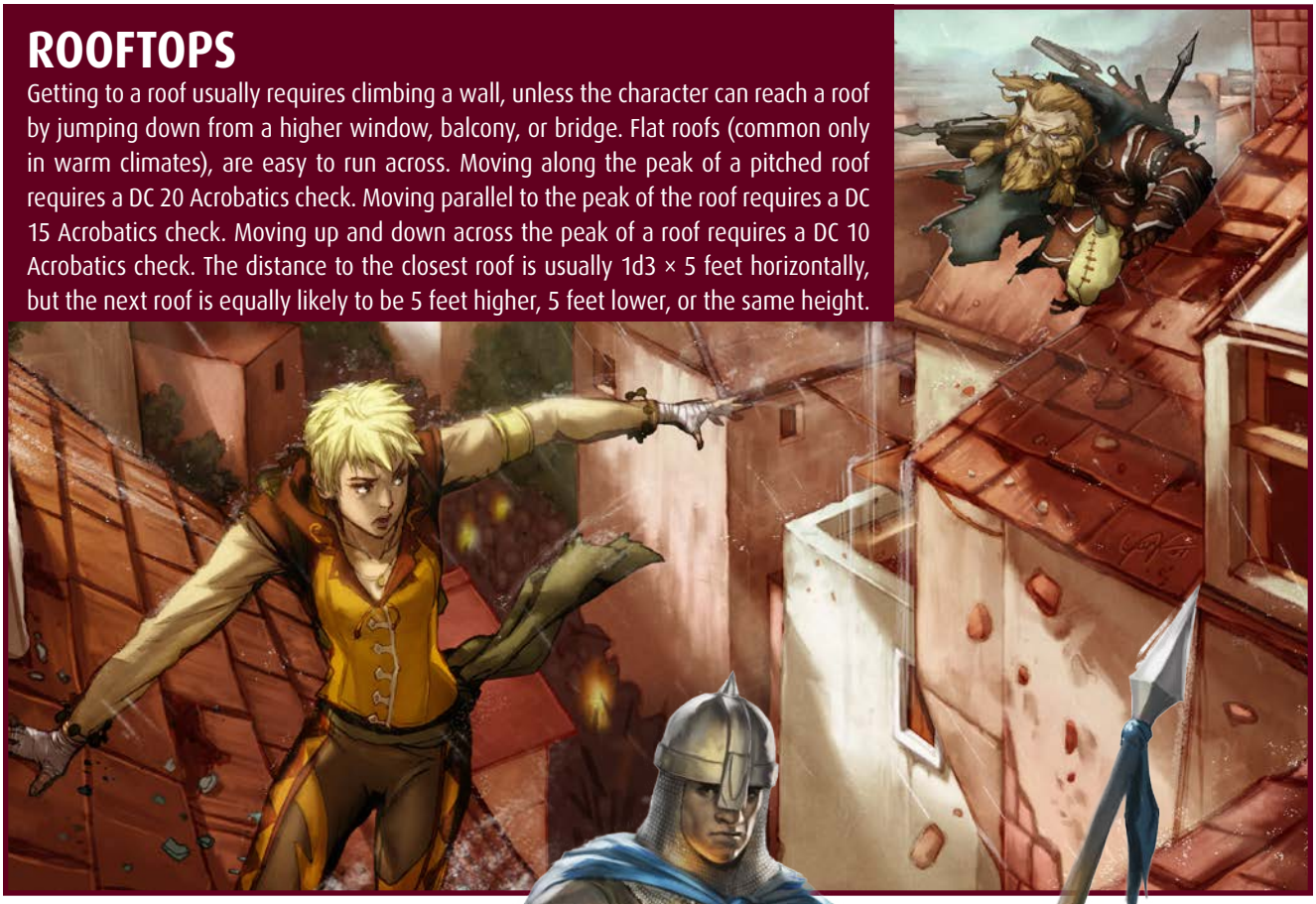
In many ways a city is much like a dungeon, with walls, doors, poor lighting, and uneven footing. Some special considerations for an urban setting are covered below.

SHOPS: Any city or town should have a place where PCs can sell their loot, even if it's the local temple, inn, or blacksmith. It is reasonable to say that villages and small towns may not have the resources to buy expensive items from PCs—just because the heroes return with five suits of full plate doesn't mean the nearest farming village has enough gold to pay for those items. PCs should be able to buy most items in the *Hero's Handbook* in larger settlements, but small settlements may not have all the things adventurers want to buy (like alchemist's fire), simply because the local blacksmiths and craftsmen have no reason to make them. In larger cities, PCs should be able to purchase masterwork weapons (*Hero's Handbook*, page 44) if they have enough gold—such weapons are a good stepping stone for adventurers who can't yet afford or haven't been lucky enough to find magic items (see page 48).

MAGIC SHOPS: You decide how common magic is in your world, and part of that decision is whether or not there are places where PCs can buy magic items in town. If your world is a "high magic" world, PCs can reasonably expect to buy any magic item in this book if they collect enough gold. If you prefer magic to be less common, you may decide that only certain items are available for sale, like healing

ROOFTOPS

Getting to a roof usually requires climbing a wall, unless the character can reach a roof by jumping down from a higher window, balcony, or bridge. Flat roofs (common only in warm climates), are easy to run across. Moving along the peak of a pitched roof requires a DC 20 Acrobatics check. Moving parallel to the peak of the roof requires a DC 15 Acrobatics check. Moving up and down across the peak of a roof requires a DC 10 Acrobatics check. The distance to the closest roof is usually 1d3 × 5 feet horizontally, but the next roof is equally likely to be 5 feet higher, 5 feet lower, or the same height.



potions from the temple or wizard scrolls from a wizard guild. You may decide that your world has no places where magic can be bought—but if you do this, the only place PCs can get magic items is from the treasure they find, so make sure they get appropriate treasure rewards from their adventures, otherwise they'll end up with a lot of gold and nothing to spend it on.

WALLS: Many cities are surrounded by walls. A typical small city wall is a fortified stone wall 5 feet thick and 20 feet high. Such a wall is fairly smooth (DC 30 Climb check). The walls are crenellated on one side to provide a low wall for the guards atop it, and there is just barely room for guards to walk along the top of the wall. A typical small city wall has AC 3, hardness 8, and 450 hit points per 10-foot section.

WATCHTOWERS: Some city walls are adorned with watchtowers set at irregular intervals. The towers provide a superior view of the surrounding countryside as well as points of defense against potential invaders. Watchtowers are often 10 feet higher than the city wall and have 25-foot diameters. Arrow slits line the outer sides of the upper stories of a tower, and the top is crenellated. A simple ladder typically connects the tower's stories and its roof (larger towers have stairs). The tower has strong wooden doors (see page 39) with good locks (DC 30, *Hero's Handbook*, page 36). The captain of the guard normally keeps the keys to the towers, and second copies are in the city's inner fortress or barracks, where soldiers can reach them.

GATES: A typical city gate is a gatehouse with two portcullises and murder holes above the space between them. In smaller settlements such as towns, the primary entrance is through iron-bound double doors set into the city wall. Gates are usually open during the day and locked or barred at night. Usually, only one

HIRING SPELLCASTERS

Sometimes PCs return to town bloody, poisoned, cursed, or suffering from some magical attack that they can't cure, and hiring an NPC spellcaster (such as a priest from a temple, a wizard mentor of one of the PCs, and so on) to fix them lets them get back to adventuring quickly. By no means does this mean these NPCs are willing to go adventuring with the PCs—these are services offered in the safety of a city or town, and casters willing to risk life and limb are likely far more expensive. The typical cost for this spellcasting is the spell's level × the caster's caster level × 10 gp. Cantrips and orisons cost half as much as casting a 1st-level spell.

gate lets in travelers after sunset and is staffed by guards who will open it for someone who seems honest, presents proper papers, or offers a large enough bribe (depending on the city and the guards).

GUARDS AND SOLDIERS: A city typically has a small number of full-time soldiers, with a larger militia called to duty in emergencies. The soldiers are city guards responsible for maintaining order within the city and defending it from outside assault. Most city guards are 1st-level fighters (see page 65). Officers are usually higher-level fighters, clerics, or rogues.

CITY STREETS: Typical city streets are narrow and twisting. Most streets are 15–20 feet wide, and alleys are usually 5–10 feet wide. Cobblestones in good condition allow normal movement, but roads in poor repair or heavily rutted dirt streets are considered light rubble (see page 35).

CROWDS: Urban streets are often full of people going about their daily lives. Rather than marking individuals on the map, just indicate which squares have crowds. If a crowd sees something obviously dangerous, it moves away at 30 feet per round at initiative count 0. It takes 2 squares of movement to enter a square with crowds. Crowds provide cover (*Hero's Handbook*, page 57) for anyone in them. It takes a DC 15 Diplomacy check as a full-round action to convince a crowd to move in a particular direction.

SEWERS: Sewers are generally 10 feet below the streets and covered by heavy metal grates (a full-round action to open). Sewers work like dungeons, but usually have floors that are slippery or covered with water. Most dungeon monsters can be found in sewers. Some cities were built atop the ruins of older civilizations, so their sewers sometimes lead to treasures and dangers from a bygone age.

CITY BUILDINGS: Most city buildings are made of a combination of stone or clay brick (on the lower one or two stories) and timbers (for the upper stories, interior walls, and floors). Roofs are a mixture of boards, thatch, and slates, sealed with pitch. Exterior doors on most buildings are strong wooden doors that are usually kept locked, except on public buildings such as shops and taverns.

CITY LIGHTS: If a city has main thoroughfares, they are lined with lanterns hanging at a height of 7 feet, spaced 60 feet apart. Alleys can be dark places even in daylight (not enough to give concealment, but enough for a +2 bonus on Stealth checks).

ENVIRONMENTAL HAZARDS

These hazards are common to more than one environment.

ACID: Contact with acid deals 1d6 points of damage per round. Total immersion deals 10d6 points of damage per round.

COLD: Being outside in the cold deals damage. In cold weather (below 40° F), an unprotected character must make a Fortitude save each hour (DC 15, +1 per previous check) or take 1d6 points of damage. In severe cold (below 0° F), a character must make this Fortitude save once every 10 minutes instead of each hour. Extreme cold (below –20° F) deals 1d6 points of damage per minute, with no saving throw. Any character who takes cold damage from the weather is fatigued (see page 94). The fatigue penalty ends when the character heals the damage taken from the cold weather.

DARKNESS: Any creature that can't see in the dark is considered blinded (see page 94).

FALLING: Creatures that fall take 1d6 points of damage per 10 feet fallen, to a maximum of 20d6, and land in a prone position. A character who deliberately jumps downward can make a DC 15 Acrobatics check to roll with the fall and reduce the falling damage by 1d6. Falling onto mud, foliage, or other things that help break a fall may reduce the damage by 1d6 or more. Falling into water that is at least 10 feet deep reduces the damage by 2d6. A creature deliberately diving into water can make a Swim check (DC 15, +5 for every 50 feet of the dive) to take no damage, as long as the depth of water is at least one-third the distance fallen. A falling wizard can cast *feather fall* even if it isn't her turn (this is an exception to the rule that you can only take actions on your turn).

HEAT: A character in very hot conditions (above 90° F) must make a Fortitude saving throw each hour (DC 15, +1 for each previous check) or take 1d4 points of damage. Characters wearing armor or heavy clothing take a –4 penalty on their saves. In severe heat (above 110° F), a character must make a Fortitude save once every 10 minutes (DC 15, +1 for each previous check) instead of every hour. A character in extreme heat (air temperature over 140° F; near fire, boiling water, or lava) takes 1d4 points of damage per minute, with no saving throw. Any character who takes heat damage from the weather is fatigued (see page 94). The penalty ends when the character heals the damage taken from the hot weather. Boiling water deals 1d6 points of fire damage. Total immersion deals 10d6 points of damage per round.

ICE: Characters walking on ice must spend 2 squares of movement to enter a square covered by ice, and the DC for Acrobatics checks increases by +5.

LAVA: Lava or magma deals 2d6 points of damage per round of exposure. Total immersion deals 20d6 points of damage per round. Lava continues to deal half damage each round for 1d3 rounds after exposure ceases.

SMOKE: A character who breathes heavy smoke must make a Fortitude save each round (DC 15, +1 per previous check) or spend that round choking and coughing. A character who chokes for 2 consecutive rounds takes 1d6 points of damage. Smoke obscures vision, giving concealment (20% miss chance) to creatures within it.

STARVATION AND THIRST: A humanoid needs at least a gallon of fluids and a pound of decent food per day to avoid starvation. A character can go without water for 1 day plus a number of hours equal to his Constitution score. In very hot climates, characters need two or three times as much water. After this time, the character must make a CON check each hour (DC 10, +1 for each previous check) or take 1d6 points of damage. A character can go without food for 3 days. After this time, the character must make a CON check each day (DC 10, +1 for each previous check) or take 1d6 points of damage. Characters who have taken damage from lack of food or water are fatigued (see page 94). Damage from thirst or starvation cannot be recovered until the character gets food or water, as needed—not even magic that restores hit points heals this damage.

SUFFOCATION: A character with no air to breathe can hold her breath for 2 rounds per point of Constitution. If a character takes a standard or full-round action, the remaining duration that the character can hold her breath is reduced by 1 round. After this period of time, the character must make a CON check (DC 10, +1 for each success) in order to continue holding her breath. When the character fails one of these Constitution checks, she begins to suffocate. In the first round, she falls unconscious (0 hit points). In the following round, she drops to –1 hit points and is dying. In the third round, she dies.

Magic Items

Magic items are the staple of myths and legends, and no fantasy RPG would be complete without them! This chapter contains a wide variety of items to enhance any hero, villain, or monster. Magic items are divided into categories: armor, weapons, potions, rings, scrolls, staves, wands, and wondrous items.

BUYING AND SELLING MAGIC ITEMS

The Game Master decides if the PCs can buy magic items in cities, such as potions from a friendly temple or scrolls from an old wizard. It's up to you what magic items can be bought in a particular town or city, or if there aren't any available. Just like they can do with nonmagical equipment, PCs can sell magic items in cities for half the listed price.

MAGIC ITEM SLOTS

Many magic items have to be worn in order for them to work. Magic items use "slots" that tell you where on the body they have to be worn. You can only wear one magic item in a slot. Trying to wear a second item doesn't work and often doesn't make sense. For example, you couldn't wear two pairs of boots at once. The magic item slots are **armor**, **belt**, **chest**, **feet**, **hands**, **head**, **headband**, **neck**, **ring** (one for each hand), **shield**, **shoulders**, and **wrists**. If a magic item's slot is listed as "none," it means you don't have to wear the item to gain its powers, you just have to carry it with you.

IDENTIFYING MAGIC ITEMS

PCs can use the *detect magic* spell or the Spellcraft skill to identify a magic item. For armor, weapons, rings, staves, and wondrous items, the Spellcraft DC is 20. For potions, scrolls, and wands, the DC is 15 + the caster level of the magic item. Casting *detect magic* on a held item identifies it (no Spellcraft check needed).

RANDOM MAGIC ITEMS

If you want to randomly generate a magic item for a treasure, roll on the following table, then roll on the table of the type of magic item indicated. Minor items are generally appropriate for PCs of levels 1–3. Major items are for PCs of levels 4–5. Once you know the item type, roll for the exact item on the page listed.

RANDOM MAGIC ITEM GENERATION

Minor (d%)	Major (d%)	Item Type
01–02	01–09	Magic armor (page 49)
03–04	10–17	Magic shields (page 49)
05–09	18–27	Magic weapons (page 50)
10–44	28–37	Potions (page 51)
45–46	38–47	Rings (page 51)
47–81	48–63	Scrolls (pages 52–53)
—	64–66	Staves (page 54)
82–91	67–82	Wands (pages 54–55)
92–100	83–100	Wondrous items (pages 56–59)

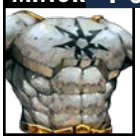
MAGIC ARMOR

Magic armor gives you additional protection, a special ability, or both. Magic armor has a "plus" value, like "*+1 chainmail*." You add this plus value to the regular armor's AC bonus. For example, chainmail normally adds +6 to your Armor Class, so *+1 chainmail* adds +7 to your Armor Class.

+1 armor always costs 1,150 gp more than regular armor. *+2 armor* always costs 4,150 gp more than regular armor.

+1 ARMOR

MINOR 1–62 MAJOR 1–13 — +1,150 GP



+1 armor exists for all types of armor listed in the *Hero's Handbook*. For example, you can find *+1 studded leather*, *+1 chainmail*, *+1 full plate*, and so on.

+1 GLAMERED HALF-PLATE

MINOR 63–65 MAJOR 14–18 — 4,750 GP

You can spend a standard action to disguise this *+1 half-plate* as normal clothing. It still has its full protection and weight even when disguised. Ending the disguise is a standard action.

+1 MITHRAL CHAINMAIL

MINOR 66–71 MAJOR 19–27 — 5,300 GP

This *+1 chainmail* is made of mithral, a silvery metal that is as strong as steel but has half the weight. If you can wear medium armor, you can wear this and still move your normal speed.

+1 POISON-RESISTANT SCALE MAIL

MINOR 72–77 MAJOR 28–36 — 3,450 GP

When wearing this *+1 scale mail*, you get a +3 bonus on saving throws against poison.

+1 SHADOW STUDDED LEATHER

MINOR 78–85 MAJOR 37–48 — 4,925 GP

This *+1 studded leather* blurs whenever you try to sneak or hide, giving you a +5 bonus on your Stealth check.

+2 ARMOR

MINOR 86–100 MAJOR 49–100 — +4,150 GP

+2 armor exists for all types of armor listed in the *Hero's Handbook*. For example, you can find a *+2 chain shirt*, *+2 scale mail*, *+2 half-plate*, and so on.

MAGIC SHIELD

A magic shield gives you additional protection, a special ability, or both. As with magic armor, you add the "plus" to the regular shield's AC bonus. For example, a heavy steel shield normally adds +2 to your Armor Class, so *+1 heavy steel shield* adds +3 to your Armor Class.

A *+1 shield* always costs 1,150 gp more than regular armor. *+2 armor* always costs 4,150 gp more than regular armor.

+1 SHIELD

d% 1–80 — +1,150 GP

This is a *+1 light steel shield* or a *+1 heavy steel shield* (equal chances for either).

+1 ARROW CATCHING SHIELD

d% 81–82 — 4,170 GP

This *+1 heavy steel shield* gives you an extra +1 bonus to your AC against ranged weapons. Ranged weapon attacks against your adjacent allies divert to you (the enemy attacks you instead).

+1 BLINDING SHIELD

d% 83–84 — 4,170 GP

Twice per day, spend a standard action to make this *+1 heavy steel shield* flash with brilliant light. Everyone except you within 20 feet must make a DC 14 Reflex save or be blinded for 1d4 rounds.

+1 FEATHERED SHIELD

d% 85–87 — 4,459 GP

This *+1 light steel shield* automatically activates a *feather fall* spell on you if you fall more than 5 feet.

+1 LIGHT FORTIFICATION SHIELD

d% 88–90 — 4,159 GP

If you are critted or sneak attacked while wearing this *+1 light steel shield*, roll d%. If you roll 76–100, the shield's magic turns the attack into a normal hit without extra critical or sneak attack damage.

+2 SHIELD

d% 91–100 — +4,150 GP

This is a *+2 light steel shield* or a *+2 heavy steel shield* (equal chances for either).

MAGIC WEAPON

A magic weapon gives you a bonus on attack and damage rolls, a special ability, or both. A magic weapon has a "plus" value, like "*+1 longsword*." You add this plus value to the regular weapon's attack roll and damage roll (magic weapons are better, magical versions of masterwork weapons).

A +1 weapon always costs 2,300 gp more than a regular weapon. A +2 weapon always costs 8,300 gp more than a regular weapon.

Many of the magic weapons listed here are a specific type of weapon, such as a *+1 flaming longsword.* This is the most common form of that weapon, but other weapons with that magic exist. Feel free to change the weapon type to suit one of the PCs—if the PC fighter uses a battleaxe, it's okay to award a *+1 flaming battleaxe* as treasure.

+1 WEAPON

MINOR 1–88 MAJOR 1–46 2,300 GP

+1 weapons exist for all types of weapons listed in the *Hero's Handbook*. Magic bows, crossbows, and slings grant their damage bonus to their ammunition.

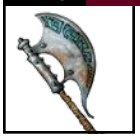
+1 FLAMING LONGSWORD

MINOR — MAJOR 47–49 8,315 GP

This weapon bursts into flame when you draw it. This fire doesn't hurt you and stays lit until you sheathe or drop it. It adds +1d6 fire damage (this damage doesn't multiply on a critical hit).

+1 FROST BATTLEAXE

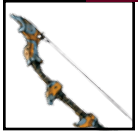
MINOR — MAJOR 50–52 8,310 GP



This weapon radiates intense cold when you draw it. This cold doesn't hurt you and stays active until you sheathe or drop it. It adds +1d6 cold damage (this damage doesn't multiply on a critical hit).

+1 KEEN SHORTBOW

MINOR — MAJOR 53–55 8,330 GP



This *+1 shortbow* has double the normal number of critical threat numbers (it threatens a critical hit on a 19 or 20 instead of a 20). This doesn't change the critical damage multiplier.

+1 ORC-BANE LIGHT HAMMER

MINOR — MAJOR 56–59 8,301 GP

This *+1 light hammer* adds an additional +2 to attack and damage rolls against orcs. It also deals +2d6 damage to orcs (these extra damage dice don't multiply on a critical hit).

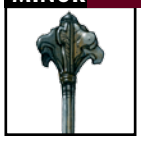
+1 SHOCK WARHAMMER

MINOR — MAJOR 60–62 8,312 GP

This weapon crackles with electricity when you draw it. This electricity doesn't hurt you and stays active until you sheathe or drop it. It adds +1d6 electricity damage (this damage doesn't multiply on a critical).

+1 UNDEAD-BANE LIGHT MACE

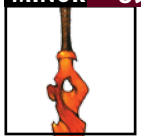
MINOR — MAJOR 63–65 8,305 GP



This *+1 light mace* adds an additional +2 on attack and damage rolls against all undead. It also deals +2d6 damage to undead (these extra damage dice don't multiply on a critical hit).

+2 WEAPON

MINOR 89 MAJOR 66–90 8,300 GP



+2 weapons exists for all types of weapons listed in the *Hero's Handbook*. Magic bows, crossbows, and slings grant their damage bonus to their ammunition.

DRAGON-SLAYING AMMUNITION

MINOR 90 MAJOR 91 2,280 GP

If this hits a dragon, the dragon must make a Fortitude save (DC 20) or take +50 damage (this doesn't multiply on a critical hit). If you miss, the ammunition is destroyed and its power is lost.

JAVELIN OF LIGHTNING

MINOR 91–93 MAJOR 92–100 1,500 GP

When you throw this javelin, it turns into a *lightning bolt* spell spanning from you to the target of the javelin (5d6 electricity damage, Reflex save DC 14 for half damage). This destroys the javelin.

MASTERWORK SILVER DAGGER

MINOR 94–95 MAJOR — 322 GP

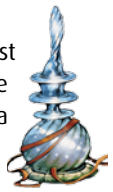
This masterwork dagger has been magically altered so it is as hard as steel. Silver weapons can bypass the damage reduction of monsters that are vulnerable to silver, like werewolves.

SILVER AMMUNITION

MINOR 96–100 MAJOR — 2 GP

This silver arrow, bolt, or sling bullet is magically altered so it is as hard as steel. Silver ammunition can bypass the damage reduction of monsters that are vulnerable to silver, like werewolves.

POTIONS



A potion is a spell put into a drinkable form. It works just like the spell, except it only affects the drinker. Once you drink a potion, its power is used up. Drawing a potion from your bag is a move action. Uncorking and drinking a potion is a standard action. You can't drink a potion if an enemy can make a melee attack against you. You can feed a potion to a helpless or unconscious creature as a standard action. A potion's caster level is 1st for 1st-level spells, 3rd for 2nd-level spells, and 5th for 3rd-level spells.

d% 1–14	*CURE LIGHT WOUNDS*	50 GP
d% 15–20	*FEATHER FALL*	50 GP
d% 21–26	*MAGE ARMOR*	50 GP
d% 27–32	*PROTECTION FROM EVIL*	50 GP
d% 33–38	*REMOVE FEAR*	50 GP
d% 39–44	*SANCTUARY*	50 GP
d% 45–50	*SHIELD OF FAITH*	50 GP
d% 51–53	*AID*	300 GP
d% 54–57	*BULL'S STRENGTH*	300 GP
d% 58–62	*CURE MODERATE WOUNDS*	300 GP
d% 63–65	*DELAY POISON*	300 GP
d% 66–69	*INVISIBILITY*	300 GP
d% 70–72	*LEVITATE*	300 GP
d% 73–76	*RESIST ENERGY (ACID)*	300 GP
d% 77–80	*RESIST ENERGY (COLD)*	300 GP
d% 81–84	*RESIST ENERGY (ELECTRICITY)*	300 GP
d% 85–90	*RESIST ENERGY (FIRE)*	300 GP
d% 91–93	*CURE SERIOUS WOUNDS*	750 GP
d% 94–95	*FLY*	750 GP
d% 96–97	*HASTE*	750 GP
d% 98	*REMOVE CURSE*	750 GP
d% 99	*REMOVE DISEASE*	750 GP
d% 100	*WATER BREATHING*	750 GP

RINGS

You can wear one magic ring on each hand. Wearing more than one magic ring on a hand has no effect. Magic rings worn anywhere other than on a finger (including as toe rings, belly rings, earrings, and so on) have no effect. All of these rings work automatically as soon as their power is needed—you don't have to use an action to activate them. You don't even have to know what its power is or that it's a magic ring at all!

RING OF CLIMBING

d% 1–15 — 2,500 GP

This bronze ring gives you a +5 bonus on all Climb checks. You can only wear one *ring of climbing* at a time (wearing a second one has no effect).

RING OF FEATHER FALLING

d%16–30 — 2,200 GP

This silver ring automatically activates a *feather fall* spell on you if you fall more than 5 feet. The ring only supports the weight of one person in heavy armor (any more means you fall normally).

RING OF JUMPING

d% 31–50 — 2,500 GP

This gold ring gives you a +5 bonus on all Acrobatics checks to make high or long jumps. You can only wear one *ring of jumping* at a time (wearing a second one has no effect).

RING OF PROTECTION +1

d% 51–80 — 2,000 GP

This steel ring gives you a +1 bonus to your Armor Class. You can only wear one *ring of protection* at a time (wearing a second one has no effect).

RING OF SUSTENANCE

d% 81–90 — 2,500 GP

You must wear this dragon-shaped ring for a week before it takes effect. It nourishes you as if you were eating full, healthy meals and drinking plenty of water each day.

RING OF SWIMMING

d% 91–100 — 2,500 GP

This blue steel ring gives you a +5 bonus on all Swim checks. You can only wear one *ring of swimming* at a time (wearing a second one has no effect).

SCROLLS

Scrolls are spells in written form. If you are a cleric or wizard, you can read the magic words on a scroll and cast the spell from it as if you had prepared it as one of your daily spells.

The Major Scrolls table has scrolls marked with an asterisk (*). These are special scrolls of spells not in the *Hero's Handbook*. See the Special Scrolls section to the right of the table for more information on these items.

To use a scroll, you have to do the following things in order:

1) DECIPHER THE SCROLL

A scroll is a sort of magical code. You can decipher it automatically by casting *read magic*. If for some reason you can't cast *read magic* or you just like doing things the hard way, you can instead try a Spellcraft check (DC 20). If you fail the Spellcraft check, you can't try using Spellcraft to decipher it again for a week.

2) BE THE RIGHT CLASS

Only clerics can cast cleric spells from scrolls. Only wizards can cast wizard spells from scrolls. If a spell is both a cleric spell and a wizard spell (like *cause fear*), both clerics and wizards can cast it from the scroll. Remember that evoker wizards and illusionist wizards can never cast certain spells, even from scrolls.

3) READ THE SCROLL

Casting the spell from the scroll is a standard action, just like a cleric or wizard casting a prepared spell. You have to be able to see the scroll to cast from it. Just like casting a prepared spell, you can't cast from a scroll if an enemy is adjacent to you. Casting a spell from a scroll destroys the scroll.

SCROLL CASTER LEVEL

A scroll always uses its own caster level, even if your cleric or wizard level is different than that. A scroll's caster level is 1st for 1st-level spells, 3rd for 2nd-level spells, or 5th for 3rd-level spells.

SCROLL SAVING THROW DC

The saving throw DC for a scroll is 11 for a 1st-level spell, 12 for a 2nd-level spell, or 14 for a 3rd-level spell. In other words, your INT Mod and WIS Mod don't affect the saving throw DC of a scroll.

COPYING WIZARD SCROLLS

If you're a wizard, you can spend 1 hour copying a wizard scroll into your spellbook. Copying a scroll requires rare inks that cost 10 gp for a 1st-level spell, 40 gp for a 2nd-level spell, and 90 gp for a 3rd-level spell. Copying the spell destroys the scroll. Once the spell is copied, it is part of your spellbook, and from then on, every time you prepare spells you can prepare that spell from the spellbook. You can't copy a cleric scroll into your spellbook.

PRICE OF A SCROLL

The price of a scroll is 25 gp for a 1st-level spell, 150 gp for a 2nd-level spell, and 375 gp for a 3rd-level spell.

MINOR SCROLLS

d% 1–5	*BLESS*	25 GP
d% 6–13	*BURNING HANDS*	25 GP
d% 14–19	*CAUSE FEAR*	25 GP
d% 20–26	*CURE LIGHT WOUNDS*	25 GP
d% 27–31	*DETECT SECRET DOORS*	25 GP
d% 32–34	*DISGUISE SELF*	25 GP
d% 35–38	*DOOM*	25 GP
d% 39–46	*MAGE ARMOR*	25 GP
d% 47–54	*MAGIC MISSILE*	25 GP
d% 55–60	*PROTECTION FROM EVIL*	25 GP
d% 61–64	*REMOVE FEAR*	25 GP
d% 65–69	*SHIELD OF FAITH*	25 GP
d% 70–75	*SLEEP*	25 GP
d% 76–77	*ACID ARROW*	150 GP
d% 78–79	*BULL'S STRENGTH*	150 GP
d% 80–81	*CURE MODERATE WOUNDS*	150 GP
d% 82	*DARKNESS*	150 GP
d% 83–84	*DELAY POISON*	150 GP
d% 85–86	*HIDEOUS LAUGHTER*	150 GP
d% 87–88	*HOLD PERSON*	150 GP
d% 89–90	*INVISIBILITY*	150 GP
d% 91–92	*KNOCK*	150 GP
d% 93	*LEVITATE*	150 GP
d% 94–95	*RESIST ENERGY*	150 GP
d% 96–97	*SCORCHING RAY*	150 GP
d% 98	*SOUND BURST*	150 GP
d% 99	*SPIRITUAL WEAPON*	150 GP
d% 100	*WEB*	150 GP

MAJOR SCROLLS

d% 1–10	TWO RANDOM MINOR SCROLLS	—
d% 11–20	THREE RANDOM MINOR SCROLLS	—
d% 21–25	FOUR RANDOM MINOR SCROLLS	—
d% 26–27	*CLAIRVOYANCE*	375 GP
d% 28–33	*CURE SERIOUS WOUNDS*	375 GP
d% 34–36	*DAYLIGHT*	375 GP
d% 37–41	*DISPEL MAGIC*	375 GP
d% 42–44	*DISPLACEMENT*	375 GP
d% 45–50	*FIREBALL*	375 GP
d% 51–55	*FLY*	375 GP
d% 56–59	*HASTE*	375 GP
d% 60–62	*INVISIBILITY PURGE*	375 GP
d% 63–67	*LIGHTNING BOLT*	375 GP
d% 68–69	*PRAYER*	375 GP
d% 70–72	*REMOVE CURSE*	375 GP
d% 73–75	*REMOVE DISEASE*	375 GP
d% 76–78	*SEARING LIGHT*	375 GP
d% 79–80	*SPEAK WITH DEAD*	375 GP
d% 81–83	*STINKING CLOUD*	375 GP
d% 84–86	*SUGGESTION*	375 GP
d% 87–91	*VAMPIRIC TOUCH*	375 GP
d% 92–94	*WATER BREATHING*	375 GP
d% 95	*CURE CRITICAL WOUNDS**	700 GP
d% 96	*NEUTRALIZE POISON**	700 GP
d% 97	*NEW LIFE**	6,125 GP
d% 98	*STONESKIN**	950 GP
d% 99	*TELEPORT**	1,125 GP
d% 100	*WALL OF ICE**	700 GP

SPECIAL SCROLLS

The following are some higher-level spells from the full version of the Pathfinder Roleplaying Game. These treasures can give higher-level PCs some fun options in their adventures or help them to overcome or recover from dangerous high-level challenges. They work just like the other scrolls presented here, but contain powerful spells normally unavailable to PCs of levels 1–5 (and cannot be copied into a wizard's spellbook).

CURE CRITICAL WOUNDS — 700 GP

This spell acts like *cure light wounds*, except it heals 4d8+7 hit points for a living creature or deals an undead 4d8+7 points of damage (Will save DC 16 for half damage). This cleric scroll is caster level 7.

NEUTRALIZE POISON — 700 GP

You attempt to destroy all poison in a creature you touch. Roll 1d20+7 against the DC of each poison affecting the target. Success means the poison effect and penalties immediately end. This cleric scroll is caster level 7.

NEW LIFE — 6,125 GP

Casting this spell takes 1 minute. You touch a creature that died no more than 9 days ago and bring it back to life. The creature awakens with only 1 hit point per level or Hit Die. This cleric scroll is caster level 9.

STONESKIN — 950 GP

Whenever the target takes damage from a nonmagical melee or ranged weapon, reduce the damage by 10 (to a minimum of 0). The spell ends after 70 minutes or once it has blocked 70 points of damage. This wizard scroll is caster level 7.

TELEPORT — 1,125 GP

You and up to three creatures (who must be willing, unconscious, or dead) can teleport anywhere in the world. You must have a clear idea of where you want to go, such as "the Sandpoint Cathedral." This wizard scroll is caster level 9.

WALL OF ICE — 700 GP

This scroll creates a 7-inch-thick flat wall of ice that measures up to 700 square feet (10 feet by 70 feet) and is up to 100 feet away. Each 10-foot-square section of the wall has 21 hit points. This wizard scroll is caster level 7.

STAVES

A magic staff is a long piece of wood, bone, or metal that stores several spells. A cleric or wizard can use a spell from a staff just like casting a prepared spell, except you can use it even when you're adjacent to an enemy (see Concentration on page 61 of the *Hero's Handbook*). Only clerics can use cleric spells from a staff, and only wizards can use wizard spells from a staff.

USING A STAFF

A staff starts with 10 charges. Casting a spell from a staff uses a certain number of charges, as listed in the table below. A staff always works at caster level 5. Saving throw DCs for a staff use your INT Mod (if a wizard) or WIS Mod (if a cleric). You have to hold a staff with at least one hand to use it.

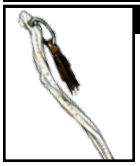
PRICE OF A STAFF

If you sell a staff, its price is the same no matter how many charges it has left.

RECHARGING A STAFF

If you are a 5th-level cleric or wizard and can use a staff, you can recharge it. When you prepare your spells, you may cross off one 3rd-level spell (as if you had cast it that day) in order to restore 1 charge to a staff. A staff can't be recharged more than once a day and it can't be charged above 10 charges.

STAFF OF CURING



d% 1–60 | 9,000 GP

This staff is made of white wood and wrapped in silver wire. It allows you to use *cure light wounds* (1 charge), *cure moderate wounds* (2 charges), and *cure serious wounds* (3 charges).

STAFF OF GUARDING

d% 61–80 | 11,000 GP

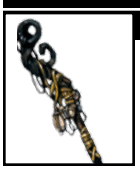
This staff is covered in dozens of miniature metal shields. It allows you to use *protection from evil* (1 charge), *remove fear* (1 charge), *shield of faith* (1 charge), and *invisibility purge* (3 charges).

STAFF OF SCORCHING

d% 81–90 | 9,000 GP

This tall redwood staff is topped with a large orange gem. It allows you to use *burning hands* (1 charge), *scorching ray* (2 charges), and *fireball* (3 charges).

STAFF OF SWAMPY DREAD



d% 91–100 | 12,000 GP

This twisted staff is stained with green resin. It allows you to use *cause fear* (1 charge), *vampiric touch* (2 charges), *web* (2 charges), and *stinking cloud* (3 charges).

WANDS

A wand is a thin stick of wood or bone that stores one spell. A cleric or wizard can use a spell from a wand just like casting a prepared spell, except you can use it even when you're adjacent to an enemy (see Concentration on page 61 of the *Hero's Handbook*). Only clerics can use cleric spells from a wand, and only wizards can use wizard spells from a wand.

USING A WAND

A wand starts with 10 charges. Casting a spell from a wand uses 1 charge. Once you have used all 10 charges, the wand crumbles into dust and is worthless (unlike a staff, you can't recharge a wand).

A wand always uses its own caster level, even if your cleric or wizard level is different than that. A wand's caster level is 1st for 1st-level spells, 3rd for 2nd-level spells, or 5th for 3rd-level spells. The saving throw DC for a wand is 11 for a 1st-level spell, 12 for a 2nd-level spell, or 14 for a 3rd-level spell (in other words, your INT Mod and WIS Mod don't affect the saving throw DC of a wand). You have to hold a wand with one hand to use it.

PRICE OF A WAND

If you sell a wand, divide its listed price by 10 and multiply by the number of charges left in it to get its actual price.

ALARM	MINOR	1–3	MAJOR —	150 GP
BLESS	MINOR	4–8	MAJOR —	150 GP
BURNING HANDS	MINOR	9–13	MAJOR —	150 GP
CAUSE FEAR	MINOR	14–18	MAJOR —	150 GP
CHARM PERSON	MINOR	19–21	MAJOR —	150 GP
CURE LIGHT WOUNDS	MINOR	22–26	MAJOR —	150 GP
DETECT EVIL	MINOR	27–30	MAJOR —	150 GP
DETECT SECRET DOORS	MINOR	31–34	MAJOR —	150 GP
DISGUISE SELF	MINOR	35–37	MAJOR —	150 GP
DIVINE FAVOR	MINOR	38–41	MAJOR —	150 GP

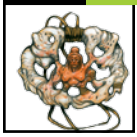
DOOM	MINOR 42–46	MAJOR —		150 GP
FEATHER FALL	MINOR 47–50	MAJOR —		150 GP
MAGE ARMOR	MINOR 51–55	MAJOR —		150 GP
MAGIC MISSILE	MINOR 56–60	MAJOR —		150 GP
PROTECTION FROM EVIL	MINOR 61–65	MAJOR —		150 GP
REMOVE FEAR	MINOR 66–68	MAJOR —		150 GP
SANCTUARY	MINOR 69–71	MAJOR —		150 GP
SHIELD OF FAITH	MINOR 72–76	MAJOR —		150 GP
SLEEP	MINOR 77–81	MAJOR —		150 GP
ACID ARROW	MINOR 82	MAJOR 1–6		900 GP
AID	MINOR 83	MAJOR 7–9		900 GP
AUGURY	MINOR 84	MAJOR 10–11		900 GP
BULL'S STRENGTH	MINOR 85	MAJOR 12–14		900 GP
CURE MODERATE WOUNDS	MINOR 86	MAJOR 15–20		900 GP
DARKNESS	MINOR 87	MAJOR 21–23		900 GP
DELAY POISON	MINOR 88	MAJOR 24–27		900 GP
FALSE LIFE	MINOR 89	MAJOR 28–31		900 GP
HIDEOUS LAUGHTER	MINOR 90	MAJOR 32–35		900 GP
HOLD PERSON	MINOR 91	MAJOR 36–40		900 GP
INVISIBILITY	MINOR 92	MAJOR 41–45		900 GP
KNOCK	MINOR 93	MAJOR 46–50		900 GP
LEVITATE	MINOR 94	MAJOR 51–54		900 GP
RESIST ENERGY	MINOR 95	MAJOR 55–60		900 GP
SCORCHING RAY	MINOR 96	MAJOR 61–64		900 GP
SEE INVISIBILITY	MINOR 97	MAJOR 65–68		900 GP
SOUND BURST	MINOR 98	MAJOR 69–73		900 GP
SPIRITUAL WEAPON	MINOR 99	MAJOR 74–77		900 GP
WEB	MINOR 100	MAJOR 78–81		900 GP
CURE SERIOUS WOUNDS	MINOR —	MAJOR 82–83		2,250 GP
DISPEL MAGIC	MINOR —	MAJOR 84–85		2,250 GP
FIREBALL	MINOR —	MAJOR 86–87		2,250 GP
FLY	MINOR —	MAJOR 88–89		2,250 GP
HASTE	MINOR —	MAJOR 90–91		2,250 GP
LIGHTNING BOLT	MINOR —	MAJOR 92–93		2,250 GP
REMOVE DISEASE	MINOR —	MAJOR 94–95		2,250 GP
SEARING LIGHT	MINOR —	MAJOR 96–97		2,250 GP
VAMPIRIC TOUCH	MINOR —	MAJOR 98–99		2,250 GP
WATER BREATHING	MINOR —	MAJOR 100		2,250 GP

WONDROUS ITEMS

This is a catch-all category for items that aren't armor, weapons, potions, scrolls, staves, or wands. In general, any character class can use a wondrous item (though a few require a character with a specific class). Items can look different than how they're illustrated here—an evil dwarf wizard's *bracers of armor* probably look different than those from a good elf wizard.

AMULET OF NATURAL ARMOR +1

MINOR	—	MAJOR	1–3	NECK	2,000 GP



This bone amulet toughens your flesh, giving you a +1 bonus to your Armor Class.

BAG OF HOLDING

MINOR	—	MAJOR	4–6	NONE	2,500 GP

This sack is larger on the inside than the outside. It holds up to 250 pounds and always weighs 15 pounds (even when empty). It doesn't create air, so any creature inside it eventually suffocates.

BAG OF TRICKS

MINOR	—	MAJOR	7	NONE	4,250 GP

As a standard action, you can create a boar or wolf with the bag. It serves you loyally for 10 minutes or until slain. The animal understands basic commands. You can use the bag once per day.

BANDAGES OF RAPID RECOVERY

MINOR	1–10	MAJOR	—	NONE	250 GP

These bandages let you recover from wounds as if someone were using long-term care on you (*Hero's Handbook*, page 37). They are destroyed when removed or when you reach full hit points.

BELT OF GIANT STRENGTH

MINOR	—	MAJOR	8	BELT	4,000 GP

This thick leather belt is decorated with a large metal buckle. When worn, it gives you a +1 bonus on melee attack rolls, melee and thrown damage rolls, STR checks, and STR-based skill checks.

BELT OF INCREDIBLE DEXTERITY

MINOR	—	MAJOR	9	BELT	4,000 GP

This leather belt is decorated with a checkered pattern. When worn, it gives you a +1 on ranged attack rolls, Reflex saving throws, and DEX-based skill checks, and to Armor Class.

BELT OF MIGHTY CONSTITUTION

MINOR	—	MAJOR	10	BELT	4,000 GP

This leather belt is decorated with a star-shaped pattern. When worn, it gives you a +1 bonus on Fortitude saving throws and increases your current and maximum hit points by +1 per class level.

BIRD FEATHER TOKEN

MINOR	11–17	MAJOR	—	NONE	300 GP

This magical feather turns into a messenger bird when you say a command word. The bird carries a written message to the person you name, and disappears after it delivers the message.

BOOTS OF ELVENKIND

MINOR	—	MAJOR	11–13	FEET	2,500 GP

Wearing these soft leather boots makes you nimble and gives you a +5 bonus on all Acrobatics checks.

BOOTS OF STRIDING AND SPRINGING

MINOR	—	MAJOR	14	FEET	5,500 GP

These stylish boots increase your speed by 10 feet. They also give you a +5 bonus on Acrobatics checks.

BOTTLE OF AIR

MINOR	—	MAJOR	15	NONE	7,250 GP

This corked glass bottle continually produces fresh air. You can take a breath from the bottle as a standard action. Multiple creatures can share the bottle by passing it to each other.

BRACERS OF ARMOR +1

MINOR	18–20	MAJOR	16–19	WRISTS	1,000 GP

These arm guards can be found in a wide variety of styles. They surround you with an invisible force field that gives you a +1 bonus to your Armor Class. The bracers do not work if you are wearing armor.

BRACERS OF ARMOR +2

MINOR	—	MAJOR	20–21	WRISTS	4,000 GP

These arm guards can be found in a wide variety of styles. They surround you with an invisible force field that gives you a +2 bonus to your Armor Class. The bracers do not work if you are wearing armor.

BROOCH OF SHIELDING

MINOR 21–27 | MAJOR — | NECK | 300 GP

This piece of jewelry is normally used to fasten a cloak or cape. It absorbs any *magic missile* cast at you, absorbing it harmlessly. It melts once it has absorbed 20 points of *magic missile* damage.

CAMPFIRE BEAD

MINOR 28–30 | MAJOR | NONE | 720 GP

Once per day, this glass bead transforms itself into a 2-foot campfire whenever you speak its command word. The fire burns for 8 hours or until extinguished, then turns back into a bead.

CHIME OF OPENING

MINOR — | MAJOR 22–24 | NONE | 3,000 GP

This bronze bell is attached to a wooden handle. Ringing it creates a loud chime that acts as a *knock* spell. To open a lock, roll 1d20+21 against the DC of the lock. The chime has 10 charges.

CLEAR SPINDLE IOUN STONE

MINOR — | MAJOR 25 | NONE | 4,000 GP

This tiny gem circles your head like an orbiting moon, but never blocks your vision or interferes with your actions. It sustains you without food or water, so you do not have to eat or drink.

CLOAK OF THE DARK TAPESTRY

MINOR — | MAJOR 26–28 | SHOULDERS | 2,500 GP

This glimmering cloak lets you sleep in medium armor and not be fatigued. If you worship Desna, for 5 hours per day you can increase your speed by 10 feet.

CLOAK OF ELVENKIND

MINOR — | MAJOR 29–31 | SHOULDERS | 2,500 GP

When you wear this plain green cloak and pull the hood up over your head, you get a +5 bonus on Stealth checks.

CLOAK OF RESISTANCE +1

MINOR 31–32 | MAJOR 32–37 | SHOULDERS | 1,000 GP

This cloak can be found in almost any color or style. When worn, it gives you a +1 bonus on all saving throws.

CLOAK OF RESISTANCE +2

MINOR — | MAJOR 38 | SHOULDERS | 4,000 GP

This cloak can be in almost any color or style. When worn, it gives you a +2 bonus on all saving throws.

DAWNFLOWER SASH

MINOR — | MAJOR 39–41 | BELT | 2,500 GP

This long strip of red fabric can be tied or fastened with a clasp. Once per day it lets you use *feather fall*. If you worship Sarenrae, once per day it lets you use *cure light wounds* (1d8+5 damage healed).

DUST OF ILLUSION

MINOR 33 | MAJOR 42–44 | NONE | 1,200 GP

If you sprinkle this on yourself or another creature, the target is disguised as if using the *disguise self* spell. An unwilling creature can resist with a DC 11 Reflex save. The disguise lasts for 2 hours.

DUSTY ROSE PRISM IOUN STONE

MINOR — | MAJOR 45 | NONE | 5,000 GP

This rose quartz circles your head like an orbiting moon, but never blocks your vision or interferes with your actions. It adds +1 to your Armor Class. Using more than one of these stones has no effect.

ELEMENTAL GEM

MINOR 34 | MAJOR 46–48 | NONE | 1,000 GP

When you crush, smash, or break this coin-sized gem, it summons an elemental (page 62, 66, 69, or 81) to serve you for 10 rounds. The gem's color indicates air, earth, fire, or water.

ELIXIR OF FIRE BREATH

MINOR 35–36 | MAJOR 49–53 | NONE | 1,100 GP

Once consumed as a standard action, you can breathe fire on one creature within 25 feet (4d6 fire damage, Reflex half DC 13). The elixir lasts 1 hour or until you breathe fire three times.

ELIXIR OF HIDING

MINOR 37–51 | MAJOR 54 | NONE | 250 GP

When you drink this elixir, you gain a +10 bonus on Stealth checks for 1 hour.

ELIXIR OF SWIMMING

MINOR 52–66 | MAJOR 55 | NONE | 250 GP

When you drink this elixir, you gain a +10 bonus on Swim checks for 1 hour.

ELIXIR OF VISION

MINOR 67–82 | MAJOR 56–57 | NONE | 250 GP

When you drink this elixir, you gain a +10 bonus on Perception checks for 1 hour.

FLYING OINTMENT

MINOR — | MAJOR 58–60 | NONE | 2,250 GP

As a standard action, you can rub this pungent ointment on your skin. It allows you to fly at a speed of 40 feet (30 feet if wearing medium or heavy armor) for 9 hours.

GLOVES OF ARROW SNARING

MINOR — | MAJOR 61 | HANDS | 4,000 GP

Twice per day, if you have a hand free when you would normally be hit with an arrow, bolt, bullet, or thrown weapon, you can instead grab the object in midair before it hits you, negating the attack.

GLOWING GLOVE

MINOR — | MAJOR 62–64 | HANDS | 2,000 GP

As a standard action, you may press this glove against any surface or object and cause a luminous handprint to appear. The print is the color you wish, sheds light as a candle, and lasts 1 day.

HAND OF GLORY

MINOR — | MAJOR 65 | NECK | 4,000 GP

This mummified hand on a necklace can wear one magic ring. You gain the benefits of that ring as if you were wearing it yourself, and it does not count against your two-ring limit.

HAND OF THE MAGE

MINOR 83–84 | MAJOR 66 | NECK | 900 GP

This necklace is a mummified elf hand on a golden chain. When you wear it, you can use the *mage hand* cantrip as often as you want, up to once per round.

HAT OF DISGUISE

MINOR — | MAJOR 67–69 | HEAD | 1,800 GP

This hat lets you can change your appearance as if using a *disguise self* spell up to once per round. You can change the hat to look like any kind of hat, ribbon, hair comb, and so on.

HEADBAND OF ALLURING CHARISMA

MINOR — | MAJOR 70 | HEADBAND | 4,000 GP

This silver headband is decorated with red and orange gems. When worn, it gives you a +1 bonus on CHA checks and CHA-based skill checks, and to save DCs based on your CHA (such as channel energy).

HEADBAND OF INSPIRED WISDOM

MINOR — | MAJOR 71 | HEADBAND | 4,000 GP

This silver headband is decorated with green gems. When worn, it gives you a +1 bonus on WIS checks, WIS-based skill checks, and Will saves, and to save DCs based on your WIS (such as cleric spells).

HEADBAND OF VAST INTELLIGENCE

MINOR — | MAJOR 72 | HEADBAND | 4,000 GP

This silver headband is decorated with blue and purple gems. When worn, it gives you a +1 bonus on INT checks and INT-based skill checks, and to save DCs based on your INT (such as wizard spells).

HEROIC TABARD

MINOR 85–88 | MAJOR — | CHEST | 700 GP

This tabard is white and has a clasp at the neck. When worn, it gives you a +2 bonus on saving throws against fear attacks.

HORN OF FOG

MINOR — | MAJOR 73–75 | NONE | 2,000 GP

Once per round as a standard action, you can create a 10-foot cloud of fog that provides concealment (*Hero's Handbook*, page 59). It lasts 3 minutes and moves 10 feet away from you per round.

MOSSY DISK IOUN STONE

MINOR — | MAJOR 76 | NONE | 5,000 GP

This gem circles your head like an orbiting moon, but never blocks your vision or interferes with your actions. It gives you a +5 bonus to one Knowledge skill. Using more than one gem has no effect.

NECKLACE OF FIREBALLS

MINOR	—	MAJOR	77–79	NECK	2,250 GP

Three of the golden spheres on this necklace are magic. As a standard action, you can detach one and throw it up to 70 feet. The sphere explodes as a *fireball* (5d6 fire damage, Reflex half DC 14).

PEARL OF POWER (1ST-LEVEL)

MINOR	89	MAJOR	80–84	NONE	1,000 GP

Once per day as a standard action, you can use this pearl to instantly re-prepare a 1st-level spell that you already cast today, allowing you to cast it again later.

PEARL OF POWER (2ND-LEVEL)

MINOR	—	MAJOR	85	NONE	4,000 GP

Once per day as a standard action, you can use this pearl to instantly re-prepare a 2nd-level spell that you already cast today, allowing you to cast it again later.

RESTORATIVE OINTMENT

MINOR	—	MAJOR	86	NONE	4,000 GP

This jar of healing ointment has 5 doses. You can use a dose as *neutralize poison* (+9 caster level check), *remove disease* (+9 caster level check), or *cure light wounds* (1d8+5 hit points).

SALVE OF SLIPPERINESS

MINOR	90	MAJOR	87–88	NONE	1,000 GP

This salve protects you from sticky attacks. You can move unhindered through *web* spells and spiderwebs. The grab monster special ability can't hold you in place. The salve lasts 8 hours.

SHADOW HELM

MINOR	—	MAJOR	89	HEAD	4,200 GP

This iron helm gives you a +1 bonus on Fortitude saves and reduces fire damage you take by 1 point. If you worship Gorum, once per day you can use the helm to cast *divine favor* on yourself.

SIHEDRON MEDALLION

MINOR	—	MAJOR	90	NECK	3,500 GP

This silver disk with a seven-pointed star gives you a +1 bonus on all saving throws. Once per day, you can use it to give yourself the benefit of a *false life* spell (1d10+5 temporary hit points).

SILVERSHEEN

MINOR	91–95	MAJOR	91	NONE	250 GP

If you apply silversheen to a weapon (or 20 pieces of ammunition), it counts as a silver weapon for 1 hour, bypassing the damage reduction of creatures vulnerable to silver, like werewolves.

SLIPPERS OF SPIDER CLIMBING

MINOR	—	MAJOR	92	FEET	4,800 GP

These slippers give you a climb speed of 20 feet, allowing you to climb 20 feet as a move action without having to make a Climb check. You can use them 10 times per day, for 1 minute per use.

SOVEREIGN GLUE

MINOR	—	MAJOR	93–95	NONE	2,400 GP

This adhesive covers 1 square foot, bonding virtually any two substances together in a permanent union. The glue takes 1 round to set, after which only *universal solvent* can separate them.

STONE SALVE

MINOR	—	MAJOR	96–98	NONE	2,000 GP

This gray ointment restores life to a creature that's been turned to stone. Applying the ointment is a standard action, and immediately restores the creature to flesh and life.

SUSTAINING BOWL

MINOR	—	MAJOR	99	NONE	5,400 GP

Once per day you can command this bowl to fill with a thick gruel, which tastes like warm, wet paper, but is highly nourishing. The bowl produces enough gruel each day to feed up to four humans.

TREE FEATHER TOKEN

MINOR	96–100	MAJOR	—	NONE	300 GP

This magical feather turns into a mighty oak tree (5-foot-diameter trunk, 60-foot height, 40-foot top diameter) when you say a command word. The tree is a permanent, living plant.

UNIVERSAL SOLVENT

MINOR	—	MAJOR	100	NONE	3,450 GP

This substance dissolves all kinds of glue instantly, including *sovereign glue*, mimic adhesive, or a 5-foot-square of a *web* spell or spiderweb. Applying it is a standard action.

Monsters

Dangerous creatures lurk in the untamed parts of the world. Some are cunning and cruel, others are ferocious, and still others actively seek to do evil.

FRIEND OR FOE?

While most of the monsters in this part of the book are aggressive or evil, remember that combat isn't the only option for PCs! Sometimes the monsters are willing to trade information or safe passage through an area for food, gold, or a magic item the PCs don't need.

The following section describes how to properly read a monster's description and use the monster during the game. This block of statistics (or "stat block" for short) is designed to give you all the tools you need to easily add the creature to your game.

Each monster has a number called its **Challenge Rating** (**CR**) that tells you how difficult it is to defeat in combat. As a general rule, a group of four adventurers should be able to defeat a monster with a CR equal to the average character level of the adventurers without too much trouble. For example, four 1st-level PCs can usually handle a CR 1 monster.

Higher CRs (or fewer PCs) mean a more difficult fight. If the CR is 3 or 4 higher than the average PC level, the monster will probably kill one or more PCs. If the monster's CR is lower than the average PC level, the fight will be quite easy (which is okay sometimes!). For more information on designing appropriate combat encounters in an adventure, see page 26.

1 READING A STAT BLOCK

The stat block begins with the monster's type icon (see page 61), name, and alignment (see the *Hero's Handbook*, page 13). Many monsters have evil alignments. **Lawful evil** (LE) monsters are organized and tyrannical. **Neutral evil** (NE) monsters are selfish and without honor. **Chaotic evil** (CE) monsters are violent and unpredictable.

Below that information is a short description of the general nature, personality, or goals of this kind of monster.

2 The next section provides the monster's **initiative** total, **speed**, **Challenge Rating**, **XP** Value (see page 26), and **hit points**. If the monster has additional kinds of movement (like a climb or fly speed), they're listed below in the Offense section.

The next line lists the monster's senses (like whether it has darkvision or low-light vision) and its **Perception** skill Total (so you can find it in a hurry). **Darkvision** allows the monster to see in the dark, just like a dwarf. **Low-light vision** allows the monster to see twice as far in dim light, just like an elf. **Scent** allows the monster to automatically pinpoint the location of invisible creatures within 30 feet (see the invisible condition, page 95). **All-around vision** means enemies don't get flanking bonuses (including flanking sneak attacks) against the monster.

3 DEFENSE

This section has all of the monster's defensive information, which you usually need when it's the PCs' turn to act. This includes its Armor Class, its saving throw bonuses, any special abilities that may take effect when a PC attacks it (like immunity to cold or taking less damage from certain kinds of weapons), and any unusual weaknesses. If an ability needs more explanation, it goes in the Special Abilities area of the stat block (part 7).

4 OFFENSE

This section tells you what the monster can do on its turn, such as move, make an attack, or use a special ability. Some monsters have special types of movement. **Burrow** means a monster can move through dirt and earth (this does not create a tunnel that other creatures can use). **Climb** means it can climb without making a Climb check. **Fly** means it can move through the air. **Swim** means it can swim without making a Swim check (also, the creature can breathe underwater or hold its breath a very long time).

Next are the monster's attacks. Many monsters fight using natural weapons, such as **bite**, **claw**, **gore**, **slam** (a punch or other hard hit with a limb), or **wing**. Natural weapons threaten a critical on a natural 20 and deal ×2 damage on a critical hit.

Other monsters use manufactured weapons like swords and bows. Monsters' attacks—whether with natural weapons or manufactured weapons—work just like PCs' attacks: roll 1d20, add the attack bonus for the attack, and compare the total to the target's Armor Class to see if the attack hits.

Most monsters can only make one attack per round as a standard action. Some can spend their move and standard action to make more than one attack that round (like 2 claw attacks, or a bite and a claw). Roll each attack and its damage separately. The monster doesn't have to make all these attacks on the same creature.

Some attacks add another effect, such as poison.

Some monsters have other special attacks or can cast spells. These spells work just like spellcasting by PCs. If a spell is listed as "at will," the monster can cast it over and over.

If these abilities need more explanation, the additional information is included in the Special Abilities section.

5 STATISTICS

A monster's statistics include its Ability Modifiers and any important skill totals or feats the monster has. These work exactly like they do for PCs. Some monsters have a "—" for an Ability Mod; this means the monster automatically fails ability checks and skill checks using that Ability Mod.

6 ITEMS

This section lists any **equipment** the monster is wearing, carrying, or using. Many monsters also have **treasure** that they either carry or keep in their lairs. For information on assigning treasure, see page 30.

7 SPECIAL ABILITIES

If the monster has an ability that requires more information in order to use the monster during the game, it's explained here. Sometimes it's an attack, sometimes it's a defense.

MONSTER TYPES

ABERRATION
A freakish monster with a strange body and mind.

ANIMAL
A regular animal like a boar, snake, or wolf.

CONSTRUCT
A nonliving thing animated by magic, like a statue.

DRAGON
A reptilian creature with magic abilities.

HUMANOID
A generally human-shaped creature.

MAGICAL BEAST
An animal-like creature with strange abilities.

MONSTROUS HUMANOID
A humanoid with monstrous or animalistic features.

OOZE
An amorphous blob-monster that dissolves flesh.

OUTSIDER
A creature from another dimension, like a hell hound.

UNDEAD
A dead body or spirit animated by an evil power.

VERMIN
A mindless creature like a centipede or spider.

ORC — CHAOTIC EVIL

Orcs are violent and aggressive, with the strongest ruling the rest through fear and brutality. They take what they want by force, and think nothing of slaughtering or enslaving entire villages.

INITIATIVE +0 | **SPEED** 30 FT. | **CR** 1/3 | **XP** 135 | **HP** 6

SENSES DARKVISION 60 FT. | PERCEPTION –1

DEFENSE

AC 13, touch 10, flat-footed 13
FORT +3, **REF** +0, **WILL** –1
DEFENSIVE ABILITIES ferocity

OFFENSE

MELEE (standard action) battleaxe +5 (1d8+4/×3)
RANGED (standard action) javelin +1 (1d6+3)

STATISTICS

STR +3, **DEX** +0, **CON** +1, **INT** –2, **WIS** –1, **CHA** –2
SKILLS Perception –1

ITEMS

EQUIPMENT studded leather armor, battleaxe, javelins (4)
TREASURE 1 Minor Random Treasure roll (page 30)

SPECIAL ABILITIES

FEROCITY When an orc's hit points are reduced below 0, it does not fall unconscious or die. On its next turn it can take actions. If it still has fewer than 0 hit points at the end of that turn, it falls unconscious or dies.

AIR ELEMENTAL

NEUTRAL

Air elementals are fast, flying creatures made of living air. Stupid, primitive and territorial, they resent being summoned and forced to do the bidding of mortals, and they savagely batter enemies with fists of semisolid air.

INITIATIVE +9 | **SPEED** FLY 100 FT. | **CR** 3 | **XP** 800 | **HP** 30

SENSES DARKVISION 60 FT. | PERCEPTION +7

DEFENSE

AC 19, touch 16, flat-footed 13
FORT +6, **REF** +9, **WILL** +1
IMMUNE critical hits, flanking, paralysis, poison, sleep, sneak attack, stun

OFFENSE

MELEE (standard action) slam +9 (1d6+3)

STATISTICS

STR +2, **DEX** +5, **CON** +2, **INT** –3, **WIS** +0, **CHA** +0
SKILLS Acrobatics +11, Perception +7, Stealth +10

ITEMS

EQUIPMENT none
TREASURE none

SPECIAL ABILITIES

FLYBY ATTACK When an air elemental spends a move action to move, it can move before and after it makes a slam attack, but no more than 100 feet in a single turn.

ANIMATED STATUE

NEUTRAL

Animated statues serve as guardians to temples, wizards' towers, and sometimes even major cities. They are commanded by their creators to attack intruders, and only stop when they are destroyed.

INITIATIVE +0 | **SPEED** 30 FT. | **CR** 3 | **XP** 800 | **HP** 36

SENSES DARKVISION 60 FT., LOW-LIGHT VISION | PERCEPTION –5

DEFENSE

AC 15, touch 10, flat-footed 12
FORT +1, **REF** +1, **WILL** –4
DEFENSIVE ABILITIES hardness 8
IMMUNE sleep, anything that requires a Fort save
SPECIAL DEFENSES mindless creature

OFFENSE

MELEE (standard action) slam +5 (1d6+3 plus grab)

STATISTICS

STR +2, **DEX** +0, **CON** —, **INT** —, **WIS** –5, **CHA** –5
SKILLS Perception –5

ITEMS

EQUIPMENT none
TREASURE none

SPECIAL ABILITIES

GRAB The statue's target is grabbed (see page 95), can't move from its current square on its next turn, loses its DEX Mod to AC, and takes a –2 penalty on attack rolls.
HARDNESS Anytime an animated statue takes damage from anything, reduce the damage by 8 (to a minimum of 0).

BARGHEST — LAWFUL EVIL

Said to be fiendish relations of goblins, the hateful barghests come to this world to feed. The more they eat, the more powerful they get. Intelligent and cruel, they often lead goblin tribes or werewolf packs.

INITIATIVE +6 | **SPEED** 30 FT. | **CR 4** | **XP 1,200** | **HP 45**

SENSES DARKVISION 60 FT., SCENT | PERCEPTION +11

DEFENSE

AC 17, touch 12, flat-footed 15
FORT +6, **REF** +7, **WILL** +7
DAMAGE REDUCTION 5/magic

OFFENSE

MELEE (standard action) bite +10 (1d6+4)
MELEE (standard and move action) 2 claws +10 (1d4+4)
SPELLS (caster level 5th)
3rd—*displacement* (at will, on itself only)
2nd—*levitate*
1st—*charm person* (DC 16)

STATISTICS

STR +4, **DEX** +2, **CON** +2, **INT** +2, **WIS** +2, **CHA** +2
SKILLS Acrobatics +11, Bluff +11, Diplomacy +11, Perception +11, Sense Motive +11, Stealth +11

ITEMS

EQUIPMENT none
TREASURE 2 Major Random Treasure rolls (page 30)

SPECIAL ABILITIES

CHANGE SHAPE As a standard action, a barghest can turn into a goblin (see page 72) or wolf (see page 83), or back into its own form. In goblin or wolf form, it uses the AC, speed, and attacks of that form, but its own statistics for everything else. It can cast its spells in any form.
DAMAGE REDUCTION Whenever a barghest takes damage from a nonmagical melee or ranged weapon, reduce the damage by 5 (minimum 0).

BLACK DRAGON — CHAOTIC EVIL

Lording over the darkest swamps and marshes, black dragons rule through cruelty and intimidation. They prefer their food a bit rotten and will often allow a meal to sit in a pool for days before consuming it.

INITIATIVE +6 | **SPEED** 60 FT. | **CR 8** | **XP 4,800** | **HP 76**

SENSES DARKVISION 120 FT. | PERCEPTION +14

DEFENSE

AC 23, touch 11, flat-footed 21
FORT +9, **REF** +8, **WILL** +7
IMMUNE acid, paralysis, sleep

OFFENSE

FLY 120 ft., **SWIM** 60 ft.; not slowed by swamp difficult terrain
MELEE (standard action) bite +12 (1d10+6)
MELEE (standard and move action) bite +12 (1d10+6), 2 claws +11 (1d8+4), 2 wings +6 (1d8+2)
SPECIAL ATTACKS breath weapon, long reach

STATISTICS

STR +4, **DEX** +2, **CON** +3, **INT** +0, **WIS** +1, **CHA** +0
SKILLS Perception +14, Sense Motive +3, Stealth +12, Swim +23

ITEMS

EQUIPMENT none
TREASURE 5 Major Random Treasure rolls (page 30)

SPECIAL ABILITIES

BREATH WEAPON As a standard action, a black dragon can breathe a 60-foot (12-square) line of acid. Creatures in the line take 6d6 points of acid damage (DC 20 Reflex save for half damage). Once the dragon has used its breath weapon, it must wait 1d4 rounds before using that ability again.
LARGE A black dragon is a large creature. It takes up a 10-foot-by-10-foot space (2 squares by 2 squares).
LONG REACH A black dragon can make its melee attacks against creatures 5 feet (1 square) or 10 feet (2 squares) away from it.

BOAR — NEUTRAL

Far more dangerous and foul tempered than domesticated pigs, boars are omnivorous creatures that live in forests and jungles. They are often hunted for food by savage creatures and explorers.

INITIATIVE +0	SPEED 40 FT.	CR 2	XP 600	HP 18
SENSES LOW-LIGHT VISION, SCENT			PERCEPTION +6	

DEFENSE

AC 14, touch 10, flat-footed 14
FORT +6, **REF** +3, **WILL** +1
DEFENSIVE ABILITIES ferocity

OFFENSE

MELEE (standard action) gore +4 (1d8+4)

STATISTICS

STR +3, **DEX** +0, **CON** +7, **INT** –4, **WIS** +1, **CHA** –3
SKILLS Perception +6

ITEMS

EQUIPMENT none
TREASURE none

SPECIAL ABILITIES

FEROCITY When a boar's hit points are reduced below 0, it does not fall unconscious or die. On its next turn it can take actions. If it still has fewer than 0 hit points at the end of that turn, it dies.

BOGGARD — CHAOTIC EVIL

Boggards are a race of toadlike humanoids who live in rivers or in deep marshes. They dwell in villages made of mud mounds, and despise creatures from outside the swamp, capturing and eating them.

INITIATIVE –1	SPEED 20 FT.	CR 2	XP 600	HP 22
SENSES DARKVISION 60 FT.			PERCEPTION +4	

DEFENSE

AC 14, touch 9, flat-footed 14
FORT +5, **REF** +0, **WILL** +1

OFFENSE

SWIM 30 ft.
MELEE (standard action) heavy mace +5 (1d8+3)
MELEE (standard action) tongue +4 (no damage, plus grab)
SPECIAL ATTACKS terrifying croak

STATISTICS

STR +2, **DEX** –1, **CON** +2, **INT** –1, **WIS** +0, **CHA** +0
SKILLS Acrobatics +2 (+14 when jumping), Perception +4, Stealth –1 (+7 when in swamps), Swim +10

ITEMS

EQUIPMENT leather armor, heavy mace
TREASURE 5 Minor Random Treasure rolls (page 30)

SPECIAL ABILITIES

GRAB The boggard's target is grabbed (see page 95), can't move from its current square on its next turn, loses its DEX Mod to AC, and takes a –2 penalty on attack rolls.
TERRIFYING CROAK Once per hour as a standard action, a boggard can let loose a terrifying croak. Any non-boggard within 30 feet must make a DC 13 Will save or become shaken (see page 95) for 1d4 rounds, taking a –2 penalty on attack rolls, saving throws, and skill checks. A creature that is already shaken and fails this saving throw must instead flee from the boggard for 1d4 rounds.

CITY GUARD

LAWFUL NEUTRAL

City guards are the typical enforcers of law in civilized areas. They also double as defenders against invaders. You can also use this stat block for a temple guard, caravan guard, bandit, or common soldier.

INITIATIVE -1 | **SPEED** 20 FT. | **CR 1/2** | **XP 200** | **HP 11**

SENSES NORMAL (HUMAN) | PERCEPTION +1

DEFENSE

AC 15, touch 9, flat-footed 15
FORT +3, **REF** –1, **WILL** +2

OFFENSE

MELEE longsword +3 (1d8+1/19–20) or club +2 (1d6+1)
RANGED light crossbow +0 (1d8/19–20)

STATISTICS

STR +1, **DEX** –1, **CON** +1, **INT** +0, **WIS** +0, **CHA** +0
FEATS Quick Draw
SKILLS Diplomacy +1, Knowledge Local +1, Perception +1

ITEMS

EQUIPMENT scale mail, light steel shield, light crossbow with 10 bolts, longsword, lantern, oil (1), rope, 1d6 gp
TREASURE none

DIRE RAT

NEUTRAL

Dire rats are the size of a small dog, growing up to 2 feet long and weighing up to 25 pounds. They are common menaces in dungeons and city sewers alike. Goblins sometimes keep them as pets.

INITIATIVE +3 | **SPEED** 40 FT. | **CR 1/3** | **XP 135** | **HP 5**

SENSES LOW-LIGHT VISION, SCENT | PERCEPTION +4

DEFENSE

AC 14, touch 14, flat-footed 11
FORT +3, **REF** +5, **WILL** +1

OFFENSE

CLIMB 20 ft., **SWIM** 20 ft.
MELEE (standard action) bite +1 (1d4 plus sickness)

STATISTICS

STR +0, **DEX** +3, **CON** +1, **INT** –4, **WIS** +1, **CHA** –3
SKILLS Climb +11, Perception +4, Stealth +11, Swim +11

ITEMS

EQUIPMENT none
TREASURE none

SPECIAL ABILITIES

SICKNESS Whenever a dire rat bites a creature, that creature must make a DC 11 Fortitude save or become sickened (see page 95). Each day after the first, the creature can attempt another DC 11 Fortitude save to remove this condition. Sickened creatures take a –2 penalty on attack rolls, saving throws, skill checks, and ability checks.

DOPPELGANGER NEUTRAL

Doppelgangers are shapechangers. They enjoy infiltrating societies where they can gather wealth and influence. Sometimes a doppelganger joins a goblin or orc tribe as an advisor, manipulating the tribal chief.

INITIATIVE +1 | **SPEED** 30 FT. | **CR 3** | **XP 800** | **HP 26**

SENSES DARKVISION 60 FT. | PERCEPTION +9

DEFENSE

AC 16, touch 12, flat-footed 14
FORT +4, **REF** +5, **WILL** +6
IMMUNE charm, sleep

OFFENSE

MELEE (standard action) claw +8 (1d8+4)
MELEE (move and standard action) 2 claws +8 (1d8+4)

STATISTICS

STR +4, **DEX** +1, **CON** +1, **INT** +1, **WIS** +2, **CHA** +1
SKILLS Bluff +9 (+13 while using change shape ability), Perception +9, Sense Motive +6, Stealth +5

ITEMS

MINOR EQUIPMENT varies (usually leather armor, short sword, 1 minor potion, backpack)
TREASURE 1 Major Random Treasure roll (page 30)

SPECIAL ABILITIES

CHANGE SHAPE As a standard action, a doppelganger can take the appearance of any creature that it can see. Its new appearance is a perfect copy, except for its equipment, which remains unchanged. It remains in this form until it spends a standard action to change again.

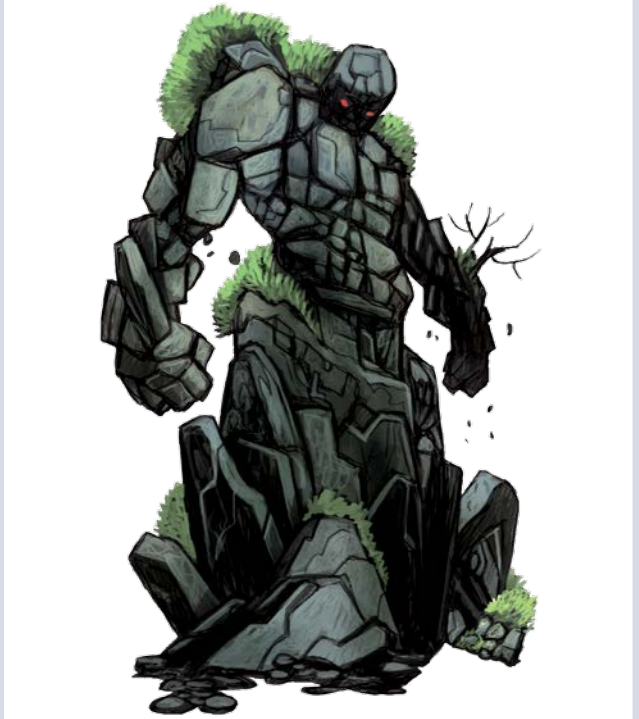
DETECT THOUGHTS As a standard action, a doppelganger can read the mind of one target within 60 feet. This lasts for 20 minutes. While reading a creature's mind, a doppelganger gains a +8 bonus on Bluff checks to act like the target or anyone the target knows. The target can make a DC 13 Will save to resist this ability.

EARTH ELEMENTAL NEUTRAL

Earth elementals are plodding, stubborn creatures made of living stone or earth (unlike an unliving statue animated by magic, an elemental is alive). Some have grass and other plants growing out of their body soil.

INITIATIVE –1 | **SPEED** 20 FT. | **CR 3** | **XP 800** | **HP 34**

SENSES DARKVISION 60 FT. | PERCEPTION +7



DEFENSE

AC 18, touch 9, flat-footed 18
FORT +7, **REF** +0, **WILL** +4
IMMUNE critical hits, flanking, paralysis, poison, sleep, sneak attack, stun

OFFENSE

BURROW 20 ft.
MELEE (standard action) slam +9 (1d8+7)
SPECIAL ATTACKS earth mastery

STATISTICS

STR +5, **DEX** –1, **CON** +3, **INT** –3, **WIS** +0, **CHA** +0
FEATS Power Attack (–1 attack, +3 damage)
SKILLS Climb +10, Knowledge Dungeoneering +2, Perception +7, Stealth +3

ITEMS

EQUIPMENT none
TREASURE none

SPECIAL ABILITIES

EARTH MASTERY An earth elemental gets a +1 bonus on attack rolls and damage rolls if its foe is touching the ground (for example, not flying, on top of a table, or in a tree).

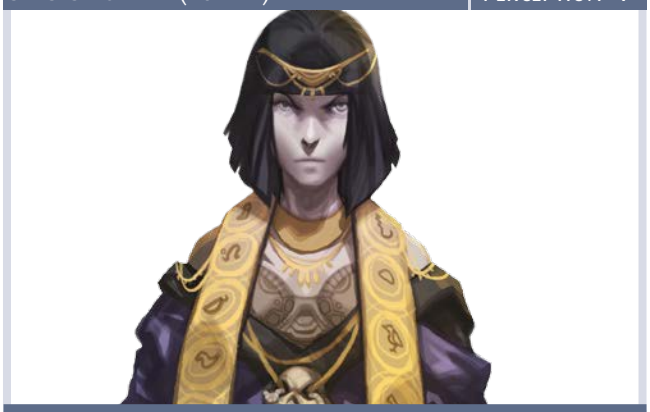
EVIL CLERIC

NEUTRAL EVIL

Evil clerics serve dark gods or horrible monsters such as demons. They use their powers to harm, confuse, enslave, and kill good folk. Many of them lead cults or humanoid tribes, or ally with strange monsters.

INITIATIVE +5 | **SPEED** 20 FT. | **CR 3** | **XP 800** | **HP 32**

SENSES NORMAL (HUMAN) | PERCEPTION +7



DEFENSE

AC 17, touch 11, flat-footed 16
FORT +7, **REF** +5, **WILL** +8

OFFENSE

MELEE (standard action) masterwork light mace +3 (1d6–1)
RANGED (standard action) heavy crossbow +5 (1d10)
SPELLS (caster level 4th)
2nd—*cure moderate wounds*, *hold person* (DC 16), *sound burst* (DC 16)
1st—*bless*, *cause fear* (DC 15, prepared twice), *cure light wounds*
orisons—*detect magic*, *light*, *read magic*, *stabilize*

STATISTICS

STR –1, **DEX** +1, **CON** +2, **INT** +0, **WIS** +4, **CHA** +1
SKILLS Diplomacy +6, Heal +7, Knowledge Religion +7, Perception +7, Spellcraft +4

ITEMS

EQUIPMENT chainmail, heavy crossbow with 20 bolts, masterwork light mace, *cloak of resistance +1*
TREASURE 1 Major Random Treasure roll (page 30)

SPECIAL ABILITIES

BLEEDING TOUCH Seven times per day, the cleric can call upon his dark gods and make a melee touch attack (with a total bonus of +1 on the roll) that deals 1d6 points of damage to the target. The target takes another 1d6 damage on the cleric's next turn unless someone casts a *cure* spell on the target or spends a standard action to make a DC 15 Heal check on the target.
CHANNEL ENERGY The evil cleric's channel energy either damages living creatures (except the cleric) within 30 feet for 2d6 damage (Will save DC 13 for half damage) or heals undead creatures within 30 feet for 2d6 damage. The cleric can use channel energy 4 times per day.

EVIL FIGHTER

NEUTRAL EVIL

Evil fighters often lead groups of bandits, form small armies that attack towns, or serve evil cults. Many hire themselves out as guards for evil clerics or wizards, or as agents of dragons in human cities.

INITIATIVE +5 | **SPEED** 20 FT. | **CR 3** | **XP 800** | **HP 37**

SENSES NORMAL (HUMAN) | PERCEPTION +5

DEFENSE

AC 23, touch 11, flat-footed 22
FORT +6, **REF** +2, **WILL** +2; +1 vs. fear attacks

OFFENSE

MELEE (standard action) masterwork battleaxe +10 (1d8+6/×3)
RANGED (standard action) throwing axe +5 (1d6+4)

STATISTICS

STR +4, **DEX** +1, **CON** +2, **INT** +0, **WIS** +1, **CHA** –1
FEATS Power Attack (–2 attack, +4 damage)
SKILLS Climb +4, Diplomacy +0, Knowledge Dungeoneering +4, Perception +5, Sense Motive +2, Swim +1

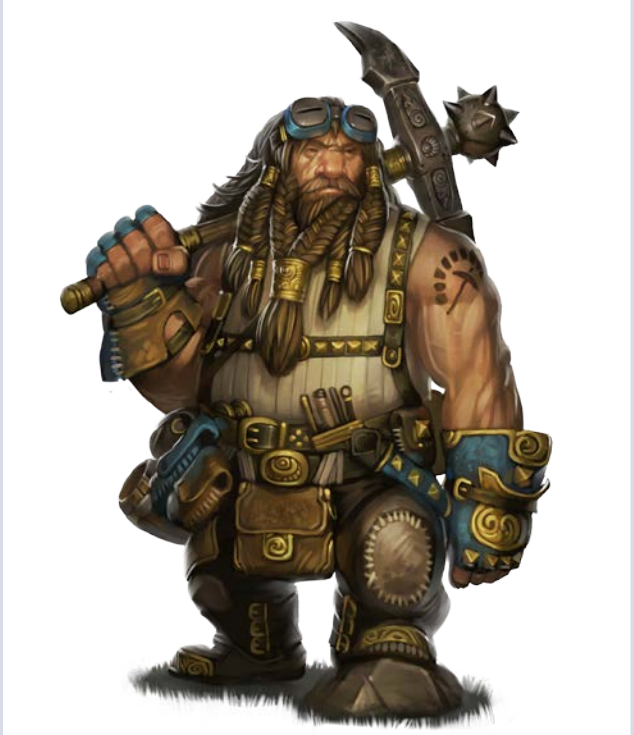
STATISTICS

EQUIPMENT full plate, heavy steel shield, masterwork battleaxe, throwing axes (6)
TREASURE 1 Major Random Treasure roll (page 30)

EVIL ROGUE — NEUTRAL EVIL

Evil rogues may lead thieves' guilds, groups of bandits, or work as assassins for evil cults. Some hire themselves out to adventurers who need a sneaky trap-spotter—they're trustworthy as long as they're paid well.

INITIATIVE +7	SPEED 20 FT.	CR 3	XP 800	HP 33
SENSES DARKVISION 60 FT.		PERCEPTION +9		



DEFENSE

AC 17, touch 13, flat-footed 14
FORT +5, **REF** +8, **WILL** +4; +2 vs. poison and spells
DEFENSIVE ABILITIES evasion, trapfinding +2, trap sense, uncanny dodge

OFFENSE

MELEE (standard action) masterwork warhammer +6 (1d8+1/×3)
RANGED (standard action) masterwork heavy crossbow +7 (1d10/19–20)
SPECIAL ATTACKS sneak attack +2d6, +1 on attack rolls against goblins and orcs

STATISTICS

STR +1, **DEX** +3, **CON** +3, **INT** +0, **WIS** +2, **CHA** –2
SKILLS Bluff +5, Climb +6, Disable Device +8, Heal +3, Knowledge Dungeoneering +7, Knowledge Local +7, Perception +9, Sense Motive +7, Stealth +11, Swim +3

ITEMS

EQUIPMENT chain shirt, masterwork heavy crossbow with 20 bolts, masterwork warhammer, *cloak of resistance +1*, *potion of cure moderate wounds*
TREASURE 4 Minor Random Treasure rolls (page 30)

EVIL WIZARD — NEUTRAL EVIL

Evil wizards use their magic to exploit and enslave others. They use their power over undead creatures to create armies of skeletons, and use their spells to trick, rob, or kill innocent people. Some work with evil clerics or fighters.

INITIATIVE +5	SPEED 30 FT.	CR 3	XP 800	HP 24
SENSES NORMAL (HUMAN)		PERCEPTION +4		

DEFENSE

AC 17, touch 13, flat-footed 15
FORT +5, **REF** +2, **WILL** +4

OFFENSE

MELEE (standard action) masterwork dagger +2 (1d4–1/19–20) or melee touch attack +1 (grave touch)
RANGED (standard action) ranged touch attack +3 (*scorching ray*)
SPECIAL ATTACKS arcane bond (dagger), command undead, grave touch
SPELLS (caster level 4th)
2nd—*false life*, *invisibility*, *scorching ray*
1st—*charm person* (DC 15), *magic missile*, *sleep* (DC 15)
cantrips—*detect magic*, *mage hand*, *ray of frost*, *read magic*

STATISTICS

STR –1, **DEX** +1, **CON** +2, **INT** +4, **WIS** +0, **CHA** +1
SKILLS Bluff +5, Diplomacy +5, Knowledge Arcana +11, Knowledge Geography +8, Knowledge Local +8, Knowledge Religion +8, Perception +4, Sense Motive +1, Spellcraft +11, Stealth +5

ITEMS

EQUIPMENT masterwork dagger, *ring of protection +1*
TREASURE 4 Minor Random Treasure rolls (page 30)

SPECIAL ABILITIES

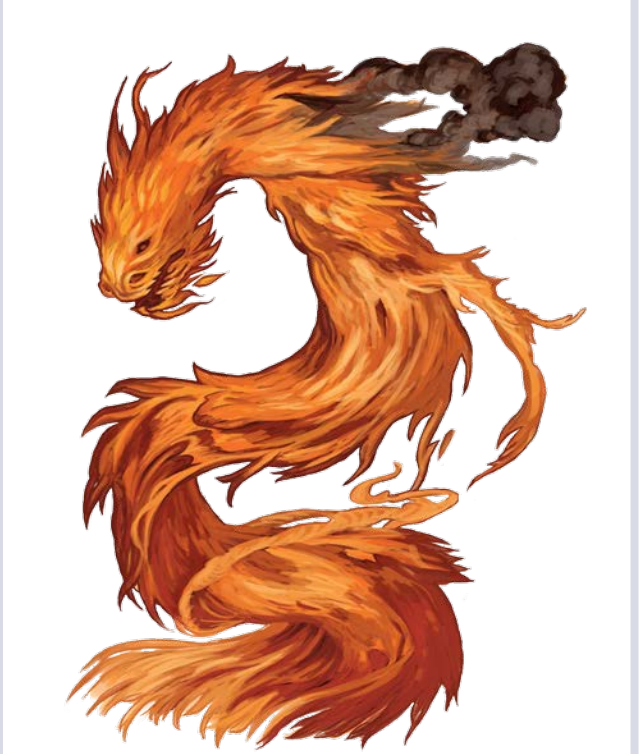
COMMAND UNDEAD The evil wizard can enslave all undead creatures within 30 feet (Will DC 13 negates). Undead creatures that fail their saving throws obey his commands for 1 day. He can use this ability 7 times per day.
GRAVE TOUCH Seven times per day, the wizard can make a melee touch attack and give the target the shaken condition (see page 95) for 2 rounds. If the target is already shaken and is 3rd level or lower, it also becomes frightened (see page 95) for 1 round.

FIRE ELEMENTAL — NEUTRAL

Fire elementals are quick, cruel creatures of living flame. They enjoy frightening beings weaker than themselves, and terrorizing any creature they can set on fire. They cannot enter or swim across water, but can jump over it.

INITIATIVE +7 | **SPEED** 50 FT. | **CR 3** | **XP 800** | **HP 30**

SENSES DARKVISION 60 FT. | PERCEPTION +7



DEFENSE

AC 17, touch 14, flat-footed 13
FORT +6, **REF** +7, **WILL** +1
IMMUNE critical hits, fire, flanking, paralysis, poison, sleep, sneak attack, stun; **WEAKNESSES** vulnerability to cold

OFFENSE

MELEE (standard action) slam +7 (1d6+1 plus burn)
SPECIAL ATTACK burn (1d6, DC 14)

STATISTICS

STR +1, **DEX** +3, **CON** +2, **INT** –3, **WIS** +0, **CHA** +0
SKILLS Acrobatics +8, Climb +5, Perception +7

ITEMS

EQUIPMENT none
TREASURE none

SPECIAL ABILITIES

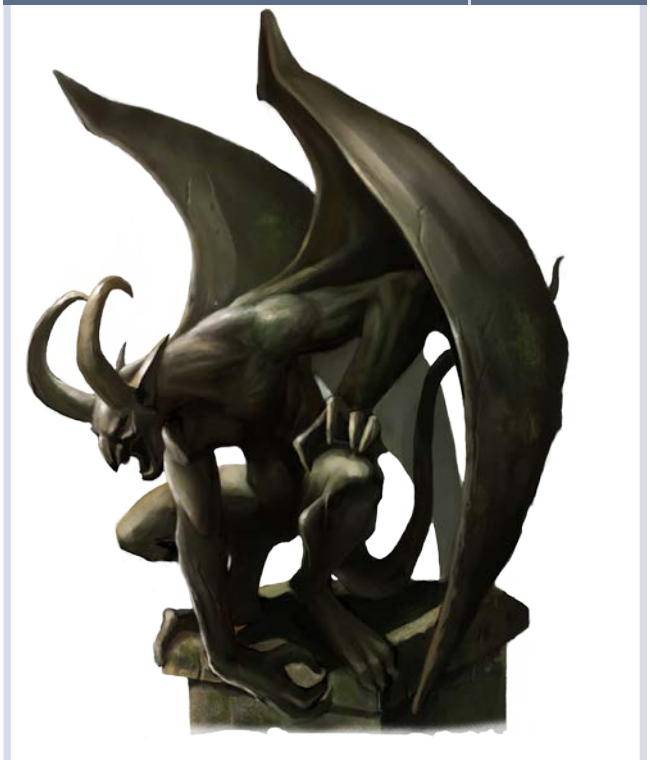
BURN Whenever a fire elemental hits a creature with its slam, that creature must make a DC 14 Reflex saving throw or take 1d6 additional points of fire damage on its next turn.
VULNERABILITY TO COLD Whenever a fire elemental takes cold damage, multiply the damage by 1-1/2 (do this after any saving throw is made against the damage).

GARGOYLE — CHAOTIC EVIL

Gargoyles look like winged stone statues, and can perch indefinitely without moving, allowing them to surprise their foes. They enjoy filling their lairs with stolen objects. Many live in cities, hunting only at night.

INITIATIVE +6 | **SPEED** 40 FT. | **CR 4** | **XP 1,200** | **HP 42**

SENSES DARKVISION 60 FT. | PERCEPTION +5



DEFENSE

AC 16, touch 12, flat-footed 14
FORT +4, **REF** +6, **WILL** +4
DAMAGE REDUCTION 10/magic

OFFENSE

FLY 60 ft.
MELEE (standard action) claws +7 (1d6+2)
MELEE (move and standard action) bite +7 (1d4+2), 2 claws +7 (1d6+2), gore +7 (1d4+2)

STATISTICS

STR +2, **DEX** +2, **CON** +3, **INT** –2, **WIS** +0, **CHA** –2
SKILLS Perception +5, Stealth +11

ITEMS

EQUIPMENT none
TREASURE 1 Major Random Treasure roll (page 30)

SPECIAL ABILITIES

DAMAGE REDUCTION Whenever a gargoyle takes damage from a nonmagical melee or ranged weapon, reduce the damage by 10 (to a minimum of 0).

GHOST

CHAOTIC EVIL

Ghosts are the undead souls of dead people so filled with rage and hate that they refuse to stay dead. Unable to experience the things they wanted in life, they now seek to kill and maim living things.

INITIATIVE +5	SPEED FLY 30 FT.	CR 7	XP 3,200	HP 73
SENSES DARKVISION 60 FT.		PERCEPTION +18		

DEFENSE

AC 17, touch 17, flat-footed 15
FORT +7, **REF** +5, **WILL** +7; +4 bonus vs. channel energy
DEFENSIVE ABILITIES incorporeal; **IMMUNE** paralysis, sleep, sneak attack, stun, anything that requires a Fortitude save

OFFENSE

MELEE (standard action) corrupting touch +6 touch (7d6, Fort DC 18 for half damage)

STATISTICS

STR —, **DEX** +1, **CON** —, **INT** +0, **WIS** +0, **CHA** +5
SKILLS Knowledge History +10, Knowledge Local +10, Perception +18, Sense Motive +10, Stealth +9

ITEMS

EQUIPMENT none
TREASURE 3 Major Random Treasure rolls (page 30)

SPECIAL ABILITIES

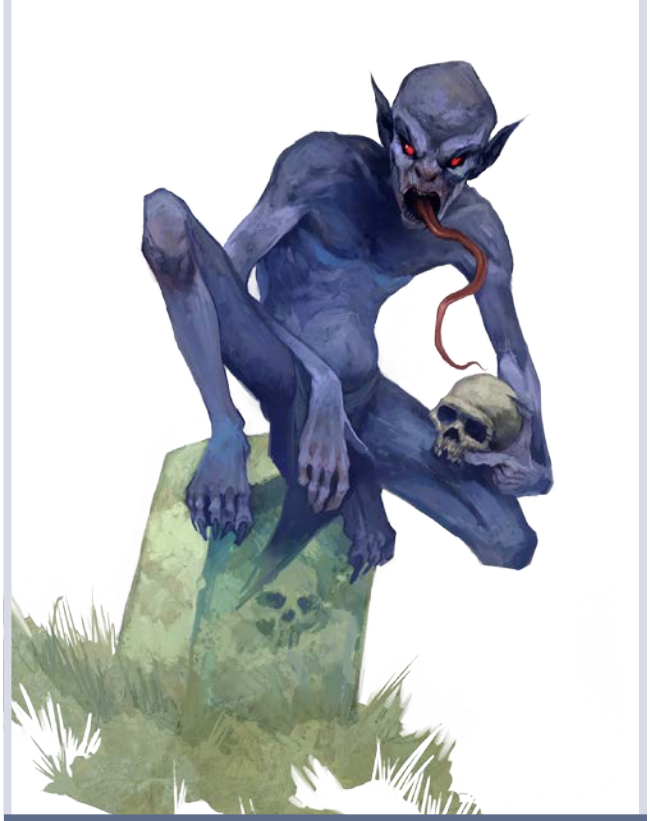
CORRUPTING TOUCH A ghost's attack is a touch attack. The target can make a DC 18 Fortitude save to take half damage from the ghost's attack.
INCORPOREAL A ghost can pass through walls and other solid objects at its normal speed. It can't see or attack while inside a solid object. Ghosts are immune to attacks from nonmagical weapons. Magic weapons and most spells deal half damage to ghosts. The *magic missile* spell and an evoker's force missile deal full damage to a ghost.

GHOUL

CHAOTIC EVIL

Ghouls are eternally hungry undead that haunt graveyards and eat corpses. They lurk among their own kind, lead gangs of skeletons and zombies, or work as bodyguards for evil clerics and wizards.

INITIATIVE +2	SPEED 30 FT.	CR 1	XP 400	HP 13
SENSES DARKVISION 60 FT.		PERCEPTION +7		



DEFENSE

AC 14, touch 12, flat-footed 12
FORT +2, **REF** +2, **WILL** +5; +2 bonus vs. channel energy
IMMUNE disease, paralysis, poison, sleep, stun, anything that requires a Fortitude save

OFFENSE

MELEE (standard action) bite +3 (1d6+1 plus paralysis)
MELEE (move and standard action) bite +3 (1d6+1 plus paralysis) and 2 claws +3 (1d6+1 plus paralysis)

STATISTICS

STR +1, **DEX** +2, **CON** —, **INT** +1, **WIS** +2, **CHA** +2
SKILLS Climb +6, Perception +7, Stealth +7, Swim +3

ITEMS

EQUIPMENT none
TREASURE 3 Minor Random Treasure rolls (page 30)

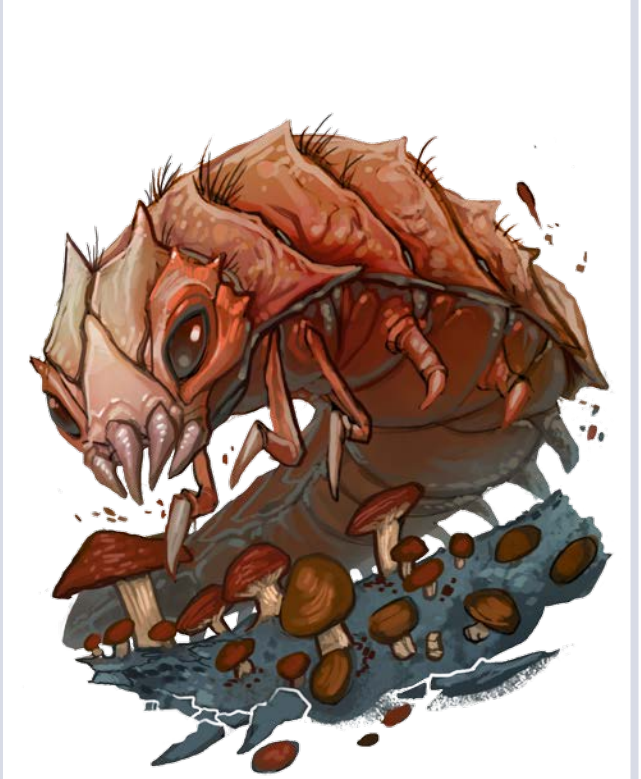
SPECIAL ABILITIES

PARALYSIS A creature hit by a ghoul's attack must make a DC 13 Fortitude saving throw or be paralyzed (see page 95) for 1d4+1 rounds. Elves are immune to this paralysis.

GIANT CENTIPEDE — NEUTRAL

Giant centipedes are human-sized versions of common house pests. They attack nearly any living creatures with their poisonous jaws. Their coloration ranges from dull hues to bright reds and fiery oranges.

INITIATIVE +2	SPEED 40 FT.	CR 1/2	XP 200	HP 5
SENSES DARKVISION 60 FT.		PERCEPTION +4		



DEFENSE

AC 14, touch 12, flat-footed 12
FORT +3, **REF** +2, **WILL** +0
SPECIAL DEFENSES mindless creature

OFFENSE

CLIMB 40 ft.
MELEE (standard action) bite +2 (1d6–1 plus poison)

STATISTICS

STR –1, **DEX** +2, **CON** +1, **INT** —, **WIS** +0, **CHA** –4
SKILLS Climb +10, Perception +4, Stealth +10

ITEMS

EQUIPMENT none
TREASURE none

SPECIAL ABILITIES

POISON Whenever a giant centipede bites a creature, that creature must make a DC 13 Fortitude saving throw or take a –1 penalty to AC and on all ranged attack rolls, Reflex saving throws, and DEX-based skills for 1 hour. The penalty increases by 1 each time the creature is bitten and fails its Fortitude save.

GIANT SPIDER — NEUTRAL

These human-sized spiders build their webbed nests in dungeons, caverns, and other dark spaces. They often travel out of their lairs to hunt, or wait for unfortunate creatures to stumble into their dens.

INITIATIVE +3	SPEED 30 FT.	CR 1	XP 400	HP 16
SENSES DARKVISION 60 FT.		PERCEPTION +4		

DEFENSE

AC 14, touch 13, flat-footed 11
FORT +4, **REF** +4, **WILL** +1
SPECIAL DEFENSES mindless creature

OFFENSE

CLIMB 30 ft.
MELEE (standard action) bite +2 (1d6 plus poison)
SPECIAL ATTACK web

STATISTICS

STR +0, **DEX** +3, **CON** +1, **INT** —, **WIS** +0, **CHA** –4
SKILLS Climb +16, Perception +4, Stealth +7 (+11 in webs)

ITEMS

EQUIPMENT none
TREASURE none

SPECIAL ABILITIES

POISON Whenever a giant spider bites a foe, that creature must make a DC 14 Fort save or take a –1 penalty on melee attack and damage rolls for 1 day. This penalty increases by 1 each time the creature is bitten and fails its Fort save.

WEB As a standard action, a giant spider can shoot webbing at a creature within 30 feet by making a +5 ranged touch attack. If the web hits, the target cannot move from its current space until it spends a standard action to make a DC 12 STR check to break free.

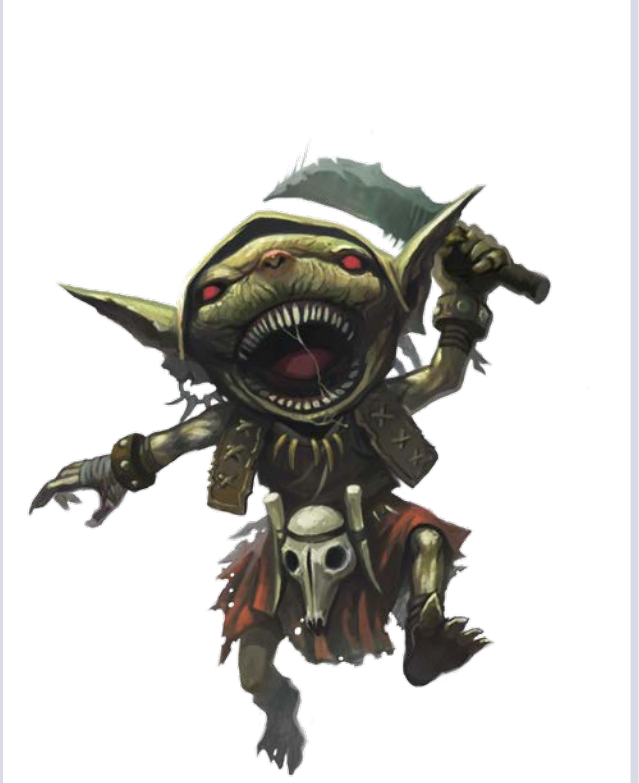
GOBLIN

NEUTRAL EVIL

Goblins are hateful, suspicious creatures about 4 feet tall. They prefer to dwell in caves or buildings abandoned by others. They love fire, hate dogs and horses, and believe that writing steals the words from your head.

INITIATIVE +6 | **SPEED** 30 FT. | **CR 1/3** | **XP 135** | **HP 6**

SENSES DARKVISION 60 FT. | PERCEPTION –1



DEFENSE

AC 16, touch 13, flat-footed 14
FORT +3, **REF** +2, **WILL** –1

OFFENSE

MELEE (standard action) short sword +2 (1d4/19–20)
RANGED (standard action) shortbow +4 (1d4/×3)

STATISTICS

STR +0, **DEX** +2, **CON** +1, **INT** +0, **WIS** –1, **CHA** –2
SKILLS Perception –1, Stealth +10, Swim +4

ITEMS

EQUIPMENT leather armor, light wooden shield, shortbow with 20 arrows, short sword
TREASURE 1 Minor Random Treasure roll (page 30)

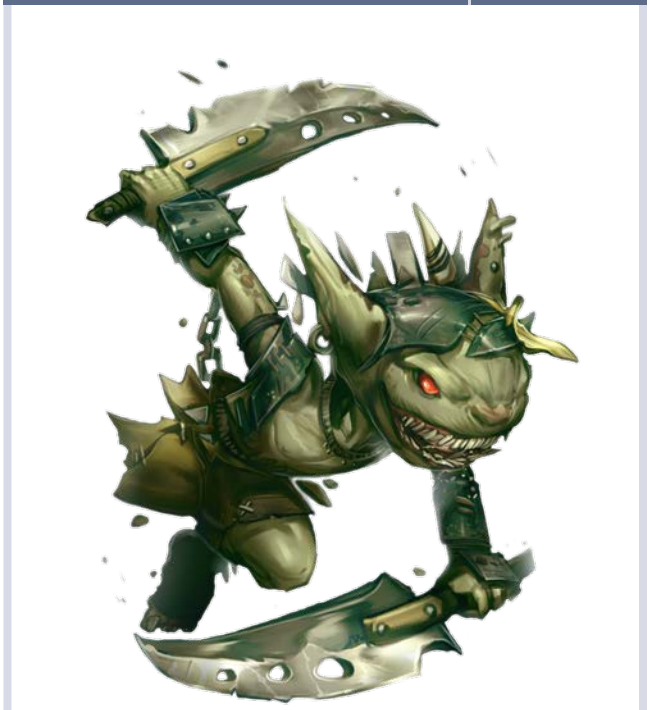
GOBLIN BOSS

NEUTRAL EVIL

Goblin leaders are like regular goblins, but more arrogant and mad with power. Some have a few magic spells they use to punish and prank their minions. A goblin boss may call itself "king," "queen," "boss," or "chief."

INITIATIVE +5 | **SPEED** 30 FT. | **CR 1** | **XP 400** | **HP 16**

SENSES DARKVISION 60 FT. | PERCEPTION +4



DEFENSE

AC 15, touch 13, flat-footed 13
FORT +1, **REF** +2, **WILL** +4

OFFENSE

MELEE (standard action) longsword +2 (1d6)
RANGED (standard action) javelin +3 (1d4)
SPELLS (caster level 3rd)
1st—*burning hands* (DC 12), *cure light wounds*, *sleep* (DC 12)
orisons—*detect magic*, *light*, *read magic*, *stabilize*

STATISTICS

STR +0, **DEX** +1, **CON** +0, **INT** +0, **WIS** +1, **CHA** –2
SKILLS Perception +4, Stealth +11, Swim +1

ITEMS

EQUIPMENT leather armor, longsword, javelins (2), *potion of cure light wounds*
TREASURE 2 Minor Random Treasure rolls (page 30)

SPECIAL ABILITIES

ARCANE BOND Once per day, a goblin boss can use his arcane bond to cast any one of his 1st-level spells without marking off the spell, even if he's already cast the spell that day.

GRAY OOZE

CHAOTIC EVIL

These strange creatures resemble pools of stagnant water. Because gray oozes' touch destroys flesh, some creatures keep a gray ooze in a pit to dispose of garbage, dead bodies, and other things they don't want to be found.

INITIATIVE –5 | **SPEED** 10 FT. | **CR 4** | **XP 1,200** | **HP 50**

SENSES SCENT 60 FT. | PERCEPTION –5

DEFENSE

AC 5, touch 5, flat-footed 5
FORT +9, **REF** –4, **WILL** –4
IMMUNE cold, fire, paralysis, poison, sleep, stun
SPECIAL DEFENSES acid, mindless creature, transparent

OFFENSE

MELEE (standard action) slam +6 (1d6+4 plus 1d6 acid and grab)

STATISTICS

STR +3, **DEX** –5, **CON** +8, **INT** —, **WIS** –5, **CHA** –5
SKILLS Perception –5

ITEMS

EQUIPMENT none
TREASURE none

SPECIAL ABILITIES

ACID Whenever a character hits a gray ooze with a wooden or metal weapon, the wielder must make a DC 20 Reflex saving throw or the weapon is damaged (–2 on attack and damage rolls). If damaged a second time, the weapon is destroyed.

GRAB The ooze's target is grabbed (see page 95), can't move from its current square on its next turn, loses its DEX Mod to AC, and takes a –2 penalty on attack rolls.

TRANSPARENT A gray ooze is difficult to spot. Creatures must make a DC 15 Perception check to see a gray ooze before combat begins. Those that fail are surprised.

GREEN HAG

CHAOTIC EVIL

Green hags are terrifying crones known to haunt foul swamps and tangled forests. They hate all beauty and purity, and love murdering and corrupting innocents with their magical disguises.

INITIATIVE +1 | **SPEED** 30 FT. | **CR 5** | **XP 1,600** | **HP 58**

SENSES DARKVISION 90 FT. | PERCEPTION +15

DEFENSE

AC 19, touch 11, flat-footed 18
FORT +6, **REF** +7, **WILL** +7
SPELL RESISTANCE 16

OFFENSE

SWIM 30 ft.
MELEE (standard action) claw +13 (1d4+4 plus weakness)
MELEE (move and standard action) 2 claws +13 (1d4+4 plus weakness)
SPELLS (caster level 5th)
2nd—*invisibility* (at will)
1st—*disguise self* (at will)

STATISTICS

STR +4, **DEX** +1, **CON** +1, **INT** +2, **WIS** +1, **CHA** +2
SKILLS Knowledge Arcana +11, Perception +15, Sense Motive +9, Stealth +13, Swim +18

ITEMS

EQUIPMENT none
TREASURE 3 Major Random Treasure rolls (page 30)

SPECIAL ABILITIES

SPELL RESISTANCE When a creature casts a spell on a green hag, the creature must roll 1d20 + its cleric level or wizard level. If the total is less than 16, the spell doesn't affect the green hag at all.

VENTRILOQUISM As a standard action, a green hag can make it seem that her voice is coming from any spot within 30 feet of her location. In addition, she can use this spell to mimic the sounds of common animals, such as bears or wolves.

WEAKNESS The green hag's claws make the target physically weak. A creature hit by a green hag's claws must make a DC 16 Fortitude save or take a –1 penalty on melee attack and damage rolls for 1 day. This penalty increases by 1 each time the creature is hit and fails its Fort save.

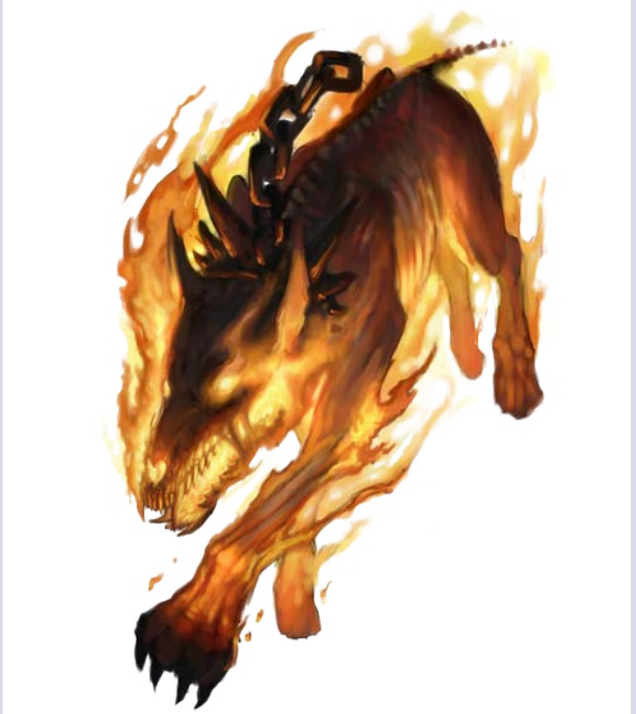
HELL HOUND

LAWFUL EVIL

These fiery dogs come from evil dimensions. Nearly as smart as a human, hell hounds often ally with evil clerics. When they hunt, they love to drag their prey into forest fires and slowly burn their enemies to death.

INITIATIVE +5 | **SPEED** 40 FT. | **CR 3** | **XP 800** | **HP 30**

SENSES DARKVISION 60 FT., SCENT | PERCEPTION +7



DEFENSE

AC 16, touch 11, flat-footed 15
FORT +6, **REF** +5, **WILL** +1
IMMUNE fire; **WEAKNESSES** vulnerability to cold

OFFENSE

MELEE (standard action) bite +5 (1d8+1 plus 1d6 fire)
SPECIAL ATTACKS breath weapon

STATISTICS

STR +1, **DEX** +1, **CON** +2, **INT** –2, **WIS** +0, **CHA** –2
SKILLS Acrobatics +8, Perception +7, Stealth +13

ITEMS

EQUIPMENT none
TREASURE 1 Minor Random Treasure roll (page 30)

SPECIAL ATTACKS

BREATH WEAPON As a standard action, a hell hound can breathe a 10-foot cone of flame. Every creature in this cone takes 2d6 points of fire damage (DC 14 Reflex saving throw for half damage). Once the hell hound has used its breath weapon, it must wait 2d4 rounds before using it again.

VULNERABILITY TO COLD Whenever a hell hound takes cold damage, multiply the damage by 1-1/2 (do this after any saving throw is made against the damage).

MANTICORE

LAWFUL EVIL

Manticores are fierce predators that patrol a wide area in search of fresh meat, especially human flesh. They are smart enough to bargain with evil humanoids to form alliances or bully them into offering tribute.

INITIATIVE +0 | **SPEED** 30 FT. | **CR 5** | **XP 1,600** | **HP 57**

SENSES DARKVISION 60 FT., LOW-LIGHT VISION | PERCEPTION +9

DEFENSE

AC 17, touch 11, flat-footed 15
FORT +9, **REF** +7, **WILL** +3

OFFENSE

FLY 50 ft.
MELEE (standard action) bite +10 (1d8+5)
MELEE (move and standard action) bite +10 (1d8+5), 2 claws +10 (2d4+5)
RANGED (standard action) tail spikes +8 (1d6+5, range 180 feet)

STATISTICS

STR +5, **DEX** +2, **CON** +4, **INT** –2, **WIS** +1, **CHA** –1
SKILLS Perception +9

ITEMS

EQUIPMENT none
TREASURE 2 Major Random Treasure rolls (page 30)

SPECIAL ABILITIES

FLYBY ATTACK When a manticore spends a move action to move, it can move before and after it spends a standard action to make a bite attack, but no more than 50 feet in a single turn.

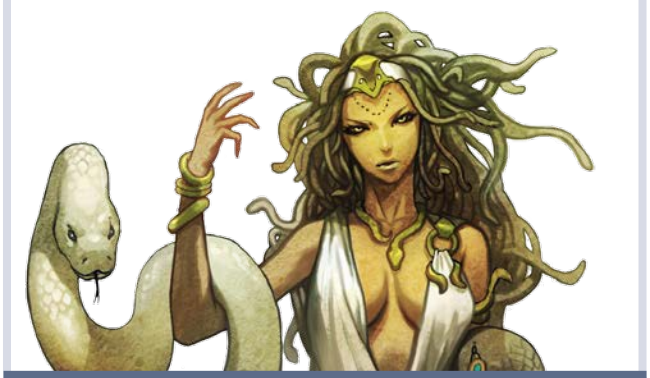
LARGE A manticore is a large creature. It takes up a 10-foot-by-10-foot space (2 squares by 2 squares).

MEDUSA — LAWFUL EVIL

Medusas have snakes instead of hair. By hiding the snakes under a hooded cloak, they can pass for human. A medusa's gaze turns creatures to stone. Many medusas enjoy decorating their lairs with these "statues."

INITIATIVE +6 | **SPEED** 30 FT. | **CR 7** | **XP 3,200** | **HP 76**

SENSES ALL-AROUND VISION, DARKVISION 60 FT. | PERCEPTION +16



DEFENSE

AC 15, touch 12, flat-footed 13
FORT +6, **REF** +8, **WILL** +7
IMMUNE flanking

OFFENSE

MELEE (standard action) dagger +10 (1d4/19–20)
MELEE (move and standard action) dagger +10 (1d4/19–20), snake bite +5 (1d4 plus poison)
RANGED (standard action) longbow +11 (1d8/×3)
RANGED (move and standard action) longbow +11 (1d8/×3) and longbow +6 (1d8/×3)
SPECIAL ATTACKS petrifying gaze, poison

STATISTICS

STR +0, **DEX** +2, **CON** +4, **INT** +1, **WIS** +1, **CHA** +2
SKILLS Bluff +10, Perception +16, Stealth +13

ITEMS

EQUIPMENT dagger, longbow with 20 arrows
TREASURE 5 Major Random Treasure rolls (page 30)

SPECIAL ABILITIES

PETRIFYING GAZE As a standard action, a medusa can stare at a creature within 30 feet, rendering it permanently petrified (see page 95) unless it makes a DC 16 Fortitude save. Blind creatures (or those closing their eyes) are immune. Those averting their eyes get a +2 bonus on the save, but take a –2 penalty on all attack rolls until their next turn. Any creature that attacks the medusa must save against her gaze. The *stone salve* magic item (page 59) can turn a petrified creature back into living flesh.

POISON Whenever a medusa bites a foe with her snakes, that creature must make a DC 18 Fortitude saving throw or take a –1 penalty on melee attack and damage rolls for 1 day. This penalty increases by 1 each time the creature is bitten and fails its Fortitude saving throw.

MIMIC — NEUTRAL

Mimics are strange but clever creatures that can transform into human-sized objects like doors, treasure chests, dead trees, and so on. This allows them to ambush prey, especially greedy adventurers exploring dungeons.

INITIATIVE +5 | **SPEED** 10 FT. | **CR 4** | **XP 1,200** | **HP 52**

SENSES DARKVISION 60 FT. | PERCEPTION +14

DEFENSE

AC 16, touch 11, flat-footed 15
FORT +5, **REF** +5, **WILL** +6
SPECIAL DEFENSE adhesive; **IMMUNE** acid

OFFENSE

MELEE (standard action) slam +10 (1d8+6 plus grab)
SPECIAL ABILITIES mimic object

STATISTICS

STR +4, **DEX** +1, **CON** +3, **INT** +0, **WIS** +1, **CHA** +0
SKILLS Climb +14, Knowledge Dungeoneering +10, Perception +14

ITEMS

EQUIPMENT none
TREASURE 1 Major Random Treasure roll (page 30)

SPECIAL ABILITIES

ADHESIVE Any weapon that hits a mimic becomes stuck to it and cannot be used unless the wielder makes a DC 17 Reflex save to keep it from getting stuck. As a standard action, a creature can make a DC 17 STR check to pull a stuck weapon free. The mimic can release its adhesive automatically.

GRAB The statue's target is grabbed (see page 95), can't move from its current square, loses its DEX Mod to AC, and takes a –2 penalty on attack rolls.

MIMIC OBJECT As a standard action, a mimic can assume the general shape of any object of roughly the same size, such as a treasure chest, a stout bed, or a door. A DC 20 Perception skill check recognizes the object is a mimic.

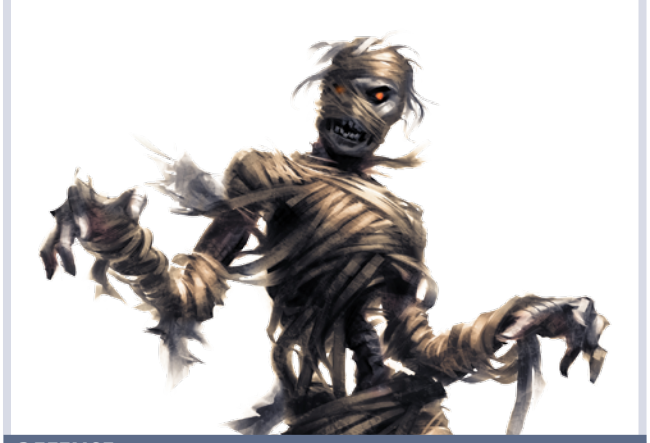
MUMMY

LAWFUL EVIL

Created to guard the tombs of the honored dead, mummies are ever vigilant for those who would desecrate their sacred ground. Some powerful mummies have free will and gather slaves and undead minions to serve them.

INITIATIVE +0 | **SPEED** 20 FT. | **CR 5** | **XP 1,600** | **HP 60**

SENSES DARKVISION 60 FT. | PERCEPTION +16



DEFENSE

AC 20, touch 10, flat-footed 20
FORT +4, **REF** +2, **WILL** +8
DAMAGE REDUCTION 5/—
IMMUNE paralysis, sleep, stun, anything that requires a Fortitude save; **WEAKNESSES** vulnerability to fire

OFFENSE

MELEE (standard action) slam +14 (1d8+10 plus mummy rot)
SPECIAL ATTACKS despair

STATISTICS

STR +7, **DEX** +0, **CON** —, **INT** –2, **WIS** +2, **CHA** +2
FEATS Power Attack (–2 attack, +4 damage)
SKILLS Perception +16, Stealth +11

ITEMS

EQUIPMENT none
TREASURE 3 Major Random Treasure rolls (page 30)

SPECIAL ABILITIES

DAMAGE REDUCTION Whenever a mummy takes damage from a melee or ranged weapon, reduce the damage by 5 (to a minimum of 0).
DESPAIR Creatures within 30 feet must make a DC 16 Will save or be paralyzed (see page 95) by fear for 1d4 rounds. A creature that saves is immune to that mummy's despair for 24 hours.
MUMMY ROT The target must make a DC 16 Fort save or contract mummy rot. This disease gives a –4 penalty on all CHA skills and Fort saves and deals 10 hp of damage per day. Cure spells require a DC 20 caster level check (1d20 + cleric or wizard level) to work.
VULNERABILITY TO FIRE Whenever a mummy takes fire damage, multiply the damage by 1-1/2 (do this after any saving throw is made against the damage).

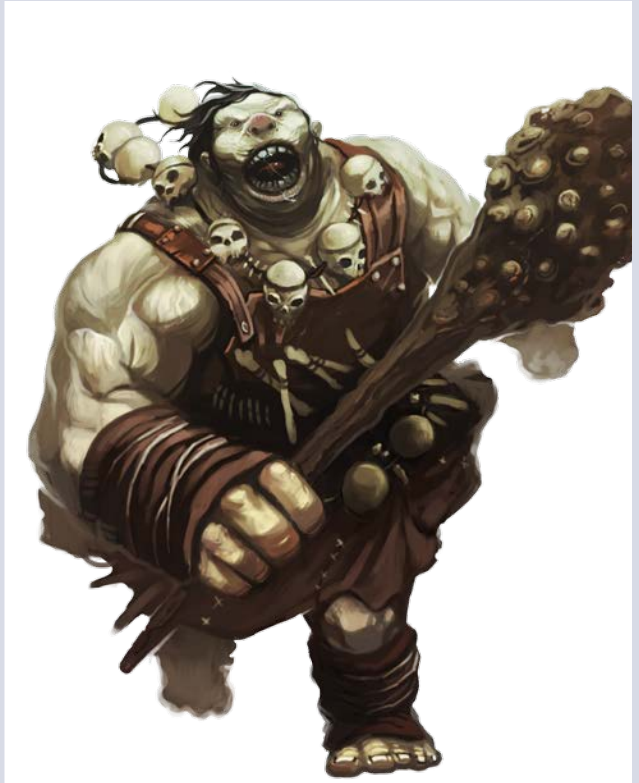
OGRE

CHAOTIC EVIL

Ogres are brutal, evil thugs who revel in the misery of others. They've been known to kick their prisoners around like a cruel game, or tear their victims limb from limb. When bored, they beat up members of their own tribe.

INITIATIVE –1 | **SPEED** 30 FT. | **CR 3** | **XP 800** | **HP 30**

SENSES DARKVISION 60 FT., LOW-LIGHT VISION | PERCEPTION +5



DEFENSE

AC 17, touch 8, flat-footed 17
FORT +6, **REF** +0, **WILL** +3

OFFENSE

MELEE (standard action) club +7 (2d8+7)
RANGED (standard action) javelin +1 (1d8+5)
SPECIAL ATTACKS long reach

STATISTICS

STR +5, **DEX** –1, **CON** +2, **INT** –2, **WIS** +0, **CHA** –2
SKILLS Climb +7, Perception +5

ITEMS

EQUIPMENT hide armor, club, javelins (4)
TREASURE 4 Minor Random Treasure rolls (page 30)

SPECIAL ABILITIES

LARGE An ogre is a large creature. It takes up a 10-foot-by-10-foot space (2 squares by 2 squares).
LONG REACH An ogre can make its melee attack against creatures 5 feet (1 square) or 10 feet (2 squares) away from it.

ORC

CHAOTIC EVIL

Orcs are violent and aggressive, with the strongest ruling the rest through fear and brutality. They take what they want by force, and think nothing of slaughtering or enslaving entire villages.

INITIATIVE +0	SPEED 30 FT.	CR 1/3	XP 135	HP 6
SENSES DARKVISION 60 FT.		PERCEPTION –1		

DEFENSE

AC 13, touch 10, flat-footed 13
FORT +3, **REF** +0, **WILL** –1
DEFENSIVE ABILITIES ferocity

OFFENSE

MELEE (standard action) battleaxe +5 (1d8+4/×3)
RANGED (standard action) javelin +1 (1d6+3)

STATISTICS

STR +3, **DEX** +0, **CON** +1, **INT** –2, **WIS** –1, **CHA** –2
SKILLS Perception –1

ITEMS

EQUIPMENT studded leather armor, battleaxe, javelins (4)
TREASURE 1 Minor Random Treasure roll (page 30)

SPECIAL ABILITIES

FEROCITY When an orc's hit points are reduced below 0, it does not fall unconscious or die. On its next turn it can take actions. If it still has fewer than 0 hit points at the end of that turn, it dies.

ORC BOSS

CHAOTIC EVIL

Orc leaders rule by brute force. Many are terrifying berserkers, shrugging off wounds that would kill an ogre. The most powerful chieftains gather dozens of orc warriors under their banners and pillage the countryside.

INITIATIVE +1	SPEED 30 FT.	CR 2	XP 600	HP 37
SENSES DARKVISION 60 FT.		PERCEPTION +6		

DEFENSE

AC 15, touch 9, flat-footed 14
FORT +7, **REF** +2, **WILL** +3; superstition
DEFENSIVE ABILITIES ferocity, uncanny dodge

OFFENSE

MELEE (standard action) masterwork battleaxe +9 (1d8+9/×3)
RANGED (standard action) masterwork javelin +5 (1d6+6)
RANGED (standard action) shortbow +4 (1d6/×3)

STATISTICS

STR +6, **DEX** +1, **CON** +4, **INT** –2, **WIS** +0, **CHA** –2
SKILLS Climb +3, Perception +6, Sense Motive +2, Stealth –1
FEATS Power Attack (+1 attack, +3 damage)

ITEMS

EQUIPMENT chainmail, masterwork battleaxe, masterwork javelins (2), shortbow with 20 arrows
TREASURE 1 Minor Random Treasure roll (page 30)

SPECIAL ABILITIES

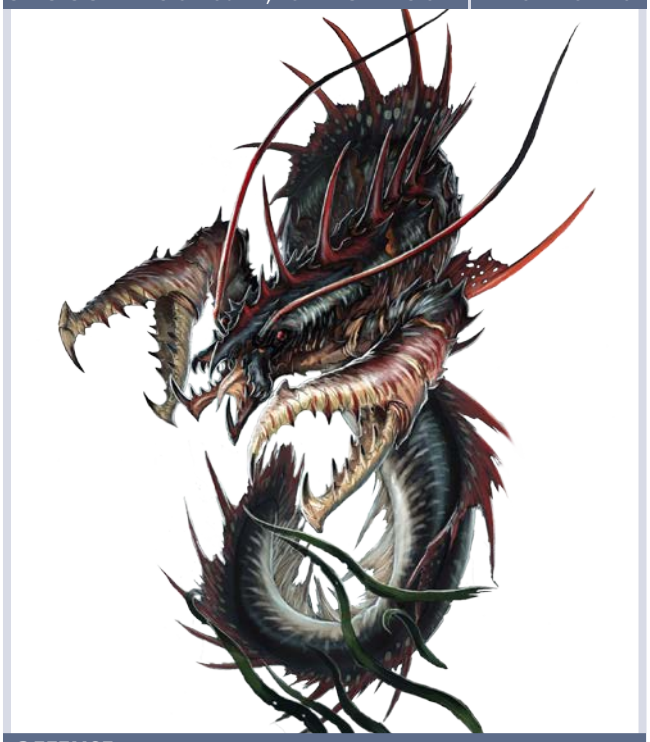
FEROCITY When an orc boss's hit points are reduced below 0, he does not fall unconscious or die. On his next turn, he can take actions. If he still has fewer than 0 hit points at the end of that turn, he dies.
SUPERSTITION When in combat, the orc gains a +2 bonus on saving throws against magic and spells.
UNCANNY DODGE Enemies do not get a flanking bonus against an orc boss, and a flanking rogue can't sneak attack one.

REEFCLAW

CHAOTIC NEUTRAL

These primitive, barely intelligent, coast-dwelling creatures are driven by their immense hunger. In some lands, people eat their crablike claws. They can't speak, but can understand language well enough.

INITIATIVE +5	SPEED 5 FT.	CR 1	XP 400	HP 13
SENSES DARKVISION 60 FT., LOW-LIGHT VISION		PERCEPTION +6		



DEFENSE

AC 14, touch 12, flat-footed 13
FORT +2, **REF** +1, **WILL** +4
DEFENSIVE ABILITIES death frenzy; **RESIST** cold 5

OFFENSE

SWIM 40 ft.
MELEE (standard action) claw +2 (1d4 plus grab)
MELEE (move and standard action) 2 claws +2 (1d4 plus grab)

STATISTICS

STR +0, **DEX** +1, **CON** +2, **INT** –3, **WIS** +1, **CHA** +1
SKILLS Perception +6, Swim +8

ITEMS

EQUIPMENT none
TREASURE none

SPECIAL ABILITIES

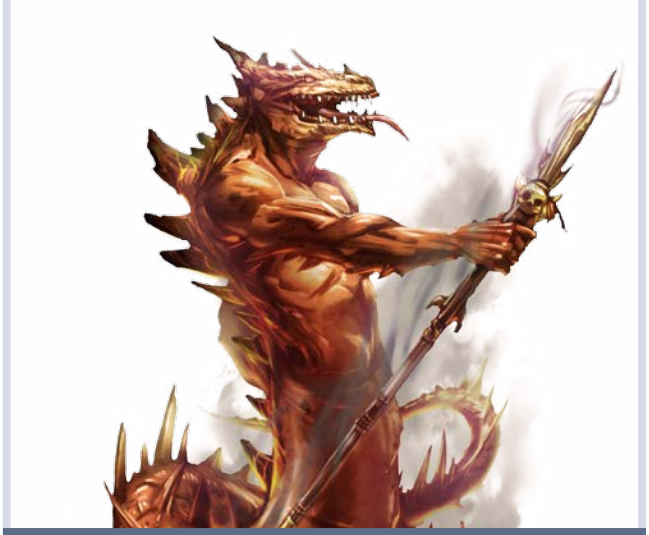
DEATH FRENZY When a reefclaw's hit points are reduced below 0, it immediately makes two claw attacks. These attacks do not have to be made against the creature that dealt damage to the reefclaw.
GRAB The reefclaw's target is grabbed (see page 95), can't move from its current square on its next turn, loses its DEX Mod to AC, and takes a –2 penalty on attack rolls.

SALAMANDER

CHAOTIC EVIL

These red-hot, reptilian humanoids are native to the dimension of fire. They lair near hot springs or in volcanoes, for they prefer temperatures of 500° F or higher. They are skilled weaponsmiths and fierce fighters.

INITIATIVE +1	SPEED 20 FT.	CR 6	XP 2,400	HP 76
SENSES DARKVISION 60 FT.		PERCEPTION +16		



DEFENSE

AC 18, touch 11, flat-footed 17
FORT +10, **REF** +7, **WILL** +6
DAMAGE REDUCTION 10/magic; **IMMUNE** fire
WEAKNESSES vulnerability to cold

OFFENSE

MELEE (standard action) spear +11 (1d8+4/×3 plus 1d6 fire)
MELEE (move and standard action) spear +11 (1d8+4/×3 plus 1d6 fire), spear +6 (1d8+4/×3 plus 1d6 fire), tail slap +6 (2d6+1 plus 1d6 fire and grab)

STATISTICS

STR +3, **DEX** +1, **CON** +4, **INT** +2, **WIS** +2, **CHA** +1
FEATS Power Attack (–2 attack, +4 damage)
SKILLS Acrobatics +12, Bluff +12, Perception +16, Sense Motive +13, Stealth +12

ITEMS

EQUIPMENT spear
TREASURE 3 Major Random Treasure rolls (page 30)

SPECIAL ABILITIES

DAMAGE REDUCTION Whenever a salamander takes damage from a nonmagical melee or ranged weapon, reduce the damage by 10 (to a minimum of 0).
GRAB The salamander's target is grabbed (see page 95), can't move from its current square on its next turn, loses its DEX Mod to AC, and takes a –2 penalty on attack rolls.
VULNERABILITY TO COLD Whenever a salamander takes cold damage, multiply the damage by 1-1/2 (do this after any saving throw is made against the damage).

SERPENTFOLK

NEUTRAL EVIL

This ancient race existed before dwarves, elves, and humans. They blame the "younger races" for stealing their magical knowledge, and plot revenge against those who forced them to flee to the remote jungles.

INITIATIVE +9 | **SPEED** 30 FT. | **CR 4** | **XP 1,200** | **HP 42**

SENSES DARKVISION 60 FT., SCENT | PERCEPTION +10

DEFENSE

AC 18, touch 15, flat-footed 13
FORT +6, **REF** +9, **WILL** +6
IMMUNE paralysis, poison, anything that doesn't affect mindless creatures; **SPELL RESISTANCE** 15

OFFENSE

MELEE (standard action) dagger +11 (1d4–1/19–20)
MELEE (move and standard action) masterwork dagger +11 (1d4–1/19–20), bite +5 (1d6–1 plus poison)
SPELLS (caster level 5th)
3rd—*displacement*, *suggestion* (DC 16)
1st—*disguise self* (at will)

STATISTICS

STR –1, **DEX** +5, **CON** +3, **INT** +4, **WIS** +2, **CHA** +3
SKILLS Acrobatics +10, Knowledge Arcana +9, Perception +10, Sense Motive +7

ITEMS

EQUIPMENT masterwork dagger
TREASURE 1 Major Random Treasure roll, 3 Minor Random Treasure rolls (page 30)

SPECIAL ABILITIES

POISON Whenever a serpentfolk bites a foe, that creature must make a DC 15 Fortitude save or take a –1 penalty on melee attack and damage rolls for 1 day. This penalty increases by 1 each time the creature is bitten and fails its Fort save.
SPELL RESISTANCE When a creature casts a spell on a serpentfolk, it must roll 1d20 + its cleric level or wizard level. If the total is lower than 15, the spell doesn't affect the serpentfolk at all.

SKELETAL CHAMPION

NEUTRAL EVIL

Some skeletons retain their intelligence and cunning, making them formidable warriors. These skeletal champions may lead gangs of skeletons, or serve an evil cleric or other powerful leader.

INITIATIVE +5 | **SPEED** 30 FT. | **CR 2** | **XP 600** | **HP 17**

SENSES DARKVISION 60 FT. | PERCEPTION +6

DEFENSE

AC 21, touch 12, flat-footed 19
FORT +3 **REF** +1 **WILL** +3; +4 bonus vs. channel energy
DR 5/bludgeoning; **IMMUNE** cold, disease, paralysis, poison, sleep, stun, anything that doesn't affect mindless creatures, anything that requires a Fortitude save

OFFENSE

MELEE (standard action) longsword +7 (1d8+3/19–20)

STATISTICS

STR +3, **DEX** +1, **CON** —, **INT** –1, **WIS** +0, **CHA** +1
FEATS Power Attack (–1 attack, +3 damage)
SKILLS Perception +6, Stealth –1

ITEMS

EQUIPMENT breastplate, heavy steel shield, and longsword
TREASURE 1 Minor Random Treasure roll (page 30)

SPECIAL ABILITIES

DAMAGE REDUCTION Whenever a skeletal champion takes damage from a piercing or slashing melee or ranged weapon, reduce the damage by 5 (to a minimum of 0).

SKELETON

NEUTRAL EVIL

Skeletons are the animated bones of the dead, brought to unlife through foul magic. While they are mindless automatons, the magic that created them gave them evil cunning and an instinctive hatred of the living.

INITIATIVE +6 | **SPEED** 30 FT. | **CR 1/3** | **XP 135** | **HP 4**

SENSES DARKVISION 60 FT. | PERCEPTION +0

DEFENSE

AC 16, touch 12, flat-footed 14

FORT +0, **REF** +2, **WILL** +2

DAMAGE REDUCTION 5/bludgeoning; **IMMUNE** cold, disease, paralysis, poison, sleep, stun, anything that requires a Fortitude save

SPECIAL DEFENSES mindless creature

OFFENSE

MELEE (standard action) scimitar +2 (1d6+2) or claw +2 (1d4+2)

MELEE (move and standard action) 2 claws +2 (1d4+2)

STATISTICS

STR +2, **DEX** +2, **CON** —, **INT** —, **WIS** +0, **CHA** +0

SKILLS Perception +0

ITEMS

EQUIPMENT chain shirt, scimitar

TREASURE none

SPECIAL ABILITIES

DAMAGE REDUCTION Whenever a skeleton takes damage from a piercing or slashing melee or ranged weapon, reduce the damage by 5 (to a minimum of 0).

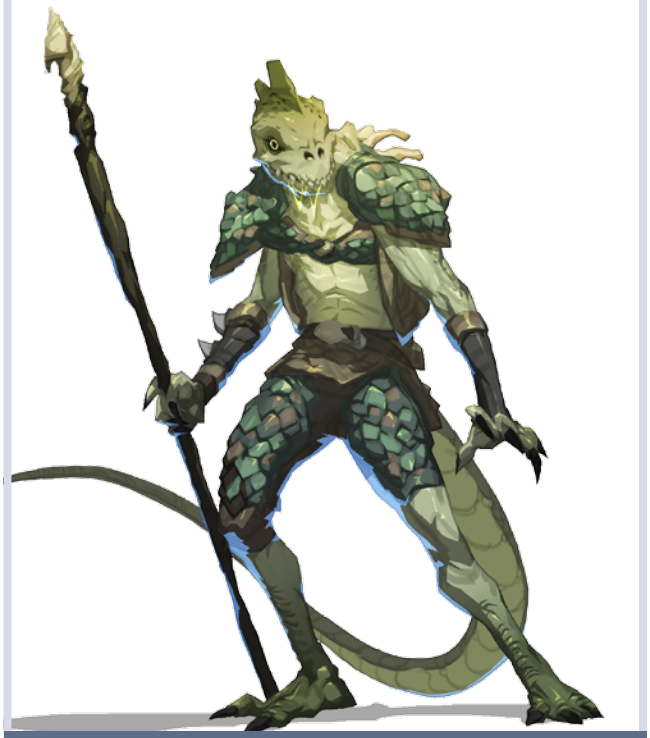
TROGLODYTE

CHAOTIC EVIL

Troglodytes are feral, savage cave dwellers distantly related to the serpentfolk. Most other monsters hate their stench and tendency to cannibalize each other. Some troglodyte leaders can cast a few cleric spells.

INITIATIVE –1 | **SPEED** 30 FT. | **CR 1** | **XP 400** | **HP 13**

SENSES DARKVISION 60 FT. | PERCEPTION +0



DEFENSE

AC 15, touch 9, flat-footed 15

FORT +7, **REF** –1, **WILL** +0

OFFENSE

MELEE (standard action) claw +2 (1d4+1) or club +2 (1d6+1)

MELEE (move and standard action) bite +2 (1d4+1), 2 claws +2 (1d4+1)

SPECIAL ATTACKS stench

STATISTICS

STR +1, **DEX** –1, **CON** +2, **INT** –1, **WIS** +0, **CHA** +0

SKILLS Perception +0, Stealth +5 (+9 when in rocky areas)

ITEMS

EQUIPMENT none

TREASURE 2 Minor Random Treasure rolls (page 30)

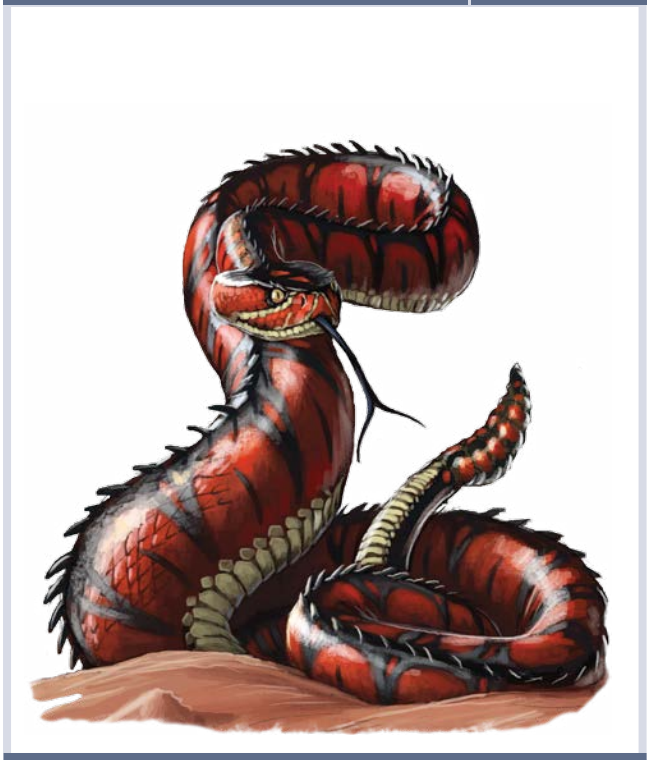
SPECIAL ABILITIES

STENCH Any living creature that begins its turn within 30 feet of a troglodyte must make a DC 13 Fortitude save or become sickened (see page 95) for 1 minute, taking a –2 penalty on all attack rolls, saving throws, skill checks, and ability checks. Bonuses against poison count against this saving throw. Other troglodytes are immune to this stench.

VENOMOUS SNAKE — NEUTRAL

These snakes are usually about 5 feet long and weigh about 15 pounds. A frightened snake may bite once and then flee, but an aggressive snake keeps fighting until it is dead.

INITIATIVE +5	SPEED 20 FT.	CR 1	XP 400	HP 13
SENSES LOW-LIGHT VISION, SCENT		PERCEPTION +9		



DEFENSE

AC 14, touch 11, flat-footed 13
FORT +5, **REF** +4, **WILL** +1

OFFENSE

CLIMB 20 ft., **SWIM** 20 ft.
MELEE (standard action) bite +2 (1d4–1 plus poison)

STATISTICS

STR –1, **DEX** +1, **CON** +2, **INT** –5, **WIS** +1, **CHA** –4
SKILLS Acrobatics +9, Climb +9, Perception +9, Stealth +9, Swim +9

ITEMS

EQUIPMENT none
TREASURE none

SPECIAL ABILITIES

POISON Whenever a venomous snake bites a foe, that creature must make a DC 13 Fortitude save or take 1d4 additional points of damage from the poison.

WATER ELEMENTAL — NEUTRAL

Water elementals are patient, relentless creatures made of living fresh or salt water. They prefer to hide in water and ambush their opponents, especially air-breathers at a disadvantage under the surface.

INITIATIVE +1	SPEED 20 FT.	CR 3	XP 800	HP 30
SENSES DARKVISION 60 FT.		PERCEPTION +5		

DEFENSE

AC 17, touch 11, flat-footed 17
FORT +6, **REF** +5, **WILL** +1
IMMUNE critical hits, flanking, paralysis, poison, sleep, sneak attack, stun

OFFENSE

SWIM 90 ft.
MELEE (standard action) slam +7 (1d8+4)
SPECIAL ATTACKS vortex

STATISTICS

STR +3, **DEX** +1, **CON** +2, **INT** –3, **WIS** +0, **CHA** +0
FEATS Power Attack (–1 attack, +3 damage)
SKILLS Acrobatics +6, Perception +5, Stealth +6, Swim +16

ITEMS

EQUIPMENT none
TREASURE none

SPECIAL ABILITIES

VORTEX Whenever a water elemental spends a move action to swim through water, the DC of all Swim checks made within 30 feet of the water elemental increases by +5 until the water elemental's next turn.

WEREWOLF — CHAOTIC EVIL

Werewolves personify all that is savage and bestial. Cursed to turn into hungry wolf-human hybrids on the nights of the full moon, they hunt, murder, and eat innocent folk, but return to their true forms at sunrise.

INITIATIVE +5	SPEED 30 FT.	CR 2	XP 600	HP 21
SENSES LOW-LIGHT VISION, SCENT		PERCEPTION +4		

DEFENSE

AC 22, touch 12, flat-footed 20
FORT +6, **REF** +2, **WILL** +2; +1 bonus vs. fear
DAMAGE REDUCTION 10/silver

OFFENSE

MELEE (standard action) longsword +6 (1d8+6/19–20)
MELEE (move and standard action) longsword +6 (1d8+6/19–20), bite +1 (1d6+1 plus curse of lycanthropy and the target is knocked prone)
RANGED (standard action) light crossbow +4 (1d8/19–20)

STATISTICS

STR +3, **DEX** +1, **CON** +2, **INT** –1, **WIS** +2, **CHA** –1
FEATS Power Attack (–1 attack, +2 damage)
SKILLS Climb +4, Perception +4

ITEMS

EQUIPMENT chainmail, light crossbow with 20 bolts, longsword
TREASURE 3 Minor Random Treasure rolls (page 30)

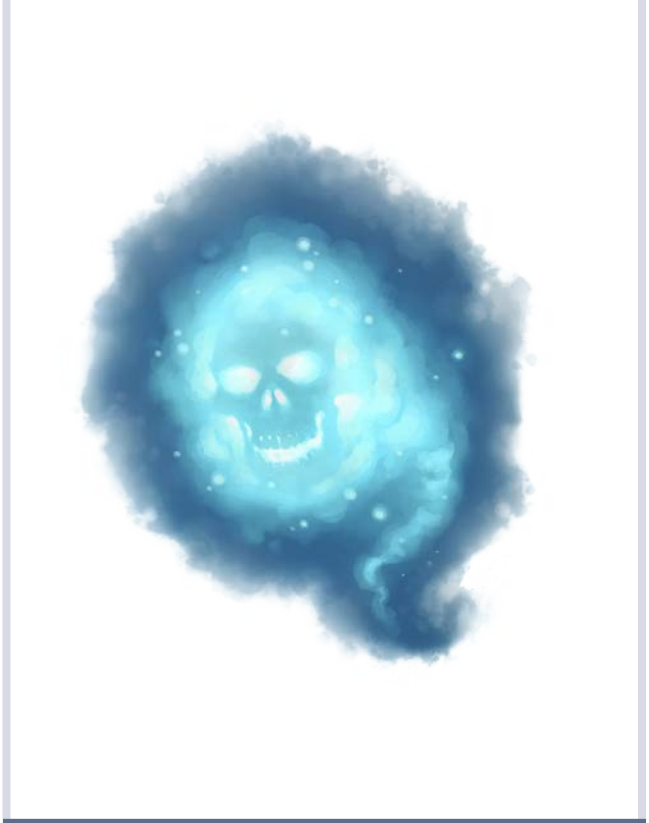
SPECIAL ABILITIES

CURSE OF LYCANTHROPY A character bitten by a werewolf must make a DC 15 Fortitude save or gain the curse of lycanthropy. On each night of a full moon, a character with this curse must make a DC 15 Fortitude save or change into a werewolf, losing her previous statistics and abilities and gaining those of this stat block. The character goes on a rampage and is under the GM's control until the following morning, when she reverts to her true form.
DAMAGE REDUCTION Whenever a werewolf takes damage from a non-silver melee or ranged weapon, reduce the damage by 10 (to a minimum of 0).
WOLF EMPATHY A werewolf can communicate and empathize with wolves, and werewolves and wolves often hunt together.

WILL-O'-WISP — CHAOTIC EVIL

These weird creatures are living spheres of light and swamp gas. They are evil beings that feed on the fear of intelligent prey, and lure travelers into the swamp to drown or be eaten by other monsters.

INITIATIVE +13	SPEED FLY 50 FT.	CR 6	XP 2,400	HP 40
SENSES DARKVISION 60 FT.		PERCEPTION +17		



DEFENSE

AC 26, touch 26, flat-footed 16
FORT +3, **REF** +12, **WILL** +9
IMMUNE magic

OFFENSE

MELEE (standard action) shock +16 touch (2d8 electricity)
SPELLS (caster level 5th)
2nd—*invisibility* (at will, move action, on itself only)

STATISTICS

STR –5, **DEX** +9, **CON** +0, **INT** +2, **WIS** +3, **CHA** +2
SKILLS Acrobatics +21, Perception +17, Stealth +25

ITEMS

EQUIPMENT none
TREASURE 1 Major Random Treasure roll (page 30)

SPECIAL ABILITIES

FEED ON FEAR A will-o'-wisp within 15 feet of a creature that's dying or affected by fear heals 5 hit points on its turn.
IMMUNITY TO MAGIC Will-o'-wisps are immune to all attack spells and magical class features except *magic missile*.

WOLF

NEUTRAL

Wolves are territorial and control a large territory. As large as an average dog, a hungry wolf is a threat to livestock and children. Most wolves avoid armed humanoids, but rabid wolves are aggressive even to larger creatures.

INITIATIVE +2 | **SPEED** 50 FT. | **CR 1** | **XP 400** | **HP 13**

SENSES LOW-LIGHT VISION, SCENT | PERCEPTION +8

DEFENSE

AC 14, touch 11, flat-footed 12
FORT +5, **REF** +5, **WILL** +1

OFFENSE

MELEE (standard action) bite +2 (1d6+1 plus trip)

STATISTICS

STR +1, **DEX** +2, **CON** +2, **INT** –4, **WIS** +1, **CHA** –2
SKILLS Perception +8, Stealth +6

ITEMS

EQUIPMENT none
TREASURE none

SPECIAL ABILITIES

TRIP The wolf's opponent is knocked prone (see page 95). A prone creature has a –4 penalty on melee attack rolls and cannot use ranged weapons (except for a crossbow and ranged spells). The prone creature takes a –4 penalty to AC against melee attacks, but gets a +4 bonus to AC against ranged attacks. Standing up is a move action.

ZOMBIE

NEUTRAL EVIL

Zombies are the animated corpses of dead creatures. Their rotting flesh makes them hardier than skeletons, but slow. Zombies can do little more than follow orders or mill about in search of living prey.

INITIATIVE +0 | **SPEED** 30 FT. | **CR 1/2** | **XP 200** | **HP 12**

SENSES DARKVISION 60 FT. | PERCEPTION +0

DEFENSE

AC 12, touch 10, flat-footed 12
FORT +0, **REF** +0, **WILL** +3
DAMAGE REDUCTION 5/slashing; **IMMUNE** disease, paralysis, poison, sleep, stun, anything that requires a Fortitude save

OFFENSE

MELEE (standard action) slam +4 (1d6+4)
SPECIAL QUALITIES staggered

STATISTICS

STR +3, **DEX** +0, **CON** —, **INT** —, **WIS** +0, **CHA** +0
SKILLS Perception +0

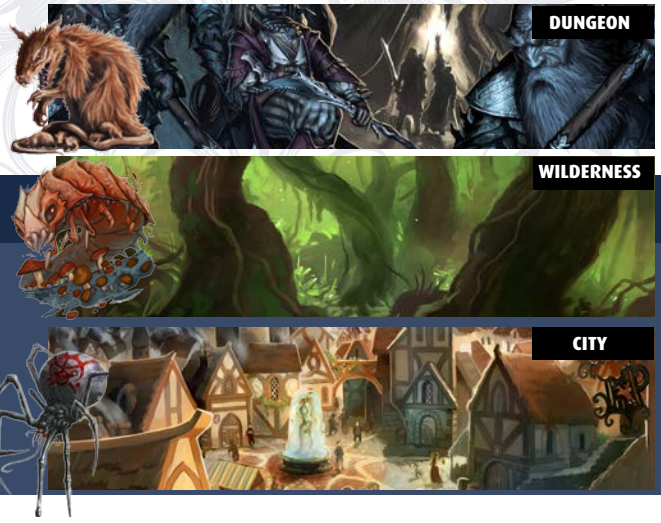
ITEMS

EQUIPMENT none
TREASURE none

SPECIAL ABILITIES

DAMAGE REDUCTION Whenever a zombie takes damage from a bludgeoning or piercing melee or ranged weapon, reduce the damage by 5 (minimum 0).
STAGGERED A zombie is always staggered (see page 25), and can only take a standard action or move action each round. A zombie is able to charge, moving up to 30 feet and making an attack on its turn.

Random Encounters



A random encounter is an encounter that doesn't have a role in the adventure's plot—it's a way to keep tension high, and keeps things from getting too predictable.

A GREAT TIME SAVER

Using random encounters makes being a GM a lot easier. For example, instead of planning several encounters each day for a trip across the desert, you can decide there is a chance of an encounter for every hour of travel, and roll on the table. This lets you spend time thinking about what's at the destination.

POPULATING A WORLD

Random encounters are useful for filling undeveloped space on the map. Just because you're creating a world doesn't mean you need to know exactly where every single goblin, orc, and ogre lives. If your PCs go east through the mountains instead of taking the long way north around them, you may not have any mountain encounters planned, but you know the mountains aren't empty. By using the random encounter tables for that terrain, you can create fun battles for the PCs without putting in a lot of work. After all, most encounters with orc warbands are going to be pretty similar, so all you need is to draw a few rocks and trees on the Flip-Mat and you're ready for combat.

ENCOUNTER FREQUENCY

You can roll for random encounters once per hour if you want the PCs to have the chance of more than one encounter each day, or roll just once per day if you want there to be at most one random encounter each day. You can adjust these percentages up or down to suit your campaign, or just decide that the PCs will have 1 or 2 random encounters for each day they travel.

TERRAIN	CHANCE/ HOUR	CHANCE/ DAY
City	5%	35%
Wilderness	10%	50%
Dungeon	15%	60%

DAY OR NIGHT

Many monster encounters happen at night—monsters with darkvision or low-light vision are more likely to take advantage of their ability to see in poor light. If monsters attack while the PCs are camped for the night, remember to take into account that sleeping PCs probably aren't wearing armor.

IT'S NOT ALWAYS COMBAT

Although these tables are filled with monsters, you can have interesting non-combat random encounters, such as a strange statue, corpses from a battle, religious pilgrims looking for a shrine, and so on. Things happen even when the PCs aren't around, and this makes your world feel lived-in.

USING THE TABLES

The random encounter tables are organized by terrain—just flip to the terrain you need and roll the dice to see what kind of monster the PCs encounter. Note that these monsters don't have to be alone—you can increase the number of monsters to build a more challenging encounter (see Building Combat Encounters, page 26). If you roll an encounter that's too challenging for the PCs, reroll—killing PCs with a random encounter isn't fun. Likewise, reroll any monster that's inappropriate for that specific terrain—for example, an ice-themed dungeon wouldn't have a salamander encounter.

DUNGEON MONSTERS

Roll d% on this table to get a random dungeon monster. If you only want encounters with CR 3 monsters or higher (for example, if the PCs are in a more dangerous part of the dungeon), roll 1d20+80 instead of d%.

Random dungeon monsters are usually patrols of creatures guarding their territory, predators on the hunt, or scavengers looking for loot or things to eat.

GOBLIN	XP 135	CR 1/3	ROLL 1–12
SKELETON	XP 135	CR 1/3	ROLL 13–24
DIRE RAT	XP 135	CR 1/3	ROLL 25–29
ORC	XP 135	CR 1/3	ROLL 30–39
GIANT CENTIPEDE	XP 200	CR 1/2	ROLL 40–47
ZOMBIE	XP 200	CR 1/2	ROLL 48–57
GHOUL	XP 400	CR 1	ROLL 58–62
GIANT SPIDER	XP 400	CR 1	ROLL 63–67
TROGLODYTE	XP 400	CR 1	ROLL 68–73
SKELETAL CHAMPION	XP 600	CR 2	ROLL 74–78
WEREWOLF	XP 600	CR 2	ROLL 79–80
DOPPELGANGER	XP 800	CR 3	ROLL 81–82
OGRE	XP 800	CR 3	ROLL 83–87
ANIMATED STATUE	XP 800	CR 3	ROLL 88–90
BARGHEST	XP 1,200	CR 4	ROLL 91–92
MIMIC	XP 1,200	CR 4	ROLL 93–95
GRAY OOZE	XP 1,200	CR 4	ROLL 96
SERPENTFOLK	XP 1,200	CR 4	ROLL 97
MUMMY	XP 1,600	CR 5	ROLL 98–99
SALAMANDER	XP 2,400	CR 6	ROLL 100

FOREST MONSTERS

Roll d% on this table to get a random forest monster. If you only want encounters with CR 1 monsters or lower, roll d% and divide by 2. If you only want CR 2 monsters or higher, roll d%, divide by 2, and add +50.

The forest canopy can hide threats, and some monsters (such as giant spiders) prefer to attack from above. PCs moving across branches may be able to bypass ground encounters.

GOBLIN	XP 135	CR 1/3	ROLL 1–10
SKELETON	XP 135	CR 1/3	ROLL 11–13
DIRE RAT	XP 135	CR 1/3	ROLL 14–17
ORC	XP 135	CR 1/3	ROLL 18–23
GIANT CENTIPEDE	XP 200	CR 1/2	ROLL 24–27
ZOMBIE	XP 200	CR 1/2	ROLL 28–30
GHOUL	XP 400	CR 1	ROLL 31–32
REEFCLAW	XP 400	CR 1	ROLL 33
GIANT SPIDER	XP 400	CR 1	ROLL 34–38
VENOMOUS SNAKE	XP 400	CR 1	ROLL 39–43
WOLF	XP 400	CR 1	ROLL 44–50
BOAR	XP 600	CR 2	ROLL 51–65
SKELETAL CHAMPION	XP 600	CR 2	ROLL 66–68
WEREWOLF	XP 600	CR 2	ROLL 69–76
WATER ELEMENTAL	XP 800	CR 3	ROLL 77–80
EARTH ELEMENTAL	XP 800	CR 3	ROLL 81–86
BARGHEST	XP 1,200	CR 4	ROLL 87–90
MIMIC	XP 1,200	CR 4	ROLL 91
SERPENTFOLK	XP 1,200	CR 4	ROLL 92–96
GREEN HAG	XP 1,600	CR 5	ROLL 97–100

SWAMP MONSTERS

Roll d% on this table to get a random swamp monster. If you only want encounters with CR 1 monsters or lower, roll d% and divide by 2. If you only want CR 2 monsters or higher, roll d%, divide by 2, and add +50.

As with forest encounters, swamp encounters may come from ground level or from the greenery above. Standing water may also hide submerged threats.

	XP	CR	ROLL
SKELETON	135	1/3	1–4
ZOMBIE	200	1/2	5–10
GHOUL	400	1	11–13
REEFCLAW	400	1	14–20
GIANT SPIDER	400	1	21–29
TROGLODYTE	400	1	30–34
VENOMOUS SNAKE	400	1	35–42
WOLF	400	1	43–50
BOGGARD	600	2	51–64
SKELETAL CHAMPION	600	2	65–66
WEREWOLF	600	2	67–70
WATER ELEMENTAL	800	3	71–77
EARTH ELEMENTAL	800	3	78–81
GARGOYLE	1,200	4	82–83
GRAY OOZE	1,200	4	84–85
GREEN HAG	1,600	5	86–88
MANTICORE	1,600	5	89–92
MUMMY	1,600	5	93–94
WILL-O'-WISP	2,400	6	95–99
MEDUSA	3,200	7	100

MOUNTAIN MONSTERS

Roll d% on this table to get a random mountain monster. If you only want encounters with CR 2 monsters or lower, roll d% and divide by 2. If you only want CR 3 monsters or higher, roll d%, divide by 2, and add +50.

Mountain encounters often have multiple elevations, and intelligent attackers are likely to pick locations where they can't be melee attacked and can take cover from ranged attacks.

	XP	CR	ROLL
SKELETON	135	1/3	1–5
ORC	135	1/3	6–15
ZOMBIE	200	1/2	16–20
GHOUL	400	1	21–25
GIANT SPIDER	400	1	26–32
WOLF	400	1	33–39
ORC BOSS	600	2	40–41
SKELETAL CHAMPION	600	2	42–46
WEREWOLF	600	2	47–50
AIR ELEMENTAL	800	3	51–52
EARTH ELEMENTAL	800	3	53–58
FIRE ELEMENTAL	800	3	59–62
HELL HOUND	800	3	63–64
OGRE	800	3	65–74
BARGHEST	1,200	4	75–78
GARGOYLE	1,200	4	79–84
MIMIC	1,200	4	85
MANTICORE	1,600	5	86–94
MUMMY	1,600	5	95–98
SALAMANDER	2,400	6	99–100

DESERT MONSTERS

Roll d% on this table to get a random desert monster. If you only want encounters with CR 2 monsters or lower, roll d% and divide by 2. If you only want CR 3 monsters or higher, roll d%, divide by 2, and add +50.

Deserts tend to have wide open spaces, so desert encounters are with creatures burying themselves in the sand, approaching from the air, or near landmarks such as oases.

	XP	CR	ROLL
SKELETON	135	1/3	1–8
ZOMBIE	200	1/2	9–15
GHOUL	400	1	16–21
GIANT SPIDER	400	1	22–33
VENOMOUS SNAKE	400	1	34–45
SKELETAL CHAMPION	600	2	46–50
AIR ELEMENTAL	800	3	51–53
ANIMATED STATUE	800	3	54–57
EARTH ELEMENTAL	800	3	58–62
EVIL CLERIC	800	3	63–69
EVIL FIGHTER	800	3	70–76
EVIL WIZARD	800	3	77–83
FIRE ELEMENTAL	800	3	84–88
HELL HOUND	800	3	89–91
BARGHEST	1,200	4	92
GARGOYLE	1,200	4	93–94
MIMIC	1,200	4	95
MUMMY	1,600	5	96–97
MANTICORE	1,600	5	98–99
SALAMANDER	2,400	6	100

CITY MONSTERS

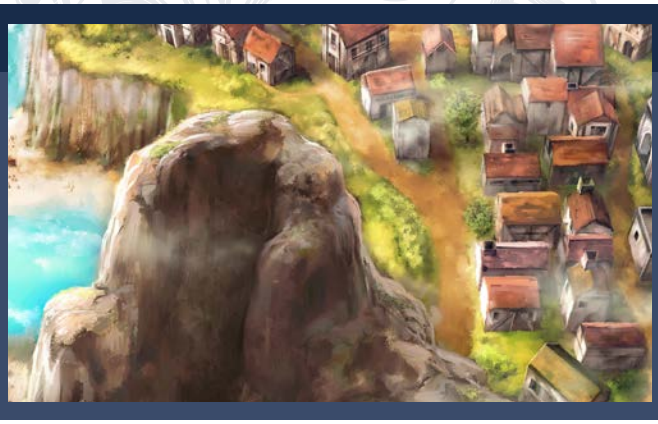
Roll d% on this table to get a random city monster—though you should mainly use this table for unusual situations such as a monster invasion, a wizard's pet running loose, a crazed cultist releasing undead in the city, and so on.

Depending on the city, some of these encounters may be peaceful. For example, just because the PCs meet an evil fighter out for a walk doesn't mean they should start a fight.

	XP	CR	ROLL
SKELETON	135	1/3	1–5
GOBLIN	135	1/3	6–13
DIRE RAT	135	1/3	14–23
ORC	135	1/3	24–30
ZOMBIE	200	1/2	31–35
GIANT CENTIPEDE	200	1/2	36–40
CITY GUARD	200	1/2	41–53
GHOUL	400	1	54–58
VENOMOUS SNAKE	400	1	59–62
GIANT SPIDER	400	1	63–67
SKELETAL CHAMPION	600	2	68–70
WEREWOLF	600	2	71
DOPPELGANGER	800	3	72–73
ANIMATED STATUE	800	3	74–76
EVIL CLERIC	800	3	77–81
EVIL WIZARD	800	3	82–86
EVIL FIGHTER	800	3	87–91
EVIL ROGUE	800	3	92–96
ELEMENTAL (RANDOM)	800	3	97
GARGOYLE	1,200	4	98–100

Sandpoint

Sandpoint is a frontier coastal town near a wilderness area and a day's travel from a major city. It's a good place to start a Pathfinder campaign, or use it as an example of how to create a "home" area for your PCs as they start their adventures.



FRONTIER ADVENTURE

Sandpoint is a rustic and prosperous town. The town's had to deal with a number of disasters in the past five decades, yet Sandpoint has weathered these trials and emerged stronger after each one. Today, the town hosts several thriving industries (including lumber, fishing, farming, and glassblowing) as well as several unique businesses and entertainment venues.

FACTS ABOUT SANDPOINT

You can use the following interesting tidbits of information about Sandpoint to help you breathe a sense of life into the town while the player characters are shopping for equipment and magic items or looking for new quests.

POPULATION

Sandpoint has 1,240 people living in it—while most of them are human, there are a few elves and dwarves living in the town as well.

MAYOR

The mayor of Sandpoint is Kendra Deverin. Friendly and approachable, she's in charge of paying adventurers rewards when they finish quests.

CLERICS

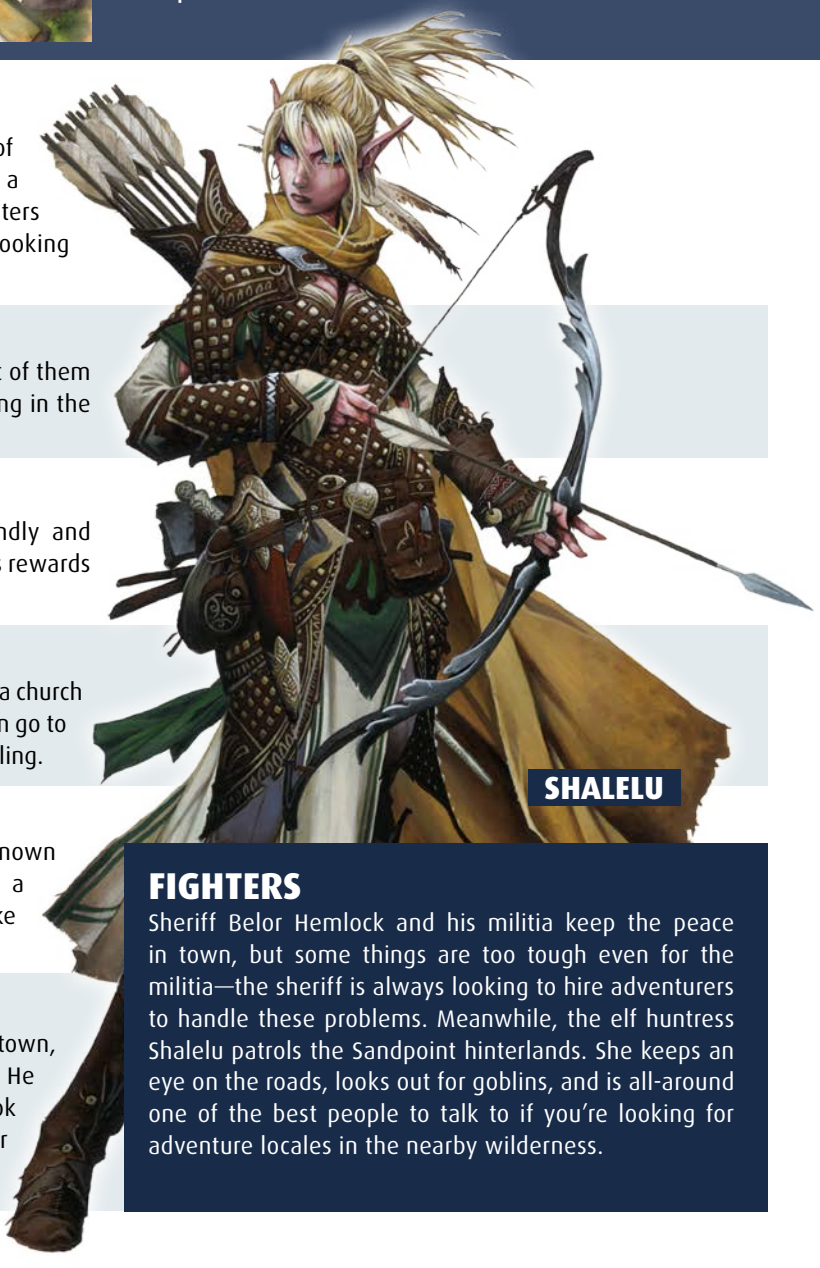
Father Abstalar Zantus runs the Sandpoint Cathedral, a church where worshipers of Desna, Sarenrae, and Gorum can go to pray, and where anyone can go to pay for some healing.

ROGUES

The waterfront is where local gangs hang out—known as the Sczarni, these thugs and scoundrels are a good place to go if you're looking to buy things like thieves' tools or other semi-legal items.

WIZARDS

Ilsorai Gandethus is the most powerful wizard in town, and one of the smartest folks in town to boot. He runs the town school and orphanage, Turandarok Academy. You can go to him to buy spells or ask for advice about all sorts of magic and legends.



SHALELU

FIGHTERS

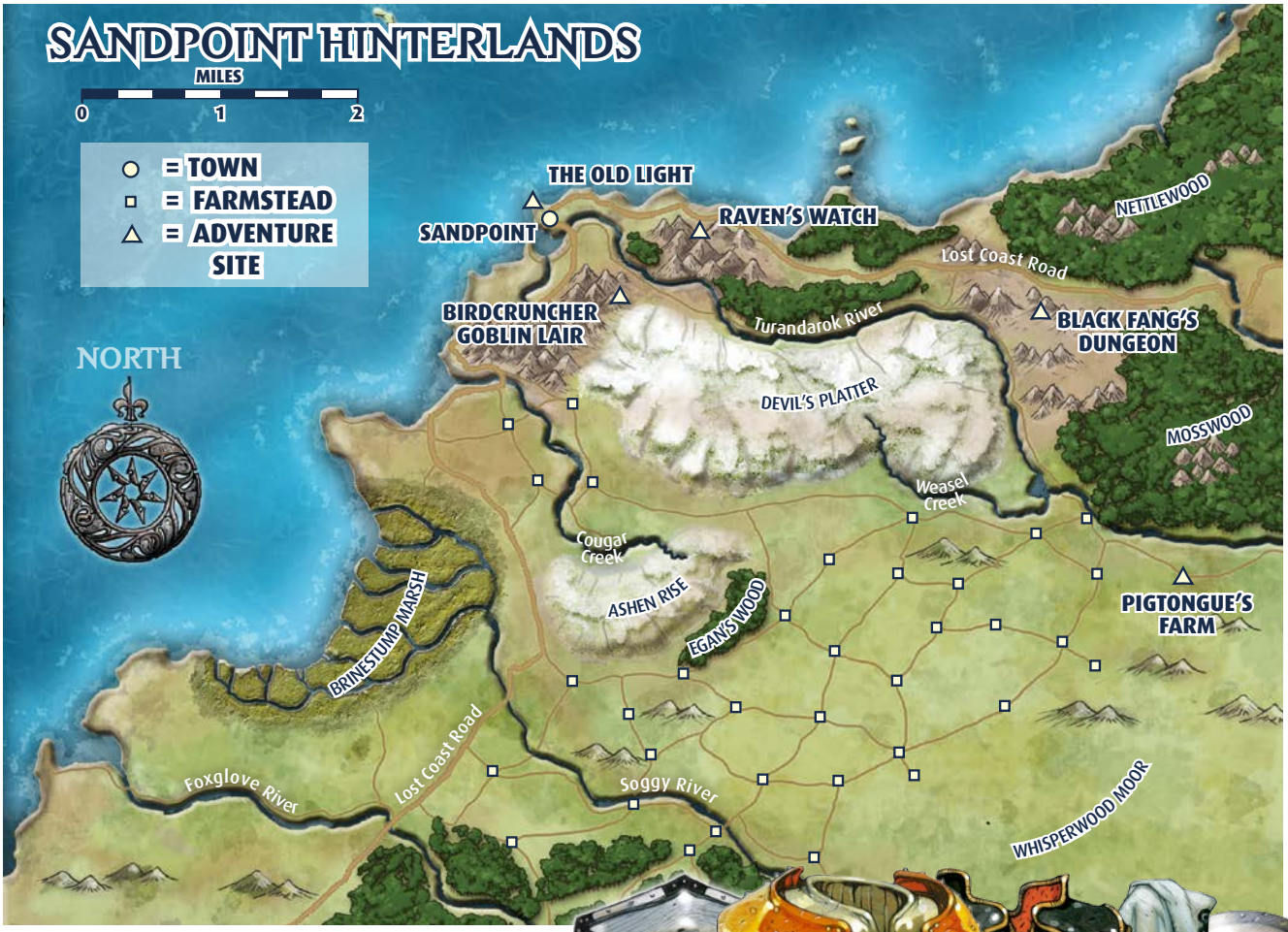
Sheriff Belor Hemlock and his militia keep the peace in town, but some things are too tough even for the militia—the sheriff is always looking to hire adventurers to handle these problems. Meanwhile, the elf huntress Shalelu patrols the Sandpoint hinterlands. She keeps an eye on the roads, looks out for goblins, and is all-around one of the best people to talk to if you're looking for adventure locales in the nearby wilderness.

AMEIKO KAIJITSU

RUSTY DRAGON

The tavern and inn called the Rusty Dragon is the best place in town to rest and relax after an adventure, since the tavern's beautiful owner, Ameiko Kaijitsu, is an adventurer herself. Although food isn't free, rooms to rest for the night are always free at the Rusty Dragon once you've proven yourself an adventurer by finishing at least one quest!

1. THE OLD LIGHT
2. SANDPOINT CATHEDRAL
3. SANDPOINT GARRISON
4. TOWN HALL
5. SAVAH'S ARMORY
6. SANDPOINT THEATER
7. TURANDAROK ACADEMY
8. RUSTY DRAGON
9. WATERFRONT
10. FEATHERED SERPENT



SHOPPING IN SANDPOINT

You can buy all of the equipment listed in the *Hero's Handbook* at stores in Sandpoint, but there are other, more expensive things you can purchase as well, like healing and magic items!

HEALING

The clerics at the Sandpoint Cathedral are always available to cast healing magic, but as higher-level characters need additional or more powerful spells to get them up to full strength, the clerics charge higher-level characters more for healing magic. It costs 10 gp for a 1st-level character to be healed to maximum hit points at the cathedral. It costs 20 gp for a 2nd-level character, 30 gp for a 3rd-level character, 40 gp for a 4th-level character, and 50 gp for a 5th-level character to be healed up to maximum. The clerics charge normal prices (see page 46) for spells like *remove disease*.

MAGIC ITEMS

Savah's Armory is the best place to go to get magic weapons and magic armor, while the best place for other magic items is the Feathered Serpent. Prices for items always in stock are listed on the table to the right. You can also randomly roll up to one minor magic weapon (page 50) and one minor wondrous item (pages 56–59) to be for sale as well—these random items should change every time the PCs finish a new quest.

SHOPPING FOR MAGIC

ITEM	COST
Any +1 armor	+1,150 gp
Any +1 shield	+1,150 gp
Any +1 weapon	+2,300 gp
Potion of cure light wounds	50 gp
Potion of cure moderate wounds	300 gp
Potion of cure serious wounds	750 gp
Ring of protection +1	2,000 gp
Wand of cure light wounds (10 charges)	150 gp
Wand of magic missile (10 charges)	150 gp
Amulet of natural armor +1	2,000 gp
Bracers of armor +1	1,000 gp
Cloak of resistance +1	1,000 gp
Elixir of hiding	250 gp
Elixir of vision	250 gp

ADDITIONAL QUESTS

Sandpoint is normally a safe place to live, but there's always trouble brewing and there are always opportunities for adventures. Listed below are several ideas for adventures that you can design for your players that take place both in the town of Sandpoint and out in the hinterlands surrounding the town.

DEEPER INTO THE DUNGEON

The dungeon Black Fang was using has deeper levels below. What could be hidden below the dragon's lair?

GOBLIN HUNT

Goblins live all over the place, but the goblins of the Birdcruncher tribe (so named for their habit of eating live birds) are the closest to Sandpoint and cause trouble with farmers. Someone needs to go find their cave and drive them out of the region!

HAUNTED MOORS

People have been seeing skeletons, zombies, and even ghouls down in Whisperwood Moor. The sightings are particularly common around a remote farm, and no one's heard from the farmers there for days. Someone needs to investigate to see that the farmers are okay!

NIGHT THIEVES

Robberies have been taking place down near the waterfront, and the local gang of hoodlums known as the Sczarni say it's not them—it's something else hiding out in old smuggler's tunnels that run from the Sandpoint Theater to the waterfront. Someone needs to head into those tunnels to find out who's behind the thefts!

THE OLD LIGHT

There's an ancient ruined tower in town that most folks think is an old lighthouse. But someone recently found a secret door on the bottom floor—an entrance to a dungeon that's existed right under everyone's feet for years! What could be lurking inside?

PEST CONTROL

The giant spiders that live in Egan's Wood have become a problem for nearby farms; most think that some strange new menace has risen in the small forest and has been driving the spiders out into outlying regions. Someone not only needs to take care of the spider problem, but also investigate Egan's Wood for the cause of it all.

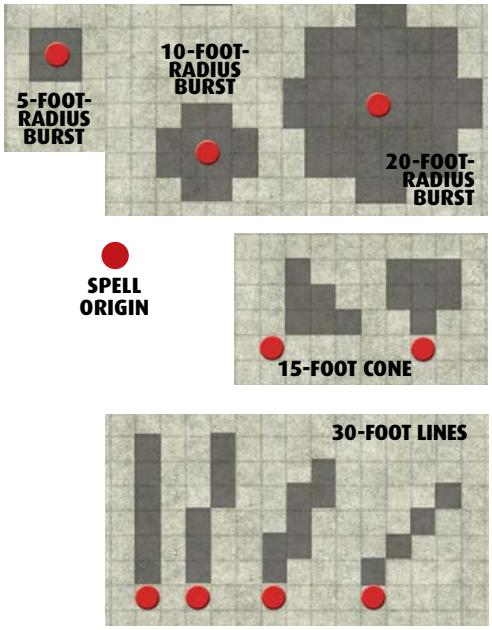
PIGTONGUE THE OGRE

Everyone knows ogres live in the hills deep in Mosswood, but it looks like one of them got kicked out of the family. This ogre, a particularly surly creature named Pigtongue, has taken over a farmhouse and moved in with his pet boars. The farmers managed to escape, but now they need someone to go kill the brute before he ruins their home!

REFERENCES

COMBAT ROUND SEQUENCE

1. Is anyone surprised?
2. Everyone rolls initiative!
3. GM puts everyone in initiative order.
4. In initiative order, everyone takes a turn. Surprised creatures can't take actions on the first round.
5. End of round. Go to step 4.



COMMON ACTIONS IN COMBAT

STANDARD ACTION

- Activate battle rage, blinding ray, force missile, hand of the apprentice, rebuke death, or strength surge
- Activate a magic item
- Attack
- Cast a spell, cantrip, or orison
- Channel energy
- Drink a potion
- Read a scroll
- Try to break free of a web
- Use the Heal skill to treat poison
- Use the Heal skill to stabilize a dying friend
- Anything you can do with a move action

MOVE ACTION

- Climb or swim 1/4 your speed
- Draw a weapon*
- Hand an item to an adjacent ally
- Load a light crossbow
- Mount/dismount a steed
- Move a heavy object
- Move up to your speed
- Open or close a door
- Pick up an item
- Retrieve a stored item
- Search a 5-foot-by-5-foot area
- Sheathe a weapon
- Stand up from lying prone
- Strap on or remove a shield
- Take an item from an adjacent ally

FULL-ROUND ACTION (STANDARD + MOVE)

- Charge
- Extinguish someone who's on fire
- Light a torch with flint and steel
- Load a heavy crossbow
- Use the Disable Device skill

FREE ACTION

- Activate agile feet or bit of luck
- Drop an item
- Drop to the floor
- Take a 5-foot step

* If your attack bonus is +1 or higher, when you use the move action to move, you also can draw a weapon as a free action.

COMMON SKILL DCS

DC 5

- Climb a knotted rope (Climb)
- Climb a rope against a wall (Climb)
- Guide mount with your knees (Ride)
- Jump 5 feet (running long jump) (Acrobatics)

DC 10

- Climb a rocky hillside (Climb)
- Hear a creature walking (Perception)
- Identify a common plant or animal (Knowledge Nature)
- Identify a dungeon obstacle (10 + the obstacle's CR) (Knowledge Dungeoneering)
- Identify spellcasting (10 + the spell's spell level) (Spellcraft)
- Remember a bit of useful information about a monster (10 + monster's CR) (various Knowledge skills)
- Influence a friendly creature (10 + the creature's CHA Mod) (Diplomacy)
- Jam a lock (Disable Device)
- Learn the current gossip in town (Diplomacy)
- Jump 10 feet (running long jump) (Acrobatics)
- Jump 5 feet (standing long jump) (Acrobatics)
- Swim in calm water (Swim)

DC 15

- Climb a rock wall, tree, or rope (Climb)
- Hear a whispered conversation (Perception)
- Identify a potion, scroll, or wand (15 + the item's caster level) (Spellcraft)
- Influence an indifferent creature (15 + the creature's CHA Mod) (Diplomacy)
- Jump down to reduce falling damage (Acrobatics)
- Know the common mythology and beliefs of a religion (Knowledge Religion)
- Know a common rumor or local tradition (Knowledge Local)
- Know the date of a historical event (Knowledge History)
- Leap from your mount (Ride)
- Recognize terrain near a familiar place (Knowledge Geography)
- Jump 15 feet (running long jump) (Acrobatics)
- Sabotage a wagon wheel (Disable Device)
- Soft fall from mount (Ride)
- Stabilize a dying creature (Heal)
- Swim in rough water (Swim)

DC 20

- Climb a rough stone wall (Climb)
- Disarm or reset a typical trap (Disable Device)
- Fast mount or dismount (Ride)
- Find a typical secret door or trap (Perception)
- Identify an ongoing spell (20 + the spell's spell level) (Spellcraft)
- Influence an unfriendly creature (20 + the creature's CHA Mod) (Diplomacy)
- Learn obscure information in town (Diplomacy)

DC 20 (CONTINUED)

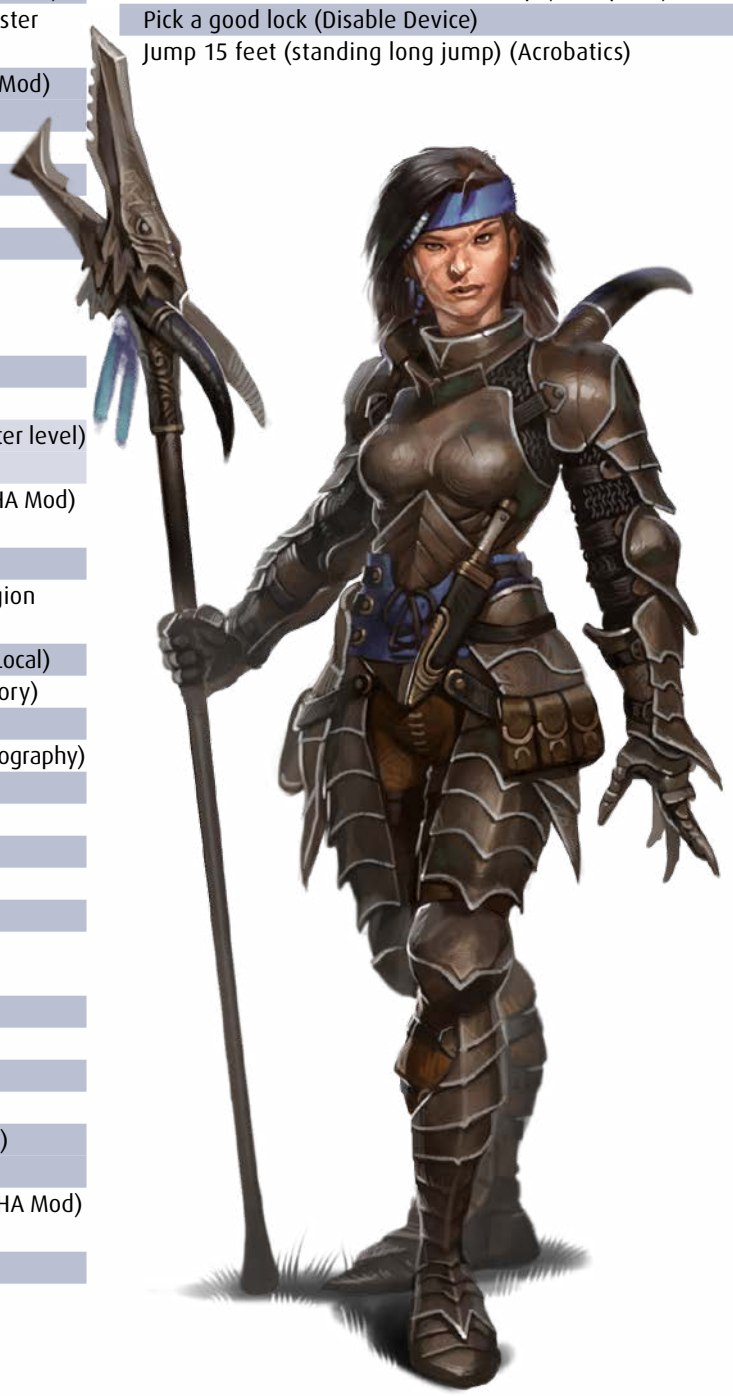
- Pick a simple lock (Disable Device)
- Jump 20 feet (running long jump) (Acrobatics)
- Jump 10 feet (standing long jump) (Acrobatics)
- Swim in stormy water (Swim)

DC 25

- Climb a brick wall (Climb)
- Disarm a complex trap (Disable Device)
- Influence a hostile creature (25 + the creature's CHA Mod) (Diplomacy)

DC 30

- Balance on a rope (Acrobatics)
- Find a well-hidden secret door or trap (Perception)
- Pick a good lock (Disable Device)
- Jump 15 feet (standing long jump) (Acrobatics)

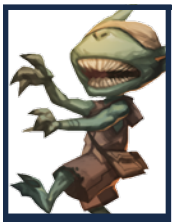


Conditions

Conditions are effects that happen to characters and monsters, like being deafened by a loud noise, entangled by a giant spider's web, fatigued from a long day of work, or sickened by poison or disease.

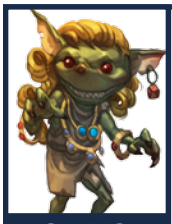
CONDITION RULES

This section explains the rules for these conditions and things that may cause them. If more than one condition affects a character, apply them all. If effects can't combine, apply the most harmful effect.



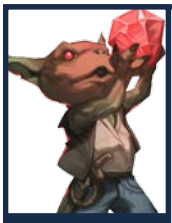
BLINDED

You cannot see. You take a –2 penalty to AC and lose your DEX Mod to AC. You automatically fail checks requiring sight. All opponents are invisible to you. You can't sneak attack creatures you can't see. Feeling into two adjacent squares to pinpoint (find) an opponent's location is a standard action.



DAZED

You can take no actions, but this doesn't give you a penalty to your Armor Class. A dazed condition typically lasts 1 round.

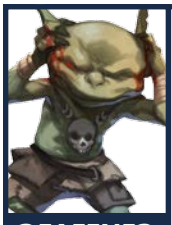


DAZZLED

You are unable to see well because of overstimulation of your eyes. You take a –1 penalty on attack rolls and sight-based Perception checks.

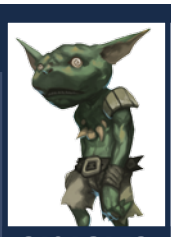
DEAD

You're dead, either because your negative hit points are equal to or less than your Constitution ability score, or because you have been killed instantly by a spell or effect. You can't be healed by *cure* spells, but powerful magic (like a *scroll of new life*) can bring you back to life.



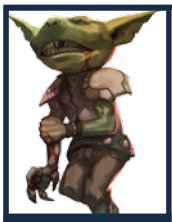
DEAFENED

You can't hear. You take a –4 penalty on initiative checks, automatically fail Perception checks based on sound, and take a –4 penalty on opposed Perception checks. Loud noises, such as explosions, avalanches, and waterfalls, can temporarily deafen a character.



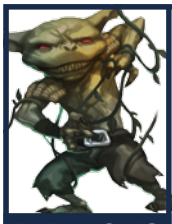
DISABLED

You have exactly 0 hit points, or are stable and conscious with negative hit points (*Hero's Handbook*, page 60). You move at half speed and are staggered. Taking a standard action deals you 1 point of damage when it is completed; if you are still at negative hp, you are unconscious and dying.



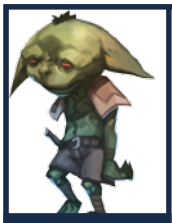
DYING

You are unconscious and near death (*Hero's Handbook*, page 60). Every round, you must make a DC 10 CON check (1d20 + CON Mod) or lose 1 hit point. You take a penalty on this check equal to your negative hit point total. If you make the check, you become stable.



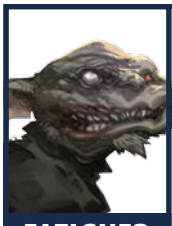
ENTANGLED

You are ensnared, such as by a net or giant spiderweb. Being entangled hampers movement but you aren't totally immobilized. You move at half speed, cannot charge, and take a –2 penalty on all attack rolls, Reflex saves, and DEX-based skill checks.



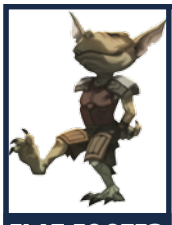
EXHAUSTED

You take a –3 penalty on attack rolls, Reflex saves, and STR- and DEX-based skill checks. You move at half speed and can't charge. After 1 hour of complete rest, you become fatigued instead of exhausted.



FATIGUED

You take a –1 penalty on attack rolls, Reflex saves, and STR- and DEX-based skill checks. You can't charge. After 8 hours of rest, you are no longer fatigued. If you are fatigued and do something else that would make you fatigued, you become exhausted instead.



FLAT-FOOTED

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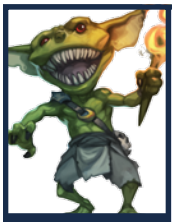
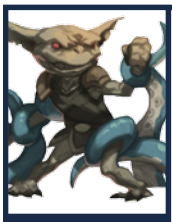


FRIGHTENED

You are in fear for your life. You flee from the source of your fear as best you can. If you're unable to flee, you may fight, but you take penalties like you are shaken. You can use spells, class features, or other abilities to help you escape (especially if they're the only way you can escape).

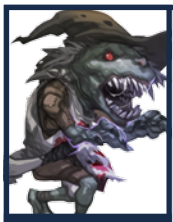
PRONE

You are lying on the ground. You have a –4 penalty on melee attack rolls and cannot use ranged weapons (except for crossbows and ranged spells). You get a +4 bonus to AC against ranged attacks, but take a –4 penalty to AC against melee attacks. Standing up is a move action.



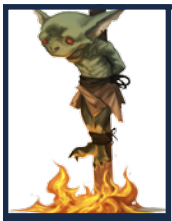
GRABBED

You have been grabbed by a monster (such as a boggard, mimic, or reefclaw) using the grab special ability. You can't move from your current square until the monster is killed or lets you go. You lose your DEX Mod to Armor Class (if positive) and you take a –2 penalty on attack rolls.



SHAKEN

You are afraid, but not enough to run away. You take a –2 penalty on attack rolls, saving throws, skill checks, and ability checks.



HELPLESS

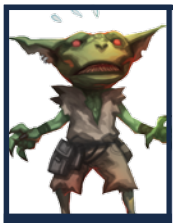
You are unconscious, paralyzed, bound, sleeping, or otherwise completely at your opponent's mercy. You are treated as having a –5 DEX Mod. Melee attacks against you get a +4 attack bonus. You can always be sneak attacked. Enemies can automatically crit you with a melee weapon as a full-round action.

SICKENED

You take a –2 penalty on all attack rolls, weapon damage rolls, saving throws, skill checks, and ability checks.

INVISIBLE

You are undetectable by sight. Against creatures that can't see you, you gain a +2 bonus on attack rolls and have total concealment (*Hero's Handbook*, page 60). To attack you, a creature must pinpoint what square you are in by feeling (see Blinded) or making a Perception check (DC = your Stealth check + 20).

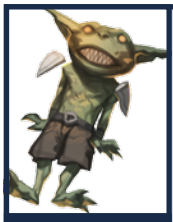


STABLE

You were dying, and are still unconscious and have negative hit points, but you have stopped losing hit points each round (see Dying, *Hero's Handbook*, page 60). You can make a DC 10 CON check (with a penalty equal to your current hit points) each hour to become conscious and disabled.

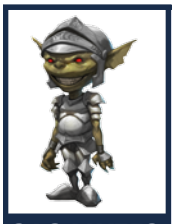
NAUSEATED

You are experiencing stomach distress. You are unable to attack, cast spells, concentrate on spells, or do anything else requiring attention. The only action you can take is a single move action on your turn. An overwhelming stench such as a *stinking cloud* spell can make you nauseated.



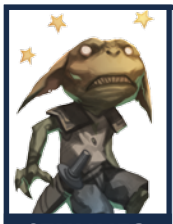
STAGGERED

You are reeling and not fully in control of yourself. You may take a single move action or standard action each round (but not both, nor can you take a full-round action). You can still take a free action on your turn.



PARALYZED

You are frozen in place and unable to move or act. You are helpless, but you can still think. If you were flying by means of wings, you fall. If you were swimming, you start sinking. Your enemies and allies can move through your square (this counts as 2 squares of movement for them).

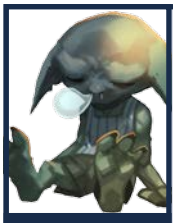


STUNNED

You're overwhelmed with physical or mental shock. You drop whatever you're holding, can't take any actions, take a –2 penalty to AC, and lose your DEX Mod (if positive) to AC.

PETRIFIED

You have been turned to stone and are considered unconscious. If you are cracked or broken, as long as the broken pieces are joined with you when you are restored to flesh, you are unharmed. If you are missing pieces when you're restored to flesh, these become injuries.



UNCONSCIOUS

You are knocked out and helpless. You can't take any actions or think.

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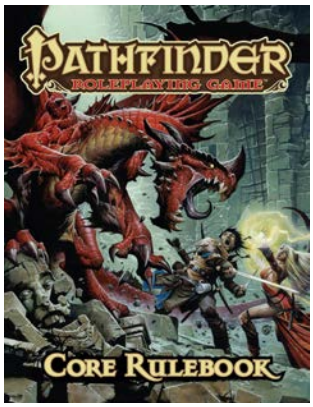
WHERE TO GO FROM HERE

If your PCs have reached level 5, and you're ready for more adventure, it's time to take a look at the big books for the Pathfinder Roleplaying Game! Take your game to the next level with hundreds of additional options for your PCs, monsters, and campaign! The *Transition Guide* in the *Beginner Box* will get you started.

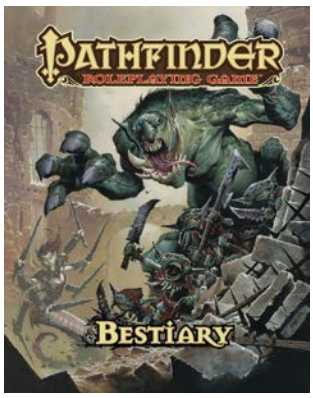
A wider world of glory and danger is as close as your computer. Download a free adventure for the *Pathfinder RPG Beginner Box*, rules for the devastating barbarian class, and more for players and Game Masters alike just by going to **paizo.com/beginnerbox**.

PATHFINDER RPG CORE RULEBOOK



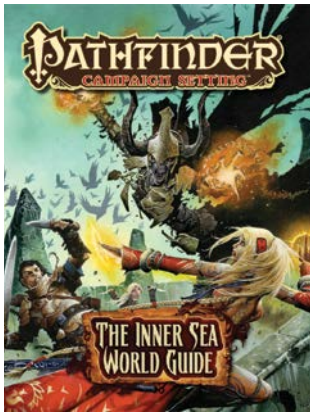
The full version of the Pathfinder RPG has 7 races, 11 classes going up to level 20, more skills, more feats, more equipment, combat maneuvers like disarming or tripping opponents, more than 500 spells, 30 traps, more than 300 magic items, and rules for creating new magic items. The *Beginner Box* is compatible with the *Core Rulebook*—upgrade your game!

PATHFINDER BESTIARY



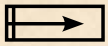
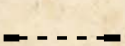
This book has more than 350 monsters, including giants, trolls, genies, griffons, hobgoblins, bugbears, hydras, bears, hags, dinosaurs, vampires, bigger elementals, worgs, dire tigers, yetis, and 10 kinds of dragons. The *Bestiary* also includes rules for quickly modifying monsters, giving monsters class levels, and creating your own monsters, all the way up to CR 20!

THE INNER SEA WORLD GUIDE



This campaign setting details a huge region ready for adventure! Whether you want to explore wild lands beyond Sandpoint, orc-ruled Belkzen, the viking-themed Lands of the Linnorm Kings, freedom-loving Andoran, haunted Ustalav, or the slave markets of Katapesh, this book gives you the history, lore, and feats you need to run an entire campaign set in the world of Golarion!

COMMON MAP SYMBOLS

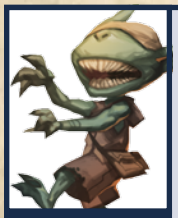
	Door		Trap
	Double Door		Spiral Stairs
	Secret Door		Stairs
	One-Way Door		Slide Trap
	False Door		Table
	Archway		Chest
	Concealed Door		Cabinet
	Illusory Wall		Barrel
	Ladder		Box
	Portcullis or Bars		Chair
	One-Way Secret Door		Throne
	Window		Chimney
	Arrow Slit		Brazier
	Fireplace		Statue
	Locked Door		Railing
	Wall Carving		Curtain
	Sarcophagus		Bed
	Upright Sarcophagus		Dais
	Rubble		Campfire
	Cage		Stalactite
	Fountain		Stalagmite
	Altar		Sinkhole
	Pool		Natural Stairs
	Well		Submerged Path
	Pillar		Lake
	Covered Pit		Stream or River
	Open Pit		Depression
	Trap Door–Ceiling		Elevated Ledge
	Trap Door–Floor		Ledge
	Secret Trap Door		Natural Chimney

COMBAT REFERENCE GUIDE

COMBAT ROUND SEQUENCE

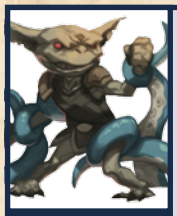
1. Is anyone surprised?
2. Everyone roll initiative! (1d20 + initiative Total)
3. GM puts everyone in initiative order.
4. In initiative order, everyone takes a turn. Surprised creatures can't take actions on the first round.
5. End of round. Go to step 4. **(For more information on combat, go to page 53 in the *Hero's Handbook*.)**

COMMON CONDITIONS



BLINDED

You cannot see. You take a –2 penalty to AC and lose your DEX Mod to AC. You automatically fail checks requiring sight. All opponents are invisible to you. You can't sneak attack creatures you can't see. Feeling into two adjacent squares to pinpoint (find) an opponent's location is a standard action.



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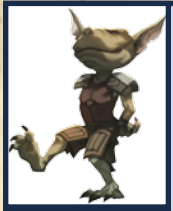

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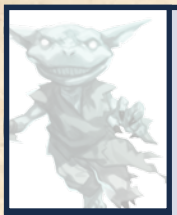

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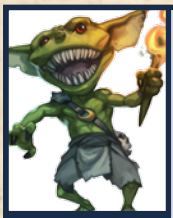

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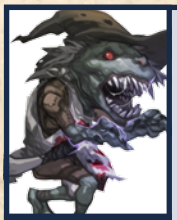

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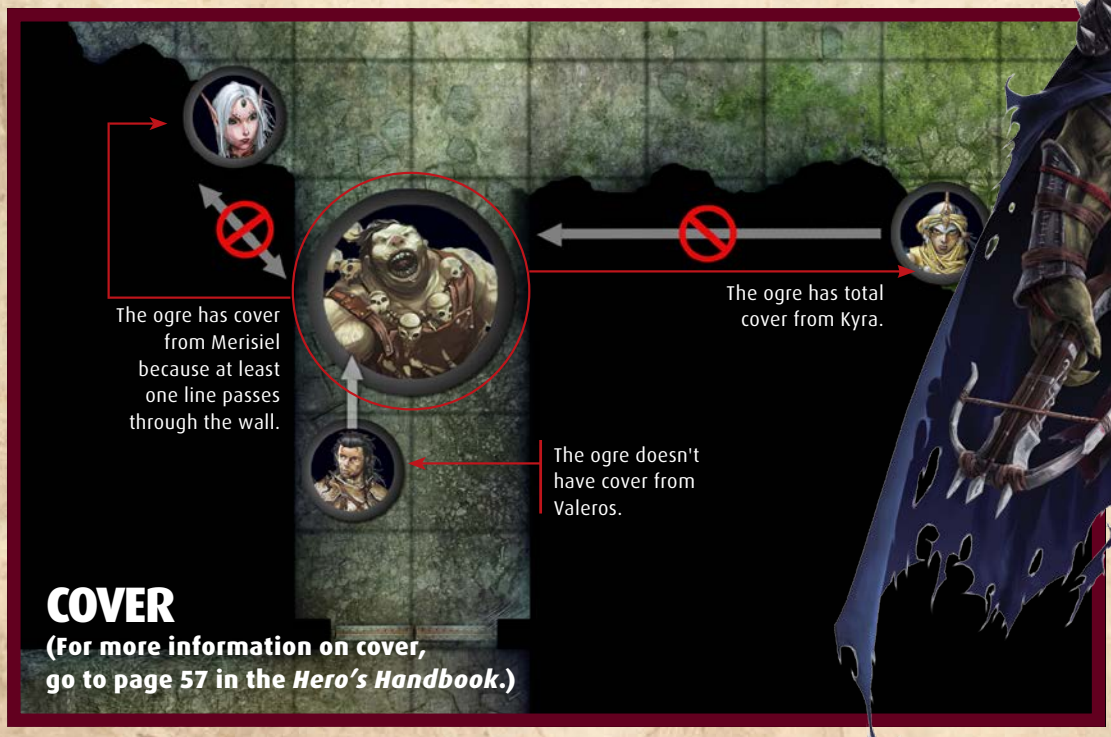

COVER

(For more information on cover, go to page 57 in the *Hero's Handbook*.)